

РАРРАН АТ'НУК



FROG GOD
GAMES

RAPPANATHUK

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**FROG GOD
GAMES**

**5TH EDITION RULES,
1ST EDITION FEEL**

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Tribute

When I first started writing this material, it was 1977. Giants of the industry were alive and well, and the roleplaying game industry was a fast-growing and new idea. Names like Gygax, Arneson, Bledsaw, and Barker became my boyhood heroes, almost mythical beings that somehow were able to capture the hearts and minds of young people (mostly male) all over the world. Little did I know that 35 years later, I would be penning this work for thousands to read. This book is dedicated to four of those giants, all of whom have (sadly) passed to the next dimension since I last published my own work.

Over the years, it was my pleasure and privilege to get to know and even work with those heroes of my childhood. While I never met Professor Barker, he was kind enough to answer my emails and questions about the *Empire of the Petal Throne* setting. His faithful are just that, faithful. I have never seen a more dedicated and loyal pack of fans than the Tekumel crowd. Nice folks too. People should remember that this gentleman had created an entire alternate universe (and a complete language!) long before any notion of tabletop roleplaying games had been invented. The original box set (which sold for \$25 in 1975, or \$113.63 in 2017) is the standard of quality that my company tries to replicate today. M.A.R Barker was what I term the “cultural” creator of this game, he allowed us to see an alternate race and culture as ourselves.

Dave Arneson and I met on several occasions. Mostly at Gencon and mostly with other folks we both knew. People will, I hope, realize that he was the rules behind all this madness, and without his insight, no one would have turned tabletop miniature battle rules into a roleplaying game. His *Blackmoor* setting was the “first fantasy campaign”, and his *Temple of the Frog* inspired well, me. Dave turned mass battle rules into man-on-man, and later man-on-monster combat, then personalized the idea so that each player was playing a character with a name and the ability to advance in power (from man-at-arms to hero and later superhero), creating a continuous role for each player. This was the foundation of the games we all play, and have played for the last 45 or so years. Dave was what I term the “method” creator of the game; he allowed us to turn imagination into a game that we all could play, using a set of mutually agreed mechanics.

Bob Bledsaw was a visionary. Bob took what all his contemporaries were doing, and made it big. He defined “Go big or go home”. No other company in the history of the industry produced so much material in so short a timeframe. Darn useful stuff too. When many had taken bits of game worlds and put them into play, Bob created an entire world and detailed every 5-mile hexagon of it. When TSR was producing 5–7 products a year, Bob was producing 30. When others wrote a paragraph or two about a city, Bob created a city and detailed every shop in it, creating enough backstory to run entire game sessions out of a random trip to the blacksmith to get a shield. Bob made cities real, rather than some place that players “went to discuss the next dungeon delve or get Joe Platemail III raised from the dead”.

I had the pleasure of getting to know Bob in 2002. In my writing career, one of the works of which I am most proud of is still the boxed set known as *Wilderness of High Fantasy* that Clark Peterson and I produced in 2005. It took Bob’s grand world and expanded the level of detail of his prior work from the later 1970’s, using his same game maps and content.

The team that created this detail was vast, and I still contend that one could run a continuous game for 9 centuries using nothing but this set. Bob reviewed and approved each section in turn. I spent many hours on the phone with him, listening in quiet fascination while he told me about the Holy Cities of the Desert Lands, and how his game group had spent hundreds of hours dealing with the intrigue and factions of those cities, of the radiation filled dungeons below them, and many, many other stories. This guy had an imagination the likes of which I have never before or since encountered. Bob was what I call the “creator of worlds”, who made us see a completely alternate universe and imagine it was our own. I still run my game (35+ years later) in this setting.

So now we have discussed culture, mechanics and the world. What is left is adventure.

One time at Gencon (I think in 1999), I was out back smoking a cigarette, when a gentleman approached me for a light. We sat there and smoked several, having perhaps a 15-minute conversation about the advent of D&D 3.0 and what effect it was going to have on the industry. After I left, another stranger said to me, “Oh my God. That is Gary Gygax”. I had no idea. What a nice guy he was too.

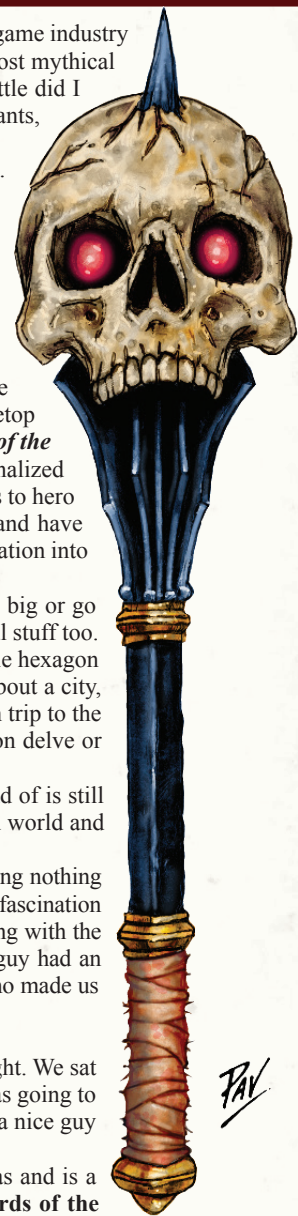
Two years later, I got to know Gary through his relationship with Steve Chenault at **Troll Lord Games** (Steve was and is a regular drinking buddy of mine at conventions). We had just obtained the rights to republish *Necropolis* from **Wizards of the Coast** and I asked for an introduction to see if we could get Gary’s input and assistance on making the book right. Gary immediately agreed, and really helped us do this right. He did not even ask to be paid (we paid him anyway). The book was (and is) nothing short of spectacular, even if it is (now) nearly impossible to find a copy.

Gary had great stories. His stories were the foundation of what I call adventure. He regaled me with tales of how as a teen he and his friends used to explore an old abandoned insane asylum near Lake Geneva (creepy place — think “*House on Haunted Hill*”). Many think that Moria defined dungeons. I bet that while it inspired them, Gary’s exploits into the dark and creepy asylum may have had something to do with it.

Where Bob was the world guy, Gary was the dungeon guy. No one I have ever read has ever created the fiendish traps (you just die), nasty monsters and tricks that Gary did. Anyone who has ever read *Tomb of Horrors* knows Gygax. The sleep gas and juggernaut, the golden crown and scepter, the sphere of annihilation in the demon’s mouth...wow. Dungeons didn’t do this. Gary was not afraid to kill characters. Heck, the *Village of Hommllet* was super deadly. His stories of Castle Greyhawk were inspired. The guy knew how to write an adventure. *Necropolis* was in my humble opinion, his crowning achievement. It took *Hommllet* and added *Tomb of Horrors*. His stuff is just epic. Anyone who finished a Gygax module felt a certain pride in the accomplishment. Certainly, the words “I am the Set Rahotep” will be etched forever in my memory.

I continued to correspond with Gary until just before he died. He offered great advice, and always took the time to help me get over my writer’s block or just chat a bit about anything. I’ll always remember drinking \$500 bottles of wine with him at a steakhouse in Milwaukee, and my daughter shyly flirting with him while he and I were signing books together. I hope they do get that statue of him built in Lake Geneva, he was a great man.

This book was inspired by these giants. I hope you all enjoy it as much as I have enjoyed writing it over the past 35 years. I will continue to add levels and side treks that are inspired by play in years to come, and this iteration reflects everything I have added in the last 10 years.



— Bill Webb
Poulsbo WA, 2012

Introduction

Once upon a time, there was an idea — an idea formulated by Gary Gygax and Dave Arneson got together in 1974 and published in a little paperback book set (maybe you're heard of it?), including a little tome called *Underworld Adventures*. The idea was simple: it is a lot of fun to go into a dungeon and kill evil monsters. Why is the dungeon there? No one knows. Why do the monsters usually fight rather than talk? We aren't really sure. Why are there 16 trolls in a cave with a *jug of alchemy*? No one cares. What do all the monsters eat? We don't know that either (although "adventurer" probably tops the list). And we don't have to know these things. This isn't an ecology experiment, it's a dungeon — the quintessential setting for pure swords and sorcery adventuring.

This adventure pays homage to that original idea. True, there are opportunities for role-playing, but most of this adventure is dedicated to "roll playing." Hopefully, while exploring the halls of Rappan Athuk, you will recall the thrill of discovery, the terror in your heart when you fought your first skeleton, the joy of rolling your first natural 20 and the despair you felt when that 1 came up for your poison saving throw.

This adventure, *Rappan Athuk V*, is nothing more and nothing less than a good, old-fashioned, dungeon crawl updated for the Fifth Edition of the world most popular roleplaying game. Very difficult, it should strike fear into the hearts of the most stalwart adventurers. It offers an abundance of traps, tricks and monsters.

We hope that you find this module as fun and exciting as those hundreds of players who have ventured into (and not as often out of) the endless caverns and mazes of Rappan Athuk.

This is a difficult dungeon. Even the upper dungeon levels should not be attempted by a party of less than six characters of 4th level. Only truly veteran players should attempt this dungeon with lower level characters. Parties delving deeper than the 1st or 2nd levels of the dungeon should be of 5th level or higher. Entering the dungeon through "The Well" (which leads to Level 3A) is dangerous, best avoided by parties of less than 7th level.

Why did we do this revision (again)?

Rappan Athuk is the granddaddy of all dungeons, conceived when the game was new, renowned as the "real deal" by GMs and players alike. Perhaps the greatest statement a player can make about sheer terror his character is feeling is to say: "I was more scared than when we were in Rappan Athuk."

Rappan Athuk was originally released under the 3.0 rules in 2000. Two additional tomes of material were released in 2001. The areas of wilderness surrounding the dungeon and several other nifty tidbits were released as web-support over time as well. It was revised for the 3.5 ruleset in 2006 and expanded upon. It was released again in 2012, for the *Pathfinder Roleplaying Game* and the *Swords & Wizardry Complete* systems, when the original dungeon was expanded even further to excite and torture a new generation of characters. Now, *Rappan Athuk V* is back to torment legions of new fans in the Fifth Edition!

This book compiles areas originally included in *Rappan Athuk: Expansions*, as well as some additional bonus material. It also has revised and amended statistics and tactics of the various NPCs and monsters that replace our earlier efforts. With a little effort, it's the only dungeon you will ever need, even if it doesn't use all the monsters ever created. Oh, and yes, Level 15 is still just intended for you to read — Orcus is still supposed to be unbeatable. After all, we can't let an icon get killed!





Introduction

Rappan Athuk is a sprawling adventure that occurs above and below ground, and possibly over multiple worlds. In addition, *Rappan Athuk* “sprawls” across several hundred pages and several editions of the world’s greatest roleplaying game. This chapter talks a little about both of these. The beginning of the chapter talks about the book itself — room numbering and descriptions, locations of monsters and magic items, and so forth. The middle gives some general information about the world, and the rest is about combining the fifth edition rules with an old school adventure.

Finding your way around the maps: Room and Level Numbering

Because Rappan Athuk is a complex dungeon with numerous levels, rooms are labeled with a level prefix and a room number suffix. For example, Zelkor’s lair is Area 3A-8, meaning room number 8 on Level 3A. Rappan Athuk also uses an old-style level numbering convention with “main” levels and “side” levels. The “main” levels are numbered consecutively, indicating relative depth below ground. The “side” levels (those marked with A, B, C, or D), often skip numbers. The numbers of the side levels indicate depth relative to the main levels. For example, Level 3A (beneath “the Well”) is approximately the same depth underground as Level 3. A cross-sectional view of the levels of Rappan Athuk is shown on the Rappan Athuk Side View map. This map also details the entrances and exits to various parts of the dungeon. These connections are also listed in the introduction to each level and are given in the Level Connections List. While the characters may get lost frequently, hopefully you will always know where they are.

The Levels of Rappan Athuk

Ground Level: The Sunken Graveyard and the Mausoleum

Level 0A: The Cavern of the Kraken Level

Level 0B: The Cloister of the Frog-God Level

Level 0C: Zelkor’s Ferry

Level 0D: Castle Calaelan

Level 0E: The Ruined Keep — The Tunnels of Terror

Level 0F: The Sea Cave Dungeon

Level 1: The Lair of the “Dung Monster”

Level 1A: The Temple of Final Sacrament

Level 1B: The Bastion

Level 1C: The Mouth of Doom

Level 2: Marthek’s Place and Ambro’s Base

Level 2A: Teleportals

Level 2B: The Demon’s Gullet

Level 3: “Beware of Purple Worms!”

Level 3A: “The Well”—Zelkor’s Lair

Level 3B: Down the Well

Level 3C: Fountain of Pestilence

Level 3D: The Gilded Demesne

Level 4: The Upper Temple of Orcus

Level 4A: The Basilisk Caverns

Level 4B: The Gut

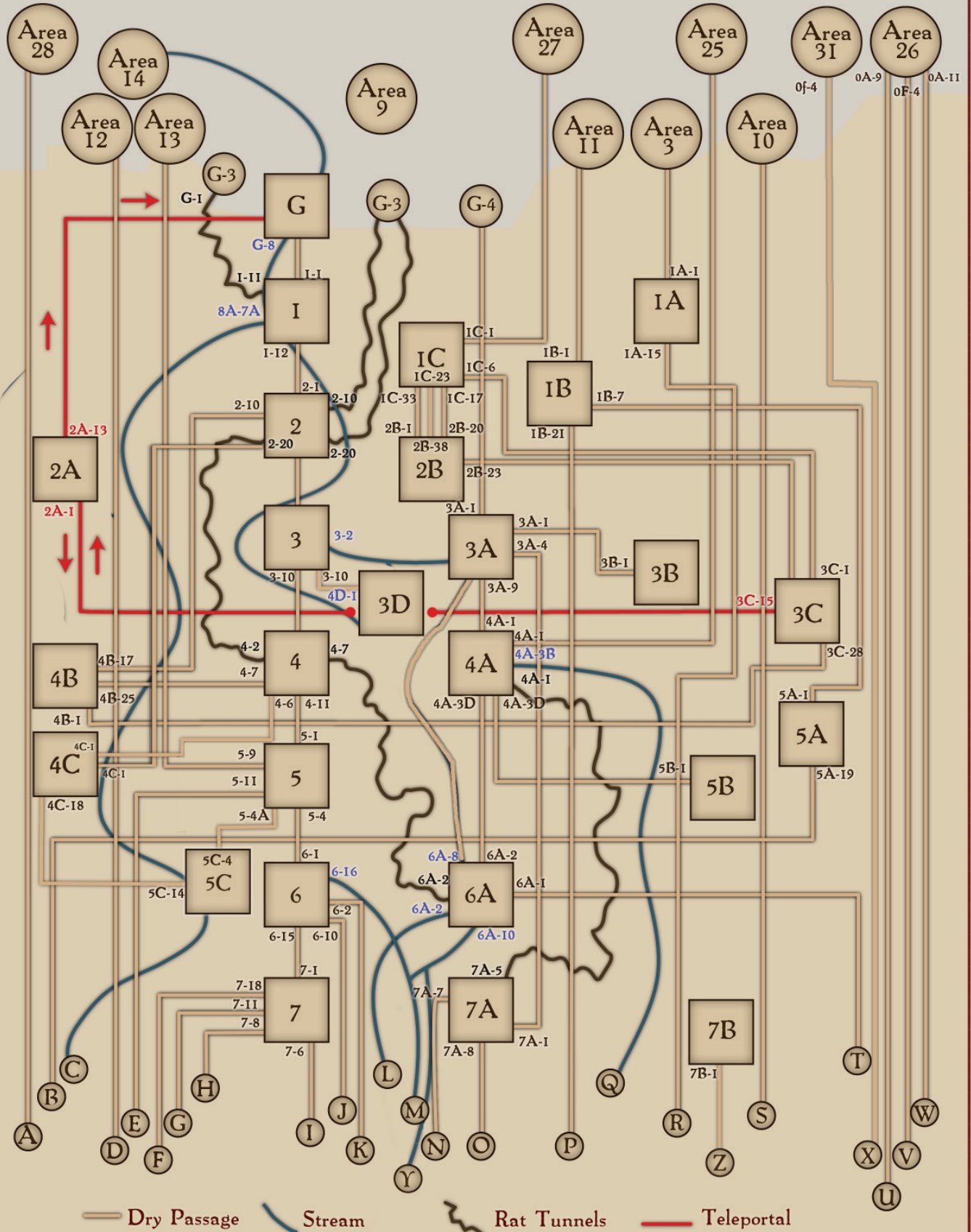
Level 4C: Last Stand

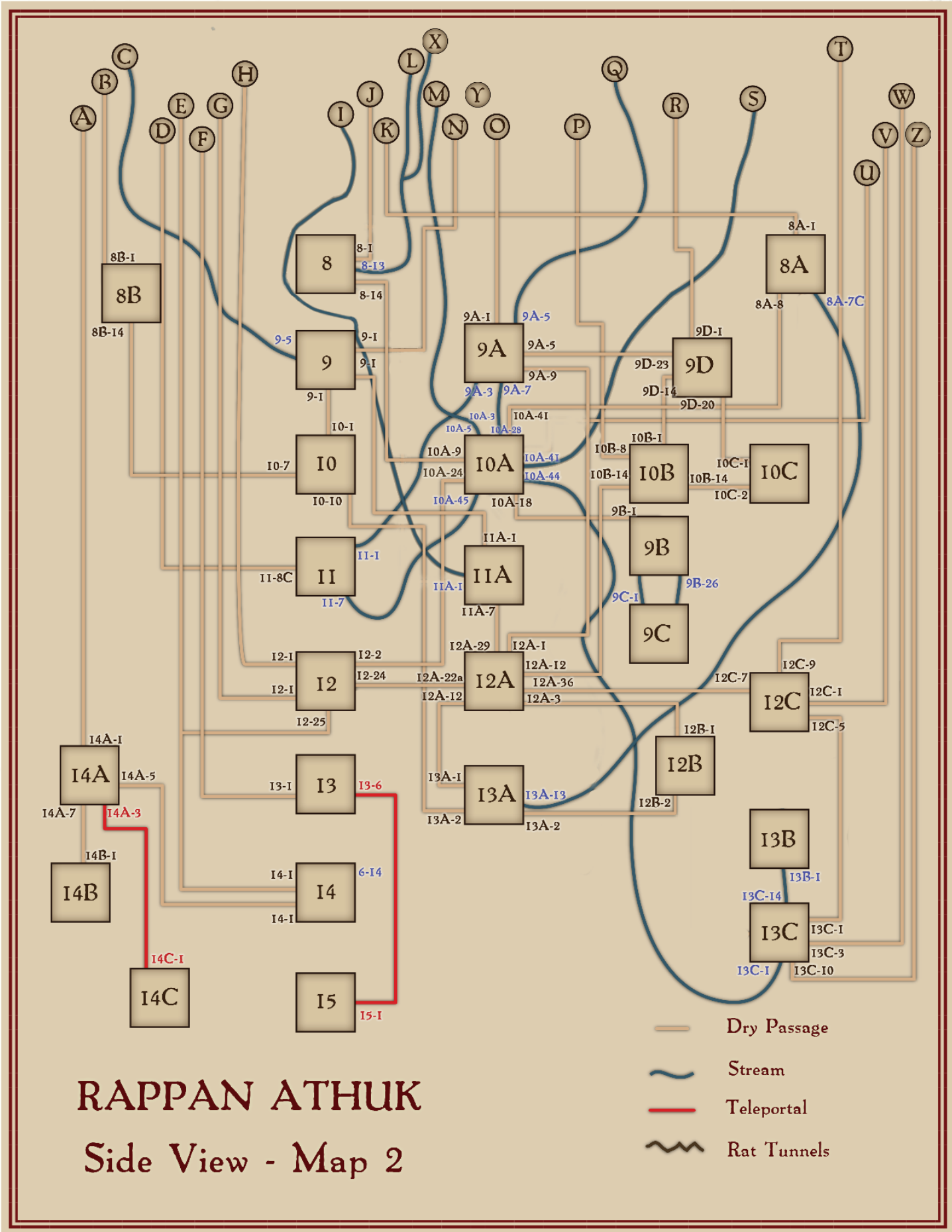
Level 5: Banth’s Lair and the Wight Catacombs

Level 5A: The Prison of Time

Level 5B: Alladin’s Torment

RAPPAN ATHUK Side View - Map I





RAPPAN ATHUK

Level 5C: Syanng a Song
Level 6: The Maze
Level 6A: Caves and Caverns — The Lair of the Spider Queen
Level 7: The Gates of Hell
Level 7A: The Hall of Kazleth, the Phase Minotaur King
Level 7B: Caves and Caverns of the Ancient Gods
Level 8: Caves and Caverns — The Tomb of the Evil King
Level 8A: The Tomb of the Beacon
Level 8B: The Steam Jungles
Level 9: The Lower Temple of Orcus
Level 9A: Caves and Caverns — The Hydra's Lair
Level 9B: The Well of Agamemnon — Upper Level
Level 9C: The Well of Agamemnon — Lower Level
Level 9D: The Bloodways
Level 10: The Lava Pit
Level 10A: The Giant Cavern
Level 10B: The Goblin Outpost
Level 10C: The Talon of Orcus
Level 11: The Waterfall and Akbeth's Grave
Level 11A: The Gates to the Goblin City and the Vampire Lair
Level 12: The Slave Pits
Level 12A: Greznek
Level 12B: Tiamat's Puzzle
Level 12C: Beetle-Juice?
Level 13: The Portal of Darkness
Level 13A: The Goblin Barracks
Level 13B: The Dark River
Level 13C: Zombieland
Level 14: The Chapel of Orcus
Level 14A: The Refugees of Tsar
Level 14B: The Grand Cornu of Orcus
Level 14C: The Architect's Workshop
Level 15: The Den of the Master

Level Connections

Level oA:

Area 0A-11 to Area 13C-3
Area 0A-2 to Area 12C-1
River tunnel from Area 0A-9 to Area 10A-41

Level oB:

Surface to Dungeons (multiple locations)
Area DL2V to Area 4A-1 in Rappan Athuk

Level oE:

Surface to Area 0E1-1

Level oF:

River from Area 0F-14 to Area 8-13 in Rappan Athuk

Level r:

Area G-3 to Area 1-11
Area G-8 to Area 1-1
Area 1-12 to Area 2-1
River from Area 1-11 to Area 9-5

Level rA:

Area 1A-1 to Wilderness Area 3
Area 1A-15 to Area 9D-1

Level rB:

Area 1B-1 to Wilderness Area -11
Area 1B-21 to Area 10B-8
Area 1B-7 to Area 5A-1

Level rC:

Area 1C-1 up to Wilderness Area 27
Area 1C-17 pool down to Area 2B-20
Area 1C-23 pit down to Area 2B-38
Area 1C-33 stairs down to Area 2B-1
Area 1C-26 stairs down to Area 3C-1

Level 2:

Area 2-1 stairs up to Area 1-12
Area 2-7 stairs down to Area 3-1
Area 2-20 up to Area G-3 and Area 4-2
Area 2-10 to Area G-3
Area 2-10 to Area 4B-E17
Area 2-10 to Area 4C-1

Level 2A:

Area 2A-1 to Area 3C-15
Area 2A-1 to Area G1

Level 2B:

Area 2B-1 stairs down from Area 1C-33
Area 2B-23 stairs down to Area 3C-23
Area 2B-38 pit from Area 1C-23

Level 3:

River from the Under Realms to Area 3-2
River from Area 3-2 to Area 3A-7
Area 3-1 stairs up to Area 2-7
Area 3-2 to Area 3D-1
Area 3-10 stairs down to Area 4-1

Level 3A:

River from Area 3-2 to Area 3A-7
River from Area 3A-7 to Area 6A-10
Area 3A-1 from the well at Area G-4
Area 3A-1 to Area 3B-1
Area 3A-4 to Area 7A-1
Area 3A-9 to Area 4A-1

Level 3B:

Area 3B-1 from Area 3A-1

Level 3C:

Area 3C-1 stairs down from Area 1C-26
Area 3C-15 to Area 2A-1
Area 3C-23 stairs up to Area 2B-23
Area 3C-28 stairs down to Area 4B-1

Level 3D:

Area 3D-1 from Area 3-2
River to Wilderness Area 14

Level 4:

Area 4-1 stairs up to Area 3-10
Area 4-2 to Area 2-20
Area 4-7 to Area 6A-2
Area 4-7 to Area 4B-25
Area 4-11 to Area 5-1
Area 4-6 to Area 4C-1

Level 4A:

Area 4A-1 to Area 3A-9
Area 4A-1 to Area 5B-1
River from the Under Realms to Area 4A-1
River from Area 4A-1 to Area 9A-5
Area 4A-2C to Area 7A-5
Area 4A-3D to Area 6A-2

RAPPAN ATHUK

Level 4B:

Area 4B-1 to Area 3C-28
Area 4B-17 to Area 2-10
Area 4B-25 to Area 4-7

Level 4C:

Area 4C-1 to Area 4-6
Area 4C-1 to Area 2-10
Area 4C-18 to Area 5C-14

Level 5:

Area 5-1 stairs up to Area 4-11
Area 5-9 to Wilderness Area 13
Area 5-11 to Area 12-25 and Area 14-1
Area 5-4A to Area 5C-1
Area 5-4 to Area 6-1

Level 5A:

Area 5A-1 from Area 1B-7
Area 5A-19 to Area 8B-1

Level 5B:

Area 5B-1 to Area 4A-1

Level 5C:

Area 5C-1 from Area 5-4A
Area 5C-6 to Area 5-4A
Area 5C-6 to Area 5C-7
Area 5C-14 to Area 4C-18

Level 6:

Area 6-1 to Area 5-4
River from the Under Realms to Area 6-14
River from Area 6-14 to the Under Realms
Area 6-2 to Area 8A-1
Area 6-15 to Area 7-1
Area 6-16 to Area 10A-5
Area 6-10 to Area 8-1

Level 6A:

Area 6A-2 to Area 4-7
Hole in floor from Area 6A-1 to Area 12C-9
Area 6A-2 to Area 4A-3D
Area 6A-2 to Area 8-13
River from Area 3A-7 to Area 6A-10
Area 6A-10 to Area 10A-3

Level 7:

Area 7-1 from Area 6-15
Area 7-8 to Area 12-1
Area 7-11 to Area 12-1
River from the Under Realms to Area 7-6
River from Area 7-6 to Area 11A-1
Area 7-18 to Area 13-1

Level 7A:

Area 7A-1 from Area 3A-4
River from the Under Realms to Area 7A-9
River from 7A-3 to the Under Realms
Area 7A-7 to Area 9-1
Area 7A-5 to Area 4A-2C
Area 7A-8 to Area 9A-1

Level 7B:

Area 7B-1 from Area 13C-10

Level 8:

Area 8-1 from Area 6-10
River from Area 8-2 to the Under Realms
Area 8-14 stairs down to Area 10A-9
River from Area 6A-2 to Area 8-13

Level 8A:

Area 8A-1 to Area 6-2
Waterfall from the Under Realms to Area 8A-2
Area 8A-7 to the Under Realms
Area 8A-7C to Area 13A-13
Area 8A-8 to the ceiling in Area 10A

Level 8B:

Area 8B-1 from Area 5A-19
Area 8B-14 to Area 10-7

Level 9:

Area 9-1 stairs up to Area 7A-7
Area 9-1 stairs down to Area 11A-1
Area 9-1 stairs down to Area 10-1
River from 1-11 to Area 9-5
River from Area 9-5 to the Under Realms

Level 9A:

Area 9A-1 from Area 7A-8
River from Area 4A-1 to Area 9A-5
River from Area 9A-3 to Area 11-1
River from Area 9A-5 to the Under Realms
Area 9A-5 to Area 9D-28
River from the Under Realms to Area 9A-7
River from Area 9A-7 to Area 10A-28
River from the Under Realms to Area 9A-6
River from Area 9A-6 to the Under Realms
Area 9A-9 to Area 12A-1



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Level 9B:

River from the Under Realms to 9B-2, 9B-12, 9B-13, 9B-15, to the Under Realms
River from the Under Realms to 9B-22, 9B-2, 9B-16, to the Under Realms
Area 9B-1 to Area 10A-18
Area 9B-26 to Area 9B-27

Level 9C:

Area 9B-27 to Area 9C-1

Level 9D:

Map 2: Area 9D-14 to Area 10B-1, Area 9D-1 to Area 1A-15
Map 3: Area 9D-14 to Area 10B-1, Area 9D-28 to Area 9A-5
Map 4: Area 9D-14 to Area 10B-1, Area 9D-20 to Area 10C-1, Area 9D-20 to the Under Realms

Level 10:

Area 10-1 from Area 9-1
Area 10-10 pit to Area 13A-2

Level 10A:

River from Area 6A-10 to Area 10A-3
River from Area 6-16 to Area 10A-5
Tunnel from Area 8-14 to Area 10A-9
Ladder from Area 10A-24 to Area 12-23
Area 10A-18 to Area 9B-1
Area 10A-45 to Area 11-7
Area 10A-44 to Area 13C-1
River from Area 9A-7 to Area 10A-28
River from Area 10A-41 to Wilderness Area 10
River from Area 10A-41 to Area 0A-9

Level 10B:

Area 10B-1 from Area 9D-14
Area 10B-14 to Area 12A-12 or Area 10C-2
Area 10B-8 to Area 1B-21

Level 10C:

Area 10B-14 to Area 10C-2
Area 10B-1 to Area 9D-20

Level 11:

Area 11-1 from Area 9A-3
Area 11-7 to Area 10A-45

Level 11A:

River from Area 7-6 to Area 11A-1
Stairs from Area 9-1 to Area 11A-1
Area 11A-7 to Area 12A-29

Level 12:

Chute from Area 7-11 to Area 12-1
Stairs up to Area 7-8 from Area 12-1, down to Area 12-21
Tunnel from Area 12-24 to Area 12A-22A
Ladder from Area 12-23 to Area 10A-24
Stairs from Area 12-25 to Area 14-1

Level 12A:

Map 1:
Area 12A-1 to the Under Realms
Area 12A-1 to Area 9A-9
River from the Under Realms to Area 12A-1, Area 12A-6, Area 12A-21, Area 12A-44
Area 12A-3 to Area 12B-1
Area 12A-12 to Area 10B-14 and Area 13A-1

Map 2:

Area 12A-29 to Area 11A-7 and to the Under Realms



River from the Under Realms to Area 12A-36, Area 12A-42, Area 12A-43, Area 12A-44
River at Area 12A-44 out to the Under Realms
Area 12A-22A to Area 12-24

Level 12B:

Area 12B-1 to Area 12A-3
Chute from Area 12B-2 to Area 13A-1

Level 12C:

Area 12C-1 to Area 0A-2
Area 12C-6 to the Under Realms
Chasm from Area 12C-5 to Area 13C-1
Ceiling hole from Area 12C-9 to Area 6A-1
Area 12C-7 to Area 12A-36

Level 13:

Area 13-1 to Area 7-18
Gate from level 13-6 to 15-1

Level 13A:

River from Area 8A-7C to Area 13A-13
River from Area 13A-13 to the Under Realms
Stairs from Area 12A-12 to Area 13A-1
Chute at Area 13A-2 from Area 10-10 and Area 12B-2

Level 13B:

River from Area 13C-14 to Area 13B-1
River to the Under Realms

Level 13C:

River from Area 10A-44 to Area 13C-1
Area 13C-1 to Area 12C-5
Area 13C-3 to Area 0A-11
River from Area 13C-14 to Area 13B-1

Level 14:

Area 14A-5 to Area 14-1 and 14-2
Ladder from Area 5-11 and stairs from Area 12-25 to Area 14-1

Level 14A:

Ramp from Wilderness Area 28 to Area 14A-1C
Teleportal at Area 14A-3 to Area 14C-1
Area 14A-5 to Area 14-1
Area 14A-7 to Area 14B-1

Level 14B:

Area 14B-1 to Area 14A-7

Level 14C:

Area 14C-1 teleportal to Area 14A-3

Level 15:

Gate from Area 13-6 to Area 15-1

Finding your way around the book: Monsters and NPCs, Magic Items and Spells, Diseases and Poisons

Rappan Athuk V contains dozens of spells, poisons, diseases, magic items, and, most of all, creatures that have not previously existed for 5th edition, at least not in this form. It also uses many items currently published under the 5th edition SRD. Magic items and spells are *italicized* in the text. Creatures (including NPCs) are typically **bold** the first time they are referenced in the description of the location where they are encountered. If there is no superscript after the mention of any of these things, information is available in the SRD. If there is a superscript, see the appropriate appendix for information about it.

Introductory Characteristics

Each level of the dungeon has a standard features section that details the following basic information:

Difficulty Level: Describes the average level of difficulty of the dungeon level. A party of 6 characters within the suggested tier should be properly challenged by this level of the dungeon. Tier 1 is levels 1–4, Tier 2 levels 5–10, Tier 3 levels 11–16, and Tier 4 level 17 and up. Within many of the areas, there are challenges both above and below the expected strength of the party, but a group of well-played characters of the right tier should have a chance of making it through.

Access: Details the various entryways into and exits from the level.

Wandering Monsters: Details the frequency of encounters, including a table of encounter results.

General Features

Atmosphere: Details results of general divination spells or obvious conditions on the level. Also details any interference with spell function and recovery due to magnetic influences or sheer evil detachment from the gods. May detail any effects that apply throughout the dungeon level, such as fear or extreme heat.

Ceiling Height: Gives detailed ceiling height in rooms and hallways, or rough dimensions for caverns.

Doors: Details standard dungeon doors, as well as locked and secret doors. Specifics are given in room descriptions where needed.

Shields and Wards: Details any material or magical barriers or shielding which prevents divination or other spells and effects from functioning.

Surfaces: Details information about the obvious construction of the surroundings.

Other: Provides additional information that is typical to the level. This may include poisonous mushrooms or powerful undead.

Book References and Notations

Superscript notations reference the following appendices:

^B = *Rappan Athuk Bestiary* (contains monsters and NPCs) – Appendix A

^{GM} = *Rappan Athuk GameMaster's Guide* (contains magic items, diseases, and poisons) – Appendix B

^{PG} = *Rappan Athuk Player's Guide* (contains spells) – Appendix C

Diseases

Rappan Athuk is not inhabited by a clean lot. It is full of rats and lycanthropes and the foulest creatures known. Many of them carry diseases, as do various fountains and waterways. Several diseases are detailed in Appendix B, and others are available in the SRD. In general, we have provided specific diseases that are caused by specific creatures or places, but in others (especially for the rats), the choice is up to you. Take your pick and enjoy them!

Stuck Doors and Wandering Monsters

Rappan Athuk comes from an old tradition of gaming. One thing that used to be true is that every door in a dungeon was stuck — but only for the characters. Another thing that was true was that wandering monsters could appear almost anywhere at any almost any time. A third, and surprisingly related rule, was that experience points used to be given for treasure. All of these were tied to a fourth part of how many players used to play: most characters needed torches or lanterns, and resource management could be an important aspect to surviving the dungeon. How did all of these work together? Opening stuck doors takes time and makes noise. Time and noise lure wandering monsters, and time burns resources. Wandering monsters carry no treasure, and generally weren't worth much experience in the grand scheme. All of these pieces together were a dial that could be used to make a dungeon more or less difficult and change the style of play between a gritty grind and a heroic romp. In keeping to the roots of *Rappan Athuk*, many of the levels have doors that require a Strength check to open, even if unlocked, and almost all have wandering monsters. If you don't find these fun, don't use them. If you're party is a little underpowered, leave them out. But if you need to turn up the heat, bring them on!

The main goal here is make your party's choices are meaningful. If they choose to bash through doors, they get one kind of adventure. If they prefer to sneak along the halls, avoiding monsters, they get another. If they try to clear every room and kill every monster, they probably get a short adventure...

Empty Rooms

Rappan Athuk is a big place and not every chamber or cavern is occupied. *Frog God Game's Tome of Adventure Design* can provide some nice ideas for dressing up the room and giving the party something to do. Some see this as a waste of time and prefer to keep them empty so that the party can get on to other rooms, keeping them only as a possible location for a rest. That, of course, is fine too. Finally, empty rooms are a great time for a random monster check — maybe it's not really empty! And if it's not, maybe you can spin the encounter into something even more interesting as the characters start to wonder just why the ogre is sitting in an empty room picking its teeth with a broken chair rail.

The Legend of Rappan Athuk

The Legend of Rappan Athuk is well known, told numerous times by bards, adventurers, sages, and loremasters. It is summarized below. The characters may know some or all of this legend.

Many hundreds of years ago, the forces of good allied to destroy the main Temple of Orcus in the ancient city of Tsar. With their temple in ruins, the surviving high priests of this accursed demon-god fled the city with an army of enemies on their trail — an army of heroic fighters, clerics and paladins — led by Zekkor, a powerful wizard. The exact fate of these evil priests is unknown, for not only did the remnants of the followers of Orcus disappear from all human reckoning, but so did the army of light that followed after them disappear as well. Some said that in the eternal scales the loss of so many good men was a fair price to pay to rid the world of so much evil.

The evil cult, however, had not been destroyed. The surviving priests and their followers instead settled on a hill near the Forest of Hope, a sylvan woodland near the Coast Road. There they found a vast underground

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complex of caverns and mazes, carving out a volcanic intrusion beneath the hill. The priests of Orcus had found the perfect lair to continue their vile rituals. For many years, they carried on in secret, hidden from the light and from the knowledge of men.

Many years later, their underground delving completed, the evil priests erected a hideous mausoleum and graveyard atop the hill. It is believed that these graves are the final resting place of the pursuing army of heroes that had been destroyed to a man. Soon after the mausoleum was erected the peaceful creatures of the wood began to disappear. Though many rangers and druids investigated these happenings, the cause of the creatures' disappearance was not immediately determined. Some years later a powerful group of adventurers, led by Bofred, a high priest of Thy, investigated the evil happenings and found the sunken graveyard leading

to a labyrinthine complex. Bofred and his companions found great hordes of evil creatures in the complex. Though some of his companions returned from their expedition, telling tales of fantastic treasure and ferocious monsters, Bofred was never seen again — lost in the catacombs beneath the cursed mausoleum.

For the last century and more, ranks of adventurers have ventured to the newfound dungeon. Many fell prey to bandits and monsters in the surrounding wilderness. Rumors suggest that of those who survived to reach the mausoleum and sunken graveyard, most were slain by guardians of green stone or perished near the entrance. Those rare few who return from deeper treks speak of horrible undead and creatures that cannot be slain. All who have explored Rappan Athuk offer this one universal piece of advice: "Don't go down the Well."

Lost Lands Timeline of Rappan Athuk

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
			As newly forming world of Boros cools, Ymir's essence bursts forth from Ginnungagap as magma flows forming deep volcanic caverns in two places along shores of gathering world oceans: beneath what will become the Waldron Mountains of the Northlands and beneath what will become the Sinnar Coast of Akados, a single thread of magma connects them forming what will eventually erode into the northern end of the Neimbrall Trail
			Great Old Ones arrive from across the Great Void of Night and begin to colonize the planet Boros
			Tsathar discover powerful essence of primordial power over site of Ymir's breach at time of the world's formation on eastern Akadonian coast and erect standing stones to Tsathogga
			Tsathogga and his tsathar servitor race survive Primordial Wars and remain particularly fecund by retreating into desolate swamps and caverns but lose much power elsewhere in the world
			Judgment of Xtu crashes into eastern Libynos creating Boiling Sea and devastates the populations of unhumans and great beasts inhabiting Boros; End of the Age of Gods (aka The Hidden Age) ; Elemental and primal dragons arrive on Boros from Inner Planes and defeat unhuman races; Beginning of Age of Dragons
			Neolithic humans rise and throw down Tsathogga's standing stones but detect the ancient power of the site and establish totem temple in deep caverns below
			Prophet of Tiamat Naphthra-Tep rises in Assurian Plains but slain by Khemitite assassins; Naphthra-Tep carried in secret to eastern Akadonian coast and entombed within deep caverns to fulfill prophecy of his own resurrection
			Dark Thelaroï of Changing City of Ra'ath tap into powers of Ymir's caverns on Akadonian coast to imprison Grey Thelaroï exiles
			Explorer Koshag of Ur sails Sinnar Ocean and establishes city-state of Xantolan on Pontos Island; After death Prince Koshag's body is interred in secret crypt on nearby mainland
			The titan Ereg Tal slain by Chernobog in Gods War and interred in deep caverns beneath eastern Akadonian coast
			Rise of Phoromyceae civilization; Beginning of the Age of Kings
			Followers of the Three-Fold Path create bastion in caverns of eastern Akadonian coast as refuge from Disciples of the Bloody Sword; Followers create the Ravager as ultimate weapon but wisely seal it away as too dangerous; Amurru left as seal's eternal guardian, Obares Sin sent forth to deter intruders from finding sealed vault

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huon Chronicle (H.C.)	
-7031			Subterranean city of Barakus constructed by Phoromyceae peoples under Duskmoon Hills
-6671			Arvonliet walks among mankind and elder races
-6650			Construction secretly begins on Arvonliet's Abyssal gate
-6632			Devron the necromancer swears himself to Arvonliet's true nature, transforms into lich and is imprisoned below Barakus; Kel provides means to destroy him
-6627			Devron summons <i>stone of madness</i> , city of Barakus falls
-6484			Arvonliet killed by the Three Gods, cast into Ginnungagap as Orcus; Stoneheart Mountains raised over Keltine Barrier; End of the Age of Kings; Age of Silence begins
-6470	15		Phoromyceae Sorcerer-King of Tharistra, Gremag, obtains lichdom and inters himself in hidden caverns beneath Stoneheart Mountains
-4483	2002		Harul of Estresia founds shrine in Stoneheart Mountains above Keltine Barrier
-4482	2003		Harul of Estresia petrifies the paragon troll, Three-Fang
-4481	2004		Harul of Estresia martyred, sainted by Thyr and Muir
-4232	2253		Beginning of War of King-Chieftain Aracor in Plains of Sull
-4227	2258		Arrival of <i>Obelisks of Chaos</i> in Sull; End of King-Chieftain's War
-1025	5460		Harul's Shrine discovered in vision by Beward of the Three Gods
-1013	5472		Beward establishes St. Harul's Hold on site of shrine
-629	5856		Cult of Orcus in guise of "Aurikas" rises in southern Libynos
-613	5872		Atrocities of Aurikas's priest Akruel Rathamon begin in lands along the Reaping Sea
-604	5881		Arden rallies followers in Khemit under Shah Rasalt to bring war to the burgeoning empire of Akruel Rathamon; Beginning of War of Divine Discord
-579	5906		Shah Rasalt of Arden defeats the armies of Aurikas at Al-Sifon, Akruel Rathamon slain by <i>Scepter of Faiths</i> ; End of War of Divine Discord
-573	5912		St. Harul's Hold becomes High Altar of Thyr and Muir
-488	5997		<i>Hammer of the Three Gods</i> crafted at St. Harul's Hold
-182	6070		Tsathogga unleashes horde of demons in Irkaina, Arden sacrifices himself to entrap horde and stop the invasion; Tropic of Arden created
-109	6376		Polemarch Oerson leads Hyperborean Legion out of Boros and into Akados; Beginning of Hyperborean Age
-107	6378		Oerson discovers St. Harul's Hold and bestows gifts upon its patriarch
-27	6458		Rise of Valenthis; Outbreak of elven civil war, last queen of Akadian wild elves slain
-26	6459		Wild elves withdraw to west in Second Exodus; Queen Vaissilune buried in caverns deep beneath eastern Akadonian Coast to protect her crypt from Hyperborean despoilers
1	6485		Battle of Hummaemidon; Birth of Imperial Record
542	7026		Mordecai, last patriarch of both Thyr and Muir, slain by curse at St. Harul's Hold
687	7171		Beginning of Pax Hyperborea
689	7173		City of Tsen founded at site of Arden's defeat of Tsathogga
909	7393		Unknown monks of Thyr dig crypts in Stoneheart Valley and construct Font of the Ancients
1020	7504		Thyrian clerics open ferry across Stoneheart River and build chapel on central island

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
1491	7975		Tsen destroyed; The Great Darkness covers waters of Gulf of Akados region for three years; Pax Hyperborea ends; Thyrian Stoneheart River ferry and chapel abandoned, construction begun on shrines to Thyr and Muir in upper Lyre Valley
1492	7976		Lost Thyrish catacombs discovered in Stoneheart Mountains, its builders vanished without a trace; Human cult of Tsathogga under Zodmer Adatres erects Cloisters in Dragonmarsh Lowlands and begins subjugation of surrounding lands
1495	7979		Zodmer Adatres sacks city of Tal Zun (modern-day Eastwych) and extends control of Frog-God's Cloister to Great Amrin River
2221	8805		Glazerel begins construction of <i>anima engine</i> for Lucifer before defecting and taking service with Orcus
2411	8895		Disciples of Orcus infiltrate St. Harul's and begin its corruption from within
2462	8946		Tam Xaverik, secret Disciple of Orcus, named Protector of the Hold at St. Harul's
2469	8953		<i>Accord of Tolerance</i> enacted by Protector of the Hold removes last vestiges of political power from clergy of Thyr and Muir at St. Harul's
2471	8955		Last clergy of Thyr and Muir depart St. Harul's; High Altar of Thyr moved to Tircople
2472	8956		Protector Xaverik renames the Hold as Tsarul and appoints himself Warlord; Tribes of humanoids, long massing in Dragon Hills, relocate into Tsarul as army conscripts
2473	8957		Crooked Tower appears in Tsarul
2476	8960		Caverssus, the eleventh Disciple of Orcus, arrives in Tsarul; Warlord Xaverik swears fealty to him and rescinds <i>Accord of Tolerance</i>
2490	8974		Blessed Well of St. Harul drained to reach the caverns of Keltine Barrier; Breeding of the Black Orog begins; Orcus begins seeking sources of primordial power to break Keltine Barrier Planetary Poles Shift
2491	8975		Poles of Boros shift; Goitre emerges forming Tempest Meridians; Ice sheet begins forming over continent of Boros and World Roof
2496	8980	1	Tower of Oerson destroyed; Wild fires ravage Curgantium and spread across Akados burning Plains of Suilley and Matagost Forest; St. Harul's Well sealed, hiding the Caverns of the Barrier
2499	8983	4	Imperial Court relocated to Tircople; Western empire abandoned by Hyperboreans
2502	8986	7	Glazerel founds college of magic in Tsar
2505	8989	10	Shrines to Thyr and Muir in Lyre Valley greatly expanded
2509	8993	14	Twelve Bloody Nights; Imperator and Pontifex roles combined; Trystecce the Ageless becomes imperatrix; High Altars of Thyr and Muir quietly moved to Lyre Valley
2516	9000	21	Hyperboreans withdraw from Akados; Heldring cross the Helwall, forts of Sylvos and Albor Broce destroyed
2541	9025	46	Orcus learns of residue of primordial power in caverns and tasks Grand Cornu Caverssus to establish a grand temple beneath Sinnar Coast in secret
2553	9037	58	Gaaros-Uaazath bursts forth from Ginnungagap into Cyclopean Deeps beneath tunnels of the Sinnar Coast through crease left long ago by Ymir, its foul influence and noxious dying exhalations cause woodland above to become known as Forest of Horrors
2555	9039	60	Goblins fleeing khyll invaders emigrate from Cyclopean Deeps and found city of Greznek far below Forest of Horrors
2560	9044	65	Daan forms his Cataphracts in service to Hyperborea
2581	9065	86	Daan's Legion marches on Tircople, passing through Plains of Suilley

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
2584	9068	89	Daan falls as he destroys the lich-queen Trystecce
2585	9069	90	Daanites withdraw to Ynys Cymagh; Daanites name the rest of the world as Lloegyr—the Lost Lands
2632	9116	137	Last Hyperboreans quietly disappear from Tircople
2654	9138	159	Birth of Macobert of House Foere Rise of the Foerdewaith
2698	9182	203	King Macobert begins uniting Akados as Kingdom of Foere
2717	9201	222	Bandit King Rinos builds King's Bridge over Stoneheart River
2720	9204	225	Province of Aachen established extending to the Great Bridge
2731	9215	236	Swein Sigurdson discovers the Neimbrall Trail in Under Realms, leads his tribe of the Heldring through tunnel away from Helcynngae Peninsula to escape worship of Hel, narrowly bypassing lower tunnels of Rappan Athuk
2744	9228	249	Macobert crowned Overking of the Hyperborean Monarchy of the Foerdewaith
2748	9232	253	Bandit King defeated at King's Bridge by troupe of bards and peasant army led by Turlin; Construction begun on Lyre Bridge over Stoneheart River; Trademoot established at King's Bridge
2765	9249	270	Death of Macobert; Son Magnusson succeeds to the throne; Issuance of Eastreach Decree; Provinces of Eastreach and Pontus Tinigal established
2768	9252	273	Overking Magnusson completes imperial capital at Courghais
2776	9260	281	Death of Magnusson I; Grandson Magnusson II succeeds to the Throne
2781	9265	286	Red Plague strikes Kingdoms of Foere; One quarter of the population of the central lands dies including Magnusson II; Son Osbert I succeeds to the throne
2797	9281	302	Red Plague returns and strikes central Kingdoms of Foere again; Much of the kingdom's central territories are depopulated due to the high death toll; Plague claims Overking Osbert I who is succeeded by his son Osbert II
2799	9283	304	Orcus learns of residue of primordial power in caverns and tasks Grand Cornu of Tsar to establish a grand temple beneath the Forest of Horrors in secret
2808	9292	313	Cloister of the Frog-God decimated by Red Plague
2814	9298	319	Glazeral uses <i>anima engine</i> to begin construction of dungeons of Rappan Athuk among deep caverns beneath Forest of Horrors
2818	9302	323	Glazeral constructs Upper Temple as first of three temples to focus Orcus's power in Rappan Athuk
2871	9355	376	Glazeral constructs Lower Temple as second of three temples to focus Orcus's power in Rappan Athuk
2873	9357	378	Disciples of Orcus encounter goblins of Greznek in caverns below Lower Temple, King of Greznek orders Idol of Snurge cast down and rededicates goblin city to Orcus
2967	9451	472	Keep constructed at King's Bridge for protection of burgeoning market town
2970	9454	475	Huun besiege Tircople, overrun part of Crusader States; Overking Yurid gathers Crusader army at Pontus Tinigal and Tros Zoas to sail for Khemit, march overland to Tircople
2971	9455	476	Second Great Crusade breaks Siege of Tircople and drives Huun from Sacred Table
2974	9458	479	St. Barthomey of Orcus burned at the stake in Tircople but his ashes are smuggled to Tsar
2977	9461	482	Count Wynston Mathen returns from Second Great Crusade and given land grant in Moon Fog Hills; Mistwood silver lode discovered near Malthlyn; Cult of Tsathogga introduced to Sinnar Coast

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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3030	9514	535	Founding of trade city of Bard's Gate at King's Bridge
3035	9519	540	Shengotha Plateau covered in unnatural glacier, decimating dwarven Clan Krazzadak; The Winter Lich drives remaining dwarves from plateau, city of Bryn Tuk Thull sealed; Year of the Hard Cold afflicts Stoneheart Valley, ruining the harvest, killing winter crops, and delaying spring planting
3036	9520	541	Famine strikes Stoneheart Valley and surrounding areas hard, starvation sets in across the region
3037	9521	542	Dwarven craftsman arrive in Bard's Gate from Halls of the Silverhelm and begin construction on retractable canal bridges
3039	9523	544	Silverhelm dwarves construct massive basilica temples to Thyr and Muir in Bard's Gate; High Altars moved from Valley of the Shrines into city
3119	9603	624	Guilds of Bard's Gate are formalized, city council becomes Council of Burghers to oversee trade and revenue for the city; Burgher Hest of Teamsters' Accord elected first Mayor of the Council; Duquaene the Bard elected first High Burgher of Bard's Gate
3169	9653	674	Crusader Coast overrun by Huun; Tircople sacked
3172	9654	675	Fleet gathers in Reme to transport Third Great Crusade to Crusader Coast
3173	9657	678	Third Great Crusader army lost at sea; Glazerel constructs Chapel of Orcus as final of three temples to focus Orcus's power in Rappan Athuk, The Master manifests within Rappan Athuk as avatar of Orcus
3181	9665	686	Karsh of Orcus creates the Zombiestone
3190	9674	695	Dwarf lord Durand Strong-Arm discovers gold and silver west of Blackflow River; Establishes Durandel mines under Fae Copse in Southvale
3199	9683	704	Overking Oessum VIII calls for Fourth Great Crusade; Armies and fleet gather at Endhome to sail for Crusader Coast
3207	9691	712	Huun defeated at Battle of The Sickles; Overking Oessum slain; Graeltor crowned overking
3208	9692	713	Army of Light marches on temple-city of Tsar; Desolation of Tsar Created
3209	9693	714	Tircople falls to Mguru tribes; Last Justicar of Muir slain; High Altar of Orcus secretly relocated from Tsar to Rappan Athuk; End of the Hyperborean Age
3210	9694	715	Army of Light defeats Tsar and pursues Disciples of Orcus into Forest of Hope; Grand Cornu Jervix dies in implementing Great Retreat; Baron Simrath slain in night battle east of Wild Edge River Ford; Army of Light lured into Bloodways and defeated; Praetor Aura Veng trapped in Tomb of the Beacon; Slavish the sorcerer deserts Army of Light and makes secret lair within dungeons to stalk Orcus's avatar The Master; Duke Aerim assassinated by Orcusite allies; Citadel of Orcus vanishes from Tsar; Beginning of the Age of Breaking (current age)
3211	9695	716	Construction begun in secret on Rappan Athuk sunken graveyard and mausoleum; Canon Lorvius raised as Grand Cornu of Orcus; Archbishop Pagonis establishes <i>gate</i> between Rappan Athuk and desert near Tircople; Archbishop Pagonis returns to Rappan Athuk from Tircople and assassinated by Lorvius in Great Purge
3213	9697	718	Foerdewaith Wars of Succession begin
3215	9699	720	Grand Admiral of Pontus Tinigal withdraws from Foere, declares himself Emperor of the Oceans Blue; Kingdom of Oceanus established on Pontos Island
3219	9703	724	Reconstruction begins on King's Bridge, expanding it to its modern dimensions; Pirates erect stronghold off coast of Eastreach while strife engulfs maritime powers of eastern Akados
3221	9705	726	Construction of Rappan Athuk's Bastion begun

RAPPAN ATHUK

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3229	9713	734	Grand Cornu Lorvius first successful use of <i>mushroom of youth</i>
3230	9714	735	Nadroj the wraith breaks Zelkor and makes him an undead minion of Orcus
3241	9725	746	The Camp first established on border of the Desolation of Tsar; Slavish achieves lichdom in his Rappan Athuk lair
3245	9729	750	Wandering companies of mercenaries and deserters increase in number as wars of the Sundered Kingdoms begin to wind down; Glazerel's apprentice Magerly achieves lichdom and disappears
3260	9744	765	Orphans of War Society of Bard's Gate established by famed orator Hegany Durgas on 50th anniversary of Army of Light debacle
3261	9745	766	Orphans of War Society rises to prominence, Durgas styles himself as "Gods Watcher"; Old temples of Bard's Gate begin to lose influence as Society's rhetoric turns on them over costs and failure of Tsar campaign
3263	9747	768	Grand Cornu Lorvius second successful use of <i>mushroom of youth</i>
3268	9752	773	Orphans of War Society forces vote through Council of Burghers to become an official guild of the city, Watcher Durgas becomes a burgher and is able to wrest position of Mayor of the Council from High Burgher Meriwot the Marred
3271	9755	776	Mayor Durgas manages to pass <i>Guildmasters' Act</i> , permanently removing Bard's Gate clergy from Council of Burghers, public outcry is stifled by club-wielding men wearing grain-sack hoods on every street corner; Temples of Thyr and Muir begin to divert their resources and High Altars in the Valley of the Shrine as church influence continues decline in the city
3272	9756	777	Shadow Masks founded in Bard's Gate
3299	9783	804	Mayor Hegany Durgas disappears, many church leaders in Bard's Gate implicated though none are ever formally charged with a crime after newly elected Mayor Feldrim of Teamsters Accord proposes amnesty for all city priests



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Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3319	9803	824	Grand Cornu Lorvius unsuccessful use of <i>mushroom of youth</i> , ages decades and stricken ill
3326	9810	831	Grand Cornu Lorvius slowly recovers and third successful use of <i>mushroom of youth</i>
3339	9823	844	Oceanus and Foere sign non-aggression treaty
3380	9864	885	Knightly Order of Macobert largely destroyed in Courghais, the few survivors go into hiding
3387	9871	892	Bard's Gate Temple District in decay, religious center of city moves to King's Bridge
3392	9876	897	Tower of Bone appears in Fae Copse; Dwarven city of Durandel falls
3393	9877	898	Personal papers of deceased Mayor Feldrim implicate him and leaders of Teamsters Accord in murder of Mayor Durgas; High Burgess Laressa Underwood with support of Council of Burghers abolishes Teamsters Accord from city and has Mayor Lamar Hydenquel of the Teamsters stripped of office, with support of church leaders she manages to have office of Mayor of the Council again attached to office of the High Burgher/Burgess
3400	9884	905	Rappan Athuk: The Dungeon of Graves discovered in Forest of Hope; Booth Axlecraft forms Wheelwrights Guild in Bard's Gate
3402	9886	907	Grand Cornu Lorvius fourth successful use of <i>mushroom of youth</i>
3403	9887	908	Crane the Sorcerer discovers tomb of Ereg Tal beneath Rappan Athuk, adds wards to protect it
3406	9890	911	Grand Cornu Lorvius forms alliance with coastal pirates, establishes <i>gate</i> between Rappan Athuk and their island fortress
3408	9892	913	Shekahn driven from Castorhage by The Fetch for taking Corinaria as consort, take refuge with the Underguild of Curgantium
3413	9897	918	Artolucor the archmage arrives at Rappan Athuk but disappears on the dungeon's first level before managing to plumb its depths
3414	9898	919	The Lyre Valley grows more wild and dangerous, High Altars of Thyr and Muir relocated back into city after too many parishioners and priests in the Valley of the Shrine go missing
3415	9899	920	Brotherhood of Arn establishes healing order in Mouths of Doom
3420	9904	925	Crane the Sorcerer disappears while warring against Tsathogga's Violet Brotherhood
3425	9909	930	Shandril of Freya founds village of Fairhill in Stoneheart Valley
3427	9911	932	Eralion constructs keep in Stoneheart Valley near Fairhill
3436	9920	941	Captain Aldrin Shaw of Eastwych deserts from the navy of Foere, relocates to Swordport; Begins to gather small fleet of freebooters; Shaw's estate at Stormshield seized by city of Eastwych
3437	9921	942	Zelkor's Ferry founded by Bristleback family
3438	9922	943	Bofred, Last Champion of Thyr, leads small army to destroy Rappan Athuk; Bofred overcome by combined might of Orcus and Tsathogga and entombed alive; Igni the Paladin defeated by The Master, avatar of Orcus, and cursed to unlife; Bofred's army scattered with few survivors emerging from dungeons
3439	9923	944	Unseasonal torrential rains begin to fall on the eastern slopes of the March of Mountains, the rains continue virtually nonstop causing extensive flooding, washout of roads, and undermining of city walls and building foundations; Duchy of the Rampart, Kingdom of Suilley, County of Vourdon, Keston Province, and Count of Toulle are hardest hit
3441	9925	946	Shekahn and Corinaria sent by Underguild to infiltrate Rappan Athuk, establish lair in the Basilisk Cavern
3442	9926	947	Captain Shaw's fleet driven from Swordport by earl's dragoons; Flees to Razor Sea

RAPPAN ATHUK

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3443	9930	951	The rains have continued for four years; Casualties from flooding and mudslides have reached the tens of thousands, the destruction of property is on a massive scale, and trade on the South Road has virtually been brought to a halt causing economic recession in the lands east of the mountains; The noted scholar and philosopher Oscobar of Vermis declares the rains to be the work of the forces of Darkness and calls them the Fiend Rains, he predicts they will continue for another 13 years; The strange blind mystic Lun of the Mountain calls the rain Rynas' Tears, but she gives no explanation why; Lun says the rains will end in 6 more years
3445	9929	950	Bard's Gate west wall strengthened and expanded to current Dimensions; Coast Road Keep constructed to defend against pirates, bandits, and hostile warbands; Grand Cornu Lorvius fifth successful use of <i>mushroom of youth</i>
3449	9933	954	After 10 years the Fiend Rains come to an end
3461	9945	966	Dwarven hero Dargeleth Silverhelm disappears in Under Realms
3463	9947	968	Talon of Orcus constructed to oversee Bloodways
3469	9953	974	East wall of Bard's Gate erected to encompass the Outer Quarter
3480	9964	986	Dominion of Un established by Goov the Disfigured in Unclaimed Lands
3484	9968	990	King Goov sacrifices 500 maidens to Orcus and slain in popular revolt, rises as undead creature and flees to Rappan Athuk with captive Yokim of House Portia, consort of Helman "Hairfoot" Hillman
3485	9969	991	Helman "Hairfoot", Bannor the Paladin, Gaylon Swordsinger, Flail the Great, Bulviegh, and Spiegle the Mage enter Rappan Athuk to save Yokim of House Portia but fail to rescue the maiden
3487	9971	992	Pirate ship <i>Scarfish</i> runs aground south of Rappan Athuk
3488	9972	993	Red dragon Aragnak destroys Coast Road Keep, clears pirate stronghold and makes it his lair
3493	9977	998	Koraashag the Craven sent forth into tunnels beneath Rappan Athuk by Orcus to find the "pit of the abyss"
3494	9978	999	Koraashag discovers the bottomless pit beneath the Stoneheart Mountain Dungeon and builds a secret temple of Orcus in its Depths; Disciples of Orcus accidentally release Beast of Rappan Athuk into forest above
3495	9979	1000	Eralion seeks <i>mushrooms of youth</i> in Rappan Athuk but fails in quest, becomes convert of Orcus instead; Eralion constructs <i>gate</i> between Zelkor's Lair and Stoneheart Valley; Disciples of Orcus construct <i>gate</i> between the Chapel of Orcus and the Stoneheart Mountain Dungeon, begin reinforcing secret temple there
3496	9980	1001	Juliello Broad-Toe makes fortune adventuring in Rappan Athuk, discovers unlinked <i>mirror portal</i> near "Gates of Hell"
3497	9981	1002	Abysthor, High Priest of Thyr, disappears in the Valley of the Shrines; Mailliw Catspar slays the Beast of Rappan Athuk and then disappears within the infamous dungeon
3499	9983	1004	Bofred the Just raised as the High Priest of Thyr in Bard's Gate; Eralion attempts to attain lichdom but fails, imprisoned beneath his keep in Stoneheart Valley
3500	9984	1005	Gnoll hordes attack Bard's Gate; Commander Avorill slain, Imril given command of Lyreguard; City's standing army instituted
3501	9985	1006	Cylyria leaves Lyreguard and takes a positon as provost of Bard's College; "Merinath" forms Fellowship of the Note
3505	9989	1010	Duloth Armitage becomes burgher of Wheelwrights Guild; "Fat" Juliello Broad-Toe establishes casino in Bard's Gate and links basement to Rappan Athuk through <i>mirror portal</i>

Imperial Record (I.R.)	Erylle Cycle (E.C.)	Huun Chronicle (H.C.)	
3507	9991	1012	Gray Deacons disappear overnight, Slip-Gallows Abbey becomes a haunted place in the middle of Bard's Gate; Shrines of Thyr and Muir lost to hordes of Orcus out of Stoneheart Mountain Dungeon; Clan Silverhelm seals its halls to outside world
3508	9992	1013	Bofred the Just and Barahil the Faithful found the Order of the Sword of Retribution in Bard's Gate; Shadowguild rises as thieves' guild of Bard's Gate to replace Gray Deacons
3509	9993	1014	Cylyria elected High Burgess of Bard's Gate; The hero Corondel slays the green dragon Springdread in the Forest of Hope
3511	9995	1016	Balcoth the Wraith-mage breaks through the Wall of Sleep and travels from Leng to Stoneheart Mountain Dungeon in search of a source of immeasurable power
3513	9997	1018	Calthraxus the Black attacks Bard's Gate mines and makes them his lair; Yaza Mongro begins to hear whisperings of Ginnungagap; Coprophagi emigrant from Castorhage named Urovok becomes proprietor of Last One Inn in Rappan Athuk
3514	9998	1019	Armies of Huun lay siege to Bard's Gate
3515	9999	1020	King Ovar defeats Huun in Gulf of Akados and at Bard's Gate and pursues them into Irkainian Desert
3516	10,000	1021	Corondel leads an adventuring band into the Temple of Final Sacrament in Rappan Athuk but emerges alone and broken
3517	10,001	1022	Current year; Rumors of Ovar's return from Irkaina; The Seer arrives at Rappan Athuk in search of the <i>Staff of Artolucor</i> ; The Fire Hawks company enter Rappan Athuk

Keeping Time in the Lost Lands

Exact time is rarely important in a dungeon crawl, although there are certain parts of the adventure where time can play a critical role. For those interested in such matters, here is how time is handled specifically in Akados (and Libynos).

The length of the day in the Lost Lands is measured as 24 hours, and these are further divided into two 12-hour periods of Prime (counting from midnight) and Non (counting from noon). Hours are then designated by where they fall after one of those points: 1st hour prime (1:00 A.M.), 7th hour non (7:00 P.M.), etc. At sea, the hours are sometimes referred to as “bells” because of the practice of ringing the ship’s bell on the hour, but the numbering convention is otherwise the same (e.g. 2nd bell non, 10th bell prime, and so on).

Our familiar modern concepts of minute and second increments are not recognized in the Lost Lands, but are instead based on lengths of spell durations as observed and meticulously recorded by court magi in the early days of the Kingdom of Khemit. These carefully measured time periods were later applied to the practice of commerce in the form of rented time on a public millstone.

–**Hours** are divided into 6 10-minute periods, each called a “turn” or “turn-of-the-glass” or just a “glass” (for turning over a 10-minute hourglass that was used to determine the usage/charging rates of a millstone).

–**Turns** are further divided into 10 1-minute periods, each called a “tenth” (both for 1/10th of a turn and for the number of times a standard* millstone turned in a 1-minute period).

–**Tenths** are divided into 10 6-second periods, each called a “round” (for the length of time it took a standard* millstone to complete one revolution).

–**Rounds** do not typically have subdivisions, since there are few applications in the everyday life of the Lost Lands where such time precision is necessary. Some clocks do, however, make tick marks on clock faces between rounds to divide them into sixths (i.e. a 1-second interval) to track more precise time units for activities such as horse racing, witch dunking, etc.

Official timekeepers in the Lost Lands are usually known as “Counters” from their original job of counting revolutions of the millstone.

*The Hyperborean Empire created a standardized millstone size and speed of rotation on which turns and rounds were based. Millstones since then often have great variability, but the standardized time units have remained in use for clocks.

The Fire Hawks – An Adventuring Company

The Fire Hawks are a band of experienced adventurers who journeyed into Rappan Athuk in the recent past (within the last month or so), accessing it via the Temple of Final Sacrament (Level 1A) and traveling to the Bloodways (Level 9D). There they came to a bad end when they encountered a group of priests from the Talon of Orcus (Level 10C) at Area 9D-3. Although they defeated the evil leader of the Talon, transforming him into 9D-3’s current inhabitant, the members of the Fire Hawks were badly wounded and forced to flee, splitting up in the process. The members of the group and their fates are given here.

- **Azarthraine of Hollowfall** (male elf fighter/wizard): Party leader. Spells nearly exhausted, he came to an ignominious end in the clutches of several mustard jellies in Area 9D-9 (it is his headless skeleton there). His companion Mezuryk was able to retrieve his head, hoping to escape to the surface and have him resurrected. Instead, Mezuryk was captured (see below), and the skull of Azarthraine now decorates the Seer’s private chambers in Area 10C-10.
- **Mezuryk** (male human thief): The Fire Hawks’ trap disarmer and lock opener. Priests of Orcus captured him, and he has been tortured and driven insane. He remains a prisoner in the Talon of Orcus (Area 10C-13A).
- **Kalina** (female human cleric): A follower of Oghma, Kalina was separated from the rest of the group. She too was captured and tortured to death at the Talon of Orcus. Her lifeless corpse was then reanimated, and now stands ready to serve her former captors in the Talon as one of the zombies in Area 10C-7.
- **Oldaric** (male human fighter): He died early on in the Bloodways after a devouring mist sucked him dry. He has become one of the many vampire spawn that lurk within the labyrinth.

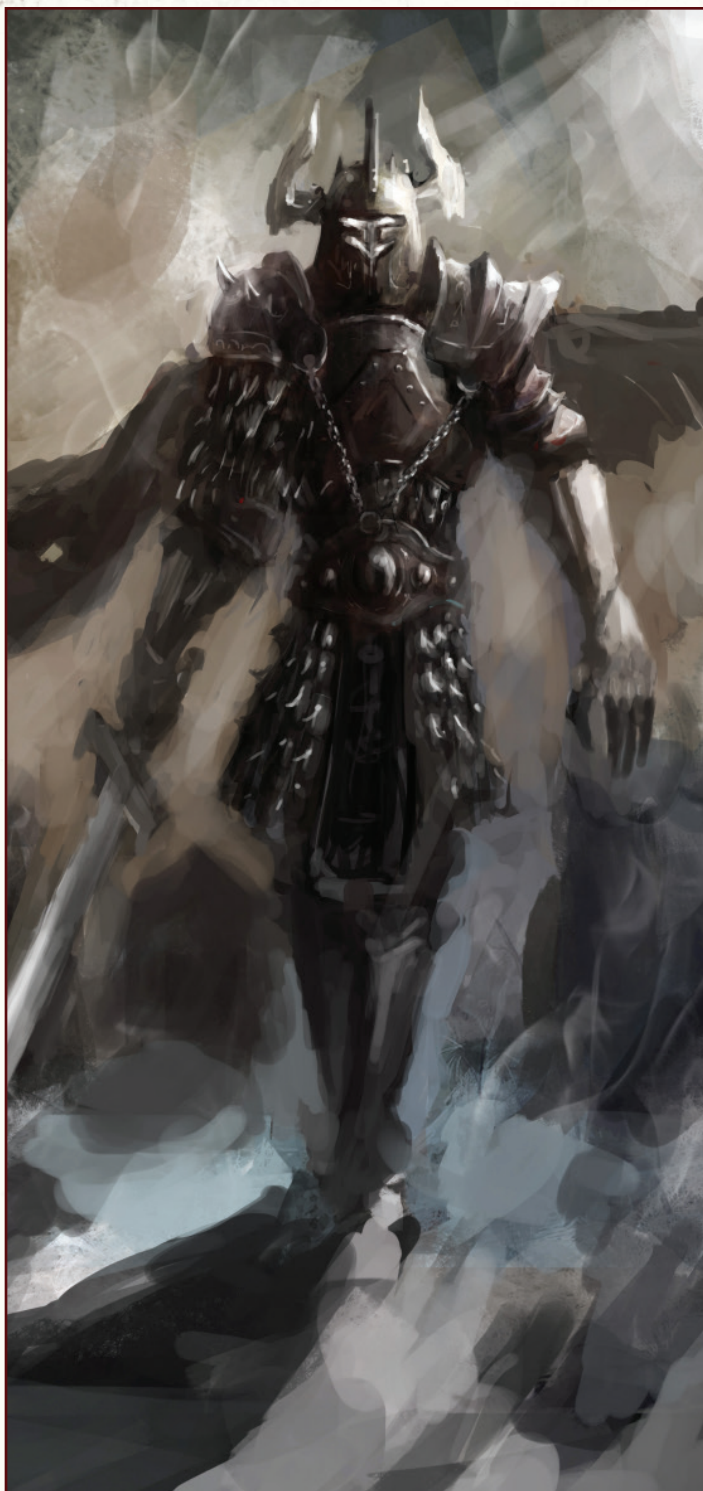
Rumors about Rappan Athuk

In addition to the Legend of Rappan Athuk, each character has a chance of knowing a few rumors about the complex from common legends. Each character can make 2 rolls on a 1d6: a roll of 1 or 2 earns the character a rumor. Spellcasters may make a third roll to check for rumors. Roll each rumor randomly on 1d100 on the table below or select an appropriate rumor as desired.

False Rumors

Rumors about Rappan Athuk and its environs include half-truths and falsehoods. Some have been propagated on purpose, and others have been transformed through happenstance. How is a player to know which rumors are true? Through their characters' actions, of course. This is up to you. The veracity of some rumors may be checked at Zelkor's Ferry. Others might need to be verified with individuals found in or around the dungeon, and some might require the vision of a certain oracle, or some magical investigation. Be creative with these, and remember that, especially for the false rumors, different sources might provide different information.

d100	Rumor
1	Zelkor, the good wizard of old, is now an evil lich living in the upper levels protecting the evil temple and the descent into it. (Partially true.)
2	A high priestess of Hecate, the goddess of magic, was turned into a statue of living ruby, and is entombed in the dungeon. She had a magic ring that allowed her to change shape. Her name is Akbeth. (True.)
3	A rich gold mine can be found if one can find a cavern with a man-made river channel and defeat the monsters there. (Mostly true.)
4	The temple of Orcus no longer exists within the dungeon. Its existence is a lie told by adventurers to keep others away. (False.)
5	A great oracle can be found beyond a massive cavern. He can tell all to anyone willing to pay his price. (Mostly true.)
6	A company of dwarves recently went to look for a gold mine said to be in the dungeon. None of them returned. (True.)
7	Orcus put a curse on the complex when he built it. Any that disturb his temple will become slaves of darkness, never to return. (False.)
8	A great city of goblins lies deep in the complex, and they are followers of Orcus. (True.)
9	The entrance to Hell lies deep in a maze complex. It can be found only by swimming through a pool of water. (True, though only in a figurative sense. The level is called Hell by any that have been in it.)
10	A great priest was entombed within the complex behind a door sealed with seven seals. If released, the powers of good would be greatly aided. (True.)
11	The dungeon was originally a good fortress built to protect against the advancing hordes of evil. Evil overcame its defenders. (False.)
12	Magical black skeletons inhabit the dungeon. They are greatly feared, as clerics cannot turn them. (Partially true. Clerics have difficulty turning them.)



- **Andwyn** (male dwarf fighter): Andwyn died trying to hold off the priests so the rest of the group could escape area 9D-3. The fate of his remains is unknown.
- **Adrenai** (female elf thief): Adrenai was separated from the group and became lost in the labyrinth just before the priests of Orcus were encountered; she eventually became a snack for a shadow hunter serpent.
- **Marsenter** (male human fighter): Separated from his companions during the battle and hounded through the dungeons, he sought to evade his pursuers by hiding in a pool of water, using a magical ring to breathe like a fish. However, the chill temperature of the water induced hypothermia, and he ended up falling asleep and dying. His remains can now be found in Area 9D-8 of the Bloodways.

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d100	Rumor
13	A powerful illusionist lives near the surface. Do not believe everything you see. He is cannibalistic and possesses great powers. (Mostly true. The "illusionist" is Scramge the rakshasa.)
14	There is a monster immune to everything on the first level. It is amorphous and smells terrible. A wise person flees from it. (This is very true.)
15	Inside a great labyrinth lies a strange mushroom that can restore youth to a human. They are blue with red spots and lie under a bridge. (Partially True. The mushrooms randomly reset the consumer's age, which for most means youth.)
16	Some of the tunnels dug by the giant rats of the complex lead to interesting places. Some lead nowhere. (Very True.)
17	A wise person uses the rivers to travel in this place. They are dangerous, though. Many who did not know the correct paths have drowned. (True.)
18	Deep in the dungeon lies a vast cavern with monsters of gigantic size. (True.)
19	A magical pool leads to a wishing well. A person who casts a magic item into it will get a wish. (False.)
20	There is a corridor of solid white stone, which is cursed. Anyone who walks its length is lost forever. (Almost true. Most, but not all, who walk the corridor die.)
21	On the fourth level, there are no monsters, but wondrous amounts of gems. (False. Give us a break.)
22	The caves are safer than the carved passages. The upper levels are also very tough in the carved areas. (False. The caves are no safer than the carved passages. Both are dangerous.)
23	As the great mage Speigle said, "Beware of purple worms." A wise person heeds his advice. (So true it's written on the wall on Level 3.)
24	In the lower levels, some spells cannot be regained due to the evil powers in this place. Conserve spells on deep treks. (True.)
25	Solid mithral gates bar the way into a great treasure horde guarded by a lich in the great cavern. If one can access them, they would be richer than an emperor. (Partially true.)
26	Deep within the hill lies a pool of lava guarded by demonic lizards. If one can defeat them, pure gold can be distilled from the liquid rock. (Partially true. There are salamanders but no gold.)
27	Giant scorpions guard the way to the tomb of a fell king. (True.)
28	It is said that the great paladin Bannor was overcome by a horde of enemies in the dungeon. His mighty holy sword, <i>Gurthdurial</i> , is rumored to have been lost in the Hall of the Cyclops King. (False.)
29	A new form of troll, a "swimmer," was seen to aid goblin miners in a deep cavern complex. (True. This sighting confirms the existence of river trolls on Level 8.)

d100	Rumor
30	The tomb of a fallen paladin is hidden near the goblin city. The paladin was corrupted by the sorceress, Deserach. (True. You should make the tomb on Level 9A very hard to find, as it is one of the most challenging encounters in the dungeon.)
31	Prayers to Hecate can sometimes be used to defeat guardians sacred to her. (True. This rumor offers a means to defeat a hydra, if wisely employed.)
32	Kazleth rules as Lord of the Maze. He is an abomination, with the head of a bull atop the body of an ogre. (True. He is the phase minotaur king of Level 7A.)
33	A demonic spider queen lurks near her pets. (Partially true. She is a wizard, not a demon.)
34	The goblin city's entrance lies unguarded. The goblins allow free trade with anyone who visits them. (False. Two shadow dragons guard the entrance and prevent the passage of non-goblins.)
35	A benevolent old wizard lives near the temple of Orcus. He reportedly offers refuge to those who kill the servants of the evil one. (False. Banth is possibly even more evil than the priests of Orcus. Banth will slay or transmute any character who crosses his path).
36	There are caverns inhabited by living statues; one-time explorers transformed by evil, they ambush the unsuspecting. (False.)
37	A terrible dragon called Gath the Ravager was sealed long ago deep within the dungeon by powerful priests, whose spirits still guard his restless sleep. (False.)
38	A great library, once the property of the followers of Orcus, lies forgotten in a hidden level. Though it contains works of great evil, it also holds books that could be of great value to sages and adventurers as well. (True.)
39	A powerful adventuring group called the Dancing Blades were slain in the dungeon. Their restless spirits now wander its halls, attacking anyone they come across with their phantom weapons. (False.)
40	There is a level of flooded passages ruled by evil, lenticular, fishlike things who can take over your mind. They are the secret rulers of the dungeon. (False.)
41	A potent artifact called the <i>Seal of Power</i> was carried into the dungeon long ago by the mage-priest Donovan. He hoped to use it to seal away the evil, restless spirits of the dungeon. (False.)
42	The skeletons violently explode when they are brought down. The zombies dissolve into foul greenish goo that will eat your flesh and turn you into one of them! (False.)
43	There is an insane blackguard named Ian the All-Seeing who collects the eyes of all he meets. He is said to have thousands of eyeballs in his collection now. He can control them, make them move about, and see things for him. (False.)

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d100	Rumor
44	The goblins of the dungeon are actually mutated giants. Although they are small and stunted in appearance, they are incredibly strong. (False.)
45	Recently the champion Corondel fought and defeated the green dragon Springdread in the Forest of Hope. Corondel subsequently disappeared. It is rumored that the dragon was merely badly wounded, and now lurks deep within the forest, killing all who stray too deep. (Partly true. Corondel did fight and kill a green dragon and then disappear.)
46	Gnolls have been spotted along the caravan route south of the Foothills. They are said to be holed up in a ruined keep overlooking the caravan route. (Partly true. The bugbears have been mistaken for gnolls.)
47	Pirates sometimes hazard the reefs along the coast to land at secret inlets and bays and stash great treasure; woe betide the adventurer caught spying upon them! (True.)
48	Outlaws sometimes hazard the dangers of the wilderness, seeking refuge from the law. It is said that some have even banded together, to start their own community. (True.)
49	Though some brigands attack caravans that pass through the area, others specialize in taking on adventurers exiting dungeons and lairs, weakened but fat with loot. (True.)
50	A great red dragon has been seen flying about the region. It is said to lair somewhere to the east. (True.)
51	The Troll Fens are aptly named. They are brimming with trolls, poisonous snakes, quicksand, and other hazards. (True.)
52	A druid is said to live within the Forest of Hope, and she is hostile to any who invade its bowers uninvited. (True.)
53	Three old crones are said to live along the coast, and for a price of gold and blood, they can let you see into the past and future. (True.)
54	A jet black temple is said to be hidden somewhere in the hills; those who enter its dark confines never return. (True.)
55	Many back entrances to the most famous of dungeons are said to lie in the wilderness, but the hills are so riddled with caves that finding these entrances is all but impossible if one knows not where to look. (True.)
56	A shrine to a foul god or demon is said to lie beneath the hills; its corridors are a gauntlet of terror and gruesome death. (True.)
57	One hot, sticky summer a score of years ago, a terrible beast came out of the wilderness and fell upon the surrounding lands, razing towns and ravaging farms. It killed many of the finest warriors and baffled the most potent wizards before finally being slain by the adventurer Mailliw Catspar and his comrades. Triumphant, these brave souls tracked it back to the Dungeon of Graves — and were never seen again. (True.)

d100	Rumor
58	Deep within the dungeon there is said to be a place where the light of the noonday sun still shines; this place is abhorred by the foul creatures that live within the caves and caverns. (Partly true. There is a cave lit with sun by day, but it has its share of dangerous creatures.)
59	When the craven armies of Orcus fled from Zelkor and his army long ago, a great lieutenant was instrumental in holding off the pursuers. He bought time for the priests to enter the dungeon and lick their wounds. For his valor, the dark champion was entombed. The halls around his burial chamber are filled with terrible creatures, red mist, and visions of ancient sins, long forgotten. (True.)
60	A group of adventurers calling themselves the Fire Hawks recently left on an expedition to Rappan Athuk and have not returned. It is said their leader carried with him an artifact of great power. (True about the adventurers. The fate of the leader and whether he carried an artifact is for you to determine.)
61	A great wizard tried to build a tomb in the wilderness but couldn't manage the effort. (False. Rappan Athuk was built by Glazerel.)
62	The monks of the small shrine off the Coast Road are helpful to passersby. (Partially True. The monks of the Cloister of the Frog God are not immediately hostile.)
63	Beware of the coastline! A great and powerful sea serpent roams the coast, seeking to sink ships and hoard their gold. (False. The beast on the coast is a kraken.)
64	The lost army of Tsar is still in the Forest of Hope, somewhere. (False. They are on Level 14A of Rappan Athuk.)
65	There is a vast underground cavern system populated by hideous beasts under the Forest of Hope called "The Barrows". (Partially True. It's called "The Gut" or the "Cyclopean Deeps.")
66	It is said the frog worshippers seek some undiscovered evil, deep within the earth (True.)
67	"I hear that them nice priests built a temple nearby to scourge the thralls of Orcus from this place, I say welcome to them!" (True, from a strange perspective, but they are not nice.)
68	"Frogs, everywhere! I swear the river was brimming with them!" (True.)
69	"Deceivers and evil wizards I tell you, one of those priests even turned me into a frog! I got better." (False.)
70	"We lost six friends when we went near that old elven castle! Full of giants throwing rocks it was!" (False.)
71	"I heard that old elf lord went crazy, something about swords and princes!" (True.)
72	"Those green priests told me that the death head priests were moving into the castle to the west. Don't know about you, but I think it's time to leave this place." (Possible.)
73	"I heard a giant black dragon was seen in the hills to the west. They say it serves a demon!" (False.)

d100 Rumor

- 74 "The elves have returned to the castle to the west, but I hear they shoot first and ask questions later. I always hated elves." (**False.**)
- 75 "The adventurers who uncovered the ruined keep are in fact brigand tomb robbers!" (**True.**)
- 76 "I heard that when the adventurers opened up the old keep, a balor came out and devoured them all!" (**False.**)
- 77 "It's said that some great evil lurks below the southern towers of the old keep. Only a fool would go wake it up." (**Possible.**)
- 78 "A great dwarven warrior is buried near that keep. I bet he took a bunch of treasure to his grave, and I heard he had an axe that actually talked to him! After all, you know how dwarves are." (**True.**)
- 79 "Those priests who wear those green robes were asking a lot of questions about the towers. They sure seem nice, but I am confused why they would care about a stinky old ruin." (**True.**)
- 80–100 "Rappan Athuk? Bah! No one ever gets out of that place alive! (**Partially True**)

Skill Checks

Much of *Rappan Athuk* was written without skill checks in mind. If a player says their character knocks on the bottom of the chest, you might well tell them a hollow bottom is found. As part of bringing the adventure into the current edition, we have tried to provide DCs for climbing, swimming, finding secrets, etc. Feel free to ignore them if you and your players prefer another method of resolving these obstacles. Also, the DCs were written with idea that the characters often have advantage on the rolls. The characters use tools, magic, and knowledge to overcome the roadblocks set before them, and any of these may grant advantage on a roll. For example, the Strength checks for smashing open chests assume raw muscle. Imagine how much easier it should be with a crowbar! In addition, many of the obstacles are time and wandering monsters (see sidebar). If you're not interested in wandering monsters and guttering torches, you might want to eliminate many of the skill checks and just allow the characters to pass, with the idea that given enough time, they eventually get the door open or climb the wall. One word of caution, however — many of the really difficult obstacles are placed to protect a lower tier party from an overly powerful foe. Blithely letting the party knock down a *wall of stone* could well place them before a pair of mean-spirited lichs!

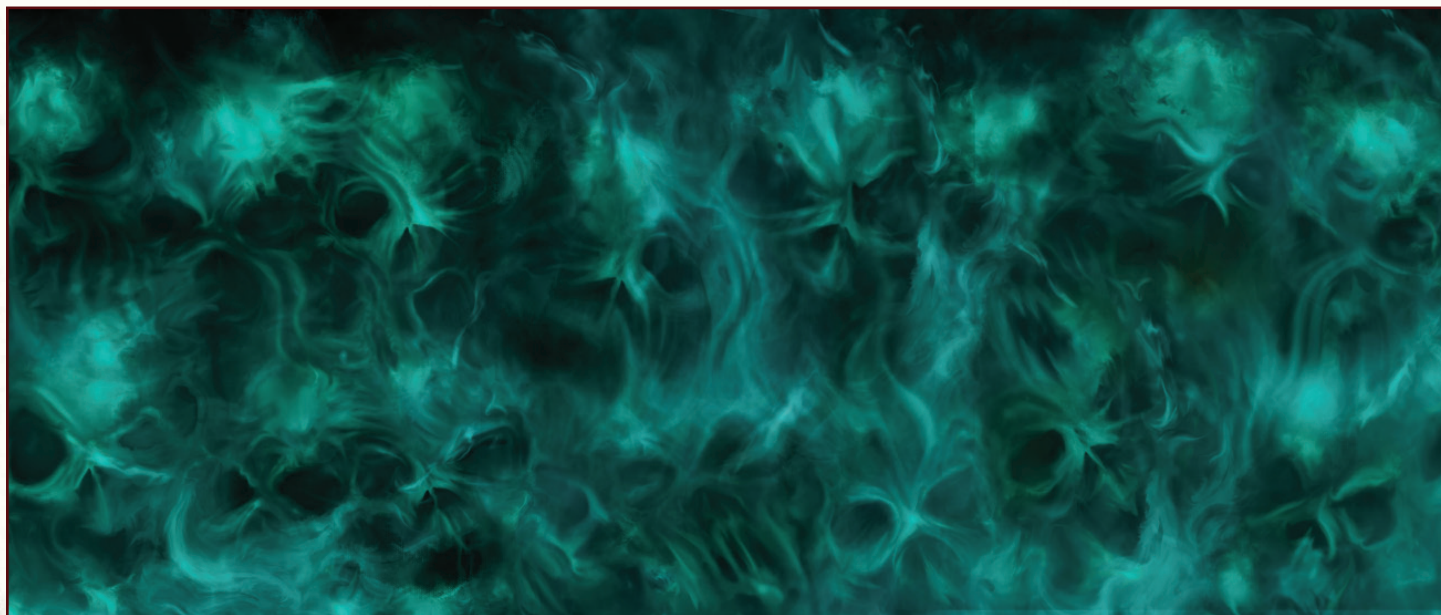
Rappan Athuk covers many miles and has had many architects and inhabitants over the millennia. As such, it is a varied place. One of the ways we have represented this is by varying DCs and consequences. You may discover that differentiating poisonous mushrooms from edible is easier on some levels than others, and that the effects of eating the toxic ones varies wildly. This is intentional and should help to keep the adventure exciting over years of play. However, you may want to bring your imagination to bear to help the players understand when and why their characters may have difficulty overcoming what otherwise seems like the same challenge they easily brushed by before. You might also keep track of how often they have figured out certain types of dangers, and grant advantage or change (or remove) the DC for certain puzzles and obstacles the characters have mastered.

Swimming, Drowning, and Quicksand

There are rules for many environmental hazards in the fifth edition. For many things that are encountered frequently, *Rappan Athuk* provides some simplified versions where a single skill check or saving throw is used rather than the series of rolls that would be required to follow them. As with everything else, these are provided in the hopes that they can help keep the game lively and interesting. If you prefer to follow the "real" rules, we try to provide information that you can easily do that as well. The alternates are our fifth edition equivalents to rulings made back when rules didn't exist.

Rules and Rulings

There is a common statement that older gaming was about rulings and newer gaming about rules. While probably not generally true, it is certainly true that different rules exist in the fifth edition than in previous editions, and that many dungeon effects that were previously covered by vague references to imprecisely defined spells or magic items may now be in direct contradiction to explicit rules. Never fear — the *anima engine^{GM}* is here. This powerful artifact sits near the bottom of Rappan Athuk pulling in souls and messing with the very rules of reality. If you absolutely must justify why *teleportation* doesn't work on this level or why nothing other than a specific key will open that door, the *anima engine* is your friend. This item was used to create Rappan Athuk, and its effects are not confined by rules. And, of course, the authors of Frog God Games also created *Rappan Athuk*, and they too are not confined by rules. They are confined by fun. Sometimes it is more interesting if *teleportation* doesn't work here or the party has to go looking for a certain key there. It is always with this in mind that various rules are broken.



Good versus Evil

Rappan Athuk was created at a time in gaming when evil (Chaos) and good (Law) were two sides of great battle. Different powers and classes were available to each, as the two were different not just in terms of their goals for the world, but their underlying gaming mechanics. The fifth edition has changed this. The creation of spells like *detect evil and good* or the idea that all clerics use a holy symbol to channel divinity is new. We have taken the new and old together for this version. Thus, you will see unholy water and unholy symbols in the hands of the clergy of Orcus. What happens when a good character comes into contact with them? What happens if a good character tries to use them? What happens if unholy water gets splashed on an undead creature? These questions are for you to answer. Make it fun and make it memorable. On the other hand, the clergy has the same spells. They may cast *protection from evil and good* or *shield of faith*. Many of the temple areas are protected by the *hallow* spell effects. If you want to bring back a little more of the epic battle between Chaos and Law, and a little more of some of the older editions, feel free to color these effects darkly, and even, if you're up for it, to differentiate the effects a bit. Maybe Orcus really does provide his clerics with a different set of mechanics than Tyr.

Speaking of Evil

The inhabitants of Rappan Athuk represent the worst of humanity in a world where Evil literally exists. Torture, slavery, and all kinds of debasement are an everyday part of life in and around the dungeon. The book itself leaves most of this to your imagination, and the imaginations of your players. Certain areas and actions, where important mechanically, are described. If you concerned for yourself, there are some sections you may want to skip over. Perhaps more importantly, however, is please be aware of your players' enjoyment. If they are uncomfortable with any part of this, feel free to leave it aside, or occlude it. The adventure will survive, and hopefully the level of fun will increase.

Welcome to Rappan Athuk, the Dungeon of Graves!



Wilderness Areas:

Dying Outside the Dungeon

Rappan Athuk is designed to be easily transplanted into any fantasy campaign. The dungeon and environs can be placed in any appropriate area of a game world, and the bandit encounters and monster lairs discussed below used to reflect the flavor of the campaign. The Wilderness Areas are shown on maps W-1 through -9.

The Wilderness Area surrounding the Dungeon of Graves

Rappan Athuk is a dungeon of legend. As such, most know where the dungeon is located — off the Sea Coast Road in the hills east of the Forest of Hope. Prior adventuring bands (and some local bandits) have marked the general area with several signs indicating the way to the dungeon (and to their ambush). The difficulty of Rappan Athuk has never been locating it. Getting home alive is another matter entirely...

As with any major entrance to the underworld, the wilderness around Rappan Athuk is a dangerous place — popular with bandits, marauding monster bands, and worse. Merchants and patrols are quite rare and stay entirely on the road, as the woods and hills surrounding the area are untamed. Several of the more industrious bandit groups spy on parties entering Rappan Athuk, only to strike them on the way out of the underworld. In addition to bandits, there are several monster lairs and special encounter areas in the wilderness area surrounding the dungeon.

This is not to say that the area is unpopular with adventurers. Legends of vast treasure and glory abound for hundreds of miles, and the draw is too great for many to resist. So, off they go in search of the proverbial fortune and glory. Most find only death and despair.

For gaming purposes, the wilderness area surrounding the dungeon can be divided into 5 regions: the Sea Coast Road, the Forest of Hope, the Dragonmarsh Lowlands, the Foothills, and the Beach. Each is detailed below.

These regions have their own Wandering Monster tables. You should use these encounters with some forethought. For example, Drusilla the Druid or Simrath the Vampire could annihilate many parties if used haphazardly. These encounters can provide roleplaying opportunities as desired instead of being yet another monster-slugfest. Some of the personalities lead to new and exciting adventures, well beyond the original scope of the dungeon of Rappan Athuk. Also note that there is only one of each of the specialty NPCs such as the Simrath, Drusilla, or the specific bandit leaders. Once slain, they are no longer available as an encounter. This is not to say that they could not be replaced by something else, possibly worse.

The Sea Coast Road

This area serves as the primary trade route for commerce along the coast. Coastal patrols from nearby cities attempt to keep bandits and other malicious creatures clear of the road by day; by night is a different matter. Certainly the safest of the wilderness areas, this road is still plagued with bandits and other robber creatures, eager to prey on the daring merchants traveling the road.

Sea Coast Road Wandering Monsters

Check for encounters at the 4th hour prime (4 a.m., just before dawn), and every 4 hours after. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. The following cumulative modifiers apply: +2 if more than one mile off the main merchant road; +2 if the encounter occurs at night. For details on encounters, see text below.

d10	Encounter
1–2	Merchant Caravan
3–5	Foot Patrol
6–7	Brigands
8–9	Cavalry Patrol
10–11	1d3 worgs and 1d12 wolves
12	Ogre and 2d4 bugbears
13	2d6 shadows (or No Encounter; see description)
14	Simrath the Vampire and 2d6 worgs

Merchant Caravan: A merchant caravan is encountered making its way along the road. The caravan contains 1d8 wagons or carts, with an appropriate number of accompanying pack animals per cart as well as 1d6 caravan **guards** per cart or wagon. There are 1d3 merchants (**commoners**) per cart as well. Merchants on this route are on guard and want little to do with adventurers; they start with an initial attitude of unfriendly. If the characters can improve the merchant's attitude to make them friendlier with a successful DC 12 Charisma check, they would be willing to provide general information about road conditions; if they are *really* friendly (with a successful DC 15 Charisma check) they allow the party to travel with them. They do not otherwise offer any aid to the party.

Treasure. The guards have 1d12 gp, 2d12 sp, 3d12 cp. Each wagon has 3d100 gp worth of miscellaneous trade goods. Many of the goods would be recognized in Zekor as belonging to the caravan.

Foot Patrol: These patrols consist of 8 **footmen**^B, 2 **wilderness knights**^B, and a **sheriff**^B. They travel the coast road in search of brigands and other outlaws. They approach the party in a hostile fashion, expecting the worst. If the party is cooperative and answers questions reasonably, they do not trouble the characters further and leave them to their business. Likewise, if the party engages in banditry, they take no prisoners. Once the party is well known (as good guys presumably), these patrols are friendly. You should use this as an opportunity to roleplay with the characters and build their egos about their fame (or infamy) in the local region. The knights and sheriff ride **warhorses**, while the footmen walk.

Treasure. Each footman has 2d12 gp. The knights have 2d10 gp, and 40 + 2d10 sp. Each sheriff possesses a surcoat bearing the insignia of his ruler, a writ of authority, 2d10 gp, 40 + 2d10 sp, a *potion of healing*, and 5 gems worth 20 gp each.

Brigands: These bandits consist of 2d4 brigands (**bandits**) led by a **brigand leader**^B. They attempt to ambush the party from the roadside, seeking to slay mounts and lightly armored individuals with bow attacks. Knowing the area, they have advantage on Stealth checks made to remain hidden while they await the party. They run if their leader or 25% or more of their company is slain.



Rappan Athuk

The Wilderness



Rappan Athuk

The Wilderness

Horsefly Swamp



Forest of Hope

One square - 10 miles

Treasure. Brigands have 1d4 sp, and 2d4 cp. The brigand leader has a *potion of healing*, 1d4 gp, and 2d4 sp.

Cavalry Patrol: These patrols consist of 6 **wilderness knights^B** and a **sheriff^B**, all mounted on **warhorses**. They keep to the road for the most part, riding down fleet enemies and moving quickly in pursuit of recently sighted fugitives. If they suspect the characters of malfeasance, they make a pass with lances, and then return with longswords, attacking from all directions. They behave much like the foot patrol regarding cooperative characters.

Worgs and Wolves: The **worgs** and **wolves** follow the characters and attack as they set their camp, or attack at night if encountered then. They seek to kill and drag off 1 or 2 lightly armored individuals, and may focus on attacking and killing mounts if they can do so. They attack from one direction as a distraction to draw out their opponents (attacking on the defensive), while others attack from behind. They prefer easy prey — sleeping characters and mounts in particular — over those that put up a fight. They do not attack if they are outnumbered and fail to achieve surprise.

Ogre and Bugbears: The **ogre** charges into combat while the **bugbears** attempt to sneak in behind the party, then cast javelins and charge. Once fully engaged they prefer simple toe-to-toe fighting, with little finesse or tactical thought. They fight to the death.

Shadows: These beings only appear at night, or in caves or densely wooded areas. The **shadows** attack as soon as they sense intelligent beings nearby, using no tactics, and fight until destroyed.

Simrath the Vampire: See Wilderness Area 17 for details. If encountered as a random encounter, Simrath has ventured forth from his lair and haunts the night in bat form, or in humanoid form accompanied by a pack of 2d6 **wolves**. You may decide he simply passes the party by on some other errand. If he attacks, he does so to his fullest ability. It is best to have him ignore low-level parties. Simrath normally preys on merchant caravans, slipping in and taking 1 guardsman on night watch, without a sound. He always destroys the bodies of those he sucks dry, usually weighting them with rocks and throwing them in a nearby stream or river, as he has no desire for other vampires in his service.

The Forest of Hope

Thick and overgrown, the Forest of Hope provides shelter from winter storms that batter the coast. Named for a local princess by her father, this forest is better known by its original name: the Forest of Horrors. Dens of spiders and other fell creatures are known to dwell within its bowers; only recently, a green dragon was discovered and slain by the hero Corondel. Common folk avoid the trees, though adventurers and bandits often hide here. The patrols avoid the forest unless they are in pursuit of some villain. Water and game are abundant, and a xenophobic druid lives within the woods.

Forest of Hope Wandering Monsters

Check for encounters at the 4th hour prime (4 a.m., just before dawn), and every 4 hours after. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. The following cumulative modifiers apply: +2 if more than three miles off the main merchant road; +4 if the encounter occurs at night.

d10	Encounter
1-2	Foot Patrol
3-5	Outlaws
6-7	1d6 monstrous hunting spiders
8-9	6d4 brigands and 3 brigand leaders , led by a brigand sorcerer
10-11	1d3 worgs and 1d12 wolves
12	Drusilla the Druid* and her pack of 30 wolves
13	1d3 trolls
14	3d6 stirges
15-16	Nest of 3d6 large monstrous web-spinning spiders

*If killed, treat as no encounter

Foot Patrol: These patrols consist of 8 **footmen^B**, 2 **wilderness knights^B**, and a **sheriff^B**. These patrols are searching the forest for outlaws, and are not happy about it. They question the party about this, and leave them alone (or enlist their aid) depending on circumstance. If the party members are themselves outlaws, the patrol attacks and takes no prisoners.

Outlaws: This is a group of 2d6 criminals (**commoners**) hiding from the law. Mostly, they have committed offenses such as poaching or murder of a love rival. They often band together for safety, though their life expectancy in these woods is not much longer than a few weeks. They avoid the party unless cornered, in which case they may ask for help, beg for protection from a patrol, etc. This encounter should provide a great opportunity for roleplaying. Either the characters can hunt down a wanted man, only to find clues that he is innocent, or they can be put in an alliance situation where they themselves must fight a patrol and become outlaws. Some have banded together into an outlaw camp (see Wilderness Area 21).

Monstrous Hunting Spiders: These large hunting spiders are out seeking prey. They drop from trees or leap from holes and try to kill 1 or 2 victims, hoping that the rest of the party leave their dead behind. They are not intelligent, and fight until slain, unless presented with fire or spectacular dazzling magic. Hunting spiders are **giant spiders**, except:

- **Speed** 30 ft., burrow 5 ft., climb 30 ft.
- Remove **Web Sense**, and **Web Walker** traits

Spider Nest: This is a nest of web-spinning **giant spiders**. The react just like the hunting spiders except that they get a Wisdom saving throw for the fire and visual effects scenario opposed against a spellcaster's spell DC or a Charisma (Performance) check. If they make their saving throw, they continue fighting instead of retreating.

Brigands: This is a group of 6d4 brigands (**bandits**), with 3 **brigand leaders^B** and a **brigand sorcerer^B**. Much more numerous in their forest home, a couple of these brigands try to act friendly, while the rest surround the party and fill them with arrows. They attack spellcasters first. They are quite cunning, and you should allow them a chance to build up some trust with the party before they attack in full, perhaps the next day. Once they engage, they use flanking, cover, and surprise as best they can to gain an advantage over their opponents.

Treasure. Each brigand has 1d4 sp, and 2d4 cp. The brigand leaders each have a *potion of healing*, 1d4 gp, and 2d4 sp. The sorcerer possesses 10d10 gp, 5d10 sp, and has a 30% chance of a random magic potion or scroll.

Worgs and Wolves: Treat these encounters exactly like encounters of the same type on the Coast Road.

Drusilla the Druid: See Wilderness Area 14. If met as a random encounter, Drusilla is on some errand and even less inclined to tolerate the presence of the characters. She may ignore the characters because of the pressing nature of her errand. If the characters attempt to speak with her persuasively, she may assign them an errand such as clearing out the den of monstrous spiders (Wilderness Area 16), as they have grown too numerous and are disrupting the balance. If diplomacy fails, she dispatches some of her wolves to kill the party.

Trolls: These beasts are stupid and fearless. The **trolls** charge into combat, only retreating if seriously damaged by fire or acid. They ask for and give no quarter, though if they drop an opponent or two, they may content themselves with hauling it off to eat if the surviving party members retreat.

Stirges: During the day, these creatures rest and do not attack unless disturbed. At night, they fly in and attempt to feast on sleeping opponents first; 8 **stirges** may attack a single Medium creature. They favor sleeping and immobile targets over moving or attacking ones. Once engaged, the stirges fight until sated or slain.

The Dragonmarsh Lowlands

This area, dotted with copses of trees, serves as a perfect hiding place for the bandits and outlaws that prey on the unwary. The drier portion of the lowlands contains numerous limestone caves and box canyons. Bandits frequently use these natural terrain features to set traps for the unwary. Several marshy areas exist in the lowlands. One of these (known as the "Troll Fens") is well known and avoided by those not seeking death.



It is said that the quicksand and venomous snakes make this area unsafe even without the monsters. Thick clouds of mosquitoes make any travel here unpleasant at best.

Dragonmarsh Lowlands Wandering Monsters

Check for encounters at the 4th hour prime (4 a.m., just before dawn), and every 4 hours after. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. Add +3 if more than 3 miles off the main merchant road or in the swamp. Add an additional +4 modifier if the encounter occurs at night.

d10	Encounter
1	Foot Patrol — non-swamp only; otherwise no encounter
2-3	Outlaws
4-5	2d4 brigands and 1 brigand leader
6-7	2d4 vipers — swamp only; otherwise 2d6 wolves
8	2d4 trolls
9-10	4d6 giant rats
11-13	Quicksand — swamp only; otherwise 4d6 giant rats
14	Frogheemoth — swamp only; otherwise 2d4 trolls
15	Shambling mound — swamp only; otherwise 2d4 trolls
16	1d6+2 swamp lions (figers) — swamp only; otherwise no encounter
17	1d3 will-o'-wisps

Foot Patrol: These patrols consist of 8 footmen^B, 2 wilderness knights^B, and a sheriff^B searching the lowlands for outlaws. They are not happy about it. They avoid the swamps in all cases. They question the party and leave them alone (or enlist their aid) depending on circumstance. If the party engages in banditry, they take no prisoners. Once the party is well known (as good guys presumably), these patrols become friendly. You should use this as an opportunity to role-play with the players and to let them get their egos built up about their fame in the local region. Statistics for the patrol is the same as above.

Outlaws: This encounter is treated exactly like the encounter of the same name in the Forest of Hope. No statistics are provided for these outlaws, for it is assumed that they are commoners with no adventuring skills. If the encounter occurs in the swamps, there should be a veteran leading the outlaws. This could eventually become a henchman of the characters depending on your wishes.

Brigands: Treat these encounters exactly like encounters of the same type on the Coast Road, though they are more desperate and may be willing to barter with the characters.

Vipers: The swamps and surrounding lowlands are notorious for their many poisonous snakes — cottonmouths and rattlesnakes primarily. While not aggressive, they resent being disturbed. Rattlesnakes like to lurk among rocks and in underbrush. Cottonmouths prefer to lounge on rocks or in tree branches on swamp shores, and may drop on those passing beneath. For some reason, the local snakes are often encountered in clusters.

Trolls: Treat these encounters exactly like encounters of the same type on the Forest of Hope. In the swamp, they can be tracked to the Troll Mound (Wilderness Area 4).

Giant Rats: Giant rats swarm like a carpeting mass, fighting until slain unless confronted by scary visual magic (see Monstrous Spiders).

Quicksand: The party stumbles into a patch of quicksand or deep mud 1d8 x 5 feet in diameter. Trolls and other swamp predators like to stake out quicksand patches and wait for prey to wander in. If a quicksand encounter is rolled, make another random encounter check; if an outlaw, troll, giant rat, shambling mound, or swamp lion encounter is rolled, these creatures are lurking nearby, and attack if the party looks vulnerable. Outlaws may attempt to bull-rush characters into the quicksand, and trolls may simply pick them up and throw them in; giant rats, the swamp lions, and the shambling mound only attack if someone falls in or the party otherwise looks vulnerable.



Don't be a Stick in the Mud!

Quicksand, also known as pluff mud in some circles, usually appears in marshes near rivers, lakes and other bodies of water. This variety of quicksand is known as wet quicksand. Because deserts lack wet quicksand's primary component — water — it is rarely found in arid regions. Instead, its counterpart, dry quicksand, is the substance generally accepted as quicksand.

Quicksand is an imperfect amalgamation of water and sand. It forms when fine, granular particles such as sand or silt become overly saturated by a swell of groundwater, which remains hidden below a layer of sand. Whenever a creature steps onto the surface and exerts enough pressure on the unstable soil, the loose grains of sand and water quickly separate and transform into a soupy liquid.

In short, falling into quicksand is more akin to stumbling into a previously hidden pool of water than plummeting through a crack in the earth. Experienced wetlands travelers are adept at spotting the telltale signs of this lurking danger.

Characters moving at their normal movement speed notice quicksand with a successful DC 8 Wisdom (Survival) check or with a passive Wisdom (Perception) of 8 or higher. Those traveling faster than their normal movement speed barrel right into the quicksand and sink 1d4 + 1 feet. At the beginning of each turn after sinking into quicksand, the creature sinks another 1d4 feet. Provided the creature is not completely submerged, they can escape from the quicksand on a successful Strength check. The Strength check has a base DC of 10, then increases by 1 for each foot the creature has sunk. If the creature has sunk 5 feet, the DC of the Strength check would be 15.

If another creature is assisting the creature out of the quicksand, the base DC for the Strength check is 5 and increases in the same manner mentioned previously — for each foot sunk, the DC increases by 1.

Froghemoth: There is only 1 **froghemoth**^B in the swamp. It lairs in a deep bog at Wilderness Area 1. If encountered as a random encounter, the froghemoth is hunting for food. This is a potentially deadly encounter, and it is advised with lower-level groups to provide some foreshadowing of this creature's arrival rather than simply springing it upon them. The froghemoth always sticks close to swamps and pools, so it has a place to escape to if badly injured.

Shambling Mound: This creature has had plenty of time to settle into a well-disguised place and a successful DC 20 Wisdom (Perception) check is required to notice the that **shambling mound** is anything other than another pile of muck.

Swamp Lions: Swamp lions (**tiger**) stalk the characters, and attack under cover of night. They are horrible, evil creatures that do not retreat until wounded to fewer than 6 hp. They attack sleeping opponents and mounts over alert defenders if they can. Swamp lions are larger than most lions, and have a low, cruel intelligence.

Will-o'-Wisps: These evil beings attempt to draw the party into another wandering encounter, or into deep water or quicksand. They only attack directly if harmed. The **will-o'-wisps** follow the characters for up to a day if left alone, waiting for another monster to cause trouble.

The Foothills

In these hills, which lie east of the Coast Road, is the dungeon of Rappan Athuk. The hills provide a buffer zone between the Beach and the Forest of Hope. The hills themselves are sparsely forested and rather idyllic in appearance. Berries grow in abundance and cool, clear streams flow to the sea. Some of the most beautiful sunsets can be seen from their tops. Their beauty, of course, is a mask hiding the foul corruption that lies beneath their verdant slopes, as the Foothills also house some of the nastiest denizens in any portion of the world. Only the very foolish or very brave reside here longer than necessary. Many small, natural caves and caverns can be found riddling the foothills, and quite a few of these are lairs past or present for outlaws, brigands, animals, and other fell creatures.

Foothills Wandering Monsters

Check for encounters at the 4th hour prime (4 a.m., just before dawn), and every 4 hours after. Encounters occur on a roll of 1 or 2 on 1d10. If an encounter is indicated, roll 1d10 using the table below, adding +6 if the encounter occurs at night.

d10	Encounter
1	2d6 outlaws
2-3	6d4 brigands and 3 brigand leaders , led by a brigand sorcerer
4-5	4d6 goblins and 2d3 goblin leaders ^B
6	1d4+1 giant bees
7	Aragnak the Red Dragon
8-9	1d3 worgs and 1d12 wolves
10-11	3d6 giant rats
12	3d6 stirges
13	1d3 trolls
14-15	2d6 ogres
16	2d6 wraiths

Outlaws: As described in the Forest of Hope encounter, except that these outlaws must be incredibly desperate or suicidal to hide here.

Brigands: Treat these encounters exactly like encounters of the same type in the Forest of Hope, though they too are more desperate and may be willing to barter with the characters.

Goblins: These **goblins** are scouts from the dungeon itself, and are looking for game. They do not seek combat with the party, though may fire arrows and flee.

Giant Bees: The hills contain several giant beehives that nest within the many caves found in the area. Giant bees are not generally aggressive unless provoked. If followed back to their hive with a successful DC 12 Wisdom (Survival) check, there is a 10% chance that the bees lead to Wilderness Area 13. Giant bees are **giant wasps**, except:

- **Hit Points** 9 (2d8)

- **Sting.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Aragnak the Dragon: This encounter is described in the Bandit Groups chapter, below. Aragnak patrols the region on the wing, looking for characters to frighten into surrendering their treasure. There is a high probability that he does not attack a party entering the dungeon, but instead waits for them to exit before making himself known. This encounter is best played as the characters sighting the dragon overhead, but not actually fighting him (until later).

Worgs and Wolves: Treat these encounters exactly like encounters of the same type on the Coast Road.

Giant Rats: Treat these encounters exactly like encounters of the same type on the Lowlands.

Stirges: Treat these encounters exactly like encounters of the same type on the Forest of Hope.

Trolls: Treat these encounters exactly like encounters of the same type in the Forest of Hope.

Ogres: These vicious giants attack immediately and with very little coordination.

Wraiths: The **wraiths** are the restless spirits of those slain in the dungeon, out to seek revenge on all living things. They fight until slain; draining sleeping creatures first.

Rappan Athuk

The Wilderness



33

Forest of Hope

Dragonmarsh
Lowlands

Swamp

3

11

7

28

12

9

8

13

17

N



The Foothills

One square - 10 miles

Rappan Athuk

The Wilderness



The Beach

The beach itself is safer than the hills, but is too removed from the road to be patrolled. Food supplies are abundant here, and the beach can be a great source of survival for the lost. This food supply also attracts others, however. Pirates frequent this beach, as the intervening wilderness prevents assault by soldiers from nearby cities. The waters contain shoals and reefs, as well as an abundance of sharks, which prevents most mariners from approaching the shores. Numerous ships have wrecked in the area, and treasure diving could be profitable for anyone brave enough to deal with the sharks.

Beach Wandering Monsters

Check for encounters at the 4th hour prime (4 a.m., just before dawn), and every 4 hours after. Encounters occur on a roll of 1 on 1d20. If an encounter is indicated, roll 1d10 using the table below.

d10	Encounter
1–2	Merchant ship
3	Pirate ship
4–6	Pirate raiding/foraging party
7–8	2d6 ogres
9	1d3 sirens ^B
10	Marty the Imp*

*Treat as no encounter if Marty has been killed.

Merchant Ship: Treat these encounters exactly like encounters of Merchants on the Coast Road, with the exception that they do not bother with the party unless hailed or approached.

Pirate Ship: A pirate ship is sighted off the coast. The pirate vessel is crewed by a pirate captain (**bandit captain**), a pirate priest (**cult fanatic**), 1d3 pirate mates (**thugs**), and 10 + 3d6 pirate ruffians (**bandits**). They may land a raiding/foraging party at night within 5 miles of where they were spotted (see below). If morale is good, the captain has his pirate ruffians charge into battle, followed by the pirate mates, who go after particularly juicy or troublesome targets. The captain usually takes on the biggest threat remaining. The pirates have no compunction against ganging up to take out a foe. If morale is bad, then instead the captain and the mates charge first, to inspire the remaining pirates to enter the fray the following round. In any case, the pirate priest always hangs back and supports the crew with spells.

Treasure. Each ruffian possesses 2d4 gp, 3d4 sp, and 2d4 cp. The mates have 1d4 sp, and 2d4 cp. The priest possesses a silver unholy symbol of Dagon, 3d6 gp, and 3d6 sp; there is a 30% chance that his armor or a single weapon is +1.

Pirate raiding/foraging party: This group is 90% likely to be provisioning their ship with fresh water, fruit, and small game, in which case the party is composed of a pirate mate (**thug**) and 5 + 2d6 pirate ruffians (**bandits**). However, the other 10% of the time it is either a raid in force against the characters, or a group seeking to bury or uncover ill-gotten pirate booty. Such groups consist of the entire complement of the pirate ship (see above), minus a skeleton crew of 1 pirate mate and 6 pirate ruffians, who remain aboard the ship.

Ogres: Treat these encounters exactly like encounters of the same type in The Foothills.

Sirens: These creatures closely resemble mermaids, and enjoy lounging on coastal rock formations, singing their entrancing songs and luring sailors and travelers to their doom. They use their *luring song* to captivate as many as they can, and draw them into deep water where they unfortunate victims drown and are eaten. Occasionally a **siren^B** may find a land-dweller particularly appealing and spare him, to bring him down to their underwater grottoes to dwell with them...until they tire of him.

Marty the Imp: If Marty (an **imp**) is encountered, the characters will

likely never notice him. He does not engage them, instead preferring to follow them using invisibility to remain unobserved while noting the exploits of the characters. The 3 sea hags (Wilderness Area 19) he serves often send him out on such missions to keep tabs on activities in the region.

If the characters have started making a reputation for themselves as people the hags might wish to meet, they may arrange to have Marty lure them to their lair with subtle hints and clues, like treasure maps placed amid the possessions of enemies the party has just defeated. This might be done if the hags wish to employ the party or desire an item or knowledge the characters possess. Should the characters detect Marty, he does his best to evade capture or attack. If they should manage to kill him, they earn the eternal enmity of the sea hags, who stop at nothing to avenge their loss.

Bandit Groups

The area surrounding Rappan Athuk has attracted various intelligent denizens — parasites intent on relieving a dungeon-weary party of their hard-earned treasure. Several of these groups spy on parties entering Rappan Athuk, only to strike them on the way out of the underworld. You should use these encounters as you see fit to further the campaign, based on the relative difficulty and commensurate amount of treasure gained by the party. If the party has a reputation in the local area for being very powerful, many of these would-be brigands only attack if the party appears severely weakened. By contrast, some of the more powerful monsters attack more famous groups in preference to a weaker party, as they believe them to be more likely to have items worth liberating.

It is also a strong possibility that one or more of the following bandit groups are at war with another group, allowing the characters to possibly roleplay their way out of conflict by agreeing to work for one group against another. If the party is having a bad go with one of the bandit



WILDERNESS AREAS: DYING OUTSIDE THE DUNGEON

groups, you could have an enemy group arrive, giving the characters a chance to escape as the two groups fight each other.

Likewise, each of these bandit groups has a lair or hideout near the dungeon, as indicated in their descriptions. You should feel free to expand on the bandit groups and make them unique to your game world.

Bandit Group 1 — Vorlak and His Kobold Gang

This encounter can be used when the party first exits the dungeon with a load of treasure. The purpose is to teach them a lesson about overextending themselves. If they survive this encounter, then they prepare for the more dangerous robber-opponents to be faced later.

Kobolds! This encounter starts when the 1d4+1 **kobolds** on watch over the entrance of the dungeon run back to warn the others, and 10 rounds later the party finds themselves surrounded by a veritable army of spears and arrows. The bandit group consists of a horde of 112 **kobolds**, led by an **ogre** named Vorlak. Their lair is detailed in Wilderness Area 18.

Tactics. These bandits are neither intelligent nor brave, and are happy if they can scare the party into compliance. They flee from direct assault, but shower the party with sling stones if the group seems intent on hostility. Though Vorlak demands that the characters drop all they carry, he allows them to wear their armor. Anything concealed escapes his attention. Weapons, packs, sacks, and all else carried are forfeit. If they are stripped of equipment, you should avoid nasty encounters until the group has a chance to re-equip itself. If the party refuses, the kobolds hurl a volley of stones. If Vorlak is killed, or if the party charges, they hurl a volley and scatter. Many kobolds continue to hurl sling stones even if some are attacked as they are spread out over a wide area. Only those directly charged flee. Spectacular magical effects (e.g. a *fireball* spell) cause them to simply turn tail and run.

Bandit Group 2 — Corrak the Doppelganger and Her Brigands

This group consists of 12 brigands (**bandits**), led by a doppelganger named **Corrak**^B, a dwarf named **Grawlic**^B, the half-elf **Zanaphia**^B, and a half-orc named **Jel**^B. This bandit group is also a good one to use against lower-level parties.

Tactics. This gang captures the party's horses after they descend into the dungeon and "ransom" them back to the party once they exit for an exorbitant amount of gold. If the party never returns, they keep the horses. If the bandits feel the need to attack, they use classic tactics — Zanaphia stays back and hurls spells, while the brigands box in the party and Corrak, Grawlic, and Jel try taking down 1 character at a time. This bandit group's lair is detailed in Wilderness Area 15.

Treasure. Corrak has 3 flasks of acid, 3 +1 bolts, a *lyre of building*^{GM}, thieves' tools, 65 gp, 154 sp, and 6 gems, worth 300 gp, 200 gp, 100 gp, 40 gp, 150 gp, and 50 gp. Grawlic has 10 bolts coated with paralysis poison (1d4 rounds), thieves' tools, 150 gp, and 5 gems worth 25 gp each. Zanaphia possesses a *wand of charm person*^{GM}, a leather pendant (detects as magical, but is not), a platinum ring worth 50 gp, her spellbook, and 145 gp. Jel has a +1 *shortbow*, 1 +2 *arrow*, and 3 gems, worth 10 gp, 50 gp, and 125 gp. Other brigands have 1d4 sp, and 2d4 gp.

Bandit Group 3 — Daarog's Ruffians

This band of 42 **hobgoblins** is led by a half-orc barbaric fighter named **Daarog**^B, and **Zorzunar**^B, a half-orc cleric of Grottaag. Despite being led by a barbarian, this group is remarkably disciplined.

Tactics. Unlike the more chaotic groups, these spy on the characters as they enter the dungeon and then set an elaborate ambush for them as they



exit, using well-planned military tactics such as “L” shaped ambushes with pits or punji stakes on the open end of the ambush. Daarog likes to remain mounted on Crusher, his **warhorse** (with maximum hit points), and charge back and forth through melee with his superior mobility. This is probably not a good ambush to use on a party on its first trip to Rappan Athuk. Their lair is detailed in Wilderness Area 7.

Bandit Group 4 – Aragnak the Red Dragon

This encounter can occur either at the exit of the dungeon or on the island lair of Aragnak (male **adult red dragon**) (Wilderness Area 24). Depending on where it happens, different situations apply. Aragnak flies over the wilderness area looking for only the most notable and important characters. If the characters aren’t famous enough for him to know who they are he does not bother with them. This encounter should not be used on lower level characters.

Tactics. If Aragnak is encountered as a bandit encounter, he lies in wait as the party is exiting the dungeon. Aragnak understands adventurers, if strong enough to survive the depths of Rappan Athuk, are fearsome opponents. Aragnak reveals himself 100 feet away from the party, with a fierce roar and flapping of wings. In a booming voice, he demands that the players strip and leave everything they have on them in a pile. If they refuse, he flames them once and makes his demand again. If they charge him, he uses *frightful presence*, then takes flight and attacks from the air, using his breath weapon, bite and claw attacks. Only once they are mostly (or all) dead or incapacitated does he land and pick through the remains. If Aragnak is seriously wounded (over 50% hp lost), he retreats and flies off to his island lair.

Bandit Group 5 – Turane and his Trolls

Turane^B the wizard and his band of 5 **trolls** patrol the area to the south of the Troll Fens and the west of the Coast Road. They specifically target arcane casters, looking to relieve them of any magical items recovered from the dungeon. By a prior agreement to aid the trolls of the Troll Mound (Wilderness Area 4) with magic, the trolls are under orders from their leader not to kill Turane. In fact, many desire to serve him since he is known as a friend of trolls. Because of the evil nature of the trolls, however, Turane worries that the next leader of the Troll Mound may not be as desirous of his services. Turane’s cave is detailed in Wilderness Area 5.

Tactics. Turane watches any parties containing potential arcane spell casters using his various magic spells. Once he finds such a group, he keeps an eye on them until they enter and return from the dungeon. He then sends his trolls to attack the party, using his spells to support them, while he remains invisible. He watches and identifies the lead character of the party and holds him or her using his *wand of binding*. He then appears and agrees to call off his trolls (and free the held character) if the party agrees to surrender to him all the magic items they recovered from the dungeon. He notes that he is being “reasonable” by only requiring them to turn over the items they recovered from the dungeon rather than all their items, commenting that he could simply allow his trolls to kill the characters and take all their items. He casts *dominate person* on the held character and forces that character to tell if the party is properly revealing their newly acquired magic items. If the party did not recover any magic items from the dungeon he requires them to surrender one of their current magic items of his choosing. If the characters do not agree, he orders the trolls to slaughter them. If harried he casts *dimension door* and escapes to safety, then flies away to his lair.

Bandit Group 6 – The Dishonest Patrol

This is a dishonest group of the Coastal Patrol, led by the **Sheriff Ostland**^B and his captain **Felrara**^B, and includes 2 sergeants (**veterans**), Erlin and Gortizin, and 14 **footmen**^B. Felrara is the motivating force

behind the corruption of this patrol and is the actual leader, though she makes it appear that Ostland is in charge. These soldiers ostensibly patrol the Coast Road, but they have turned corrupt and now pick up an extra “tax” from adventurers coming out of the dungeon. The bandits maintain a hideout in the Forest of Hope at Wilderness Area 6.

Tactics. The group lurks near the entrance to Rappan Athuk, and demands that the characters surrender half of all coins and gems brought up from the dungeon as soon as they emerge. They allow the party to keep magic items. If the party is relatively low-level, this is a good bandit group to confront them with after their first foray into the dungeon. Should battle ensue, they close and engage in melee as soon as possible, only retreating if 1 of the 2 leaders, both lieutenants, or at least half the footmen are slain.

Treasure. Sheriff Ostland has a *potion of healing*, surcoat bearing the insignia of his ruler, writ of authority, 5 gems worth 20 gp each, 134 gp, and 12 sp. Felrara has a *potion of greater healing*, a +1 *battleaxe*, surcoat bearing the insignia of her ruler, 303 gp, and 106 sp. Erlin & Gortizin each have 3d20 gp. The footmen have 2d12 gp.

Bandit Group 7 – Ghotan’s Ravagers

Ghotan^B, a bugbear chief, leads a squad of 10 **bugbears** and is assisted by **Scarl**^B, a bugbear priest of Orcus. They have recently moved into a crumbling fortress to the south, and are engaged primarily in scouting out the region, determining the location and strength of other natives, and observing the traffic along the Coast Road. They only engage in battle if backed into a corner or they think their target is weak; otherwise they are content to observe for the time being. Ghotan’s base is detailed in Wilderness Area 23.

Tactics. If they do decide to fight, 4 bugbears lead an attack from one direction to provide a distraction, then Ghotan, Scarl, and the other 6 attack from the opposite side. They seek to close with their prey as quickly as possible, cut down any defenders in melee, and make off with their booty. If they lose more than half their numbers Ghotan sounds a retreat, but should either leader fall, the remaining bugbears fight to the death. Due to the lethality of this encounter, it is recommended that it be used initially as a harbinger of things to come — the bugbears may be spotted observing the characters and retreating, only to strike when they have become a bit more seasoned.

Bandit Group 8 – The Waytt Family

Brayce Waytt, a skilled half-orc con-man, leads his family of miscreants around the Horsefly Swamp and northern Coast Road, seeking to pick off stragglers, or perform some low-stakes con. The Waytt family is described in detail at Wilderness Area 34.

Tactics. Typical tactics for the family are: Brayce approaches caravans or travelers from the front, claiming to be a sell-sword or adventurer that has lost his party. Roddick is always off to the side, within line of sight, carried into place by one of the twins. Infrequently, Roddick is placed into a backpack and carried by a twin (although he despises this mode of transport) if the terrain is difficult to maneuver in. He makes use of his spells (particularly *sleep*, his favorite), intelligently, maximizing the confusion of any opponents. He also tries to spot where loot could be found from his distant location. The other twin typically takes a flanking position, to throw rocks or charge in if needed. He stays hidden in whatever ambush Brayce has cooked up. Lily typically stays close to Mama, smiling and fussing over her to no end. Should anyone approach the wagon, the smile drains from Lily face, replaced by the cold look of stone. She draws out her thin shortsword, and prepares to defend her mother with everything she has. If Brayce has time to plan out an ambush, he may use Lily as a “fair maiden” to lull would-be rescuers into a deadly trap. In this case, Brayce is quick to remove Lily from potential harm, while Roddick and the twins keep them occupied.

Encounters. The Waytts can be encountered in several ways:

- The Tactics section above details how the Waytts form up when they are attempting banditry.

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- Just as frequently, Brayce concocts a confidence game against travelers; he portrays himself as a salesman, with “cures and remedies for the common man”, nothing more than a snake-oil salesman. He is, however, very skilled at the deception, and it requires a successful DC 20 Wisdom (Insight) check to see through his con. Brayce typically pulls this con alone, or occasionally with Roddick and Luug, used as “props” or assistants. Lily can also be used as a distraction, so marks do not pay too close attention to Brayce’s wares. He has 1d6 different tonics for sale, each “guaranteed to cure what ails”, typically for 2d6 gp, or whatever his marks can bear.

- A favorite con for Brayce is the “traveling evangelist”. He poses as a dirty orc, preaching the words of enlightenment and forgiveness. His portrayal of a humanoid beast in these cases is perfect, and his humility and self-degradation are almost over-the-top. He uses Luug and Urk in these scams, portraying the 3 of them as goodly humanoids, just seeking fairness in the world, escapees from torture and slavery in the dungeons of Rappan Athuk. “*All we seek, friend, is perhaps a few coppers so we can make our way in the world. Anything you can spare is more than charitable.*” Lawful clerics and paladins can hardly say no to such a request and is a good time for you to really lay on the guilt, and lighten the party’s monetary load.

- Another option for encountering the family is that occasionally, when Lily is in a particularly foul mood, she goes off on her own to “hunt”. Hunting for Lily involves finding lightly-armed or small groups of travelers, and murdering them in their sleep. Unbeknownst to Lily, news of her “hunts” have made the gossip-rounds up the Coast Road, so her exploits are gaining attention from the local sheriffs and foot-patrols. They are on the lookout for the Waytts (specifically Lily), and may enlist the characters to help in the search. Currently, there is a 200 gp reward for her, dead or alive, payable by the sheriffs.

Monster Lairs and Encounter Areas

In addition to the bandits, there are several creature lairs and encounter areas in the wilderness area surrounding the dungeon that do not exist specifically to prey on adventurers. These are more “traditional” monster lairs.

Area 1. Bog of the Dragonmarsh Froghemoth

There is only one **froghemoth^b** in the swamp. It dwells in a particularly fetid bog deep in the heart of the Dragonmarsh mires, although it often slithers out into the surrounding wetlands, looking to feed its voracious appetite. Although it is not intelligent or avaricious, its penchant for dragging kills back to its lair for later consumption has resulted in a fair collection of valuable items, although finding them may be difficult in the boggy water. The froghemoth’s pool is roughly 50 feet in diameter and 40 feet deep; its murky water blocks visibility more than five feet.

Treasure. Scattered in the muck at the bottom of this pool is the froghemoth’s treasure. For each 10 minutes of searching, the party finds one of the following after a successful DC 16 Wisdom (Perception) check: 800 gp in loose coin, a suit of +1 *plate armor*, a +1 *battleaxe*, a *staff of striking*.

Area 2. Grove of the Fethine

The Fethine is a clan of 36 **pixies^b** and 23 **grigs^b**, along with innumerable softly glowing balls of light known as **witchlights^b**. The clan is ruled by King Elmander and Queen Kaja, along with their children, Erika and Willow; the leader of the grigs is a musician and composer named Krrk’a Tink. See “Who’s Who in the Fethine” for further details on the members of the Fethine.

Clanhome. The clan dwells in a clearing amid a small wooded valley. Characters may notice this area in one of two ways: by night, they may see witchlights disporting above the woods, which could attract their curiosity, and by day, they may be approached by Erika Thistledown, a pixie fascinated

by humans and other “Big Folk”; she sometimes goes on excursions to the Coast Road to spy on them as they pass. The clearing is a flat sward, 60 feet in diameter, with a stream running along it to the west and a rock formation that serves as the king’s throne at the southern end. The pixies live in small nests in the surrounding trees, while the grigs favor cozy burrows along the stream bank. The fey spend much of their time in the clearing, flitting about and playing. Badger racing (with the cooperation of the local badgers) is a common entertainment. They run a complete circuit of the clearing while the pixies flutter overhead cheering them on, and then the winner is decorated and fawned over. The current champion is a honey-furred fellow marked with dark streaks, which they have named Sir Buzzlebum.

The Fethine. Though a carefree and insular people, the Fethine do have one persistent thorn in their collective side — a fearsome beast called a bone crawler, that dwells beneath a nearby temple (Wilderness Area 3). On those occasions that the Fethine attract worthy guests, they arrange a meeting with this beast, in the hopes that their guests can weaken it, then follow it into the temple and finish it off.

Who’s Who in the Fethine

King Elmander^b: Ruler of the Fethine, the king is a wizened old pixie with skin the color of burnished wood. He speaks and moves seldom, but when he does talk his words are unquestioned laws. Elmander spends most of the evening watching the characters and gauging their attitudes.

Queen Kaja^b: Elmander’s wife, Kaja is still a great pixie beauty, and knows it. She delights in compliments, courtly manners and flattery, but is not particularly vindictive or cruel if she does not receive these. A half-dozen fluttery **pixie^b** handmaidens form her entourage; they spend much of their time giggling and whispering to each other while studying the characters. Queen Kaja also keeps a trio of **elder witchlights^b** at her side as pets, which she has named Ebb, Flow, and Dropsy.

Erika Thistledown: Erika (NG female **pixie** who speaks Elven, Goblin, and Gnome) is the youngest daughter of Elmander and Kaja and harbors an unusual fascination for outsiders. Though most of her kind enjoy playing pranks or taunting humanoids, she is genuinely curious, and flutters about, asking them questions like, how do they avoid tripping with their huge feet? Why doesn’t the ground shake when they fall? Isn’t all that hair growing on their chins itchy? If driven off, she may continue to observe them at a distance, to see what they do.

Thub Dourberry: Every tribe of pixies has one master of pranks, or Puck, and Thub (CN male **pixie**) is the duly appointed prankster of the Fethine. He was given this duty because, according to Kaja, he’s “as uptight as a sprig-tick,” and she thought this would help loosen him up. In fact, Thub hates his position, as he is unusually scholarly for a pixie and would much rather spend his time observing the breeding habits of mayflies or charting the ripening times of spring strawberries. Unfortunately for him, on occasions such as parties involving non-sprites, he is honor-bound to try a few good pratfalls at the expense of the guests.

Willow Clouddancer: Willow (CN male **pixie**) is the king and queen’s eldest son. He has a sour, cruel-hearted disposition that makes him ideal for the position Thub currently occupies. Willow was the tribe’s Puck until Kaja appointed Thub to it, and he is now quite jealous. He spends much of his time these days sulking.

Krrk’a Tink: Krrk’a (NG female **grig fiddler^b**) is the leader of the grig musicians, and their conductor. She is very shy and does not speak to non-sprites if she can help it.

Tactics. Though not warlike, should the Fethine be attacked, they are quite capable of defending themselves. The grig musicians use their fiddle ability to cause their attackers to start dancing, while the pixies turn invisible and riddle their opponents with magic arrows, using the trees as cover. They fight to the death to defend their home. The Fethine are also on good terms with Drusilla, the druidess of the Forest of Hope (Wilderness Area 14), and if need be can call upon her for assistance or vengeance against aggressors.

A Fethine Party

Unlike many fey, the Fethine are not entirely xenophobic when it comes to other races, and once every few weeks they attract company, either through an invitation by the gregarious Erika Thistledown on one of her jaunts, or when some group of bandits or adventurers stumbles upon their valley.

The Sprite Festival

The encounter begins when the party is approached by Erika Thistledown, either while they travel the Coast Road or in their expeditions in the northern Foothills region (within 10 miles of their home). Assuming the characters treat her diplomatically, Erika invites them to a “little party” the Fethine are having. If asked about Rappan Athuk or about the local area, she hints and teases that she knows valuable information (which she does), using this as a lure to get them to come to the festival.

The Fethine have parties every night, and this night would have been no exception. However, upon learning of the arrival of outsiders, the tribe intends to go out of its way to make this a memorable occasion for all concerned — and perhaps deal with a nasty threat in the process.

Assuming the characters agree to Erika’s proposal to join them for a party, she eagerly leads them back to the Fethine grove, where word has preceded her and preparations are already underway for the party. Spider silk is being strung from tree to tree, where witchlights can perch and glimmer at night. Flat stones are lugged out to serve as banquet tables, and pixie lads and maidens busily prepare thimble-sized leaf cups to hold berry wine, nuts, and other tasty party treats.

The festival should take place over several stages, as follows:

Meet the Court. The party is escorted to the king and queen, to make the usual courtesies, and to get a look at the faerie court. How diplomatic they are, and how much in particular they flatter the Queen, go a long way toward how they are regarded by the rest of the court that evening.

The Puck. At some point, Thub approaches a character when the other fey are distracted and begs a favor of them. He explains that it is his job to play pranks on them, but he’s not very good at it, and he would be grateful for any cooperation they could show — maybe by acting surprised and dismayed when he pulls one off. He looks woefully unhappy, peering at the ground from behind tiny spectacles. As the night continues, he plays a few pranks on the characters, but they are all particularly lame, clichéd things, like tying bootlaces together, putting weevils in their wine, setting off an anemic stink bomb that produces a not-unpleasant odor, or even (if desperate enough) flying up behind one invisibly and yelling “Boo!” If

characters react suitably scared and chagrined, Thub is happy, though the Queen a bit upset at the weak pranks and the fact that the characters are falling for them. If they fail to fall for them, the Queen berates Thub, and he becomes even more miserable. However, if they were to help him come up with some better pranks without the Queen’s knowledge, she would be impressed and Thub eternally grateful.

Erika and Willow. Erika spends quite a bit of time with the characters, twittering and observing everything they do. If there’s time before the party, she offers to take them to meet the local badgers. She does not answer questions about the region or Rappan Athuk except to say that the king shall answer their questions later. Willow, her brother, has been sulking since he lost his position as Puck, and is further jealous of all the attention Erika is receiving from the characters. He becomes increasingly acrid and petulant in his comments as the party progresses. There is little the characters can do to assuage him, short of humiliating Erika or the king and queen.

Early Evening. The party begins as dusk ends and night falls. The witchlights all start to glow in beautiful pastel hues, and millions of tiny pinpricks of light gleam on foliage throughout the clearing. The grig musicians play a merry jig, which immediately gets the pixies out dancing through the air in the clearing. Several of the pixies fly up to the characters and invite them to go out and dance with them. If the party does so and dances very well, with DC 14 Charisma (Performance) checks, they earn some measure of esteem from the Fethine. As the evening continues, Thub begins playing his sorry excuses for pranks on the party, and the queen gauges his success. Willow refuses to dance, even with the comeliest of the pixie maidens, though a female character may lure him out to dance with a DC 15 Charisma check or some fabulous role-playing.

Mid-Evening and the Fight! At about the 10th hour non, at the height of the festivities, the witchlights to the north of the clearing wink out, and a whisper of unease passes through the celebration. King Elmander makes a gesture to the grigs, and they begin playing a rhythmic, throbbing tune. Erika flutters up to the characters and tells them not to fight the beat, but to use it to their advantage.

Moments later, the pixie dancers squeak in terror and flee the clearing, as a shambling horror lurches into the clearing. This creature, apparently



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a mass of fused bones with tentacular limbs writhing forth, is the **bone crawler**^B that guards the entrance to the Tomb of Final Sacrament, Level 1A of Rappan Athuk. The Fethine, by King Elmander's quiet instruction, deliberately played loudly enough to attract its attention. Once it enters the clearing, the grig music forms a pulse-pounding beat. Those within the clearing feel seized by its rhythm, and start dancing to the beat. A successful DC 14 Wisdom saving throw resists the effect; the bone crawler automatically fails this saving throw. Any character who makes their saving throw and then breaks the rhythm of the dance disrupts the grigs' music. Then everyone can act normally.

Should the music be disrupted, the bone crawler immediately launches into a full-scale assault, attacking with all its limbs. When its bone armor hit points have been reduced to half, it retreats, whether or not the music still plays. Attacks against the creature while it is dancing have advantage. Assuming the characters do not deliberately disrupt the rhythm of the music, this should allow them to gang up and weaken the bone crawler in an environment where they have an advantage, which should make an encounter with it at the Temple of Final Sacrament somewhat easier, should they not delay long enough for it to heal naturally and repair its armor.

The King Speaks. Once the bone crawler has departed, the pixies reemerge. The grigs strike up a more traditional tune, while the pixies flutter around the characters, complimenting them for their bravery. Then King Elmander addresses them, and all the Fethine fall into a hush. He compliments their fighting skill, assuming they acquitted themselves well, and informs them that they just fought with the guardian of a nearby temple of darkness. He tells them of the location of the temple, and that few who have entered ever return. The party may ask questions of him; how he answers these depends on how courteous the characters have been. When the Q&A session is concluded, King Elmander commands the festivities to resume.

After the Party. Barring character intervention, the dance ends a few hours later. The Fethine all bed down for the night, and invite the characters to rest in their clearing, where they will be safe from further harm. They are free to do so or not as they please. The next morning, Erika once again brings them before the king and queen, with the full court in attendance. The king thanks them for their participation in the party (or castigates them if the characters were boors), and sends them on their way.

Treasure. Depending on how the characters behaved the night before, they may be presented with a number of rewards to aid them in their quest:

- If the bone crawler is defeated, and the characters generally are courteous and acquit themselves well, the king presents them with a ceramic jar holding 5 applications of *restorative ointment*.
- If the queen is flattered and praised by the characters, and she is not unduly disappointed by their being "duped" by dumb pranks, she offers them a *comb of desnarling*^{GM}.

This comb would be worth 500 gp on the open market.

- Erika offers them each a kiss on the cheek or nose to those characters who are kind and hospitable to her. This grants them a +2 luck bonus on their next single saving throw to avoid danger or a malign effect.
- If the characters helped Thub, particularly with coming up with better pranks than his own, he has nothing tangible to offer them, but does promise his friendship, and that he would be happy if they should call on him in the future to perform a service for them.
- If a character performed exceptionally well dancing, or joined the grig musicians in performing and did very well, with a successful DC 20 Charisma (Performance) check, Krrk'a Tink offers them a *reed whistle of confusion*^{GM}. The whistle can only be used once.
- Finally, if Willow is somehow befriended without the aid of magic, he offers the person who performed this unlikely task an azure gemstone. This is a dark blue rhomboid *ioun stone of awareness*.

Area 3. The Black Fane

At the center of a clearing, surrounded by stunted pine trees, stands a weathered building constructed of pure black marble. It has a gently peaked roof protecting a single central chamber. The roof is supported

along its periphery by black, Parthenon-style pillars. No flora grows within 15 feet of the structure, and the ground bears a dark reddish taint, as if it has soaked up countless gallons of blood. The fane is 30 feet wide and 40 feet deep. The opening to the central chamber is 20 feet wide and 18 feet high. The entire structure seems to drink in all light that shines upon it. If the bone crawler has been tracked here after an encounter at Wilderness Area 2, the tracks lead directly up to the fane and down the ramp.

Inside the Pyramid. The vaulted interior is empty save for a ramp 20 feet wide that gently descends 50 feet to Area 1A-1 of Rappan Athuk. Close inspection of the floor inside the temple with a successful DC 10 Intelligence (Investigation) check reveals numerous scratch marks, as if bladed weapons had been drawn across the stone repeatedly, particularly on the ramp. Splinters and shards of bone also litter the ground in and near the fane.

The Plaque. A large memorial plaque like a gravestone is set into the ground before the entrance, made of the same black marble as the rest of the structure, inscribed with the Epitaph of Final Sacrament.

The Epitaph of Final Sacrament

Where for the glory of the Horned One does the true essence lie?

Not in the skin, that tattered rag that clothes us; strip it away.

Not in the flesh, mere meat to rot to nothing; let the worms feast upon it.

Not in the brain, for thought is fleeting, ever changing; crack the skull and suck it forth.

Not in breath, that most fragile of sighs so easily stolen; drown it in tears and pain.

Not in the belly, that furnace of power, for it so easily turns; dissolve it in acids of its own creation.

Not in the seed of man and woman, the agent but not the source of the spark; it shall waste away in the shadow of false hope.

Not in the bones, the final dancing relic of the dead; crush them to dust and let the wind take them.

Where then does the true spark hide?

(The final line of the Epitaph has been chiseled away.)

Area 4. The Troll Mound

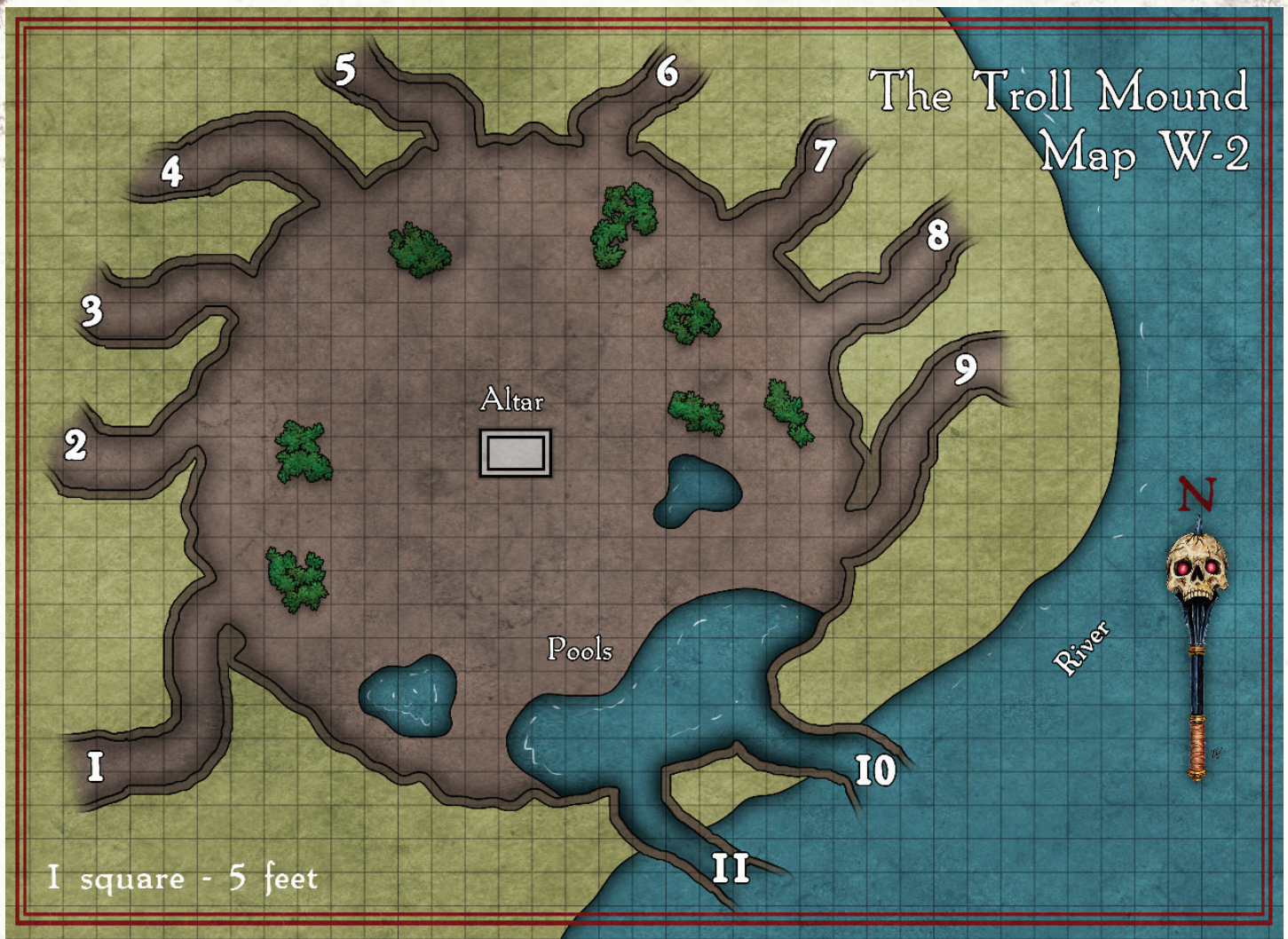
This lair contains a large tribe of 42 **trolls**, led by a matriarch troll priestess. These trolls are loosely aligned with the evil wizard Turane (see Wilderness Area 5), and provide him safe haven in return for gold, gems, and arcane potions. Several particularly adventurous trolls serve the wizard as bodyguards.

The Mound. The troll mound consists of a large troll-made hill, connected to many entrances via a series of tunnels, both dry and water filled. There are 11 such entrances (see Wilderness Map 2). The swamp is difficult terrain, and running or charging requires a successful DC 14 Dexterity (Acrobatics) or Strength (Athletics) check. Failure indicates that the individual in question has rather unceremoniously fallen prone into a pool of muck. Trolls are unaffected.

While the trolls are quite aggressive, they have also become the masters of this swamp, and as such, have become lethargic about keeping watch on their domain. Hence, there is only a 50% chance per 10 minutes spent within one mile of the mound that an encounter with 1d6+1 trolls occurs. Each round of combat draws an additional check for 1d4 additional trolls, arriving 50% of the time until 20 have been vanquished.

Swamp Tactics. Trolls encountered in the swamps have many tactical advantages over their foes. If faced by fire, there is a 50% chance that a troll that has been reduced to 25% or less hit points simply jumps into a nearby pool of water to avoid destruction. Another tactic is for 2 trolls to grapple anyone wearing heavy armor, and dive into a nearby pool trying to drown their victim rather than face a stand-up fight. While evil and stupid, these trolls use the local terrain to the best of their abilities, gaining advantage on stealth checks while in the swamp. The trolls are too dumb and cocky to get help, and they do not retreat to warn their fellows in any case.

The Entrance Tunnels. Of the 11 tunnels shown, 1–5 are dry, 6–9 are partially water-filled, and 10–11 are completely submerged beneath the



fetid marsh water. The dry tunnels may be crossed with ease, the partially water-filled tunnels require any creature less than 3 feet tall to swim.

Within the Mound. At any given time, there are 4d6 regular trolls and the troll matriarch, **Fedorla**^B, in the mound. These creatures are randomly distributed throughout the mound, going about their daily business, though Fedorla keeps to the center of the mound. The interior of the mound is 100 feet in diameter, the ceiling supported by the natural high points of the land, with three water pools (each leading to an underwater tunnel). The roof itself is made of wet grass and hides, stretched over a framework of sturdy wooden poles. Sleeping areas are scattered about, no more than rough piles of bones, grass, and hides. In the center of the chamber is an unholy shrine to some bizarre, primitive troll god (an evil form of the barbarian god, Bowbe), upon which are littered piles of gold and gems, torn and shredded armor bits, and rusted weapons. No other treasure is present in the mound.

Mound Tactics. In a direct fight, the trolls, being simple minded and fearless, charge and attack. They may try to grapple as described above. They never retreat from this “holy” ground, and fight to the death. Fedorla is no fool.

She is an old, wise troll, and as such, directs the battle from the rear, guarded from direct assault by 4 elite **trolls** (each with maximum hp and advantage on all melee strikes). All trolls present obey her without question. She casts *aid*, *bless*, and then *hold person* (cast at the biggest fighter). You are encouraged to use her other spells as desired, keeping in mind that she is cunning and wise. It is possible that a wise party of adventurers decide to burn the mound from outside. This method works, though due to the dampness of the roof and surrounding environment, it burns slowly and produces a towering column of smoke. Should the mound be set alight, all the trolls present inside emerge and attack, enraged as never before. They come out of each entrance in equal numbers, and then converge on the party from all sides. The vast amount

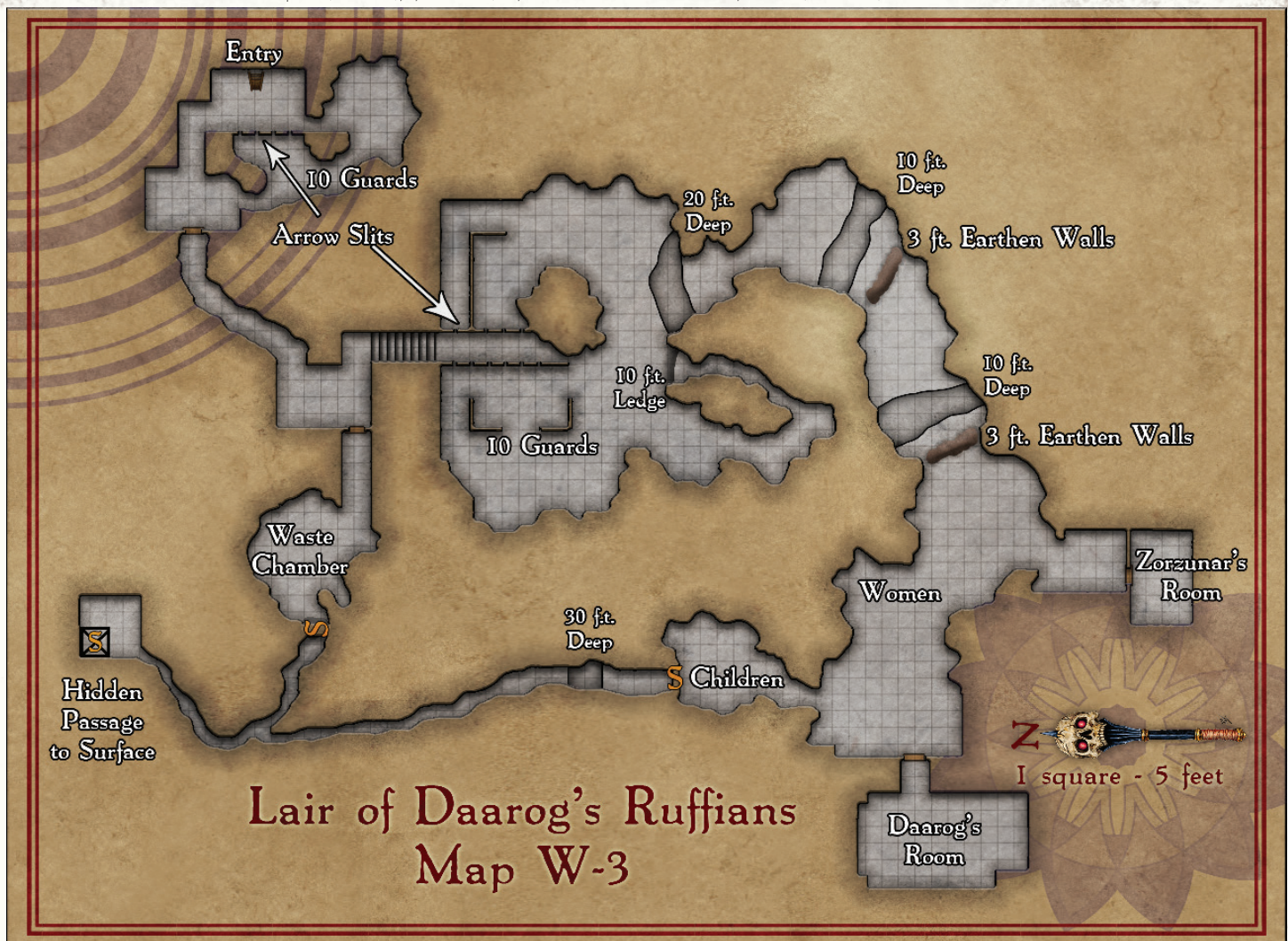
of smoke generated by the fire also draws all remaining trolls in the swamp to the fray in 1d4 rounds.

Treasure. As the price of alliance, Turane supplies these trolls with a steady supply of gold and gems. This material is left on the altar as sacrifice to the trolls’ god. Turane also exchanges potions he brews with Fedorla, receiving curative potions that she mixes up in a battered still standing in one corner of the center chamber. Besides Turane’s offerings, items taken in battle by the trolls end up in a mound before the altar. This pile currently contains over a dozen sets of various types of armor, perhaps 20 weapons, other skulls offered as trophies, 13,200 gp, 9,620 sp, and 31 assorted gems (determine randomly). Among the weapons in the pile, one plain, unadorned blade is an *energy sword* (shortsword, fire). Fedorla possesses weapons and armor, a *potion of flying*, a wooden holy symbol of Bowbe, silver bracelet worth 50 gp, sack holding 300 gp, 10 onyx gems worth 25 gp each, fish bones, and a chunk of meat.

Area 5. Cave of Turane and his Trolls (Bandit Group 5)

This group makes its home near the Troll Mound in the Troll Fens (Wilderness Area 4). The lair consists of a cave with an iron door that Turane has sealed with *arcane lock* (requiring a DC 30 Strength check to break, or DC 28 Dexterity check with thieves’ tools to unlock), behind which is a series of 5 smaller caverns. The first 4 caverns are occupied by Turane’s **trolls**. The final cavern contains the living quarters of **Turane**.

Tactics. Whether encountered inside the lair or outside, Turane’s tactics remain similar: have the trolls swarm his enemies from several directions if possible. Meanwhile, he stays behind their front line, sniping at the enemy with spells. If he has time before battle, he buffs himself



Lair of Daarog's Ruffians
Map W-3

with *mirror image* and *fly*. Once battle is joined he starts casting offensive spells on his opponents, beginning with *dominate person* on an enemy wizard, then *charm person* and *confusion* on anyone else. He saves his *dimension door* spell for escape. Turane views the trolls as expendable, but he is not willing to risk his own neck needlessly, and flees if badly injured or clearly outmatched.

Treasure. Turane's cavern holds a cot, several bookcases containing his spellbooks, and a limited laboratory. Also in his chamber is a locked and trapped chest. The trap requires a DC 20 Intelligence (Investigation) check to notice and activates if anyone other than Turane handles it. The chest contains a +2 *helm* as well as 3,059 gp, 403 sp and 21 gems worth 10–250 gp value each. Turane's treasure chest is trapped with a *phantasmal killer* spell cast with a level 5 spell slot. The DC for the Wisdom saving throw is 18. In addition, Turane has on his person the following items: a dagger, a *greater ring of protection*^{GM}, a *wand of binding*, a *potion of healing*, a *potion of invisibility*, a *potion of flying*, robes, spellbook, a platinum ring worth 250 gp, and a map to a hidden treasure chest where he keeps a backup spellbook and cache of treasure somewhere in the region (your discretion as to specific contents and what traps and tricks protect it; the map may also be coded or otherwise difficult to decipher.)

Area 6. Hideout of the Dishonest Patrol (Bandit Group 6)

This group does not have a traditional lair. They travel the Coast Road alongside the legitimate patrols, even returning to their respective cities when their patrol stint is completed. It is possible that the characters could meet up with the members of this group back in a nearby city once the characters return from the dungeon. The patrol does, however, maintain

this small hideout, a formerly abandoned two-room stone cottage. There are no guards or treasure, just some supplies and a few cots.

Area 7. Lair of Daarog's Ruffians (Bandit Group 3)

These bandits make their lair in a cave beneath the ruined remains of an ancient village. See Wilderness Map 3 for a layout of the cave. The cave is very defensible and well-guarded by an additional 20 **hobgoblins**. Deeper within the cave complex are 26 more male **hobgoblins**, 31 beaten down and oppressed **hobgoblin** females (that attack at disadvantage) and 16 non-combatant hobgoblin young (0 XP). The females only fight to defend themselves if directly attacked, using unarmed attacks; the young do not defend themselves. Killing the females and young earns no experience, and might involve a penalty depending on the alignment and ethos of the party members.

Tactics. A few notes on the layout of the lair:

- **Arrow slits.** These provide three-quarters cover.
- **Pits and earthen walls.** The walls slope directly down into the pits; those attempting to leap the pits and clear the wall must make a successful DC 20 Strength (Athletics) check. Failure by 10 or less means they have cleared the pit but not the wall, and must make a successful DC 14 Dexterity saving throw or slip off the wall into the pit. The hobgoblins keep wooden planks behind their three-foot walls to extend out as bridges to span the gaps. If forced to retreat from the second pit, fleeing hobgoblins grab these planks if possible to deny them to their enemies.
- **The secret passage.** The hobgoblins are aware of the passage behind the secret doors. They may use it to circle behind intruders or flee the

lair if they are being decimated. Both secret doors have locks in the form of small natural-looking depressions that must have a small stone skull key pressed firmly into place to unlock, requiring a successful DC 16 Intelligence (Investigation) check to determine this, or a successful DC 20 Dexterity check with thieves' tools to bypass. The same key unlocks both doors, and Zorzunar and Daarog possess the only copies of the key.

Treasure. Daarog keeps his treasure in a coffer in the back of his chamber, half-buried by tattered animal hides and other rubbish. The coffer is 6 feet x 1-foot x 2 feet, made of ivory sheets, and carved on top and sides with battle scenes. The hinges and locking mechanism are made of adamantine, and the entire coffer is worth 500 gp undamaged. The coffer is unlocked (Daarog having long since lost the key), but it is trapped with a nasty *glyph of warding* that activates if the coffer is touched by anyone other than Daarog or Zorzunar. The glyph can be discovered with a successful DC 17 Intelligence (Investigation) check and removed with a successful DC 17 Intelligence (Arcana) check. It infects all within a 20-foot radius when the chest is opened who fail a DC 17 Constitution saving throw with mummy rot^{GM}. Inside are 649 gp, 12,692 sp, a ring of carved and beaten gold in curlicue designs holding a large spherical aquamarine worth 500 gp, a gold dragon comb set with a red garnet for its eye worth 250 gp, and an anklet made of 12 tiny gold plates linked with gilded wire and fastened by a hook and eye worth 250 gp. Daarog has 3 flasks oil, 6 +1 arrows, 3,400 gp, a pink pearl worth 700 gp, 5 gems worth 30 gp each. Zorzunar has a +1 spear, a *potion of healing*, 12 vials of unholy water, silver unholy symbol, priestly vestments, 12 gp, 1 gem worth 12 gp.

Area 8. "Damsels in Distress"

This is the lair of 2 **harpies** who have set up a nest in a large, dead, tree. This tree stands in the center of a 60-foot diameter clearing, located in an area of heavy undergrowth and thick-boled trees. A wide game trail leads into the clearing. The wicked sisters have had good luck with their lair until recently, when a pride of 6 **lions** moved in. These lions appear to be immune to the effects of the harpies' *charm* ability. Much to the annoyance of the harpies, the newly arrived lions have been eating all the creatures the harpies lure to their lair. The lions, on the other hand, find this to be a wonderful home because the harpies attract lots of "game" for them.

The encounter begins with one of the harpies spotting the party while she is out looking for food. She realizes that the party can probably kill or weaken the lions and that she and her sister can swoop in after the battle and deal with the survivors. Thus, she begins her song and draws the characters into the area of the lair. She then retreats into her tree and, with her sister, watches the battle.

Tactics. The lions consider the harpies' *charm* song to be a dinner bell and have gathered in the bushes near the lair to await their meal. They attack the characters as soon as they enter the clearing. If either group is obviously weakened to the point that the harpies believe they can win the fight, they attack. A Medium-sized entrance to the harpies' tree is present 15 feet up. Anyone fighting inside the tree suffers a -2 penalty to attack and damage rolls when using weapons larger than daggers, and cannot wield polearms and other large weapons, due to the narrow confines of the interior.

Treasure. In the bottom of the tree in the nesting material are several gems: a chalcedony worth 50 gp, a garnet worth 100 gp garnet, lapis lazuli worth 12 gp, turquoise worth 10 gp, chrysoprase worth 50 gp, and a *gem of seeing*. The search requires 20 minutes and a successful DC 18 Intelligence (Investigation) check. With a DC 20 check, the searchers find the gems in 10 minutes. The lions do not have any treasure.

Area 9. Rappan Athuk: The Mausoleum

This is the location of the ground level of Rappan Athuk, the primary point of entry into the great dungeon complex. Located atop a hill, this area is fully detailed in Level G.

Area 10. Canyon River Entry

The river south of the Troll Fens narrows and flows through a 60-foot-deep gorge. At this point, a subterranean river flows out through a crack in the rock and joins the river's eastward course to the sea. Due to the narrowness of the gorge and an overhanging rock ledge, this outlet is nearly impossible to spot from above, requiring a successful DC 25 Wisdom (Perception) check, though individuals traveling up or down the river itself through its turbulent rapids have a much better chance of locating it. If the underground river is followed upstream, it eventually leads to Area 10A-41 on Level 10A, The Giant Cavern in Rappan Athuk.

Area 11. The Goblins' Back Door

The hills around Rappan Athuk are riddled with caves, most no more than a single chamber deep. However, at this point a narrow cave opening partly choked by brush leads back and downwards to the southwest, eventually coming to Area 1B-1 in Level 1B, The Abandoned Bastion in Rappan Athuk. The goblins use this as a secret way out into the countryside, and are very careful to mask it with thorn bushes and avoid making a trail leading to it. Discovering the entrance requires a successful DC 20 Wisdom (Survival) or Intelligence (Investigation) check. However, should a goblin patrol be followed, there is a good chance it leads back here, and can be followed deep into the heart of the dungeon.

Area 12. Small Grove Entry

In a small, wooded grove, at the base of a large oak tree, a crack between a thick pair of roots leads downward into a narrow passage that looks in several places as if it may dead end. Perseverance, however, leads one eventually to Area 11-8C on Level 11, The Waterfall and Akbeth's Grave in Rappan Athuk. As this passage sees no traffic by adventurers or dungeon residents, it is nearly impossible to locate accidentally, requiring a successful DC 25 Wisdom (Perception) check — unless you wish for the party to travel immediately into the depths of Rappan Athuk, that is!

Area 13. Giant Honeybee Entry

A rocky cleft at the top of a rugged hill occasionally disgorges giant honeybees, which search the surrounding area for food for their hive. If the cleft is investigated, it reveals a tunnel which descends northeast, eventually terminating at their hive in Area 5-9 on Level 5, Banth's Lair



WILDERNESS AREAS: DYING OUTSIDE THE DUNGEON

and the Wight Catacombs in Rappan Athuk. Of course, anyone descending the passage must deal with all the giant bees. At any time, 1d4 **giant bees** can be encountered here, and a check for an additional 1d4–1 bees should be made 3 times when descending into their lair. Angry bees do not pursue characters more than 100 feet from the entrance to their hive. Giant bees are **giant wasps**, except:

- **Hit Points** 9 (2d8)
- **Sting, Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Area 14. Drusilla's Grove

Drusilla^g is a vengeful druid, her original animal companion having been slain by humans 20-some years ago. She lives in a small grove. She harasses anyone within 20 miles of her lair. She does not want the characters here, does not want to be friends, and does not want to negotiate. If she encounters characters, she provides them with a simple choice: leave or die. She is accompanied by her animal companion, Sheiju, along with a pack of 30 **wolves** (as standard wolves, except that these can move up to their full movement and attack as a reaction to a creature coming within their movement distance) that obey her commands; further, they regard Sheiju as their pack leader, and follow his lead if in doubt. Drusilla's wolves would die to protect her, and they intercept anyone who approaches her. If and only if the party contains a druid, she may negotiate, or even let the party stay in her territory. If Drusilla's wolf companions

have been slain by the party, they have no chance of negotiating with her. Drusilla is neutral uncaring and kills local monsters as well as characters. All intelligent local creatures fear her. If the characters successfully convince her, she may (50%) request that the party clear out the den of giant spiders (see Wilderness Area 16), as they have grown too numerous and are disrupting the balance.

Tactics. Drusilla has several possible battle tactics. She may target her enemies with *insect plagues* and *call lightning* spells. Or she may wild shape into a powerful animal form and work with her wolves to surround and take down her opponents. Drusilla retreats if reduced to less than 30 hit points, and henceforth is an implacable enemy of those who defeated her. She is also merciless against anyone who would dare to slay her animal companion.

Treasure. Drusilla has a +3 *club*, leather armor, and a *ring of regeneration*.

Area 15. Lair of Corrak and her Brigands (Bandit Group 2)

Corrak has a *lyre of building^{GM}* which she extorted from a group of adventurers she and her cohorts waylaid coming from the dungeon. Once a week they move their encampment, tearing down the walls and filling in the ditches of their old one (so as not to be used by enemies), then moving 5–15 miles away and using the *lyre* to build a new encampment. Signs of a previous encampment may be distinguished with a successful DC 10 Wisdom (Survival) check. Thus, the location of their lair on the wilderness map is only an estimate.



Fortifications. In general, they prefer to build their encampments somewhere along the outskirts of the Forest of Hope. The exact layout of the fortified camp is left to your discretion, but typically includes a ditch lined with spikes, a low wall from which brigands with bows can shoot with half cover, and a low stone building to shelter in, complete with arrow slits in the walls (three-quarters cover) and a door that can be triple-barred (requiring a successful DC 22 Strength check to burst open). However, if an unusual terrain feature presents itself, they may incorporate it into their defense. Usually they seek a hidden location over one that is defensible, and so avoid camping on open hilltops.

Area 16. The Giant Spider Colony

This is the lair of a vast colony of 63 giant black widow spiders. The spiders have set up nests over several acres of woodland, and occasionally forage out in search of prey. Spiders lost through attrition are replaced at a rate of 20 per week unless the colony is completely wiped out. The colony does not grow, as it has reached its numerical capacity based on food and space. Giant black widow spiders are **giant spiders**, except:

- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Development. Parties traveling south on the Coast Road may spot a wrecked merchant wagon. Webs cover everything, and signs of a struggle (weapons on ground, overturned barrels, etc.) are apparent. One dead spider is found a few yards from the wagon, curled up in some bushes. It has several arrows in it, and a broken sword blade in its abdomen. Inside a wooden barrel is a very frightened little girl, the only survivor of the 20 or so merchants and guards. She hides unless the party opens the barrels or until they have been talking for 5 or more rounds. The characters can make a successful DC 15 Wisdom (Perception) check to hear her. Her name is Leah (**commoner**). Leah is terrified and tells the party that the spiders came last night (they come at night, mostly) and carried off her father and all the others. A guard named Larek put her in the barrel and told her to hide and be very quiet. She begs the party to rescue her friends, and tells them how rich her daddy is to sweeten the deal. She whines incessantly if they refuse. The party can track the spiders to their lair relatively easily with a successful DC 5 Wisdom (Survival) check.

The Ambush. Near the entrance to the lair, 18 spiders wait in ambush. They have laid thin layers of webs across the trails in the woods to warn of approaching prey. Characters can notice these with a successful DC 20 Wisdom (Perception) check. This encounter occurs about 100 yards from the main lair, and is not reinforced from the lair. Astute characters making a successful DC 15 Intelligence (Investigation) check, notice that no tree-borne webs are present, and that no nests or human bodies are in this area. Ten spiders surround the party while the remaining 8 shoot webs at the characters from above. After 2 rounds of shooting webs, all 18 spiders attack (divide attacks equally among all characters, NPCs, etc., as the spiders do not discriminate) and fight until slain. The spiders are not intelligent, nor easily frightened. Fire, if strongly presented, requires the spiders to make a successful DC 15 Wisdom saving throw or recoil and go after a different victim.

The Lair. In a large clearing in the trees, it grows very quiet. Characters looking up notice the presence of dozens of web nests, cocooned bodies, and spiders. The characters have 2 full rounds of action before the 45 spiders react, as nothing ever enters the nest, and the presence of intruders is unexpected. If the nests are set aflame, 3d6 + 2 spiders perish in the blaze, leaving the remaining spiders to fight intruders. This also kills all the cocooned prisoners, who die screaming and falling the 30 + feet to the ground, possibly destroying much of the treasure in the nests. Before a character sets fire to the nest, tell them that they see human arms and legs protruding from several of the cocoons, and some of them are moving about wildly.

Tactics. The spiders in the lair are a little less organized than the ambush party. Only 1d6 attack each round, starting on round 3 until a total of 45 is reached. The spiders are defending their nest, and do not flee. Fire rules apply as described above. Webs burn at a rate of 5 feet per round.

The Victims. Eleven victims from the merchant wagons are still alive. All are sick from spider poison and incapable of doing anything

but moaning and lying in a fetal position. They are wrapped in spider silk, which must be cut free before they can be healed. They have to be physically carried the 400 yards to the wagons. They recover in one week if attended by a healer.

Nine of the victims are caravan **guards**, who are grateful, and become loyal hirelings of the characters if desired. The remaining 2 are merchants: Antony and Greelin (**commoners**). Antony is Leah's father. These merchants are also grateful, and assist the party in purchase of mundane gear for 15% off for life in the marketplace of whatever city they operate out of.

Treasure. As might be expected, a huge lair of spiders has accumulated several items of interest from its victims. Careful search (requires 3 days) of the webs and nests reveals the following: 1,100 gp in 7 sacks; 2,100 sp in 11 sacks; 21 assorted gemstones worth 1d20 x 10 gp each; 2 suits of plate armor; 8 suits of chain mail; 2 dozen assorted weapons; a greatsword with a gilded handle and a jeweled pommel worth 450 gp; a *potion of vitality*; a *horn of blasting*; and a +1 *shield*. Note — a successful DC 20 Intelligence (Investigation) check turns up the magic items; otherwise each hour of searching produces some of the mundane treasure. If the webs are burned, a check should be made for certain items to determine if they survived the fire, as follows: the potion has a 75% chance of destruction, 40% for the horn, 20% for the shield, and 15% for the greatsword (roll individually for each).

Story Award. A Story Award of 200 XP per victim saved should be awarded to non-evil characters who return the victims to a town.

Area 17. Simrath's Tomb

Simrath⁸ is the long-undead lord of a small barony in the foothills. He was once a great general of good, and was much loved by his troops. Like many other heroes of the region, Simrath rode off against the forces of Orcus. He was slain in a nighttime battle at the field east of the ford of the Wild Edge River by a vampire serving the evil priests. That vampire was slain by the holy light of a sun priest. Simrath's companions were unaware of his fate (being turned to a vampire), and buried him with full honors in the foothills near the battlefield, in a wild grove of great beauty. There he rests by day.

Simrath's Tomb. The tomb itself is an ancient stone structure 30 feet square shrouded in the shadow of a stand of 100-foot-tall trees. The interior and exterior of this tomb are depicted in Wilderness Map 4. The door is made of thick iron, in surprisingly good shape and barred from within during the day. Simrath's coat of arms, a pair of stags facing each other with the horns interlocked, is carved in the stone over the door. Anyone forcing the door with a successful DC 18 Strength check, has a chance of waking Simrath if the attempt is made by day (see By Day).

Within, a single stone crypt rests against the far wall, with Simrath's coat of arms again carved into the wall above it. Rusted sconces are bolted into the side walls, and the floor is covered with rubble, twigs, and other debris.

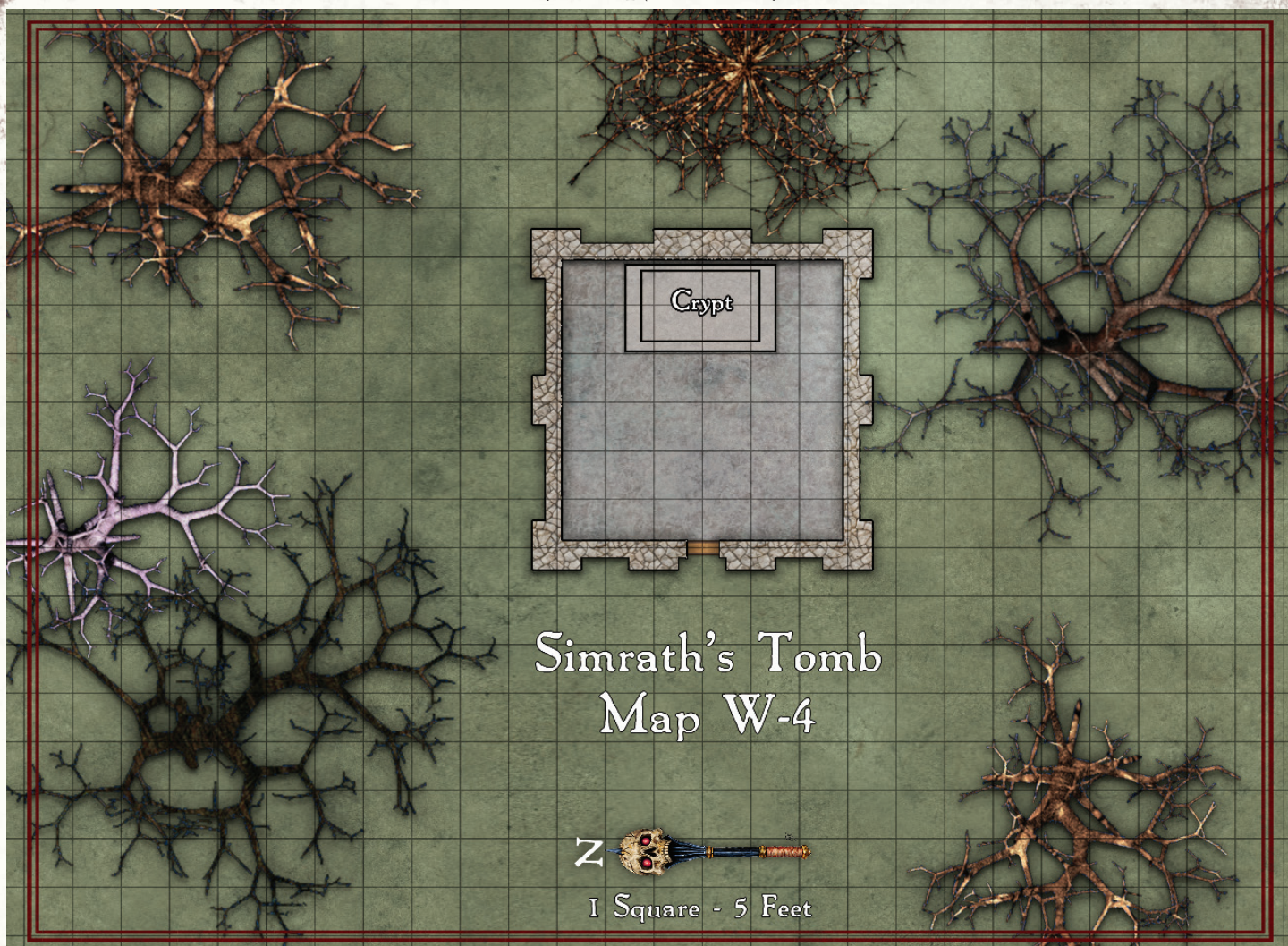
By Day. Should the tomb be approached by day, Simrath has 3 chances to notice intruders: First, if the door is forced open in a loud manner, he is allowed a DC 20 Wisdom (Perception) check to awaken; second, he notices people moving into the room on a successful DC 18 Wisdom (Perception) check, as they kick rocks and snap twigs underfoot; third, opening the lid to the crypt, which requires successful DC 18 Strength check to accomplish, allows Simrath a final DC 14 Wisdom (Perception) check to arise. Should he make any of these checks, Simrath awakens, immediately aware that intruders have breached his tomb.

Simrath Exposed. If Simrath is exposed without awakening him, enemies hoping to stake him still have to deal with getting him out of his plate armor. Attempting this, or trying to carry Simrath out into the sunlight, certainly awakens him. Note that due to grove of trees around his tomb, the ground is perpetually shaded from direct sunlight for 100 feet in all directions.

By Night. When dusk falls, Simrath prowls the surrounding countryside. While alone at night, he typically wanders the ancient barony he once ruled, forgotten to all but himself. Characters can encounter him in this torpor and may even speak with him.

Tactics. If awakened in his tomb, Simrath calls 12 **worgs** that are utterly loyal to him, and den nearby. They arrive in 1d4 rounds after he sends out the mental summons. He may then attempt to parley, allowing





them a chance to arrive, before he attacks the intruders. However, Simrath accepts challenges of single combat if offered, using only his sword. If his foe displays cowardice, he uses his bite and legendary actions to full effect.

Treasure. His tomb contains no treasure. Aside from his armor and weapons — plate armor and a *sword of backbiting*^{GM} (greatsword) — all his wealth passed to his heirs, and he has no interest in the spoils of those slain from his attacks.

Area 18. Lair of Vorlak and his Kobold gang (Bandit Group 1)

This cave is in wooded lowlands. Wilderness Map 5 details this location. The kobold lair contains any kidnapped survivors from encounters with the bandit group, as well as 43 additional male **kobolds**, 165 noncombatant females and young (0 XP), and 8 **giant porcupine**^B pets.

Lair Tactics. The kobolds use the same hit and run tactics as in the wilderness, utilizing their small size to duck and dodge through narrow passages that creatures Medium and larger cannot pass through, and finally flee after they evacuate the females and young. The porcupines are used as shock troops. A series of 10-foot-deep pit traps are in the lair. The kobolds know they are there and avoid them without a check. Characters may notice that the kobolds are running in a funny pattern with a successful DC 18 Wisdom (Insight) check and can notice the pit traps on a successful DC 16 Wisdom (Perception) check if looking.

Treasure. Treasure can be found in Vorlak's chamber, and includes 1,350 sp, 3 topaz gems worth 50 gp each, a jeweled necklace composed of platinum and rubies worth 2,500 gp, 2 suits of plate armor (Medium-size), 5 suits of chain mail (4 Medium-sized, 1 Small), assorted

weapons and lesser armors (all in need of repair, but serviceable), a spyglass, and a +2 *spear* which sheds golden light in a 20-foot radius when held in hand.

Area 19. The Coven of Sea Hags

This encounter can be played in 1 of 2 ways; either as a straight up fight, or (better) as a roleplaying opportunity. Three **sea hag** sisters (Rylshna, Shralynn, and Marmtroth) live along the coast in a cave. They possess a powerful artifact, known as the *cauldron of blood*^{GM} that allows them to gaze across the boundaries of time, seeing either the past or the future. These hags have developed skill as witches in addition to their innate powers. The party most likely encounters Marty the Imp (**imp**), the sisters' familiar, before they ever meet the hags. Marty spies for the ladies and keeps them informed as to the comings and goings near their lair. He never fights, and always runs if confronted. If the lair is approached, Rylshna covers her face and approaches the party. She asks what they seek, and is friendly, if distant in her conversation. She would much rather bargain than fight. The layout of their cave is shown as Wilderness Map 6.

The Cauldron. Suggested fees for using the *cauldron of blood* to see past or future events are given in the table. This base price excludes the blood and Constitution loss required to fuel the cauldron; the value listed is suggested as a starting point for bargaining. They go as low as 75% of this value if the negotiation is sufficiently skillful. Alternately, in lieu of this fee, the hags may require the characters fetch them a particular item, such as a lock of hair from a king's daughter, an enchanted lyre held by an ogre mage, or the skull of the Oracle of Rappan Athuk (see Level 3, Area 3-7).



Viewable Time (future/past)	Suggested Starting Fee
30 minutes/6 months	50 gp
1 hour/1 year	100 gp
12 hours/20 years	500 gp
1 day/50 years	2000 gp
1 week/100 years	2 rare or 1 very rare magic item
1 month/300 years	3 rare or 1 very rare and 1 rare magic items
1 year/500 years	2 very rare or 1 legendary magic items

Treasure. The cave contains 3 large wooden chests, filled with silver (total of 2,260 sp) and gold (total of 5,340 gp), tribute from adventurers seeking fortunes. The chests are neither locked nor trapped. In the center of the cavern is a huge bubbling cauldron, filled with blood. This is the *cauldron of blood^{GM}*, a powerful artifact of divination, created many centuries ago. Use of the cauldron requires blood from any who would know the future or view the past. Only one who donates blood can scry using the cauldron.

Area 20. The Wasp Nest

A sizable giant wasp nest can be found at this location in the Foothills, in a cave filled in with paper. The lair has 5 exits of various sizes allowing the wasps to fly in and out. The trees surrounding the cave for about 100 yards in all directions show signs of infestation by the giant vermin. Inside the lair

are a total of 40 **giant wasps**. Characters wandering near the lair encounter small groups of 1d4+1 wasps who aggressively defend their territory.

Tactics. If the characters enter the lair they are attacked by all remaining wasps within the hive except the queen, 1d4+1 appearing each round as soon as the nest is disturbed. If fire is introduced to the nest, the paper within ignites quickly, burning for 3 rounds and inflicting 7 (2d6) fire damage per round to all creatures in the nest, including the queen. Additionally, all wasps burned in this manner lose the ability to fly. While this is an efficient method to clear the hive, burning it automatically destroys the treasure hidden within.

The queen is a **giant wasp**, except:

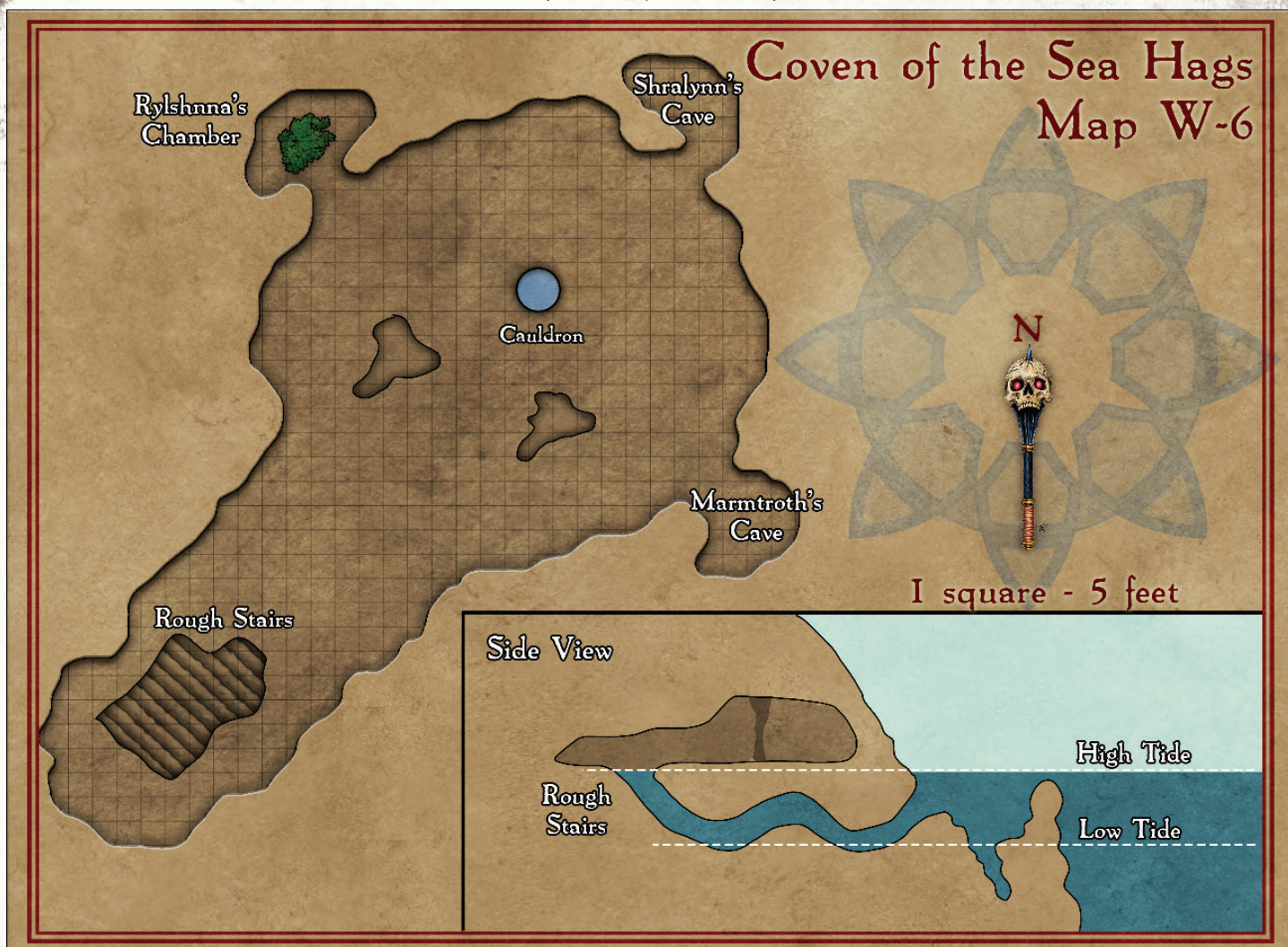
- **Hit Points** 32 (8d8)
- **Speed** 10 ft., fly 20 ft.
- **Sting.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Treasure. In the lair, amidst the paper castings, requiring 3 days of clearing and searching, is a *scroll of wish*. The scroll was placed here long ago by a powerful wizard. Possessing a ward against poison, the wizard used this wasp lair as a location to which he could teleport in times of trouble. He may return at any time and is not detailed here.

Area 21. Outlaw Camp

This lair is a rag-tag amalgamation of tents, lean-tos, and bedrolls set within the wilderness where outlaws from various towns and countries

Coven of the Sea Hags Map W-6



have banded together for mutual defense. At any given time, there are 6d8 outlaws here (**commoners**) as well as 1d8 more skilled persons (**bandits**). Their current leader is a female barbarian named **Bugjuice**^B. She speaks little, but has a keen sense of honor and justice. The joyful glow that fills her eyes when she is crossed keeps all but the most unobservant and foolish from annoying her.

It should be noted that in many instances these outlaws are not evil. They may have committed crimes in their homeland, and they are on the run from the justice accompanying those crimes, but this is not a den of murderers. Those types of criminals are not allowed in this camp which possesses a strange morality of its own. Though the outlaws can certainly be brought to justice, as they are fugitives, you are encouraged to use this camp as a chance for roleplaying. If the characters assist the outlaws, they may become outlaws themselves.

Tactics. Should the encampment be threatened by agents of the law, Bugjuice seeks first to drive them off with precisely placed arrows from her bow. If open battle is joined, she exchanges bow for sword and charges into battle. For their part, the outlaws have little loyalty to one another. They scatter at the first opportunity, fleeing into the surrounding wilds if they see an opening.

Treasure. Bugjuice has 6 sp, and 12 cp. The rest of the outlaws have various mundane arms and armor you can describe as needed.

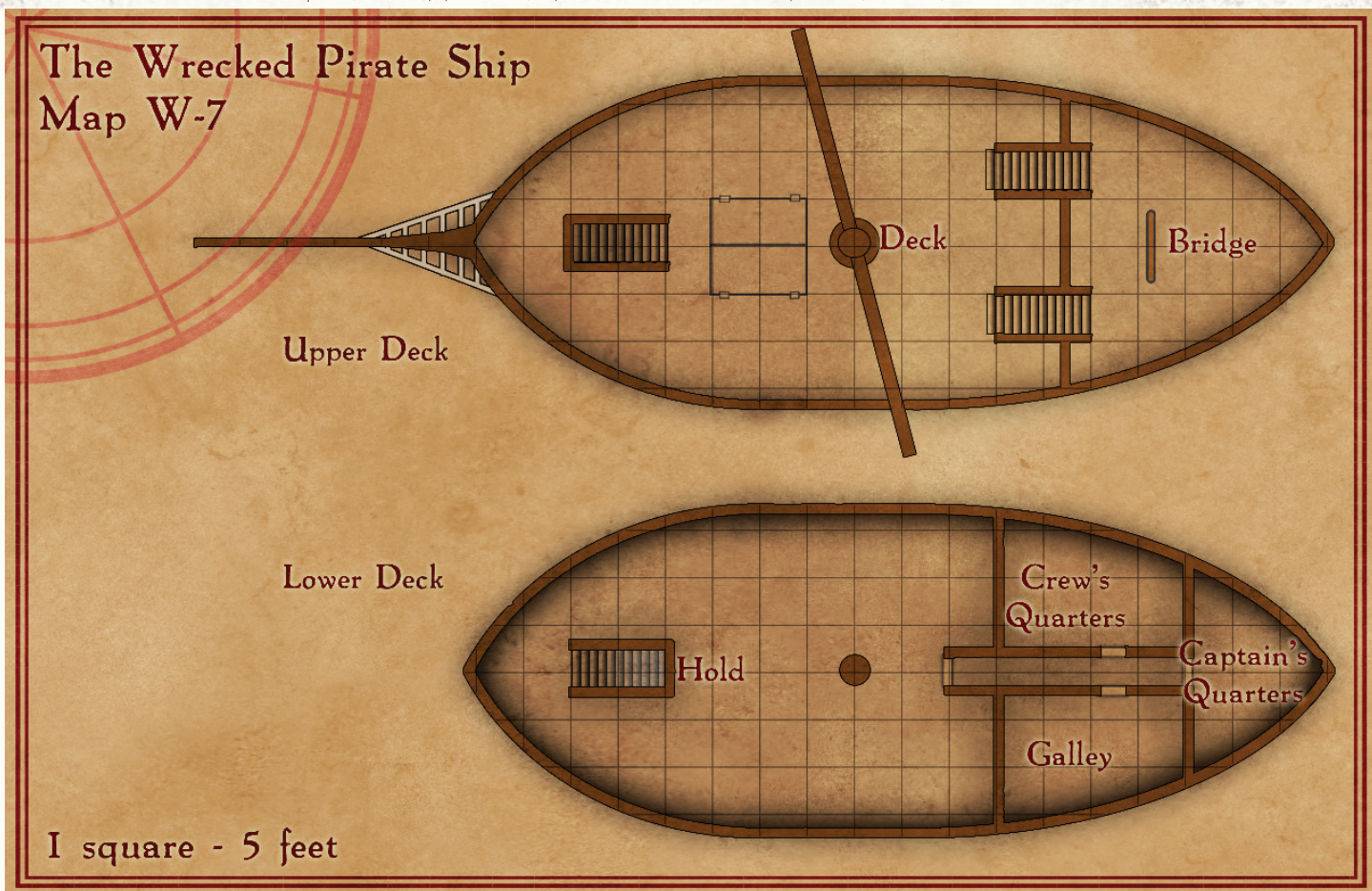
Area 22. The Wrecked Pirate Ship

This lair consists of the sunken remains of the pirate ship *Scarfish*, which ran aground on the reefs during a stormy night, thirty years ago. The water around the wreck is shallow (40 feet), but the reefs and riptides make approach to this lair impossible for any craft larger than a dinghy. Sea life is abundant around the wreck; small brightly colored fish swim

in and around the ship. The site of the wreck cannot be seen from land, but is easily spotted from the air. Sharks roam the area freely, and in great numbers. Swimming in the water draws attack from 2d6 **reef sharks** 20% of the time; this chance increases to 50% if there is a lot of splashing or noise. Blood in the water, from combat or other means, brings 3d6 **sharks**, which immediately attack anything that moves.

Scarfish. The ship was a great galley and is over 80 feet in length. It sank in a storm, with the loss of all hands. A map of the pirate ship interior is provided as Wilderness Map 7. While most of the crew died, the captain and his most ruthless pirates rose again in undeath. The crew now consists of 12 **brine zombies**^B, and Captain Killbessa, a **mummy of the deep**^B. They attack any who enter the lower levels of the wreck. The first 3 chambers of the inside are typical of a 40-year-old shipwreck. Barnacles and coral have grown along the walls and floors. Old rotten wood debris floats along the ceiling of the roof of the crew's quarters. Within this debris are 4 brine zombies. These beasts hide in the debris, only making their presence known if they are physically found. Otherwise, they remain here to block the exit and attack from behind. Brine zombies look like the bloated corpses of drowned sailors. The rear of the *Scarfish* holds Captain Killbessa's quarters, which also act as his stateroom. He is still here, along with the remaining 8 brine zombies. He appears as a rotted, fish-eaten human body still clad in the tatters of a ship captain's garb, complete with waterlogged tricorne captain's hat. Tendrils of seaweed curl around his frame and grow from his bones, though not enough to obscure a clear view of the horrid creature. His leather armor is decayed and provides no bonus. The cutlass sheathed at his side is still in good shape, though Killbessa uses slam attacks and grappling, and does not bother with it.

Tactics. These creatures rise and attack as soon as the chamber is entered, fighting till destroyed or until the characters flee the ship. If not already encountered, the 4 brine zombies from the crew's quarters try to block the way out. None of the undead leaves the ship, nor can they be turned while inside it.



Development. Should any of his treasure be stolen, and Killbessa survive the encounter, he seeks the thieves, tracking them through the sea and to land if need be. He never travels more than 500 feet from the sea.

Treasure. The captain's stateroom holds a locked but rotted chest. While unlocking the chest requires a DC 14 Dexterity check with thieves' tools, the chest itself falls apart when lifted from the water (spilling all contents over the ocean floor below). Inside are 3 bottles of fine rum, 250 gp, and a *silver horn of Valhalla*. Also within the chamber, requiring a successful DC 16 Intelligence (Investigation) to locate, is an ivory scroll tube sealed with wax; within is a chart providing directions to the Isle of Bonjo Tombo. For more details on this perilous island, see *Dead Man's Chest* by Frog God Games.

Area 23. Ruined Fort (Bandit Group 7)

This crumbling ruin of a fortress stands perched on a spur overlooking the Coast Road. Wilderness Map 8 shows the layout of this keep. Once it provided a defense against bandits and hostile warbands. Time and the depredations of Aragnak conspired to reduce it to a crumbling relic of a better time, hunched above the road like an old man beaten down by the rain. Due to Aragnak's nearby island lair (Wilderness Area 24), the fortress has long gone untenanted, but recently a group of 26 **bugbears** has taken charge of the fortress. They hope to negotiate a truce with the dragon, and use it as a base for additional banditry. The bugbears are led by **Ghotan**^B and **Scarl**^B. At any time, both leaders are 25% likely to be gone from the lair, off on patrol with 10 of their ravagers. The remaining 14 stay behind to defend the lair from attack. The encounter is much deadlier should Ghotan and his patrol be in residence.

Tactics. Battle typically starts with a volley of javelins, followed by Ghotan and the bugbears charging into melee while Scarl supports them with an *aid* spell. In subsequent rounds the bugbears attempt to surround and eliminate opponents while Scarl supports them with offensive spells such as *hold person*, *silence*, and *spiritual weapon*.

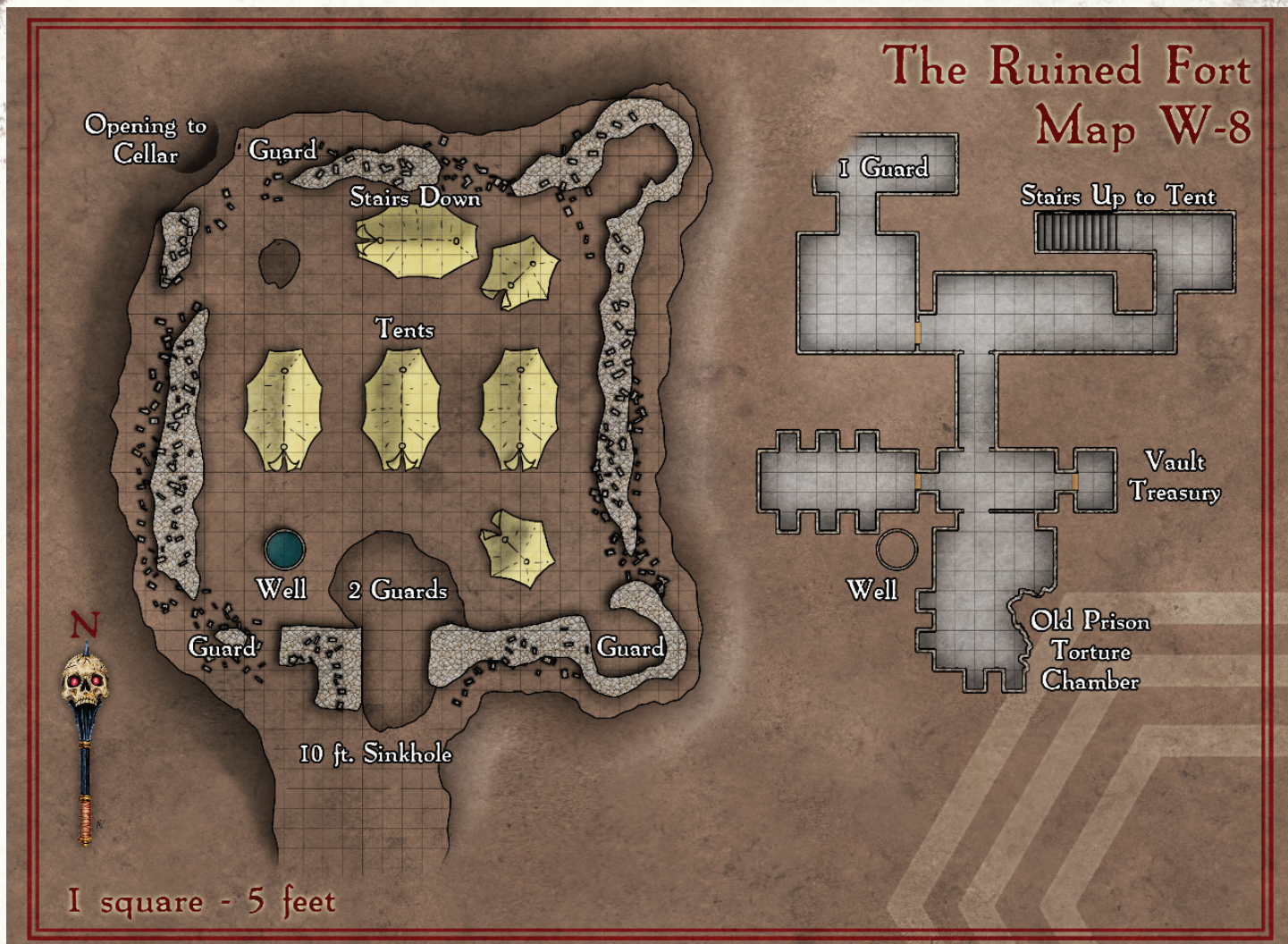
If the bugbears are encountered within the fort, they fight to the death. The walls of the fortress have long crumbled or been rent apart by Aragnak's claws, leaving the fortress little more than a square shell, open to the sky. Nonetheless, the bugbears attempt to use the walls as best they can to defend themselves.

Treasure. Hoping to appease Aragnak with gold and a share of the spoils from future raids, Ghotan has brought along a sizeable treasure to give to the dragon as an offering. It is in a locked but untrapped wooden chest in the fortress's ruined cellars and dungeon, safe from prying eyes. The chest requires a successful DC 14 Dexterity check with thieves' tools to open. The chest contains the following: 5,333 gp, 2 *potions of healing* (which the bugbears do not hesitate to use if need be), and an unhatched brass dragon egg in an ornate golden casket. The casket is worth 250 gp; the egg is worth much more to its mother should she be found. Ghotan has +2 *leather armor*, 38 gp, 23 sp, key to chest. Scarl possesses a *ring of protection*, a steel unholy symbol of Orcus, 47 gp, 29 sp. The bugbears each have 2d6 gp, 3d6 sp.

Area 24. The Island Lair of Aragnak (Bandit Group 4)

Thirty miles offshore is the remains of an old pirate stronghold. This island controls a narrow stretch of safe water in the otherwise reef-filled waters surrounding this coastal area. The island is about 2 miles in diameter, of reasonably flat relief, and features a small harbor, a good supply of spring-fed fresh water, and dozens of wild goats, left behind by pirates when they were rather rudely evicted from the island by Aragnak. The island is heavily wooded, and underbrush grows thickly to within a few feet of the shore. Near the harbor is a small wood and stone fort, partially wrecked and caved in, wherein lairs the dragon.

Sailing to the island: If the party attempts to reach the island by boat, they encounter the dangerous reefs and sandbars that made this location desirable as a base to the former inhabitants. See *Dead Man's Chest* from Frog God Games for guidance on sailing rules. Sharks and



other natural creatures frequent these reefs, as they provide an abundant source of fish and other prey. The only safe passage through the reefs for any craft larger than a small boat leads directly into the harbor. Attempts to land at any other point with a larger vessel or navigate into the harbor requires a proficiency with vehicles (water). For others, the ship is destroyed 1d6 miles from the island. If a ship is destroyed, it sinks 2d10 feet in the shallow waters, and all aboard take 2d10 points of damage in the wreck. There is a 40% chance per hour that 2d8 sharks are attracted to any wreck. They attack anyone they can reach if blood is in the water (indicated by anyone taking over 5 points of damage). Additionally, there is a 10% chance per day that Aragnak notices the foundering vessel and investigates.

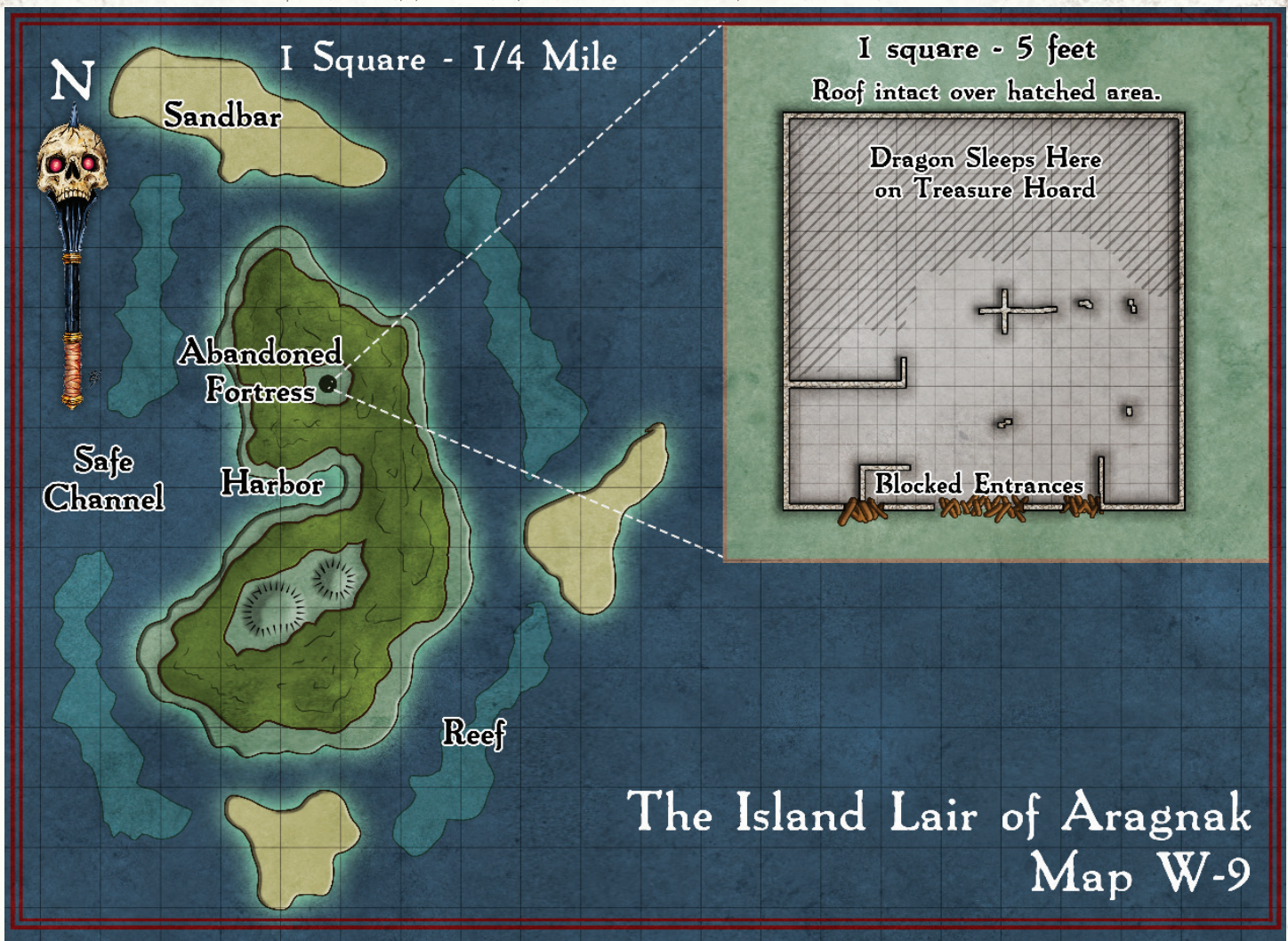
Going swimming. It is possible that the characters are forced to swim to the island. If they do, they find the waters calm and easy to navigate, without any armor or encumbrances of course. There is a 20% chance per mile of encountering 1d6 sharks, with a 40% that they attack (100% chance of attack if anybody is wounded).

Arriving on the Island. If the characters arrive by swimming, they may hide in the foliage and rest unmolested. If they arrive by boat, they must land in the harbor, directly in front of the old fort. At any given time, there is a 70% chance that Aragnak is present. If he is home, there is a 70% chance that he is asleep as well. If he is in his lair, he cannot be seen from aboard a ship. An alert character making a successful DC 12 Wisdom (Perception) check notes a steady stream of smoke issuing from the fort's center (from the snoring red dragon's snout!).

Look! A Dragon! If Aragnak is awake, he waits for the party to arrive onshore before destroying their ship and attacking them on land. His tactics are similar to those described on the mainland; however, he will not flame his own nest, nor retreat if wounded. Any battle on this island with the dragon is to the death! Only after he is killed may the characters investigate the fort (see below).

Sleepin' Like a Baby. If Aragnak is asleep, he can be found nestled on top of his vast hoard of treasure, carefully placed and arranged inside the fort. A detailed map of the fort is provided as Wilderness Map 9. Entry into the fort can only be made by climbing its 8-foot walls, requiring a successful DC 14 Strength (Athletics) check, as all entrances at ground level have been blocked by debris. The inside of the fort is 100 feet square, with the last 65 feet having a collapsed roof. Note that even asleep, the dragon has a Passive Perception of 23. The dragon automatically awakens if anyone approaches within 10 feet, or if he is disturbed or attacked. Loose bones, rusted armor and weapons, and other debris litter the ground around the lair of Aragnak, rendering it difficult terrain for the characters to traverse.

Treasure. The dragon's lair contains a vast hoard of wealth, stolen from the pirates and from dozens of adventuring parties over the years. The hoard contains numerous suits of mundane armor, mundane weapons, and the following: 6,000 gp, 55,000 sp, 21 gems of various types worth 1d100 x 1d6 gp each, 13 pieces of jewelry of worth 1d1000 x 1d8 gp each, a fancy cloak of silver wolf fur worth 150 gp, a fancy cloak of winter wolf fur worth 420 gp, an ancient calendar embellished with turquoise worth 400 gp, an oaken staff shod with meteoric iron and smoky quartz gems set in the head worth 500 gp, a silver flask etched with snowflake patterns worth 350 gp, a silver-plated steel gorget chased with stellar designs worth 25 gp, a simple platinum ring with a vine motif worth 30 gp, a set of spice jars made from hammered gold worth 2,000 gp, a suit of *all or nothing armor*^{GM}, a *light flail*^{GM} that sheds pale silvery light in a 20 foot radius, a +1 *shield*, and a *rod of absorption*. These magical items are mixed in with thousands of mundane items. Days or even weeks are needed to inventory everything.



The Island Lair of Aragnak
Map W-9

Area 25. The Cloister of the Frog-God

See Chapter 0B: The Cloister of the Frog-God.

Area 26. The Cavern of the Kraken

See Chapter 0A: The Cavern of the Kraken.

Area 27. Zelkor's Ferry

See Chapter 0C: Zelkor's Ferry.

Area 28. The Refugees of Tsar

See Chapter 14A: The Refugees of Tsar.

Area 29. Castle Calaelan

See Chapter 0D: Castle Calaelan.

Area 30. The Tunnels of Terror

See Chapter 0E: The Ruined Keep — The Tunnels of Terror.

Area 31. The Sea Cave Dungeon

See Chapter 0F: The Sea Cave Dungeon.

Area 32. The Hand of Hecate

On the edge of the Troll Fens in the Dragonmarsh Lowlands, across the river northeast of Zelkor's Ferry, sits a lonely hut surrounded by a ring of 8 skulls. Each of the skulls has a semicircular silver mark. A wooden sign with an attached silver bell is seen to the right of the path leading to the hut. The path winds between 2 of the skulls to a large boiling cauldron on the left and a T-shaped wooden stand on the right. A large black raven sits upon the wooden stand and a blazing fire is lit beneath the cauldron. Two large hounds, rusty red in color with sooty black teeth and tongues, sit in front of the hut's entrance. Each hound has a semicircular silver disk as a charm hanging from a collar. A balcony with a large bird-nest of branches and twigs sits above the entrance. Within the nest, a female with a human upper body and the lower body and wings of vulture stands with a serrated dagger in hand.

The Sign. The wooden sign has the following message in the Common tongue: "Welcome to the abode of Zhanna, the Hand of Hecate. Ring the bell to request audience whether seeking bounty or fortune." Upon the ringing of the silver bell, the door to the hut opens to reveal a slightly hunched, hideously ugly crone with a wrinkled face, a large nose, long sharp teeth, and hands that end in wicked claws dressed in loose-fitting brown cloak. She slowly walks out of the doorway carrying a crooked and rotting walking stick. Speaking in a coarse gravelly voice, the crone speaks: "Whether seeking the bounty or a fortune, choose one to accept the symbol of Hecate, and then let the one proceed forward and stand

RAPPAN ATHUK

before me without fear. One and only one may enter my circle.”

The Chosen of Hecate. The ugly crone is **Zhanna**^B, a baba yaga in service to Hecate, the goddess of evil magic. She is the powerful leader of a coven of witches that meets once per month during a full moon to sacrifice enemies of Hecate including any captured servants of Orcus or Tsathogga. She pays a significant bounty for powerful clerics of these demon princes. The sacrificial flesh used to feed Zhanna and her menagerie is cured and stored within her hut. She has a posted list of current bounties on the business door of Ulman Dark, a necromancer in Zelkor’s Ferry (see Wilderness Area 27). If the petitioner seeks a fortune telling, Zhanna has a *deck of many things* that a single draw is allowed from with payment of a 1000gp or in lieu of a bounty payment.

Two **hell hound** brothers (with maximum hit points), Vladislav and Vsevolod, a gift directly from Hecate are always close by the side of Zhanna. The chosen of Hecate tattooed with her symbol are the **harpy** Dominika and the **decapus**^B, Yegar. Yegar uses his *silent image* ability to appear as a black raven. The harpy offers a silver unholy symbol of Hecate to the one who chooses to stand before Zhanna.

Ring of Skulls. The ring of skulls is 8 **gambado**^B placed in stasis by the power of the goddess. Anything that crosses the circle without the symbol of Hecate is immediately attacked and devoured. In any case, they can be activated upon the command of Zhanna. If the party follows Zhanna’s instructions explicitly, all is good. If not, the characters may find themselves on the receiving end of a blade at the waning of a full moon. If the characters get greedy after several visits, this may be the last mistake they will ever make. Any possible treasure within Zhanna’s hut is left to your discretion, although she does wear (and use) a *cloak of displacement*.

Development: Zhanna has a business relationship with Ulman and Kannra Dark of Zelkor’s Ferry. As a bounty hunter, Kannra has caught bandits and a few acolytes of Orcus and Tsathogga, delivering them for sacrifice to Zhanna. However, many of the bounties are beyond Kannra’s capability. Zhanna is always on the lookout for adventurers to complete her quests. She periodically travels to Zelkor’s Ferry to post her bounty list and to survey the current inhabitants. Ulman and Kannra are the only inhabitants that know Zhanna’s true nature.

Zhanna uses *polymorph* to appear as an attractive middle-aged human woman. With her fishing boat using *telekinesis*, she travels to Zelkor’s Ferry and lands behind the necromantic shop of Ulman Dark. Upon arrival, she casts *detect thoughts* and *arcane eye*. She posts her most recent bounty list upon Ulman’s door. Zhanna then proceeds to Bristleback’s Inn. If she finds an appropriate contact, she hands them a copy of her bounty list. She returns to her boat within the hour.

Bounties. Here is a suggested list of Zhanna’s bounties:

- Any living human bandit working in the vicinity (50 gp)
- Any living cleric of Orcus or Tsathogga. Price varies by cleric level. (50 gp +)

- The horn of a green guardian gargoyle. (250 gp)
- The feathers of a vrock. (400 gp)
- The skull of vampire. (500 gp)
- The sap of a gallows tree. (500 gp)
- Destroy the coven of sea hags and steal their *cauldron of blood*. (750 gp)
- The tongue and eyestalks of a froghemoth. (1,000 gp)
- The liver of the matriarch troll priestess. (2,500 gp)
- The heart of an adult red dragon. (5,000 gp)

Area 33. The Waytt Family

In the hills overlooking the Horsefly Swamp, a family of misfits preys upon travelers and the occasional caravan.

Introducing The “Family”. The Waytt family (pronounced ‘wait’) are a mismatched, mongrel assortment of characters, led by **Brayce Waytt**^B, a clever half-orc that keeps the rest of the family in line. In addition to Brayce are **Luug**^B and **Urk**^B, half-ogre twins that dwarf even the stout half-orc. Tall and bulky, the twins have only the basest ability to communicate with others outside the family. Their series of grunts and hoots are completely unintelligible to outsiders, although they are quite accomplished in pantomime, and take great pleasure in “aping” the movements of others. Another member of the family is **Roddick**^B, a small, broken man that spends his days locked in a large trunk. Roddick is an accomplished hedge-wizard of some ability. His trunk resembles a hound’s den; clothes and books are piled in every bit of space, except that taken up by his dwarf-like body. The boys also have a sister, **Lilyandra**^B, who Luug refers to as “Lily-Flower” in his addled and slurred speech. Lilyandra is a slight, beautiful half-elven girl, with an extremely pale complexion. If one did not know better, it might be assumed that she was a vampire. Lily is a doting daughter and sister, always performing her tasks with an ethereal smile on her face, never quite looking anyone in the eye. Lily is a psychopathic killer, and when she is set off, none of the boys (except Brayce) go anywhere near her. The matriarch of the family is a grotesquely fat hag named **Agga**^B, a virtual prisoner of her own body. Both of her legs were broken when she tried to stand, giving out completely under the stress of her bulk. Now, she lays in the covered wagon, with Roddick’s trunk, flanked by her hulking twins, her beautiful daughter tending to her needs, and Brayce leading their way.

Travelers. The family has no permanent home; they travel the hills and edges of the swamp foraging for anything they can find. First pick of food items goes to Momma Agga; anything pretty, or fine clothing, goes



WILDERNESS AREAS: DYING OUTSIDE THE DUNGEON

to Lily; other items are traded or stashed for later use. Surprisingly, Brayce has managed to keep the family together and if not flush, reasonably well cared-for. He is quite intelligent for a half-orc; his interactions with outsiders, being able to size-up good targets and high-percentage banditry, and his ability to minimize damage to his family is quite remarkable. Brayce should be played with poise; he will not risk the well-being of any family members, and he plays to their strengths brilliantly.

Treasure. The spoils of the family business are carried in the wagon, in a well-hidden secret compartment on the inside, somewhat under the bulk of Mamma Agga's bedroll, requiring a DC 20 Intelligence (Investigation) check to find.

Hidden in the cache are the following items:

- A latched box worth 20 gp, set with a single green moss agate. It contains a leather case worth 1 sp holding an ornate carved stone pipe worth 30 gp. Along the stem of the pipe are 8 pieces of silvery-white gems (freshwater pearls). (From their irregular shapes, one can see that these pieces are from 4 gems cut in half.)
- A woman's skull has been sheathed in silver, her teeth pulled and replaced with jagged gold fangs. Large and almost luminous pieces of green talc have replaced the woman's eyes, and tiny slivers of jade dot her cheekbones. The jeweled skull is easily worth 50 gp to a morbid collector.
- In a small wooden box carved with leaping fish, worth 2 gp, is a set of 6 matching cups and saucers worth 8 gp per set, suitable for hot tea or some similar beverage. The cups are painted with gold leaf and have a fishlike design.
- A wooden chest the size of a large dog is covered in elaborate enamel and lacquer work showing a bare-chested young king in a war chariot leading great hunts and war parties, worth 25 gp. Inside are a black marble statue the size of a forearm depicting a stiff-armed, bare-chested warrior standing at rigid attention, worth 10 gp, and a black granite carving of a bull with the bearded head of a scholar, worth 18 gp, which is a similar size. The sculptures are padded by straw underneath them. Concealed in the straw is a black glass jar worth 2 gp, containing a scented yellow ointment. The straw also hides a white leather pouch worth 2 gp, which is so stuffed with gold and silver coins (21 gp, 126 sp) that the tie will not close all the way. At the bottom of the chest, is a light bronze necklace appointed with comma-shaped blue beads worth 9 gp.
- A rolled piece of parchment, an arms-length-long and half that wide, cut into a rectangle with crisp symmetrical ends, worth 4 sp. Beside it is a doll, dressed as a lady of fashion. The face and hands are wood, painstakingly painted to smile engagingly. Her pale blond hair is real; her gown, shoes, and hat are made of the finest fabrics and worth 20 gp. A plain longsword in a wooden sheath is under the doll. Its basket hilt

is wrought iron, the blade sharp and unadorned (sword, 15 gp; sheath, 1 gp). There is an uncomplicated well-made lock with the key in it (worth 40 gp for the lock and key as a set). Also, there is a wooden spoon and a rather dented brass plate (worth 2 sp for both) beside a tall plain silver goblet decorated with raised leaves worth 15 gp. The goblet holds a handful of coins (8 gp, 7 sp, 2 cp).

- A single iron gauntlet sized to fit an ogre warrior-prince, worth 4gp, has been pressed into service as an improvised "treasure chest." A piece of knotted canvas fills the wrist opening to keep the contents secure within the pitted, battle-scarred gauntlet. A pair of dice carved from quality ivory, worth 4 gp, rattles around within the glove along with variously sized coins (15 gp, 13 sp, and 5 cp). A small golden letter opener with a sapphire set into the mushroom-shaped pommel worth 12 gp protrudes from one of the fingers. A small gold and onyx amulet, shaped like a stylized warhammer and covered in protective runes and inscribed prayers worth 59 gp, is stuck between the gauntlet's palm and one of its fingers. A slender yellow ceramic perfume vial worth 3 gp, contents long spilled, rests in the gauntlet's little finger. Bas-relief pictograms of bees decorate the vial.

- A cache of weapons: A tall gray flail worth 8 gp, a horseman's shortbow with the grip wrapped in red leather and the bowstring dyed red worth 75 gp, and a compact quiver with 20 arrows, unpainted and fletched with gray goose feathers (worth 1 gp for the set). A brown leather shoulder pack worth 5 sp holds a pair of gauntlets made of thick pigskin, reinforced with iron, for very small hands worth 3 gp, a thin flexible dagger worth 2 gp, and a whetstone worth 2 cp. There are several fine pieces of parchment paper, rolled up and tied with a leather thong (15 sheets, worth 2 sp each). Below the paper, carefully protected by 3 leather cases (2 sp each) and braced against the bottom of the pack are 3 vials of expensive ink, red, green, and blue, worth 9 gp each. A leather-wrapped parcel (leather wrapping worth 2 sp alone) lies behind the pack, and beside it is a small metal box. Gold, silver, and copper coins are scattered in the area (7 gp, 119 sp, 766 cp). The parcel contains 9 items, each carefully wrapped in strips of light brown wool. There are 4 vials, cut of rock crystal with tight-fitting rock crystal stoppers, worth 80 gp each, and 5 gold spoons (soup-spoon size, worth 15 gp each). The box is copper, with handsome curling designs pounded into the sides and top worth 2 gp. The lid is hinged and closed with a latch. Inside, a gold ring with letters inscribed in it (someone's initials, perhaps; worth 18 gp) lies atop a silver and rose quartz necklace (8 pieces of rose quartz; worth 450 gp in total). A leather bag, split open along the seams lies behind the leather pack, empty but for 6 cp (bag, as is, has no value).

These treasures are taken from *The Mother of All Treasure Tables* from *Necromancer Games*.



Ground Level: The Graveyard and Mausoleum

As the party crests the last hill, the complex finally comes into view. In stark contrast to the lush greenery of the hills lies a large sunken graveyard laid out in the shape of a cross. Rather than towering above the ground, the graves have settled into depressions, and the main mausoleum, a building of strange green stone, rests in the deepest depression. At the other end of the grave-filled hollow stands what appears to be a stone well. There are no gravestones near it. The normal sounds of wildlife are gone, and large carrion birds circle overhead. An ominous silence rests about the place. This must be legendary dungeon of Rappan Athuk. Will anyone live to return to the warmth of hearth and home? The graveyard is shown on map G-1.

Ground Level

Difficulty Level: Tier 1

Access: The Mausoleum leads to Level 1, "the Well" goes to Level 3A, rat tunnels leads to Areas 1-10, 2-10, and 2-20

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1	3d6 giant rats with 1d2 wererats (these creatures dig their way to the Ground Level from Area G-3 below. If wererats are encountered, there is a 75% chance that they simply spy on the party rather than attack and report their observations to the wererats in Areas 1-12 and 1-13)
2	2d6 ghouls and 25% chance of 1d3 ghasts
3	3d6 normal rats
4	1d3 green guardian gargoyles ^B
5-20	No encounter

General Features

Atmosphere: The entire area detects strongly of evil.

Ceiling Height: The ceilings inside all buildings are 18 feet tall.

Doors: Locked, iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Unnatural green stone buildings. The stone regenerates even if completely destroyed.

G-1. Tombstone and Key

In the courtyard is a life-sized statue of a dwarf on a 4-foot x 4-foot stone block. He looks to have been a great warrior, and dwarven runes adorn the front of the pedestal. This rather large tombstone, crested with the statue of a dwarf, seems to have been visited frequently. The dwarven runes read "*Blessed is he who spares these stones/And cursed be the man who moves my bones.*"

The Iron Key. Examination of the base of the statue reveals a small compartment that is easily opened. It is not trapped. Inside is the magical iron key to Rappan Athuk that opens the doors to the Main Mausoleum at Area G-6. Once used to unlock the doors of the mausoleum, it teleports back to this compartment.

G-2. A Dire Warning

Nine graves lie filled with fresh earth and makeshift markers. Some of them famous names and recent legends — a grim foreshadowing of things to come. A tenth grave is present as well, only it is empty and freshly dug. Towering over it, a marble gravestone bears the name of one of the characters.

G-3. Rat Tunnels

There is a 3-foot diameter hole leading down into darkness; bits of cloth and bone lie about the entrance to the hole. There is a 10% chance every 10 minutes the characters spend in this area that they encounter some form of rat (roll 1d20 and consult the rat table).

Tactics. Any wererats encountered are spies for the many creatures in the dungeon. They rarely attack a large party. Instead they retreat to report to their superiors on Level 1. They may also serve more nefarious masters who reside deeper in the dungeon.

d20	Encounter
1-5	1d10 normal rats
6-19	1d6 giant rats
20	1d2 wererats

Traveling in the Rat Tunnels. These tunnels twist and turn, with numerous dead ends and side passages. Only Small characters can use the tunnels. Anyone doing so has a 1-8 on 1d20 chance of encountering 2d6 **giant rats** during their journey. Because of the number of twists and turns, these passages do not lead to the same place reliably. Barring a successful DC 25 Wisdom (Survival) check, after 10 minutes of travel roll 1d20 to see where the trip led:

Rappan Athuk Ground Level



1 square - 10 feet

d20	Destination
1–3	back to the start
4–8	at a different area marked G-3
9–14	Level 1 in Room 1-11
15–18	Level 2 in Room 2-10
19–20	Level 2 in Room 2-20

G-4. The Well

An ornately-carved well is located on the other end of the sunken graveyard, opposite the mausoleum. The finely crafted artwork of the well is diminished only by the horrific images of demons, devils, and undead things that form the bas-relief carvings. Runes and scribbling adorn the spaces empty of these carvings. Anyone gazing down inside sees large, grooved scratches along the interior stones, as if something tried to claw its way up the sides.

The well ends in water some 90 feet below. The well opens into a larger cavern at the bottom. This well is the entrance to Level 3A of the dungeon, at Area 3A-1.

G-5. Empty Mausoleums

These 2 buildings are made of the same green stone as the main mausoleum. They lack the intricate carvings and the green gargoyles of that building. The doors on each of these buildings are standard locked iron doors. The buildings themselves contain numerous destroyed sarcophagi. Roll for a wandering monster when the party enters one of these buildings, ignoring the “gargoyle” result.

G-6. The Main Mausoleum

This is a huge stone building, its outer side carved in a grisly bas-relief of demons, devils, and other creatures of the underworld. Hundreds of skulls have been carved into the stone. The building extends 60 feet long and is over 40 feet wide. Ringing the top of the building are numerous demonic statues made of a strange green stone. They seem to stare at the characters. This structure is the main mausoleum within the graveyard. It is made of solid granite construction with 4-foot-thick walls, 20 feet tall. The mausoleum itself radiates magic. The walls of the place seem alive. Enchanted, they repair any damage done to the structure in one day, with stones crawling back into place of their own volition. If *detect magic* is cast, a successful DC 14 Intelligence (Arcana) check reveals some of the nature of the magic. At the terminus of the stairs, set within the mausoleum wall, is a set of ornately worked iron doors. Ringing the top of the mausoleum are 8 **green guardian gargoyles**^B of Rappan Athuk.

Tactics. The gargoyles animate and attack when approached or whenever they are touched, attempting to grab victims with their claws. Once grasped, the gargoyle attempts to fly off with the victim. One gargoyle can lift a grasped opponent weighing 150 pounds or less. Two gargoyles working together can lift an opponent weighing up to 300 pounds. If the party is of very low level, simply have 1 of the gargoyles animate and fly off to report to some unknown master. Or have less than the full 8 gargoyles animate.

Treasure. The gargoyles are carved of a strange green stone and each gargoyle has 2 eyes of jet worth 250 gp each. The eye gems radiate magic and evil. Unless the gems are crushed, both *dispel magic* and *remove curse* spells cast over them, and the fragments scattered, they reform as gargoyles of the same type in 1d8 + 2 days. Even if the gem eyes are carried away, any gargoyles killed are replaced within 1d8 days.

The Front Doors of the Mausoleum

Built into the doors is an intricate lock, which looks worthy of the most legendary dwarven smith, and requires a DC 30 Dexterity check with

thieves' tools to open. The doors may be unlocked easily with the key from Area G-1. The doors open inward.

Trap. If the front doors' lock is picked or opened in any manner other than with the magical iron key from Area G-1, including using a *knock* spell, the trap is activated. Three rounds after being opened, the doors slam shut, and the stone floor of the mausoleum slowly begins to rise. The doors close even if spiked or propped open — only total destruction or removal keeps them from closing. If not disabled, after 5 rounds the floor reaches the level of the ceiling, crushing all within the mausoleum to a pulp. It moves on Initiative 20 each round. Because the doors open inward, when the floor starts to rise they cannot be reopened as the rising floor bars them. Exit can only be made by *teleporting*, by somehow tunneling through the 4-foot-thick walls, or by finding the secret door in the floor at Area G-7 before it locks. There are no other means of escape. (That's right, the very first trap is an instant-kill trap. Rappan Athuk isn't a dungeon of legend for nothing.) Characters with a passive Perception score of 15 notice the shifting floor even if they are not actively looking for it; dwarves and others with stonecunning or similar traits should be given advantage on an active check. Be sure to keep track of time, because after 1 round of the floor rising, the secret door is blocked (see Area G-7). This mechanism resets itself in 2 days. The stone walls are enchanted to repair themselves when damaged, and will regenerate even if completely destroyed.

G-7. Inside the Main Mausoleum

The mausoleum itself is filled with damp, musty air. Dust covers most of this barren room of solid stone. Several broken and rusted weapons lie on the floor along with the butt-ends of several used torches. The room's sole furnishing is a large stone sarcophagus, on top of which stand 2 brass candelabras, each holding a black candle.

A character notices, with a successful DC 14 Perception check, that there is an indentation in the ceiling of the mausoleum identical in dimension to the stone sarcophagus. Inside the sarcophagus is a **black skeleton**^B. It animates only if the sarcophagus is disturbed. If the floor trap is triggered, the skeleton shrieks hideously and laughs at the players as they meet their doom. It will gladly be destroyed along with them, as it reforms in a week.

Candles. The candles radiate magic and evil. They are lit with *continual flame* spells and are impossible to extinguish. The candles are effectively minor artifacts; if destroyed or removed from the mausoleum, they reappear here, lit and fully intact, at the next sunset.

Secret Door. South of the sarcophagus, between it and the south wall, is a secret door, requiring a DC 17 Wisdom (Perception) check to discover. This is a 10-foot-square slab of stone, which may be removed by pulling upwards; a DC 16 Strength check is required. Beneath is a ladder leading downward, set in the wall of a circular shaft which leads to a small hallway described at Area G-8, which itself leads to Level 1 of the dungeon. If more than 1 round has passed since the floor started to rise, the mechanism that raises the floor has also inserted a 2-inch-thick iron slab over the opening to the shaft, thus barring exit from the room even if the secret door is found.

G-8. Hallway to Level One

This is a circular shaft descending into the darkness below. The smell of death radiates from the pit as it plummets into oblivion. The circular shaft descends 30 feet below the floor of the mausoleum to a dirt-floored hallway. There are some blood stains and smears on the rough-stone walls of the hallway, including one rather recent large hand-smear of blood on the north wall. The passage leads east and comes to a dead end, 100 feet later.

Pit. At the end of the passage is an obvious 10-foot deep, 5-foot x 5-foot pit. There is a rope pegged into the wall that drops into the pit. At the bottom is a poorly hidden secret door, found with a successful DC 5 Wisdom (Perception) check, which leads to Area 1-1. The door begins 3 feet from the floor of the pit and opens by pulling up and out on a small knob on the bottom of the door.

Rappan Athuk Graveyard — The Grave Markers

Littering the sunken landscape surrounding the three mausoleums above Rappan Athuk is an abundance of grave markers, noting the gone but not forgotten — some formal headstones, some half-buried shields, a few basic stick-markers. In all, a sad reminder of the souls lost in and around the Dungeon of Graves.

Some of the more famous markers are as follows:

Ben Bullock, *That is not dead which can lie eternal*
Willgar, *Shed not for her the bitter tear, 'Tis but mere ashes that lie here*

Jason "Hierax" Verbitsky, *Stop by here my friends, As you pass by, As you are now, So once was I*

Thark, *Couldn't outrun Fate*

Mark Basgall, *Saved Soul*

Bracton, *Sings the Song of Sleeping*

Liz Courts, *Sweet Soul*

*Beneath this simple stone, That marks his resting place,
Aaron F Stanton sleeps alone, In the ground's long embrace*

*No pain, no grief, no gripping fear, can reach **Aidan Domogalla**, sleeping here*

Eternal Artificer Crux, the Mad Captive, *Don't mourn my loss, I am home*

IN MEMORY OF OUR PATRIARCH, **James Redmon**

JMEP Cornelius, *AT PEACEFUL REST LIES*

*In Memory of **Sterno**, Whom I Loved, Now He Resides in the Realms Up Above*

Lordan Ironwolf, *OUR FRIEND UNTIL THE END*

Mark W. H. Lambe, *Saved all naught himself*

Martin Britt, *Did not see that Coming!*

Scantronb, *Until we meet in the Heavens*

Mainspur, *Our Silver Lining*

Zomblebees, *'ware the gargoyles!*

Michael Salt, *The Best among Us*

Alex Bianchi, *We miss you very much and love you dearly*

Alex Hoggett, *Earth has no sorrow that the heavens cannot heal*

Andrew Daley, *Gone, but not forgotten*

Lee Darby, *Entered into rest*

thaumaturgan, *The song is ended, but the melody lingers on*

Stefen Styrsky, *Quick of Foot, the Arrow was faster*

Adam Graham, *Step softly, a dream lies buried here*

Derrick A. Landwehr, *His true wealth was in his generous heart*

SolitonMan, *What we gave, we have, What we left, we lost*

DaveMage, *Good friend laid low, He gave many a killing blow*

James Van Horn, *Sad cause of grief for here in dust lies a dear friend, good, virtuous, and just*

Erica Balsley, *Our Angel*

Phage Neurospora, *A loved one sleeping*

David W. Kaufman II, *"He died rejoicing in hope."*

Marshall "leadjunkie" Mahurin, *A Man amongst men*

Michael David, *A Poor man, Rich of Soul*

drnate29, *You drank what?*

Aelrik Ravenmane, *One room too many*

beasterbrook, *We never saw anything like it*
Napoleon Einstein von Smith, *The prettiest Man I ever Saw*

Scathaigh, *A song of heaven plays for you*

Paulon, *Mitra have Mercy*

Ralph Kelleners, *NEVER SWIM UNDERGROUND*

Bob Keller, *One wish too many*

Andreas Lenhart, *In Sacred Memory*

*Here lies **Edmond Courtroul**, His Luck Ran Out Before He Did*

Henrik Landervik, *Until We Meet Again*

James Johnson, *Hero, Legend, Friend*

Lyle LaRue, *One Man Who Fought Like Two*

Scott Kehl, *Favored Son*

Boodro H Viperion, *He did it His way*

Nidor Dacson, *The good die young*

*Here lies **Cheragh Ali**, And there lies Cheragh Ali, And there. . .*

Robb Lukasik, *He stood his ground*

Johon De the One-Handed Archer, *One miss was Enough*

John Ling, *Rolled Down the River*

Terry Demeter / Lord Metal-Demon, *His soul is Spoken for*

Tom and Donna Harvey, *Stood Close Together To the Bitter End*

Dragnmoon, *A crack shot And a Good Man*

Aarok Hawethorne, *Our Love knows No bounds*

Ryan Simm, *Gave it his All*

Thalendar, *One Step Too Slow*

Shawn Hibbs, *At Rest in the Hands of our Lord Thyr*

Tholwon, *Doubled Down and Lost*

Kerion "Guppy" D'Archangeli, *How Big Was that Thing?*

Mirth Mristar, *Still Smiling*

EOTB, *RIP DOA WTF*

Sara Garda – daughter of Arlen, *Her Soul Is Eternal*

Darien Reswald, *Stood Tall And Lost His Head*

Jakk, *He bit off more than he could chew*

Sykoholic, *"I told you I was sick!"*

dafaddu, *Once I wasn't, Then I was, Now I ain't again*

Jerry Ward, *Lived and Died by the Sword*

Jim O'Sullivan, *A finer man was never buried*

John K Morris, *Who traps a book?*

John N. Caparso, *Nothing but the Best*

'Awesomer Lockwood', *God-Emperor of the Universe*

Lisa Kellogg, *Loved One Lost*

David Caldwell, *Embraced by the Higher Planes*

James Douglas IV, *Any day above ground Is a good day*

DaemonSlye, *While living men my tomb do view, Remember well, there's room for you*

Greg Raglund, *Feaster of Blood*

Johnathan L. Bingham, *Trollfood*

Andy Reynolds, *Attacked by a Toilet*

Joseph C. Fox, *Don't go down the Well!*

Awesomer Lockwood, *Cookies for you in heaven*

Mark 'Mars' Petrick, *the Hand of Vengeance Shall Redeem*

The Death Tribble, *In his Furry Embrace We find Warmth*



VA

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HERE LIES



Level 0A: The Cavern of the Kraken

This sea cavern is a long-lost entrance point into the deep levels of Rappan Athuk. Located over 12 miles east of the main entrance, it connects to the depths of the dungeon via a series of winding tunnels and hidden ways. This lost entrance is no easy way to bypass the normal method of delving, for it is the lair of a fearsome, evil sea monster known as “The Kraken.” Even the dread red worm living to the south gives this area a wide berth, having once almost been dragged down to the surf in an encounter near the shore. Fortunately, the wise adventurer can avoid this many-tentacled horror by knowing the way. The map of this area is shown on Level 0A, Map 1 and 2.

Level 0A

Difficulty Level: Tier 3

Access: Ocean cave from surface, secret underwater tunnel from surface, tunnel to 12C-1 from Area 0A-2, tunnel to Level 10A-41 in Area 0A-9, tunnel from Area 0A-11 to Level 13C-3.

Wandering Monsters: Check once per hour on 1d20:

d20	Encounter
1	Otyugh
2	Roper
3	3d6 giant rats
4	1d3 trolls
5	Black pudding
6	Gray ooze
7	Will-o'-wisp
8	2d6 stirges
9	1d3 piercers ^B
10–20	No encounter

General Features

Atmosphere: Strong evil emanates from the water at Area 0A-3. Noisy (waterfall), wet.

Ceiling Height: Ceilings are natural rock, ranging from 8–20 feet tall.

Doors: None

Shields and Wards: None.

Surfaces: Wet and slippery, natural caverns. Floors and ceilings are covered in stalagmites and stalactites.

Other:

- The noise of the waterfall in Area 0A-12 gives disadvantage on all perception checks that rely on hearing
- The entire area is filled with fungus. 20% is edible while 10% is poisonous. A successful DC 15 Intelligence (Nature) check is required to determine the difference. A character who eats a poisonous mushroom must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

0A-1. Secret Entrance

Hidden beneath the waves on the side of a coral reef 40 feet from shore is a tunnel. The entrance is approximately 6 feet in diameter and roughly circular, cut at a slight angle into the pink coral. The entrance teems with marine life, with dozens of sea anemones and fish playing near the entrance. For some reason, the cave entrance itself is lined with peppermint shrimp in a large colony. A small and harmless octopus (shades of things to come) lairs in the roof 5 feet inside. At low tide, the tunnel entrance can be seen from the surface of the water and is 12 feet down. At high tide, the water above the entrance is over 20 feet deep and cannot be seen except by a diver. The problem is that the tunnel works like a siphon. At low tide, one must swim against the current to move towards the beach (impossible without a *water breathing* spell or a swim speed of at least 30). At high tide, the water pulls one in towards the air-filled pockets and exit, and anyone who can swim makes it easily inside.

The Tunnel. The underwater tunnel runs for 200 feet towards the shore, with breathing space after 100 feet at low tide, and 140 feet at high tide. The tunnel daylights in a sandy-beached cavern at this point, and winds for another 300 feet until it opens into the side wall of a vast cavern, 60 feet above the surface of Area 0A-3.

The Cave. Stalactites and stalagmites grow from the roof and ceiling of the cave in great numbers. The roof of the cave is over 80 feet high, and bats swarm about in the torchlight. The way is smooth and slippery; running water can be heard from somewhere out in the distance, as can the tidal surge washing out Area 0A-2. The water below is filled with wrecked ships and flotsam and has an eerie stillness to it. The tunnel continues up the side of the cavern, terminating in Area 0A-4.

0A-2. Empty Caverns

Self-explanatory, although this is a good time to roll for wandering monsters.

0A-3. Cavern of the Kraken

A vast cavern opens to the ocean at high tide, and to a shallow lagoon at low tide. The entrance itself is shielded by a rocky outcrop of 5 to 7-foot boulders spaced every few feet. The entrance is approximately 100 feet across in a semi-circle with a peak height approximately 50 feet above the beach surface. At high tide, the entrance is only 10 feet high. A few feet past the entrance, the land drops off to a deep tide pool inside the cave.

The Kraken's Cave. The cave itself is over 400 feet in diameter, and roughly oval shaped. Along the edges, a sandy beach runs from 10 to 40 feet from the water's edge (no beach at high tide, although the edge is very shallow), terminating in steep walls that gently slope to the roof apex, giving the whole a strange “egg” shape. At the far end of the cavern, a rough-cut tunnel leads up into Area 0A-5. The water surface is filled with wood and other debris, with this area acting like a sump, and retaining floating material as well as fine grained sand and silt. The water inside the pool is murky and filled with silt, and visibility is limited to 10 feet underwater. There are the remains of several crushed ships (7 total; 2 large and 2 small galleys, a caravel, and 2 merchantmen), some broken in two, others with sides dashed in, partially submerged. Within the hull of 1 large galley resides an evil horror.





If the water is disturbed in any way, a **kraken** knows there are intruders and attacks. A careful group can avoid the encounter if they work their way around the beach at low tide, but even the slightest amount of noise of rippling of the water is noticed. The party needs a successful DC 16 Dexterity (Stealth) check to avoid the kraken's notice.

Tactics. If the kraken attacks (it can reach 30 feet!), all that can be seen initially is grasping tentacles. Two rounds after it attacks, its body crests the surface. It attacks primarily with its tentacles, dropping its poisonous ink cloud into the water 2 rounds after it attacks. If it loses half its tentacles, it closes to crush and bite prey and presses them against the walls of the cave. In doing this, it attempts to block the exit. If its body takes over 50% damage, it retreats to its lair and hides beneath the pool (effectively invisible due to the ink cloud). Anyone incapacitated by an active tentacle is dragged beneath the pool and eaten later.

Treasure. A great deal of treasure is present beneath the silt and sand of the pool. The problem is that hundreds of tons of material must be moved to locate it, and *detect magic* is baffled by the thickness of the overburden. If a *locate object* is used on "gold coin," "gold bar," "necklace," "scroll," or "sword," several treasures can be found. Digging them up takes several hours. The following treasure "piles" exist within the pool:

- Cache 1: In 10-foot-deep water, buried under 4 feet of silt and sand, is a merchant ship's hull. Within the hull is a locked copper chest (dulled green with verdigris) in the shape of a cat with opals for eyes, requiring a DC 14 Dexterity check with thieves' tools to open. The chest itself is worth 3,000 gp if undamaged and polished, and weighs 80 pounds (it is 3 feet x 2 feet). Inside this chest are 11 gold bars worth 1,000 gp each, a silver necklace set with 12 black pearls worth 5,500 gp, and a matched pair of jeweled cups set with a variety of semi-precious stones in silver and gold filigree worth 2,500 gp as a set.
- Cache 2: In 4-foot-deep water, buried under 2 feet of silt and sand, is the rotted remains of a wooden chest. An obvious but non-functional scythe blade trap is set on its interior. Careful removal of the chest, or mass-excavation of the silt, reveals a total of 4,000 sp and 2,200 gp.

- Cache 3: In 40-foot-deep water, buried under 6 feet of silt and sand, is a pile of rusted metal. Wrapped up in this pile is a single intact sword, untarnished by the saltwater. Its scabbard has long since rotted away, and it glows with a dull light once exposed. This sword is a unique weapon called *Grindor*^{GM}.

- Cache 4: In the heart of the Kraken's lair, in 30-foot-deep water buried under 4 feet of silt and sand, is a grey stone sarcophagus shaped like a man. It has retained its watertight seal, and floats in the water if uncovered (the stone is pumice, and the sarcophagus is filled with air). It is sealed with a deep purple wax and can be opened easily by removing the wax seal. This should be played up to maximize the terror (stone floating in water! Oh no, a lich!). Inside the vessel, itself worth 2,500 gp, are the inanimate mummified remains of a man. Beneath the wrappings are 3 scrolls: scroll #1 (*control water, speak with animals, animate dead*), scroll #2 (*passwall, disintegrate, mind blank, cloudkill*), scroll #3 (*conjure animal, contact other plane, wish*), and a spellbook containing all 1st and 2nd level spells, 7 3rd level spells, 5 4th level spells, and 3 5th level spells from the wizard spell list. These treasures are all lost if the interior of the coffin gets wet or is burned.

oA-4. The Back Door

The corridor stone changes color from slate grey to reddish brown as the characters enter this chamber. Torchlight gleams off the calcite and halite that line the corridor and ceiling and drops of water ping on the ground as they drip from above. The temperature of the room is noticeably warmer, and the air feels humid. Hiding among the columns and stalagmites that cover the floor is a single **roper** that attacks as soon as the party moves to the exit. Due to the uneven and rock-cluttered floor, no more than 3 characters can engage the roper with melee attacks at any given time. All targets in the room greater than 10 feet away from each other have three-quarter cover due to the cave's features.

Tactics. Using the pillars and columns as cover, the roper attempts to attack 1 or 2 characters at a time, using its strands to incapacitate them

LEVEL 0A: THE CAVERN OF THE KRAKEN

prior to choosing another target. If possible, all its attacks are focused on a single character each round, trying to reduce the number of opponents to be faced. If any characters are abandoned, or if all are incapacitated, the roper eats them at a rate of one per hour, after first biting their heads off to prevent any from being rescued.

Treasure. Inside the roper's gullet are 220 gp and 4 beryls worth 100 gp each.

oA-5. The Way is Up!

This tunnel leads out of the Kraken's lair in a steep, 30-degree climb up loose, wet rock.

The Slide. Inside this 200-foot tunnel are 20 **stirges**, who attack at the 100-foot point. Each melee round that someone swings a weapon or tries to move at greater than one-half speed, the character in question must make a successful DC 16 Dexterity saving throw or slide down the slippery slope and land in the pool below (stirring the kraken). If a character slides into another party member, that character must in turn roll a successful DC 18 Dexterity saving throw or both will slide. This can cause a cascade effect whereby each saving throw is made at a cumulative +2 to the DC over the previous saving throw; hence the 5th character in line (with 4 characters coming down) must make a successful DC 24 Dexterity saving throw. Bludgeoning damage from the slide is 1 (1d2) per 10 feet.

The tunnel the stirges come from daylight in an empty cave on the top. The cave has sunlight shining through at its apex, and holes big enough for the stirges to pass through. Just outside this hole in the ceiling is a patch of **twilight mushrooms**^b (inactive in daylight), that affect any that climb through the 4-foot-wide exit at night.

Tactics. The stirges are hungry. They are tired of rats, and they wanna eat! They attack in swarms of up to 5 per Medium character (then they crowd the rest out). They avoid the pool, of course, and do not attack a character within 40 feet of it, even abandoning a character they are attached to as soon as possible if they get within that range.

oA-6. The Hot Springs

Clouds of steam billow from the ground ahead, and gurgling water noises can be heard. The air smells of sulfur and gets warmer as the pools are approached. Steam fills the air, and vision is limited to 10 feet. Anyone running through the room must make a successful DC 15 Wisdom (Perception) check or fall into a pool and suffer 7 (2d6) fire damage per round they remain within.

Pools. This area contains a series of pools of water fed by a geothermal pipe branching off from Level 10 of the main dungeon. The water is hot (180 degrees F.) and full of minerals. Pools range from 5 to 25 feet deep. The pools contain large colonies of harmless bacteria, and fungus grows in abundance near the hot springs. Bats, rats, and other small inhabitants of the cavern frequent this area, as the abundant fungus provides a large supply of food. Increase wandering monster checks here to every 30 minutes due to the abundance of "easy to catch" food. The left tunnel leads back 50 feet and then drops off a cliff, 80 feet to Area 0A-7. The right tunnel leads to Area 0A-2, then to Level 12C, Area 12C-1.

oA-7. The Slippery Slope

Torchlight seems to lose some of its vigor, and the swirling mists of the hot springs create a surreal effect of shimmering colors as light is reflected by the mists. The entire area is lightly obscured.

The Cliff and Pool. One can see there is a pit into an abyss but cannot tell if its 10 or 100 feet down. Water spills down the cliff, creating a slimy, slippery climbing surface, requiring a successful DC 20 Strength (Athletics) check to climb. The cliff to the bottom drops from 80 feet above into a shallow 40-foot diameter pool of warm, mineral rich (and slippery) water. Any movement beyond one-half speed, or combat, requires a successful DC 15 Dexterity saving throw or the character in question slips and falls (no damage). At the center of the pool, 20 feet away from the bottom of the cliff, is a **black pudding**. Due to the steamy mists, the characters may not notice it before it reacts unless they approach within 10 feet or succeed on a DC 20 Wisdom (Perception) check. The

tunnel leading past the pool and chamber leads to Area 0A-8. Sounds of combat in this area (splashing and shouting) draws the will-o'-wisp from that area. Behind the waterfall is a second tunnel leading to Area 0A-10.

Tactics. The pudding is surprised by anyone entering the pool and fails to react for 2 full rounds. The black pudding preferentially attacks characters in the pool, avoiding fire by staying submerged. It is unaffected by the slimy pool bottom. If the pudding is slain and the party looks hurt, the will-o'-wisp appears and starts shocking the pool (the damage affects all within the water area).

Treasure. In the bottom of the pool are 3 mithral nuggets worth 500 gp each mixed with the bits of limestone detritus. They are easy to spot if the pool is illuminated in any way. Mithral is unaffected by the acid of the pudding.

oA-8. The Will-o'-Wisp Lair

The tunnel from Area 0A-7 leads 20 feet down to another mist-filled, 100-foot diameter cave of hydrothermal pools and cluttered debris. Movement through the area is at one-half speed at best. Combat or movement over one-quarter speed requires a successful DC 13 Dexterity saving throw each round or the character falls prone (25% chance of falling into a pool). These pools are far more acidic than those in other areas. Sulfuric acid in the pools causes 1 point of acid damage if touched, and 5 (2d4) acid damage per round if a player falls or slips into one of the pools, with 2 (1d4) residual damage the round after exiting it.

Toxic Air. Each character must make a successful DC 16 Wisdom (Survival) check upon entering the room to realize the air is poisonous, necessitating an additional successful DC 16 Constitution saving throw each round or suffer 1 (1d3) point of acid damage from the sulfur dioxide gas present; roll but don't tell the players until they exit the gas or collapse, see text below. The gas is only toxic in this low cave (it is heavier than air). Once back in Area 0A-7 or through Area 0A-9, the gas ceases to affect the characters. One of the properties of this gas is to deaden the senses to its presence — one may be poisoned and not realize it until they feel weak to the point of collapse. This gas is precisely why this cave's inhabitant, a **will-o'-wisp**, decided to stay here, feeding off the dead and dying vermin that pass through the area. It sees a party of adventurers as an even greater food source, feeding off their emotions as they die slowly of gas poisoning.

Tactics. Unless it is encountered in Area 0A-7, the wisp is in this room. If it shocks the party in the pool in 0A-7, it then retreats here if it encounters resistance. The wisp does everything in its power to keep the characters in the poison air, attacking any who try to escape, and avoiding all others. It tries to bait the characters into the area, only to fly away once the room is reached. The wisp feeds more heartily on creatures that die from the poison air than creatures it kills. If reduced below 5 hp, a wisp burns out, not returning to the fight.

oA-9. Out of Gas

This 120-foot tunnel leads up 40 feet at a 30-degree slope out of the poison gas area. The mists are heavy, and end at the 40-foot mark (characters still on their feet take damage now). The room has no denizens unless the characters are still in combat with the wisp. A cool, clear stream of water flows down the far side of this chamber, pooling at the end and running down the 30-foot-wide tunnel leading out to Area 0A-10. The water is potable. This passage eventually leads into Level 10A, Area 10A-43. Occasional wandering monsters come up from that level to hunt or head out to the ocean. Trolls are particularly common in this passage (50% chance an encounter is 1d3 **trolls**, otherwise roll as usual).

oA-10. Behind the Falls

This narrow passageway is 6 feet off the ground and travels in a winding pattern for over 200 feet before leading into Area 0A-11. The passage is only 3–4 feet wide in places and varies in height between 3 and 8 feet. After the 100-foot mark, the tunnel becomes very noisy, and the sound of the waterfall in Area 0A-11 drowns out normal speech. After

The Cavern of the Kraken

Level 0A, Map 2

1 square - 5 feet

To Area 13C-3



To Area 10A-4I



To Map I
0A-8

To Map I
0A-7

LEVEL 0A: THE CAVERN OF THE KRAKEN

175 feet, verbal communication becomes impossible except by shouting. In some areas, Medium creatures must crawl and squeeze. The end of the passage is 20 feet off the floor of a large, 200-foot diameter cavern. Due to limited visibility, unless care is taken to move slowly and carefully, a successful DC 18 Wisdom (Perception) check or a DC 16 Dexterity saving throw must be made to avoid falling out of the end and taking 7 (2d6) bludgeoning damage.

0A-II. The Loud Cave

This cavern is over 200 feet across, with a floor almost completely covered with water. In most places, the water is only inches deep, but there are randomly spaced holes ranging in size from a few inches to several feet across. None of these is particularly dangerous, though characters could get wet if they are not careful.

Waterfall. At the far end of the cavern, opposite the entrance from Area 0A-10, the floor of the cave drops off sharply in a waterfall. This has the effect of creating a loud, crashing noise, completely drowning out any other sound in the room. Speech, even yelling, is overwhelmed by the sound of the waterfall. Due to the shallow water, there is no real risk of anyone being swept over the side (unless they are foolish). It is an easy task to secure ropes or other means of descent down the falls to the bottom.

Pool. At the bottom of the falls is a 6-foot-deep pool of water, 70 feet across, filled with hundreds of small blind crawfish. Careful search of the area, and a successful DC 13 Wisdom (Perception) check, reveals a few rusted links of iron chain, the links themselves being 2 inches in length. Two of the links appear to have been torn apart. The chained gorgimera, the guardian of Area 0A-12, has since left its post, and wandered to Area 13C-3, down the left passage. Grubbing around in the pool reveals dozens of pieces of what appear to be chunks of broken statues (victims turned to stone and smashed by the gorgimera).

Cracks. Characters might look for something that a chain was hooked to. A successful DC 16 Wisdom (Perception) check while searching the far wall reveals an iron ring set in the mineral encrusted wall. Encrustations

cover the spike that holds the ring in place. If the calcite and halite crust is broken away, one can see a mural painted on the cave wall, and a faint crack running along the floor. If this crack is traced, it is discovered that additional cracks run at right angles on both sides of the floor crack, and along the wall at 7 feet, in a roughly rectangular pattern. Basically, a large stone block or door has been placed to look like a natural part of the cave wall. The block cannot be moved by brute force. It is 12 feet x 12 feet x 20 feet in size. A *passwall* spell can bypass the block. An easier way is to solve the riddle.

The mural contains a series of runes, a picture of a man-headed snake, and a symbol of the god Muir. *Comprehend languages* or a successful DC 18 Intelligence (Arcana) check reveals the following inscription:

“My step is slow / the snow’s my breath I give the ground / a grinding death My marching / makes an end of me Slain by sun / or drowned in sea.”

The answer to this is “glacier” or “ice,” and is precisely the way the block can be moved. Water in the cracks of the wall expand when frozen, pushing the V-shaped 120-ton block of stone free, and allowing passage beyond to Area 0A-12. Any source of magical cold serves this purpose. If the water in the cracks is frozen, the block moves forward 4 feet, allowing passage beyond.

0A-12. Stasis Chamber

This cut-stone room is adorned with symbols of Thyr and Muir and appears for all intents to have once been a holy shrine of some sort. The symbols are recognized with a successful DC 12 Intelligence (Religion) check.

Captive. In the center of the room, cast in a bluish force field is a **guardian naga**. All wealth and other matter has long-since been removed by the evil that trapped it. This naga is in stasis, the result of a spell cast upon him. If this can somehow be reversed (possibly *dispel magic* against a 7th level spell) a good-aligned party gains a powerful new ally. The naga serves any like-aligned being who frees him until the party leaves the area of Rappan Athuk.

Level 0B: The Cloister of the Frog-God

Background

The Cloister of the Frog-God has stood on a desolate ridge overlooking vast swampland since time immemorial. Dedicated to the great and terrible demon lord Tsathogga, the original sanctuary was erected in a distant and forgotten past, long before the survivors of Tsar built their fell abode. While the cyclopean standing stones were thrown down with the coming of Man, the underground sanctuaries and stone grottoes have survived. Eons ago, malignant men came to learn from the graven idols, and joined as brothers of the cloth. Fearful for their lives, innocents attended sermons and offered gifts. The barges of the frog-cult visited their villages with fire and sword. That was long ago, and the might of the order is no more. Yet still, half-broken evil lingers in the ruins of the cloister and its underground passages. The hopping masses hold their vigils in the remaining section as their ancestors have, guarding a nightmare that refuses to die. The cloister and grounds, as well as the under-levels, are shown on the 0B maps.

Level 0B

Exploring the Cloister

Difficulty Level: Tier 2

Access: Area CL1 (Outer Cloister), Area CL12 (Inner Cloister), Area CL7 to outside (Outer Cloister).

Wandering Monsters: None.

General Features

Atmosphere: Faint evil is detectable everywhere.

Ceiling height: Ceilings are a uniform 10-foot height.

Doors: Wooden. Require a successful DC 8 Strength check to open.

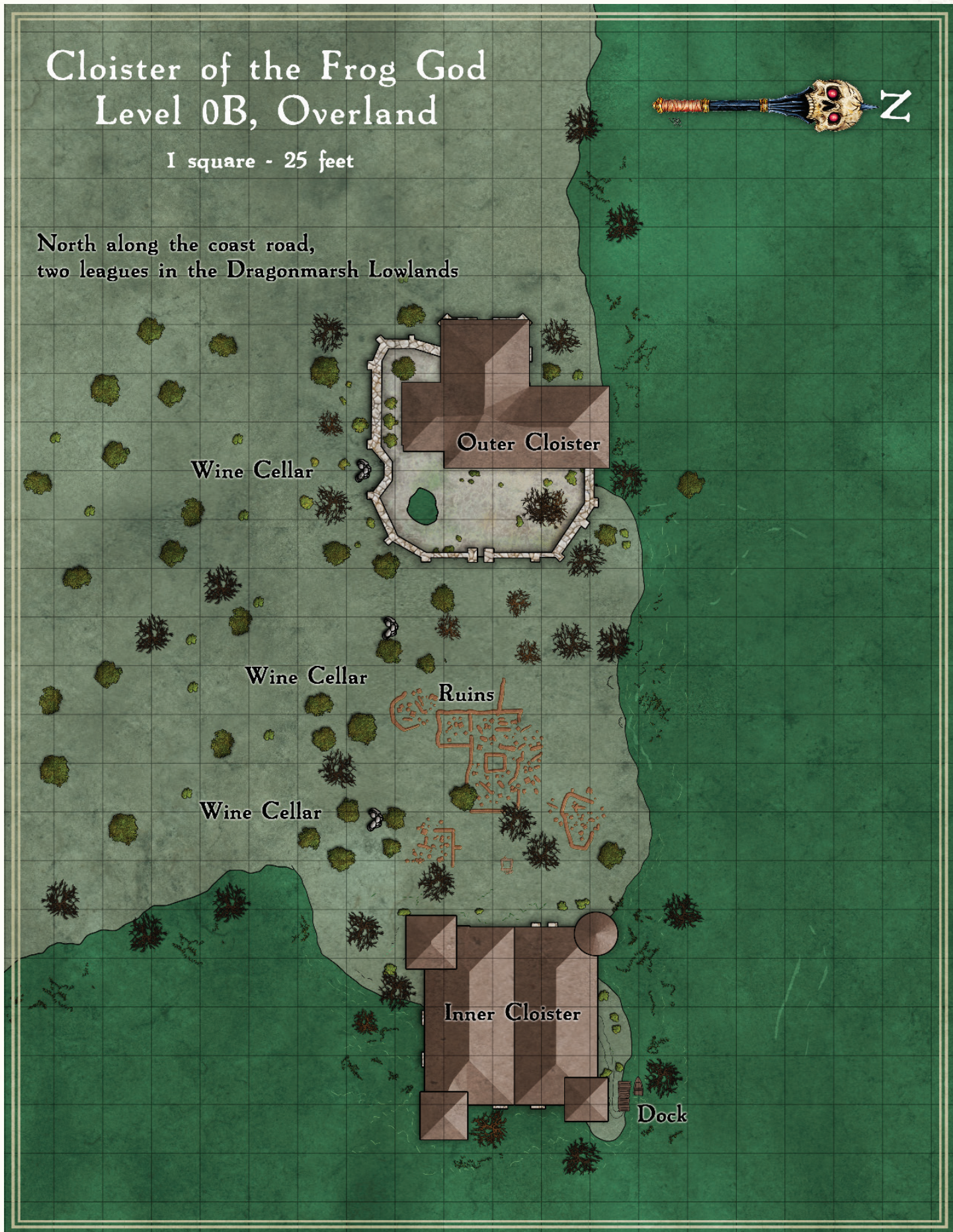
- **Locked Doors:** Require a successful DC 16 Dexterity check with thieves' tools or DC 15 Strength check to open.



Cloister of the Frog God Level 0B, Overland

1 square - 25 feet

North along the coast road,
two leagues in the Dragonmarsh Lowlands



- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also requires a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: The entire building, and Area DL1A, are under a permanent *hallow* effect. All good-aligned creatures have disadvantage on attack rolls. Area DL1A provides the benefits of a *bless* spell to worshippers of Tsathogga.

Surfaces: Stacked cut stone.

The Green-Robed Men

Greatly diminished, the order of Tsathogga now counts 8 acolytes (**cultists**), and 4 under-clerics (**cult fanatics**), who in turn control 16 **zombies** raised in the under-temple. The leader of the congregation is **Abbot Grosso^B**, a grossly obese, graying man with a tonsure, an unnaturally wide smile, and bulging eyes. The Abbot is awake day and night, concocting witching brews and performing unwholesome rituals beneath the ground.

During the Day. Normally (during the daytime), the cultists aren't hostile. If a group of characters approaches their temple and don't display obvious holy symbols or signs typical of do-gooders, they are welcomed as pilgrims, and admitted to the cloister if they agree to lay down their arms at the entrance and offer tokens of their goodwill. Significant material contributions (over 120 gp value) earn a blessing and probably an audience with the Abbot. An evil character may even accept Tsathogga as a patron and become his champion if proven worthy. The "good" brothers sell unholy water for a mere 10 gp per vial, midnight tears^{GM} for 1,500 gp per dose (a bargain!), and *potions of foul water*^{GM} for 60 gp each. Worthy servants may gain additional gifts — mostly potions — for their services. Possible missions include recovering items from dangerous locales, furthering the cause of Tsathogga, assassinating undesirables or anything you think up.

At Night. During the night, there is a 50% chance a sermon is in progress. In this case, all doors to the temple are locked save the front one (where 6 zombies and an acolyte stand guard), and the rest of the congregation is down in Area DL1A. Visiting worshippers who wear dark, hooded robes may be admitted if they don't behave out of order (or don't look heavily armed). Otherwise, it is assumed that half of the acolytes and under-clerics are asleep in their cells while the others hold vigil in the upper temple. Abbot Grosso and the zombies, of course, are ever vigilant: the former experiments in the laboratory (Area DL1C), and the latter stand by his door to make sure he isn't bothered.

Tactics. In case of an assault, the acolytes and the under-clerics attack immediately, making a fighting retreat into the dungeons if their foes prove superior. Abbot Grosso is informed by an acolyte if he isn't present and sends all zombies against the invaders. He only joins the fight from behind, and flees if things go badly, retreating through the catacombs to seek allies and vengeance against the defilers.

Treasure. Abbot Grosso possesses a +2 *sickle*, 6 vials of unholy water, *potion of healing*, *bracers of defense*, dark green felt robes with face-covering cowl (richly embroidered, 25 gp value), unholy symbol of Tsathogga, and key ring (for all doors). Each under-cleric has weapons and dark green felt robes with face-covering cowls, an unholy symbol of Tsathogga, 3 vials of unholy water, and keys to the cells; one also has a key to the entrances. The acolytes have assorted weapons, dark green felt robes with face-covering cowls, and unholy symbols of Tsathogga.

The Cloister

CL1—CL7 Outer Cloister

CL1. Entrance

Leering, grotesque statuettes squat in small niches around the iron reinforced oak portal. Even the metal bands are of a strange shape, and they seem to wriggle and twist at night. The door may be locked and barred from inside if the monks anticipate an attack.

CL2. Upper Temple

Aside from the frog motifs on the stone columns and the small soapstone idol opposite the entrance, this place could be the temple of any other deity.

Temple Interior. The interior is spacious and clean, and the scent of incense floats in the air. Stairs lead up to the belfry, and curtained exits lead to other parts of the cloister. Usually, there are 5 or 6 under-clerics (**cult fanatics**) here in meditation, who greet travelers and administer to their needs. On a closer examination, or at night, it becomes obvious that things are not as they seem. The frogs on the columns are animate — now and then, one can be seen moving (and at night, they leap down on intruders, going straight for the throat). The incense is calming, a bit too calming. It dulls the mind and makes one susceptible to subtle enchantments (disadvantage on saving throws vs. mind-affecting spells). The flames of the candelabra on the two sides of the altar are unnaturally greenish and their radiance makes everyone look cadaverous. Should a hostile intruder go near them, the flames leap on them and burn like the flames of the Netherworld, making a melee weapon attack at +6 to hit, with a 10-foot range, inflicting 8 (1d6+5) necrotic damage!

Idol of Tsathogga. The idol shows the bloated, perverted shape of the demonic frog-god. Even being near the figure awakes a sense of wrongness, and any good- or neutral-aligned character touching it must roll a successful DC 14 Charisma saving throw or contract Tsathoggan rotting disease^{GM}. Evil characters are unaffected by this filth. In fact, kissing the idol heals them as a 1st level *cure wounds* spell, once per day. At least 20 points of radiant or fire damage or 40 points of regular damage destroys the idol, but in the case of fire damage, the resulting noxious vapors affect everyone in a 10 feet radius just like its touch. If the idol is destroyed, the *hallow* spell ceases to function in the temple area.

Treasure. Each under-cleric has a weapon, dark green felt robes with face-covering cowls, an unholy symbol of Tsathogga, 3 vials of unholy water, and keys to the cells; one also has a key to the entrances.

CL3. Refectory

This barren room has a long wooden table and 16 wooden stools. Acolytes and pilgrims consume their meals in silent contemplation, mostly simple porridge and stale bread with water. The northern staircase leads down to a hallway to Areas DL1A and DL1B.

CL4. Dormitories

This is where the brothers sleep and meditate when they are not working on temple service. The smallest room belongs to the 4 under-priests, while the rest have simple beds for the acolytes, 6 per room. There are no other furnishings or items of comfort.

CL5. Anteroom

Cold air and stale dust fills this short corridor, while cobwebs hang from the ceiling. The southern door is locked. To the east, an old wooden carving of a hooded priest, mostly worm-eaten, stares at visitors. Pilgrims who wish to see Abbot Grosso must kneel for at least half an hour in this uncomfortable hole before they are admitted before him. If danger is afoot, and the temple is alerted, 4 **zombies** are stationed here.

Leering, grotesque statuettes squat in small niches around the iron-reinforced oak portal. Even the metal bands are of a strange shape, and

LEVEL 0B: THE CLOISTER OF THE FROG-GOD

they seem to wriggle and twist at night. The door may be locked and barred from inside if the monks anticipate an attack. A successful DC 18 Strength check is required to break it down.

CL6. Bedroom

Not at all like the cold and damp dormitories, the room of the Abbot hints at a level of luxury.

Interior Decor. Rich carpets cover the floor and precious tapestries hang on the walls. To the south, by the sole window, is a small reading stand. A brazier filled with hot coals stands by the north wall, next to two bookshelves full of folios, codices, and scroll cases. A lantern with colorful glass panes sheds a soft light on the scene in the evening. Unless expecting visitors, the room is empty (most of the time). Abbot Grosso occasionally reads the works in his library, but he never sleeps or rests, preferring to spend time in study and experimentation in his dungeon.

Treasure. The bookshelves hold mundane treatises concerned with herbalism, metallurgy, alchemy, and religious philosophy, with the occasional work on geometry and construction (worth 1,100 gp total). The northern bookshelf conceals a secret door leading down to Area DL1C. Both regular doors are locked, and the one leading outside is barred as well. A successful DC 18 Strength check is required to break down any of the doors.

CL7. Peaceful Pond

Water lilies float on the calm surface of this clear little pond in the shade of ancient trees; occasionally, concentric ripples break the surface as small frogs jump out to hunt their insect prey. Mossy stepping stones lead to the Abbot's room, and a stone bench in the shade offers a place to daydream and meditate.

Stone Frog. A lifelike, moss-covered statuette of a frog with moss agate eyes, sitting on a large boulder, feeds the pond with a steady stream of water. Unless the party does something wrong, this place poses no risk. On the other hand, a character touching the eyes of the frog is affected by a *polymorph* spell — a successful DC 17 Wisdom saving throw negates — which turns

the character into a mundane frog. In this case, the 15 **killer frogs**^B lurking underwater emerge at once to drag the poor frog down and tear it to shreds!

Treasure. The eyes of the stone frog are large gemstones of moss agate; fancy, and worth 160 gp for the pair.

CL8. Old Ruins

Here on the windswept plateau stood other buildings of the cloister. Razed by the superstitious village-folk and further ruined by time, only a few walls and the stump of a bell tower remain among the hardy shrubs.

Entrance to the Catacombs. One of the ruined structures to the east, a small rectangular building, hides a barred shaft under a pile of planks. Clues to the shaft's existence can be put together with a successful DC 12 Intelligence (Investigation) check. The shaft leads down to the catacombs at Area DL1M.

CL9. Cave Entrances

Three dark caves enter at the base of the cliffs. The western entrance leads to the ogre lair at Area DL2B and the pool of the harpies at Area DL2C; the central one to the giant rats at Area DL2G and the third, which is always hazy with escaping steam, to the springs and sinkhole at Area DL2H.

CL10A–C. Vineyards

The distended vineyards of the cloister are overgrown with briar and thistle; mossy, ancient trees grow stunted and monstrous. There are bunches of wild grapes on the vines, but theirs is a sour vintage, and 4 of the plants are **assassin vines**^B. The Area CL10A leads down into Area DL1I on DL1 Map 1. CL10B leads to Area DL1J on DL1 Map 2, and CL10C leads to Area DL1K on DL1 Map 3.



Cloister of the Frog God

Level 0B, Map I, First Floor

1 square - 5 feet



Cloister of the Frog God

Level 0B, Map 2, First Floor

1 square - 5 feet

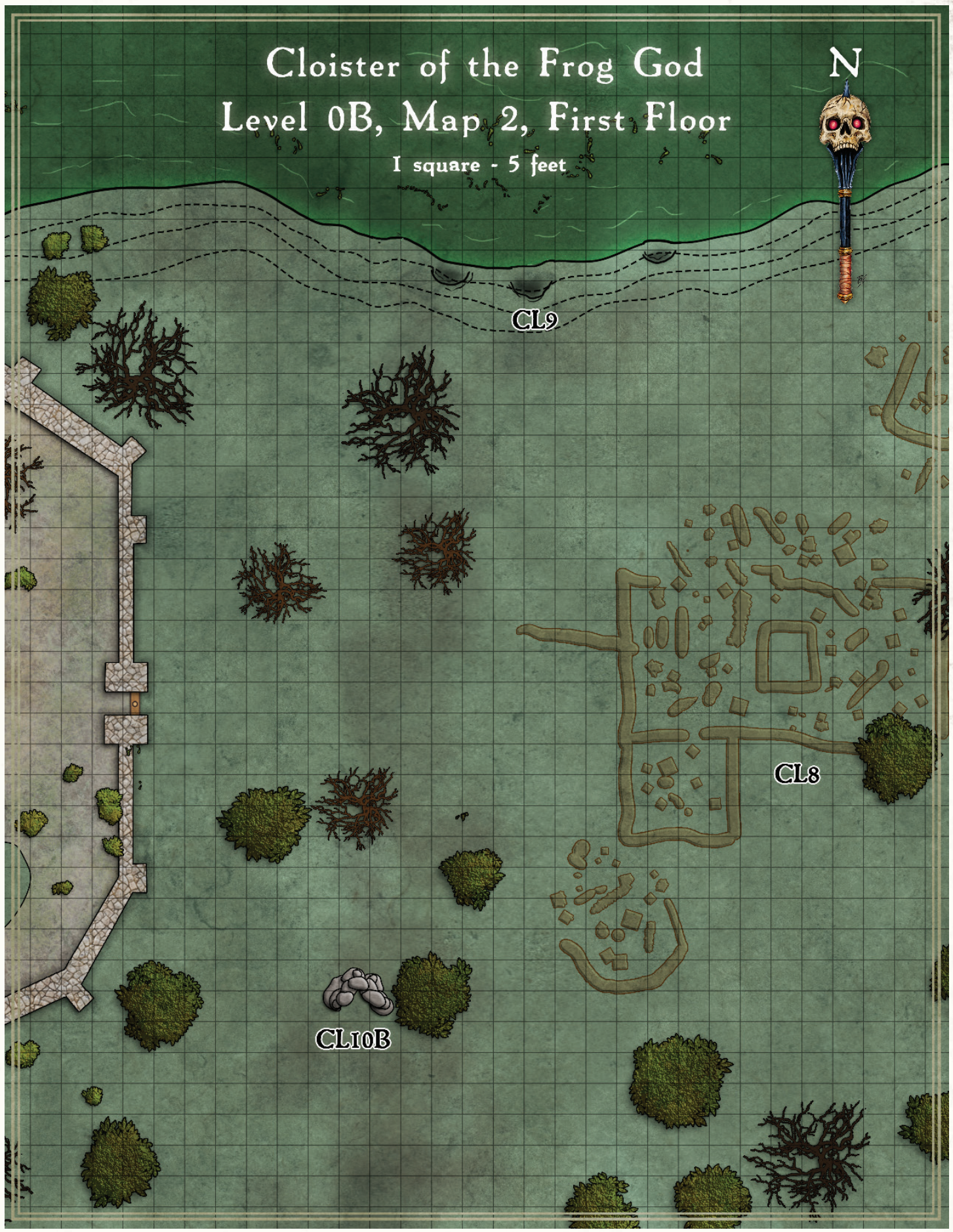
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CL9

CL8

CL10B



lines] ...*mercy, for the malevolent unseen remain about, waiting, ever waiting — for me, the last monk of Abbot Thum.*"

CL11. Harbor

A half-sunken barge rests next to the rotted pier. Before the serpentine climb, a statue depicting a bowing, hooded monk faces the road.

Treasure. The statue's hands bear a stone begging bowl with 2d10 cp and 1d10 mixed gp and sp.

CL12—27 Inner Cloister

Silence mixed with an area of dread desolation shrouds the inner cloister, battered by constant winds. This is a place of decay and abandonment.

Occupants. Due to a conjuration gone wrong, 4 **invisible stalkers** were set free by the former abbot, and they proceeded to slay all within the walls. Those who investigated from the outer cloister were "attacked by the thin air itself", which tore a few hapless acolytes to bloody bits. Nobody dares bother this place now. The extraplanar monsters still roam the empty halls looking for live prey. They may be encountered anywhere within the inner cloister, but usually remain inside the building (except one, which likes to grind human bones in the mill).

Tactics. The invisible stalkers attack from surprise and retreat for a while if heavily wounded.

CL12. Gates and Courtyard

The oak gates are open, their hinges rusted. Tall, dry grass grows in the courtyard. A pile of sacks full of rotted grain is stacked by the northwest tower.

CL13. Skeletons

A group of monks who had tried to flee were discovered and killed here.

Skeleton Keys. One of the skeletons, concealed by a small bush, is still intact, and carries a key ring with keys to all locked doors in the outer and inner cloister save Area CL6 and Area CL21.

CL14. Northwest Tower

Ruined grain lies here in large sacks. A small hand-operated mill stands in the middle. It is jammed with chips of human bone, which is also collected in a wooden bowl at the base of the contraption.

There is a 50% chance at any time that 1 of the invisible stalkers is in here, playing with the grain works.

CL15. Northeast Tower

This tower is a burned-out, hollow shell. Only the outer walls stand intact. Black, charred beams, ashes, and molten metal items remain. A character investigating the rubble must succeed on a DC 13 Dexterity saving throw or suffer 6 (1d12) bludgeoning damage due to falling rubble.

CL16. Inner Garden

A few fruit trees, a well, and untended vegetable beds are found in the miniature garden. Thick grape vines growing on the stone surface block the door to the southwest tower. The vines are the tendrils of an **assassin vine^B**.

CL17. Southwest Tower

The lower level of the tower is reasonably intact. There is a poorly concealed trapdoor in the ceiling, leading to CL25. It is spotted with a successful DC 10 Wisdom (Perception) check.

Treasure. The tower contains 3 barrels of fine wine, smoked meats (rotten), 10 glass bottles (distilled spirits worth 50 gp per bottle) and chopped firewood, all of it stored neatly. A successful DC 10 Wisdom (Perception) check reveals that someone has hidden a small package between 2 barrels. The *oilskin bundle^{GM}* holds a parchment and 3 *potions of healing*.

The hastily scribed script reads:

"Having secured the cross in the observatory with the unblest oil-skin, I now depart this sorrowful demesne and hide this message so [smudged

CL18. Common Room

Previously used for meditation and meals, this chamber is a wreck. Two long tables lie in ruin; splintered chairs, broken bones, a fallen chandelier, and the fresh, torn body of a young man in leather armor, his longsword still in the scabbard, bear testament to the strength of the devastators.

CL19. Kitchen

Pots, pans, and broken dishes are scattered about this area. Spiral stairs lead down to the catacombs at Area DL1S, and a sturdy staircase lead up to Area CL22.

CL20. Carnage Site

Five recently slain bodies, all mangled beyond recognition, litter the floors. The iron door to the southeast tower is locked securely. It can be broken down with a successful DC 20 Strength check, or the lock can be picked with a successful DC 18 Dexterity check with thieves' tools.

Treasure. The corpses bear minor arms — maces, daggers, and the like. One also possesses a finely engraved horn worth 125 gp and a money pouch containing 18 sp.

CL21. Southeast Tower Basement

This chamber was emptied by the monks to hold an evil magic item once possessed by a rival order, the *horn of flies^{GM}*. The monks, finding it impossible to destroy the foul item, locked it in an iron chest, requiring a successful DC 17 Dexterity check with thieves' tools to open, which was in turn placed within a magical warding circle.

Warding Circle. The silver tracings of the circle are still here, as is the chest. If the outline of the circle is broken or disturbed without first being dispelled, an unhallowed aura of red light descends on the chamber, and all must make a successful DC 14 Wisdom saving throw or attack their companions. A new saving throw is possible every 3 rounds. A successful DC 18 Intelligence (Arcana) check reveals the danger of disturbing the circle.

Treasure. In addition to the *horn*, a small wooden stand holds 8 flasks of unholy water and a chest with 200 gp worth of pure silver dust.

CL22. Prayer Rooms

The adjoining rooms were used by the brothers to hold vigil, with wooden pews by the walls. There is evidence of heavy fighting: scorched walls, dropped maces, smashed furniture, and broken candles.

CL23. Cells

Each cell used to be inhabited by 3 monks. Their possessions are broken and useless. Four bodies lie in the corridor.

CL24. Abbot's Cell

Somewhat more spacious, the abbot's cell was where the invisible stalkers got loose, as evident from the broken conjuration circle in the inner room. A successful DC 20 Intelligence (Arcana) check is required to understand the purpose of the circle. Both doors are smashed, broken in half by forceful blows. Pages ripped from torn books litter the floor.

Treasure. Beneath the mound of rubble, wrecked furniture and destroyed items, the dismembered corpse of the abbot still bears a *ring of protection*, a +1 *morningstar*, and a ruby-studded unholy symbol worth 700 gp.

CL25. Southwest Tower, Upper Floor

A storeroom like the lower level, this place wasn't spared by the wrath of the invisible stalkers. Nothing of value remains. The trapdoor to CL17 is unhidden and obvious from this side.

Cloister of the Frog God Level 0B, Map 3, First Floor

1 square - 5 feet



Cloister of the Frog God

Level 0B, Map 4, First Floor

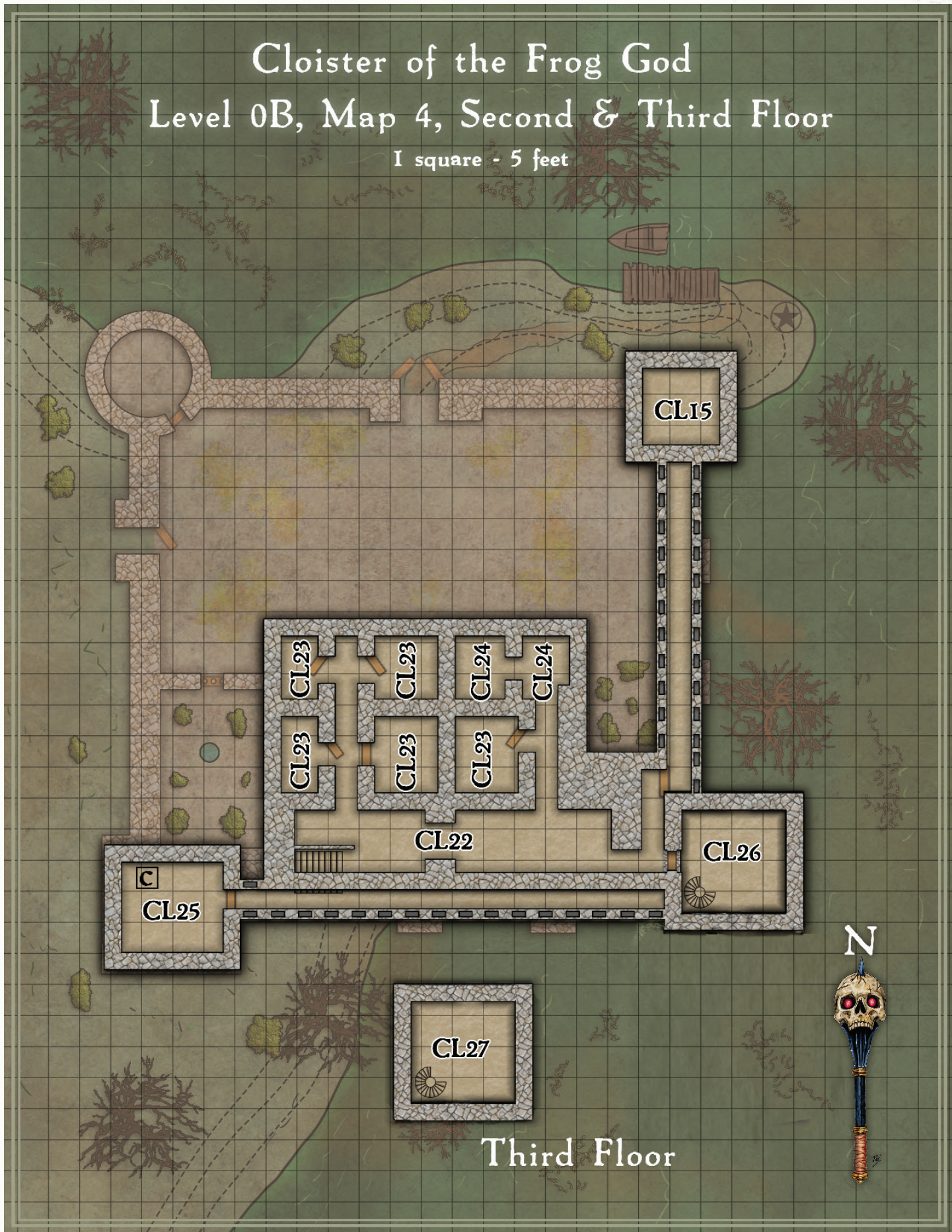
1 square = 5 feet



Cloister of the Frog God

Level 0B, Map 4, Second & Third Floor

1 square - 5 feet



CL26. Southeast Tower Armory

Weapon racks line the walls of the room, and a spiral staircase in the southwest corner leads to a trapdoor in the roof, leading to CL27.

Treasure. The racks hold 45 maces, 11 morningstars, 6 heavy crossbows, 55 bolts, 7 halberds, 5 glaives, and 4 longswords. 50% of the weapons are too old to be usable. Two chests contain 7 well-oiled suits of chain mail and a single suit of +1 *chain mail*.

CL27. Observatory

Three star charts depicting the major heavenly bodies hang on the walls. The roof may be pushed aside with a pulley system to observe the sky with a spyglass mounted on a tripod. A former monk (see Area CL17) has hidden a captured holy relic, the *silver cross of St. Yora^{GM}* on a small ledge outside the southern window. It can be found with a successful DC 20 Wisdom (Perception) check. Only lawful good characters may employ the cross, others find it too weighty to even lift, unless they possess the *oilskin bundle^{GM}* from Area CL17. A spiral staircase in the southwest corner leads to a trapdoor in the floor, leading to CL26.

Within the Vaults

General Features of the Dungeon Levels

Atmosphere: The taint of chaos and evil is everywhere.

A sickly smell of death permeates the underground. The air is cold and very clammy. There is an occasional sound of water dripping. Random gusts of wind blow out unshielded torches.



Ceiling Height: Ceiling height of 12 feet is typical. Each level is 30 feet below prior level (DL1 is 30 feet below cloister, DL2 at 60 feet and DL3 at 90 feet).

Doors: All normal doors are locked, iron-reinforced wood.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check. A character who has successfully unlocked one door on this level has advantage to unlock the others on this level.
- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: All walls are damp and cold, and the floor is wet and moldy in patches.

Dungeon Level One

Difficulty Level: Tier 2

Access: Stairs up to Area CL3, stairs up to Area CL6, stairs down to Area DL2A, stairs down to Area DL2I, stairs down to Area DL2K, stairs down to Area DL2D, stairs down to Area DL2L, stairs down to Area DL2M. Hallway up to Area CL10B. Hatch to Area DL2M. Shaft to Area CL8. Staircase to Area CL19.

Wandering Monsters: Check once per 20 minutes on 1d20.

Roll	Encounter
1–2	2d10 skeletons
3	2d6 zombies
4–5	Gray ooze
6	Gelatinous cube
7	Tsathar priest ^B and 2d6 zombies
8–20	No encounter

Other:

Zombies wear the dark green habits of the frog-worshippers. There is a total of 3 gray oozes and only 1 gelatinous cube in the catacombs.

Dungeon Level Two

Difficulty Level: Tier 2

Access: Stairs up to Area DL1B, stairs up to Area DL1E, stairs up to Area DL1G, stairs up to Area DL1J, caves to outside, sinkhole to Area DL3C. Stairs down to Area DL3A. Long passage (25–30 miles) to Area 4A-1.

Wandering Monsters: None

Dungeon Level Three

Difficulty Level: Tier 2

Access: Stairs up to Area DL2M, Stairs up to Area DL2R, sinkhole in ceiling leading up to Area DL2H.

Wandering Monsters: None

Dungeon Level One

DL1A. The Lower Temple of Tsathogga

Unless a sermon is in progress, there are 8 **zombies** in the room. At night, there is a 50% chance the whole congregation, except for the 6 zombies and 1 acolyte guarding the cloister, is present along with Abbot Grosso himself! The area is under the effects of a permanent *bless* spell affecting worshippers of Tsathogga.

Cloister of the Frog God

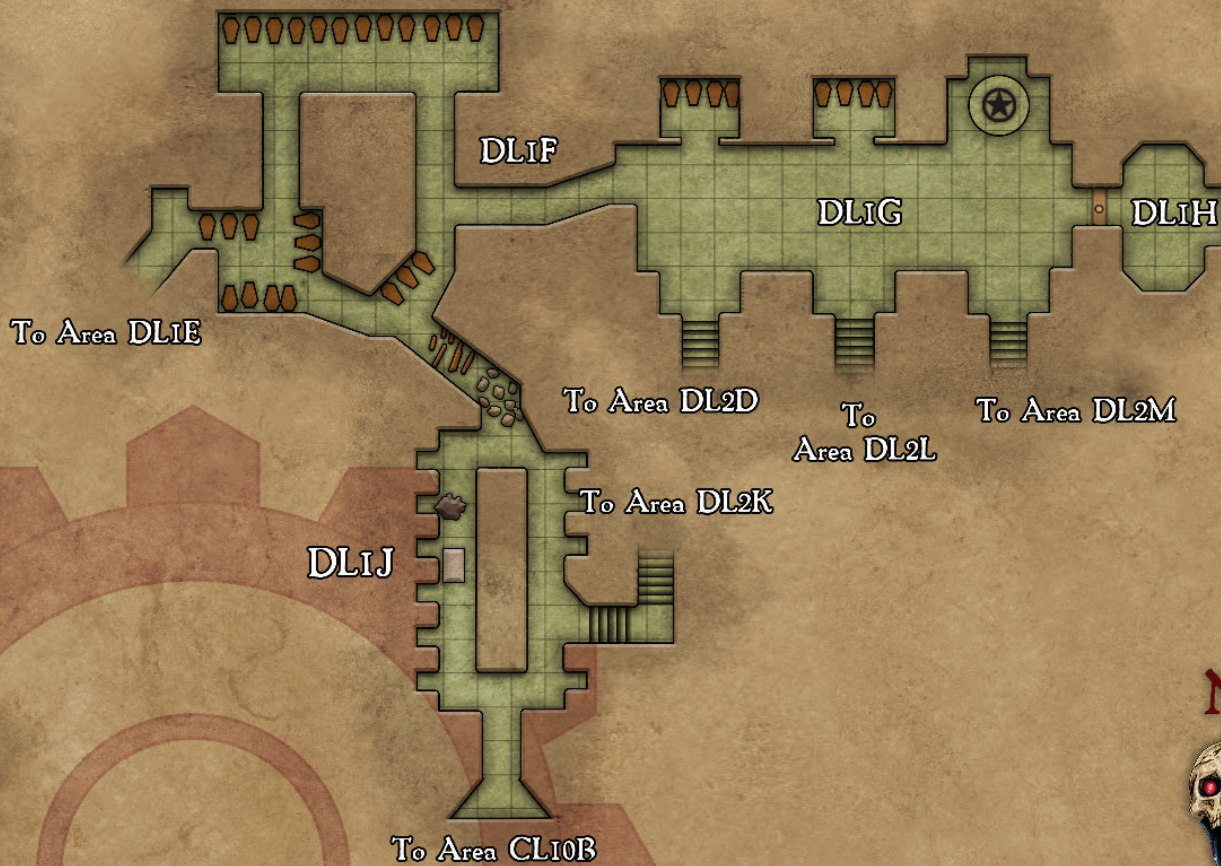
Level 0B, Dungeon Level I, Map I

1 square - 5 feet



Cloister of the Frog God

Level 0B, Dungeon Level 1, Map 2



1 square - 5 feet

LEVEL 0B: THE CLOISTER OF THE FROG-GOD

Temple Décor. This sinister worship-room presents a scene straight out of some Stygian hell. Squat columns support the ceiling, while heavy smells of burning tallow and boiling fat mingle as candles burn in wrought-iron sockets and a grotesquely large cauldron bubbles with foul steam. The peering gemstone eyes of a gross idol, the demon-lord Tsathogga, gaze at the scene with morbid indifference. Stairs of slick olive stone climb to the altar and the cauldron, then the idol. The altar is a simple soapstone block, vile and venomous (like the idol in Area CL2). Upon its surface are several carved eyes that resemble warts. Yet the worst is the cauldron behind.

The Cauldron. Enchanted fire burns constantly, heating the vile broth it contains. The stew is viscous, smelling of molten fat and waste. Occasionally, a cooked limb or head bounces up to the surface before sinking back. Just above the cauldron is an iron hook connected to a pulley system by the side. It is used for lowering hapless sacrificial victims, bit by bit, into their most unpleasant demise.

The cauldron is hot to the touch, inflicting 2 (1d4) fire damage to anyone placing exposed flesh to it, and its contents are scalding, inflicting 21 (6d6) fire damage in the case of full immersion. The broth causes 4 different kinds of disease if sampled (your choice, but mummy rot^{GM}, Tsathoggan rotting disease^{GM}, slimy doom^{GM}, and pestilence^{GM} would be a potent mix!) No saving throw is permitted to avoid contracting the diseases, but the usual saving throws can be used to get rid of them.

The Hideous Idol. The idol's gemstone eyes are emeralds worth 3,000 gp each and bear a potent curse: they induce a plague equivalent to mummy rot^{GM} if possessed for more than a day. A well-hidden secret door behind the idol, requiring a successful DC 20 Wisdom (Perception) check to find, leads to the catacombs. It may be opened by pulling a lever hidden behind the statue. Pushing it upwards releases a cloud of acidic gas from the idol's mouth that inflicts 10 (3d6) acid damage to all targets immediately in front of the idol, with a successful DC 16 Dexterity save reducing damage by half; in addition, triggering the trap requires a successful DC 15 Dexterity saving throw or anyone standing in front of the statue is knocked into the cauldron. A successful DC 20 Intelligence (Investigation) check is required to determine the correct direction to move the lever.

DLrB. Holding Cells

As Tsathogga needs a steady stream of sacrifices, these rooms hold abducted travelers awaiting their dreadful fate. They are locked behind barred doors; the keys being held by the ogre on Level Two, Area DL2B. Of the captives, 3 are insane wrecks, another 3 common farmers, while 6 are adventurers:

Prisoners of Tsathogga

Cell #	Prisoner	Notes
1	Bithan of Un (CN male human berserker)	If freed and armed, he fights by the party's side and may even convert to a lawful alignment if treated well. He is distrustful of Xor, his distant cousin.
2	Morton the Elf (N male elf spy)	Better known as "the Hand" for the member he displays on his (fake) coat of arms, Morton is wanted in three towns for forgery and fraud. He denies all rumors as fabrications and slander.
3 and 4	Frederik and Carolus (N male human veterans)	A pair of seasoned veterans looking for adventure. Both are rather dim, but likable that way.

Cell #	Prisoner	Notes
5	Xor of Un (CE male human gladiator)	A thoroughly wicked swordsman and a distant cousin of Bithan; speaks about himself in the third person, and has a hollow, menacing voice. Predictably, his first deed once freed is betraying the characters to whomever is most convenient.
6	Vilis Mil (LG female human veteran)	Vilis is an Amazon worshipper of Mitra. She has a concealed dagger in one of her leather boots and isn't afraid to use it if a good opportunity presents itself.

DLrC. Laboratory

Unless reading upstairs or preaching, Abbot Grosso is found in his subterranean lair (accessed from Area CL6), mixing strange alchemical salts with poisonous herbs, acids and other substances. The Abbot is guarded by 8 **zombies**, who may be summoned from the lower temple with a yell.

Lab Equipment. The items in the laboratory are worth 700 gp for the tools and glassware, and 400 gp for the chemicals — stored neatly in heavy chests, on shelves, and on acid-scarred tables. In addition, there are many extraordinary items as well. A locked metal box (requiring a DC 14 Dexterity check with thieves' tools is required to open; failing the check by 5 or more means 1d10 of the flasks break) holds 10 flasks of acid, each vial wrapped in fine cloth; a bundle of 6 *lightrods*^{GM}; and 4 *tindersticks*^{GM}. A rune-etched silver flask holds 3 vials worth of unholy water.

Treasure. There are 2 chests by the western wall, holding much of the Abbot's wealth.

- Chest #1 is trapped with a *glyph of warding* requiring a successful DC 16 Intelligence (Investigation) check to notice, and a DC 16 Intelligence (Arcana) check to disarm. It triggers unless the chest is opened by an evil being, discharging a *contagion* (slimy doom^{GM}) spell. The chest contains a leather sack with 350 gp, 3 small sapphires worth 150 gp each, a mummified hand, two blocks of an orange wax-like substance and a round leather case with handwritten documents. The mummified hand is a *hand of the revenant*^{GM}. The orange substance is meant to be burnt and its fumes inhaled. They allow their user to *commune*, but only evil deities may be reached this way. Each block is usable once. The documents in the leather case reveal the procedure to create harder enchanted zombies. This method requires 250 gp worth of material components per zombie and a fully equipped laboratory. The resulting zombies have maximum hit points. The papers are written in a very incomplete shorthand. It requires a successful DC 19 Intelligence check or suitable magic to decipher them.

- **Story Award.** You could award 200 XP as a Story Award to a good character who destroys the notes.

- Chest #2 is much smaller than the first and is trapped with another *glyph of warding* (*inflict wounds* spell). This glyph also requires a successful DC 16 Intelligence (Investigation) check to notice, and a DC 16 Intelligence (Arcana) check to disarm. It is divided into 16 small compartments, with a potion in each one:

- #1 to #9 hold *potions of healing*.
- #10 and #11 hold *potions of greater healing*.
- #12 holds a dose of crawler mucus poison.
- #13 is a super-potent acidic concentration (like a standard flask of acid but causing 10d6 acid damage).
- #14 is a *potion of speed*.
- #15 is a *potion of contagion*^{GM} (mummy rot^{GM}).
- #16 is an *elixir of all-seeing doom*^{GM}, created under the specific instructions of Tsathogga's demonic minions.

DL1D. Lost Catacombs

Moldering coffins lay along the walls, each with a decayed corpse inside. At Area DL1DA, a spiral staircase leads to Area CL19.

DL1E. Graves of the Lower Priesthood

Letters carved into the floor of this grey and cobwebbed burial chamber identify it as “*THE GRAVES OF THE LOWER PRIESTHOOD*”. Each of the side rooms contains 16 wooden sarcophagi surrounding a round stone table, illuminated by a single lantern glowing with a greenish-blue *continual flame* spell. A small dais on the northern end of the hall holds a stone statuette of a man clad in monastic robes, wearing a diadem. If the characters disturb the sarcophagi, the lanterns, or the diadem, the statue emits a loud croak and 6 **zombies** from the burial chambers spring to attack. The zombies are all blackish, with unnaturally thin limbs, and move with dreadful speed (as if *hasted*).

Treasure. This diadem is worth 240 gp.

DL1F. Pit

A covered 40-foot deep pit trap leads down to the pool at Area DL2C. A successful DC 15 Wisdom (Perception) check is required to notice the pit trap, and a DC 16 Dexterity saving throw is permitted to avoid falling in if it is not noted. A character that falls in the pit takes 14 (4d6) bludgeoning damage from the fall.

DL1G. Chthonic Crypts

Faint, dissonant music resonates within the hall. Letters in the floor identify the place as “*THE CHTHONIC CRYPTS*”. The side chambers are laden with stone caskets, each containing miscellaneous bones of what appears to be human and animal origin. Horned heads, hooves, and misshapen bones are common.

Statue. On a dais to the east stands the statue of a goat-legged shepherd playing a set of metal panpipes. The music is coming from the statue as the wind blows through the instrument. Characters who stop and listen must make a successful DC 14 Wisdom saving throw or start dancing a tarantella in the crypt. A new saving throw can be attempted every 3 rounds to break the effect. If they dance, bizarre goat-human **skeletons** emerge from the stone caskets at a rate of 3 every round to join them, up to a maximum of 24. They do not attack until the characters attempt to leave, or they are themselves attacked. Dancing characters have disadvantage on attack rolls, and Dexterity and Strength saving throws. Characters who dance for a full hour receive a dark blessing which gives them the ability to leap up to 12 feet vertically but turns their feet into hooves. After each hour of dancing, a character must make a successful DC 14 Constitution saving throw. Each failed save results in one level of exhaustion. A character collapsing from exhaustion (after five levels of exhaustion) may crawl away without being attacked but may be trod upon. A successful DC 16 Dexterity saving throw negates suffering 3 (1d6) bludgeoning damage per 3 points of failure.

Treasure. The pipes do not function outside this place, but they are made of a rare alloy that makes them worth 900 gp. It takes a successful DC 17 Strength check to dislodge them.

DL1H. Hall of Entombment

A sign on the stone door reads: “*THE HALL OF ENTOMBMENT. THEY WHO HAVE RISEN ‘GAINST THE GREAT FROG-GOD, THEY SHALL SEE NO REST*”. The portal is locked and secured with chains. Each of the 3 locks requires a DC 15 Dexterity check with thieves’ tools to open, or each chain can be broken with a DC 20 Strength check. Inside are the gnawed-on skeletons of some 30 frog-cultists who had rebelled against a long-dead abbot and were put down to face live entombment. Five of them remain as **ghouls** inside the room, envious of the living.

Treasure. One of the skeletons bears a *staff of healing*.

DL1I. First Wine Cellar

Casks of sour wine stand in the recesses of this vaulted, moldy cellar. The place has been ransacked and there are no valuables; however, 8 **stirges** lair here. This cellar is located on Dungeon Level Map 1

DL1J. Second Wine Cellar

Accessible from the upper reaches through Area CL10B, and located on DL Map 2, this looted wine cellar is clearly inhabited by an intelligent being. There is a smell of human presence, and the western tunnel of the cellar has been turned into living quarters with a bed made of rags, a small fireplace with a kettle, a lantern, and a drinking cup. There is a 60% chance Smir is present. Smir is a **wererat**, except:

Multitattack. While in hybrid or humanoid form, Smir can make one dagger attack and one shortsword attack.

+1 dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage

Tactics. If encountered, he poses as an insane hermit ranting about undead, and tries to lead the party away from his lair and his treasure behind one of the casks. If forced into combat, he fights with a dagger and shortsword until he can make an escape attempt.

Treasure. Smir’s treasure consists of 680 gp, a silver mirror wrapped in black velvet (worth 22 gp), a *potion of greater healing*, a +1 dagger, and a shortsword.

DL1K. Third Wine Cellar

This cellar has been looted like the others (through Area CL10C). Grotesque skeletons with gnarled limbs and half-dissolved bones lie everywhere, and there is a glistening trail over them and all over the floor, walls, and ceiling. However, the mysterious assailant is long gone. This cellar is located on DL Map 3.

DL1L. The Vault of Abbot Cyngamon

The vault is surrounded by a circular corridor with stone slabs set in the walls sealing burial niches. Each slab depicts a mailed warrior; they do not open unless the warriors are called to defend the vault.

Door. The entrance to the vault is a brass-inlaid iron door flanked by large, sooty copper braziers still burning with flames. Letters on the door read: “*THE VAULT OF ABBOT CYNGAMON. HE LIT THE SCENTED OIL BEFORE THE GREAT FROG-GOD, AND THE FROG-GOD WAS PLEASED THEREBY.*”

The door is locked; however, burning some scented oil, perfume, or oil mixed with incense in the braziers allows passage. Alternatively, a successful DC 16 Dexterity check with thieves’ tools opens the doors. On a failed lock picking attempt, the flames leap at the offender! Consider this a ranged attack at +5 to hit, 10 ft. range, 8 (1d6+5) fire damage.

The Vault. The grey room beyond is inlaid with carved stones, and an arched canopy with blue stucco. All is very old and smells faintly of scented oils. A font by the western wall has clear water inside, healing 1d6 damage each time it is sampled (there is enough water for 4 quaffs). A metal hatch in the floor can be opened to descend to Area DL2M; the way is barred by a metal grille on the bottom. The grille can be removed with a successful DC 18 Strength check.

The Abbot and Guards. In the northern chamber, the mummified frame of Abbot Cyngamon still slumbers atop a stone bier, surrounded by 62 vials of perfume. He is also a **wight**, and if he attacks, the burial niches in the outside corridor also open to release his guardians, 8 undead swordsmen in mail and coif (normal **skeletons**; AC 18). The swordsmen first attempt to come through the northeastern door. If they find it blocked, 4 stand guard and 4 go around through the secret doors to finish the interlopers.

Treasure. The vials of perfume are worth 15 gp each. Abbot Cyngamon possesses a scepter worth 1,300 gp, and a *ring of telekinesis*. Each guardian has chain mail, shield, and a shortsword.

DL1M. Looted Crypt

Slime and mold coat the walls of the crypt, creating an atmosphere of wet miasma. The sarcophagi in the room have all been looted. What at first sounds like faint whispering turns out to be an air current — it comes from the cobweb-concealed shaft above, which climbs 30 feet and opens onto the plateau at Area CL8. A successful DC 10 Intelligence (Investigation) check reveals the source of the whispering.

Cloister of the Frog God

Level 0B, Dungeon Level 1, Map 3

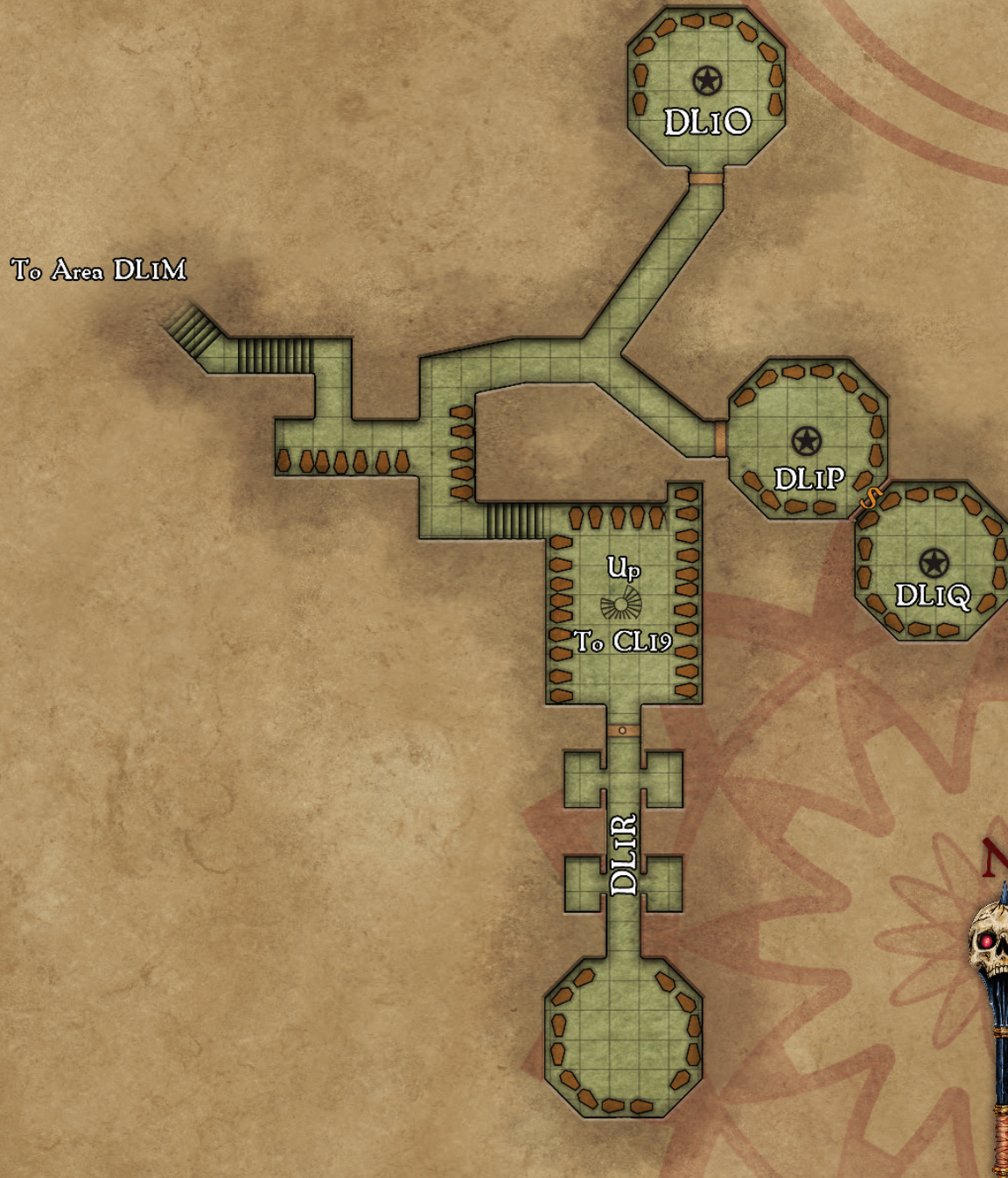


1 square - 5 feet

Cloister of the Frog God

Level 0B, Dungeon Level I, Map 4

1 square - 5 feet



LEVEL 0B: THE CLOISTER OF THE FROG-GOD

DLiN. Collapse

Letters in the floor read: “*THE CRYPT OF CALLIXT*”. The way is choked with rubble and impassable.

DLiO. The Tomb of Kynos

A sign above the iron door reads, “*THE TOMB OF KYNOS*”. The growling heard before entering the chamber turns out to come from a **hell hound**; the monster is accompanied by a solitary **wight**.

Statue. In the middle of the tomb is a statue depicting Kynos in his life, with his faithful pet hound. At the base of the statue is a sign reading *KYNOS*; behind the sign is a secret compartment with the wooden statuette of a dog and 2 *potions of resistance* (fire). A successful DC 16 Intelligence (Investigation) check is required to find the small indent in the *O* of *KYNOS* that opens the secret door.

Coffins. Standing by the walls are 10 unmarked stone coffins. The bones inside are gnarled and twisted. Some skulls have more than 2 eye sockets; others have small horns or bumpy protrusions. One of the coffins contains diseased grave dust, requiring a successful DC 14 Constitution saving throw or contract mummy rot^{GM}. This rot is extremely fast-acting, with a mere 1-hour incubation period and ability loss every 2 hours thereafter.

DLiP. The Tomb of Gwoth

A sign above the iron door reads, “*THE TOMB OF GWOTH-WHO-IS-TWO*”.

Inner Chamber. The bricks of the decaying wall in this domed chamber have started to fall and the whole structure is on the brink of collapse; there is a 50% probability of collapse every time the walls are disturbed. If the chamber collapses, all within take 21 (6d6) bludgeoning damage or half this amount if they succeed on a DC 16 Dexterity saving throw. Hidden behind beardlike growths of putrid mold, 3 **ghouls** wait patiently

to leap at intruders. They are covered in the stuff — hopefully, none of the characters is allergic! A successful DC 18 Wisdom (Perception) check is required to avoid being surprised by the ghouls.

Experiment. In addition to the ghouls, there is a grotesque skeleton in the middle of the room suspended in a murky liquid in a thick glass tube. This strange, deformed being was some sort of human-frog hybrid, and while no traces of flesh remain, the wide jaws, bent spine and muscular legs are still apparent.

DLiQ. Webbed Chamber

Yet more webs and mold fill this chamber. A bricked-up niche concealed by a layer of wispy and mold-shot webs is the source of shuffling noises and occasional coughing.

Hidden Secret. Walled in is a moldering corpse who falls outward with a dull thud if the brickwork is removed. It still grasps a sizable bundle of rotted parchment maps describing a multi-level dungeon complex, complete with key and notations. The parchments crumble into filth no matter how delicately they are handled, but the players should be given the opportunity to leaf through the Rappan Athuk maps for a total of 15 seconds. In pace requiescat!

DLiR. Tomb of the Red Death

This crypt has never been broken into, as intact seals on the door indicate. The seals also warn the living: “*HERE BE THEY WHO WERE CLAIMED BY THE RED DEATH. DISTURB THEM NOT, FOR THEY ARE LOST.*”

Sarcophagi. Beyond the grim reminder lies a corridor and a chamber with 10 simple, hastily constructed sarcophagi. Four of them contain mere corpses; the others are occupied by 4 **skeletons** and 2 **wights**, who animate when any of the lids are raised. These undead possess a skeletal visage mottled with patches of reddish mold, and cackle madly as they join the fray. They have no treasure, save for clothes suggestive of minor nobility.



Dungeon Level Two

DL2A. Empty Chamber

This rough-hewn room looks half finished, as if construction had been abandoned and never resumed. A deep, narrow crack spans the stone floor. Wedged into the crack is a rusty chisel.

DL2B. Ogre Lair

The jailer, a hunchbacked, nameless **ogre**, lairs here. As he has received no victims for a while, he is hungry and irritated. The chamber is cold and empty, and its only furnishings are a bed of flea-ridden furs, a bucket of water, and a shelf of goblin and human skulls. A key ring opening all cells at Area DL1B hangs on a nail. The way to the caverns has been barricaded with a barrier of nailed-together planks. A successful DC 20 Strength check with any appropriate tool proficiencies allows the barrier to be removed quickly; otherwise, it is a slow, noisy process.

DL2C. Amber Death

Enchanted phosphorescence glows in a 6-foot-deep pool of hazy amber liquid. It illuminates a haggard, mossy tree, and 10 moss-covered statues along the walls. The statues are humanoid, and from 10 to 18 feet tall. The centermost is a figure of a 6-armed human, pointing to the east.

Amber Pool. The inhabitants of the strange shrine are 4 **harpies**. They usually perch on the statues if they hear someone approach and start singing to lure unsuspecting characters into the amber pool. The thick liquid therein is paralytic, requiring a successful DC 14 Constitution saving throw, or be paralyzed for 2d6 rounds, and dissolves flesh at the rate of 6 (1d12) acid damage per round. Inorganic materials are unaffected. Once a sufficient number of characters are in the pool, the harpies rush the remaining heroes to tear them limb from limb.

Treasure. Lying on the bottom of the pool are an iron flask, a silver dagger, and 70 gp. The flask contains rough brandy. Above the pool, there is a chute leading up to the pit trap at Area DL1F.

DL2D. Walled-up Archway

This doorway has been bricked up. The construction is ancient, and easy to knock down, requiring only a successful DC 10 Strength check.

DL2E. The Imprisoned

An observant character that makes a successful DC 14 Wisdom (Perception) check notices odd fissures in the northern wall with something gleaming within. Excavation reveals that the objects in question are sizable slabs of sea-green glass, with shadowy, humanoid skeletal forms frozen under their smooth surface. There are 5 slabs in all and they radiate magic and evil. No magic or weapon can penetrate the glass, but “listening” to the thoughts of the skeletons with *detect thoughts* or similar powers broadcasts such fear and shrieking pain that the character must make a successful DC 15 Wisdom saving throw or become afflicted with indefinite madness (please refer to the **Indefinite Madness** table in the SRD.)

DL2F. Rubble Hall

Large mounds of crushed stone fill this chamber, a building half inside the caverns. It was once used for religious purposes — a group of supplicants in hooded robes is still visible on a faded fresco. The space has been filled in so thoroughly that crawling through is no easy feat in bulky equipment. Medium creatures would need to squeeze to get through, and it is considered difficult terrain for small creatures.

DL2G. Small Grotto

In this single grotto live 2 **giant rats**, attracted to a half-buried copper ball that radiates a pleasant warmth and glows with a faint coppery light.

Tactics. The rats protect their lair ferociously, fighting to the death.

DL2H. Steam-filled Grotto

Hot water flows from the cracks of the wall to the central sinkhole, vanishing to Level Three. The ground around the sinkhole is slippery, requiring a successful DC14 Dexterity saving throw to avoid a fall. Although cushioned by the pool below, failure still inflicts 7 (2d6) bludgeoning damage.

DL2I. Graves of the Upper Priesthood

Letters carved into the floor of this grey and cobwebbed burial vault identify it as “*THE GRAVES OF THE UPPER PRIESTHOOD*”.

Stone Dais. The place has been ransacked and defiled. Bones lay strewn about; rubble covers an empty dais. A clump of **green slime**^b hangs above it; unless checked for, there is a 40% probability it falls on an investigating character. The stairway in the west leads to Area DL1E.

DL2J. The Crypt of Monos Diarmos

Carved letters above the entrance read, “*THE CRYPT OF MONOS DIARMOS. MAGIC AND ENCHANTMENT GUARD HIS WAY*”.

Interior Crypt. Two barriers consisting of thick iron bars separate this crypt into 3 sections, although the doors allowing passage through them are both unlocked. A successful DC 30 Strength check is required to bend the bars enough to allow passage of a Small or Medium creature. Tiny creatures can squeeze through. There are signs of a previous battle: soot-blackened stones, broken arrows and weapons, smashed bones and split shields. If the characters enter the middle area, both doors slam and lock, while a malicious voice chuckles in glee. Opening the lock requires a successful DC 19 Dexterity check with thieves’ tools, or the door can be broken down with a successful DC 22 Strength check. Beyond the bars, a faint apparition of a wild-eyed phantom in billowing robes, clutching an ebon staff and displaying a gem-set ring murmurs unknown words of power as the lights dim and an unnatural silence falls on the scene. The iron bars have been enchanted so that a spell with a line of action passing through the bars has a 50% chance of being reflected by the bars, and a spell that materializes on the far side of the bars (e.g. *teleport*, *sacred flame*) has its effect appear on the same side of the bars 50% of the time. The phantom is a mere illusion of no substance. The illusion can be seen through with a successful DC 20 Intelligence (Investigation) check.

Tombs. Various tombs are found in the vault: sarcophagi, niches in the walls and slabs of stone in the floor. Many have been looted and broken into, but one still contains the intact body of a young lady — but that, too, falls apart with a moan in a shower of dust if touched.

DL2K. Lower Cellar

The walls of the damp cellar are black with mold. Ancient oak barrels full of wine stand in wall niches and orderly stacks.

Treasure. Some of the barrels are still full, and 3 crystal bottles — worth 100 gp for their antiquity and workmanship — in a small, locked wooden case contain an excellent vintage equivalent to 3 *potions of healing*.

DL2L. Abandoned Vampire Lair

A corroded brass lantern suspended from the ceiling burns with a *continual flame*. Four suits of rusted armor bearing halberds guard a dirt-filled coffin. The coffin has not been used in ages, as its inhabitant was slain by adventurers. If the lantern-light is extinguished, a permanent *darkness* effect falls on the room — this inky black veil may not be removed short of *dispel magic* cast against a 5th level spell.

DL2M. The Hall of the Brothers

A plaque at both ends of the vaulted hallway reads: “*THE HALL OF THE BROTHERS*”.

Coffins. Standing coffins flank the way on both sides; many looted, the others are nailed shut and contain corpses in dark green habits. A barred shaft above the north-eastern segment of the passage leads up to the vault of Abbot Cyngamon (Area DL1L). A successful DC 18 Strength check is required to pull the bars out of their frame.

Cloister of the Frog God

Level 0B, Dungeon Level 2, Map 1



Cloister of the Frog God

Level 0B, Dungeon Level 2, Map 2

1 square - 5 feet

N



Cloister of the Frog God

Level 0B, Dungeon Level 2, Map 3

1 square - 5 feet



DL2N. Looted Crypt

The coffins in the room have been broken open and their contents despoiled. Soot and ashes cover the floor. A bent brass plaque, discarded in a corner reads: “WIZARD’S LIGHT, WIZARD MIGHT, LIGHT OF FIRE, FUNERAL PYRE”.

Secret Door and Trap. The secret door in the wall is relatively easy to find, requiring a successful DC 10 Wisdom (Perception) check, and the operating mechanism is hidden under a loose flagstone: a brass valve with the relief of a grinning skull, its mouth open, must be rotated. This also opens reserves of flammable gas; the mouth of the skull itself is the release pipe. A successful DC 10 Intelligence (Investigation) check reveals that the valve controls the secret door; a DC 20 Intelligence (Investigation) check reveals that it will also release the gas. Of course, both effects can be discovered simply by turning the valve. If there are open lights nearby, the gas ignites, causing 10 (4d4) fire damage to all within the room, and burns for 3 rounds before the valve automatically shuts itself. There is sufficient gas for 6 operations.

DL2O. Secret Passage

The walls of the passage are laden with a thick layer of mold. Any movement disturbs a huge cloud of spores. Characters must succeed on a DC 17 Constitution saving throw or suffer a –1 penalty to attack rolls and saving throws if they remain in this place, and for 1d3 x 10 rounds afterwards due to coughing. Three skeletons lie in the passage, having fallen prey to now defunct spear traps in the walls. They are covered with a thick crust of growth, and still seem to be somewhat alive, emitting wheezing, gasping noises if they are moved or disturbed.

DL2P. Crypt

A niche in the east wall contains a mound of glistening, slime-covered skulls flanked by 4 tallow candles.

Skulls. If the candles are lit, fire flares in the hollow eye sockets and the skulls shriek, but there are no other effects.

DL2Q. Storage

Dust covers the religious paraphernalia left here: sooty braziers, velvet drapes, incense burners and a collapsed podium.

DL2R. The Circle of Exchanges

A title of this magical enigma is “THE CIRCLE OF EXCHANGES. BROTHER ARN SEES TO HIS AMUSEMENT”, and is written in a mosaic circle on the floor. The statue of a hooded monk watches over a domed chamber with 4 pedestals.

Four Pedestals. Clockwise, from the northwest, the following objects rest on top of them: a nugget of molten iron, a skull, a dagger, and a *potion of healing*. Approaching any object, it is immediately exchanged with (1d3):

- 1—the one across them
- 2—the one to its left
- 3—the one to its right

The speed of exchange is such that it is almost impossible to capture an object, requiring a DC 25 Dexterity check to do so. However, the pedestals can be loaded with extra objects, in which case only a random object moves, and the rest remain dormant, now possible to remove from their place.

DL2S. Chambers of the Frog-Men

Slime and glowing fungus covers the floor and walls, thriving on the wet rot. Rough stone pillars support the low ceiling of these irregularly hewn chambers. The inhabitants of this place are 5 **Tsathar monks**^B. Lurking beneath the overworld, these forsaken, wrinkled pilgrims still tend their ancient shrine after their human disciples fell. They move with a shambling gait and like to capture victims with nets. They obey their high priest (Area DL3T) and come to his aid if they are needed.

DL2T. The Secret Temple

Slimy, green-gray clumps of mold cling to the ceiling. The walls are adorned with an endless throng of dancing figures, contorted and repulsive. The procession ends in the inner shrine to the west, where 2 hunched statues of hooded frog-men flank a great, bloated idol seated on a slab of translucent lime-green glass.

Idol. The frog-idol of Tsathogga is flanked by 2 heavy golden candelabra worth 800 gp each (but they are heavily tainted with evil). There is a continuous *hallow* aura radiating from the idol, causing the temple area to be desecrated ground.

Caretaker. Fortunately, the place is mostly abandoned. Its only caretaker is a **Tsathar priest**^B. This misshapen mongrel is clad in the grotesque garments of a high priest and clutches the symbol of its station, a heavy brass staff studded with green glass “eyes” and “warts”. The high priest may summon its companions from Area DL2S with a bellowing croak. The high priest and his cohorts occasionally emerge to the surface world to hunt for new captives to sacrifice; at other times, they travel deep underground to Rappan Athuk to consort with the darkest powers.

Treasure. The frog-man priest possesses +1 *leather armor*, and the *staff of the Batrachian*^{GM}.

DL2U Laboratory

The door to the east is locked and apparently has not been opened in some time. This chamber, resembling a cluttered storeroom, is an abandoned laboratory once used by the priests, both frog-man and human, but now avoided by both. One of 3 sarcophagi contains an animated mummy wielding a longsword named *Hell’s Touch*.

Tactics. The mummy emerges from its resting place if any of the doors into the laboratory are opened and defends the place vigorously. Use normal **mummy** statistics, except:

- The mummy attacks with *Hell’s Touch* in preference to its slam attack. *Melee Weapon Attack*: +7 to hit, reach 5 feet, one target. *Hit*: 12 (1d8 + 8) slashing damage.
- Wears a *ring of spell turning*.

Lab Equipment. Everywhere one turns, there are shelves of dusty glass implements, ceramic containers, boxes, dried homunculi, mummy wrappings, spices and so forth. There are also great trunks full of crumbling garments, heavy laboratory equipment, ruined components and bottles of barely potent acid. Six heavy bars of a silvery metal (mithral) are hidden under moldering rags in one of the trunks. A successful DC 16 Intelligence (Investigation) check leads to the hiding place.

Secret Door. The entrance to the southern closet is concealed behind one of the shelves. A successful DC 17 Intelligence (Investigation) check reveals a slight discrepancy in the shelving. The shelf turns on hinges



LEVEL 0B: THE CLOISTER OF THE FROG-GOD

to reveal a wall of swirling blue mist obscuring the entrance. The mist radiates extreme cold, and even being near it (within 10 feet) inflicts 1 point of cold damage per round. Anyone passing through suffers the full chilling effects of 16 (3d10) cold damage. Any effect that deals 20 points of fire damage shuts the mist down for 2d6 rounds.

Treasure. The mummy wields the longsword *Hell's Touch*^{GM} and wears a *ring of spell turning*. The 6 mithril bars are sufficient material to create 1 suit of Medium chain mail, and each bar is worth 500 gp. The closet beyond the wall contains 2 spellbooks, a *globe of devious entrapment*^{GM} and a *prism of separation*^{GM}. The spellbooks contain the following spells:

- Book #1: 1st—*charm person, detect magic, feather fall, magic missile, shield*; 2nd—*detect thoughts, levitate, locate object, mirror image, suggestion, web*; 3rd—*fireball, hypnotic pattern, lightning bolt*; 4th—*conjure minor elementals, dimension door, ice storm, wall of fire*.
- Book #2: 1st—*comprehend languages, detect magic, magic missile*; 2nd—*continual flame, arcane lock, flaming sphere*; 3rd—*animate dead, clairvoyance, counterspell, fly, glyph of warding, lightning bolt, water breathing*; 4th—*confusion, hallucinatory terrain, polymorph*; 5th—*cone of cold, dominate person, geas, teleportation circle*.

DL2V. Frog-Pit

Those unfortunates who died before the loathsome idol of Tsathogga were disposed of in the deep pit in this rock grotto. At other times, they were thrown alive among the carnivorous giant frogs to be devoured screaming. The frogs are all dead, but the pit is still a peril for the curious and the foolhardy. The chamber above the pit is a bare, simple place. A set of irregular stairs descends to the east, and, as the letters above the portal declare, they go “*TO RAPPAN ATHUK, THE DUNGEON OF GRAVES—BEWARE, O PILGRIM, OF THIS JOURNEY*”. After many hours of travel (possibly a few days, roughly 30 miles underground), the passage terminates at Level 4A-1 in Rappan Athuk.

The Pit. The round opening is covered with a corroded iron grille (50% probability of breaking under more than 75 pounds of weight). A system of winches and pulleys used to lower victims are in the same sorry state: it appears sturdy on a casual observation (sturdy enough to climb down on its chains), but a more careful study, requiring a successful DC 16 Intelligence (Investigation) check, reveals the weaknesses which would send any foolhardy character down into the depths. The pit is 50 feet deep and contains several rotted corpses. The corpses are covered by a 4-foot-thick layer of **green slime**^b which forms a gelatinous plug above the mass of bodies, which in turn rests below 4 feet of water. Anyone falling in the pit gets stuck in the green slime.

Dungeon Level Three

DL3A. Room of the Stone Head

The walls here are inlaid with all manner of semi-precious but flawed stones. A huge stone head wearing a diadem rests on a marble slab. Spells cast at the image either prove ineffective or are reflected on the caster (your discretion).

Treasure. The gemstone value in this area is 2,500 gp and requires 2 full person-days' worth of work to extract.

DL3B. Catacombs

Thick sheets of cobwebs hang from the ceiling, their white shot through with filaments of sickly gray-green mold. Characters who fail a DC 15 Constitution saving throw suffer a –1 penalty to all attack rolls, ability checks, and saving throws due to coughing if they remain in this place and for 1d3 x 10 rounds afterwards. The coffins here are rotted, and the dead inside covered in mold.

DL3C. Caverns

Rough, irregular chambers make up this section of the level. No undead visit its solitude, and only the dripping of water and the sound of the waterfall to the northeast breaks the silence.

Pool and Statues. Next to a deep pool of water, there is a motley collection of 5 statues: 3 adventurers and 2 zombies, who have strayed into this place. This is the work of a **basilisk**.

Treasure. The beast's hide, a sparkling shield of gemstones, is worth 1,600 gp; its blood imbues normal gems with a rainbow radiance.

DL3D. Tomb Entrance

This part of the caverns is unlike the rest of the dungeon: from the cyclopean stone blocks used in its construction to the bizarre abstract patterns adorning its walls, it looks like a relic from an eldritch past. This vault (along with Areas DL3E–F) is the tomb of Prince Koshag.

False Doors. The false stone doors leading to the west bear the markings of several pickaxes. The true entrance, however, is out of sight and requires a successful DC 20 Intelligence (Investigation) check to discover.

True Entrance. In the south, a layer of stones is more shallow than usual, and the stucco can be removed to reveal the outlines of a stone door with ancient glyphs declare: “*THIS IS THE [GOING UNDER] OF PRINCE KOSHAG XANTOLLAN / HE WAS THE [FINAL ONE] / SAILED THREE TIMES SIX, SAILED FOUR TIMES FOUR [GREAT WATER] / ALAS, THE WORLD IS NO MORE / [UNWORTHY] LIVE NOW AND FOREVER.*”*

*Words in brackets are rough translations.

DL3E. Shadow Gallery

This room is crisscrossed with several shadows forming a sort of web that fills the entire area. A character crossing the room must make a successful DC 17 Dexterity saving throw to avoid touching the shadows 1d3 times. If a character fails the check by 5 or more, they touch the shadows 3 times. *Gaseous form* provides advantage on the checks.

Shadowy Webbs. Each touch is like the touch of a shadow (the victim loses 1d4 points of Strength). A character reduced to 0 points of Strength becomes a part of the shadowy web itself. If the character survives, the reduction in Strength lasts until the target complete a long rest. Characters accompanied by magical light or its equivalent are unaffected; *dispel evil and good* or *hallow* destroys the shadows permanently (along with all absorbed characters).

DL3F. The Hidden Tomb of Prince Koshag Xantollan

This is the final resting place of Prince Koshag Xantollan, ancient warlord and conqueror. Neither the frog-men nor their human followers have discovered the place. The tomb is a simple room, decorated with a few ornamental patterns on its walls, and the following glyphs: “*THIEF, DEFILER / GREAT WRATH / RUN EAST / [illegible line] / KOSHAG IS HERE*”. There are 6 desiccated corpses in antique bronze breastplates propped against the wall here. They are **zombies** who animate if the tomb's contents are disturbed. They surround a stone bier where a mummy in plate armor slumbers. The mummy holds a heavy greatsword made of some unknown bluish metal. It is inanimate, although it has been treated with enchanted oils, making it resistant to age.

Treasure. Next to Koshag Xantollan's stone bier lies a great cauldron filled with 4,000 ancient gp. In addition, the strange sword clutched by the mummy is a powerful ancient weapon known as *Koshag's Sword*^{GM}.

DL3G. Storage

The cramped room is a well-stocked storehouse of weapons. There are 10 shortswords, 60 scimitars, 60 maces, 10 flails, 18 longswords, 30 battleaxes, and 70 spears in unruly stacks. Three extraordinarily ugly stone statues, **gargoyles**, slumber in wall niches. The monsters activate to attack from surprise.

Secret Chamber. In one of the niches (hidden behind a gargoyle) is a larger stone slab engraved with an open eye. A successful DC 14 Intelligence (Investigation) check determines that the slab turns on hinges to reveal a cavity housing a black iron box, containing a slightly mold-eaten black tome of weird dweomer.

Treasure. The book is a dark tome containing the following spells: 3rd—*animate dead, clairvoyance, fireball, lightning bolt*; 4th—*polymorph, wall of fire*; 5th—*cloudkill, magic jar, telepathic bond, teleportation circle, wall of stone*; 6th—*circle of death, disintegrate, flesh to stone, wall of ice*.

Cloister of the Frog God

Level 0B, Dungeon Level 3, Map I

1 square - 5 feet



Cloister of the Frog God

Level 0B, Dungeon Level 3, Map 2



1 square - 5 feet

DL3H. Sword Tomb

Hundreds of rusty swords hang from the walls in a neat order. They all point towards a gate in a wrought iron fence to the north. This is the tomb of a **vampire warlord^B** and his 10 zombie minions.

Tactics. The minions are typical **zombies**, except:

- AC 16
- *Melee Weapon Attack:* +3 to hit, reach 10 feet, one target; *Hit:* 5 (1d10) slashing damage.

The vampire used to be a great lord and is still clad in the plate armor of his station. The zombies simply wear blackened chain mail and brandish halberds, and slumber to the side of the tomb, standing guard. Beyond the gate lies the iron coffin of the vampire on a round podium. If the gate is opened, the podium rotates, the coffin opens, and the zombies animate.

Treasure. In the coffin, there are ashes mixed with earth, and a gold-and-diamond diadem worth 1,200 gp. Next to the podium, there are also 2 large iron chests with 2,000 gp each.

DL3I. Antechamber

A plaque above the portal to the south reads: “*THE TOMB OF ZODMAR ADATRES, CHAMPION OF TSATHOGGA. HE WOULD SEE ALL, AND WAS THUS INTERRED HEREIN.*”

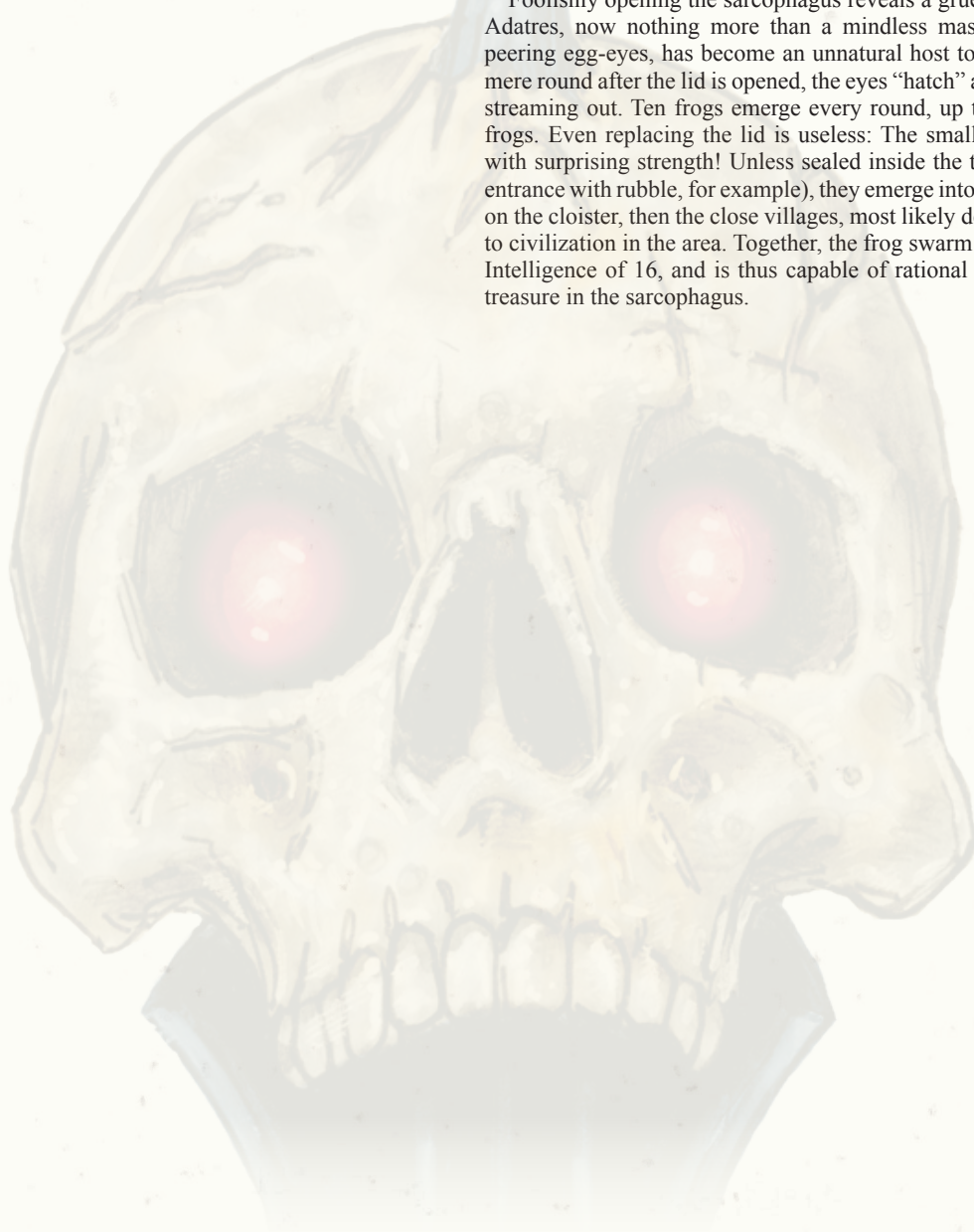
DL3J. Frog Tomb

This sepulchral vault contains the mortal remains of Zodmar Adatres, feared champion and disciple of Tsathogga, founder of the cloister. To show dedication to his harsh master, Zodmar consumed an *elixir of all-seeing doom^{GM}* when he grew old and frail (see Area DL1C). Thus, his awed and fearful apprentices made sure he would get a hero’s burial...and a place he couldn’t escape from once dead.

The Tomb. The grand tomb is painted with colorful frescoes depicting Zodmar’s deeds: his conversion at the altar of the frog-god, his crusade against the innocent, his sacking of Tal Zun, a now-forgotten town, and finally his self-sacrifice. Censers in the 4 corners of the outer room provide illumination with sickly-green *continual flame* spells. Large clay jars once contained gold and silver in abundance. Unfortunately, they have already been ransacked: only clay shards and 7 gp remain.

The Stone Coffin. The great stone coffin is where Zodmar Adatres was laid to his final rest. It is securely bound with sturdy iron chains and 3 locks. All 3 locks are sealed with lead and bear the mark of an ancient seal. Even the crack between the lid and the sarcophagus is filled with old, hardened beeswax, sealing the coffin hermetically. Faint gurgling, bubbling sounds, cackling and croaks, may be heard from inside. Opening the locks requires 3 separate successful DC 16 Dexterity check with thieves’ tools to unlock them, or DC 20 Strength checks to break them.

Foolishly opening the sarcophagus reveals a gruesome horror: Zodmar Adatres, now nothing more than a mindless mass of flesh, slime and peering egg-eyes, has become an unnatural host to his lord’s minions. A mere round after the lid is opened, the eyes “hatch” and **killer frogs^B** come streaming out. Ten frogs emerge every round, up to a maximum of 666 frogs. Even replacing the lid is useless: The small horrors push it open with surprising strength! Unless sealed inside the tomb (by blocking the entrance with rubble, for example), they emerge into the outside and march on the cloister, then the close villages, most likely dealing a dreadful blow to civilization in the area. Together, the frog swarm possesses a collective Intelligence of 16, and is thus capable of rational planning. There is no treasure in the sarcophagus.





Level 0C: Zelkor's Ferry

Background

Rumors about the Rappan Athuk dungeons will not always point adventurers directly toward the Mausoleum (Wilderness Area 9), but toward a remote, semi-fortified encampment known as Zelkor's Ferry. The wilderness around the Mausoleum is known to be extremely dangerous, and lower-level adventurers may very well choose to base themselves — at least in the early stages of the expedition — in an outpost of civilization, however small it might be. At the very least, Zelkor's Ferry offers a place to re-provision, to rest with some safety, and possibly even to hire some men-at-arms or baggage carriers. These benefits might be of little importance to a higher-level party that has access to its own magic and healing, but for a lower-level party the resources of a “home base” could very easily mean the difference between life and death.

One reason why there are more rumors about Zelkor's Ferry than about the Mausoleum is quite simple; most adventurers who enter the Mausoleum never return to tell the tale. On the other hand, the cellars and dungeons beneath the Mouth of Doom are not quite as lethal as the central levels

of Rappan Athuk where the catacombs beneath the Mouth eventually lead. The citizens of Zelkor's Ferry have seen, with their own eyes, adventurers who have returned alive from this part of Rappan Athuk with treasure and strange tales. These adventurers soon go to explore the dungeons further — and generally never return — but their shiny gold and mysterious tales remain behind, evidence of the dungeon's riches and actual existence.

The Ferry is a small cluster of buildings surrounded by an old stone wall that once served as a border fort. Zelkor's Ferry now provides an inn and a small trading post for occasional river traffic and infrequent overland travelers following the river trail to and from the Coast Road. The Ferry is the last convenient place for downriver traffic to make a safe landing, so although the settlement is small, and the river traffic is infrequent, barges and keelboats do arrive here from time to time, offloading cargoes bound for the Coast Road. This last leg of the journey overland to the Coast Road is quite dangerous and requires guards; escorting one of these small caravans is a possible side adventure for the player characters to undertake if they choose to do so.

The settlement itself is little more than the inn, a smithy, a merchant trader, and a ferryboat for those who desire to cross the river. Nevertheless, Zelkor's Ferry is a place of comfort and safety compared to the hungry



wilderness that surrounds it on all sides. The area in and around Zelkor's Ferry is shown on Maps "Environs of Zelkor's Ferry" and "Zelkor's Ferry."

Rumors in Zelkor's Ferry

Each member of the adventuring party automatically gains 1 rumor about the Mouth of Doom or the area surrounding the Ferry, in addition to the rumors listed in the Introduction.

d10	Rumor
1	Don't go down the well! (True; but that well is a long way from the Mouth of Doom's entrance to Rappan Athuk.)
2	The Mouth of Doom, which leads into the dungeons of Rappan Athuk, can be found to the south of Zelkor's Ferry. (True.)
3	They say that if you go adventuring in the Mouth of Doom, beware the hand. (True.)
4	There are one or two places in the Mouth of Doom where the air is bad; don't sleep in those places if you want to wake up again. (True.)
5	An adventurer went into the Mouth of Doom a year ago with a lucky gemstone sewn into the heel of his boot. He never came back. I guess the gem wasn't so lucky after all. (True.)
6	A band of gnolls has been lurking around to the south of the Ferry for the last several weeks. If you're headed south, better watch out for them. (True.)
7	Bristleback buys bearskins and panther skins for 50 gp, and wolf pelts for 20 gp. If you bring back a whole bear, the meat's worth 10 gp to you as well. Wild boars aren't worth anything to you, though. (True.)
8	A couple of levels underneath the Mouth of Doom there is a long passage — miles long — that connects with the main levels of Rappan Athuk. (True.)
9	Zelkor was a powerful wizard who led the army of Light into Rappan Athuk to attack the high priests of Orcus. They say that he didn't die, and one day he'll return. (Partly True.)
10	The Mouth of Doom is cursed: anyone who enters it will become weaker and weaker over the course of ten days. (False.)

Map Key

I. Zelkor's Ferry

This is a small trading post and fortified inn, surrounded by an ancient and crumbling stone curtain wall with wooden guard-towers that were clearly built in later years for added defense. The gates of the fort are closed and manned by 2 crossbowmen (LN human **bandits**) who scrutinize the adventurers closely, but since most visitors to Zelkor's Ferry are armed and dangerous-looking they are unlikely to bar the party from entering unless the characters do or say something extremely stupid. Ten kobold skulls have been nailed to the gate as a mild warning to would-be attackers.

Guests and Arrivals

In addition to the inn's staff, there are some travelers staying at the inn. Some of these are mercenaries hoping to pick up work as caravan

New Arrivals in Zelkor's Ferry

In addition to the people who are already staying at Zelkor's Ferry, there is a chance each day that a new set of travelers arrive. Roll 1d100 each day to check for arrivals. It is not necessary to track these events closely unless they are of interest to a party waiting for possible hirelings or waiting for passage on a boat.

d100	New Arrivals
01-05	A keelboat (see list below) arrives at the Ferry from the West
06	Wayfarers arrive on foot from the West, along the Old Path
07-09	Wayfarers arrive on foot from the East, along the Old Path
10-00	No new arrivals

guards when the next river boat comes in, some are travelers waiting for upstream passage and some may even be adventurers who are in the area for the same reason as the characters. Roll 1d10 twice on the Travelers table below to see who is already staying at the inn.

Travelers

d10	Traveler
1	Solitary fighter (veteran)
2	Solitary cleric (priest)
3	Solitary wizard (mage)
4	Solitary thief (spy)
5	Adventuring party (1d4 NPC characters). Roll 1d4 on this table for each NPC.
6	Merchants
7	1d4 fighters (guards)
8	1d6 outlaws
9	Patrol
10	2d6 mercenaries

When there is an arrival at the Ferry, the Travelers table should be used to determine who or what has arrived, although this step should be skipped if new arrivals are not important to the party's current activities. New arrivals do not generally need to be detailed unless the party is trying to hire NPCs or to find missions other than an expedition into Rappan Athuk. Roll on the Travelers Table to determine who arrives; if the arrival is one of the 3 keelboats that dock at the Ferry, the travelers rolled on the table are passengers on the riverboat. To keep a running tally of the Ferry's transient population, assume that each group (or individual, if solitary) plans to stay at the ferry for 1d10 days. This helps keep track of the departures as well as the arrivals. Obviously, the actions of the characters might cause a group or an individual to delay departure for a while if they are waiting for employment — or planning to kill the characters and take their gold!

Merchants: Merchants (**commoners**) arriving by road have 1d8 wagons or carts, with an appropriate number of accompanying pack animals per cart as well as 1d6 caravan **guards** and 1 sergeant-guard (LN human **bandit captain**) per cart or wagon. There are 1d3 merchants per cart as well. Merchants arriving by boat bring wagons and draft animals along since they know none are likely to be for hire at the Ferry — only 1d2 wagons are loaded onto the riverboat. Whether arriving by boat or on foot, if the merchants do not have at least 3 guards per wagon, they seek to hire more.

Outlaws: Outlaws (**commoners**) are simply peasants who are on the run from the law. They are tolerated at the Ferry if they do not appear dangerous, and if a patrol appears while outlaws are present, the citizens

RAPPAN ATHUK

of the Ferry hide the outlaws until the patrol has left. Outlaws can be hired, although they are less reliable than mercenaries.

Patrol: Patrols consist of 8 **footmen**^B and a **wilderness knight**^B. The knight rides a **warhorse**, and the footmen walk.

Mercenaries: Mercenaries are wandering soldiers looking for work. They fight as **guards**.

Treasure. If the party decides that killing the various members of Ferry society is more fun than conversing with them, they may acquire, along with the town's enmity, the following: each caravan guard carries 1d12 gp, 2d12 sp, 3d12 cp. The merchants possess a 10% chance of a minor potion, 2d10 gp, and additional coffer of coins hidden in wagon, with a total value of approximately 10 x the total HD of all NPCs in the caravan. The sergeant-guard has 2d10 gp, 40 + 2d10 sp. Footmen have 2d12 gp. The knights have 2d10 gp, and 40 + 2d10 sp. Each wagon contains 1d4 x 200 gp worth of trade goods, of various types.

Keelboats

There are 3 keelboats that carry almost all of the trade upriver to and from Zelkor's Ferry: the *Yellow Dagger*, the *Lucky Oak*, and the *Brawler*.

The Yellow Dagger

The *Yellow Dagger* is a fast riverboat that usually traffics in furs, ale, and wool. The captain is **Riko Jaskin**^B, who travels with a crew of 3 sailors (**bandits**) and his **guard**, Orik. Riko also has a **lynx**^B named Ramakin, who attacks anyone threatening Riko. Each of the sailors has 2d6 gp worth of assorted coins.

The Lucky Oak

The *Lucky Oak* is a keelboat captained by **Petrus Kolvio**^B. It is manned by 4 sailors (**commoners**) and 1 guard (**bandit**). The boat also keeps

2 guard dogs (**mastiffs**). In addition to the value of the trade goods in whichever merchant wagons are being transported, the crew has the following: Kolvio carries 3d6 gp. The guard has 1d4 gp, 2d4 sp, 3d8 cp. Each sailor has 1d6 cp.

The Brawler

The *Brawler* is a very large keelboat that transports heavy cargo such as ale, sheep, and even cows. It has a large crew of 10 sailors (**commoners**), and is captained by the owner, **Beoric the Whale**^B. In addition to the value of the trade goods in whichever merchant wagons are being transported and assorted livestock, the captain and crew have 3d12 gp each.

Locations in Zelkor's Ferry

A. Bristleback's Inn

Bristleback's Inn is the sort of place one would expect to find in a remote settlement. A cracked and peeling wooden sign creaks from its iron bracket by the door, showing a picture of a wild boar in badly-faded paint. It is an old building, small for an inn, and is not in the best of repair. Room and board costs 1 gp per night, with an extra silver piece charged for stabling a horse or mule. Odo Bristleback (**wereboar**), the innkeeper, owns and operates the entire settlement of Zelkor's Ferry, a business that has been in his family for generations. He hires the guards for the fort, and collects rent from the smith, the merchants, and the necromancer. Other members of the inn's staff include Odo's wife Amelia, two serving wenches named Ysbel and Tallie, and Gumbel the Cook. Except for Odo, all the inn's staff are human **commoners**.



ZELKOR'S FERRY

One square - 10 feet



- A Bristleback's Inn
- B Stable
- C Big Morgan's Smithy
- D Barracks
- E Rasmus Pye's Trading Post
- F Necromancer
- G Ferry
- H Kalgor the Gemcutter

Environs of Zelkor's Ferry

1 square - 1 mile



LEVEL OC: ZELKOR'S FERRY

Family Secret. Odo himself is the main reason why this small settlement can survive in the middle of the howling wilderness. For many generations his family bloodline has been stained with lycanthropy of the wereboar, inherited from some long-forgotten ancestor. Most of the full-time inhabitants of Zelkor's Ferry are aware of this, but it is not discussed with outsiders. Unless the party attacks the settlement, they are unlikely to learn Odo's secret, although if they like bacon for breakfast they may be irritated by the fact that the inn never seems to serve any pork. Once the various bandits and humanoids in the area realized that they would need silver weapons to attack Odo's inn, they decided to find easier prey elsewhere.

B. The Stable

The stable is a part of the inn; anyone wishing to keep horses here can do so by talking to Odo Bristleback, the innkeeper. The daily charge for keeping a horse or mule in the stable is 1 sp. From time to time Odo may also have a horse or a mule for sale, although these are far from thoroughbred quality. Odo almost always has a **mule** for sale, has a 65% chance to have 2 mules rather than just one, and has a 50% chance to have 1d3 riding **horses** available for the right price. Obviously, replacement animals do not just appear magically in Odo's stable; if the party buys his stock and needs more, it takes 2–3 weeks before any more are traded here. As well as 2 ne'er do well stablehands named Igor and Vort (NE human **commoners**), the stable is secured by an angry guard dog (**mastiff**).

C. Blacksmith

Big Morgan (LE human **commoner**) is a blacksmith who rents this building from Odo and makes his living by repairing wagons, shoeing horses, and producing simple iron tools for the wayfarers who stop at the inn. Morgan's wife Deslena (N human **commoner**) makes the sturdy pottery dishes used in the area as well as bottles and jugs in various sizes that she sells at the Trading Post. Her kiln is built into the other side of the forge.

D. Barracks

This building is the residence for Odo's 8 **guards** and their captain, Skorma (N male human **captain**^b), whom he has hand-picked over several years from traveling mercenaries and adventurers who stopped here and were willing to stay. They are a loyal and experienced group of veterans.

E. Rasmus Pye's Trading Post

The trading post is run by Rasmus Pye (N male human **apprentice mage**^b), who buys, sells, and barter anything that comes his way down the river, up the trail, or out of the dungeon. The only thing he doesn't sell is horses, since his landlord owns the stables. Rasmus is a wizard of minor abilities, and his ability to cast spells was a nasty surprise for the last group of kobolds that attempted to storm the walls. Most normal supplies, including armor, can be purchased here at normal prices. Healing potions are not available, however, due to the local influence of Ulman Dark (Area F).

Pye is ably assisted by his wife Meregan (**commoner**) who also sews and does some light leatherwork. Common clothing items available at the trading post may have been made by her, and she makes custom items at 20% above the usual cost. The Pyes have a 12-year-old son, Verestin (**commoner**).

F. The Necromancer

Ulman Dark (NE male human **apprentice mage**^b) is a necromancer with certain strange abilities derived from his studies in black magic, astrology, and necromancy. Having been exiled from several civilized communities, he has chosen to live in the remote settlement of Zelkor's Ferry, where his studies are tolerated — within limits — since he has significant abilities as a healer, no matter how questionable the source of these abilities might be.

Ulman is sometimes joined here by his wife. Kanndra Dark (LE female human **hunter**^b) is a successful bounty hunter and spends most of her time away from home, which is one reason the pair get along as well as they do. She also picks up various exotic herbs and ingredients on her travels, which Ulman can then try in his potions and nostrums.

Ulman's Abilities. Ulman can remove the effects of poison, and even has a certain chance to bring the dead back to life if the stars are right and the expensive materials are available. He can brew weak healing draughts and has a chance to cure diseases. These skills are based upon combinations of alchemy and dark knowledge that have no connection to the rules applicable to characters; he should simply be treated as an NPC with unusual abilities. His ability to succeed at one of these tasks is not guaranteed, and he expects payment up front whether his attempt is successful or not.

- **Removing Poison:** A character that has been poisoned within the last 24 hours may be purged of the poison. The procedure involves replacing the patient's blood using a quantity of goat's blood, as well as drawing 10 hp worth of blood from humans, to include in the transfusion. Ulman requires payment of 800 gp to make the attempt, and there is a 20% chance of failure.
- **Curing Diseases:** Ulman uses a combination of purging, leeching, and medicinal concoctions to cure diseases, charging 500 gp for the attempt. His physic has a 20% chance to fail, and a 1% chance to kill the patient outright.
- **Brewing Potions:** Ulman can brew semi-magical healing concoctions that restore 1d4 hit points. The potion must not be taken more than once in a 24-hour period, for the second draught is a deadly overdose, although a successful DC 15 Constitution saving throw negates this. He charges 250 gp for one of these draughts.
- **Raising the Dead:** Ulman charges 3,000 gp to attempt this difficult task and has a 30% chance to fail in some way (see below). If he fails, he weakens and is unable to do anything but lay in bed for a period of 1 month thereafter. If 3 gems worth 250 gp or more each are used in the procedure, the chance of failure drops to 10%. Failure results are listed on the table below:

d6	Result of attempt
1	Character remains dead
2	Character returns from the dead but with 1d2 permanently lost Constitution points and 4 levels of exhaustion for 2 weeks
3	Character's body dissolves into a putrescent ooze
4	Character returns from the dead, but grows to ogre size, gaining 4 extra hp but losing 1d4 points of Intelligence
5	Character's body remains dead, character's soul returns as a wraith and attacks
6	Character remains dead

Treasure. Ulman owns various alchemical devices worth a total of 1,000 gp, chemicals worth a total of 500 gp, and has 300 gp hidden in a chest under one of the flagstones of his floor, protected with a poison needle trap. The trap can be discovered with a DC 17 Intelligence (Investigation) check or avoided with a DC 18 Dexterity saving throw. The poison needle does 1 point of piercing damage and on a failed DC 14 Constitution saving throw 36 (8d8) poison damage.

G. The Ferry

The Ferry itself is no more than a wooden dock jutting out over the water, with a stone building where Gutmark the Ferryman (**commoner**) makes his home. It costs 2 gp per person (and 1 gp per animal) to be ferried across the water on Gutmark's boat. Travelers are so infrequent that ferrying passengers is only an occasional task for Gutmark; he makes his living by fishing in the river (usually within sight of the dock). His

wife Adebrin (**commoner**) smokes the fish and makes other smoked meats and salted foods.

H. Gemcutter

Kalgor (LN dwarf **commoner**, with 10-foot darkvision) is a retired wanderer, a dwarf who happens to prefer living on the surface rather than underground. This may be related to the fact that his vision is not as acute as it is for most dwarves; he uses spectacles even in daylight. Kalgor does not, under any circumstances, agree to join an adventuring party.

Gemcutting. His income mainly comes from occasional work as a gemcutter; rough gemstones found in the area usually make their way to his worktable before they are sold upriver. Kalgor appraises a gem for a payment of 10% of its value (he is honest and accurate with his appraisals). He buys gems for 90% of value (the appraisal still costs 10%, though), and sells a gem for 110% of its value. At any given time, Kalgor has 1d4 + 6 gems available for sale. Roll 1d10 for each gem to determine their value:

d10 Available Gemstones

1–5 20 gp hematite (sells for 22 gp)

6–7 50 gp jade (sells for 55 gp)

8–9 100 gp flawed diamond (sells for 110 gp)

10 250 gp ruby (sells for 275 gp)

If Kalgor is hired to re-cut a gem to increase its value, he charges 10% of the gem's initial value to make the attempt and tells the characters up front that they run the risk of the gem being ruined. If they still want him to re-cut the gem, roll 1d10 on the table below to determine the result:

d10 Cutting Result

1 Gem is ruined and is now worthless.

2–4 The gem is not ruined, but its value decreases by 20%

5 The gem is not ruined, but its value decreases by 10%

6–7 The gem's value increases by 10%

8 The gem's value increases by 20%

9 The gem's value increases by 50%

10 The gem's value increases by 100%

2. Old Path and the Milestone

The Old Path runs along the southern bank of the river, eventually joining the Coast Road on the far side of the river's tributary, after one crosses at Zelkor's Ferry. At this point along the trail there is an ancient stone marker with the number "50" carved into it, although the marks of the chisel are almost faded away by time and weather. The stone is a marker — approximately — of the 50 miles remaining from here to the Coast Road.

3. Cave of the Stirges

When the characters approach this cave entrance, they immediately notice the nasty smell wafting out from it. The cave entrance itself is too narrow for more than 1 person to enter at a time. The area within is small and is the lair of 5 **stirges**.

Treasure. A total of 2,000 cp, 125 sp, and 300 gp can be found scattered amongst the various bones and rubbish in the stirge lair, in addition to 3 pieces of hematite worth 50 gp each.

4. Demon Statue

A statue overlooks the river here; it is worn and weathered, but its demonic shape, with bat wings and ram's horns, can still be discerned. The statue's outstretched arm points to the southwest. There is nothing magical or unusual about the statue.

5. Ford

The river can be forded safely here, but the gnolls at Area 6 keep a lookout watching the ford, and the adventurers are likely to be spotted.

6. Gnoll Outpost

Gnolls from the Mouth of Doom have established a small camp on this hill, which serves as a lookout point. At any given time, there are 5 **gnolls** here.

Tactics. The gnolls notice anyone fording the river at Area 5 and track them quietly until they have a chance to attack with surprise.

Treasure. Each of the gnolls carries a belt pouch containing 1d100 sp.

7. Small Lake

Although the lake itself is not the lair of any unusual monsters, various animals come here to drink. Any time the characters come into this area, roll on the table below to find out what might be in the vicinity:

d20 Fuzzy Forest Creature

1–7 1d4 **deer**

8 **Black bear**

9 **Panther**

10 1d6 **wolves**

11–20 No animals present

Treasure. Bearskins and panther skins can be sold at Zelkor's Ferry for 50 gp; wolf skins can be sold for 20 gp each. The complete carcass of a bear is worth an additional 10 gp for the meat.

8. Weird Woods of Yorgala the Ogress

Toward the middle of these woods, the trees begin to get darker and stranger, some of them having octopus-like suckers on their trunks and branches, others almost seem to have malevolent faces in the pattern of their bark. Moving through this area becomes more and more difficult — the trees and the underbrush almost seem to be getting in the way of the characters' passage deliberately. Treat the area as difficult terrain. Moreover, and perhaps most disturbing, the forest becomes darker than it ought to be. By the time the characters reach the center, if they go so far, they are in unusual, but natural, darkness.

Cottage. At the center of the woods there is a stone cottage with a garden fenced around with human bones and skulls. This is the abode of the female **ogre**, Yorgala (can cast *sleep* as a 1st level spell once per long rest as an innate spellcaster). She is a normal ogre, but thinner and a bit less feral than most male ogres. If she succeeds in capturing any humans with her *sleep* spell, she cooks one of them for dinner (determine randomly) and sells the rest to the gnolls at Area 6 as slaves, after tattooing a mystical marking on the palms of their hands. The tattoos detect as magical, and their effect is to weaken a person inside the ogress's grove. Anyone entering the grove with one of these tattoos makes all attacks at disadvantage due to a strange weakness. The gnolls most likely ransom the captured party members to the people in Zelkor's Ferry for 100 gp each. After the characters are

LEVEL 0C: ZELKOR'S FERRY

ransomed in this way, the people at the Ferry expect to be reimbursed for their expense.

Treasure. Inside Yorgala's hut there is a large cauldron, a selection of knives, a wooden table, an ogre-sized bed, and a large and elaborate silver mirror worth 1,000 gp total.

9. Large Forest

9A. Den of the Red Bear

The bear (**polar bear**) that lives in this location has bright scarlet hair and is considerably larger than most forest-dwelling bears. It is fearless, and stalks and attacks anyone who is following the river through the woods, even a large group.

Treasure. The red bear's den is in the hollow of a massive tree, which is almost 20 feet in diameter — although the tree itself is squat, being only 50 feet in height. Over the course of time, the bear has dragged several of its victims into this lair to eat them at leisure. Although most of this equipment is clearly that of wandering humans, ruined, and with no value, some of the items are worth something. There are 2 suits of plate mail that have been broken open to get at the tasty meat inside, but the pieces have not been damaged and can be reassembled. Additionally, there is a crushed skeletal hand tossed in with the other bones and scraps in the tree hollow, and there is a *ring of protection* remaining on one of the fingers.

9B. Ruined Hut

Deep in the trees there is a small hut in a state of disrepair and neglect. The wooden walls are rotting, and the thatched roof is green with moss. The hut is the lair of the lone **worg** who killed the original inhabitants.

Treasure. The worg does not keep treasure, but among the bones inside the hut there is a belt pouch containing 5 gems worth 100 gp each.

10. Ruined Cottage

This is a stone cottage that has been abandoned and fallen into disrepair. The thatched roof is gone, and grass grows from the dirt floor of the building.

11. The Mouth of Doom

The Mouth of Doom is a huge, stone demon face (the visage is vaguely that of Orcus) carved into the side of the hill. Its open mouth is 10 feet tall; within the gaping stone maw, stairs of black stone lead downward into the darkness. Descending the stairs leads to Level 1C, the Mouth of Doom, in Area 1C-1.

29. Castle Calaenan

See Wilderness Area 20, or Level 0D for details.



Level 0D: Castle Calaelen

Castle Calaelen (pronounced Cah-LAY-lan) sits in ruin, built into the side of a small hill, west of Zelkor's Ferry and north of the Mouth of Doom. Its construction was ordered by an elven noble with more coin than sense. It pre-dates the fall of Tsar and the Sunken Graveyard, and time has not been kind to it. More a fort or manor than a proper castle, it has been home to anyone who wanted a roof over their heads — even if the roof looked like it was ready to fall in at any moment. The pale stone bricks of the walls have begun to crumble or roll down the hill, and the main building does not look to be in good shape; the entire structure leans to the east in a worrying way. Recently it has become home to a tribe of goblins who have decided to stay; a few discarded objects from previous owners give these goblins an edge over anyone who would dispossess them of their estate.

Level 1 and 2

Difficulty Level: Tier 1

Access: Courtyard can be entered through main entrance or by climbing the keep walls. Multiple entrances to buildings from courtyard.

Wandering Monsters: None

Atmosphere: The castle is in a state of disrepair, and the area is messy due to its inhabitants, past and present.

Ceiling Height: Interior ceilings are 12 feet tall.

Doors: Rotting iron-reinforced wood. Require a successful DC 8 Strength check to open. Windows are boarded up unless otherwise noted.

- **Locked Doors:** Require a successful DC 17 Dexterity check with thieves' tools or DC 17 Strength check to open.

- **Secret Doors:** None.

Shields and Wards: None.

Surfaces: Cut and stacked stone.

The Castle Today

Current Inhabitants. The castle is inhabited by a small tribe of 9 goblins, who have found that the small keep makes a good base of operations. They're lead by Jedra, a clever goblin who found a book of Orcus' rites and rituals (left over from a previous occupant) and has set about learning to create and enslave undead in the hope of bolstering her raiding parties. The goblins are making a nuisance of themselves, raiding nearby farms and particularly undefended caravans once or twice a fortnight, and have done well enough to hire 5 gnolls lead by Gori to defend the castle while they're away. Their general pattern is to have 3 goblins scout a farm or caravan traffic along the road, and when they've found a good target they send for the rest of their number. They're also having some luck fishing at a river to the north and have amassed nearly a week's worth of food and are generally in high spirits.

The goblins are having the time of their life in Calaelen. They're spending their time pretending to be 'society', holding 'banquets' in the dining hall, satirical religious services in the chapel and generally making fun of their dim idea of human high-society. On occasion they can be seen wearing clothes looted from the old master bedroom (although they

don't fit), and some of the goblins encountered should be found wearing oversized shirts or using socks as hats.

Beginning an Adventure. Mechanically, Castle Calaelen provides a good starting point or plot hook for an adventuring party looking to begin the campaign at first level. That is not to say that the castle is safe — this is Rappan Athuk after all — but it serves as a good first adventure and possibly a base of operations for a company of adventurers foolish enough to think they can make their fortunes plundering the Dungeon of Graves. Characters could hear about the castle in Zelkor's Ferry, or perhaps a character could inherit the deed to the place and try and reclaim what is rightfully theirs.

Multiple ways of introducing the castle to the campaign exist.

- Castle Calaelen was built some time before the fall of Tsar and the Righteous March by an elven noble named Orlinde Calaelen who was rich but not terribly clever. Maybeth, a descendant of hers, decided to make use of the castle and set up an adventuring group named The Great Downwards Engineering Company. The purpose of this group was to systematically purge Rappan Athuk of evil, and in doing so profit from the process. After a first, highly successful expedition, Maybeth became obsessed with "finding the missing prince and princess" (due to her finding the *sword of kings and queens* ^{GM} and falling under the influence of its *geas*). She sold everything she owned, including the deed to the castle and set off on a second journey (meeting her fate in Rappan Athuk, Area 12C-9). The deed has passed through many hands, gradually losing all it's worth. At the start of this story, one character could inherit or purchase the deed to the castle, and the rights to run an adventuring company (free from any taxes). Clearing the castle should allow the party to find Maybeth's journal in Area 0D-21. From there it should direct the party to the Mouth of Doom and beyond, driven by a combination of righteousness, greed, and curiosity.

- A second way to have the players find this place would be random chance. The characters, either after fleeing Rappan Athuk for their lives, or exploring the countryside before making their first foray into the mega-dungeon, crest a small hillock and notice a dwelling perhaps a few hundred yards in the distance. From this range, it is difficult to determine the exact type of structure, but from the size it must be at least a fortified manor of some kind. Perhaps the owners would be willing to offer shelter? It could even be something simpler. The party stumbles upon a dilapidated keep while travelling. With the threat of rain (or worse) on the horizon, it sure would be nice to find somewhere dry to stay the night. If no one owns this place, why not stay a while and regroup?

Castle Calaelen as a Base of Operations. Rebuilding the castle can provide an interesting sub-plot alongside Rappan Athuk. At first it provides somewhere free to stay, but with coin it could become a place to defend once the players inevitably kick the hornet's nest that is the martial might of Orcus' army. There is a week's worth of work in cleaning the castle and washing away the mess left by its previous occupants, but the party should be free to hire labor (skilled and otherwise) from any nearby towns (such as Zelkor's Ferry, or one of your devising). Additional repairs are also necessary:

- 400 gp worth of repairs and a stable boy would see the stables operational again, taking care of the character's horses while they're off adventuring.

- A cleric could re-sanctify the temple and be available to tend to sick or injured characters.



- 1,200 gp would see the gatehouse and drawbridge repaired, making the castle far more defensible against attack.
- The party could begin to hire guards, soldiers, cooks, cleaners, or other staff and play more of the ‘castle life’ angle.
- A trophy room could contain keepsakes of victories or the toughest monsters the party has slain.
- There is much more the castle could do without shifting the game’s focus from dungeon-diving to town planning and provides an interesting way for the party to spend their money, and perhaps lend itself to the beginning of a greater arc, to keep give characters an ongoing reason to venture into Rappan Athuk.

Local Gossip. News has reached the townsfolk of Zelkor’s Ferry that travelers have been increasingly assaulted by marauding humanoids. It seems that a new brigand group has taken up residence in a small castle to the west of town, one that only a few years ago housed elves. The elves either died or fled the area, leaving the place abandoned and in a state of disrepair. Recently, a group of travelers noticed that the broken bridge across the moat had been messily repaired and investigated. They were greeted by a flight of arrows, and being wise rather than brave, retreated, leaving one of their number dead, and two others grievously wounded.

The Castle

Castle Approach

On the edge of the Forest of Hope near the town of Zelkor’s Ferry sits a large, angular hill, rising above the surrounding trees. The hill is too steep to walk up except on the south face where it rises steeply for 50 feet, then flattens out before rising again to its peak. The flat area provides a good view of the surrounding region, and someone has tried to squeeze a structure onto the small plateau, which stands 25 feet tall, partially in the

shadow of the rest of the hill. The castle is in a terrible state of disrepair, its outer walls crumbling into a dry moat now nothing more than a muddy pit. Rotting planks nailed together bridge the pit, and 2 **gnolls** stand guard in the shadow of the gatehouse at A. Occasionally a **goblin** can be seen wandering the courtyard behind them.

The northern face of the hill is in fact a cliff. Climbing it can be done with a successful DC 12 Strength (Athletics) check, and pitons and ropes would give the climber advantage, although it would be hard to make the climb without making enough noise to alert the castle occupants. Once up, the party can make a 10-foot drop onto the roof of the castle and climb down into Area 0D-18 or -19.

Tactics. The gnolls have been hired as guards, although they have no love of being outnumbered. If they’re attacked they bark an alarm, summoning 2 more gnolls from Area 0D-8 who arrive 1 round later, and giving the goblins in Area 0D-14, -16, and -18 time to prepare. The gnolls attempt to capture any characters trying to cross the bridge or knock them into the pit below. If they find themselves unable to hold the bridge they retreat to Area 0D-8 to barricade the door and lick their wounds, looking for an opportunity to slip away. If the characters hide and observe the gnolls for any length of time a loud “caw” is heard from inside the castle, causing the gnolls to perk up and look at the sky warily. The reason for this is the resident of Area 0D-6, which still spooks the gnolls somewhat, and is the main reason for their alertness.

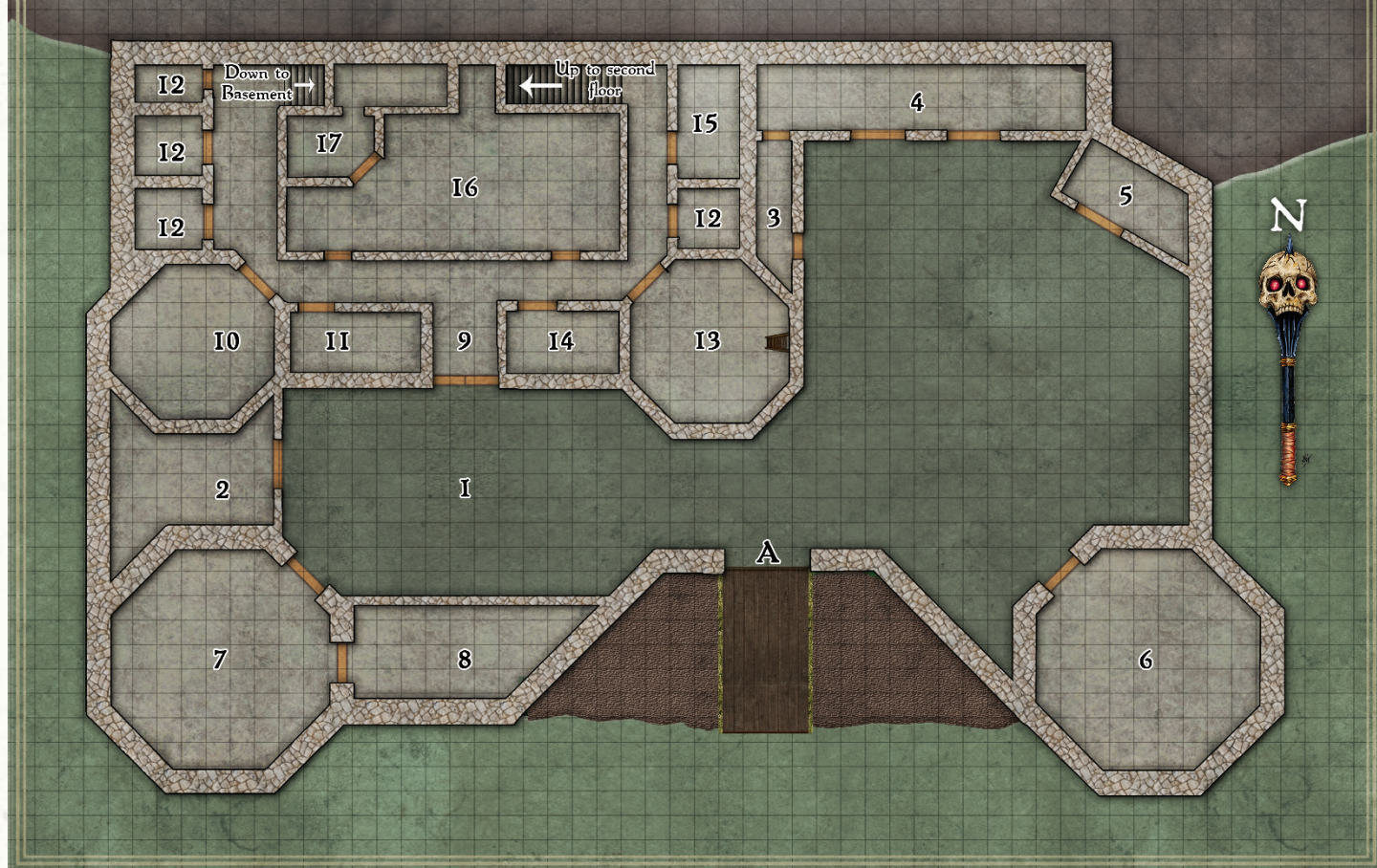
Treasure. Each gnoll has 3d4 sp.

0D-1. Courtyard

The courtyard is a small expanse of mud and overgrown grass. The ground gets muddier in the northeastern end where the runoff from the bathhouse at Area 0D-5 soaks the ground. The goblins don’t like spending time in the courtyard much, but the sentries in room Area 0D-18 keep an eye on it, and fire at any intruders they notice in the courtyard until the intruders flee.

Castle Calaelen Level 0D, First Floor

1 square - 5 feet



oD-2. The Smithy

The odd shape of this room and slightly neater construction suggests it was built after the main castle.

Forge Area. A large forge sits just inside the room against the north wall, with a pile of broken wood to be used as fuel piled next to it, as well as some iron scraps. Half-finished weapons and armor (clearly goblin-sized) hang on makeshift hooks and racks around the room. **Gorbaz^B**, the goblin smith, works the forge, not caring if the alarm has been sounded, as he is so engrossed in his craft.

Tactics. If approached, he takes a mostly-finished hammer from the fire and threatens the intruders. The hammer, hot from the smithy's fire, inflicts an extra 2 fire damage on a successful hit for the next 2 minutes.

The smith is unusually disinterested in fighting and tells the characters, in the Goblin tongue, whatever he thinks will get them to leave him in peace (such as the number of goblins in the castle, or the presence of Afrit in Area 0D-6).

If attacked by more than 2 opponents he beats a hasty retreat to Area 0D-18, scaling the outer wall as he goes (he knows about the trap at Area 0D-9, and therefore avoids the door if the alarm has been raised).

Gathering Information. Gorbaz has no loyalty to Jedra, he is just elated at being able to work at a 'proper' forge for the first time in his life. Gorbaz has already melted down everything in the castle he could find and Jedra has forbidden him from melting down anything else. If the party convinces him that they will allow him to continue to work or supply him with more metal, then he allows them to heat their weapons or ammunition in the forge. A simple gift of a metal weapon also suffices.

Using the Forge. Characters may also heat their metal weapons in a similar manner to Gorbaz; heating takes 1 minute of exposure to the flames of the forge. Weapons heated this way are more fragile; during the 2 minutes of additional heat damage, if the character rolls a 1 on any to hit roll, the weapon breaks and becomes useless.

Treasure. Gorbaz has 3d4 sp.

oD-3. Stable Stores

Opening the door startles a few rats, nibbling on the contents of this room. A small pile of hay and 2 bags of oats are the room's only other occupants.

oD-4. The Stable

The stable has been totally gutted, most of the iron rings on the walls have been worked free, and the wood of the stalls has long since been broken down for firewood. Three **ponies** are tied to the wall here. They were stolen from a particularly poorly guarded caravan that passed through Zekkor's Ferry a month ago. The goblins are using them as pack beasts to help them carry the spoils of their raids back to the castle, although the ponies dislike the work and the goblins.

Tactics. If freed, the ponies can be convinced to make a quick and noisy run for the main gate with a successful DC 10 Wisdom (Animal Handling) check, providing a useful distraction if one is required.

oD-5. The Bathhouse

A natural spring flows down the cliff and through a duct to make a small natural reservoir of clean water inside this small out-building. The goblins have not been attempting to keep it clean however, and the entire building stinks of waste.

Treasure. Should a character decide to paw through the water, with a successful DC 17 Wisdom (Perception) check they find a small agate worth 20 gp, although if they do not take adequate steps to avoid contact with the water any character sifting through the bath is exposed to the grunge^{GM}.

oD-6. The Occupied Tower

This tower looks in passable repair from the ground, although if viewed from above it is clear that the roof of the tower and its second floor have been broken in, leaving the tower hollow. The tower's ground floor door has been

boarded up from the outside, and chalk graffiti written in rough goblin reads "No go. We let has". The boards can be pried loose with a successful DC 16 Strength check, allowing the door to be opened freely. Inside, the tower is in ruins, with the remains of the second floor, stairs, and roof lying in a heap of rubble on the ground; this rubble does not prevent movement but is difficult terrain. Nesting in the middle of the mess is Afrit^B, a large, intelligent demonic raven; in Afrit's nest are 2 large dark-grey eggs.

Truce. Afrit is no ally to the goblins but made her home in the tower before they arrived. Afrit and the goblins maintain an uneasy peace. The goblins offer Afrit meat taken from their victims and in return the goblins hope Afrit will act as a kind of guard dog, a duty Afrit has no interest in undertaking. Afrit is smart enough to know that the goblins pose little threat to her and is happy with the goblins' occasional gifts. Afrit occasionally flies off to hunt, and a roll of a 1 on a 1d4 means that on this day Afrit is many miles from the castle.

Tactics. Afrit fights to the death to defend her nest but does not actively bother the characters unless they enter her tower. If the party tries to open the door to her tower, Afrit screams to scare them off. If all else fails (or she hears someone plotting outside) she casts *darkness* in her tower, then grabs a block of stone in each talon and takes to the air to drop bits of stone on anyone in the courtyard. She fights to the death to defend her eggs.

Treasure. On top the debris is Afrit's cache of shiny gems (5 large but rather common gems worth 50 gp each). The true treasure is part of the rubble: a +1 *shield* that was inside when the tower collapsed. It can be found with a successful DC 16 Wisdom (Perception) check. It takes 10 minutes of noisy digging to free it, however.

oD-7. Gnolls' Tower

This tower has mostly collapsed in on itself. If the party engages the gnolls from Area 0D-8 in this tower, the rubble is difficult terrain. A cursory check of the tower reveals that the room is close to ruin anyway; with care the tower's remaining supports could be collapsed, taking out rooms 0D-8 and -2 along with them. If anyone is in rooms 0D-8 or -2 when the roofs collapse, they take 14 (4d6) bludgeoning damage from falling masonry and materials; any creature standing near an exit can attempt a DC 14 Dexterity saving throw for half damage.

The second story has mostly rotted away, and it is not possible to reach the roof without scaling the dilapidated walls. Anyone on the roof trying to get down can attempt to carefully jump down along the broken support beams with a successful DC 16 Dexterity (Acrobatics) check to land on some of the remaining structure; failure to land on the beams (or to grab hold of them) results in a 20-foot fall to the rubble below.

oD-8. Gnolls' Bedroom

There are 5 **gnolls** employed by the goblins to defend the castle. Two are always on duty, and a third is down in Area 0D-23. Unless the alarm was sounded at the front gate, the remaining 2 are found here. When the characters arrive, the gnolls are equally likely to be engaged in one of

their 3 favorite pastimes: sleeping (on a roll of 1–2 on a d6), eating (on a roll of 3–4), or mock-fighting (on a roll of 5–6). Determine the gnoll's current activity before resolving their chance to notice the characters arrival; mock-fighting is raucous and so gives the gnolls disadvantage on perception checks to notice the party's arrival, but they are already armed even if they do not hear the characters approach.

Treasure. If the room is searched, the characters unearth the gnoll's cache with a successful DC 15 Intelligence (Investigation) check (a cache hidden under a floorboard in the back). Inside is a *scroll of hold monster*. The gnolls know what it is; although they cannot use it themselves they plan on selling it to the goblins if Afrit starts to threaten them. The cache also contains their pay from the goblins, 560 sp. Each gnoll has 3d4 sp.

oD-9. Main Entrance

The great doors to Castle Calaelen have survived for centuries, although they do not open smoothly.

Gate Doors. If the goblins have heard the alarm, the door is locked, and they have armed a pair of arrow traps set to fire whenever the doors are pushed open. Unlocking the doors requires a successful DC 17 Dexterity check with thieves' tools, or they can be forced with a DC 20 Strength check. If the doors are opened, each arrow makes a ranged weapon attack at a single character at +6 to hit, with a range of 60/120 feet. On a hit, each does 3 (1d6) piercing damage. The trap can be detected with a successful DC 20 Intelligence (Investigation) check and disarmed with a successful DC 18 Dexterity check with thieves' tools.

Stairs. The stairs up at A have been blocked; it takes an hour's work for a group of 4 strong Medium-sized creatures to clear them. The stairs down at B are unobstructed.

oD-10. Guard Tower

This tower is in good repair, with a ladder leading up to Area 0D-19. The room is otherwise unoccupied. A door in the western wall is secured with a chain and a lock which looks imposing but is rather simple to open. It can be unlocked with a successful DC 17 Dexterity check with thieves' tools or simply forced with a DC 15 Strength check. Due to the way in which it has been attached it would require a successful DC 20 Dexterity (Stealth) to open the door without making a lot of noise removing the heavy chain.

oD-11. The Armory

The armory has clearly seen better days. There are enough racks, stands, and cases to hold gear sufficient to equip a battalion, although they are nearly all empty and what little is left is either in disrepair or made for goblins. These are the supplies the goblins use for raids, as the spears are less suited for indoor use.

Treasure. In the racks are 4 spears, 4 shortswords, 4 shields, and 100 arrows. There are also 2 shields hung for decoration. A box of parts is a disassembled heavy crossbow that the goblins have overlooked. Four hours of careful work see it fully functional again, if the character putting it together can make a successful DC 14 Intelligence check. Otherwise, it has a –1 penalty to hit. In any case, there are no bolts in the room.

oD-12. Guest Rooms

These rooms have been stripped of whatever furnishings they once contained. Some of the goblins use these as sleeping areas or bathrooms but they are currently deserted.

oD-13. The Rotting Tower

While the whole castle is showing signs of decay, this tower is seeing the worst of it. The spongy wooden floor gives a little when stepped on. There is a ladder against the far wall that is still traversable by a Small or smaller creature, but it cannot bear the weight of a Medium or larger

creature. Should such a creature attempt to cross the ladder there is a 30% chance it crumbles under their weight, and a Large creature would certainly break it. Anyone climbing the ladder can tell it's rotted through. The ladder leads to Area 0D-18.

Since this is the goblins' only easy route to the second floor they have been careful with the ladder; if it's broken they would need to spend a day clearing the stones at A.

0D-14. Goblin Tea Party

Three **goblins** make this room their own if the alarm has not been raised. What was once a tea room is now a mess of half-broken furniture and shattered crockery. The goblins are having fun pantomiming with the remains of a tea set and laughing raucously.

There is a rope against one wall, attached to a pulley, running up through a hole in the ceiling. This is the remains of a dumbwaiter. It can be climbed with a successful DC 10 Strength (Athletics) check, but the passage is small enough that Medium creatures will have to squeeze. The gap leads into room Area 0D-18.

Tactics. If the alarm has sounded the goblins have gone to room Area 0D-15 to stage a defense. Before they leave they arm an explosive trap and cover it in crockery shards, all the better to deal with intruders. The trap is set to go off if anyone touches the pile of shards. The trap deals 7 (3d4) slashing damage to all characters in a 10-foot square. Those succeeding on a DC 14 Dexterity saving throw take half this amount of damage.

Treasure. The crockery is of good quality, and if it could be reassembled it could be sold for 35 gp as a set, assuming the trap is not set off. The goblins have 2d4 sp.

0D-15. The Library

The door to this room is unusual; it is entirely constructed of neatly worked iron and is locked and magically trapped.

Iron Door. Unlocking the door requires a successful DC 20 Dexterity check with thieves' tools, but so far, the trap on the door has prevented even the most curious from ever plundering the room. Anyone attempting to pick the lock receives a powerful shock doing 7 (2d6) lightning damage and giving the recipient disadvantage on Dexterity checks for 1 minute. A creature that succeeds on a DC 16 Constitution saving throw takes only half this damage and does not have disadvantage on Dexterity checks. The goblins, after learning that the trap resets itself every minute, have steered clear of it. Anyone opening the door also triggers the trap. The door can be bashed in with a successful DC 25 Strength check. The key has long since been lost, and the room is intact.

Interior. Inside the room the extra support beams and thick walls hint that this may once have been a safe room of some kind, however it was last used as a library, with wooden shelves and scroll-racks still supporting many tomes that have escaped the ravages of moisture elsewhere. The books are yellowing, relics of the original inhabitants of the castle. Many are dry historical books with a focus on the history of noble families and the local aristocracy. The remaining books are notes and diaries from the original owners, and of little use.

Treasure. The scroll cases mostly contain nothing useful, but one hides a *scroll of lesser restoration* mixed in with other notes. Another case contains *scrolls of bless* and *protection from evil and good*. They can be found with a successful DC 14 Intelligence (Investigation) check on a thorough search of the library.

0D-16. The Dining Room

Three tables and crude chairs give enough space for a dozen goblins to all eat at the same time. Jibjack, **goblin leader**^B, and 2 **goblins** spend their time in this room when not otherwise occupied.

Table Setting. The tables have been laid out by someone who has heard of formal dining, but clearly didn't understand it. Knives are the only cutlery, 1 on each side of each plate. In the center of each table a candle has been placed in a gravy-boat. The goblins make a great show of sitting in chairs and calling each other "good sir", a ritual that delights them.

Tactics. If the alarm has been sounded, the goblins in room Area 0D-14 and -17 join Jibjack in defending this room, hoping that Afrit and the gnolls deal with any intruders before they reach them. The goblins use the tables as barricades to jam the east door and provide themselves with three-quarters cover, and Jibjack orders shortbow volleys at anyone coming through the east door. Jibjack uses his nets before wading into melee, believing his "necklace" will keep him safe. If the goblins are caught unawares, they start by upending the table furthest from the door and getting behind it. Some of the goblins may still have cloth scraps tied around their necks as napkins when the fighting starts.

Treasure. Jibiack has a *necklace of protection* (as a ring), 2d4 sp, and 2d4 cp. Each goblin has 2d4 sp.

0D-17. The Kitchen and Pantry

The kitchen has been totally wrecked. Goblins, not known for their love of fine dining, have taken away all the pots and utensils to be melted down in the smithy. The pantry is now home to some half-dried fish. Interestingly the spices have been left untouched, although it looks like a few goblins have at least gnawed at everything to see if it was tasty. A **goblin** wearing a crude apron is happily cutting the half-dried fish into small chunks with a cleaver, clearly enjoying himself.

Treasure. A trained alchemist or a wizard could salvage 10 gp worth of untouched minor ingredients from the spice rack. The goblin "chef" has 2d4 sp.

Second Floor

Neither of the outer towers (Areas 0D-6 and -7) have intact second floors.

0D-18. The Lookout

Three **goblins** spend much of their time here. The rope from Area 0D-14 comes up through a small gap in the floor here; the other end is tied to a spike in the wall. A thick wooden cabinet in a corner contains a few chess sets and similar games, which the goblins alternatively hoard, trade, or chew on. On a table, a chess board is covered in pieces, and the goblins take turns putting on a broken pair of reading glasses and attempting to throw other pieces at it, counting how many they can knock down.

Tactics. The goblins can see the courtyard below, and if the alarm is sounded they try to snipe at any intruders in the courtyard with their shortbows. If they lose sight of their targets they wait (relatively) patiently, either for a chance to shoot at them some more, or to ambush anyone who tries to enter the room. If the party tries to climb up from room Area 0D-14 the goblins attempt to remain silent, hiding behind tables and the cabinet before leaping out to surprise the first person to have pulled themselves into the room and then dropping flaming oil into the room below.

If they hear intruders on the second floor 2 goblins hide and 1 goblin climbs down the rope and makes a disturbance. If a creature looks down the hole to investigate the noise, the remaining goblins push the heavy cabinet down on top of them, dealing 5 (2d4) bludgeoning damage and hopefully surprising them.

Library. A few children's books with what must have been expensive illustrations are piled up on the floor here, and all the drawings have been torn out and put in a small pile. Some come from a book about castle life and have simple drawings of a banquet, a cook, and 2 aristocratic figures playing chess. Others have pictures of children playing japes and seem to have delighted the goblins, probably inspiring the use of the cabinet as a weapon.

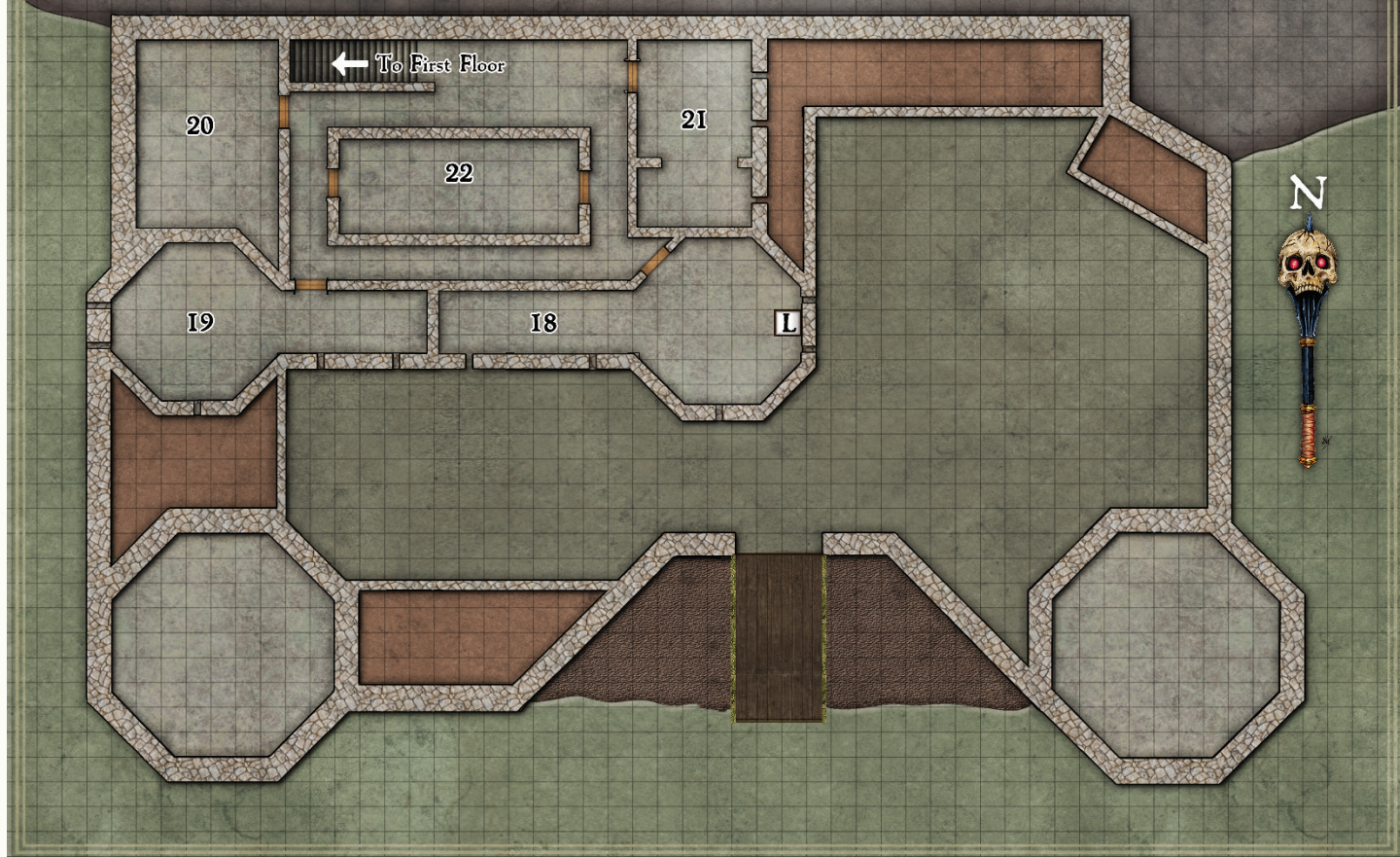
Treasure. Each goblin has 3d4 cp.

0D-19. The Storage Loft

A few crates and bundles of cloth are roughly stacked in here. The crates were once filled with spare fittings and supplies, leftovers from the castle's construction, but anything of value has long since been pilfered. The centerpiece of the room is a long, 4-man canoe suspended

Castle Calaelen Level 0D, Second Floor

1 square - 5 feet



by ropes from the ceiling and running the length of the room. It's unclear how the boat got in here or what its purpose was, the river being a considerable distance from here. A **giant spider** has made this loft its home, perhaps explaining why the boat hasn't been smashed up for firewood. Any character climbing up to have a look inside the boat is in for a nasty surprise!

0D-20. The Chapel

This chapel was once in honor of Muir but has been horribly defiled. Bones litter the floor and black cloth has been nailed to the walls. The odor of rotting flesh and dried blood is thick, and the air is stale and smoky. At the far end of the room a statue of a bloated demon with a ram's head and bat's wings has been crudely constructed from stones and wood.

The priest of this foul place is the goblin **Jedra**^B, who found a book about Orcus left here by a previous inhabitant. Jedra rather liked the idea of Orcus and built this chapel to honor him. Orcus was amused by this and granted Jedra some limited power which she is using to learn to raise undead. She hopes one day to replace her raiding parties with teams of undead lead by goblins, to supply them with all the food they could want.

Crafting Undead. At any time Jedra will be in the chapel, praising Orcus or experimenting on any bodies on which she can get her hands. She has so far carefully managed to raise a pair of **skeletons** (with maximum hp), and is working on a corpse, this time attempting to make a zombie.

Tactics. The skeletons are under Jedra's command. Jedra uses her skeletons to fight with her. She fights to the death, cursing her attackers in Orcus's name.

Treasure: None of Jedra's wealth is stored here; she instead keeps it in room 0D-20. She does however carry the key to that room on a loop of string around her neck. On the altar is a very well bound and detailed tome, praising Orcus and including prayers to him and some basic necromantic rites of which Jedra has been making use. The book itself is probably worth up to 200 gp to a budding necromancer or collector, although any good-aligned creature should seriously consider burning it. As well as the key, Jedra wears an unholy symbol of Orcus.

0D-21. The Bedroom of Skulls

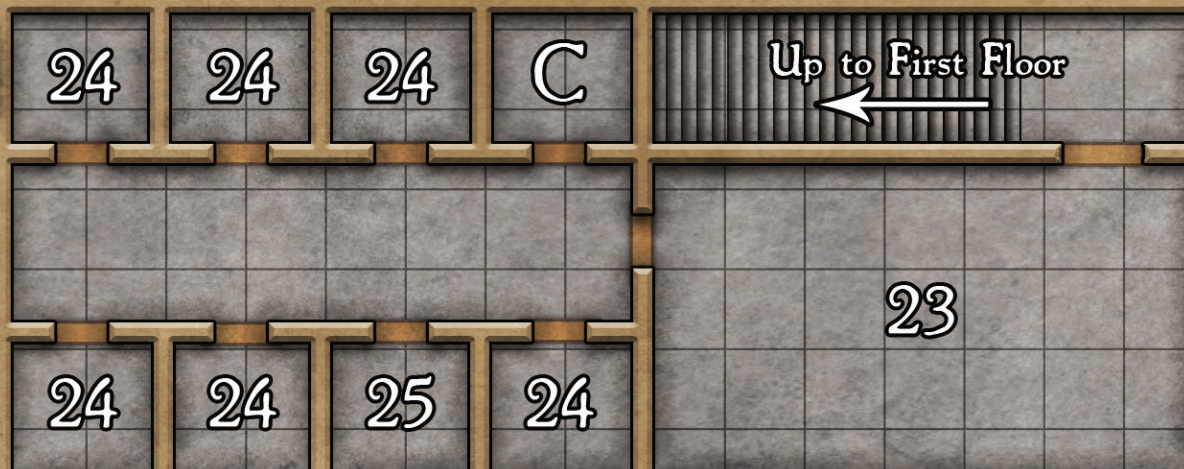
Jedra has an understandable concern that her new-found faith in Orcus may raise an eyebrow within her tribe, and so limits her new taste in interior decorating to just this room and the Chapel. This was once 2 rooms, perhaps a drawing room and master bedroom, but the adjoining wall has collapsed, leaving a large room that Jedra has claimed as her own. She has taken to filling the room with all the skulls she can find — rat, human, and other. They decorate every available flat surface. A few crude chalk drawings of Orcus adorn the walls, along with some rather fanciful portraits of Jedra herself.

Treasure. Besides the bed and some spartan furniture, there is an iron chest in one corner that Jedra uses to store her personal possessions. Inside, among spare clothes and cloth scraps, is 33 gp in a small leather pouch, along with a pretty silver necklace worth another 120 gp for its workmanship. There is also a book of exceptional quality, written in the elven language (which Jedra cannot read). It is the journal of Maybeth Calaelen, the castle's last legal owner, and documents her early explorations of the Mouth of Doom and Rappan Athuk. Roll 4 times on

Castle Calaelen

Level 0D, Basement

N



1 square - 5 feet

the Rappan Athuk rumor table to determine its contents. In addition, the book notes the Mouth of Doom and its relative safety compared to the Sunken Graveyard and the main entrance to Rappan Athuk. The book also mentions the “wealth of the healers” deep within the Mouth of Doom. Finally, on the last page is written in shaky handwriting:

Having recovered from our tragic loss, it is my stern opinion that no quest nor threat will convince me to descend into the well.

The true prize is the chest itself; a careful study of the chest and a successful DC 18 Intelligence (Investigation) check reveal that the base contains a hidden compartment containing 2 gold bars worth 200 gp each that have escaped Jedra’s attention. Anyone attempting to move the chest may also notice how surprisingly heavy it is, even when emptied.

oD-22. Servants’ Quarters

This room was perhaps once divided up into four small spaces, but broken timber struts are all that remain. The goblins use this as a communal sleeping room or party room, as the mood takes them.

Basement

Basement

Difficulty Level: Tier 1

Access: Stairs from OD-16.

Wandering Monsters: None

Atmosphere: The castle is in a state of disrepair, and the area is messy due to its inhabitants, past and present.

Ceiling Height: Basement ceilings are 9 feet tall.

Doors: Barred gates on cells. Require a successful DC 8 Strength check to open.

• **Locked Doors:** Require a successful DC 18 Dexterity check with thieves’ tools or DC 20 Strength check.

• **Secret Doors:** None.

Shields and Wards: None.

Surfaces: Cut and stacked stone.

oD-23. Guard Room

This room has been emptied except for a desk, a chair, and a pile of skins made up into a crude bed. The only occupant of this room is Gorl the **gnoll**. Gorl leads the gnolls that are elsewhere in the castle, but he is lazy and so assigns himself the job of “prison guard” every day, which allows him to take as many naps as he chooses.

Tactics: Gorl is a very capable fighter, but at any time there is a 40% chance he is asleep on the pile of skins, unless the alarm has been raised in which case he is hiding in the first cell (C), ready to burst out and surprise the first intruder that passes by. Gorl is a coward and if the fight doesn’t go his way he attempts to make a deal for his life (although with gestures, as he does not speak more than a few words in Common). He also has the keys to the cells.

Treasure: On the table is a small collection of things Gorl has taken from previous prisoners. These include a scythe, a compass, a wooden holy symbol to Dwerfater, an empty scroll case, and a few other personal items that are worthless except for sentimental value, including a snapped longbow that Gorl accidentally broke while playing with it. Gorl has 2d6 gp.

Area oD-24: Empty Cells

The goblins keep victims (alive and dead) from their raids here. Currently all except one of the cells are unoccupied, as the bodies from the last raid are currently receiving Jedra’s attentions.

Area 0D-25: Mortimer's Cell

The door to this cell is locked (the key is in the possession of Gori). Inside the cell is an elderly gentleman named Mortimer (**commoner** with 3 hp). Morty was a farmer who was captured by the goblins a week ago while on a trip to a nearby town to sell his crop. He is keen to escape and return to his farm but bears the goblins and gnolls a grudge. If he is armed, he could easily be convinced to help fight. During his captivity he has carved himself a small holy symbol of Telophus out of stone, which he places on the ground reverently when he is once again a free man. The scythe in 0D-23 is his, and he can wield it proficiently enough as a weapon.



Level 0E: The Ruined Keep — The Tunnels of Terror

Legends have reached the townsfolk of Zelkor's Ferry that a group of adventurers has recently excavated a new entrance into the dungeon near an old, ruined keep near the edge of the Troll Fens, 35 miles away from any previous known entrances to the Dungeon of Graves. The Keep itself is hundreds of years old and was destroyed during the great battles that shook the area when Zelkor's army attacked the minions of Orcus near the dungeon. The entrance and dungeon levels are shown on the Tunnels of Terror maps.

Level 0E1

Difficulty Level: Tier 1

Access: Ruined keep on surface, stairways down to 0E1-1 and -23. Pit trap to Area 0E3-6, tunnel to Area 0E2-21, and trap door to Area 0E3-8.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1	1d6 bandits (no encounter if all slain)
2	1d3 acolytes ^a and 1 priest ^b (75% chance clergy of Tsathogga/25% chance clergy of Orcus)
3	3d6 giant rats
4	1d2 wererats
5	1d2 ghouls
6	1 grey ooze
7	1d6 bandits with 1 bandit leader (no encounter if all slain)
8	1d6 stirges
9	1d3 giant fire beetles
10–20	No encounter

General Features

Atmosphere: Above ground — dirty, decaying ruins. Below ground — dank, sweaty smell. Bats, rats, and fungus are found throughout the lower level. Strong evil emanates from Areas 0E1-6, and -23–34.

Ceiling Height: Worked stone areas are 8–10 feet high. Natural caverns are 10–60 feet high.

Doors: Iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 16 Dexterity check with thieves' tools or DC 16 Strength check to open.
- **Secret Doors:** Stone. Require a successful DC 18 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: All non-cave areas have cut stone walls and ceilings and stone floors. The floors and ceilings of cave areas are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry.

Other:

- Unless otherwise noted, pit traps are 10 feet deep, inflicting 3 (1d6) points of bludgeoning damage. The pit traps can be discovered with a successful DC 15 Wisdom (Perception) check. If not detected, they can be avoided with a successful DC 14 Dexterity save.
- Cave areas are fungus-filled. 20% of the fungus is edible while 10% is poisonous. Determining which is which requires a successful DC 15 Intelligence (Nature) check. Mazes and cut corridors are free of fungus. A character who eats a poisonous mushroom must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

Keep Description. Standing on a lone hill, 300 feet above the fens (and about a quarter mile from them) are the remains of the keep. The base of the structure was some 300 feet by 400 feet square, and four watchtowers lay in ruins along with the rest of the stonework. From a distance, it appears as if an earthquake may have done its work to destroy the structure, and hundreds of fallen stone blocks and other detritus lie in heaps the size of houses where the keep once stood. Close inspection of the structure reveals that in the southwest and northwest towers, the rock and wood debris has been cleared, and that the base levels of each tower are in fact intact.

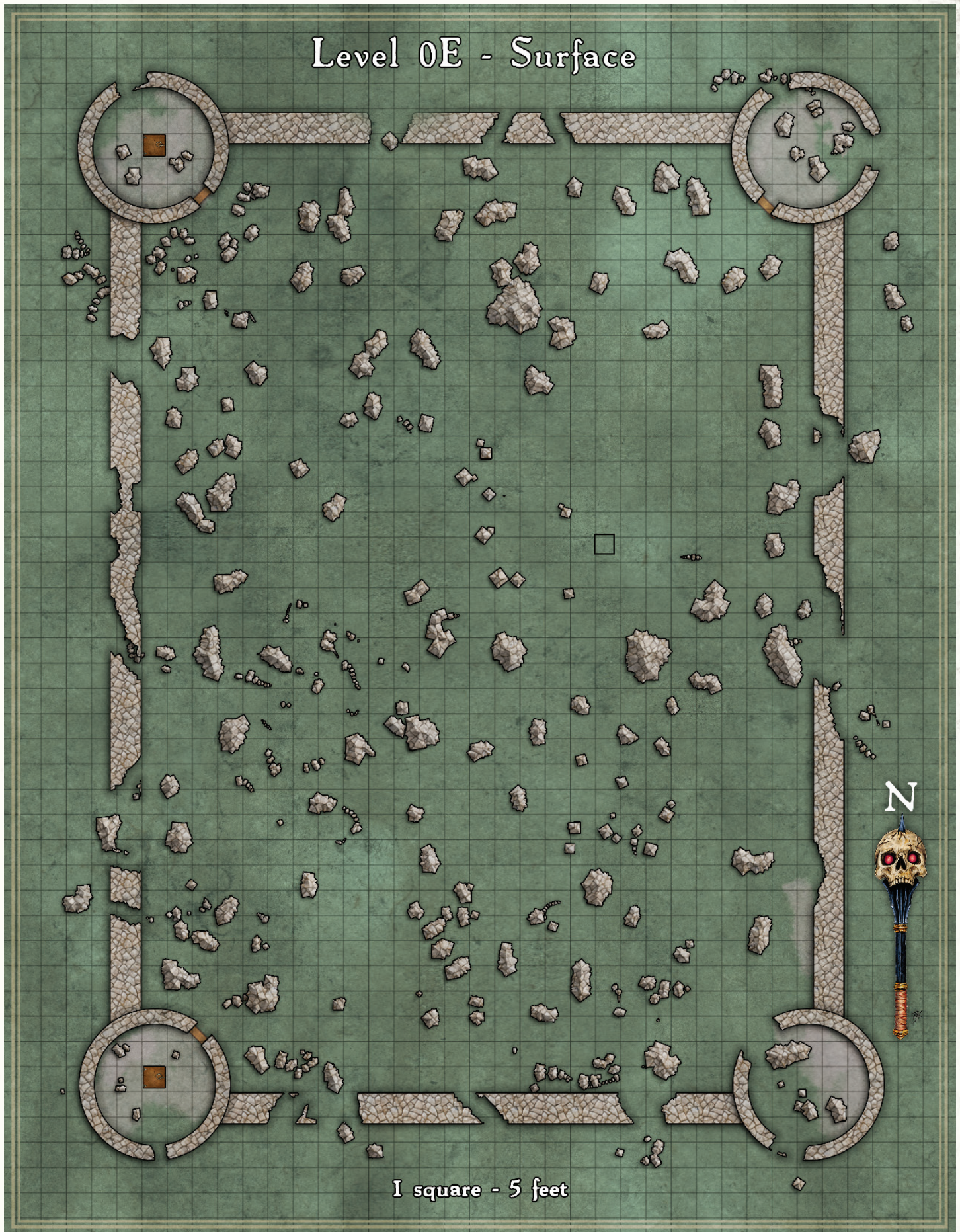
Entering the Ruins. The southwest tower has an obvious trapdoor in the floor (unlocked, although see below). The northwest tower has a similar trap door, but it is barred from the inside, and requires a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

One problem with the characters' exploration of the ruins is the 8 **bandits** tasked with guarding them. The bandits are alert (being terrified of the occasional wandering troll coming up from the swamp) and are hunkered down in the cold without a fire. The locations of the bandits' hiding places are shown on the Ruins Map (Areas A-D) with each location hiding 2 bandits.

Tactics. Each has a whistle to warn the others. Bandits have normal chances to surprise, but due to their current state of worry, they are highly alert, and actively looking for trouble, gaining advantage on all Wisdom (Perception) checks.

The Dungeon Proper. This dungeon area was recently excavated by a large group of bandits. The bandits, really tomb robbers, found more than they expected. While the area is proving to be a fantastic base of operations, there are now significantly fewer bandits than there used to be. The group is led by Fritz Barriston, an evil fighter (NE male human **commander**^b) of some repute. The bandits have barricaded the passage from below, and the blockage is warded with many holy symbols and large rocks and timbers. Anyone approaching the barricaded area can tell that it was designed to keep something in, not out.

Level 0E - Surface



1 square - 5 feet

0E1-1. Bandit Lair

The stairs from the trap door on the surface are 20 feet wide and lead down into a 45-foot x 20-foot room that is the main living quarters of the bandits inhabiting this level. In the center of the room is a strange set of support columns that look rather like a fireplace with no flue. These have been converted to weapon racks by the bandits and contain 6 spears and 4 quivers of 20 arrows. Location A is a stone table, usually pushed underneath the shelving at Area C. Area B is a well (30 feet deep and containing 10 feet of water). The shelving (Area C) contains several large books on various topics that were stolen from a traveling merchant. Assorted other poor-quality wood furniture is present in the room as well.

Downtime. If the alarm has not been raised, these fellows are lounging about, playing cards or dice, or otherwise doing what they do between raids on the surface and sleep. The band consists of 20 **bandits** (see Area 0E1-2 for more information), 3 **bandit leaders**, and 1 **brigand sorcerer**^B in addition to the 8 guards posted outside, and 3d4 of them, as well as 1d3 of their leaders, are present in this room if caught unawares.

Tactics. If the alarm was raised from above, all the bandits are in this area, and set up furniture and use cover to the best of their ability to defend the staircase coming down. Bandits cornered here typically fight to the death, for they know that if captured, they face a noose, and fear what lies behind the barricade in Area 2 more than death.

The bandits attempt to defend the staircase and separate any attackers. They use flaming oil on the stairs after 3 or more intruders have descended. If present, the sorcerer uses his *sleep* spell centered up the staircase, and if the players use a *sleep* spell, he shouts out orders to “wake them up”. If the bandits are surprised, at least 2 of them run to Areas 0E1-3 and -4 to get reinforcements, and 1 gets others from Area 0E1-2. The sorcerer casts *web* on the staircase as a last resort. In all cases, the bandits use cover for bowmen, sending their armored members to the front.

The bandits do not surrender, but they take prisoners if the characters surrender. Typically, 1 character is released to bring a ransom of 100 gp

per prisoner for release. The party has 2 weeks to be ransomed, else Fritz tires of the prisoners and kills them.

Treasure. The 8 large books are worth 2d10 gp and weigh 3d4 pounds each. The bandits treasure is hidden behind the secret door immediately adjacent to the staircase. The treasure consists of a small box containing 336 gp, 2 sacks of silver and copper coins (2,200 sp, 1,234 cp), a bronze jewel-encrusted flagon worth 40 gp, a gold-filigreed silver mirror worth 60 gp, and a pouch containing 6 garnets worth 20–50 gp each. Also present in the room are 4 lanterns, a small keg of oil (30 flasks), 22 large candles, 2 large brass candelabra worth 3 gp each, 3 boxes of 40 torches, a crate of iron spikes (20) with a large mallet, a sack of iron nails, a bucket, various foodstuffs (total of 82 man-days standard rations), 4 coils of hemp rope, a large iron pot, a crowbar, and various hand tools (carpenter, worth 10 gp).

0E1-2. Bandits and Barricades

The bandits found the staircase down to Level 0E2, and quickly decided they had no interest in heading down, losing 6 of their number to the horrors that inhabit that area (wererats and undead). The pit trap is 10 feet deep and causes 3 (1d6) bludgeoning damage to any that fall in. It can be avoided with a successful DC 14 Wisdom (Perception) check. The bandits know where it is and how to avoid it. The entrance to the staircase is boarded up with nailed boards, has large timber crossbars placed in an “X” shape over it, and is adorned with over 20 holy symbols of various ethos, shapes and sizes (holy symbol’s value is 1d6–1 x 5 gp each). The secret door to the south is similarly barricaded (negating the need for a Perception check to find it.) Normally, 4 **bandits** and 1 **bandit leader** are on watch here.

A Wererat in Their Midst. One of the bandit’s number was bitten on the second level and has become a wererat (they do not know this).

Tactics. The ceiling supports (shelves) in the center of the room contain a cask of oil (holding 30 flasks), 10 oil flasks with rags stuffed in them, and a large mallet. Area A contains a free-standing 18-inch diameter bronze



gong that a sentry could strike in the event of a wall breach. Area B is a (constantly) burning torch stand, and 2 crates of 40 torches lie next to it. Area C is a wooden wall, 4 feet high and 10 feet long (to fight behind). Six spears are braced against this wall, which can be swung around to block the corridor to Area 1. The room is extremely well lit (6 hooded lanterns).

Assault from Below. Nothing has attempted to come through the boarded-up hall in several weeks (the wererat has been providing information to the creatures below), and the bandits are beginning to get a bit lazy about the watch here. Each day, there is a 5% chance that something attempts to break down the door and get to the lair. Typically, this is 2d4 **ghouls** led by a **ghast**, but could also be 2d6 **wererats** should the wererat bandit report that the time was right. Breaking down the barricade takes 10 successful DC 15 Strength checks.

0E1-3. Bandit Quarters

The bandits typically hot bunk these bed areas, with up to 7 sleeping at once. Any bandits found here are asleep 80% of the time. Area A is a pile of firewood, and the fireplace is usually kept warm with low coals. Being bandits (and thus untrustworthy), no treasure is kept here. Six unlit lanterns full of oil hang from pegs on the walls. Interestingly, the bandits have not discovered the secret doors in the hallway to the south and east of this room (that lead to Areas 0E1-10 and -11). Finding these doors requires a successful DC 18 Wisdom (Perception) check. They are not locked and can be opened easily once found.

0E1-4. Bandit Leader Quarters

This is the bed-down area for the bandit leaders. Unlike the regular bandits, these guys trust one another. The door to the south is barred from inside the room, and a similar bar is present (though not in place unless the leaders are cornered) on the north door.

Treasure. A small footlocker contains various arcane items and alchemical materials worth 300 gp. The bedding material consists of clean straw and fine cloth (200 gp worth of cloth).

0E1-5. Dusty Room

This room has been uninhabited for many years. The door is completely swollen shut and requires a successful DC 16 Strength check to open. Once opened, a thick layer of dust swirls around the floor. Within the dust are dozens of small mouse skeletons. Anyone exposed to the dust must make a DC 8 Constitution saving throw. Those that fail contract hanta virus^{GM}.

0E1-6. Crypts

Painted on the entrance door (by the bandits) in red paint are the words “Go Away! Walking Dead!”. The door itself opens normally. Inside is a large room with 4 sealed double doors.

Sealed Doors. Each seal consists of a lead filling coated with red wax that can be easily removed, easily that is, once the 6 **ghouls** that inhabit the large chamber are dealt with.

Crypts. Crypts are labelled A–D:

- A. This crypt contains a large sarcophagus bearing the shape of a lovely woman figure. The coffin is trapped to cause the lid to fall on anyone opening it. Opening the crypt requires 2 successful DC 16 Strength checks. Once a single success has been made, failing a subsequent check by 5 or more indicates that the lid falls on the lifter. The target must make a successful DC 16 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be pinned (restrained) until rescued. Inside the crypt are the skeletal remains of a female knight, complete with rusty armor and sword.
- B. This crypt contains a large sarcophagus bearing the shape of a noble male figure, with a full-face visor. The coffin is trapped to cause the lid to fall on anyone opening it. Opening the crypt requires 2 successful DC 16 Strength checks. Once a single success has been made, failing a subsequent check by 5 or more indicates that the lid falls on them. The

target must make a successful DC 16 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be pinned (restrained) until rescued. Inside the crypt are the skeletal remains of a male knight, complete with rusty armor and sword.

- C. This crypt contains a large sarcophagus bearing the shape of a wizardly figure with crossed arms bearing 2 swords. The coffin is trapped to cause the swords to behead anyone opening it. Opening the crypt requires 2 successful DC 16 Strength checks. After the second successful check, the swords make a single melee attack at +5 to hit against each creature within 5 feet. On a hit, the swords do 7 (2d6) slashing damage. The swords then clatter to the floor, inert and non-magical. Inside the crypt are the skeletal remains of a wizard, complete with rotten clothes and moldy papers.
- D. This crypt contains a large sarcophagus bearing the shape of an armored priest. The coffin is not trapped. Inside the crypt is a **coffer corpse**⁹ that attacks immediately. The monster was buried with 3 orbs — 1 of gold, 1 of silver, and 1 of bronze. Each orb’s metal value is the equivalent of 100 coins, however, they are much more useful in Area 0E1-11.

0E1-7. Glowing Bugs

This large cavern contains an 8-foot-deep pool of water and seems to move with red glowing shapes that can be seen from the northern intersection. The hallway coming from the north slopes down at a 15-degree angle before flattening out 50 feet before the main cave entrance. Inside the cave are 24 **giant fire beetles**.

Tactics. The beetles are mindless, although almost always hungry. They are all over the walls, floor, and ceiling. The beetles attack any who enter the chamber with 1d6 per round joining in (they are unintelligent and do not attack until they notice “food” is nearby). They have no tactics, they attack the nearest opponent. Beetles are easily distracted by food thrown near them and allow characters to pass if they are busy eating (2 days’ worth of food distracts a single beetle for 2d6 rounds).

0E1-8. Passage to 0E1-12

This tunnel exits the large cavern (check to see if beetles are interested in following the group of course!) and leads 140 feet to the door to Area 0E1-12.

0E1-9. Pit Trap Down

This pit trap is an exception to the rule for this level. First, it is 40 feet deep, and second it ends in a 200 foot, 60-degree angle slide trap that rather unceremoniously deposits the players on Level 0E3, Area 0E3-6. Damage is half normal (7 (2d6) bludgeoning) since the slide at the end somewhat cushions the fall. The pit is noticed with a successful DC 16 Wisdom (Perception) check. If not noticed, a successful DC 17 Dexterity saving throw is required to avoid the long fall.

0E1-10. The Maze of Doors

This room and door series is unique in that all the doors are *arcane locked* as long as one of them is open. This essentially means that each door must be closed to open the next. Closing each in turn removes the magic and allows for the next (or the previous) door to be opened. As soon as one is opened, the rest lock tight.

Demon Room. Inside Area 0E1-10 itself is an intricately painted room with scenes of wizards and demons. Careful inspection and a successful DC 14 Wisdom (Perception) check reveal 3 depressions about the size of a tennis ball (or an orb from the crypt in Area 0E1-6, crypt D), one on each wall (east, west and south). The depressions are painted gold, silver, and bronze. Inserting the orbs into the depressions locks them in, and if all 3 are placed, raises the door to Area 0E1-11 (which is otherwise a blank wall). When the orbs are placed, a faint grinding sound followed by a “thunk” can be heard to the north as the wall locks in place. If the orbs are removed, the door to Area 0E1-11 sinks back into the floor.

0E1-II. Demon Treasure

The hallway leading to this area changes depending on what has happened (or not) in Area 0E1-10. If the orbs have been properly placed within their places in that room, there are 3 doors at the end of the hallway. Otherwise, the corridor is just a dead end leading to the north.

Three Doors. The eastern door slides up and down within the stone of the walls depending on placement of the orbs, and if it is up, is inscribed with magical runes of protection and warding. The door itself is made of black lacquered wood, with silver inlay making up the runes. The northern and southern doors are normal dungeon doors. The intent of the runes can be discerned with a successful DC 20 Intelligence (Arcana) check. If the door is opened, the area near it and for 40 feet to the south is immediately struck with a variant *fear* spell. Anyone failing a DC 14 Wisdom saving throw cannot willingly approach the area for one week.

Prisoner. Inside the room is a large creature (a **hezrou demon!**) within a magically inscribed (permanent) protective circle. While inside the circle, the creature cannot attack nor use any magical spells. Clustered around its feet inside the circle are piles of gold and gems. All these treasures it “offers” to anyone who would break the circle. It promises magical items, and all the treasure “one can eat” if only they free it from its prison. Have the demon say anything you think might convince players to free it. The treasure is real, although the demon lies, and attacks anyone that frees it. Neither the treasure nor the demon can be accessed without breaking the circle (easily done with an iron implement of any kind).

Treasure. Various coins totaling 14,000 gp, 8 pieces of jewelry worth 3d6 x 100 gp each, a *ring of shooting stars*, an *amulet of proof against detection and location*, and 24 assorted gems worth 10–1,000 gp each.

0E1-12. The Dead that Serve

Three piles of bones lie neatly stacked in this room at locations A, B, and C. Examination reveals that the bones are mismatched sets of humanoid remains. The piles could be sorted to put the correct pieces together if the characters take the time to do so.

Activating the Bones. If the secret door to Area 0E1-13 is opened and the bones are not sorted, the 3 piles spring up as **skeletons** and attack the party. If the bones have been sorted, the bone piles animate, but instead of attacking, just stand there (waiting for a command). In the latter case, the first person to issue a command now controls the 3 skeletons per the *animate dead* spell, except that they serve him or her until destroyed.

0E1-13. Dwarven Glory

This room contains the dead body of a dwarf, wounded by the grey ooze in Area 0E1-14, who crawled here to die. The body wears rusted

Gelderfunga

Gelderfunga, or “shiners”, as they are known in the Common tongue, are 3-inch-tall creatures. They typically feed on fungus and lichens in underground environments, being able to eat even the most toxic mushrooms without harmful effect. They look just like little mushrooms themselves and are almost impossible to spot unless they want to be seen.

These creatures have an affinity for dwarves, but dislike elves. If approached by a dwarf, the creature reveals itself, softly purring and squeaking. It remains in disguise if a non-dwarf approaches or touches it, and actually bites an elf that touches it. If a halfling picks it up, it morphs into what appears to be a small rock. Shiners make great pets for a dwarf.

They produce a small gold nugget (worth 1 gp) each day, if they are fed adequately. Otherwise, they simply make a cute pet that likes to nest in the dwarf’s beard. They have 1 hp, and an AC of 10 (0 XP).

and corroded plate armor, and a shield and warhammer lie nearby. The creature’s backpack lies a few feet away, covered with a growth of golden mushrooms. Gold coins lie near the fungus.

Treasure. In the small pile of golden colored fungus is a strange creature known to the dwarves as a *gelderfunga* (see **Sidebox**). There are 22 gp in scattered coins.

0E1-14. The Soft Floor

At first glance this room appears to be empty. Observant characters succeeding on a DC 15 Wisdom (Perception) check note that the room appears too clean, as no debris, dust or other standard dungeon detritus is present anywhere in the room. This is due to the **grey ooze** (located at A) that has grown very patient in waiting for victims.

Tactics. The ooze knows it is slower than most prey, and thus has learned to lie in wait, pretending to be part of the floor. If it can move unobserved, it repositions itself near the corridor to Area 0E1-15 if a group goes that way instead of heading north, and then lies in wait for their return journey.

0E1-15. Goblins

This 40-foot x 30-foot room was used as a camping spot by a group of goblins from Greznek trying to find their way home after running away from the frog priests on this level. The group eventually headed out through the tunnel to Area 0E1-17 and were eaten by piercers.

Barricades. Two makeshift barricades are set up in the room, composed of wood and stone debris. Hidden in the roof of the larger barricade is a leg bone of a giant lizard. The leg bone has a cap, and inside is a rolled-up map on tanned human skin leading to a hidden entrance to the dungeon that connects to Area 11-8C. The entrance is about a mile from the main entrance to the dungeon in a small clearing in the woods (at Wilderness Area 12).

A concealed trap door in the northeastern corner of the room leads to a small tunnel down to the cave at 0E1-17. The trap door is found with a successful DC 14 Wisdom (Perception) check.

0E1-16. Teleporter

This room appears empty and has also been scrubbed clean by the grey ooze in Area 0E1-14. The one feature of interest is the secret door on the north wall.

Teleportal Door. This secret door is strangely easy to detect, requiring only a successful DC 14 Wisdom (Perception) check. If the secret door is entered from the main room, characters are teleported to Area 0E1-22. If entered from the northern hallway, the teleportal has no effect.

0E1-17. Piercer Cavern I

This cavern contains 13 **piercers**^B and is generally avoided by local monsters. The piercers dot the ceilings as shown on Map 0E1-2. Other than the piercers, small rats, bats, and beetles fly and crawl throughout the room. The cavern itself is damp and earthy smelling, and bits of harmless fungus grow all around.

0E1-18. The Pool Room

This cave contains the usual bats, rats, and fungus inherent to this entire complex. The roughly 50-foot diameter cave also has a deep pool in its center.

Pool. Water current flows through cracks in the walls of the pool, creating a slight movement from west to east within the pool. About 20 feet down is a side passage, leading to a tunnel that daylights after about 30–40 feet in a small, wet corridor leading to Level 0E2, Area 0E2-21.



1 square - 5 feet

To Area 0E2-21

To Area 0E3-8

To Area 0E1-27

To Area
0E1-8

To Area 0E1-32

The Tunnels of Terror

Level 0E, Dungeon Level 1, Map 2

0E1-19. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters.

0E1-20. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters.

0E1-21. The Maze

This maze area contains several hazards.

- First is the **gelatinous cube** that wanders about (encountered on a roll of 1 on d6; check each round spent in this area).
- The second hazard is the large pit traps (including 1 in the northwest of the area that contains a 30-foot drop to Level 0E3, Area 0E3-8). The pit traps are noticed with a successful DC 16 Wisdom (Perception) check and if not noticed, the fall can be avoided with a successful DC 17 Dexterity saving throw.
- A portcullis trap is triggered by a pressure plate at the dead end in the southern maze section (the cube can ooze right through it). Triggering the trap merely drops the portcullis, requiring a successful DC 12 Dexterity saving throw to avoid it and 7 (2d6) piercing damage.
- Finally, the far northeastern maze nub contains a spear trap, triggered by a pressure plate at the end of the corridor, that shoots 6 spears out of the wall. The pressure plates can be found with a successful DC 18 Wisdom (Perception) check, understood with a successful DC 15 Intelligence (Investigation) check, and disarmed with a successful DC 17 Dexterity check with thieves' tools. The spear trap, if triggered, makes 6 ranged attacks at +6 to hit against creatures within 30 feet of it. On a hit, each spear does 4 (1d8) piercing damage.

0E1-22. An End to Die In

This is the receiving room for the teleportal in Area 0E1-16. This dead-end corridor complex hides a 2-part trap.

Trap. The southern end of the corridor contains a pressure plate that when triggered, does 2 things: first, it drops a portcullis blocking the passageway to the north; second, it triggers a spear trap that shoots 12 spears from hidden holes on the south wall. The pressure plates can be found with a successful DC 18 Wisdom (Perception) check, understood with a successful DC 15 Intelligence (Investigation) check, and disarmed with a successful DC 17 Dexterity check with thieves' tools. Triggering the portcullis trap merely drops the portcullis, requiring a DC 12 Dexterity saving throw to avoid it 7 (2d6) piercing damage. The spear trap, if triggered, makes 6 ranged attacks at +6 to hit against creatures within 30 feet of it. On a hit, each spear does 4 (1d8) piercing damage. The portcullis must be raised or bent to escape. A successful DC 20 Strength check accomplishes either of these tasks.

Secret Door. The secret door to Area A can only be accessed after the trap is triggered. Inside this small room is a large iron chest trapped with a poison needle trap. The trap can be discovered with a successful DC 18 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools. Failing the check by 5 or more triggers the trap, as does opening the chest. When the trap is triggered, it makes an attack at +4 to hit against a creature within 5 feet. On a hit, the needle does 1 point of piercing damage, and, on a failed DC 14 Constitution saving throw, 36 (8d8) poison damage.

Treasure. The chest contains 5,000 cp.

0E1-23. Tsathogga's Temple North

This area is accessed from the ground level through one of the ruined tower trapdoors. The trapdoor is barred from the inside and is only opened when the priests need to leave the dungeon. Breaking through

from the outside requires a successful DC 18 Strength check and makes a significant amount of noise.

Interior. The room is lit by a series of torches set in sconces every 20 feet. Entry into this area, or to Area 0E1-26, immediately reveals that this place is a cursed and unholy temple. Horrid paintings of evil deeds and demons cover the walls and ceiling. A large altar rests along the southeast wall, next to a silver unholy water font (produces 8 vials a week; this unholy water does 1d6 necrotic damage to good clerics and paladins). A large statue of Tsathogga is partially carved in the western portion of the room. Stonecutter's tools lie around the partially completed statue. Also in this room (unless already encountered) are 6 **acolytes of Tsathogga**^B and the evil priest, **Sigma**^B.

Tactics. The clerics do not retreat, although they may negotiate. Their mission is not to slay adventurers, but to find out information about the minions of Orcus and destroy them. Therefore, tactics can include:

- **Straight up fight:** Sigma blows his *horn* and begins casting spells, leading with a *guardian of faith* spell, followed by *hold person*. The acolytes engage in combat, and Sigma engages once he has completed his castings. Anyone killed or captured becomes frog food (see Area 0E1-27). In any case, the acolytes try to move towards the large doors at 0E1-27 to unleash the giant killer frogs into the combat as well. One acolyte runs to get the tsathar in Area 0E1-30.
- **Negotiation:** Sigma still blows his *horn*, however, if the characters are not immediately hostile, he proposes a deal. Should they map levels of the main dungeon, he offers 100 gp per level mapped and brought to him. He sends an acolyte with the group to ensure they are honest in their dealings, and clearly explains he will not pay if the acolyte is killed and cannot verify their efforts. He adds another 500 gp for locating a temple, and 2,000 gp for bringing him the head of a high priest. He further adds a 50 gp bounty to any lower level priest's head. He does not allow the characters to stay here under any circumstances. It should be noted that lawful priests and paladins really should not accept these terms, which require them to travel with an evil priest of chaos as a companion. Sigma is as evil as he is chaotic. Someday, even if the characters have proven useful in the war with Orcus' minions, he seeks to kill them and feed them to his master's pets.

Treasure. The stonecutter's tools are worth 100 gp. Each acolyte of Tsathogga has an unholy symbol of Tsathogga. Sigma has a +1 *mace*, an unholy symbol of Tsathogga, and holds a *horn of Valhalla* (silver).

0E1-24. Acolyte's Quarters

This chamber is the bed-down area for the temple's 6 acolytes. Each bed contains a bedroll and a small chest containing various papers (prayer lessons and rituals) of evil rites. The room is lit by a single stone in the ceiling with a *continual flame* spell cast upon it. A black cloth can be tacked over the stone to cover the light. The small room to the south is a privy.

0E1-25. Priest's Quarters

Sigma, the priest of Tsathogga calls this room home. The side chambers are filled with evil clay statues and notes, as well as Sigma's journal. The bedding is composed of what once was fine green silk, but now is somewhat slimy, tattered old rags.

Notes and Journal. If the papers and notes are examined, it becomes clear that Sigma was sent here to look for ways to access the lower portions of the dungeon, as well as to locate the temple strong points. The journal indicates that one can "weaken and destroy" the minions of Orcus by destruction of his temples within the dungeon. It is also clear that these priests serve a master. The papers are signed "AG" (Abbott Grosso from Level 0B, the Cloister of the Frog-God).

Treasure. The unholy items present in the room are worth 500 gp if sold, however any good character should destroy them. A locked chest under the bed contains 2,000 sp, 400 gp and 2 *potions of water breathing*. The lock can be opened with a successful DC 20 Dexterity check with thieves' tools or a DC 20 Strength check. If the latter option is used, make a DC 10 saving throw for each potion to see if it survives.

Story Award. If characters destroy the evil statues and papers, award the party 750 XP.



The Tunnels of
Terror
Level 0E
Dungeon Level I
Map 3
1 square - 5 feet

oE1-26. Tsathogga's Temple South

See Area 0E1-23 if the temple is entered from the north instead of the south.

Unfinished Temple. This section of the evil temple is still under construction. The room is lit by a series of torches set in torch sconces every 20 feet. The wall and ceiling paintings are largely unfinished, and paints and brushes of various shapes, sizes, and colors lie scattered about. Location A is a trap door, barred from the top, that leads to an 8-foot-deep, 5-foot x 5-foot cell.

Prisoner. Currently held in the cell is a bound and gagged **acolyte of Orcus**^B named Garus, the last of 4 captured, and destined to be frog food soon. The evil priest tells any lie to “rescuers” that he believes will allow him to get free. Once outside the dungeon, the priest runs away and heads back to the Level 4 temple to report what he discovered. The priest can be persuasive having +4 to any Charisma checks; he claims to be a farmer or other tradesman. His job is to warn his superiors about the invasion of the Frog God's minions. Determining his alignment reveals his true nature — he tops the scale of the evil meter. Sigma and his acolytes will also “out” Garus if the opportunity presents itself — pushing the Frog-God's minions as “mankind's saviors” against the “evil god of the undead” as a theme.

oE1-27. Frog Pond

Against the southern wall of this chamber is a large carved statue of a frog demon (Tsathogga). The demon carving is of whitish-green stone, and depicts a horrifically fanged, bipedal frog. The stone is marred with slime and blood stains. The door to the northern rooms is made of the same stone as the frog demon statue. It requires 2 successful DC 18 Strength checks to open due to its size and weight.

Pool. A pool of slimy, green water resides in the center of the chamber. A 2-foot-high brickwork rim surrounds the pool. Hopping and croaking within the pool and perched on this lip are 12 **giant killer frogs**^B.

Tactics. The frogs act like begging puppies should anyone enter the room unbound. They are used to being fed by the priests to the north and believe that humans traveling through this chamber are here to feed them. If not fed within 6 rounds, the frogs attack.

oE1-28. Priestly Storage

This room contains food and sundries for the priests of Tsathogga. A total of 100 days of standard rations, 300 days of iron rations, 11 casks of water, and 4 30-gallon casks of ale are arranged neatly in the room.

oE1-29. Priestly Storage Part 2

This room contains 6 30-gallon casks of lamp oil, paint, rope, spikes, stone blocks, tools, boxes of mortar, and lumber used for building the temple complex.

Treasure. There are 500 gp in miscellaneous construction supplies here.

oE1-30. Froggy Friends

This room houses 3 **tsathar**^B, allies of the evil priests sent by the Abbot to assist them in their investigations.

Tactics. The tsathar obey the priests, and fight to the death to defend them. When the high priest is resting, these creatures take up watch near Area 0E1-24.

oE1-31. The Cold Room

The corridor to this room is coated with ice and is unnaturally cold. Growing on the north wall of the room is a brown, moldy substance, covering the icy remains of 2 men. This material is **brown mold**^B. The mold grows considerably if burnt, potentially filling the entire room. If the mold is killed, the bodies can be accessed.

Treasure. The 2 men were priests of Orcus, and one has a pair of *boots of elvenkind* frozen in blocks on his icy feet.

oE1-32. Piercer Cavern No. 2

This cavern contains several **piercers** and is generally avoided by local monsters who fear them. A total of 14 piercers dot the ceilings. Other than the piercers, small rats, bats, and beetles fly and crawl throughout the room. The cavern itself is damp and earthy smelling, and bits of harmless fungus grow all around.

oE1-33. Stoney's Palace

Feeding on bats and rats, as well as the occasional piercer that moves too close to his lair, Stoney the **stone roper**^B is anxious for new meat. Anyone who has the guts to enter a dead-end cave in Rappan Athuk should know that something nasty awaits them. The walls and ceiling of this small cave are composed of crystalline formations of gypsum, halite, and calcite, and large specimens could be harvested for profit.

Tactics. Stoney tries his best to charm as many opponents as possible, before weakening and eating them. He usually waits to attack until least 3 characters have entered the room, preferably with at least 1 or 2 between himself and the entrance (he is slow and hates it when prey run away). If seriously wounded, Stoney knocks over a large stone, 20 feet up the column in the room and backs off, hoping for mercy by giving up his treasure.

Treasure. In addition to the semiprecious stones found in the room (3d10 x 1d100 gp worth of gems, weighing 3d10 x 10 pounds), Stoney has accumulated a small hoard of gold and items that he hides behind the



large stone. If the stone is moved, 1,245 sp, 306 gp, and 2 suits of plate armor fall free from the cubby. Anyone below may be hit by the armor for 3 (1d6) bludgeoning damage (a successful DC 15 Dexterity saving throw avoids). Interestingly, one of the suits of plate is magical *+1 plate armor*.

oE1-34. More Crypts

As usual, the **ghouls** that inhabit the dungeon are drawn to crypt areas. Four ghouls have made this place their home and reside in the outer area outside the crypts. One of the ghouls has a distinctly goblin look about him.

Crypts. The doors to crypts A and B are breached and hang loose by their hinges. The door to crypt C is unharmed, and a desiccated corpse (a dead ghoul) lies charred in front of it. The ghouls are afraid to touch the corpse, or the door that destroyed it. The door itself is trapped with a *glyph of warding* requiring a successful DC 18 Intelligence (Investigation) check to notice, and a DC 18 Intelligence (Arcana) check to disarm. If the *glyph* is triggered, *explosive runes* affect everyone in a 20-foot radius, inflicting 22 (5d8) lightning damage. The *glyph* resets itself in one day's time and if dispelled, it is destroyed. Once the trap is dealt with, the crypt can be opened. Inside is a stone sarcophagus carved in the shape of a wise-looking man in robes. If the crypt is opened (requires a successful DC 18 Strength check) and searched, the remains of a human can be found. All that was buried with the man are long rotted, except a small glowing dagger.

Treasure. Scattered about the entryway are small bits of gnawed bone and debris, including ruined leather armor of goblin-make, 3 shortswords (also goblin), and a few bits of silver (22 sp). The dagger is a *luddite's dagger^{GM}* that radiates blue light in a 15-foot radius. If an arcane spellcaster or enchanted creature is present within 30 feet, the light changes to red.

oE1-35. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters.

oE1-36. I've Been Slimed

This room appears to be empty unless the ceiling near the western door is examined. Covering the last 10-foot section near the western door is a patch of **green slime^B**.

Tactics. The slime falls on anyone entering this section of the room 1d2 rounds after it is entered. It always falls if the door is opened (and may be avoided if opened from the west in the event it falls the first round).

oE1-37. Orcus' Spies

The secret doors leading to the room complex of Area 0E1-37 and -39-40 are all *arcane locked*. The doors can only be opened by using an unholy symbol of Orcus as a key (or by use of a *knock* spell). These rooms contain a contingent of Orcus' priests and others who are here spying on and raiding the currently in construction temple of Tsathogga in Areas 0E1-23-30. The denizens here know that 1 of their number was captured (see Area 0E1-26), however he has no idea that they are so close. This room has only 1 entrance that is readily accessible without overcoming the *arcane locks* described above. That door (the south one) is barred from the inside of this room and requires a successful DC 20 Strength check to open. There are 2 **acolytes of Orcus^B** present in this room, as well as 4 large boxes of dungeon rations (80 person-days' worth) and 2 large casks of water. They raise the alarm should anyone start messing with the southern door, making this a likely area for a battle.

Treasure. Each acolyte of Orcus has 3 vials of unholy water, an unholy symbol of Orcus, and a small sack with 4d10 gp.

oE1-38. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters.

oE1-39. Minions of Orcus, Part 1

This room contains the **priest of Orcus^B** sent from the deeper levels to lead the spying foray, as well as his 2 **acolyte of Orcus^B** assistants. Moog was sent by his superior, Zehn (see Level 4), to investigate the presence of the frog-priests, destroy them if possible, and report back if not possible. He is currently puzzling over the idea of a raid into the frog-priest's area but is not sure if his minions would win or lose. He fears returning to Level 4 and being branded a coward (really a sacrifice, as failure is not tolerated by Zehn), but he also is reasonably certain he lacks the power to defeat his enemies. The room contains only Moog's bedroll and possessions.

Tactics. Moog initially tries to negotiate with any invaders, offering a peace pact to deal with the "evil minions of the frog demon". He offers 500 gp to anyone that brings the head of the leader of the frog cult, as well as the heads of the tsathar "demons" to him. If this does not appear to immediately work, Moog leads with a *hold person* spell and his minions attack. If it looks like a lost cause, he quaffs his *potion of gaseous form* and leaves his allies to their fate. The ogres (from Area 0E1-40) attack heavily armored foes, as do the acolytes. The goblin scouts attempt to backstab, and target lightly armored or unarmored foes.

Treasure: Moog has a box with 500 gp in it, and fine black robes emblazoned with the symbol of Orcus, a *potion of gaseous form*, an unholy symbol of Orcus, and a prayer book.

oE1-40. Minions of Orcus, Part 2

This room houses 2 **ogres** and 4 **goblin scouts** sent to guard the priests on their mission. They obey Moog's every command, and fight to the death rather than be captured, having been indoctrinated in the "foul rites" of the frog demon worshippers.

Treasure. Each ogre possesses 2d6 gp, and 1d12 sp. The scouts have 2d6 sp and 3d4 cp.

Level oE2, The Tunnels of Terror

This level of the dungeon is home to a small temple to the Frog-God, Tsathogga. Established centuries ago, its habitation has waxed and waned over the years. Currently, it is populated with devout clergy and their minions. Anywhere in this portion, the servants of Tsathogga might be found seeing to their foul lord's business.

Level oE2

Difficulty Level: Tier 1

Access: Ramp down from Area 0E1-2, passage down from Area 0E1-18, river to the Under Realms. Passage to Area 0E3-5 from Area 0E2-34.

Wandering Monsters: Check once every hour on 1d20.

For Areas oE2-1 to -9:

d20	Encounter
1-2	3d4 giant rats
3-4	2 shadows
5-6	1 grey ooze
7	1d4 ghouls
8	3d4 skeletons
9	1d3 acolytes of Tsathogga^B and 1 priest of Tsathogga^B
10-20	No encounter

For Areas 0E2-10 to -24:

d20	Encounter
1-2	2d6 stirges
3-4	1d3 ghouls and 1 acolyte of Tsathogga^B in southern section, otherwise 1 troll
5-6	1 gelatinous cube
7	1d4 ghouls
8	3d6 giant frogs
9	1d2 slithering trackers^B in southern section, otherwise 1d2 river trolls^B
10-20	No encounter

Treat all rolls made within Area 0E2-11 or -16 as “No Encounter.” Any monster encounter within Area 0E2-14 through -18 is instead replaced with an encounter of 1d3 **slithering trackers**.

For Areas 0E2-25 to -41:

d20	Encounter
1-2	1d6 giant rats
3-4	1d4 wererats
5-6	1d3 acolytes of Tsathogga^B on a mission to speak with Remis (Area 0E2-40). There is a 25% chance they have brought 1 well-fed ghoul as “protection”.
7-9	1d2 slithering trackers^B if near Area 0E2-25, -31A, or -34; otherwise no encounter
10-20	No encounter

General Features

Atmosphere: Strong evil emanates from Areas 0E2-9, and -25 to -27. High levels of magic emanate from Areas 0E2-11 and -17.

Ceiling Height: Worked stone areas are 12 feet high. Natural caverns are 10–60 feet high.

Doors: Iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves’ tools or DC 20 Strength check to open.
- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: No detection spells work in Area 0E2-35, or they give false results (your choice).

Surfaces: All non-cave areas have cut stone walls and ceilings and stone floors. The floors and ceilings of cave areas are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry.

Other:

- Cave areas are fungus-filled. 20% of the fungus is edible while 10% is poisonous. Determining which is which requires a successful DC 15 Intelligence (Nature) check. A character who eats a poisonous mushroom must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

0E2-1. Stairs Up

Stone steps rise to the west leading to Level 1, Area 0E1-2. The stairs are not worn, and a thick wooden barricade blocks the top of the stairs. Breaking down the barricade requires 10 successful DC 15 Strength checks.

0E2-2. Decisions, Decisions

This roughly rectangular room looks like a dead-end, but there is a secret trapdoor set into the floor (A). The trapdoor can be found with a successful DC 18 Wisdom (Perception) check.

Secret Doors. An additional successful DC 16 Wisdom (Perception) check reveals 6 more secret doors also leading out of the room (at B, C, D, E, F, and G). Those that are locked require a successful DC 20 Dexterity check with thieves’ tools to open.

- The trapdoor in the floor can be opened by digging a sharp object (such as a sword tip or crowbar) between 2 bricks and applying pressure (a successful DC 14 Strength check). Inside are 4 glass vials.
- Doors B, C and D slide open with minimal pressure. Each door is on well-oiled brass rollers and makes little sound. Behind the brass doors await painted brass-coated switches. Most of the paint has flecked off these handles. Pulling these handles opens and closes various doors. The table below details what happens when the various switches behind the doors are pulled:

Switch	Effect When Pulled
V	Opens Door D; closes and locks Door B
W	Opens Door C; closes and locks Door D
X	Opens inner door to Switch Y; closes and locks Door C
Y	Opens door to Area 0E2-7; closes and locks Doors B, C and D

This can be a tricky puzzle. A couple of easy solutions are to trigger the switches with a rope or rig timers using spare trap parts. Blocking the doors is also a possibility, while using summoned monsters to trigger the switches would also do in a pinch.

- Doors E and F are made of heavy stone and are hidden and locked. They can be found with a successful DC 16 Wisdom (Perception) check and unlocked with a successful DC 20 Dexterity check with thieves’ tools. Both are on springs and gently close 1 round after they are opened. If Doors E and F are opened at once, the secret door to Location Z (inside the room accessed by Door F) clicks open. Door G is a normal secret door that opens onto a passage leading to Level 0E2, Area 0E2-10. The room behind Door E is home to 2 **shadows**. The room behind Door F is a mess of old rags, twisted bits of rusty metal, and broken wooden furniture. Anyone searching through the mess must make a successful DC 14 Dexterity saving throw to avoid cutting themselves on a shard of sharp metal and taking 2 (1d2+1) slashing damage. A small crypt in Location Z (accessed by opening Doors E and F at the same time) looks old and poorly kept. Four broken pillars surround a cracked sarcophagus. One round after anyone enters the crypt, a **mummy** rises from the sarcophagus and attacks.

Treasure. The glass vials are 2 *potions of invisibility* (labeled “One”) and 2 *potions of fly* (labeled “Two”). With them is a note reading: “*Brothers! It has become too dangerous for us here. One then up then right then ahead to one’s left then Two and free.*” These are instructions on how to flee the area via Level 0E1 using the potions to get past the bandits. Priests of Orcus who first scouted the area left this cache behind. The mummy is bedecked in jewelry, although none of it is magical. A gold-and-ruby amulet worth 150 gp hangs around its neck, and a quartet of 4 matching rings on its fingers are worth 35 gp each. One of the mummy’s fingers has fallen off and can be found inside the coffin.

0E2-3. My Reflection

Lying in the middle of the floor of this dimly lit room is a single fractured gem radiating light out to 40 feet. The floor and ceiling were once painted black, but the paint has since peeled away. Every step taken into the room is met with loud crunches of old paint flecks. This gives any creature moving in the room disadvantage on stealth checks.



The Tunnels of Terror

Level 0E, Dungeon Level 2, Map I

1 square - 5 feet

Mirror, Mirror. Four-foot-tall x 3-foot-wide mirrors cover every wall. Apart from the strange choice in decoration, the only item of interest in the room is a *mirror of opposition*^{GM} placed in the center of the southern wall. Due to the reflections from all the mundane mirrors, any creature in the room looking at any mirror triggers the *mirror of opposition*'s effect. Since there are 84 mirrors in total in the room, it might take the characters some time to locate the offending device.

0E2-4. Starved

The outer area of this room is neatly carved from the surrounding stone.

Pit Trap. In the center of this room is a 10-foot x 10-foot, 30-foot-deep pit trap (A). Noticing the pit trap requires a successful DC 16 Wisdom (Perception) check. Failing to notice it requires a successful DC 18 Dexterity saving throw to avoid falling and taking 10 (3d6) bludgeoning damage. The pit trap also sounds a bell when triggered; roll once on the Wandering Monster Table to see what, if anything, comes to investigate.

Crypt. A crypt beyond the unlocked door is uncarved and scarcely adorned, with 7 **skeletons** lying inanimate in broken coffins. Faded and torn tapestries hang from the wall, and bits of rubble cover the floor. So long as none of the skeletons are disturbed, they remain still. A beautiful greatsword lies atop the stone table (B). This weapon belonged to a travelling swordmaster who visited this level a long time ago. The weapon is trapped. If anyone other than its original owner touches it, it attempts to shock the would-be thief. The target must make a successful DC 15 Constitution saving throw. If it fails, it takes 7 (2d6) lightning damage; if it succeeds it takes half this amount. Triggering this trap causes the skeletons to attack.

Alcove. A side cavern (C) is home to a large iron-and-wood chest, nearly 10 feet across and 4 feet deep. The lid of the chest is very heavy in addition to being trapped, although there is enough room for up to 5 people to work together to lift the lid. It requires 2 successful DC 20 Strength checks to lift. Lifting the lid causes a metal spike to fire from the opposing wall. It makes a ranged attack at a creature within 30 feet at +5 to hit. On a hit it causes 8 (2d6+1) piercing damage. Randomly determine who is struck by the spike from those that attempt to lift the lid. Apart from the trap, the chest is empty. Triggering this trap also causes the skeletons to rise and attack.

Tactics. The skeletons attempt to defend the bottleneck and force the party to come at them 1 at a time.

0E2-5. Enemy at the Gates

This room and Area 0E2-6 are home to nests of undead. The 6 hungry **ghouls** here are the main reason for the barrier on Level 0E1, Area 2. The room itself is devoid of furnishings and contains only some scattered debris and a handful of bones, picked clean. The doors to the room are small and sturdy portcullises with their mechanisms rusted open. A minute's work with some oil and a successful DC 16 Strength check gets them working again.

Tactics. Every 2d4 hours, all the ghouls mass for an attack, charging up the stairs and wailing against the barricade for 10 minutes or until driven back. They then slink back to the lair before their hunger drives them to try again. It requires 10 consecutive successful DC 15 Strength checks to break down the barricade, as the bandits constantly repair the damage done by the ghouls. If the bandits are no longer maintaining the barricade, the checks become cumulative.

Treasure. Scattered about the room are shards of broken pottery and ceramics, with 2 intact hand-made bowls of small value, worth 15 sp each.

0E2-6. Gates, Continued

This room is very similar to Area 0E2-5 and contains 5 additional **ghouls**. The ghouls here have been slightly more successful than their neighbors, and the piles of bones are larger. The doors to the room are rusted open, like those in Area 0E2-5.

Treasure. Anyone looking through the piles finds a ruby-encrusted bronze amulet decorated with the holy symbol of Darach-Albeth. The amulet is worth 150 gp as-is, but if sold to an appropriate church fetches double that amount.

0E2-7. Moisture and Moss

This room has been lazily carved with different imagery of frogs, demons, and scenes of the Abyss. There is a 10% chance that 1d3 **acolytes of Tsathogga**^B and 1 **priest of Tsathogga**^B are here from Area 0E2-9 to collect or return supplies.

Fountain. The centerpiece to this room is a giant water feature honoring the great frog-god, Tsathogga. A 20-foot-tall statue of the frog god stands on a 40-foot-long x 20-foot-wide stone platform. The platform is carved to resemble a fetid pond with rotting lily pads and chunks of different bodies floating in it. The corners of the platform are in the shape of much larger lily pads. Foul water flows out of the frog statue's mouth, leaving rivulets of filth all over the statue and the carved platform before pooling in the larger lily pads at the corners. These pools are home to dozens of fat, white tadpoles. These are the young of the frogs in Area 0E2-8D.

Storage. A standard secret door is behind one of the carvings of a frog on the eastern wall. Behind it is a small storage room (A) full of supplies.

Treasure. Included in the storage area are 8 robes for acolytes of Tsathogga and 2 robes for priests, along with 10 soapstone unholy symbols. The robes are clean, relatively new, and a good fit for a Medium humanoid. In addition, 6 vials of unholy water neatly wrapped in cloth and some ritual items such as incense burners and small stone statuettes can be found. The ritual items can be sold for 120 gp to a collector. The Priest of Tsathogga has an unholy symbol of Tsathogga, and 2 vials of unholy water (does 1d6 necrotic damage to good clerics and paladins).

0E2-8. Hall of Columns

This room is damp, and the sound of rushing water comes from the north. Six pillars are arranged at angles to draw the eye to the southernmost door. The columns are carved from an unnatural greenish soapstone and glow with a weird inner light. The western door (A) is locked with a very strong but simple padlock and bar. Opening the door requires a successful DC 15 Dexterity check with thieves' tools or a DC 20 Strength check. The door is designed more to ward off wandering monsters than intelligent thieves. Two false doors (B and C) open onto blank walls. They form part of a crude defense, as the southern door is *arcane locked* so long as the false doors are closed. When both are opened, a faint click is heard from the southern door as it unlocks. Down the stairs to the north (about 10 feet down) is a small nest (D) of 6 **giant blind albino cave frogs**^B. The stream is shallow and fast flowing; a Small or smaller creature could possibly swim the stream (if they had adequate water breathing abilities and a lot of luck!) to its terminus somewhere in the Under Realms. No one has charted where it goes (your discretion if the river goes to another dungeon complex, or another location of your own devising).

Tactics. The priests raise the frogs as pets to be turned into guards. They feed them a diet of cave crickets daily. The frogs are perfectly docile while eating, but anyone wandering down the stairs without a sack full of food is attacked.

Provisions. Inside is a large supply of food fit for human consumption including 8 large barrels of cured meats and dried grains, along with 16 smaller barrels of ale. Four large sacks are filled with cave crickets the size of rabbits, along with a small trowel with which to scoop them up. Two large casks are filled with fresh water gathered from the nearby stream. A small locked chest sits on a high shelf. Each chest can be unlocked with a successful DC 18 Dexterity check with thieves' tools or a broken open with a DC 20 Strength check.

Treasure. Inside the chest are 3 pouches of spices (High Priest Ilya does love her spicy food) worth 15 gp each, as well as a *scroll of create food and water* and 4 *scrolls of create or destroy water*.

0E2-9. The Lower Temple of Tsathogga

Glyphs. The entryway to this room is heavily trapped with 3 *glyphs of warding* on the floor. All three have a save DC of 18. The *glyph* at Area A casts *blindness* with a duration of 1d6 hours on the first person to see the

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rune. Area B bursts into flames (*explosive runes*, fire) when the *glyph* is walked over (anywhere in the 10-foot area). The *glyph* in Area C bursts into icy shards (*explosive runes*, cold). The traps are intended more as a warning and a means of buying the priests time to prepare for intruders. If each set of doors is pushed open with an unholy symbol of Tsathogga instead of using the door handles, the traps do not go off.

Altar Room. Beyond the door is a semicircular room, more than 100 feet across.

- The room is dominated by a huge altar of the frog god rendered in all his repugnant glory from local stone. The altar (D) is made of stone adorned with bronze and green glass and is covered in dried blood and small fragments of bone and desiccated flesh.
- Mirrors (E and F) are similar in size and quality to those found in Area 0E2-3. The mirrors are covered with thick green curtains hanging from a rusted iron rail. The mirror at E acts as a teleporter to the area just outside the doors of Area 0B, The Cloister of the Frog-God in the wilderness north of Rappan Athuk. The teleporter is activated by smearing the mirror with blood, which vanishes instantly. This one-way transport is used as an emergency retreat by the priests of this temple. The mirror at F is the haunt of a **mirror fiend**^B. The priests know better than to go near it and may use it as a test to find spies in their midst. Any priest of Tsathogga sent to this area has likely been warned to avoid the creature.
- Around the altar are 5 clay columns brought in from the surface. Apart from being merely decoration, they also hide the temple's secret weapon: one column (G) is actually a **clay golem**. The oddness of the golem column can be noted with a successful DC 22 Wisdom (Perception) check. If a humanoid creature is sacrificed on the altar, the clay golem animates for 1 minute per HD of the creature sacrificed, under the control of whomever performed the sacrifice. When the time is up, the golem returns to its resting place. Anyone performing a sacrifice is unable to perform other actions for the 2 rounds it takes to perform the ceremony.

The temple is inhabited by **Priestess Ilya**^B, 4 **priests of Tsathogga**^B, and 8 **acolytes of Tsathogga**^B. Ilya is a comrade of Sigma in Area 0E1-14. She oversees setting up a safe defensible position for the Frog priests, as well as setting up supplies, traps, and guards.

Tactics. Like Sigma, Ilya is here to strike a blow against Orcus and his forces in Rappan Athuk and has no real quarrel with adventurers. She is highly (and violently) defensive of her sanctuary, but if the characters infiltrate the temple without setting off the traps and convince her that they're here to talk, and not fight, she hears them out. Ilya won't let the party stay here under any circumstances, and briskly sends them on their way back up to Sigma. Ilya has a taste for prisoners, however; if the party catches an intelligent humanoid, she pays 25 gp for the creature. She uses these prisoners as a special treat for the albino cave frogs in Area 0E2-8D or ties them to the altar if she expects an attack. If this temple is attacked (and the entry traps give the occupants some forewarning), the acolytes crowd around the door ready to ambush whomever comes through. The priests cast *bleed* on the acolytes then order them into position. Ilya moves

to sacrifice a prisoner (if she has one); otherwise, she casts *bane* on the party, then works through the rest of her spells intelligently. If the invaders break into the room, the acolytes form a human shield while the priests complete their preparations. If the invaders look like strong combatants, Ilya calls an acolyte back to sacrifice him (surprise!) to activate the golem. Given the chance, Ilya orders acolytes to grab characters reduced to 0 hp to sacrifice them to the golem. If the battle goes poorly (all the acolytes and half the priests are defeated with no casualties to the opposition), Ilya retreats through the mirror (E) while her priests hold the line.

Treasure. Apart from the priest's equipment, the temple's vestries (wall hangings, incense burners, and altar service) can be sold for 4,000 gp to a collector (if one can be found) or simply melted down for 600 gp worth of unsullied bronze. At H is a small hidden trapdoor that hides the key to the trapdoor in Area 0E2-10 that leads into the Rainbow Vault (Area 0E2-11). The secret compartment can be found with a successful DC 18 Intelligence (Investigation) check. Only Ilya is aware of this hiding place. Each Priest of Tsathogga has a fine green robe emblazoned with the symbol of Tsathogga, an unholy symbol of Tsathogga, and 2 vials of unholy water (does 1d6 necrotic damage to good clerics and paladins). Priestess Ilya wears +1 *plate armor*, has a +1 *shield*, the *fist of chaos*^{GM}, a *staff of the python*, a *potion of gaseous form*, a *potion of invisibility*, and a silver unholy symbol of Tsathogga, worth 100 gp.

0E2-10. Entryway

This room is well carved, done with a more careful hand than previous rooms. Clear markings on the floor indicate past furnishings and decorations, although they've been gone for centuries.

Trapdoor. At the back of the room is a single thick 5-foot square iron panel set into the floor. This trapdoor hides a 10-foot drop into Area 0E2-11. The trapdoor is magically locked. The panel has a large keyhole in its center, but there are no pins or tumblers, so it cannot be picked. The key for this door is in Area 0E2-9. The key originally was found by Priestess Ilya. Once she figured out that what lay beyond was of no use to her followers, she hid the key. Inserting the key into the keyhole unlocks the door for 1 minute. Since it is the lock that is magical (rather than the key), making a duplicate of the key works just as well if the party has somehow seen the original. A *knock* spell also functions normally, or it can be pried up with a successful DC 30 Strength check.

0E2-11. The Rainbow Vault

This room at the bottom of the 10-foot drop from Area 0E2-10 is a tiny, drab and empty 15-foot x 15-foot chamber.

The Vault. The walls of this second chamber are created by *hallucinatory terrain* marking out a small space within a much-larger room. These fake walls are quite believable and require a successful DC 18 Intelligence (Investigation) check to see through. Marking the walls with 2 strong pigments (such as blood and chalk) also dispels the illusion. This second method of dispelling the illusion is referred to in Area 0E2-12. The real room has 6 small alcoves in the walls set around a large central column. The column is made of a white metal (a lead alloy) and, with its base, weighs more than 20 tons, far too heavy to lift. The base is 2 feet tall at the rounded outer edges and 4 feet tall at the cross-shaped area, creating a rather impressive centerpiece for the room. Each alcove has a small plaque next to it that contains a riddle. If the correct answer is spoken aloud, a panel slides away to reveal a colorful staff. An incorrect answer set off a trap. Since the color of the staves follows the pattern of the rainbow, observant players may be able to use the colors of the riddles as a hint. The riddles, rewards and traps are as follows:

- A: The riddle reads: "With which I painted my silver arm one cold winter's day, ink stolen from a man who gave no chase." The answer is "blood," and the riddle references a stabbing. The correct answer rewards the party with a red staff, while an incorrect answer causes a burst of flames to envelop the speaker. The speaker must make a successful DC 16 Dexterity saving throw. On a failure, the speaker takes 7 (2d6) fire damage, and on a success half as much.



- B: The riddle reads: “*Who was it that I watched fade? Beauty repeated, a loss of something priceless each and every time. I felt no sorrow, for its passing promised me a new beginning.*” The answer is “sunset” (although “dusk” works as well). The correct answer rewards the party with an orange staff, while an incorrect one causes the speaker’s equipment to be targeted by a *heat metal* spell (target all metal items; 1-minute duration).
- C: The riddle reads: “*Father, although we call him child. He watches us, but only half the time.*” The answer is “the sun” (the riddle plays on the homophones “son” and “sun”). The correct answer rewards the party with a yellow staff, while an incorrect answer evokes a *fear* spell with a DC 16 Wisdom saving throw.
- D: The riddle reads: “*I stopped to admire your hair, so pretty was it when it blew in the breeze. I wondered how you ever kept it so short and marveled at the color. My companion stopped to ask me why I should speak to a hill. What was it that I could see, and she could scarce care for?*” The correct answer is “grass.” The correct answer rewards the party with a green staff, and an incorrect answer causes a group of 3 *magic missiles* to strike the speaker for 3 (1d4+1) force damage each.
- E: The riddle reads: “*Where did I swim with such gorgeous fish, their scales in hues of brown and grey? My time there was short, I swam so fast, and only down.*” The correct answer is “the sky” and the riddle references falling (“My time there was short, I swam so fast, and only down”). The correct answer rewards the party with a blue staff, while an incorrect answer causes a lightning bolt to strike the speaker. The bolt does 10 (3d6) lightning damage, although if the target succeeds on a DC 16 Dexterity saving throw, it does only half that amount.
- F: The riddle slate is blank. The correct answer is “indigo” (following the rainbow pattern of staves) although you might accept “violet” as well. The correct answer rewards the party with an indigo-colored staff, while an incorrect answer targets the speaker with a *confusion* spell. If the target fails a DC 16 Wisdom save it lasts for 1 minute. If all 6 staves are collected, the central column rises to reveal a seventh, violet staff. Each staff radiates magic (they were the source of the spells triggered when an incorrect answer was given). The violet staff radiates magic and was the source of a *reverse gravity* spell that lifted the pillar. If the staff is removed, the pillar crashes down exactly 1 minute later, almost certainly killing anyone beneath it. Any creature beneath the pillar must make a successful DC 18 Dexterity saving throw or suffer 70 (20d6) bludgeoning damage. These staves are required to solve the puzzle in Area 0E2-16.

0E2-12. A Cryptic Message

This room has clearly seen better days. Hooks lining the walls and deep scratches in the stone floor suggest that this may once have been a display room of sorts. Roll once on the Wandering Monsters table when the party first enters the room, as monsters have begun to frequent this room as a place to rest and relax. At the back of the room is the chamber’s sole-surviving statue, although its features are long since torn away. If a good creature approaches within 15 feet, a *magic mouth* on the statue appears long enough to say, “Two colors to enter the place of seven, seven to clear the three.” After that, the statue falls silent, and does not repeat its message until another 2d10 hours pass. This message gives hints on how to get through the *hallucinatory terrain* in Area 0E2-11 and what to do in Area 0E2-17.

0E2-13. Defensive Lines

This room is a last line of defense established by Sigma and Ilya to prevent access to Area 0E2-16. The evil priests may not know what lies beyond the door to that room; they know enough to try to prevent heroes from accessing it. This room has a 10-foot-tall raised platform in the center and a 20-foot-high ceiling. Making camp on this rather defensible platform are 4 **priests of Tsathogga**^B. With them are 8 **acolytes of Tsathogga**^B, 4 on watch on the platform and 4 near the secret door to Area 0E2-5. Wandering the room are 4 **ghouls** who obey the priests’ orders (so long as they’re

fed). The ghouls are not quiet; anyone listening for sounds coming from this room hears groaning, feet dragging and chattering teeth. Lanterns hang from hooks on the walls that once held more elaborate decorations.

Tactics. The priests are here to defend this position, and they’re well equipped to do so. The ghouls immediately rush intruders, while the acolytes wait for characters breaking off from the main group. The acolytes know that if the ghouls are destroyed, they’ll be exposed to the front line, and they don’t want that! The priests are very cautious, casting *spirit guardian* on themselves before opening with *hold person*. The frog priests are in a good position, and they only need to stall for time until the heroes succumb to paralysis. If all goes well for the priests, they’ll barely need to attack in melee at all.

Treasure. At the back of the raised platform is a large pile of supplies. Some are basic survival gear, namely lantern oil, blankets, and extra equipment (105 gp worth total). Most of supplies, however, are food and water. The ghouls are highly effective in such a confined space, but they eat at least twice as much as a human and tend to try to snack on the acolytes when they get hungry. The priests have taken steps against this and have secured 3 weeks’ worth of rations in iron-bound barrels difficult for the ghouls to open. Each Priest of Tsathogga has a fine green robe emblazoned with the symbol of Tsathogga, an unholy symbol of Tsathogga, and 2 vials of unholy water (does 1d6 necrotic damage to good-aligned clerics and paladins).

0E2-14. The Damp

Two feet of water covers the floor here, and the entire area smells like a wet dog. Water flows into the room from Area 0E2-15 and drains out through cracks in the floor. Apart from the odd floating rat dropping, the water looks clean enough. Plaster once decorated the walls, but it has rotted and fallen away in great chunks to reveal a natural cavern wall. When the door is opened, a large colony of bats erupts out of the room (harmless, but it may spook the party if they’re a bit on edge), as does several feet of water. Rats run along the walls, occasionally pausing to nibble at the plaster. This room is fairly safe, although wandering monsters come through here at twice the normal rate.

0E2-15. Slippery When Wet

This room is like Area 0E2-14, with 2 feet of water covering the floor and rock walls with the odd fragment of plaster still clinging to them. The corridor’s floor slopes downward at a moderate incline and the rushing water has polished the floor to a mirror-shine. Anyone moving through the area must make a successful DC 14 Dexterity (Acrobatics) check or fall prone. The same check is required to stand up. Jets of water in the center of the room shoot 6 feet into the air. The water comes through cracks in the ground leading to an underground river running beneath this chamber and Area 0E2-14. Over time, the pressure of the water below has created this natural spring. The water is perfectly drinkable (although it tastes a bit odd). Wandering monsters come here to drink often; rolls made on the Wandering Monsters Chart should be made at double the normal frequency.

0E2-16. The Tomb of Prince Wales

The “door” to this room is a 20-ton slab of dense stone that can be opened only by solving the puzzle at Area 0E2-17. Inside is a lavish tomb lit by 2 bronze candelabras each holding 3 torches lit with a *continual flame*. The candelabras sit on moth-eaten carpets. Tapestries hanging on the walls depict a dwarf fighting evil creatures with a magical sword. A grand, 6-sided coffin with 3 ceremonial **flying swords** atop it sits at the back of the room.

Coffin Contents. Inside the coffin is the very old skeleton of Prince Nallis Wales. He is garbed in funeral gear nearly disintegrated with age. He was buried with his sword *Callissander*^{GM}.

Tactics. Unless intruders bear the crest of House Wales, the flying swords spring to life if the coffin is approached.

Treasure. If the contents of the room are repaired and sold, they fetch 2,100 gp at a city market. This would be the same as defiling the tomb, however, for purposes of the heroes’ alignment.

oE2-17. End of the Rainbow

This room has neatly carved walls that are completely bare. Unlike many other rooms on this level, the walls have neither hooks nor show any other signs of past ornamentation. Three pools containing different colors of water are in the room, one against the north wall, one against the south, and one near the entry. The northern pool contains blue water, the southern one holds red, and the central pool contains pale yellow water. Seven 1-inch-diameter holes are bored into the floor running along the length of the room. If the seven staves from Area 0E2-11 are inserted into the holes in the order shown on the map (ROYGBIV starting with red in the northernmost hole), the pools of water turn clear and the door to Area 0E2-16 opens with a loud grinding noise (check for wandering monsters).

oE2-18. Slithering Tracker Nest

On the wall near this room, some brave soul scrawled a large circle with a line through it in chalk, a universal sign of warning. The room is the nest of 8 **slithering trackers**^B (subtract any killed as part of a wandering monster encounter). On the floor are 3 skeletons, although there are no signs of a struggle — one last warning to the party.

Tactics. The trackers do not appreciate intruders. If they hear someone approaching, they hide on the ceiling and wait. These creatures are exceptionally dangerous, although they move slowly. A party that flees when they realize what they're facing may live to see another day.

Treasure. The skeletons are still fully equipped, as the trackers have no use for treasure. Among them are 2 suits of rusted chain mail, 1 rusted set of half plate, a longsword, 2 daggers, and various incidental bits of rotted equipment.

oE2-19. Bath Time!

The central features of this room are a thick iron grate and a terrible acrid metallic smell. The gaps in the grate are just under 6 inches across. Visible through the grate is a yellowish liquid. This is a powerful acid; anything not made of metal that falls through the grate bubbles and crackles as it dissolves. In the corners of the room are 4 pressure pad traps, each one a trigger. The pads can be seen with a successful DC 18 Wisdom (Perception) check, their purpose understood with a DC 18 Intelligence (Investigation) check, and they can be disarmed with a successful DC 20 Dexterity check with thieves' tools. If triggered, the central grate drops 10 feet into the acid, submerging anyone standing on the grate and inflicting 14 (4d6) acid damage per round. The trap resets after 6 rounds. A particularly clever party might use this powerful trap to its advantage.

oE2-20. Troll Lair

This room was once a grand display room. Two columns have survived the test of time, and 3 alcoves in the wall that once have housed mighty statues are empty. Now, they serve as cubbyholes for 3 **trolls**. These trolls head to Area 0E2-21 to get to the surface to hunt. The right-hand column has a secret compartment that is packed with very dry straw hiding 2 long, thin bottles. The compartment door can be seen with a DC 20 Wisdom (Perception) check.

Tactics. They have a deep-seated fear of the acidic smell from Area 0E2-19 and don't pursue intruders who flee into that room.

Treasure. Each troll keeps a sack by its bed to hold its favorite loot. The first sack contains a +1 *shortsword*, 3 longswords, and a mace. The second troll loved things that sparkle. Inside the sack by its bed are 16 various cheap gemstones: 3 yellow citrines worth a total of 55 gp; 7 white fire opals worth 25 gp; and 6 garnets worth 10 gp. Also included is a rhinestone-studded walking stick that is very shiny, indeed, but worth only 10 gp. The third sack contains clothes (mostly bloodstained) of Medium-size creatures. There's a mix of two dozen items, mostly shirts, dresses, and pants. None of it holds any real value, but you may want to put clues here about any important people that have recently gone missing. The bottles in the columns contain a *potion of flying* and a *potion of invisibility*. They're a hidden stash from the wizard who originally inhabited of Area 0E2-24.

oE2-21. Unfinished Business

This room is a mess. The southern section is carved stone and lightly decorated. To the east, someone has roughly hacked a path upward at a slight angle. After 90 feet, this tunnel connects to Area 0E1-18. In the northern part of the room, a rough area has caved in. Exactly what purpose this room originally served is unknown. Piles of rubble litter the floor, but none of it has been disturbed since this room was first worked on. A successful DC 18 Intelligence (Investigation) check (give advantage for stonemasonry) reveals that the northern passage was excavated in a mad rush around the time the rest of the area was carved. There is a 25% chance any time the party enters this room that the trolls from Area 0E2-11 are here, either heading to or from the surface. A small patch of dirt in the north is host to a patch of common cave mushrooms. 20% of the fungus is edible while 10% is poisonous (DC 10 Constitution saving throw or die in 1d6 rounds). Determining which is which requires a successful DC 14 Intelligence (Nature) check. Creatures that have an underground upbringing may have advantage on this check.

oE2-22. Empty Room

While other parts of the complex are carved, this room is essentially still a natural cavern. Stalagmites and stalactites cover the floor and ceiling. A large number of bats, rats, and beetles are in this room, living off the fungus and each other. 40% of the fungus here is edible while 5% is poisonous (DC 10 Constitution saving throw or die in 1d6 rounds). Determining which is which requires a successful DC 14 Intelligence (Nature) check. Creatures that have an underground upbringing may have advantage on this check.

The door to Area 0E2-23 is *arcane locked*. The key for the door was lost long ago. It is possible one of the trolls in Area 0E2-20 has it.

oE2-23. Cold Corridor

The door to this room is *arcane locked* (see Area 0E2-22). This short passageway is very cold compared with the rest of the level, and a layer of frost and rime covers every surface.

oE2-24. The Abandoned Laboratory

A considerable time ago, this room was set up to be a wizard's laboratory. Delicate glass equipment sits on one bench, while a veritable library of books on oak bookshelves cover the west wall.

Ice Shell. Everything in the room is covered with a 1/2-inch of ice that has slowly built up over the centuries. This room radiates cold and anyone venturing in too quickly gets a nasty shock: **Brown mold**^B covers all the equipment and most of the walls and ceiling. If characters destroy the brown mold and then thaw the room, they are in for another surprise. Hiding on a bookshelf on the west wall is an **inaed**^B previously frozen solid in a block of ice.

Tactics. Unsurprisingly for a creature that inhabits books, inaed are rather clever, and this one wants the intruders out of "its" library! The invisible inaed opens with a *major image* of a blast of fire that sweeps along the walls and ceiling and causes a dormant patch of brown mold to sprout rampantly from seams in the walls. With the return of the brown mold, the temperature again plummets. If that illusion doesn't work, the inaed flies into the corridor and creates an illusion of a very angry frost giant. If this fails to scare the party off, it simply exhausts the rest of its spells and waits for them to leave.



To Area 0E2-16

N

1 square - 5 feet

To Area 0E3-5

The Tunnels of Terror
Level 0E, Dungeon Level 2, Map 3

LEVEL 0E: THE RUINED KEEP - THE TUNNELS OF TERROR

If the party takes a significant amount of the library with them, the inae follows them, haunting the party for as long as it can.

Treasure. The alchemical equipment can be cleaned and sold for 1,500 gp to a sage or alchemist. The books on the bookcase are all spellbooks but are badly damaged. A diligent wizard can reassemble any 1st-level wizard spell, along with 1d6 random 2nd-level spells and 1d3 random 3rd-level spells.

0E2-25. Meeting Tsathogga

Frog Mural. The door to this room opens upon a grand sight. On the wall directly across from the entry, and down a half-flight of steps, is a large mural of the Frog God, Tsathogga. Fully encompassing the egg-shaped wall and looming 30 feet up the arched ceiling is an exquisitely rendered painting of the demon lord, his head lowered to devour all who enter. Closer inspection of the mural shows that in the absolute blackness of the gaping frog-maw is what appears to be a 3-foot diameter door or passage. Spotting this requires a successful DC 14 Wisdom (Perception) check. The “door” is the trigger for a trap.

Door Trap. If the door is touched, a *symbol of sleep* is activated (requiring a successful DC 20 Wisdom saving throw to negate), affecting everyone within 30 feet of the mouth (roll for those wandering monsters!). The door does not open.

Tapestries. Flanking the great frog-mural are 2 tapestries, each 20 feet square and created with obvious skill and passion. The northern tapestry depicts a boggy landscape, devoid of structures or undulations of the land. It’s a flat, fetid marsh. On closer inspection with a successful DC 16 Wisdom (Perception) check, an observant character can detect the faces of humans and other humanoid being rendered in the weaving. Whether these are just tricks of the eye, or of some type of weaving technique is unknown.

The southern tapestry is much clearer; it is an aerial view of the Dragonmarsh Swamp, somehow from miles overhead. In stark contrast to the northern tapestry, this one is seemingly alive with vibrant colors of

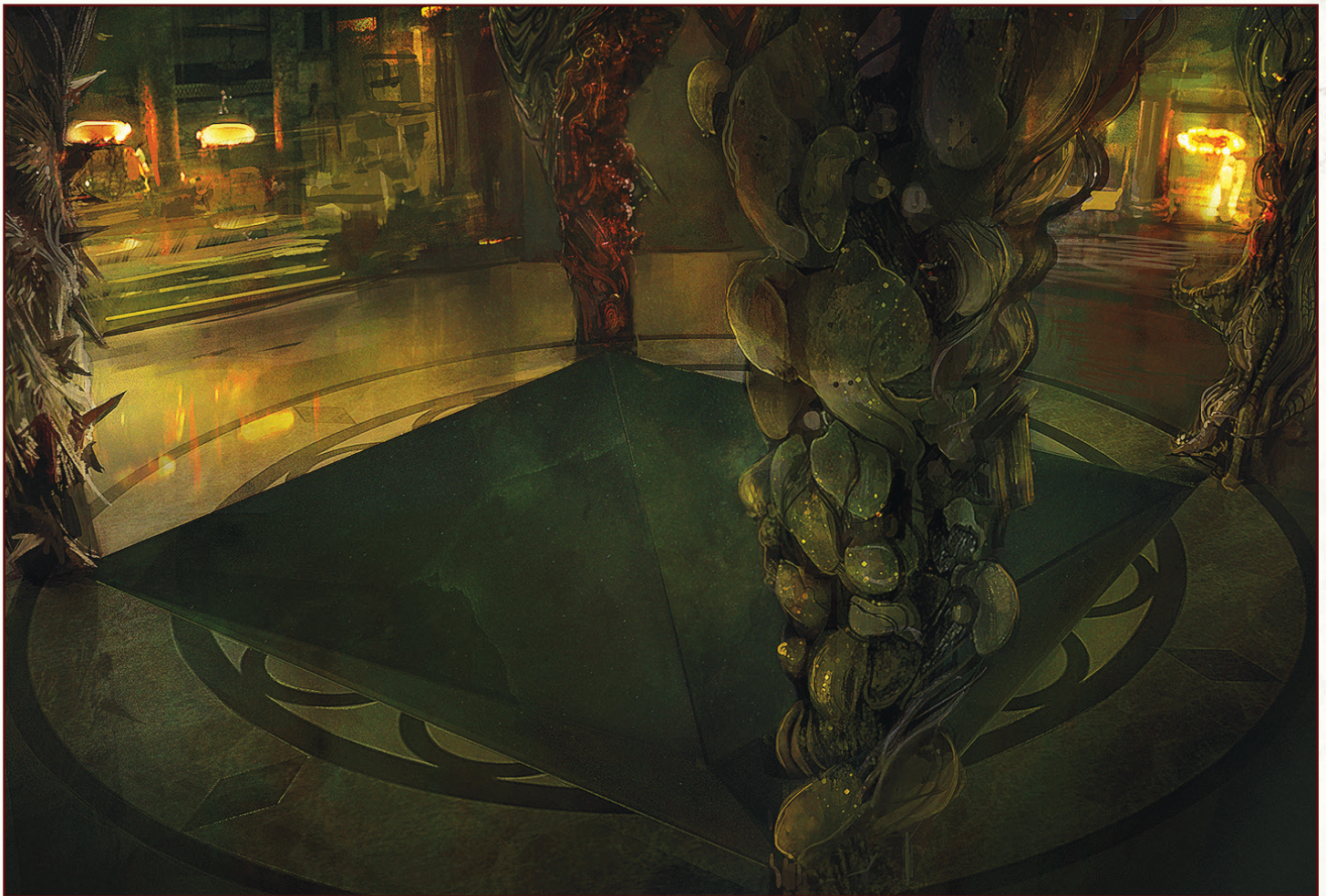
swamp flowers, wildlife, etc. Each of the tapestries could fetch 1,500 gp, although they each weigh nearly 100 pounds, and a serious or deranged collector would be needed for the northern tapestry. Each of the tapestries is concealing an oak door.

0E2-26. The Idols and the Inverted Pyramid

This octagonal room is dominated by 4 titanic statues surrounding an inverted pyramid-depression in the center of the floor. The statues depict huge beasts with other-worldly shapes that strain the imagination, their bodies malformed to the human eye and sense of proportion. Who or what these beings are supposed to represent is unknown. Certainly, they are not representations of anything from the known world. Each of the statues faces the exterior wall; they do not face into the room.

Inverted Pyramid. The pyramidal depression in the floor is approximately 30 feet square, and 20 feet deep. It is carved from the native rock; creatures with stonecunning notice there are no seams or cracks in the depression, and it looks as if it could hold water like a well.

Tapestry and Door. In addition to the architectural elements of the room, the eastern wall is dominated by an enormous tapestry depicting a twisted landscape of buildings bent at impossible angles and formed in near-incomprehensible shapes. This mind-warping city is situated on the shores of a peaceful lake, although the water seems to shift and ebb of its own accord. The tapestry is an insidious trap; it is woven with the solidified stuff shadows are created from. This is determined with a successful DC 22 Intelligence (Investigation) check. Anyone touching the tapestry or starting its turn in contact with it loses 1 point of Strength. The reduction lasts until the creature takes a short or long rest. Behind the tapestry is a secret door to Areas 0E2-27–30. There is no chance to detect the secret door unless the tapestry is moved and the eastern wall can be examined, and then it requires a successful DC 17 Wisdom (Perception) check.



RAPPAN ATHUK

Development. The purpose of the depression and the statues is not immediately apparent. If the statues are examined by a creature with stonecunning, the character notices that there is a fine crack along the base of each statue. Characters making a successful DC 16 Intelligence check put together that the statues can be rotated, although doing so currently is beyond their ability. A successful DC 20 Intelligence (Investigation) check reveals that there is a hidden lock mechanism but not the location of the “key”. They are locked into place and must be released by rotating other pillars throughout this section; see the “To Everything (Turn, Turn, Turn)” Sidebox for more details. Once the statues in Area 0E2-26 are rotated into place, a strange black mist begins to seep into the pyramid from some unknown source. The mist fills very slowly, taking nearly a week to fill the large space. The mist never flows out of the depression, it seems to be heavier than air, and fills from the bottom up. When the depression is completely filled, the mist begins to harden, even more slowly than the filling. It takes 1 month for the mists to fully harden.

Black Mist. While the mist is vaporous, it is extremely toxic to beings from this plane of existence (other-worldly beings are immune to its effects). If even a wisp is touched by a mortal, they must make a successful DC 19 Constitution saving throw or fall into a comatose slumber, filled with nightmares and will-sapping horrors. If *lesser restoration* or a similar poison-neutralizing spell is not cast on the character, another DC 19 Constitution saving throw is required after 24 hours. If that saving throw is failed, the character begins to suffer 3 (1d6) poison damage per hour, until death. If the saving throw is made, the character takes 7 (2d6) poison damage, and acts as if under a *confusion* spell for 1d6 rounds. When the mists solidify, it creates a focus point for the contacting and summoning of chaos-beings, highly useful for priests of chaotic deities. Any priest of a chaotic god may cast spells as if they were using a spell slot 4 levels higher (9th level maximum) while standing on the hardened mist and may use a *commune*-type effect once per day to ask Chaos 3 questions. The answers to these questions will always be truthful, if not clear (they are often cryptic, or riddles).

Cones. The hallway leading out of this room to the west leads to a door, and another hallway heading north. At the end of the northern hallway is a wall with 3 conical shapes protruding from it. This is a trap, and once the door is opened, the cones begin a slight humming sound, audible from 30 feet away. If anyone approaches within 20 feet of the cones, all 3 fire *lightning bolts* down the hallway, striking at everyone in the hall. Each character must make a DC 17 Dexterity saving throw. Those failing take 21 (6d6) lightning damage while those succeeding take half this amount. The trap recharges every time the door is opened, and the door is weighted to close on its own (it can be spiked open, of course). The secret door in the hallway leads back up the ramp to Area 0E2-25.

0E2-27. The Lost Columns

The secret door to this area requires a successful DC 20 Wisdom (Perception) check to locate.

Pillars of Faith. Inside this 70-foot x 60-foot room are 2 magnificent pillars, 10 feet in diameter, covered in intricate carvings of many of the faiths of the Lost Lands. The northern column shows engravings of Muir, Thyr, Mitra, Freya, Arden, Kel, and a host of others. The southern column is covered with Orcus, Hecate, Set, Hel, Kal’Ay-Mah, Grottaag, and several other unrecognizable carvings.

Wall Decoration. The ceiling and upper walls of the room are covered in paintings of all the known gods on the pillars, and several other demons and angelic beings that are beyond the learning of the party. They cavort, fight, smile, and frown upon the characters, as if in some vast judgment hall. Along the lower section of the room, strange jackal-, snake- and eagle-headed humanoids carry globes overhead, on their shoulders, and stand upon them. The significance of the animal-headed humanoids is unclear, but the artistry that was involved in their renderings cannot be overlooked. Only a master could have created the wall decor in this room.



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Development. The columns in the room are trigger devices for the great stone statues in Area 0E2-26. If BOTH columns are turned at the same time, the southwestern statue in Area 0E2-26 rotates into place overlooking the inverted pyramid. If the northern column (the “good” column) is turned by itself, the ground shakes, the light seems to dim slightly, the air gets warmer and stale, and a blot of utter darkness flashes for just an instant. Every character in the room must make a DC 17 Charisma saving throw; success means the character is poisoned from the utter evil unleashed, failure means the character suffers one level of exhaustion, recoverable after a long rest. Fortunately for the characters, the level is regained at the stroke of midnight. If the southern column (the “evil” column) is even touched, a painfully bright flash of light erupts from the ceiling, causing 7 (2d6) force damage and blinding everyone in the room. A successful DC 17 Constitution saving throw indicates the character is blinded for 1d6 rounds; failing the saving throw means the blindness lasts 1d6 hours.

0E2-28. Leave Well Enough Alone

These rooms are all identical to each other. If the characters attempt to open the unadorned, plain oak doors, they feel a slight chill on the door, as a piece of wood left out in morning frost. As the door is opened, the party can see a single candle sitting on a shelf towards the back of the room. Nothing else is visible in the shadowy room. If the characters enter, and they approach within 10 feet of the candle, they are set upon by shadows, the amount varying by room; 28a has 4 **shadows**, 28b has 2 **shadows**, 28c has 1 **shadow**, and 28d has 4 **shadows**.

0E2-29. The False Pillar

This unadorned 45-foot x 45-foot room contains a brilliant uncarved 10-foot diameter marble pillar in its center. The walls of the room are completely unadorned, natural stone. If the marble pillar is approached within 10 feet, it begins to give off a soft radiance equal to torchlight. If the pillar is touched, it gives off a slight warmth, but has no other effects. A character notices — with a DC 16 Wisdom (Perception) check — that there is a fine crack circling the base of the pillar. Creatures with stonemasonry have advantage on this check. Astute observers conclude the pillar can be rotated. It takes 2 successful DC 20 Strength checks to turn the pillar 1/4 turn (this is as far as it turns) after which anyone within 10 feet of the pillar takes 3 (1d6) force damage (no saving throw) and is blinded for 1d10 minutes (a successful DC 16 Constitution saving throw negates the blindness).

0E2-30. Another False Pillar

This room is covered in wild paint, stucco coatings of various textures and colors, and intricate designs. It appears to be a madman’s art studio. The center of the room is dominated by a granite, 10-foot diameter column, with multi-colored streamers twisted around its bulk. A creature notices — with a DC 16 Wisdom (Perception) check — that there is a fine crack circling the base of the pillar. Creatures with stonemasonry have advantage on this check. Astute observers conclude the pillar can be rotated. It takes 2 successful DC 20 Strength checks to turn the pillar 1/4

turn (this is as far as it turns), which activates a *symbol of discord* that affects anyone within 10 feet of the pillar for 1d6 rounds. All affected characters begin arguing loudly over the merits of the “art”; those that fail a DC 17 Wisdom saving throw begin fighting about it.

0E2-31. There and Back, Again?

This very non-descript room appears to be totally empty and without any kind of adornments. No dust, debris, or trash litter the room. It seems this room, for some reason, is one of the cleanest in the entire dungeon!

Time Travel? The secret of this room is that it is 2 rooms; Area 0E2-31a and -31b exist at the same time, in similar space, but not time. Entering one room immediately arms the room to prepare to shift. The door closing is the trigger mechanism for the spatial change to take place, and as soon

as the door closes, characters move from one room to the other. The shift is instantaneous, and no sense of movement is felt; the characters feel as if nothing has happened. With the hallways and architecture around both rooms being identical (and the wererats take great pains to make sure it stays this way), it could be a while before the party realizes what has happened. Obviously, anything the characters do before they enter the room (combat, spells marring the walls, etc.) is noticed to have changed when the shift happens. If the door is not closed (it is weighted to close on its own but can be propped open easily) the rooms do not shift locations. You may determine that monsters with the natural ability to *teleport* might notice the subtle shift when the rooms change locations. The secret door in Area 0E2-31a is particularly difficult to spot, requiring a successful DC 23 Wisdom (Perception) check.

0E2-32. This Stinks!

This room, along with Areas 0E2-33 and -39, contains a fissure in the floor leaking natural gases. The doors to each room are sealed with melted wax; this should be a clear indicator that something is amiss. It is necessary to dig the wax out of the doorframe to open it. If the wax is dug out, a very light cloud of methane gas begins to seep into the hallway. Being odorless and colorless in its natural state, and being under extremely low pressure, it is unlikely that anyone notices the gas filling up the hallway. The secret doors leading to Areas 0E2-31b and -37, as well as the normal doors around -39, are quite tight-fitting, but are not air-tight. Some gas leaks out of the hallway, but most lingers in this area.

Flashpoint. Once the door is breached, it takes roughly 6d6 rounds for enough gas to spill into the hallway to create a “flashpoint” situation. If the characters use the quick way and melt the wax out of the door frame, or if they have open flame when the gas reaches the flashpoint, then there is quite a fireburst. The methane ignites, and because of the low pressure there is very little concussive force behind the blast. In the hallway, the gas causes 14 (4d6) fire damage to all in the hallway; if the ignition is due to melting the wax, where the gas has been trapped and built up, the damage is more explosive. Characters directly in front of the door (and within 10 feet) take 14 (4d6) fire damage and 14 (4d6) force damage from the flame

“To Everything (Turn, Turn, Turn)”

The most important feature of this level are the various pillars located at Areas 0E2-27, -29, -30, -35-38, and -41. Some of these pillars are needed to rotate the statues in Area 0E2-26, and some are devious traps. Area 0E2-26 has 4 stone statues facing a pyramidal depression in the ground. Each of the statues begins facing outward, away from the depression. Various pillars and column “keys” are scattered through Level 0E2, and in many cases these pillars need to be activated by other pillars to make them mobile. Area 0E2-27 has 2 active columns; if BOTH columns are turned together, the statue in the southwestern corner of Area 0E2-26 moves into place. If either of the pillars is turned separately, it triggers the traps. Area 0E2-29 and -30 are trapped pillars, and do not move the statues in -26. Area 0E2-35 has 2 pillars that are part of a self-destruct mechanism, and do not move the statues in -26. Area 0E2-36 holds 1 false pillar (the northern) and 1 active pillar (the southern) that turns the southeastern statue in -26. Area 0E2-37, the common lair of the wererats, holds 1 locked pillar (southern) and 1 trapped pillar (northern); the southern pillar must first be unlocked by rotating the eastern column in Area 0E2-38. When it is unlocked, the southern pillar in Area 0E2-37 rotates the northwestern statue in -26. Area 0E2-38, Remis’ Nest, has 1 trapped pillar (western) and 1 pillar (eastern) that unlocks the southern column in Area 0E2-37. Area 0E2-41 houses 2 unlocked pillars. If either pillar is rotated, a horribly loud grinding sound is heard, but no other effects. If BOTH columns are rotated together, the northeastern statue in Area 0E2-26 rotates into place. Whew!

burst; those beyond 10 feet, but within 30 feet suffer 7 (2d6) of each type of damage. Anything combustible catches fire. Obviously, the gas leak does not stop naturally; if the door seal is damaged in any way, the gas continues to fill this area creating quite a hazard. Eventually, the wererats notice either that the doors are damaged, or that some of their rat friends have succumbed to the poison gas...

Story Award. If the characters can find a way to stop the gas flow, award the party 250 XP.

0E2-33. This Stinks, too!

See Area 0E2-32, above for details.

0E2-34: The Kobold Contingent

This group of 8 kobolds have scurried up to create a “Forward Point” for Agla-Rolsh (see Area 0E3-5) to know what is happening in the “populated” areas of the dungeon. The wererats know the kobolds are here, but not why. Remis is not certain they are working for Agla-Rolsh but has his suspicions. They leave the little ones alone, just in case, as there is nothing here, or in the rooms beyond, that interests Remis. There is a secret door in the northern wall, although the kobolds do not know this.

Tactics. The kobolds put up a token resistance during combat, but if more than 2 fall, the rest flee back to Level 3, Area 0E3-6 (by way of the cavern at 0E3-7, cautious of the xorn).

0E2-35. Traveler Out of Time

Several fail-safe precautions were built into this room to ensure its inhabitant is never unleashed on the world. The secret door from Area 0E2-34 leads to a locked, solid metal door (a).

Metal Doors. The door is impervious to magical or physical damage and cannot be picked or opened by force. It would be possible to go around the door, if the party has access to teleportation magic, or has a *passwall* spell to use on the wall to the north. However, the door opens easily if the iron cube (see Area 0E2-38) is placed upon it. If the characters place the cube on the door, it slides silently to the south revealing another metal door (b) directly across a hallway that leads north 70 feet.

The entire hallway is well-lit from some unseen source. The hallway appears empty, but there is a well-hidden secret door at the end, requiring a successful DC 20 Wisdom (Perception) check to locate. The second metal

door is similar to the first, although it is not the iron cube that opens the door, but flesh (such as a bare hand). Anyone placing bare skin against the door feels incredible cold and must make a successful DC 15 Constitution saving throw or lose 1 point of Strength from the chill draining. The lost strength returns after a long rest.

Trapped Doors and Hallways. The door slides to the south, revealing another north-south hallway, with an obvious door at the north end (c), and a standard secret door (d) 10 feet to the south. The northern door is a normal, oak-and-iron door, which is locked and trapped. There is a large, glowing rune on the face of the door, but this is simply a permanent *silent image* of a powerful symbol. A successful DC 17 Intelligence (Investigation) check is required to see through the illusion.

The true trap is a poison needle in the lock mechanism. Finding the trap requires a successful DC 18 Intelligence (Investigation) check. It can be disarmed with a successful DC 15 Dexterity check with thieves’ tools. A creature attempting to unlock the door without disarming the trap must make a successful DC 18 Dexterity saving throw or be struck by the needle. A creature struck by the needle takes 1 piercing damage and, on a failed DC 18 Constitution saving throw, 55 (10d10) poison damage. The door could be breached by force if 30 hp of damage is inflicted on it. It has AC 10 and is immune to necrotic, poison, psychic, and radiant damage.

The door opens into a 65-foot hallway with an obvious door (f) at the eastern end. The secret door to the south is of the normal stone variety and has normal chances to be found. It opens into a north-south hallway with no doors, although there is a standard secret door (e) to the south. The eastern door is covered is magical runes and script. This is also a permanent *phantasmal force*. Seeing through the illusion requires a successful DC 17 Intelligence (Investigation) check. However, there is also a *glyph of warding* scribed onto the door. If the illusory runes are seen through, the *glyph of warding* is obvious, but requires a successful DC 17 Intelligence (Arcana) check to determine its effect. The rune explodes for 10 (3d6) fire damage if the door is opened. Creatures within 10 feet take the damage unless they succeed on a DC 16 Dexterity saving throw, in which case they take half.

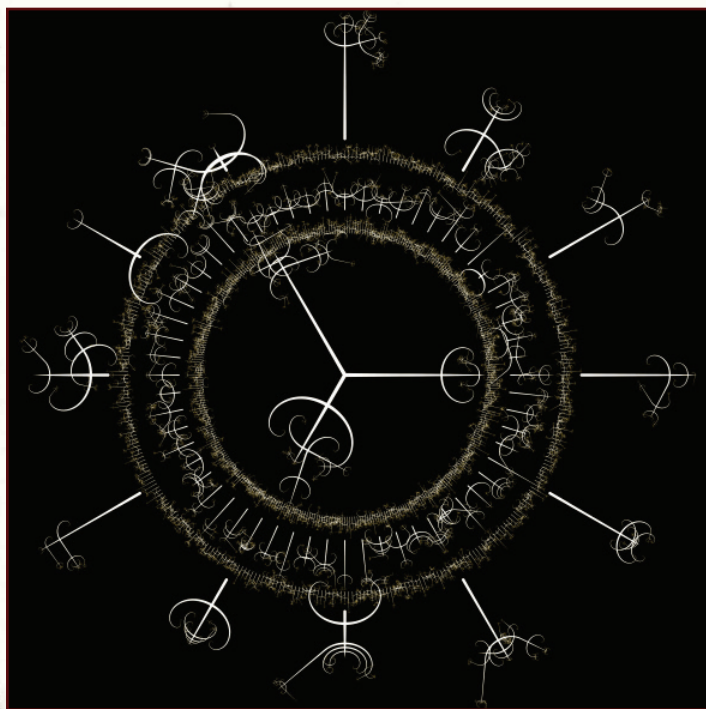
The door opens into a hallway running south, with another door (i) visible at the far end. The hallway appears to be littered with debris, broken furniture, cracked and broken bones, trash and other detritus. This is an elaborate illusion, a permanent *hallucinatory terrain* spell designed to make the travel difficult. Seeing through this illusion requires a successful DC 17 Intelligence (Investigation) check. The secret door (g) at the northern end of the hallway is cleverly hidden by the illusory magic. Finding it requires a successful DC 20 Wisdom (Perception) check after the successful DC 17 Intelligence (Investigation) check to see through the illusion.

It opens (is not locked or trapped) to an L-shaped hallway, 50 feet long x 40 feet, with another secret door (h), just beyond the corner. If the party bypasses the illusion, or simply slogs through the mess (in their minds), they reach the southern door. This door is locked normally, but not trapped. It opens into a 10-foot x 10-foot space, with another door (j) immediately to the west. This door is locked and trapped; if the door is opened without disarming the trap, 4 spears are fired from the ceiling. Each spear attacks a single target between the 2 doors at +6 to hit. On a hit it each does 4 (1d6+1) piercing damage.

The door opens into a 45-foot-long hallway, with no doors (there is a secret door [e] at the end of the hallway). The secret door (h) leading into the chamber of the Sentinel is both locked and trapped. Noting the trap requires a successful DC 18 Intelligence (Investigation) check; disarming it requires a successful DC 17 Dexterity check with thieves’ tools. Failing this latter by 5 or more points triggers the trap. If the trap is not disarmed, anyone opening the door is burned for 10 (3d6) acid damage, as acid sprays from pin-prick-sized holes in the ceiling.

After bypassing all these doors, the party may finally enter the room.

Sentinel Jail. Inside, 2 10-foot diameter metal columns dominate the northeastern and southwestern corners of the room. Roughly between these columns about 10 feet from the secret door is what looks like a 10-foot x 10-foot x 20-foot-tall glass container. Inside the container is a slightly greenish liquid, and floating suspended in the liquid is a robotic variant iron golem (stats not given due to the room’s self-destruct sequence). The liquid is acid, to keep the golem in a constant state of self-



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repair, and to keep it from sensing what is happening in the room around him. The robot is one of the experiments left over from the beings that dealt Tsen its fatal blow (see *Sword of Air* by Frog God Games for more details on Tsen). The metal columns are a self-destruct mechanism to destroy everything in the room should the acid tank be breached, and the golem released. If the tank is damaged (it takes 100 hp to damage the tank, which has an AC of 20 and is resistant to lightning damage and immune to damage from non-magical weapons, and necrotic, poison, psychic, and radiant damage), the acid spills forth in both directions towards the pillars, eventually forming a circuit. The pillars generate enormous positive and negative electrical energy; when the acid creates the loop between the 2, it takes 1d4 rounds for the pillars to charge. After that time, they expel an electrical wavelength that cooks any animal or plant material instantly, fuses and welds any metals together, and cracks stone and ceramics. This entire room and the surrounding hallways essentially collapse in on itself back to the metal door at (b), thus sealing the threat of the golem escaping into the world.

oE2-36. Activation Pillars

The western hallway leading into this room has a clever means of defense. The secret door at the beginning of the hallway is well-hidden, requiring a successful DC 20 Wisdom (Perception) check to detect, and on the eastern side of the door is a *glyph of warding* that activates 3 extended duration *darkness* spells in the hallway, spaced at 10-foot intervals, completely blocking all sight. It takes 3 castings of *dispel magic* to clear the darkness. Other options for the characters are to enter the darkness (there is nothing to harm them in the hallway; it's just scary) or wait for the magical darkness to cease (takes 1 hour for normal lighting conditions to apply, which is natural darkness in the unlit corridor).

Pillar Room. The door into Area oE2-36 is locked, and the oddly shaped room contains 2 10-foot diameter pillars, made of a glistening obsidian stone not native to the area. The walls are covered in scenes of combat, and historical scholars note some of the scenes are of battles from the Foerdewaith Wars. This looks to be a gallery, with scenes on each of the walls depicting a different classic battle. The pillars, if investigated by a creature with stonecunning that makes a successful DC 14 Intelligence (Investigation) check, show a fine crack along the base; the pillars are constructed to turn. If the northern column is turned, a great grinding is heard, as if some massive stone gears were creaking into work after many years. This is strictly a ruse; the pillar does nothing. If the southern pillar is rotated, it activates the southeastern pillar in Area oE2-26, causing it to rotate into position facing the depression.

oE2-37. Wererat Lair

This is the communal nest of the wererats. Piles of straw and bits of debris are mounded in the corners of the room, piled high enough for the wererats to sleep in. There is no sense of ownership with this pack; everything is share and share alike. In-fighting is unknown to these wererats, and they work together in a very harmonious society. All members take care of the young, and share living space and chores for the pack.

Pillars. The dominant features of the room are the 2 large pillar-like columns on the north and south walls. If characters investigate the columns, they discover that they are like the other spinning columns on this level. Neither column immediately spins; the columns are locked into place. If the eastern column in Remis' Nest (Area oE2-38) is rotated, the southern column unlocks with a low stone-grinding sound. Rotating the southern column moves the northwestern statue in Area oE2-26 into place. If the northern column is touched (it is fixed and does not move), it shocks for 4 (1d8) lightning damage. There are 12 male **wererats** (bucks) and 14 females (does). Two of the wererats are diseased, carrying hanta virus^{GM}. They all care for the 16 non-combative young (the "pups"). There are also 1d3 **rat swarms** here at any time.

Treasure. There are several valuable items scattered about in the mess of this room. They are found with a successful DC 17 Wisdom (Perception) check, determined randomly:

d6 Result

- 1 A set of 4 crystal vials worth 5 gp each.
- 2 3 agates worth 10 gp each.
- 3 6 yards of silk cloth, stained but excellent quality (worth 50 gp per yard; 1d4 yards ruined)
- 4 A set of 4 serving trays, silver with gold trim, worth 75 gp each.
- 5 A crumpled tapestry depicting the Stoneheart Valley (still valuable; worth 200 gp.)
- 6 A set of fine noble's clothing, 1d6 pieces (worth 100 gp per piece.)

Items 1–3 may be found more than once, but items 4–6 can only be found a single time. There are 1d6+2 items to be found in the room and searching requires 10 minutes per item.

oE2-38. Remis' Nest

The secret door to this room requires a successful DC 20 Wisdom (Perception) check to detect and opens onto a ramp descending at a 45-degree angle. Anyone descending the ramp must make a successful DC 14 Dexterity saving throw or tumble forward into lair of the **wererat** (add +1 to all saving throws and AC due to his *cloak of protection*) leader, Remis (no damage from the tumble, but an embarrassing first impression).

Nest Interior. Straw, tattered clothing and debris covers the entire floor of this room, giving the impression of a giant rat's nest (which it is). At any time, there are 1d4 **rat swarms** scurrying around in the mess. Three of the rat swarms carry hanta virus^{GM}. The debris is thick and obtrusive, making for difficult terrain.

Pillars. Along the eastern and western walls are 2 of the great columns found on this level. Rotating the eastern column here activates the southern column in the Wererat Lair (Area oE2-37), allowing it to spin freely. If that column is turned, the northwest statue in Area oE2-26 rotates to face the inverted pyramid (see that area for more details). If the western column is rotated, anyone touching the column receives 7 (2d6) cold damage (no saving throw), and the column in Area oE2-37 remains locked.

Development. Remis is no fool; he has forged an uneasy truce with the Tsathogga cultists in exchange for being left alone. All wererats have free reign to bypass any Tsathogga worshippers, under 1 condition; they must be in rat form when they pass. For some reason, that was a condition that Ilya insisted on. Remis has traded the knowledge that Agla-Rolsh (see Area oE3-5) is bound below this level to ensure the priests of Tsathogga keep him around for fodder. Remis' only goal is to ensure the survival of his family. If the characters are willing to negotiate with the wererat, he agrees to aid the party against the Tsathoggan priests, if the rats are allowed to live on this level in peace. If such a deal is struck, within 6 months, this entire level will be overpopulated with wererats and normal rats, and they will be a force to be reckoned with for the adjoining dungeon levels. Remis is distantly related to Fiilaar (Level 1, Area 1-12); in a break from his strong family tradition, he escaped the nest they shared previously to avoid being devoured by the sociopathic Fiilaar.

Treasure. Remis has a few personal items he treasures: a tarnished silver flatware set worth 125 gp, a gold and ruby necklace (paste, but shiny; worth 35 gp), 3 mismatched golden cups worth 20 gp each, a moth-eaten fur coat worth 35 gp, a solid iron cube (valuable only in Area oE2-35, but Remis does not know this), and a teak and silver jewelry box worth 150gp, filled with scraps of paper for no purpose. Remis carries a shortsword, has a *cloak of protection*, and a *potion of healing*.

oE2-39. This Still Stinks!

See Area oE2-32 for details.

0E2-40. Madman's Scribblings

This 35-foot x 35-foot room is covered in chalk, charcoal, paint, and other unidentifiable media. Scrawled over every inch of the walls (and some of the ceiling) are mad ramblings, rhymes, curses, and utter nonsense. The gibberish does hide a bit of valuable information, if the characters can decipher it.

Linguistics. A character who spends 1 hour in the room and rolls a successful DC 18 Intelligence (Arcana) check, begins to put together parts of the ramblings on the walls, and makes some sense of the chaos. If the party gains the esoteric information, read or paraphrase the “To Everything (Turn, Turn, Turn)” Sidebox. It is very likely the party has encountered the pillars before discovering this room. If you wish, other information can be hidden in the scrawlings, if it doesn't seem appropriate to have the pillar information here.

0E2-41. Jokune, the Oracle

The secret door leading to Area 0E2-41, is well-hidden, requiring a DC 20 Wisdom (Perception) check to find. Once the secret door is opened, a booming, baritone voice (a *magic mouth* spell) proclaims, “Jokune will see you now”.

Opening Runes. The door leading to Area 0E2-41 is covered in runic script. Any wizard immediately recognizes the runes as warding and protection magic. These wards and runes are a permanent *phantasmal force* spell, designed to frighten spellcasters. Seeing through them requires a successful DC 17 Intelligence (Investigation) check. The door is unlocked, and untrapped.

Pillar. The first thing anyone sees upon opening the door is a 10-foot diameter green soapstone pillar. The column is uncarved and unadorned, and remarkably polished to a high sheen. Entering the room, characters can make out another pillar roughly 20 feet behind the first, but it is lightly obscured by the cloudy haze of incense and smoke in the room. If the party defeats Jokune, they are free to investigate the pillars. A creature with stonemasonry that looks at the stonework can determine that there is a fine crack along the base of the pillars. A DC 18 Wisdom (Perception) check allows other characters to notice the same. An astute character determines that the pillars can be rotated. Anyone rotating the pillars hears a stone-on-stone grinding sound, but no other effects. If both pillars are rotated, the northeastern statue in Area 0E2-26 rotates to face the depression.

Décor. As there are no visible windows or vents here, the hazy-vapors are as thick as a cloud. As the characters move about the room, they notice tapestries hanging from the ceiling, giving the entire area a desert-harem feel. As the party surveys the area, they discover no furniture or items of value.

Development. If the party looks as if they are about to take a closer look at a pillar, they suddenly hear a voice from the mists, “What do you seek?”. The voice belongs to **Jokune**^B, an invisible ogre mage that is tasked with keeping this pillar untouched. If the party interacts with the oracle, he answers questions to the best of his ability, as he knows much about this level (all of Level 0E2) and the one below (all of Level 0E3). If the party asks questions politely, they can learn much valuable information from the oracle (your discretion). If the party attempts to turn a pillar, or speak disrespectfully to the oracle, he warns them sternly “Do not undertake the unwise action. It would be most costly.”

Tactics. If the party persists in ignoring Jokune's orders, the ogre mage attempts a *charm person* spell on a heavily-armored foe, or put as many people to sleep as possible. If desperate, he uses his *cone of cold* to slay the party before finally becoming visible and attacking with his giant naginata (glaive). If he is pushed to physical combat, Jokune is a deadly adversary, and slays the entire party, if possible.

Treasure. Although smoky and reeking of incense, some of the tapestries are valuable. The characters can recover 2d6 tapestries, each worth 1d4 x 100 gp. Each tapestry weighs 75 pounds.

Level 0E3, The Tunnels of Terror

This section of the Tunnels was first built by an advance force from Tsar (see *Slumbering Tsar* by **Frog God Games**, and Level 14A of this book for more information about the Disciples of Orcus, the evil Army of Twilight that escaped from Tsar, and the extended history of Rappan Athuk) as a waypoint, a staging area while Rappan Athuk was being finished. This chapel is similar to the power temples of Rappan Athuk and may give the characters some insight to those unholy sites if they enter the Dungeon of Graves.

Level 0E3

Difficulty Level: Tier 2

Access: Area 0E2-34 to Area 0E3-5. Chute from Area 0E1-9 to Area 0E3-6. Pit trap from Area 0E1-21 to Area 0E3-8.

Wandering Monsters: Check once per hour on 1d20, Areas 0E3-1 to -11 only:

d20	Encounter
1-2	1d6 giant rats
3-4	1d2 slithering trackers if in Area 0E3-7 (they do not cause a cave-collapse), or the hallways near Area 0E3-8-10; otherwise 1d6 rats
5-20	No encounter

Note: Treat all rolls made within Area 0E3-1 to -5, and Area 0E3-9 to -11 as “No encounter”.

General Features

Atmosphere: Extreme evil in Areas 0E3-1 to -4. Strong evil in Area 0E3-9. Strong magic in 0E3-1 and -5. Areas 0E3-12 to -22 radiate strong evil everywhere. The entire level is dry and warm. All rooms have at least a moderate amount of light from some unseen radiance, unless noted.

Ceiling Height: Ceiling height is typically 12 feet high.

Doors: Standard wooden door. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 16 Dexterity check with thieves' tools or DC 16 Strength check to open.

- **Secret Doors:** Require a successful DC 18 Wisdom (Perception) check to find unless otherwise noted. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: *Dimension door*, *teleport*, *gate*, and conjuring/summoning have a 20% chance of success in Area 0E3-1 when cast by anyone other than a worshipper of Orcus. Also, divination-type magic (*detect evil*, *locate object*, *legend lore*, etc.) has a 50% chance of success in the area.

Surfaces: All non-cave areas from 0E3-1 to -11 have standard cut stone dungeon walls and ceilings, with stone floors. The floors and ceilings of cave areas are covered with stalagmites and stalactites. In non-cave areas from Area 0E3-12 to -22, there are white, 2-foot square tiles covering standard dungeon walls and ceilings, as well as over all the floors.

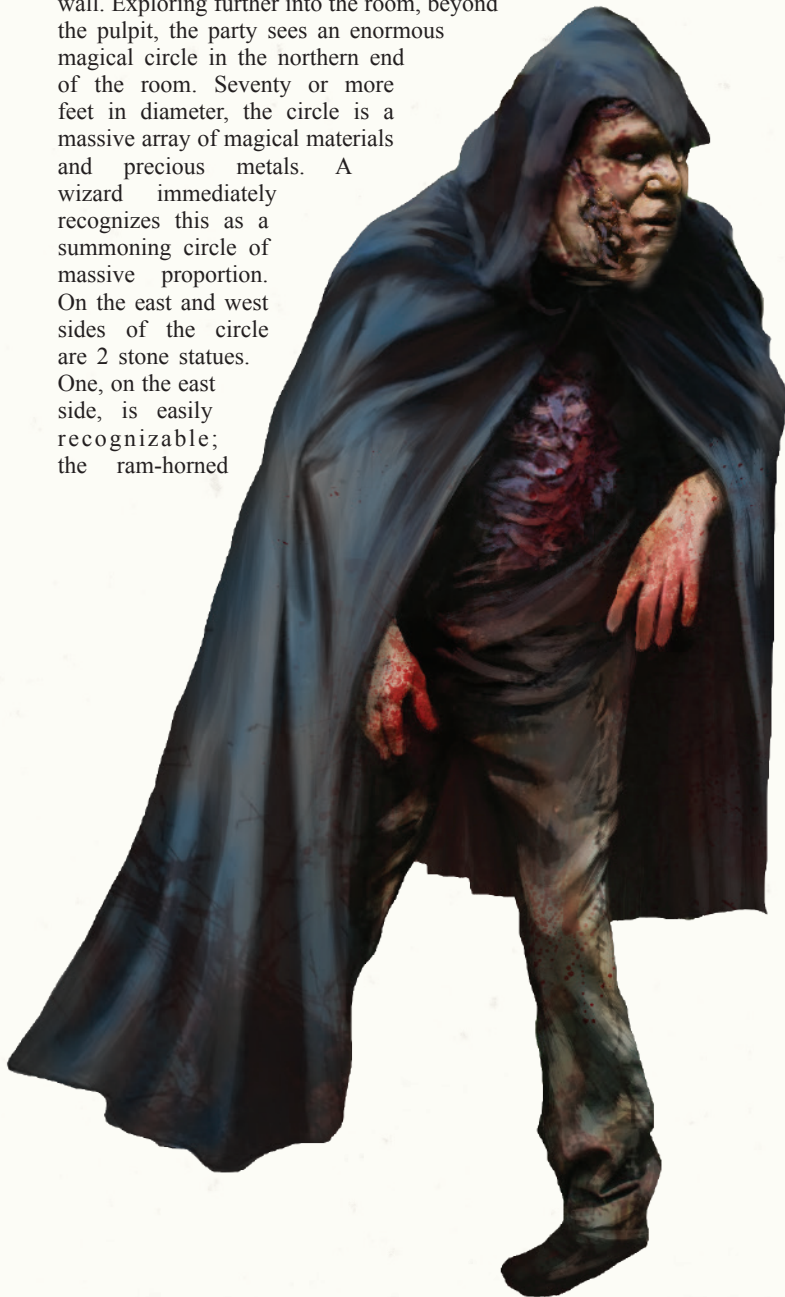
Other:

- 10% of cave areas are fungus-filled. 20% is edible while 10% is poisonous. A DC 15 Intelligence (Nature) check is required to determine the difference. A character who eats a poisonous mushroom must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

0E3-1. Ruined Chapel of Orcus

This entire chamber is bathed in shadowy light, as if a hundred torches were casting a continually murky radiance here. Additional light does nothing to change the conditions here; even magical light does not brighten the room. Due to the shifting, low-light conditions, it always appears that something is moving, just out of vision...

Décor. The dominating feature of the room, as characters enter through the double doors from Area 0E3-2, is the massive 20-foot-high, 30-foot-wide mural of Orcus decorating the front of the Raised Pulpit (A). Truly a work of a deranged mind, the image is as loathsome as the being that inspired it. Painted out of what appears to be, in this low-light, some form of tacky semi-liquid substance (yes, its blood); the mind reels where this amount of medium could have been drawn from. To each side, a row of columns flanks the pulpit, with disgusting and horrific bas-reliefs carved upon each one of them. Doors open into the eastern and western walls, past the columns, near the southern entrance wall. Exploring further into the room, beyond the pulpit, the party sees an enormous magical circle in the northern end of the room. Seventy or more feet in diameter, the circle is a massive array of magical materials and precious metals. A wizard immediately recognizes this as a summoning circle of massive proportion. On the east and west sides of the circle are 2 stone statues. One, on the east side, is easily recognizable; the ram-horned



head of Orcus, Demon-Prince of Undead, is rendered in white marble, 25 feet tall, in flawless detail. The statue on the west side is a little more difficult to determine: a regal-looking man, 20 feet tall, with a noble bearing, fashioned from granite. Hiding next to the pillars flanking the pulpit are 10 **shadows**, 2 per pillar, waiting to do their master's bidding and add to their ranks.

- **Raised Pulpit.** The elevated platform at A oversees the Power Nexus (B), the hub of power designed to concentrate energy for the priesthood of Orcus. This chapel was the first attempt at creating a "Shrine of Power" (see Area 15-2, The Den of the Master, for details on Shrines of Power) to enhance Orcus' abilities, and it was deemed too unstable for the Horned Father. The inverted pyramid (Area 0E2-26) is a byproduct of the harnessed power of the Power Nexus. At the top of the pulpit stands the former high priest of this chapel, now a **cadaver lord**^B, still wearing the trappings of a priest of Orcus (although antique and not in current style).

Tactics. Once the characters ascend to his level, the cadaver lord calls forth the cadavers from Areas C and D to lay siege to the pulpit and does not allow the party to escape. After the pulpit is surrounded, he calls for the shadows from each side of the pulpit to aid an aerial assault. The cadaver lord has no fear of death (again), and sacrifices himself to destroy the party, if necessary.

- **Power Nexus.** Area B was originally designed as a focus point to summon Orcus himself fully into this plane of existence, but it was quickly determined that it simply would not work. The other gods would not stand for such a thing, so the architects of this dungeon shifted their design to harness the "god-like power" of the multiverse. Any clerical spells cast in this room act as if cast at 2 spell slots higher than was used. This affects all clerics, regardless of alignment.

- **Statue of Orcus.** The large statue at C is a nearly perfect representation of Orcus in every detail, other than being fashioned of white marble. Sparkling ruby eyes set off the white marble, and massive golden horns complete the menacing visage. The Horned Father's wand is not part of the statue. Surrounding the base of the idol are semi-desiccated remains, the corpses of the last penitents of this foul chapel.

Tactics. The corpses rise as 8 **cadavers**^B if the statue is molested in any way, or if commanded by the cadaver lord on the pulpit (A).

Treasure. The ruby eyes in the statue are obviously valuable, worth 500 gp value each, but carry a curse. One hour after touching either ruby (even if they are not stolen), whoever handled them is struck blind for 24 hours. After the initial 24-hour period, a successful DC 16 Wisdom saving throw may be made every day to remove the blindness. The golden horns are also valuable, worth 750 gp each, and cursed as well. Anyone removing the horns from the statue, by any means, must make a successful DC 18 Wisdom saving throw or be turned to stone (white marble). The marble of the statue is valuable in its own right; 1 cubic foot of the material could fetch up to 50 gp if broken up. There are roughly 2,500 cubic feet of the material (weighing 200 tons) in this statue, so it has immense value if somehow transported. The statue is immune to all magic, and to damage from non-magical weapons.

- **Statue of Jeravix.** Built many years ago to placate the then-High Cornu of Orcus, the statue at D is an incredible likeness of the man that orchestrated the escape from Tsar, Jeravix. Alumaxis, a captain of the guard at Tsar, was tasked to build this complex as an extension of Tsar's might (this was even before the siege of Tsar by the army of Light). After its near-completion, Alumaxis was murdered in his sleep by clerics of Orcus, thus ensuring the secrets of this place stayed within the clergy. Alumaxis is now the knight gaunt in Area 0E3-9. Surrounding the base of the statue are several desiccated and moldering bodies; 6 of these rise as **cadavers** if commanded by the cadaver lord on the pulpit (A).

Treasure. The statue of Jeravix is an amazing architectural feat. Formed from a single massive piece of granite, the statue would be worth hundreds of thousands of gold pieces to a collector of religious or historical objects (you should determine a suitable value for the campaign), but the statue is 20 feet tall, and weighs more than 50 tons. If it could somehow be moved out of this place, it would be a king's ransom! It has no magical powers.

- **Priest's Closet.** This small, 15-foot x 15-foot room at E contains various hooks and racks to store clothing. Four complete sets clerical

vestments and 1d6 other pieces are still here in serviceable, if outdated, shape. If the party dons the clerical robes, the cadaver lord at the pulpit (A) is confused for 1d4 rounds before he summons the other cadavers. The shadows feel the living energy of the characters, and attack normally.

- **Treasure.** Hidden in a small cubby, behind a secret door in the NE corner, is a +1 *mace*, kept by the clerics in case of emergency.
- **Priest's Closet.** Similar to E, above, the small closet at F was used to house the clerical garb of the priests of Orcus sequestered here. This room has only a few broken bits of furnishings and scraps of clothes. A former acolyte of Orcus is bound here, a helpless **ghost**.

Tactics. Driven mad by his years of solitude (he cannot leave this room, unless locked in a stranglehold; if the hold is somehow broken, it retreats to the room), he attacks any living being that enters.

0E3-2. The Faces of Fear

The southern door to this room is highly adorned with symbols and sigils of intricate design. A wizard making a successful DC 15 Intelligence (Arcana) check recognizes that there is a *symbol* spell inscribed upon the door, although determining the type of symbol requires a successful DC 30 Intelligence (Arcana) check. Most of the runes and sigils are a permanent *phantasmal force* designed to distract thieves and wizards. However, there is a functioning *symbol of fear* inscribed on the door, designed to trigger if the door is opened. The symbol affects everyone in the 20-foot x 30-foot hall directly south of the doors. The DC to resist the fear effect is 16. The door itself is unlocked.

Opening the door, the party immediately sees another door directly across from the first. Flanking the door are 2 translucent figures, wearing flowing robes of dark green over incorporeal chain mail. These beings are 2 **fear guards**^B, and they attack anyone entering the room.

Tactics. The fear guards were former temple warriors, bound to this place after death. One of the guards begins combat by casting *darkness* at the doorway, ensuring characters that are out of the room do not know what's happening inside. The other guard engages armored foes first, using its incorporeal touch and fear abilities.

0E3-3. Unholy Font

This room contains a large unholy water font, a basin filled with clear fluid.

Monstrous Font. The font itself is a monstrous-looking affair. An ancient, filth encrusted column rises 3 feet, with formed tendrils that wrap around the basin holding it like an inverted octopus, the entire structure oozing some unusual ichor or slime. The rest of the room is barren and dusty, but there is no debris. The font is actually an **undead mimic**^B, a hideous creature that wandered into this place as a normal variety of mimic, and replaced the existing font, thinking to trap petitioners when they came to gather some of the water. The mimic waited so long, and was eventually infused with so much dark energy, when it perished from starvation it transformed into this undead version.

Tactics. The mimic does not need to eat, but it relishes any chance to drain souls from victims, and if roused it will fight to its destruction.

0E3-4. Scriptorium

A collection of heinous scrolls detailing the clergy of Orcus are stored here. Several shelves' worth of scrolls and books may be found. A few random diaries are also mixed in with the religious texts, giving sparse details of life in and around Tsar (your discretion how much information, if any, to provide). The former collector of these scrolls, an injured soldier and neophyte acolyte of Orcus, was slain in here by a rival over hierarchy in the lower orders of the clergy. Maintaining his soldier's sense of duty towards his collection, the acolyte eventually rose from death as a **guardian cimota**^B, forever tasked to guard these scrolls.

Tactics. If anyone touches or harms anything in the room, the cimota materializes and attacks without quarter.

Treasure. The books and scrolls can be a treasure in themselves; you should determine how much information about the clergy of Orcus and the city of Tsar you would like to give out. In addition to the mundane texts, there are many magic scrolls mixed into the jumble; roll 1d6 every 10 minutes of searching to determine what is found:

d6 Discovery

- | | |
|---|--|
| 1 | a scroll of cure wounds. |
| 2 | a scroll of irresistible dance. |
| 3 | a book containing the spells <i>bless</i> , <i>continual flame</i> , and <i>commune</i> . |
| 4 | a scroll of very decorative calligraphy worth 25gp to a collector. |
| 5 | a small statuette of a blackened hell hound; a <i>figurine of wondrous power</i> (onyx dog). |
| 6 | a series of 12 diaries detailing a merchant's encounters in a city named Izamne, a deep underground city (determine exact details of the journey to Izamne; the city is detailed in the Cyclopean Deeps: Volume I from Frog God Games). |

Each item can only be found once. Also, if the characters search through the titles, and make a successful DC 18 Wisdom (Perception) check, they find a folio written in an ancient dwarven script (either a dwarf with a successful DC 15 Intelligence check or a character with *comprehend languages* can decipher it) that details the workings of the pillars on Level 0E2. Read or paraphrase the "To Everything (Turn, Turn, Turn)" Sidebox, near Area 0E2-27 on that level.

0E3-5. Prison of Agla-Rolsh

This grand hall was originally used as a library or study of some kind. Scraps of parchment, bits of leather, and splinters of wood suggest there were several tomes stored in here at one time.

Two large pillars in the northern half of the room still glow softly, offering a comfortable illumination perfect for reading. The southern portion of the room is much larger and seems to be completely clear of any debris.

Prisoner in Silver. Characters making a successful DC 16 Wisdom (Perception) check notice a solid line of silver imbedded in the floor, stained and tarnished with grime and dust. What the characters probably do not see is the invisible form of Agla-Rolsh, a **djinni** that has been trapped in the silver triangle for a very, very long time. Agla-Rolsh was a traveler of the planes of existence, and other dimensions and times. He is very intelligent and can converse expertly on any subject he chooses. He was investigating the "new excavation" here many years ago when it was being built, when a magical mishap caused him to be trapped in a powerful wizard's experiment. Once the wizard realized what had happened, he wisely left these premises, surmising that when the djinni escaped, he would be none too happy. While bound, Agla-Rolsh cannot leave the triangle. No amount of damage or scratching at the silver has freed him yet.

Development. Agla-Rolsh spends all his time invisible and speaks with the kobolds in Area 0E3-6 to bring him news of the surrounding dungeon happenings. Unfortunately, the kobolds have only ventured north as far as the hallway to Area 0E2-20. The acid stench in Area 0E2-19, was bad, but finding trolls beyond the door was too much! The chute to Level 1, Area 0E1-9 has proved too challenging to climb the full length of, so they have abandoned that. Exploration to the south, and through the Piercing Cavern, has been a little more noteworthy. The kobolds know there is activity beyond the door at Area 0E3-2, although they quickly fled that place. Excursions further east have determined there is possibly a way out of this level at Area 0E3-8, if they can figure out how to climb up the pit trap, and they haven't yet braved the doors at Area 0E3-9 or -10. Agla-Rolsh does not know about the influx of recent Tsothogga worshippers; they came after he was bound here. He does know that the temple at 0E3-1 was at one time very important, and

The Tunnels of Terror

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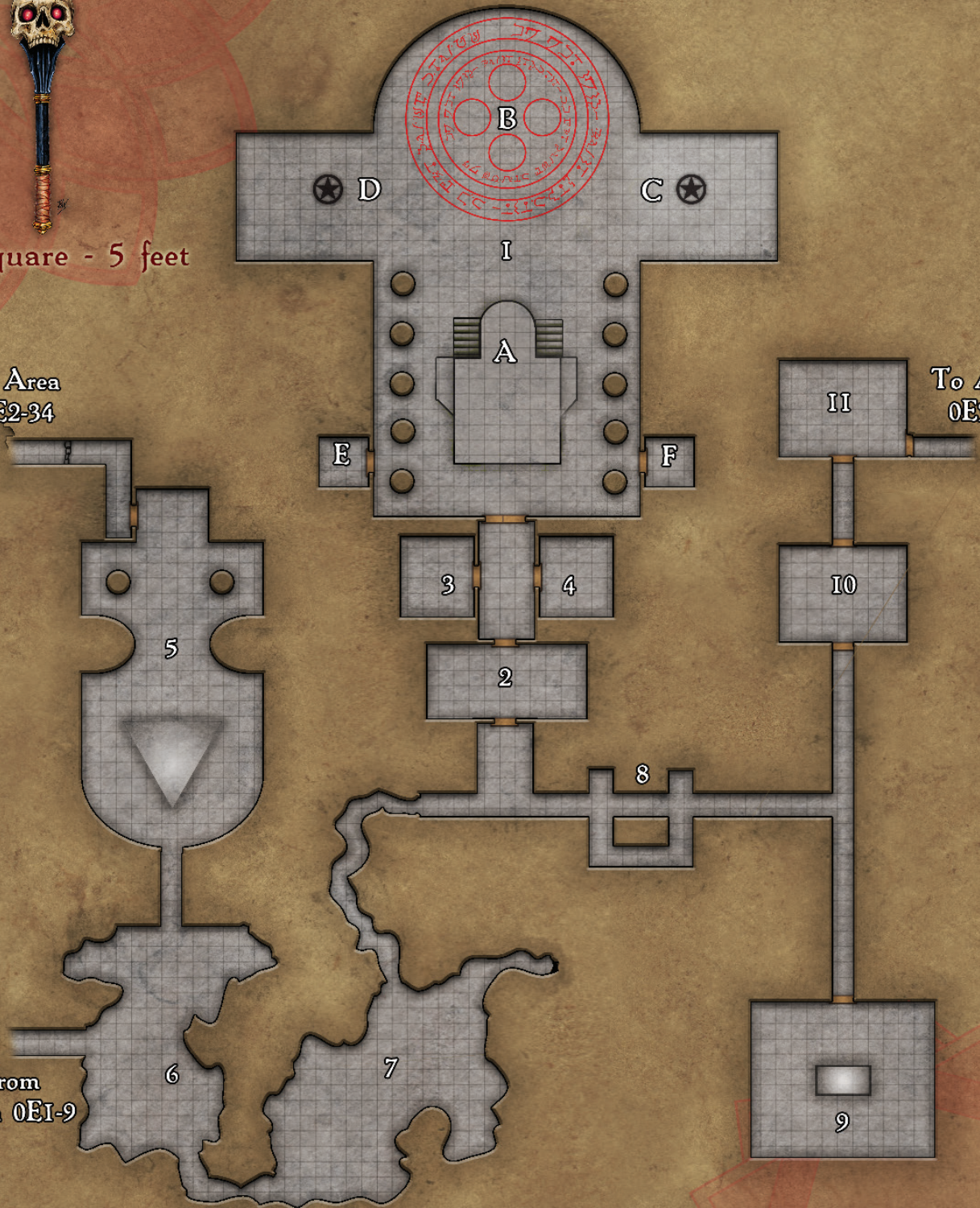


1 square - 5 feet

To Area
0E2-34

To Area
0E3-12

From
Area 0E1-9



Level 0E, Dungeon Level 3, Map I

he knows about the pillars on Level 0E2, but not what the statues at 0E2-26 open.

Tactics. Agla-Rolsh's magical abilities are intermittently able to pass over the silver, so he has a 30% chance to affect someone outside the silver triangle. If anyone is brave enough to walk over the triangle, he is fully capable of unleashing the full weight of his power. To free the djinni, the characters need the bronze key, found in Area 0E3-9. If the party finds the key, and gives it to Agla-rolsh, the djinni is finally able to escape his long imprisonment. If the party has been pleasant and humble in speaking with him, he may grant them a small boon (knowledge of the Tunnels, or the answer to some otherworldly esoteric question; your discretion). If they have been rude, or taunted him in any way, he immediately attacks the party, attempting to slay or subdue some to take as slaves.

0E3-6. Kobold Cavern

This natural cavern is the home of a tribe of **kobolds** that have been cut off from escaping the level. They fear running into the other denizens of the dungeon enough to refuse to leave. There are 12 males and 16 females, with 8 non-combative younglings (no XP), led by Kurrick, a wily and intelligent **kobold chieftain**^B.

Development. Kurrick has negotiated with Agla-Rolsh to be his eyes and ears in the dungeon, with the understanding that the djinn will not wholesale slaughter the kobolds should he ever escape. Kurrick sends squads of kobolds out to investigate the dungeons but has hit a few limits (see Area 0E3-5 for an explanation of the kobolds excursions). He deeply wants to investigate the dungeon past the door at Area 0E3-2, and at -10; for some reason, they just can't get past their fears in those places. There is a dark spot high up on one wall in the west, the end of a chute that leads upwards to Level 1, Area 0E1-9. The chute is tricky to negotiate, being at a 60-degree angle. Climbing requires a successful DC 18 Strength (Athletics) check each round, and it is nearly 200 feet up. Falling while climbing results in 2 (1d4) bludgeoning damage per 50 feet ascended.

Treasure. The kobolds have managed to amass a few items they treasure (others may not): a broken ceremonial breastplate which was part of a noble's suit of plate armor. It is useless, but a historical piece — it might be worth 25 gp to an antiquities collector — 7 yards of fine but stained woolen cloth (currently worth 5 gp per yard, cleaned of stains it might fetch 15 gp per yard), 32 functional arrows, 12 filthy backpacks, 77 feet of hemp rope in lengths up to 10 feet, 3 crystal vials, each worth 5 gp, a *+1 mace* with a tattered handgrip, the entire thing covered in dried blood, and 2 strangely-colored vials (*potions of greater healing* and *gaseous form*).

0E3-7. The Piercing Cavern

This cavern is thick with stalactites, the 40-foot ceiling covered with them like the fangs of some huge beast. The kobolds are convinced that this cavern is populated with piercers, but that is not the case.

Geology Lesson. The entire cave is a rare mineral deposit, of granite-like stone with strange mineral qualities, such as being extremely hard but very brittle. A creature with stonecunning can tell the unique nature of the stone. Due to the qualities of the stone, occasionally stalactites or random pieces of the room crumble off when certain vibrations occur. It is impossible to determine what causes the ceiling stone to drop, which is why the kobolds are extremely cautious when coming through here. If the party moves through this cavern, every 10 feet they travel requires a roll to determine if the ceiling comes down on them. On a roll of 1 on 1d6, a portion of the ceiling falls, and a second 1d6 must be rolled on The Sky is Falling! Table.

d6	Result
1-2	a simple stalactite falls, causing 3 (1d6) piercing damage (no saving throw).
3-5	a 5-foot chunk of the ceiling comes down, causing 14 (4d6) bludgeoning damage (roll a successful DC 14 Dexterity saving throw for half damage).

d6	Result
6	a major collapse happens, causing 28 (8d6) bludgeoning damage. Initial DC 16 Dexterity saving throw for half damage; if failed, a secondary DC 16 Dexterity saving throw is necessary to avoid being pinned under the rubble. A target who is pinned, can be dug out in 1d4 person-hours.

Spells such as silence do not alter the chance of the ceiling collapse; it seems that only vibrations in the stone make a difference. A character with a successful DC 18 Stealth check can move without disturbing the stone. Combat has a 50% chance each round to cause a ceiling drop (determine randomly where the stones fall during combat). Once stone falls from the ceiling, it shatters into shale-like debris, making quite a mess. The unique qualities have caught the attention of a **xorn** that loves the shale fragments but is too lazy to break the stone up himself.

Tactics. There is a 1 in 8 chance that the xorn appears any time the party is traveling through the cavern. If the party is engaged in combat, and the xorn happens to appear, he then has a 5 in 8 chance of appearing when the party crosses the cavern (he's watching).

0E3-8. Death from Above

This horseshoe shaped area seems like just an odd architectural exercise. There is nothing apparent here unless secret doors are checked for on the ceiling, 15 feet overhead. The secret trapdoor is unusually well-concealed, requiring a successful DC 20 Wisdom (Perception) check to find, and leads to Level 1, Area 0E1-21.

0E3-9. The Pyre

The end of this long hallway is tinged with the smell of smoke. As the party approaches the iron door at the end of the hallway, they notice a slight rise in temperature, a nice warm feeling.

Iron Door. The door itself is warm to the touch, as a stove warming up might be. There is a large and imposing looking lock in the center of the door, and it feels solid and impassible. The lock is, in fact, a normal lock, and is not trapped.

Interior Fire. As the party opens the door, they see before them a blazing bonfire, a large conflagration in the center of the room. It appears to be a pyre of some sort, smoldering, but occasional small licks of flame jump and dance along its mass. The room is smoky and smells of strange incense. The smoke is not too thick to see, and several amphora and boxes line the bit of back wall that can be seen from the doorway. This is the last resting place for the former captain-of-the-guard-turned architect, Alumaxis.

History. A good soldier to the end, Alumaxis volunteered for the role of leader of this building site when he understood it would further the reach of Orcus in the world. What he didn't know was the depth of deceit in the ranks of his "advisors". As a man used to facing foes head-to-head, he did not see the treachery of the clergy until it was too late. To cover any evidence of their assassination, the clergy ordered this pyre built to honor their fallen "leader". The captain's body was laid to rest atop the bonfire, and he was immolated. Unexpectedly, the fire never burned itself out; it smolders even to this day, wafting smoky tendrils to remind the very stones of the dungeon what happened here. Alumaxis himself was not fully consumed by the flame. He regained his material body after being scorched and returned to the mortal realm as a **knight gaunt**^B, an undead horror normally created when a paladin falls in righteous combat against evil. Orcus himself found the humor in returning his soldier to the field in such a form.

Tactics. Alumaxis retains his soldier's training and knowledge of tactics. He is no fool and uses the room and terrain to his advantage. The smoky conditions are not enough to affect combat, but 6 of the 12 amphorae along the back wall are filled with lamp oil; Alumaxis uses these as missiles or breaks them to create a barrier so the party cannot reach him while he peppers them with his arrows. If he needs more time to defend himself, he begins throwing treasure at the party, on the fire, etc. to distract them. He fights to his destruction.

Treasure. Along the southern wall there are 12 lavishly decorated amphorae, 4 crates, 3 chests, and 9 boxes roughly 1-foot square. As noted above, 6 of the 12 amphorae are filled with high-quality lamp oil (each burns twice as long as normal oil, is worth 250 gp per amphora, contains the equivalent of 50 flasks, and weighs 60 pounds.) The other amphorae are filled as follows:

- #1 contains 25 pounds of multi-colored sand. No matter how much the sand is mixed, it always keeps its color layers separate, strictly a novelty, worth 125 gp to a collector.
- #2 appears to be filled with copper coins. In reality, there are 25 cp atop a wax-sealed stopper. If the stopper is removed, poisonous gas fills a 20-foot x 20-foot area in 1 round. Any creature in the room that fails a DC 14 Constitution saving throw takes 55 (10d10) poison damage. There is a bronze key at the bottom of the amphora; this is the magical key needed to free the djinni at Area 0E3-5.
- #3 is filled with 10 gallons of fine wine, worth 200 gp to a collector or restaurant.
- #4 is filled with rolled scrolls and parchments. If each scroll is taken out and examined, they are 13 scrolls of *cure wounds* (mind the fires!)
- #5 contains 12 silver-tipped arrows, 13 normal arrows, and 1 black-fletched, silver engraved arrow (an *arrow of direction*^{GM}).
- #6 is filled to the top with desiccated shrunken heads. At the bottom of the container is a disgusting, stained bag. The bag radiates magic and seems to all tests to be a *bag of holding*. It is actually a *bag of devouring*^{GM}.

Alumaxis has a +1 *longsword*, +1 *longbow*, and an unholy symbol of Orcus.

0E3-10. Hall Monitor

The door to this room has odd scratches in the face of it. Upon closer examination, the scratches are words etched into the surface: *no open door*.

Beyond the Warning. Should the party not heed the warning, and open the door (it is unlocked), they see a 30-foot x 40-foot room, with piles of dirty straw along the eastern and western walls. A narrow pathway leads through the center of the room to another door in the northern wall. Laying atop the straw is a gargantuan sight; a very large **undead troll**^B sits up in the straw, and slowly begins pulling itself upright. As it stands, the party notices its flesh is torn and pulled-away in unnatural fashion, and as it lumbers forward, an eyeball pops out! This beast was a former guardian of the path to Level 0E3. After most of the living inhabitants died, the troll starved to death. The power of the chapel kept the beast from entering the afterlife, so he is confined here as an undead troll.

Treasure. Buried in the straw at various places are the items and equipment from previous trespassers. There are 2 suits of battered but functional plate armor, 3 suits of chain mail, 2 bent shields (useless), 1 normal shield, 6 longswords, 2 greatswords, 3 maces, 2 flails, a +1 *shortbow*, 87 arrows, a +1 *dagger*, 4 cracked staves, various completely broken magic wands and staves, broken potion vials, 2 *potions of healing*, 1 *potion of invisibility*, 6 backpacks, 268 feet of rope, 3 hammers, 12 iron spikes, 17 torches, and 342 gp in various loose coinage.

0E3-11. The Black Hole

Just beyond the troll guardian at Area 0E3-10, is a short hallway leading to a stone door tightly set into the end of the hallway. The door is not locked or trapped. Opening the door leads into a 30-foot x 40-foot room, with another stone door set into the eastern wall. Directly in front of the eastern door is a 10-foot x 15-foot black oval on the floor, and in the northwestern corner is a large, black sphere. Closer examination of the oval reveals it to be a large painted spot, nothing more. The floor-oval is simply a distraction, as the black sphere is an **ebon ooze**^B that rolls forward to attack. The door leads to Area 0E3-12.

0E3-12. Entrance

A massive, 10-foot-tall stone door greets the party as they enter this section of the dungeon. Carved into the door are bas-reliefs of angels, cherubic faces covered in smiles, and various images reflecting light and hope. This is a stark contrast to the rest of the dungeon the party has encountered so far. Perhaps things are about to get easier? Hahahahahahaha... As the party enters, they see a large 60-foot hexagonal room beyond the door. Hanging cobwebs and a thick layer of dust welcome the party. From first inspection, the room seems to have been abandoned for years. Doors in the north, east, and southern walls are immediately visible, as there are no furnishings or embellishments in this room whatsoever.

Illusory Room. As soon as a character enters the room, he or she can make a DC 20 Intelligence (Investigation) check. The dusty, unkempt appearance of the room is a powerful illusion; the actual room is covered in spotless, white tiles 2-foot square, covering all surfaces. Characters who make their Investigation check can see the truth. There is a bright-but-not-too-bright illumination coming from some undefined source. Located in the center of the tile floor is an inscription in a cramped, rigid script. "*Death Awaits beyond the Door.*" The inscription is carved into the tiles, and upon close inspection, there is the slightest coppery staining in the tiles.

Northern Door. The northern door is a 10-foot-tall x 5-foot-wide slab of copper sheeting over oak, with silver and iron rivets. Runes cover the entire copper surface, and a character making a successful DC 18 Intelligence (Arcana) check realizes these are warnings of dire evil and necromantic power. The door is locked. Opening it requires a successful DC 20 Dexterity check with thieves' tools or a DC 25 Strength check. If the party bypasses the door, they discover a 20-foot x 20-foot hemispherical room, covered in disgusting fluids and small bits of flesh. The reason for these leavings is the 8-foot-tall hulking brute shuffling along the back wall, stiches protruding from and juices oozing out of its body. As soon as the door is opened, the **necromantic golem**^B turns its head towards the door, and moves quickly towards the party!

Tactics. The golem is short on brains, so its simple tactic is to crush the party. As it comes out of the door, it looks towards the largest group of beings, and unleashes its unholy blast to soften them up, then it follows with big, meaty fists. If the golem is solidly struck by an opponent, it uses its enervating ray to drain the life-force out of that target and concentrates attacks until that character is dead. It fights until no targets remain in the room and does not pursue if characters flee.

Southern Door. The southern door in this room is a solid iron affair; 8-foot-tall x 4-foot-wide, and worth a fair amount for its metal value alone (a blacksmith would give 1,000 gp for it, but it weighs more than 2 tons). Again, this door is covered in glyphs and runes, and a character making a successful DC 18 Intelligence (Arcana) check recognizes some of the runes as dealing with chilling cold and deathly frost. This is a ruse, and the door is both locked and trapped. Unlocking the door requires a successful DC 20 Dexterity check with thieves' tools. Noting the trap requires a successful DC 24 Intelligence (Investigation) check. The trap on this door is activated if it is opened, and a massive *fireball* detonates centered on the inscription in the center of the room. Due to the height of the domed ceiling (10 feet at the walls reaching up to approximately 15 feet tall at the apex) and the shape of the undulations, the *fireball* engulfs everyone in the main room, for 28 (8d6) fire damage, although characters making a successful DC 18 Dexterity saving throw take only half this amount.

Western Door. The western door leads into the main complex, beyond the unusual ward the party notices as soon as they open the door to Area 0E3-13 (the garlic).

0E3-13. Arc of Garlic

As the party exits the previous chamber, they notice an interesting sight in the 20-foot-wide x 50-foot-long hallway. Roughly halfway down the hall is a semi-circular portcullis barring further egress. What is odd about it is that all the bars are covered, floor to ceiling, with garlic. Strings, cloves, and various bits and pieces are strung all up and down the metal bars, creating an awful stink. How these sprigs of garlic have stayed as fresh as they are is a mystery. The portcullis is a normal one of its type

and can be bypassed with a successful DC 20 Strength check. The door beyond the portcullis is plain and unadorned, but it is locked.

0E3-14. Towering Inferno

This 50-foot x 60-foot room is covered in straw, broken furniture, bits of paper, and a slightly slick fluid coating the floor. There are 3 doors visible in the room, 1 to the north, 1 halfway down the eastern wall, and 1 in the south.

Door Traps. The door to the east is trapped with an exploding *fireball* trap. The trap can be detected with a successful DC 18 Intelligence (Investigation) check and disarmed with *dispel magic* successfully cast against a level 4 spell effect. If the trap is triggered, all within 20 feet of the door take 14 (4d6) fire damage, or half as much if they succeed on a DC 16 Dexterity saving throw; the trap ignites oil on the floor.

Zombies! Shambling around in the northwestern, northeastern, and southeastern corners of the room, are several bipedal, Medium figures in tattered robes, hoods drawn down over their faces. When the characters enter the room, they begin to shuffle their way towards the party. The figures are 16 **pyre zombies**^B, 4 in the northwest corner, 5 in the northeast, and 7 in the southwestern corner.

Tactics. If it is not obvious to the characters (hopefully, the players don't know these creatures' nasty power), they may rush forward to engage the zombies as soon as they realize there are "unfriendlies" about. The pyre zombies have a very special and terrible power; when struck by a melee weapon, they burst into flame. While this is bad enough, the zombies are in what amounts to a giant tinderbox. If a zombie is struck with a melee weapon in here, the entire room bursts into flames the next round, the flames racing from whichever corner the zombie was struck in. All within the room take 3 (1d6) fire damage per round. Thick black smoke fills the chamber on the third round, reducing visibility to 5 feet (at most). The characters can flee out the door they came in, and if shut it blocks most of the smoke, but there is still some that leaks out from the door, and the hallway containing the Arc of Garlic fills with smoke in just under 30 minutes (Ah, smoked garlic smell! Yum!) If the characters stay in the smoke to fight, give them a DC 16 Constitution saving throw each round to avoid smoke inhalation; after round one, the DC increases by 1 on each subsequent round. Each failed saving throw results in a level of exhaustion. Eventually, staying in this room means asphyxiation. The zombies, now skeletons, are immune to the flames, and fight on as long as a living person is in the room.

Treasure. If the party somehow manages to search the room without it becoming an inferno, there are a few items scattered about in the debris. On a roll of 1 on 1d6, the party can find any of these items (you should determine how many times any particular item is found).

0E3-15. Armory

The door to this 10-foot x 10-foot room, from Area 0E3-14, is trapped (see Area 0E3-14). The room itself is filled with the various odds and ends of an armory. Bits and pieces of armor, parts of weapons, and the like litter the room in a haphazard manner. The door to Area 0E3-16 is locked and trapped with a poison needle trap. Finding the trap requires a successful DC 14 Intelligence (Investigation) check. It can be disarmed with a successful DC 16 Dexterity check with thieves' tools. A character opening the door without the disarming the trap must succeed at a DC 13 Dexterity saving throw or suffer 1 piercing damage and 44 (8d10) poison damage. The door's lock is stout and requires a successful DC 22 Dexterity check with thieves' tools to unlock. Failing the check by 5 or more triggers the trap.

d20	Cache
1-5	1d6 x 10 gp (still available after the fire, but melted into a globular shape; a gemcutter may purchase for 25% of value)
6	a bag with 125 sp (still available after the fire, but melted into a globular shape; a gemcutter may purchase for 10% of value)

d20	Cache
7-8	3 garnets worth 50 gp each (unscathed by the fire)
9	a scroll of <i>protection from undead</i> ^{GM} (partially ruined by the fire; 50% chance of working)
10	a <i>potion of flying</i> (destroyed by the fire; vial still usable)
11	4 +1 arrows (unharmd by the fire)
12-20	2d10 normal arrows (partially ruined by the fire; 25% chance they break when nocked.)

Treasure. Characters searching through the debris can find 1d6 serviceable bowstrings, 4d4 arrows, 1d3 shortswords, and 1d6 other assorted serviceable weapons.

0E3-16. Odd-itorium

This 10-foot x 15-foot room is filled with various items arranged on floor-to-ceiling shelves. Several taxidermy rats, snakes, and other small animals line the shelves.

Treasure. One of the larger varmints has a *stone of good luck* installed as an eyeball. The entire bottom shelf of the northern wall is home to 8 dusty left boots. These are *boots of tromping*^{GM}, and still retain their magical abilities. An additional eye-catching item is a beautiful ebony and mother-of-pearl chessboard (all the pieces are missing; chessboard is worth 130 gp). Many of the other items in the room are mundane, if not oddly collectable. The party could gather up 150 pounds of items and sell them in a medium-sized city for 1,500 gp, if they had 1 week in town.

0E3-17. Miscellaneous Equipment

This room is filled with old, but mostly functional equipment.

Treasure. There are barrels full of trail rations (long since spoiled), crates of other foodstuffs (also spoiled), and 2 small kegs of wine (now vinegar). There are 2 large boxes full of random cloaks, robes, boots, belts, and other assorted clothing (enough for 6 + 1d6 Medium people), and 1d6 of the following items: 1d4 empty large sacks, 1d6 shovels, 3 10-foot poles, 6 tents, 3 hammers, and 2 grappling hooks. There are 10d10 spikes, 5d6 torches, 1d4 silver mirrors, and a large pile of rope coiled up in a corner. The rope is, of course, a **rope golem**^B, and attacks when the party least expects it.

0E3-18. Bubbles!

This smooth-tiled room has extremely bright illumination (any creatures affected by light take an additional -1 penalty) and has no sharp angles. The entire room looks to have been created from some mad non-Euclidian geometer, with warping, undulating walls and ceiling, like a large jellyfish left pulsing on a shore.

Bubbles. Floating in the air, along the ceiling and bumping into the walls, are 12 spherical shapes with chitinous-looking shells. What these are is difficult to determine, the ambient light casting a glare that makes looking at the spheres so close to the walls almost painful. If the party approaches for a more careful examination of the spheres, they notice that they are actually clear and much more like bubbles than anything else. The chitinous appearance is the diffusion of the walls coming through the bubble.

Wind Sphere. In the center of the room is a large sphere, apparently made of white marble swirled with light greys and blues. Touching this sphere reveals the truth; a rather enraged **air elemental**, held in a stasis field, is now free!

Tactics. The air elemental wastes no time in forming a whirlwind that throws the 12 clear **gas spores**^B around the room. Each person in the room must make a successful DC 18 Dexterity saving throw each round or be struck by a gas spore, with a resulting explosion, as they spin and whirl about the chamber. The spores are not harmed by bumping into the walls



The Tunnels of Terror
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1 square - 5 feet

of the room (having no corners to impede them), and the room acts as a focus to toss them about wildly.

Sandstorm. There are 2 secret doors in the room, one in the north wall and another to the south. Finding each one requires a successful DC 17 Intelligence (Investigation) check based on a search in the appropriate location. The 15-foot x 10-foot chamber beyond the northern door is accessed by sliding the secret door down into the floor. The room is filled with a fine yellow sand. The sand is harmless, unless the air elemental uses its whirlwind ability. If the door is down, and the elemental is freed, the sand whips around the room scouring anyone with exposed flesh; only metallic and magical armors are protection against the sand-blasting. Any characters in non-metallic, non-magical armor are blasted for 3 (1d6) force damage per round they stay in the room with the active elemental. The door to this northern room stays in its recessed state for 1 hour.

Hot Coals. The southern secret door is locked and sealed with wax. Opening the secret door reveals a floor entirely covered with smoldering, burnt material, kept hot by some unseen source. The heat wave opening the door is incredible. If the air elemental is active when the door to the southern room is open, it creates a backdraft situation; any characters in the western half of the room are blasted with fire as the smoldering embers burst to life. Each character takes 28 (8d6) fire damage, and any flammable items are instantly engulfed.

Treasure. Buried under the sand in the northern room is a small pirate's chest. It is locked and trapped with a poison needle trap. Finding the trap requires a successful DC 16 Intelligence (Investigation) check and it can be disarmed with a successful DC 15 Dexterity check with thieves' tools. A character who triggers the trap must make a successful DC 14 Dexterity saving throw or take 1 piercing and 55 (10d10) poison damage. In the chest are a *decanter of endless water*, a *potion of flying*, a *scroll of protection* (undead), a *ring of resistance* (fire), and a set of skeleton-headed keys that open all the locked doors on Level 0E3.

0E3-19. The Lesser Servitors

This T-shaped chamber reeks of filth and decay. There are 6 caskets in differing states of disrepair. It looks like the entire room has been ransacked, complete with the molested corpses strewn about the room. However, 3 of the bodies (actually **wights**) lurch up and stalk towards the party.

Treasure. Thrown about the room are several excellent weapons. A +1 *dagger* is embedded in one of the caskets; a silver-encrusted mace is thrown back by the southern door (besides its value as a weapon, it could fetch 250 gp in a market); a +1 *shortbow* is lying on the floor in the eastern wing of the chamber (it is without a bowstring however); and a silvered +1 *flail* is in the center of the room, under some debris. Finding this last requires a successful DC 16 Wisdom (Perception) check.

0E3-20. The Tragedy

This room was initially designed to be a receiving room for the nobility of Orcus. No gaudy accouterment has been spared. The walls are coated in gold flake. The 40-foot ceiling is tiled in white marble. A soft, pleasant light emanates from some unknown source.

Wall Décor. Various tapestries hang along the walls, depicting great glories of Orcus, the demon-lord, battling a giant, 2-headed ape-like thing with tentacles, thousands of undead trudging through a fertile valley, only to have it wither at their passing, scores of vampires devouring an entire city's population, and 1 large landscape shows an entire legion of undead, laying siege to a metropolis. In all the tapestries, save one, Orcus is reigning supreme. The 1 odd tapestry shows a triad of vampires stalking and intimidating a fair maiden, her fate all but sealed. If the party has encountered the feral vampires in Area 0E3-24, the clothing of the figures in the tapestry is strikingly similar to the interred. Each of the tapestries is quite well done and could command as much as 1,200 gp each (there are 16 tapestries in total) if a collector of the macabre could be found. Any good-aligned church would grant the party 250 gp for each tapestry, just to burn the foul items.

The Evil Dead. Shuffling along the perimeter of the rooms, robed figures appear as if they are admiring the tapestries, oblivious to the party.

They do not react to the party unless attacked, in which case they all fly into a horrible frenzy and rush the characters. These are 12 **brain-eating zombies**^B, and they are drawn immediately to spell-casters in the party. Along the southern wall, in a mundane but comfortable chair, flanked by 2 doors, sits Kenard, Warden of the Dead a former ranger and hero who chose to be infected with vampirism to ensure the feral vampires in Area 0E3-24 are never released from their prison. The Warden of the Dead is as a **vampire**, except:

- It has no coffin.
- Add *hateful spear* attack, +10 to hit, reach 5 ft., one creature. Hit: 9 (1d8+5) piercing damage. The spear does double damage against a vampire.
- Add *spiteful spike* attack, +10 to hit, reach 5 ft., one creature. Hit 8 (1d6+5) piercing damage. Any hit against a vampire is automatically a critical hit.

Tactics. He holds a spear in one hand and has a shortsword in a scabbard at his hip. After a few moments, he rises and banters with the party. If talk turns to the brothers interred at Area 0E3-24, he immediately flies into a rage and attacks the party.

Treasure. The tapestries (listed above). The gold flake could be scrapped from the walls, and in 4d4 hours 50 pounds could be gathered, worth 1,500 gp. Kenard wields the *hateful spear*^{GM} (vampires), the *spiteful spike*^{GM}, and locket, worth 50 gp, containing a scrap of cloth from a dress.

0E3-21. Reflection Room

A semi-circular 20-foot x 25-foot room, this was used as a reflection and meditation room by the original clergy. Abhorrent murals cover the walls, and a small shrine to Orcus is along the western curvature of the wall.

Treasure. Hidden under the shrine in a secret compartment, discoverable with a successful DC 18 Intelligence (Investigation) check, is a map of Levels 2 and 3 of this complex. These would be quite valuable to a collector, as well as their intrinsic use to the party. They command 300 gp from a cartographer or collector on the surface.

0E3-22. Unused Space

This room, identical to 0E3-21, is filled with broken tiles, normal stoneworking tools, and a few benches and tables at one time suitable for construction work. They have fallen to disrepair and rot and break with any strenuous use.

0E3-23. Fractured Cavern

The original purpose of this cavern is lost to time. The northern wall is carved and partially covered with cut stone tile, but the other walls and ceiling are still rough natural stone. Whatever caused the stoppage of work here is unknown, but the fractured stone has fissure all through it ranging from a few inches to a few feet in width. Mundane insects, rats and other vermin occasionally crawl through the miles of underground fissures and end up in this room. Lurking in one of the larger fissures are 3 **carriion claws**^B, ravenous, as they have been here a while and cannot figure out how to get back to their nest.

Tactics. The claws attack immediately, in blind starvation.

0E3-24. Dead Garden

Starting along the southern hallway leading to this room (from Area 0E3-14), the walls and ceiling are covered in mirrored tiles. The mirrors cover the 70-foot-long, east-west hallway, and turn north to cover the remaining 25 feet to a portcullis covered in strings and cloves of garlic, like Area 0E3-13. The portcullis itself is extremely sturdy (requires 2 successful DC 25 Strength checks to raise), and remarkably, the garlic is still fresh (and quite overpowering).

Garden of Oubliettes. Beyond the portcullis the 70-foot diameter cylindrical room has a domed ceiling starting 30 feet up the walls and

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arching to a 50-foot peak at the center. A ramp from the portcullis opening descends 35 feet to the cluttered floor below. The floor is covered in desiccated and dried flowers, their original type nearly indistinguishable. A successful DC 14 Intelligence (Nature) check can tell these were once fuchsia, honeysuckle, sage, and bottlebrush, long since past their prime. Bushels of the dried flowers are strewn around the room, piled heavily at points directly north, east, and west of the landing dais.

Death from Above. Above, a strange, light humming can be heard from the dome ceiling, with small darting shapes flitting to and fro in the distance. The darting shapes are **swarms of undead hummingbirds^B**, a wicked and terrible creation. While not innately deadly on their own, there are 30 of the little pests in the dome, and they attack creatures moving through the dried flower “garden” below. The hummingbirds attack en masse, 2d6 of them attacking every round (spread out the attacks to all available targets in the room), and each of them striking for only 1 point of damage. However, due to the nearly petrified beaks they possess, each of the wounds continues to bleed, causing the loss of 1 hp per round, only stopping from magical healing.

Oubliettes. The 3 large piles of flowers cover convex iron vault-doors, firmly set into the stone floor. A large dial, looking much like a ship’s steering wheel, is affixed to the doors. The dial is a trap, and any attempts to turn it results in a powerful shock for 14 (4d6) electrical damage (no saving throw). The doors can only be opened if 50 hp worth of blood is poured upon the floor. The hummingbirds can do the job, potentially, in a few rounds. Once 50 hp worth of blood falls to the ground, each of the 3 doors opens with a pressurized hiss. If a character lifts the door, they see what looks like a 3-foot diameter well, stretching to an indeterminate depth (it’s very dark, and is 200

feet deep). Two rounds after the seal is broken, or if the party lowers themselves down the well, they are momentarily enveloped in a sickening, cloying miasma. The mist moves to the ground floor, where it coalesces into a brutish, pale humanoid shape. With a guttural roar of hate and starvation, the 3 feral **vampire spawn** (with maximum hp), long imprisoned in the oubliette, attack!

Tactics. The feral vampires want only to kill the party. Since it is unlikely the party surrounds all 3 vault doors initially, 1 or 2 of the vampires may sustain their gaseous form to move into position for a surprise attack. They are not tacticians, and make bold, straight-ahead attacks at whomever is the closest target. All they wish to do is feed after their internment.

Treasure. At the bottom of the northern well there is a small, golden locket. The item itself seems to be nothing more than a trinket, perhaps worth 25 gp in a market in civilized lands. However, the item is an *amulet of demon control^{GM}*, and quite powerful.

0E3-25. Trapped Room

The entrance door to this room, in the eastern wall, is locked and trapped.

Trapped Door. A successful DC 18 Wisdom (Perception) check allows a searching character to see the scythe hidden away, and a successful DC 20 Intelligence (Investigation) check lets the searching character know that this door is somehow connected to mechanisms elsewhere. The door has a scything blade that springs from the door jam, slicing anyone who walks through the doorway for 10 (3d6) slashing damage, or half as much with a successful DC 17 Dexterity saving throw. If a key is not used to open the door, all the mechanical traps in Areas 0E3-25–27 are armed at once.

Poor Housekeeping. The floor is covered with a fine, pale dust. This dust is mildly toxic; if it is not removed with alcohol (1 wineskin per Medium creature), anyone coated with the dust loses 1 hp per hour. While this does not seem like an immediate problem, the dust also minimizes magical healing of any kind, and negates regeneration. Any time a healing spell or potion is used, the minimum amount of healing possible is gained.

Additional Door Traps. The door to Area 0E3-26 is also locked and trapped. If the lock is not bypassed with a key, a spray of acid covers everyone within 10 feet of the door. The spray does 7 (2d6) acid damage immediately and 3 (1d6) additional acid damage per round for 1d4 rounds and can only be removed with a salt scrub. Water or alcohol intensifies the effect, doubling the damage for the remaining rounds. A successful DC 18 Intelligence check indicates that a character recognizes this type of acid and knows how to mitigate it.

0E3-26. Trapped Room

The entrance door to this room is locked and trapped (see Area 0E3-25 for a description of the acid trap). The lock can be opened with a successful DC 18 Dexterity check with thieves’ tools.

Opposites Attract. Once the door to this room is opened (if it is opened without a key), the party hears a low humming sound coming from the western wall. Buried behind the stone wall are very large and powerful magnets that draw anyone in metal armor towards the wall at an incredible velocity, just as if they were falling; characters in metal armor “fall” 30 feet to the western wall, suffering 10 (3d6) bludgeoning damage. One round after a character impacts the wall, the magnets shut down, and similar magnets behind the eastern wall activate, slamming characters into that wall as well for an additional 10 (3d6) bludgeoning damage. This continues as long as the door in the northwest wall is open. The magnets deactivate if that door is closed.

Another Trap. The door in the northern wall (leading to Area 0E3-27) is locked and trapped. Runes cover the door, and a successful DC 16 Intelligence (Arcana) check reveals that the door is protected by a *symbol of discord* (DC 16 Constitution saving throw). If the door is opened, even with the key, the symbol is activated. The only way to bypass the trap is to use *dimension door*, *passwall*, *teleport*, or similar types of magic to avoid the door entirely.

The Tale of Three Boorish Brothers

In an abbreviated version of a long and tragic tale, the 3 feral vampires were brothers in life, terrible and loathsome louts that beat and stole from any who were weaker than them.

One day, Judith, a fair and frail maiden, was travelling to meet her betrothed, Kenard, a ranger and protector of Good Hope Forest (as it was called, long ago, by the local woodsman). She never made it, as she was set upon by the foul brothers. Rather than have a shred of kindness, and just kill her quickly, the brothers made sport of her torment.

Eventually, Kenard discovered the abduction, and he raced to save his future bride, but when he found the trio of brutes and his love, it was far too late to save Judith. Unable to control his monumental rage, Kenard took spear and shortsword to the brothers, unleashing all his hate and fury. So powerful was his retribution, the forest itself was shocked and outraged by the display. Kenard took days to dispatch the brothers, and in that time a powerful forest spirit, Aspen, came to the site.

“This cannot go unpunished, Kenard. You are a good and lawful man. You did the wrong thing. You must atone for your own sins.” And with that, the brothers rose, staggered about, and were cursed as vampires. Judith, with her last few breaths, smiled to Kenard and said, “You know Aspen to be true. Stop this hateful action. Protect. It is what you do.” “I will protect, Lady Judith. I will protect the land from such beings as those.”

The brothers looked to each other, and fell upon the pair, their newfound bloodlust too overpowering to be ignored. As the pair fell to the foul vampires, Kenard’s will kept him “alive” in a sense. He too rose as a vampire, able to overpower the brothers. After another titanic battle, Kenard subdued the brothers, and brought them to this temple during its construction. Forging a deal with the Orcus priests, Kenard interred the brothers in oubliettes designed specifically to contain vampires, with the agreement that he stay as a guardian of the entire dungeon level.

And to this day, he has honored his promise to protect the outside world.

0E3-27. Treasure Vault

The southern door to this room is locked and trapped (see Area 0E3-26 for a description). Inside is the wealth of the Orcusites, up to this point. In this 30-foot x 40-foot room are boxes, chests, and shelves filled with a mix of historical items and accumulated wealth. The items include:

- A flat, rectangular wooden box, worth 2 gp, which is closed with a hasp but not locked. Inside, the box is lined with green velvet and contains a set of steel cutlery with knives, forks, spoons, and serving spoons, 6 of each. The handles are inlaid with mother-of-pearl and the blades of the knives bear the hallmark of a well-known royal family (determine family to fit the campaign; worth 300 gp). Tucked into one side of the box is a green leather bag worth 2 gp, and inside it is a silver pot of ink. The ink is still usable, and the pot is inscribed with images of fern leaves (the pot is worth 75 gp).
- A tiny set of scales made from brass and suitable for measuring the weights of spices, worth 25 gp.
- A box made from walnut wood with a tiny statue of a fairy on top. This is a music box, and the statue rotates as the clockwork mechanism plays a pretty tune; worth 100 gp.
- A Medium cloak of heavy brown leather lined with wool, the collar and edges trimmed in fox fur, worth 50 gp.
- A well-crafted dagger worth 115 gp, with a deep green spinel in the pommel, housed in a brown leather sheath.
- A sleek, highly polished wood box (teak or other expensive wood; it is worth 50 gp). Inside, carefully packed, are 4 crystal glasses decorated with silver vines worth 25 gp each. Under those are 2 bolts of cloth, 1 fine yellow wool (10 yards; worth 20 gp), the other white silk (8 yards; worth 80 gp). Set along the edge is a short, green-glazed jar with a broad mouth, lid closed and sealed with wax, worth 5 sp. It is half-filled with honey, mostly crystallized (1 pound; worth 2 sp). A plate, larger than a man's spread hand and apparently made of pure gold, lies on its side behind the jar. It is very thin, and so also light, worth 45 gp. Also along the wooden bottom of the chest is an empty green-enamelled bottle worth 2 gp, a toy dog carved of wood (cute but crude; worth 5 cp) and a sack of coins (26 gp, 74 sp, 119 cp).

- An enormous wooden chest banded with black iron, worth 7 gp. The chest is covered in deep cuts, as if from sword and axe blows, and it is held shut by a single broken lock. The lid opens with a theatrical creak, revealing 6 shields, each of which sits in its own wooden frame (and worth 20 gp each). The shields are painted alike, with the design of a stag over 4 quadrants; blue, white, black, and dark gray. They are all pristine save one, which has a single large dent in its face. Tucked in among the shields are 8 daggers in green leather sheaths, worth 2 gp each, 2 maces with wire-wrapped grips worth 12 gp each, a warhammer with its striking surface shaped like a bear's head worth 22 gp, and an exceptionally fine longsword worth 815 gp. The sword's blade is slightly longer than normal, and features carvings on both sides. On one side are the faces of a long line of dwarven kings with the eldest near the pommel; there is room for a few more faces at the far end of the blade. On the other side is a beautifully depicted mountain range over which hangs a line of heavy rain clouds. A chunk of amber the size of a grape is set into the sword's pommel, and the heartwood grip is inlaid with thin lines of silver. A perfect tourmaline is set into each end of the cross-guard, which is shaped like a pair of stout spears pointing outwards.

- A fine mahogany box about the size of a large pot with silver fastenings, worth 30 gp. Inside, a silver chain and circlet lie on a bed of gold and platinum coins. The circlet is decorated with gold wire intertwined in a flowing pattern emphasizing the 4 blue and 3 lavender stones decorating it (blue quartz and amethyst; worth 475 gp). The silver chain supports a dangling centerpiece of 7 silver circles of various sizes. The 2 smallest circles attach to the chain and are set at either end of a row of slightly larger silver circles, each with a stone in the center — 1 black, 1 blue, and 1 purple. Below those are 2 larger silver circles, one holding a nearly flat piece of green stone, the other a dark grey oval stone (onyx, blue quartz, amethyst, green turquoise and hematite; worth 350 gp).

- A pouch contains a dozen beautiful stones. There is 1 deep purple alexandrite worth 480 gp, a very fine sparkling blue sapphire worth 1,200 gp, 5 pieces of clear, pale green chrysoberyl worth 120 gp each, and 6 pieces of gleaming black onyx worth 70 gp each. In the bottom are a couple hundred assorted coins (130 pp, 145 gp).

- Various mundane items that could be gathered and sold to a collector of antiquities, valued at 3,500 gp, and weighing 500 pounds.

These treasures are taken from the *The Mother of All Treasure Tables* by **Necromancer Games**.



Level 0F: The Sea Cave Dungeon

This sea cavern is another of the hidden entrance points into the deep levels of Rappan Athuk. This cave, like Level 0A, has an entrance that is exposed only at extreme low tides. The mouth of the cave system is covered by — or mostly covered by — seawater. During times of the full moon (extreme low tides), the entrance is exposed twice per day, with only a few inches of water blocking its mouth. The covey of sea hags (see Wilderness Area 19) has grown suspicious of sahuagin intrusion into the area and frequently spies on this entrance to determine if the threat is growing. Raiding sahuagin stole the magical *eye of Hecate*, a powerful *crystal ball*, from the hags, and they seek its return. A clever party could ally with the three hags to defeat the creatures here. Should the characters aid the hags in retrieving the *eye*, the hags allow characters a use from the *cauldron of blood*.

Level 0F

Difficulty Level: Tier 2

Access: Cave from ocean, river tunnel to Area 8-13 from Area 0F-14.

Wandering Monsters: Check once per hour on 1d20:

Roll	Encounter
1	Sea hag spy (avoids combat and attempts to flee, wears a <i>ring of invisibility</i>)
2	Giant moray eel (in water only)
3	3d6 giant rats
4	1d3 sahuagin
5	Black pudding
6	Grey ooze
7	Water naga
8	1d6 sahuagin and 1 sahuagin shaman ^B
9	1d3 piercers
10–20	No encounter

General Features

Atmosphere: The area is generally damp and humid, where not underwater. Strong evil emanates from the water at Area 0F-10. Minor evil emanates from Area 0F-9.

Ceiling Heights: Vary considerably from 4 30 + feet high.

Doors: Solid copper slabs. Require a successful DC 13 Strength check to open.

- **Locked Doors:** Require a successful DC 16 Dexterity check with thieves' tools or DC 16 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 18 Wisdom (Perception) check to find (see Area 0F-7 for more details).

Shielding: None

Standard Features: Stalagmites and stalactites cover the floors and ceilings. Walls, columns and other features on this level are wet and slippery. This area is fungus-filled; 20% of the fungus is edible, while 10% is poisonous (DC 14 Constitution saving throw or take 12 (1d6 x 1d6) poison damage over a 4-hour period). Shellfish encrustations are present everywhere.

0F-1. Entrance

On the side of a rock formation 20 feet from shore, is an underwater tunnel. The entrance is approximately 9 feet wide and roughly oval shaped, with a 6-foot ceiling leading 200 feet up at a slight slope to the air-filled Area 0F-3.

Tunnel. Shellfish (mussels, clams, oysters) cover the sides of this long tunnel. These shellfish are used as a food source for the sahuagin and others that inhabit this area. Anyone making a successful DC 12 Intelligence (Nature) check notes that the floor is not covered with these encrustations — this is not natural. At extreme low tides, the tunnel entrance can be seen from the surface of the water and is exposed except for the bottom 2 feet. At high tide, the water above the entrance is more than 20 feet deep and cannot be seen except by someone in the water.

0F-2. Empty Caverns

This is a good time to roll for wandering monsters.

0F-3. Water and Rocks

This cave, approximately 70 feet wide from the northeast to southwest, has a sunken floor that is filled with water that ranges from 10 feet deep at low tide to 30 feet deep at high tide. A narrow ledge wraps around the cavern, the stony walkway from 5–25 feet above the water's surface, depending on the tide. The passages to the east, to Area 0F-4, and south, to Area 0F-6, are midway down the sides of the sunken floor, completely submerged or entirely open — again, depending on the tide.

At the bottom of the pool are 4 giant oysters, each about 5 feet across. Three of the four oysters contain fist-sized pearls, but they hold their prizes tightly. Forcing an oyster open requires an adequate tool, 2d4 rounds of labor, and a successful DC 17 Strength check by 2 different characters working together.

The third oyster the characters pry open contains a **ghast** that automatically attacks with surprise. A human treasure-hunter became trapped in the oyster, transforming into a ghast after drowning. Even though its mollusk host died long ago, the undead horror has remained, waiting for release.

Tactics: The ghast is entirely crazed, attacking mindlessly and without pause. The chaos of combat churns the water, rousing the naga in Area 0F-4, who then alerts the sahuagin.

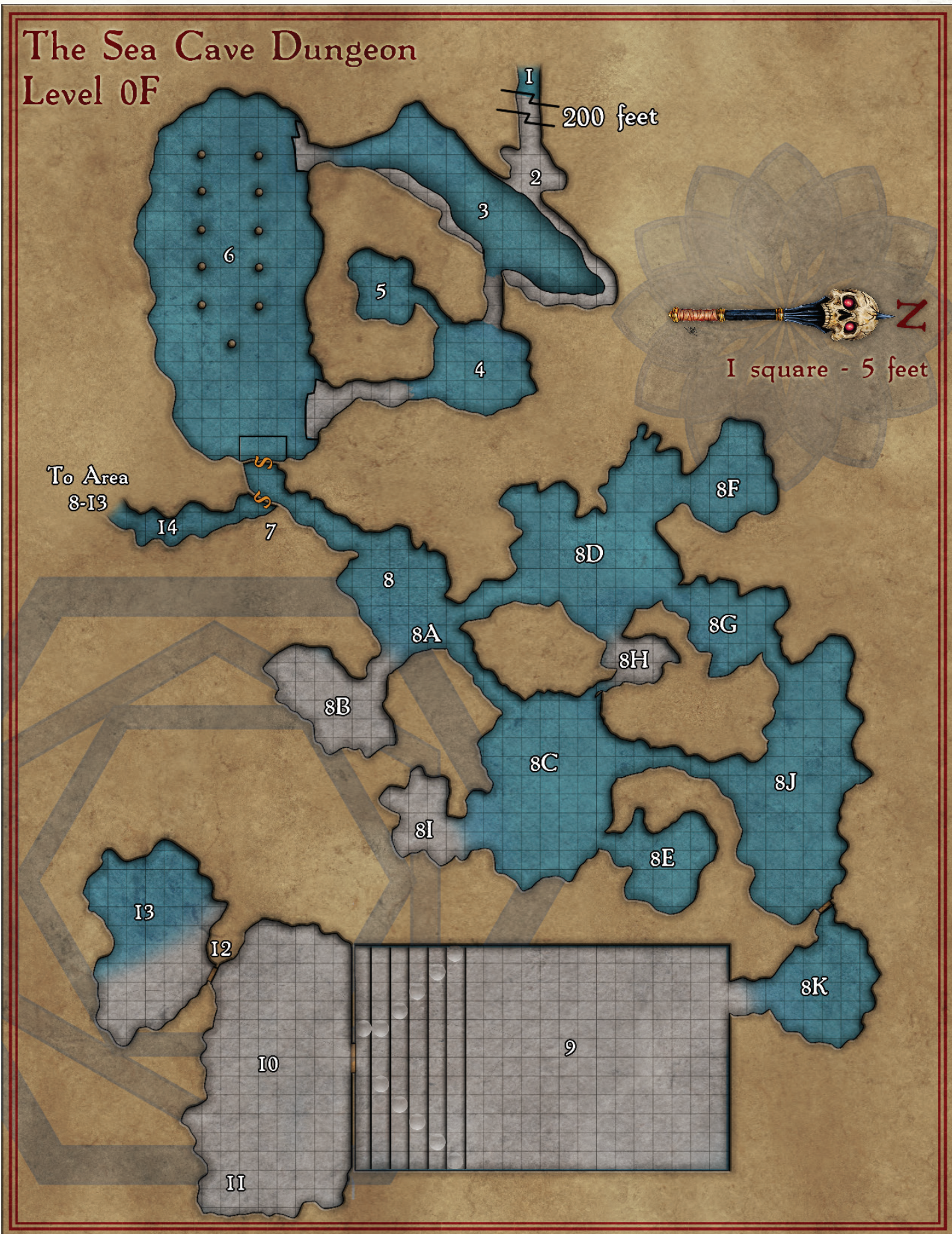
Treasure: The 3 pearls are each worth 400 gp. The ghast wears a ring on a rusty chain around its neck. The ring's signet is fashioned in the form of a ram's head. Though the ring isn't magical, the ram's head can be pivoted, revealing a tiny watertight cavity containing a pinch of highly toxic powder (miraculously, still potent). If mixed in any liquid, this tasteless, odorless poison inflicts 24 (8d6) poison damage if ingested, unless the imbiber succeeds on a DC 13 Constitution saving throw.

0F-4. The False Messenger

The 15-foot tunnel abruptly drops down 5 feet into a pool of murky water that fills this 25-foot x 25-foot cave. The drop-off is difficult to see, so that anyone without a light source more powerful than a torch (or

The Sea Cave Dungeon

Level 0F



darkvision, and a 13 Passive Perception score) must make a successful DC 14 Dexterity saving throw to avoid tumbling into the water.

Lair. This is the lair of Qeemov the **water naga**^B. The naga has tricked the sahuagin into believing it is a messenger of Set, whom they worship in its aspect of Sekolah. This clever deception ensures that Qeemov wants for nothing. The sahuagin bring the naga food and material offerings, enabling it to live a life of leisure. Qeemov is encountered here 100% of the time during daylight hours and 75% of the time at night. If the naga is away from its lair, there is a 25% chance it returns every 10 minutes.

Qeemov has no intention of disrupting its advantageous arrangement with the sahuagin, and it sees the characters as a threat to its position. Smart enough to avoid engaging a well-armed party in physical combat, the naga intends to parley until it can gain the upper hand. If Qeemov keeps the characters talking for 4 rounds, they are interrupted by a group of 2d6 **sahuagin** who come bearing tribute.

Tactics. Because Qeemov hasn't been forced to hunt or defend itself in years, it's become somewhat lazy, its reflexes dulled. The naga acts on Initiative 1. It relies on its spells, using *charm person* and *mirror image* to gain the upper hand, followed by *lightning bolt*. Under no circumstances does Qeemov fight to the death, opting to swim out into open waters if seriously injured to below 25% of its hit points.

0F-5. Bones and Bits

A completely submerged tunnel leads to a water-filled cavern where Qeemov keeps the treasure it has amassed throughout the years, most of it given as offerings by the sahuagin. The characters must spend 3d6 minutes searching through rocks, bones, and tangles of seaweed to locate all the naga's hoard. For every minute spent here, there is a cumulative 10% chance that a group of 2d6 **sahuagin** arrives at Area 0F-4 to speak with Qeemov. If they discover signs of conflict, one of them swims to Area 0F-8 to warn the colony, while the others come here to secure the naga's wealth.

Treasure. Discovered with a successful DC 12 Wisdom (Perception) check, are the following items:

- A sealed clay pot containing 352 gp.
- 4 silver ingots worth 40 gp each.
- A lacquered jewelry box holding 4 matching rubies worth 110 gp each, or 500 gp for the set.
- 2 bolts of exotic silk brocade, water-damaged but still worth 160 gp each.
- One jade elephant figurine worth 75 gp.
- A conch shell holding 43 small, imperfect pearls worth 10 gp each.
- A ceremonial knife with a mollusk-shell handle worth 40 gp.

0F-6. The Submerged Pillars

This spacious cavern is 100 feet across, with a pitched ceiling that was once carved with bas-relief images of crashing waves, though time and moisture have worn those sculptures mostly smooth. The characters enter on what was once a stone balcony that rings the room and looks down upon a sunken sanctuary below. Bits of the balcony railing remain, broken stone posts encrusted with salt. Water drips from the ceiling. At a brief point in the long history of these caves, a cabal of cultists used this area to perform sacred and unholy rites. The rituals that transpired here have long been forgotten, but a glimmer of dark energy remains.

Ancient Pillars. Below the balcony, the sanctuary is entirely flooded, filled with water 10 feet deep. There are 11 submerged pillars here, 2 of which toppled over long ago. Each pillar is capped with a brass figure that has turned green with verdigris. These figures represent the Eleven Profane Tides once worshipped here, each a hideous visage of the same 11-faced demigod of old. The pillars are 9 feet tall overall, being 1 foot below the water's surface. The only way to examine the pillars and the corroded brass figures is to enter the water.

Pillar Magic. Each brass figure bears a sigil from the language of the ancient prelates who once performed ceremonies here. Nine of the sigils

contain a small remnant of magic, while the remaining 2 brass figures were damaged when their pillars collapsed. Anyone using a fingertip to trace the sigil's outline in the brass must make a DC 13 Charisma saving throw. Failure means the offending character takes 14 (4d6) lightning damage; the electricity moves instantly through the water, dealing 10 (3d6) damage to anyone within 5 feet, and 7 (2d6) damage to anyone within 10 feet. A successful save indicates that the character has temporarily contained the magic of the pillars, suffers no lightning damage, and can discharge the stored magical energy at any target within the next 12 hours, after which time it is lost. Each sigil can be used in this manner only once, and then its magic fades. A character may attempt to acquire multiple magical effects in this manner, but a saving throw is required each time. Effects absorbed are cast with the lowest possible spell slot, and have a spell save DC of 14 or a spell attack modifier of +6, if applicable.

Pillar	Magical Effect
1	protection from evil and good
2	darkness
3	detect good
4	(toppled and damaged, no effect)
5	dispel magic
6	water breathing
7	confusion
8	bestow curse
9	fear
10	(toppled and damaged, no effect)
11	animate dead

Dangerous Waters. The pillars are not the only things in the water here. On one side of the submerged sanctuary is an altar made entirely of glass. Because the underwater altar is transparent, characters on the balcony cannot see it without the aid of *true seeing* or the like. Only by swimming to within 10 feet can the altar be observed for what it is, a work of fantastic artisanship the size of a large desk. A deep bowl-shaped depression in the altar's top once was used to collect the blood of priests that worshipped the Eleven Profane Tides, but now it serves as the resting place of a **water weird**^B. The glass altar is not without its secrets. If the characters search it while submerged, with a DC 10 Intelligence (Investigation) check they discover that the 2 rear legs are loose and may be slid free, causing the altar to tip backward. The glass altar legs are each 3 feet long. They may be screwed into each other to make a 6-foot magic staff known as the *staff of the shoreline dead*^{GM}.

Further, if the altar is upended or otherwise moved, a submerged tunnel is revealed. After a few feet, the tunnel rises a bit, providing a pocket of breathable air above 5 feet of water. The tunnel eventually opens into Area 0F-8.

Tactics. A water weird normally attempts to drown its victims. However, characters exploring this room may be employing *water breathing* or similar magic, which renders them immune to the water weird's primary attack. The weird is an intelligent creature, and it releases a target that is clearly not suffering any drowning effects, preferring to move to a different victim.

0F-7. The Way Unseen

The tunnel connecting Areas 0F-7 and -8 is lined with rocks that have been rubbed smooth by the constant passage of water. Nothing untoward here hints at a secret tunnel, so the characters have no obvious reason to search for hidden passages should they traverse this route. However, such a passage does exist, hidden behind one of the many piles of submerged stones, found with a successful DC 18 Wisdom (Perception) check. If these rocks are cleared, which requires 1d3 x 10 minutes, the effort reveals a clear, dry crawlspace leading up to Area 0F-14.



oF-8. Lair of the Shark-Men

Joined by seemingly random tunnels, these interconnected caves once were occupied by disciples of the Eleven Profane Tides, a faith that faded generations ago. Those long-forgotten clerics worshipped a water-borne demigod with 11 faces; each of these 11 caves was once dedicated to that immortal being. Each cave still contains evidence of the faded Profane faith.

Sahuagin Colonists. A colony of sahuagin has controlled this cavern complex for many years. Though often viewed as crazed predators, they are members of a highly ordered, albeit violent, society. They subscribe to a rigid chain of command, one in which the strong rule the weak. Their colony is hierarchal, with strict adherence to rank, which is usually determined by martial prowess and accumulated wealth. They view all non-sahuagin races as physically inferior. Sahuagin are masters of their domain and present a unique challenge to any intruders who attempt to usurp their control of these caverns. These sahuagin worship Set, whom they view as a voracious shark called Sekolah.

Foes in Battle: Keep track of how many adversaries are defeated as the characters progress through the colony, subtracting from these totals:

- 34 sahuagin
- 3 4-armed sahuagin^B
- 6 sahuagin shamans^B
- 1 sahuagin lord^B
- 2 large sharks
- **Tactics:** The sahuagin have full control of these caves and attack *en masse* if alerted to intruders. Keep in mind these sahuagin tactics:
 - They can communicate with sharks and use them effectively in battle.
 - They suffer no penalties when fighting in water.
 - They use natural attacks (bite and claw) or spears, whichever is more advantages.
 - Their blood frenzy trait gives them advantage on melee attack rolls against any creature that is wounded.

Treasure: Sahuagin are fond of jewelry, using it to signify their rank. The more numerous and elaborate their adornments, the more respect they have in the colony. Each sahuagin can be found carrying or wearing one item from the table below. Jewelry worn by four-armed sahuagin has twice the listed value.

d20	Jewelry
1	Simple coral bracelet worth 5 gp.
2	Platinum armband worth 10 gp.
3	Silver bracer worth 15 gp.

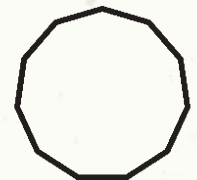
d20	Jewelry
4	Lapis lazuli ring worth 25 gp.
5	Pearl headband worth 50 gp.
6	Turquoise necklace worth 60 gp.
7	Silver arm guards worth 70 gp.
8	Malachite ring worth 90 gp.
9	Fancy coral bracelet worth 140 gp.
10	Pearl choker worth 160 gp.
11	Heavy silver necklace worth 200 gp.
12	Amethyst pendant worth 210 gp.
13	Ivory amulet worth 240 gp.
14	2d4 large pearls in pouch worth 50 gp each.
15	Gold torc worth 300 gp.
16	Emerald necklace worth 350 gp.
17	Sapphire ring worth 375 gp.
18	Platinum crown worth 500 gp.
19	Roll twice, ignoring rolls of 19–20
20	Roll three times, ignoring rolls of 19–20

oF-8A. Grim Guardians

The northeast portion of this cave is the colony's first line of defense. The floor is covered in 3 feet of water, limiting the characters' ability to advance at their full movement rates, and makes the ground difficult terrain for those walking. Stalagmites provide partial cover for the 6 sahuagin who serve as guards here.

Tactics. The sahuagin make full use of the cave's features to their benefit. While characters are hampered by the 3 feet of standing water, the sahuagin employ a combination of ranged spear attacks and underwater swim-bys to overwhelm them. They target intruders' light sources to leave them blind. After 2 rounds of combat, a single sahuagin uses a conch shell to sound a warning to the rest of the colony. Once the alarm is given, the sahuagin in other caves are prepared to ambush the characters upon arrival. From that point forward, gaining surprise on the denizens of these caves is all but impossible.

Treasure. Long ago, this cave was adorned with the accoutrements of the clergy; disciples came here to garb themselves in the raiment of the Eleven Profane Tides before entering the deeper warren. Their holy symbol, depicting a polygon with 11 sides, was known as a *hendecagon*^{GM}. They kept their *hendecagons* in a secret niche that remains undisturbed to this day. The seams of this small secret compartment are filled with slime and sediment, rendering the door completely camouflaged. Even if discovered (requiring a DC 20 Wisdom (Perception) check while searching), the door must be chipped open, as it is held fast against the stone. Inside are four *hendecagons* on rusty chains. Each amulet is about 3in in diameter and made of beaten copper, protected against corrosion.



oF-8B. War Room

A table carved from the rock itself dominates this dry, roughly 30-foot x 30-foot cave. The table is 6 feet in diameter, with 11 sides, though time and moisture have smoothed those 11 faces so that the table appears circular at first glance. Long ago, this table was sculpted from a large rock in the middle of the cave and used as a meeting room for the priests of the Eleven Profane Tides. Now the sahuagin, knowing nothing of those bygone cultists, use the table to plot against their foes. Unless the alarm is carrying throughout the warren, 6 sahuagin are here, standing around the table and debating the details of their next surface raid. Atop the table is a crude diorama of the surrounding area crafted from shells.

Treasure. In addition to the usual jewelry carried by each sahuagin (refer to Area 0F-8, above), the diorama map itself may hold value for the characters, as it could show any number of interesting terrain features, outposts, or dungeon entrances, if they can decipher it, at your discretion.

0F-8C. The Arena

When sahuagin males are ready to fight for their right to advance in rank, they are brought here to do battle. The walls are lined with brightly colored coral “chairs” where the sahuagin audience members recline while observing the contest. The cave is completely underwater at both high and low tide, patrolled by the gladiator master, a **4-armed sahuagin**^B who is the veteran of many engagements. He is always accompanied by 2 large **sharks**. If the colony is under attack, the gladiator master arms himself and joins the fray. Otherwise, he is found here, preparing weapons for the next contest. The passage on the south rises several feet above the water line to Area 0F-8I.

Long before the sahuagin arrived, this cave served as the main mess hall for the disciples of the Tides. The only thing that remains from that era is a discolored brass plaque fixed to the wall. The size of a shield, the plaque bears ancient writing that can be deciphered by *comprehend languages*. A rough translation results in 3 words, only 2 of which are recognizable: *STAIRS SAFE SYNDORSYN*. The third word, “Syndorsyn,” is the name of the cult’s high priest and serves as the password that must be spoken aloud to open the doors safely in Area 0F-9.

Trap. The gladiator master keeps his personal possessions in a large sack made of heavy chain mesh. The sack is fastened to the stone floor and held shut with an intricate lock of merfolk design. The gladiator master holds the only key. Picking the lock requires a successful DC 20 Dexterity check using thieves’ tools (the difficulty includes the trouble with working underwater). The lock cannot be smashed open by brute force, as the water entirely impedes such attempts. The lock’s casing shields a small glass vial that is ruptured on any unsuccessful attempt to part the mechanism. Noting the vial prior to attempting to open the lock requires a DC 16 Intelligence (Investigation) check. If the vial breaks, the deadly liquid inside reacts instantly to water, turning a spherical area, 5 feet in diameter into a lethal toxin. Anyone in the area must make a successful DC 13 Constitution saving throw or instantly be brought to 0 hit points.

Treasure. Inside the chain mesh sack is a human head. The head was severed a few days ago; 13 of its teeth are solid gold and worth 10 gp each, but the gladiator master hasn’t yet had time to remove them. Also in the sack are 94 gp, a *+1 mace* with a head in the shape of fist, and a heavy iron grappling hook that weighs 10 pounds but grants a +4 bonus to Strength (Athletics) checks made to throw and snag it.

0F-8D. Habitat

As many as 16 **sahuagin** reside here when not hunting or performing other tasks necessary to the colony’s survival. The cave is mostly submerged, with about 2 feet of air between the ceiling and the water’s surface. Sahuagin “beds” consist of floating seaweed pallets, where a sahuagin lightly tethers itself during sleeping hours. There is a total of 16 such beds.

Tactics. If the characters managed to reach this cave without alerting the colony, they find 12 of the 16 sahuagin asleep. On the other hand, if the 16 sahuagin here are prepared to repel invaders, they ambush the characters from all directions — including from above as they swim over the top of their enemies. They use their overwhelming numbers to grapple and restrain their opponents, then bind them and strip them of all weapons and gear.

Treasure. In addition to the individual jewelry carried by each sahuagin detailed under Area 0F-7, the beds can be searched, requiring 1 minute per bed. Each bed contains a variety of small loot (pearls, 4d6 gp, spare dagger, etc.). In addition, hidden in 1 of the beds is a *potion of invisibility* in a red steel bottle, the cap fused in place by rust and requiring a successful DC 17 Strength check to open.

On one side of the room is what appears to be an odd rock formation, about 6 feet long and 2 feet tall. This is a large copper sculpture, hundreds of years old and so plated with sediment and small mollusks that it appears to be stone. The disciples of the Profane Tides forged a hammerhead shark from copper and built a hinged door into the shark’s belly so that

sacrificial victims could be inserted into the hollow interior and then dropped into boiling water to be cooked alive. The sculpture has no real monetary value, expect perhaps to sages of history, but if cleared of debris and polished, it could be put to a variety of creative uses. It weighs 200 pounds and might be worth 1d6 x 500 gp to a true collector.

0F-8E. Armory

The sahuagin use this cave as their armory, constructing and storing their wicked spears here. The cave is half submerged, with weapon racks and piles of components lining the walls. These components consist of long bones, sharpened shells, wire, rope, hooks, and sections of steel salvaged from the surface world. Normally, the armory is guarded by 4 **sahuagin** warriors, though they are present if the general alarm has been sounded.

Several finished weapons hang from an odd metal ring that is suspended from the ceiling: 4 harpoons (barbed spears; one is a *+1 harpoon*), 4 nets, 2 tridents, and 5 spears. Though the metal ring looks like nothing more than one more convenient spot to store harpoons, it was once a chandelier that held 11 candles; now it is nothing more than a rusty ring with 10 empty sconces. Anyone looking closely at the chandelier sees one intact black candle. Having resisted the ravages of time, this minor magic item has been undisturbed for decades. It is a *candle of darkness*^{GM}.

0F-8F. Captain’s Quarters

This cave is filled with 3 feet of water and contains a coral bed and a rusty steel locker salvaged from the surface world. The lord’s aide-de-camp is a **4-armed sahuagin**^B of above-average intellect (Intelligence 16).

Parley? The sahuagin captain has spent considerable time learning the basics of the Common tongue so that he can interrogate captives. If confronted by the characters, he boldly asserts his desire to parley. If the characters decline, he fights aggressively but attempts to flee if reduced to 20% of his hit points. If they accept his offer, the captain engages them in a mostly open dialogue, eager to know why they have invaded his home. He is offended at their trespass and demands to know why the characters would assault a people who have done nothing to provoke such treatment. He does his best to shame them for their actions, especially if the party contains characters who clearly consider themselves agents of law and order. This conversation could result in many outcomes, with violence certainly among them, but strong roleplaying efforts should be rewarded with a result other than combat.

Previous Occupant. Unbeknownst to the sahuagin, this cave was once the private chamber of a high priest who swore fealty to the Profane Tides. Slain by a wraith while he slept, the priest was interred in the floor directly below his bed. Though that bed and all other evidence of the priest’s existence are gone, his spirit lingers. A successful DC 18 Wisdom (Perception) check while searching the floor reveals a section of mismatched stones in the floor, 6 feet long by 2 feet wide. Anyone spending half an hour with the proper tools can unearth a copper casket buried a few inches below the surface. The casket is sealed shut by time and moisture, requiring a successful DC 17 Strength check from 2 characters working together to lift the lid. Inside is a mostly crumbled skeleton ... and the **wraith** the priest became after death.

Treasure. If the wraith is dispatched, the casket can easily be searched to reveal 11 copper tablets listing the fundamentals of the Profane faith, written in a language that must be deciphered through *comprehend languages*. Around the skeleton’s neck is a *hendecagon* holy symbol. Additionally, the sahuagin captain wears 4 matching gold bracers on his upper arms, each worth 120 gp. In his locker is a ceremonial and somewhat fragile trident with prongs made of mother-of-pearl worth 200 gp.

0F-8G. The Stone Incubator

This cave is almost completely submerged, with a scant 6 inches of breathable air at the ceiling. Even if an alarm has been sounded to warn the colony of intruders, 2 **sahuagin** guards remain here, protecting dozens of sahuagin eggs.

Incubator. Fully submerged in the center of the room is a dome made of tightly joined rocks, sealed together with sand and mud. The dome is 4 feet high and 8 feet wide. It has no entrance. The only way to access the



incubator's interior is to spend 1d4 minutes prying and pounding until a section of the rocks collapses. Inside this protective hemisphere are 6d10 sahuagin eggs and 1d6 new hatchlings (0XP).

These eggs and hatchlings can be destroyed with little effort. However, there is always the chance that an enterprising character may decide to keep some of the young alive and return with them to the surface world, perhaps to raise them to adulthood for either altruistic or experimental reasons. Because a sahuagin's behavior, agenda, and moral outlook are primarily the product of being raised in a violent, highly competitive environment where savagery is rewarded and kindness unknown, it is potentially possible for a hatchling to develop a more benign outlook if raised under alternate circumstances. If any of the characters suggests such a course of action — in effect becoming the hatchling's adoptive parent — the proposal is not out of the question, depending on the nature of the campaign. Either way, such an undertaking requires years of dedication on the part of the "parent" and is beyond the scope of this adventure.

Hidden History. Like all other places in the sahuagin complex, this cavern was once under the control of cultists. A trace of that group remains here, in the form of a pair of manacles bolted high on one wall. Over the years, these magically reinforced manacles have turned the color of the stones around them, so they remain undiscovered unless someone states their desire to physically search the wall and succeeds on a DC 15 Wisdom (Perception) check. Keep in mind that the room is almost entirely underwater, perhaps dissuading or at least hindering usual search activities. If discovered, the manacles can be unscrewed from the wall with a successful DC 15 Strength check. The simple magic placed on the manacles renders them immune to decay and — if used as shackles — they require a successful DC 22 Strength check to break free by brute force or a successful DC 22 Dexterity check to escape them.

oF-8H. Offal Pit

This cramped, dry cave features 4 10-inch holes in the floor, spaced evenly apart. A powerful, nauseating odor hangs in the air. When the sahuagin came upon this place, they found this latrine that had been used in the past. Though they know nothing of the disciples of the Profane Tides, the sahuagin had no problem using this pit as the original occupants intended. All 4 holes lead to the same place, a 30-foot-deep pit that holds the colony's

excrement. This horrible mess is kept in check by thousands of dung-eating insects that thrive in the offal, ensuring that the pit never overflows.

Treasure? Anyone lowering a light source through one of the holes notices the glint of metal where a bracelet is partially buried in the moist mound 30 feet below. This is a simple coral bracelet worth 45 gp, accidentally dropped by one of the sahuagin. It should provide the characters with an interesting challenge if they attempt to fish it out.

oF-8I. Food Storage

Three prisoners are kept in this dry cave, lashed to the wall with chains made of braided seaweed threaded through the hollow middles of bones. A fourth prisoner is dead. All 4 will soon be eaten. The passage to the north descends sharply to the water-filled Area 0F-8C.

Captives. The living prisoners are well aware of the fate that awaits them, and each responds in a different way to the sudden appearance of the characters.

- Nayvin Otwer is a human fisherman (N male **commoner**) who was captured 3 days ago. A simple and gods-fearing man, Nayvin knows little of the world and is completely overcome with a crippling despair. The terror of being devoured alive has shaken him psychologically. Even if he is rescued, he does little to aid his own cause, convinced that any hope of salvation is false. In fact, he is so terrified that he could prove a detriment to his own survival. If the characters attempt to lead him to freedom, he moves slowly and awkwardly, crying out at the least appropriate times.
- The second prisoner is Jalees, a female halfling (N female halfling **commoner**) who is under a *geas* placed on her by the hags that seek the return of the *eye of Hecate*. The hags sent Jalees into the sahuagin domain, fully intending for her to be captured, so that they can spy remotely on the cavern complex by way of a permanent *clairvoyance* spell that has been cast on Jalees' false left eye; the hags used her extracted eyeball as a component in the spell. Jalees knows that she is under the hags' sway but is unable to resist the commands of the *geas*. She offers all this information to the characters if asked how she came to be here, but otherwise she says nothing if not replying to a question. The *geas* prevents her from leaving the sahuagin complex of her own volition. She has no choice but to resist being rescued. Characters hoping to remove her from danger will need to be creative.

• The third and final captive is the Paladin's Squire (LG human male **commoner**). A human youth of 14 summers, the Paladin's Squire gave up his name upon swearing his heart to the renowned knight, Sir Truvastor of Bard's Gate. The Squire has never lost faith, despite his imminent doom, and when the characters arrive, he beams in satisfaction and utters a bold thanks to Muir. Though his voice has yet to take on a man's timbre, the Squire speaks confidently, with the blind self-assurance shared by the very brave and the very foolish. Dangerously without fear, the Squire will do anything the characters ask, no matter the risks, so long as those actions are clearly lawful. His foremost goal is to return to the service of his liege.

Conjuring Chamber. Though the sahuagin use this cave of prisoners as "food storage," its original purpose was as a conjuration chamber. The clerics of the Tides never succeeded in summoning their demigod's avatar, but the marks of their attempts remain. Embedded in each corner is a copper nail; the 4 nail heads are about 1 inch in diameter and marked with a rune that any spellcaster can identify as serving a summoning ritual. The nails glow faintly if viewed with *detect magic*. Though they possess no magical powers individually, when used as anchor points during a summoning, any such spell is cast as if the spellcaster is 1d4 levels higher than their actual level. The nails can be removed from the stone floor if an appropriate extracting tool is used by someone who succeeds on a DC 15 Strength check.

0F-8J. Shrine of Sekolah

An enormous shark skeleton dominates this extensive, partially submerged cave. The megalodon skeleton is 50 feet long, its jaws large enough to swallow a warhorse. Its lower half rests in about 4 feet of water. Its massive jaws feature as many as 276 teeth in 6 different rows; the largest of the teeth is 6 inches long. Though the skeleton may initially startle the characters when they arrive, it is inanimate and poses no direct threat.

Holy Agent. The sahuagin consider this a holy site; only their clergy are permitted to enter — with one exception. An albino, **4-armed sahuagin**^B (with 75% normal hit points) serves as the shrine's caretaker. Since birth, the caretaker has faced many challenges from those who assumed him to be weak or deranged or somehow inferior due to his pearl-colored skin. By guile and ferocity, he overcame all who opposed him. At some point, the colony's high priest decided that this albino member of their community must be an agent of Sekolah. They have entrusted the caretaker with maintaining the sanctity of this place. The caretaker spends his days sharpening the skeleton's teeth and polishing its monumental bones.

The caretaker lurks behind the massive skeleton, using the water and the megalodon's ribs to conceal himself when the characters enter. A **stingray**^B that swims nearly invisibly in and out of the skeleton serves him.

Tactics. The caretaker waits for the stingray to strike before revealing himself. Once the ray succeeds in paralyzing a victim, the caretaker launches himself at whomever he perceives to be a spellcaster, as he fears magic. The ray continues to strike every round.

Treasure. The caretaker wears 2 bottles on a chain around his neck, each containing a *potion of greater healing*. The megalodon teeth, though not magical, make for excellent treasure. They can be used by craftsmen to fashion a variety of weapons, or they can be taken simply as trophies.

0F-8K. The Lord

A locked copper door protects this cave. The door opens toward the characters, rather than into the cave itself, positioned in a doorjamb of solid rock. All efforts to smash the metal door inward are impossible for those with a Strength score of less than 18, and even then requires a DC 25 Strength check. The lock can be picked with a DC 17 Dexterity check using thieves' tools. This is the personal quarters of the **sahuagin lord**^B.

Tactics. If the characters have announced themselves with the sounds of battle, the lord prepares an ambush. He grips a longsword in each of his 4 arms and stands directly behind the door. When he hears activity on the other side, he uses a charge from his ring to cast *haste* on himself. As soon as the door opens, he attacks a single target 8 times. Due to his position about 1 foot inside the cave, the lord faces only a single attacker at a time in melee combat. He can drink his *potion* instead of four of his attacks in any round. His bulk prevents most characters from slipping by him. He fights to the death.

Treasure. Unbeknownst to the lord, this cave was once partially open to the sky-lit world above. A natural flue extended up to the surface, permitting fires to be burned safely in the cave. Over time, loose rocks and mud sealed the chimney shut, but if anyone searches the ceiling physically and succeeds on a DC 10 Wisdom (Perception) check, they note the ill-fitting stones in a spot about 8 inches across. Pulling these free reveals a small cavity in which some former resident hid a multi-toothed, wooden key made of purple-dyed cedar and inlaid with black opal beads. How this key is used at some later date in the ongoing campaign is left up to your imagination.

0F-9. The Glass Cylinders

The passage rises from the water at this point, opening into a great hall of worked stone, 100 feet long and 60 feet wide. Half a dozen impressive stone risers lead up to double doors made of beaten copper and reinforced with a hardened ceramic lattice. Standing on these wide steps are 11 tall pillars made of glass; the pillars appear to support the ceiling. Each step has 2 such pillars except for the upper, sixth step, which features only one. Inside these transparent cylinders are 11 humanoid figures, black statues with arms crossed over their chests and heads slightly bowed. Each statue has a slightly different face but are otherwise identical.

Tactics. The statues are **Embodiments of the Profane Tides**^B. If released from their stasis, they attack anyone who is not a disciple of their faith. Fortunately, they cannot escape confinement on their own; the glass pillars must be broken. Anyone attempting to open the copper doors without first uttering the correct password — "Syndorsyn," found on the brass plaque in Area 0F-8C — causes all 11 pillars to crack asunder. The sahuagin shamans in Area 0F-10 rush to these stairs and intentionally break the pillars if combat begins.

0F-10. Temple of the Shark-Men

This naturally spacious cavern has several interesting rock formations, carved by years of moving water, creating wave-like shapes along the walls and ceiling of this former lecture hall of the cult of the Tides. Many of the pews remain, cut from the rock itself. Nearly every other remnant of the faith has been lost, destroyed, or eroded, apart from the bright light in the center of the ceiling, 30 feet above the floor. The cultists cast *continual flame* on a large piece of limestone, and to this day, the magic persists. This well-lit, mostly dry cave is now used as a private temple of 6 sahuagin clergy: 3 **sahuagin acolytes**^B, 2 **sahuagin shamans**^B, and 1 **sahuagin high priest**^B.

The Temple Area. The priests have assembled a half-dozen ritual drums, the heads of which are made from the flesh of their victims. A few of the accompanying drumsticks are stained with blood. Two polished steel pots boil away over small but intense fires, the smoke swirling in serpentine patterns along the ceiling. The sahuagin shamans have begun the process of brewing new potions when the characters arrive, though in these initial stages, the liquid in the pots is still inert. A poorly constructed altar dedicated to Sekolah draws the eyes of all visitors. The altar is black, made from a mix of mud, basalt, and wood, all of it stuck together with hardened pitch. The altar radiates powerfully of chaos and evil. All good-aligned characters suffer a -2 to attack rolls and saving throws if within 20 feet of the altar. The altar is AC 14 and can sustain 40 points of damage before being destroyed. It is immune to necrotic, poison, psychic, and radiant damage. Destroying the altar angers Sekolah and causes a **hezrou demon** with shark-like features to appear in 1d4 rounds. It concentrates its attacks on whom it deems to be the "holiest" of its adversaries. After the altar is destroyed, a secret tunnel to Area 0D-11 is revealed.

Tactics. If the characters safely bypassed the Embodiments of the Eleven Profane Tides on the stairs at Area 0F-9 and engages the clergy in combat, 1 of the sahuagin shamans rushes through the double doors (possibly being attacked in the process) and attempts to smash the glass cylinders, 1 per round. The 2 acolytes stand in front of the high priest, holding up their shields as a protective barrier while he unleashes *finger of death*, followed by 2 attempts with *hold person*.

Parley with the Priests. If at least 1 of the priests is somehow forced to divulge information — and assuming the characters possess a means of ready communication — the sahuagin offer a few details of the

LEVEL OF: THE SEA CAVE DUNGEON

surrounding locales. All the priests know the kraken that lairs in Level 0A, and they can describe Areas 0A-1 through -3. Additionally, the high priest is familiar with the dragon Aragnak and its habitat in Wilderness Area 24.

Treasure. Each of the sahuagin has an unholy symbol of Sekolah, a vial of unholy water, and one of the required keys for the door at Area 0F-12. One of the shamans has a *potion of healing*. The high priest has a *+1 flail*, a *ring of resistance* (fire), and a *serpent hood*^{GM}.

0F-11. Treasure Pit

In addition to the equipment held personally by each of the priests, the sahuagin have collected several items during raids and deposited them into this 15-foot pit. Some of this wealth is periodically given as tribute to the naga at Area 0F-4. The exact status of the treasure pit depends on if the priests had time to prepare for the characters' arrival:

If the priests were unprepared. The pit is open, 15 feet deep, and contains the following items, accessed by a rope ladder that breaks 50% of the time if more than 200 pounds is placed on any given rung, resulting in 3 (1d6) bludgeoning damage:

- A metal bucket containing 289 gp.
- A lidless wooden crate holding 832 sp.
- 2 crude earthenware jugs with 21 100 gp pearls embedded in the clay.
- A blood-splotched waterskin containing a foul-tasting *potion of healing*.
- A black statuette of a humanoid figure with a large head and eleven faces worth 2d4 x 100 gp to a religious antiquities collector.
- A belt with an oversized platinum buckle and "THELGONT" stamped in the leather worth 40 gp.
- One boot; this is a left *boot of speed*; it does not function without its mated right boot.

If the priests were prepared. The acolytes lower a false floor, 7 feet into the pit. Designed to fit neatly against the walls, this floor is wooden but covered in rock dust and stones so that it seems to be nothing more than the natural bottom of a 7-foot pit. On top of this is a messy pile of 143 gp, 429 sp, and 14 varied gemstones worth 5d10 gp each. Characters with stonecunning notice the false floor if they have a Passive Perception of at least 13. Anyone searching the area requires a successful DC 18 Wisdom (Perception) check to note joint around the floor.

0F-12. Trapped Door

This door, like many in the warren, is made of copper that has turned green from decades of exposure to moisture. The door is unique in that it is hinged at the top, with a large pull-handle along the bottom near the floor. A total of 11 keyholes can be found on the right and left sides. Of these, 5 are permanently unlocked. The other 6 are locked, with each of the sahuagin shamans from Area 0F-10 holding a key. Opening the door safely requires 6 separate successful DC 17 Dexterity checks with thieves' tools or the use of all 6 keys. However, if a key is inserted into the wrong lock, or if a Dexterity check is failed or if the door is forced open, a trap is triggered that instantly transforms all 8 drumsticks in 0F-10 into **poisonous snakes**.

0F-13. Priests Quarters

Beyond the locked copper door is the shared quarters of the sahuagin shamans. Though the doorway is above the water line, a sunken area holds 10 feet of water. The sahuagins' coral beds line the walls of this submerged pit. In the very middle of the pit, fixed into a socket in the floor below 10 feet of water, is the *eye of Hecate*. The priests have been using the *eye's* power to spy on nearby rivals, including the kraken (see Level 0A). Hiding under one of the beds is an **electric eel**^B that discharges its electricity into the water if anyone touches the *eye*.

Treasure. In addition to the *eye of Hecate*, a search of the priests' beds reveals a waterproof sharkskin *scroll of raise dead*, as well as the following items:

- A lobster made of pure crystal worth 200 gp.
- A merfolk tiara of cube-shaped pearls worth 340 gp.
- A bridle for a giant seahorse or hippocampus, worth 100 gp, or twice that to a surface collector.
- A waterproof snuffbox containing 12 pinches of exotic tobacco worth 255gp in a large town.

0F-14. Passage Up

Fresh water flows down from this shallow passage from the upland side to the south. The stream itself is quite narrow, and a Medium creature could wade it. The tunnel slopes gently upward and inland for approximately 15 miles, with only a few side branches and seeps of small size. In deeper sections, passage requires a swim speed, a successful DC 16 Strength (Athletics) check, or climbing along the walls to pass. With some effort, a party of adventurers could use this passage to traverse up, eventually ending up on Level 8, in the northernmost river shown on that map.

Level 1: The Lair of the Dung Monster

This dungeon level stinks. Literally. Between the dung monster, the latrines, the rats, and the ghost, the entire level is full of foul air. Make this clear to the characters upon entering this level. This area is shown on The Lair of the Dung Monster map.

Level 1

Difficulty Level: Tier 1

Access: Hallway from ground level Area G-8, stairs to Level 2, river to Level 9, rat tunnels to Level 2 and to G-3 on the Ground Level.

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1	3d6 giant rats with 1d2 wererats . If wererats are encountered, there is a 75% chance that they simply spy on the party rather than attack and report their observations to the wererats at Area 1-12 and -13.
2	2d6 ghouls and 25% chance of 1d3 ghasts
3	Gelatinous cube
4	The " dung monster " ^{B1}
5-20	No encounter

General Features

Atmosphere: Faint evil is detectable from the whole level, slightly stronger to the southeast. The stench of this level requires all characters to succeed on a DC 12 Constitution saving throw upon entering the level and every 30 minutes thereafter or all saving throws, to-hit rolls, and ability checks are made at disadvantage due to the distraction and nausea caused by the overpowering smell. A character who has passed the saving throw is immune to the smell for 24 hours.

Ceiling Height: Halls are 12 feet tall. Tunnels vary from 1-6 feet wide and as tall.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and wards: None

Surfaces: Stacked cut stone, and natural caverns.

I-1. Entrance Chamber

The room is strewn with bits of bones and loose dirt. A cool breeze blows by, and whispering can be heard off in the darkness. This room has several small piles of bones looted from the graveyard above. The air is drafty and rather fresh. A search of the bones reveals a rat corpse that has been eaten as if by acid, and has some residual slimy, green residue.

Treasure. Hidden in the pile of bones are 22 cp, ignored by previous adventuring parties.

I-2. Empty Room

The worked passage opens into a small room. On the far end, near an archway leading to a passage beyond, rests a coffin without a lid. There is nothing in the coffin, having been looted long ago.

I-3. Collapsed Room

The passage ends in a cave-in. Unless the party desires to spend one week digging, which draws wandering monster checks with twice the normal frequency due to noise, this is a dead end. If the party manages to find a way through the rubble (which fills the room to the ceiling), they come to an area that has not collapsed. Inside this section is an ornate coffin, not yet stripped of its finery. The silver edging may be removed and sold (worth 10 gp). The wood of the casket is of fine quality. The coffin contains an inanimate skeleton.

Treasure. Beneath the skeleton, recessed into the lining of the coffin (which is automatically noticed if they move the skeleton) is a *+1 shortsword* and an ivory scroll case worth 25 gp containing a scroll of 3 spells: *shield*, *mirror image*, and *levitate*.

I-4. Viewing Room

Broken candelabras and a worm-ridden red carpet in this viewing room have been left long ago by the undertaker. There is a wooden casket in the center of the room that has had its once decorative silver trim rudely pried off. The casket is empty.

I-5. The Trapped Step

One stair within these stone steps is trapped to break away when 50 pounds of pressure or more is applied to it. Anyone of sufficient weight has a 1 in 6 chance of stepping on the trapped stair.

One False Step. Beneath the false breakaway stair are several downward-pointing spikes on the sides of the false stair which are coated with poison. A successful DC 17 Dexterity saving throw means the character manages to pull up before stepping through the broken stair. The downward spikes prevent removal of the trapped limb by any creature Medium sized or larger (creature is considered restrained). Small and smaller creatures need to succeed on a DC 14 Acrobatics check to remove a trapped limb safely. The spikes can be removed with a successful DC 16 Dexterity check using thieves' tools. This takes 10 minutes. If the trap is triggered or disabled, it is reset by the evil priests within 2 weeks. If the leg is pulled out without removing the spikes, 1d3 spikes attack at +6 to hit, inflicting 1 hp of piercing damage and, unless a successful DC 15 Constitution saving throw is made, 22 (4d10) poison damage.

Wandering Monsters. When the trap is triggered immediately make a wandering monster check.

The Lair of the 'Dung Monster' Level I



I-6. Poker Room

Broken furniture is everywhere, and a skeleton sits in a large chair facing the southern wall. Red, poisonous-looking ants crawl all over the skeleton and chair. Water drips from the ceiling into a tilted metal dish in the hallway area to Area 1–6, right next to the pit at Area 1–5, making a tapping sound.

Poison Card. On the lap of the skeleton is a trapped deck of cards. The top card is the ace of spades. It is coated in contact poison. The poison can be noted with a DC 17 Intelligence (Investigation) check. If the card is touched, the creature touching it must make a DC 15 Constitution saving throw or take 9 (2d8) poison damage at the beginning of each round until it makes a successful saving throw.

Treasure. A broken sculpture of a horse (worthless, but value is 25 gp if mended) rests under some debris in the corner of the room.

I-7. The Pit

At this location is a 20-foot-deep covered pit; the lid opens when 75 or more pounds of pressure is applied to it. The lid resets itself in 4 minutes. The pit can be detected with a successful DC 18 Intelligence (Investigation) check. Advantage should be given to creatures using a pole or some other method of prodding the floor ahead of them. A creature that triggers the trap must make a successful DC 18 Dexterity saving throw to avoid falling in and taking 7 (2d6) bludgeoning damage.

I-8. Warning Room

Three broken arrows stick out of the wall in the entryway and a smashed wooden door lies at the entrance of the room. Two human-sized skeletons are here — one is headless, and both show signs of extreme corrosion, as if by acid. Everything in the room is smashed and corroded except for a small desk in the northeast corner. The room itself has walls of rough stone. There is a secret door in the north wall that is open a crack. Anybody searching for it or with a passive Perception of 15 or more finds it. A horrible smell issues from Area 1-9.

Treasure. The top drawer of the desk contains 6 vials: 3 are full of embalming fluid (as essence of ether), 4 and 5 are empty, and 6 is a bottle of holy water with a wax seal.

I-9. The Lair of the “Dung Monster”

As the characters enter the room, the smell of waste is overpowering. Three holes in the ground are regularly spaced in a line along one side of this room. They are latrines, as is obvious from the smell. One of them has a toilet seat of white stone, which appears to be very clean, installed over the hole.

Dungie. This seat is in fact one of the strangest denizens of Rappan Athuk. Called “the dung monster^B” by those who have encountered it, this creature was once a killer mimic. When it devoured an archmage with a *staff of the magi* — who had stopped in response to the second highest calling — the energies released from the destruction of the staff caused its bizarre mutation. Though the dung monster is primarily found in its toilet form in this room, it is also frequently encountered wandering the halls of this level in its other form — a disgusting bubbling mass of vile feces and gurgling fluids. There is no way to permanently kill it. Rumor has it a party once trapped it in a block of stone, but it somehow escaped. No matter what trick the party comes up with to contain the monster, it always somehow regrows or escapes within a few days.

Tactics. Dungie is slow, but tenacious. This monster should be played not as a death-dealer, but instead as a nuisance. It is not really interested in killing the characters, but thrives on eating their weapons and shields. If they persist in attacking for a long period of time, so be it. The experience points awarded for this encounter should depend on how the characters handle the encounter and are left to your discretion.

Privies. Beneath each of the holes in the floor is an 8-foot x 8-foot chamber. Two are mostly empty, containing only a concentrated mass of waste.

Treasure. Latrine #3, the one covered by the monster in its toilet guise, contains the remains of some victims. Small characters may descend into the latrine. The person descending must roll a successful DC 16 Constitution saving throw and continue to succeed every 2 rounds they remain in the latrine or be utterly incapacitated by nausea. In the latrine under all the dung, and requiring a *detect magic* spell to locate, are the following: a *bag of holding* (containing 417 gp), a +3 *dagger*, and an *efreeti bottle* that escaped destruction when the dung monster consumed their owners. The person coming out of the latrine has a Charisma modifier of –5 for Charisma-based skill checks until thoroughly cleansed, and the party never surprises any monster. Check for wandering monsters at twice the normal frequency until the person cleans up.

I-10. The Trapped Ghast

Secret Door. The secret door in the corridor is a false stone door made of wood that slides upward. It feels false when touched. The door is found with a successful DC 13 Wisdom (Perception) check and can be opened with a DC 14 Intelligence (Investigation) check or a DC 13 Strength check.

The thin passage beyond leads to the often-neglected “horror” of this level: a **ghast**. He is so overjoyed to be discovered by adventurers that he shouts praises and congratulations to the party as he attacks them. He was once a wealthy merchant who dabbled in magic.

Treasure. In a small chest are 200 cp and 600 gold-covered lead coins. In a secret compartment in the lid of the chest, found on a successful DC 17 Intelligence (Investigation) check, is a scroll of 3 spells: *arcane lock*, *charm person*, and *sleep*.

I-11. The Rat Spies

A stream runs through the room and leads 2/3 of a mile through a fairly passable channel (never deeper than 5 feet and the ceiling never impossibly low) to Level 9. Several rat tunnels lead from this room: one leads outside to the graveyard above ground at G-3, the second leads nowhere, and the third leads to Area 1-14. A pile of rubble blocks access to Area 1-12. The far southern section of the room beyond the river is scorched, as if a fireball spell had previously been cast here.

This room is the advanced outpost for some wererats and their rat servants. There are 4d10 normal **rats**, 2d10 **giant rats**, and a 30% chance for each **wererat** listed below at Area 1-12 to be present in rat form. If wererats are present, they retreat to Area 1-12, except for Fiilaar, as noted in the Tactics discussion below. The normal rats do not fight, running away if combat begins.

If the party does not appear to be extremely powerful, Fiilaar assumes humanoid form — that of a half-elf female in tattered and bloody robes, appearing to be a rogue or a wizard. She pretends to be under attack from the rats. She screams for help and flees over the rock wall at Area 1-12, where the other wererats and more giant rats ambush the party, as described below.

I-12. Stairs to Level 2 and the Wererat Ambush

A large pile of rubble blocks access to the passage from the rat room making the area difficult terrain. The rats and wererats ignore this difficult terrain, being accustomed to it. Once the rubble is negotiated, it can quickly be seen that there are stairs beyond. Past the rubble, the walls and floor are covered with splattering of blood, several broken weapons, and marrow-sucked bones.

Three wererats wielding shortbows in hybrid form, plus the mated couple of **Fiilaar^B** (the female) and **Jarvik^B**, are here along with 20 **giant rats**, which Fiilaar commands to attack the party. The wererats are perched in small cubbyholes 10 feet up in the wall, connected to each other by rat tunnels. If the wererats attack, they do so from positions of cover. The wererat archers are normal **wererats**, except:

LEVEL 1: THE LAIR OF THE DUNG MONSTER

- They wield shortbows (*Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. **Hit**: 5 (1d6+2) piercing damage.
- Each archer has 1 arrow that is coated with aged purple worm poison (as normal except DC for saving throw is 15), that is only potent for 1 strike.

Tactics. Fiilaar assumes hybrid form after passing over the rubble. She takes up a position with the archers in the small cubbyholes overlooking the passage and continues to call out as if in peril to draw the party across the rubble. When the party crosses the pile, she throws one of her pouches of *dust of sneezing and choking* to incapacitate the party. The wererat archers then rain their poisoned arrows down on the party. The wererat attack in 4 groups of 5 rats each, 1 group piling in each melee round. Jarvik, to prove his love for Fiilaar (an emotion which, as a rat, she does not understand), tries to impress her by demonstrating his hatred for humans by attacking them with his poisoned sword after the *dust of sneezing and choking* settles. The wererats scurry away through the various rat tunnels to their lair at 1-13 if the battle turns against them.

Poison. Jarvik's shortsword and 1 arrow are also coated with aged purple worm poison (as normal except DC for saving throw is 15). The poison is smeared away after his first 2 hits with the sword.

Treasure. Fiilaar has 2 pouches of *dust of sneezing and choking*.

Encounter Modification. If the party is low level or inexperienced, this ambush may kill them. If that seems likely, the wererats simply spy on the party and follow along behind them, hoping to loot their corpses when they meet their untimely end in the dungeon. Fiilaar and

Jarvik are intelligent enough not to waste their *dust* and poison arrows on obviously weak parties. If the party is low level but is a large group of humans, Fiilaar has the wererats attack with normal arrows, saving their poisoned arrows and her *dust* for more deserving targets, allowing the 20 giant rats to attack. Her hatred for humans prevents her from allowing them to pass unharmed.

I-13. Wererat Den

This is the wererats' nest. It is made of strips of cloth and dried grass from the surface. It has the foul reek of vermin. The wererats keep their treasure here.

Treasure. Aside from their large collection of shiny objects and bits of metal, they have 143 gp, 901 sp, and 2,929 cp. They also have a *scroll of antimagic field* (left over from the corpse of the wizard consumed by the dung monster), and a pair of *boots of elvenkind*.

I-14. The Giant Rat Lair

The skeleton of a dwarf half blocks the tunnel into this place. He is missing his skull. There are 12 **giant rats** here.

Treasure. Next to the corpse's body is a *helm of comprehending languages* with a broken chinstrap. The only other contents of the nest are innumerable worthless shiny things.



Level 1A: The Temple of Final Sacrament

When the minions of Orcus were driven into the caves that became Rappan Athuk long ago, some of their rearguard, led by a powerful but insane warrior named Duke Aerim, entered the complex through this secondary access way. The Duke subsequently turned on his allies and was brought down by assassins, and the vault where he was buried eventually became the Bloodways (see Level 9D).

To protect this alternate point of entry, which leads deep into the dungeon complex, the priests of Orcus erected a dark temple on the surface (see Wilderness Area 3 for details) and installed a gauntlet of guardians and deathtraps beneath it. Because of its obscure location in a dell north of the more famous entrance, relatively few bands of adventurers have come this way into Rappan Athuk — and of those that have, very few ever returned. However, in recent times, the adventurer Corondel, responsible for slaying a green dragon some years past in the Forest of Hope, led a band of adventurers into the Temple of Final Sacrament and returned, hollow-eyed, muttering about strange guardian creatures that devoured his party one by one.

Adventurers may discover this alternate entrance in one of several ways: they may come upon the nearby community of the Fethine on the surface (see Wilderness Area 2), who can inform them of it, they may meet Corondel, or discover a journal or the like from him or one of his men, that pinpoints its location, they may stumble upon it in their roaming, they may hear of it from local bandits or brigands, or they may even enter it from below, through Level 9D. However they enter, the Temple is harsh and unrelenting, and is not for the inexperienced delver. The area is shown on The Temple of Final Sacrament map.

Level 1A

Difficulty Level: Tier 2

Access: Passage to surface in 1A-1, passage to Level 9D in Area 1A-15.

Wandering Monsters: None

General Features

Atmosphere: The entire level radiates mild enchantment magic if detected for. The interior of the temple is shrouded with perpetual gloom that limits all vision to 40 feet; this is not a darkness effect, but a direct assault on the visual senses of those within the temple. The area within 40 feet seems to crawl with twitching shadows. All Perception checks that rely primarily on sight are made with disadvantage.

Ceiling Height: All ceilings are 18 feet.

Doors: All doors are 4-inch-thick black marble; unless locked, all doors open smoothly and silently on hidden hinges built within the stonework (no Strength check required).

- **Locked Doors:** Require a DC 17 Dexterity check with thieves' tools or DC 22 Strength check to open.

- **Secret Doors:** Stone. Require a DC 18 Wisdom (Perception) check to find. Also require a DC 22 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and wards: None

Surfaces: Three-foot-thick black marble over native limestone.

1A-1. Exterior

Beneath a black stone temple on the surface (see Wilderness Area 3), a 20-foot-wide passage slants down into darkness, descending 50 feet to an intersection at Area 1A-2. Close inspection of the floor with a successful DC 10 Intelligence (Investigation) check inside the temple reveals numerous scratch marks, as if bladed weapons had been drawn across the stone repeatedly, particularly on the ramp. Splinters of bone also litter the floor.

1A-2. Skin: The First Guardian

The 20-foot-wide passage from the surface temple comes to a T-intersection, with passages leading off left and right into the darkness, each continuing to descend in either direction at a 20-degree slope. The wall at the end of the passage is carved with a depiction of humanoids being flayed alive by bladed instruments; somehow, despite the unrelieved darkness of the stone and the shadowy nature of the temple, the details of this carving stand out quite clearly. This section of carved wall is an illusion. Those searching the wall are allowed a DC 15 Intelligence (Investigation) check to discern its true nature. Beyond the false wall is a 20-foot-square area holding the first guardian of the Temple: a **bone crawler**^B.

The characters may have already encountered this beast if they attended the feast of the Fethine. If so, it will not have healed damage to its armor. Within the 20-foot lair is a small collection of items looted from previous explorers. Corondel and his band bypassed this creature by stealth, and so never discovered its hidden valuables.

Tactics. The bone crawler waits until people come up to inspect the wall more closely, and then lurches out with surprise, barring a successful DC 20 Wisdom (Perception) check. It retreats if it loses its armor or 75% of its hit points, and fights anyone to the death who makes it past the illusory wall in pursuit. Victims of its slicing bone blades soon come to resemble the flayed victims depicted on the wall.

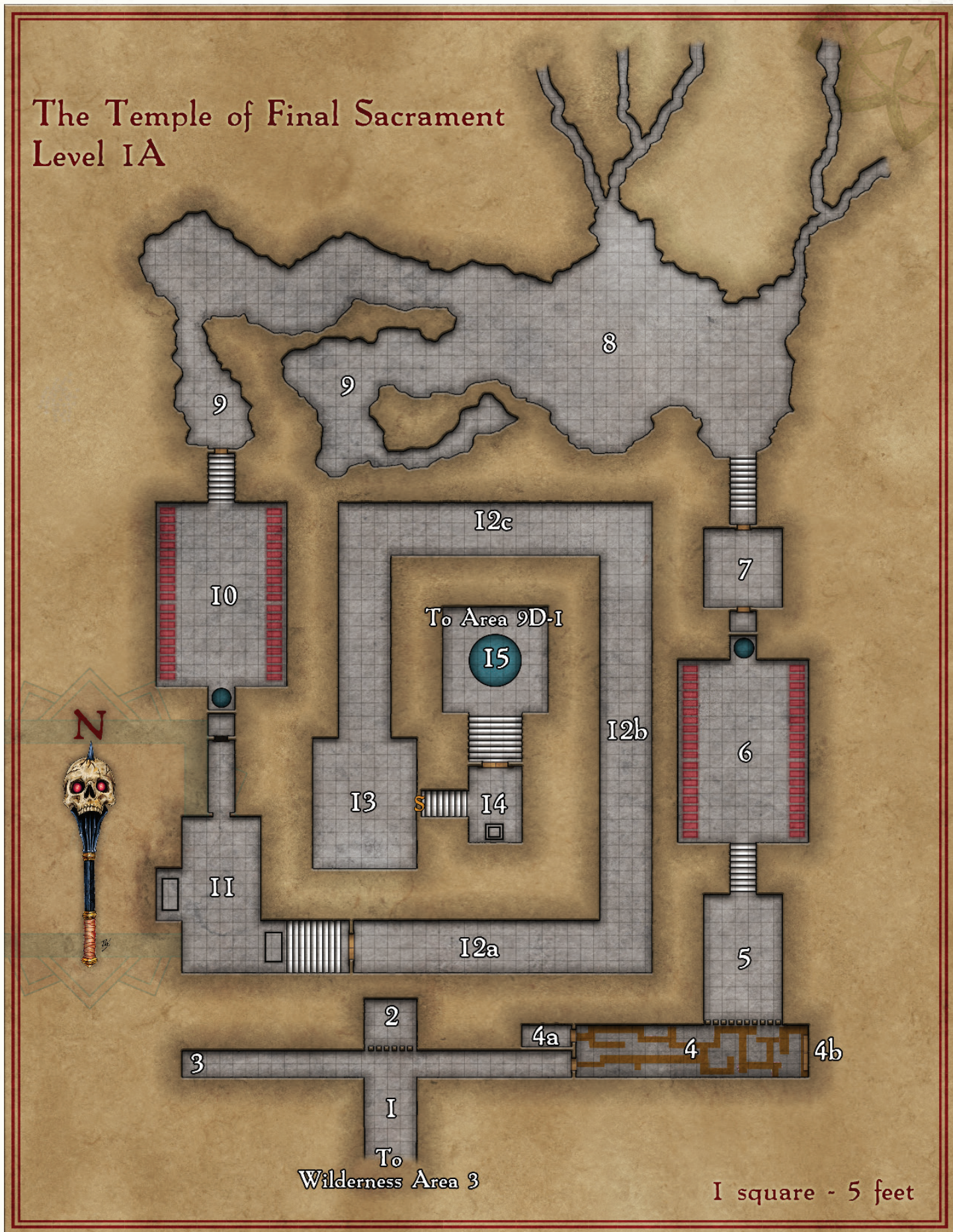
Treasure. A pouch holding 23 gp and 8 pp, a +1 shield, and a scroll scribed by a cleric holding the spells *bleed*, *cure wounds*, and *protection from poison*.

1A-3. Sloping Trap

At the 20-foot mark of this passage, the ceiling of the passage is set with an invisible magical sensor that detects body heat of creatures passing beneath it. If the sensor is noted (with *detect magic*, for example), a successful DC 18 Intelligence (Arcana) check reveals its purpose. When body heat of a Medium creature (or two Small creatures) passes beneath it, it triggers a trap. The entire passage suddenly slams downward to an 80-degree angle, flinging those within it forward to the corridor's end, which now opens into a 30-foot-deep shaft lined with barbed steel spikes at the base. Anybody falling into the pit takes 28 (8d6) bludgeoning damage from the fall and an additional 7 (2d6) piercing damage from the spikes. A successful DC 18 Dexterity saving throw avoids the fall and damage. To make matters worse, a **mordnaissant**^B lurks within a small alcove at the base of the pit.

If the trap is somehow not tripped, the passage simply slopes downward gently for 70 feet and then ends.

The Temple of Final Sacrament Level 1A



1A-4. Bile: The Second Guardian

After descending 60 feet, the rightward passage ends at a stone door. Beyond it is a foul-smelling, 20-foot-wide hallway filled with greenish-black liquid 3 feet deep. A series of narrow walkways 10 inches wide run just above the liquid's surface, leading to a door to the left of the entry (going to Area 1A-4a), and to a set of double doors at the far end of the passage, 90 feet away (1A-4b). Walking upon these walkways requires one to walk carefully (half normal movement rate) or succeed on a DC 14 Dexterity (Acrobatics) check to avoid falling into the water.

The air within this hall is incredibly foul, with an acrid, rotted smell. Those breathing it must make a DC 14 Constitution saving throw every round or become poisoned for as long as they are within the room and for 1d4+1 rounds after leaving. The liquid is an acidic broth that is harmful to anyone entering it, inflicting 3 (1d6) acid damage per round. In addition, for each round of contact, a DC 16 Constitution saving throw must be rolled or the victim contracts the disease slimy doom^{GM}.

Trap. The 2 exit doors are both traps. If the door at 1A-4a is opened, the entire door and frame immediately swivels around its center point, knocking victims into the chamber beyond which is empty of all but the 3-foot-thick layer of polluted water. Those succeeding on a DC 18 Dexterity saving throw manage to catch themselves before getting knocked into the other room. The door immediately locks in place and does not unlock until disabled or a full day has passed. It can be opened with a successful DC 20 Strength check or a DC 18 Dexterity check using thieves' tools. It can be held open with iron spikes or the like before it locks. The trap automatically resets every day.

If someone attempts to open the double doors at the far end of the hall (1A-4b), the walkways in the hall immediately sink into the vile broth, immersing anyone standing upon them. The walkways rise one minute after they sink, and the trap resets. The double doors open out only 1 inch, no more; tearing them from the wall, which requires a successful DC 17 Strength check, reveals only blank stone.

The northern wall near the end of the hall is an illusion, opening into Area 1A-5. The illusion can be detected with a successful DC 16 Intelligence (Investigation) check. The fleshy creature beyond is likely to attack at an opportune moment, perhaps when a character has been knocked into the water or one of the traps has been triggered.

1A-5. Flesh: The Third Guardian

The room beyond the illusory wall is the home of a huge black creature formed of slime, with the embedded remains of past victims within it. This **ebon ooze^B** attacks anyone who challenges it in its lair and may exit the room to attack those struggling in Area 1A-4. The discarded bones of the ebon ooze's victims are harvested by the bone crawler to repair its armor. The ebon ooze has no treasure.

1A-6. Crypt of the Hallowed

This large chamber is lined with rows of red marble sarcophagi — a total of 20 each to the left and right. The tops of the sarcophagi have been carved with representations of warriors and explorers at rest. Unnervingly, several of these bear an uncanny resemblance to party members. This resemblance is due to an illusion that causes the sarcophagi to shift appearance to match anyone entering the room. Despite this ominous portent, the room holds no dangers. Moving a sarcophagus lid requires a successful DC 13 Strength check, and they are all completely empty. The sarcophagi lids have an AC of 12 and 60 hit points each. All radiate moderate illusory magic.

At the far end of the room, an alcove in the north wall holds a circular shaft leading downward, with an iron ladder still in excellent shape descending along the side. The shaft drops 50 feet to an antechamber facing a black marble door. This door opens toward the person pulling it and leads to Area 1A-7.

1A-7. Seed: The Fourth Guardian

This room, accessed through the shaft at 1A-6, is bedecked in a manner suitable for the most opulent of pleasure houses. Satin drapes line the walls, the floor is thickly layered with carpeting, and dozens of pillows of all sizes litter the carpets in comfortable mounds. Braziers burn fragrant oils that warm the chamber and fill it with a scent of sandalwood and balsam. A hookah rests invitingly near the center of the room. Lighting is provided by braziers, and by ornate brass lanterns, glowing with warm flame, that hang from hooks in the ceiling.

This is nearly all an illusion. A successful DC 16 Intelligence (Investigation) check pierces the veil. The actual contents of the room are similar, but in much worse shape: the lanterns are ancient and corroded, the carpets rotted and filled with rat dung, the pillows moth-eaten, and the air cold. Several corpses also lie amid the cushions, concealed by the illusion. The light however is real, coming from *continual flame* spells cast within the lanterns. The scent is also real and poses the room's true danger.

Trap. Anyone entering the room must make a successful DC 14 Constitution saving throw or succumb to the scent's intoxicating effect. Those who make their saving throw are immune to its effects for a day. It generates a feeling of pleasurable lassitude coupled with heightened lust. This prompts those affected to copulate again and again, exhausting themselves. Once they begin, victims sustain 1 point of Constitution damage for every 10 minutes spent in this vigorous pursuit. When their Constitution drops to 1 point, they become too weak to continue, though the drive remains; victims typically die of thirst or starvation even while they continue to feel the need to mate. Additional saving throws are allowed for failed victims once every 30 minutes for as long as they remain within the room, or once per minute if they are removed from the chamber. The scent is produced by a specially bred form of magical mold infesting the cushions and carpet, and a thorough cleansing of the room with fire (at least 20 points of fire damage to all surfaces) eliminates the mold and the threat.

The bodies lying amid the cushions have been looted by past adventurers, and bear only tattered robes or ancient, non-magical armor that is in too poor of shape to function. Horribly, due to a necromantic taint on the room, infants created through this chamber's powers do not die if the mother dies in the room; her womb continues to expand, and eventually a mordnaissant bursts free. These creatures feel an instinctive urge to descend and pass through the heart of the Temple into the Bloodways, where they may be encountered.

The door progressing further into the complex is hidden behind several layers of rotting tapestries. The door opens outward into a set of stairs that descend to Area 1A-8.

1A-8. Bones: The Fifth Guardian

The base of the stairs opens out onto a large, shadow-shrouded cavern filled with toadstools and fungus of all types. Strange, flute-like chirping noises issue from the darkness deeper in the cavern. These sounds come from the 3 strange creatures known as **bonesuckers^B** that make their home here and move to attack anyone passing through the room. At first glance, they resemble toadstools 10 feet in height, with rubbery trunks and tentacles sprouting from their crown. The trunk is composed of 5 sturdy tentacles they use to move around. They attack by grappling with their upper tentacles, inserting the tip into their victims' flesh, and liquefying and sucking out the bones. Enemies killed by this attack reanimate within the temple as meat puppets 24 hours after dying.

At any given time, 1 of the 3 is resting and digesting a meal, while the other 2 are active. The room also holds 8 **human meat puppets^B**, the legacy of past bonesucker victims. These shamle out of the shadows to throttle intruders, possibly fighting alongside the bonesuckers.

The cavern is 60–80 feet wide and well over 100 feet long. Against the northern wall are several places where giant rats sometimes come in to nibble at the fungus, but they are shy and retreat from any loud noises or light, only attacking if their prey is helpless. The rest of the fungus in the room is likewise harmless. The western end of the cavern divides into two 20-foot-wide passages that lead to Area 1A-9.

1A-9. Mind: The Sixth Guardian

The southwestern portion of the fungus caverns is carpeted with a luxurious black moss which includes 4 patches of **memory moss** in the eastern cave. Anyone coming within 60 feet is immediately targeted. At the southern end of the western cave is a stone door with a lock. The lock can be opened with a successful DC 17 Dexterity check using thieves' tools or a DC 22 Strength check. Alternatively, the key to this lock is in the hand of a corpse lying at the end of an offshoot passage in the southeast corner of the eastern cave. The body also bears a pouch holding 40 gp and 4 bloodstones worth 50 gp each, a silver dagger, and a *ring of protection*.

1A-10. Crypt of the Damned

This chamber bears a great resemblance to Area 1A-6, the Crypt of the Hallowed. It contains 40 red marble sarcophagi whose tops are carved to resemble warriors and adventurers — the same ones as seen in the previous crypt. However, this time they are depicted as suffering great agonies: one seems to be screaming as its flesh is devoured by burrowing worms, another stares out in madness while its skin has been stripped away in patches, exposing flesh and organs, a third is a shriveled husk, and so on. Those bearing images of characters likewise show signs of torture and madness. This again is caused by an illusion.

Unlike the previous crypt, several of the sarcophagi in this room are occupied. The bodies bear signs of having died in the manner depicted on the lid — the sarcophagus depicted with a warrior being devoured alive by worms bears obvious signs of worm holes throughout its flesh, and so on.

Sarcophagi. The sarcophagi bear an additional enchantment that is only activated if someone is *teleported* into one from Area 1A-14. When this occurs, the person trapped within immediately undergoes the torture depicted in the illusion on the sarcophagus lid. No matter the form of

Memory Moss

Memory moss appears as a 1-foot-square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms (though not often). Memory moss cannot abide the cold or the arid clime of the desert and is never encountered in such environments.

When a living creature moves within 60 feet of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed on a DC 15 Wisdom saving throw or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours.

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. Any creature who loses its memories to the memory moss acts as if affected by a *confusion* spell for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a successful DC 16 Constitution saving throw, with failure resulting in the creature being nauseated for 1d6 rounds and suffering 5 (2d4) poison damage.

Any creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not the creature's own memories). Such creatures can even cast spells if the memory moss has stolen these from a previous spellcasting creature. Characters eating the memory moss to regain their own lost memories do not lose them after 24 hours. Ten points of fire or cold damage kills a single patch of memory moss.

When first encountered, there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 2d4 spells determined randomly from a single spell list. When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets.

doom, the victim must make a DC 17 Intelligence saving throw each round or take 2d10 psychic damage. When their hit points reach zero, they die, and the lid's surface transforms, so the depiction is no longer an illusion. Those trapped within a sarcophagus may attempt a DC 17 Strength check each round to move the lid and escape. The victim can also escape if the lid is destroyed (AC 18, hp 60).

Beyond the crypt, another ladder descends through a circular shaft in the floor, dropping 50 feet to an antechamber facing a black marble door. This door opens toward the person pulling it and leads 30 feet to Area 1A-11.

1A-11. Breath: The Seventh Guardian

Those passing through the doorway at 1A-10 find themselves in a 30-foot-long hall that ends at an oval archway. This archway is inscribed with curving lines that suggest the movement of wind. The chamber beyond is surfaced with polished white marble and has a 30-foot-high ceiling. The archway bears an enchantment if detected for, and the trap in the room beyond is triggered if the archway is passed through or if the magic is dispelled, unless a command phrase ("arrek veltex") is first uttered.

Bottle. When triggered, a stone panel concealing the western alcove slides away. This alcove is nearly filled with a thick slab of granite 20 feet tall, leaving only a 6-inch gap between it and the walls. Resting atop this slab on a small red velvet cushion is a glass bottle 6 inches in diameter. The alcove is protected from entry by a cage of pure magical force set with half-inch gaps between them. These bars of force can be destroyed with a *disintegrate* spell, *antimagic field*, or *dispel magic* against a 7th level spell. The bottle is highly magical, as it draws air into itself and devours it.

Trap. The round after the stone panel slides up, on Initiative 20, all air in the room is drawn into the bottle, and the stone door to the north slams closed and is sealed in place by the vacuum. If it has been jammed open previously, air from the complex beyond is pulled into this room, creating a constant, strong wind drawing light objects against the *forcecage*. If the door slams shut, everyone breathing within the room must immediately hold their breath or begin to suffocate. In addition, creatures cannot speak. To escape, they have several options. They can attempt to force the northern door open with a successful DC 25 Strength check, a character can attempt to open the sliding stone partition with a successful DC 16 Intelligence (Investigation) check followed by a DC 18 Dexterity check using thieves' tools, though this requires the disabler to move to the ceiling, 30 feet up, as the mechanism can only be accessed there. If they can find the triggering mechanism for it, requiring a successful DC 17 Intelligence (Investigation) check, they can raise the stone block in the southeast corner, allowing access further into the complex. This does not stop the air from being sucked away, however. They could also attempt to stopper the bottle or shatter it; the bottle has AC 15, 10 hp, a body diameter of 6 inches, and the mouth diameter is 1 inch. Remember, the gaps between bars are only one-half inch wide, and if there is air rushing through the room, ranged attacks have disadvantage.

If the bottle is removed from its alcove it explodes in a blast of air, inflicting 10 (3d6) slashing damage to all within 30 feet from the glass fragments. Those succeeding on a DC 18 Dexterity saving throw take half damage. A new bottle reforms inside the alcove in 1d3 days.

1A-12. Deathwalk and Riddles

Once the stone block in the east end of Area 11 has been raised, a 20-foot-wide hall is revealed, with black marble steps descending to a set of double doors, each of which is carved with a depiction of Orcus. These doors are neither locked nor trapped. They swing open majestically into a downward-sloping passage, 20 feet wide and 15 feet tall to Area 1A-13. The walls of this grand hall are coated with a layer of plaster painted with images of funerary rites. These rites begin normally enough, but as one continues downward they become increasingly morbid, until live interments, necrophilia, cannibalism, and other even less savory images are depicted.

Observers. Each section of the deathwalk (1A-12a, b, and c) is guarded

by an invisible **quasit** that can merge into the depictions. While so merged they can see out into the corridor and can stay in this state indefinitely. The quasits normally spend their time melded with the walls, and only emerge when intruders make themselves known. When this occurs, they come forth invisibly and each states a riddle. If a quasit's riddle is correctly answered, it re-merges with the wall and allow the group to pass; if not, it flies at top speed for Area 1A-13, where it merges with the demon depictions there. The three riddles are as follows:

Quasit	Riddle	Answer
#1 (Thuxton)	"Who is the greatest of all masters?"	Orcus (or a direct reference to same)
#2 (Virikkil)	"What is the Third Sacrament?"	Cracking open the skull and drawing forth the brains, as described in the Epitaph of Final Sacrament.
#3 (Umborif)	"For whom is our lord's mercy granted?"	This is a bit of a trick question; the answer is "for nobody." Orcus is not known for his mercy.

Depending on how they answer these riddles, the characters may face between 0 and 3 demons in Area 13. Failing to answer the question within 30 seconds (5 rounds) is considered a false answer, and the quasit flies down to merge with the vrocks as described above. You may wish to secretly time the players to see how long it takes them to come up with an answer.

1A-13. Demonic Guardians

At the end of the deathwalk, the hall widens into a 40-foot-wide, 50-foot-long room with a vaulted ceiling that reaches up to a height of 30 feet. The walls of this room are again coated with plaster and paint, with an incredible array of cavorting demons inflicting pain and suffering upon the screaming mortals displayed. Sometimes the torturers are not demons, but humans themselves with a demonic aspect, bearing symbols of Orcus upon them. The entire wall radiates strong magic if it is detected for.

Amid the paintings, a total of 3 **vrocks** are depicted. Each of these images can be inhabited by one of the quasits of Area 1A-12, who bring it forth to attack intruders. In addition, if the plaster walls of this room are damaged in any way, all 3 demons step forth to do battle. Any plaster damaged repairs itself within one day. Vrocks that are slain fade away and cannot return for 24 hours.

Secret Door. In the center of the eastern wall, a secret door is cunningly concealed within the plaster. This can be opened by pushing the eyes of 4 nearby victims simultaneously. Discovering the secret door requires a successful DC 18 Wisdom (Perception) check and determining how to open it an additional successful DC 22 Intelligence (Investigation) check. This door is specifically protected by a spell against detection by spells and effects of 3rd level or less and must be found manually. The enchantment itself is shielded against magical detection. If the plaster on the secret door is damaged, either intentionally or with an Investigation check failed by 10 or more, the vrocks animate as described above; opening the secret door using the proper trigger does not damage the plaster.

1A-14. The Last Respite

Beyond the secret door, stairs descend steeply 20 feet to a 20-foot x 30-foot room. To the north is a large, circular steel vault door, while the southern end of the room holds a red stone throne bearing a humanoid figure swathed in a tattered black robe; skeletal hands protrude from the sleeves of the robe, and its face has long since rotted away, save for the glossy hair that cascades over its shoulders. This is Aaphia, a **crypt thing**^B

and the final guardian of the Temple.

Aaphia does not move or act in any way unless the doors are touched, she is addressed, or she is approached within 10 feet. She allows undead and clerics of Orcus — who must present their unholy symbols and channel divinity, though this automatically succeeds for them — to pass through the vault into the shaft room beyond. For all others, she defends herself and the entrance to the shaft. She does not attack those leaving through the shaft portal unless attacked first.

Tactics. If Aaphia senses the approach of guests, she prepares with a *mirror image* spell. Once battle begins, Aaphia starts off using her *teleport other* ability, then her offensive spells against those who remain or return. She prefers to immobilize opponents first, then focuses damaging spells on one foe at a time. She does not leave the throne willingly. Due to the magic of the throne, Aaphia reforms within 1d4 days even if destroyed. The only way to truly end her existence is to slay her body, destroy the throne, and cast a *bless* spell on the wreckage. The amulet she wears teleports back to her whenever she reforms, but the items hidden within the throne do not.

Development. It is possible for characters to begin a discussion with Aaphia. If they do not threaten her or attempt to pass into the shaft (Area 1A-15), she does not attack, and may return conversation if she believes the person to be a faithful worshipper of Orcus. Aaphia was once a sorceress of some repute who fell in love with a man named Deggin Tar. Deggin, a charming mercenary, ended up working for the forces of Orcus. When he fell in battle, she took up his cause, lashing out at those who defeated him. Now, centuries later, she serves them still, locked in eternal devotion to the memory of her dead love.

Vault Door. The steel vault door is massive, with a large spoked wheel at its center, and in the middle of this a disc-shaped keyhole. The door opens when the face of Aaphia's amulet is set into the hole and turned counterclockwise, and the wheel then spun clockwise. The door and the walls surrounding Area 1A-15 have been enchanted to prevent entry by ethereal means, though a gaseous creature could seep into the room



LEVEL 1A: THE TEMPLE OF FINAL SACRAMENT

beyond. Unlocking the doors requires a successful DC 23 Dexterity check using thieves' tools. While the doors cannot be broken down with a simple Strength check, they can be destroyed with 600 points of damage. The doors are AC 20 and immune to cold, necrotic, poison, psychic, and radiant damage, and resistant to piercing and slashing damage. Anyone within 5 feet of the doors when they are struck by lightning damage takes the same damage as the doors.

Treasure. The throne Aaphia sits upon is magical and provides anyone seated upon it with the benefits of *protection from evil and good* and *true seeing*. The throne is 10 feet square, 6 feet tall, and weighs 2,500 pounds. It loses all its magic if removed from this room. In a compartment on the inside left arm of the throne there is a stash of 4 vials of unholy water and a platinum urn, worth 5,000 gp, holding the ashes of Aaphia's long-dead lover.

1A-15. The Shaft

This 40-foot-square room lies at the nadir of the Temple of Final Sacrament. It is filled with a circular shaft, 30 feet in diameter, that descends into blackness. The stone beneath the floor's black marble is limestone, carved with a series of footholds that allow one to climb down the 400-foot shaft into a passage leading to Level 9D, The Bloodways. From this side, the vault door leading to Area 1A-14 can be opened by rotating a wheel set in its center — no key is needed to unlock it from the inside.

Starting in this area, roll for wandering monsters using the random encounter table for Level 9D, checking once every eight hours.



Level 1B: The Abandoned Bastion

The Abandoned Bastion was originally excavated as a fortification by the priests of Orcus after the battle with the Army of Light, intended as an additional defense against possible future assaults. As years stretched into decades, and decades stretched into a century without any significant attacks against them, the priests eventually withdrew their forces from the upper levels, abandoning the Bastion to any subterranean creatures that might choose to occupy it. In later years, the Bastion has mainly served the goblins of Greznek (Level 12A) as a staging area for raids beyond the dungeon, since it is conveniently close to the surface. Goblin raiders, usually led by hobgoblins, camp in the Bastion for long periods of time, resting and raiding at intervals. The raiding force currently in residence is led by a very strong hobgoblin by the name of War Leader Jang. The Bastion is shown on The Abandoned Bastion map, and Area 1B-16 is detailed on the Level 1B, Area 16 map.

Level 1B

Difficulty Level: Tier 1

Access: Tunnel from Ground Level Area 11, tunnel to Level 5A in Area 1B-7, stairs to Level 10B in Area 1B-21

Wandering Monsters: Check once every 30 minutes on 1d20.

d20 Encounter

1–2 3d6 goblins

3–4 1d6 + 6 goblins, 1d6 hobgoblins, and 1 worg

5–6 1d6 stirges

7–20 No encounter

General Features

Atmosphere: the entire area is dark and dank.

Ceiling Height: Ceiling heights are an uneven 10-foot height.

Doors: Locked, iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Portcullises: A successful DC 25 Strength check is required to break the lock and lift a portcullis, or a DC 30 Strength check to bend the bars. Each has an opening lever on the far side from the dungeon's entrance at 1B-1.

Shields and Wards: None.

Surfaces: Stacked cut stone, some natural stone.

1B-1. Entry Chamber (Broken Defense Wall)

The ceiling of this large chamber is quite high, rising 30 feet above the floor. The shape of it causes footsteps to echo faintly in the heights of the room as the characters move into the area. The western part of the ceiling is carved with interlocking bas-reliefs of demons and skulls, but the stone over the rest of the room is undecorated, as if the work had never been

completed. The floor is strewn with chunks of stone and rubble, centering on a U-shaped structure near the center of the room — a low wall about 1 foot in height. From what the characters can tell, the wall was once considerably taller, but has been broken apart.

1B-2. Empty Alcove-Room

This deep alcove is empty, and the floor is deeply coated in a layer of undisturbed dust.

1B-3. Mist-Alcove of the Otherworlds

If anyone steps into this deep alcove, it suddenly fills with mist, so thickly that any characters inside are not visible at all. The character must make a successful DC 16 Charisma saving throw or be swept into the alcove by the force of the magic that forms the mists. The mist itself is a ghostly otherworld in which the character wanders for 10 minutes before the mist clears and the corridor is once again visible. While the character is inside the mist, one of six possibilities occurs:

d6 Occurrence Affect

1	Find an amulet floating in the mist	When worn, this amulet grants advantage to hit for the next 3 attacks, then turns into mist.
2	Find a giant grey spider in the mist	1 round of combat takes place, then the spider disappears.
3	Find a skeleton in the mist	Normal skeleton, not animated.
4	Find a ghostly eyeball floating in the mist	It watches the character but does nothing and cannot be attacked.
5	Find a bottle of liquid	It is either poison (50% chance) or a <i>potion of gaseous form</i> (50% chance).

6 Encounter a terrifying presence

The presence can't later be described or clearly remembered. The character's hair turns white, and a feeling of impending doom is felt. This is a progressively dangerous encounter. If a second character enters the mist and the result of the die roll is again a 6, the second character must make a successful DC 16 Constitution saving throw or permanently lose 1 hit point from their maximum total. A third character with this encounter must make their saving throw or drop to zero hit points, and quite possibly die before the mists clear.

The Abandoned Bastion Level 1B



*At the peril of fire and eternal undeath**Turn back before the Seal of the Great Goat**Turn back before the Seal of the Master of Corpses**Turn back before the Seal of the Great Prince of the Abyss*

1B-4. Empty Alcove-Room

There is nothing of interest in this area.

1B-5. Den of the Worg-Pack

Eight messy piles of torn bedding material are spaced widely apart in this room, and the floor is scattered with some skulls, shards of cracked bone, and other garbage. Four huge wolf-like figures stand ready to spring.

This large room is the lair of 8 **worgs**, but only 4 of them are here at any given time. The worgs of this level, unlike the goblins, are permanent inhabitants of the upper level rather than visitors camping here temporarily while raiding the surface. The worgs are led by the pack leader **Ohakaal Uo** (with maximum hit points). Ohakaal is extremely intelligent and cunning — the spirit behind this creature's eyes is demonic and merciless. He responds to threats creatively and intelligently, although he generally follows the plans set out by War Leader Jang (see Area 1B-21). The worg leader considers Jang to be the best raider-chief to seize control of this level in quite a while and is willing to cooperate with the burly hobgoblin if his worg pack is not placed in unnecessary danger.

Hanging on a low peg in the room is a strange suit of black plate mail which is, upon inspection, a set of worg-sized barding. Ohakaal wears this armor into pitched battles (giving him AC 18), although not on raids when speed is of the essence. If the worgs are warned ahead of time, and a goblin is present to help Ohakaal don the armor, Ohakaal is wearing it when he encounters the party. He cannot put it on without help, however, so he is not armored unless the goblins and the worgs have had a chance to prepare.

Treasure. Although they are not highly motivated by treasure or wealth, Ohakaal makes sure that his worgs take a share of the pillage when they raid, predominantly to remind the goblins of how much their success depends on Ohakaal's pack. The contents of the first 7 piles of bedding may be determined as follows: 2d100 gp, 2d1,000 sp, 1d6 random gems (worth 1d6 x 100 gp each). Additionally:

- bed #2 contains a *potion of resistance* (fire).
- bed #6 contains a *potion of heroism*.
- bedding pile #8 is Ohakaal's, containing 400 gp, a jacinth worth 300 gp, and a skeletal hand wearing a *ring of protection*.

1B-6. Large Hallway

The temperature in this wide hallway becomes perceptibly warmer toward the southern end.

1B-7. The Gate of Cauldrons

The wide hallway terminates here, blocked by a massive set of bronze double doors. The doors are held together by a thick bronze plate fashioned into the shape of a demon's face. Ram's horns curl around the bestial, goat-like visage, which bears the mark of a skull etched deeply into the center of its forehead. Along the top of the doors there is an inscription (see Inscription, below). The doors are slightly warm to the touch.

On the far side of the Gate of Cauldrons, the corridor wall is of natural stone. This is where the excavations opened upon a pre-existing tunnel through the stone, and when the priests discovered what was in the depths below, they sealed off the area. The tunnel leads to Level 5A, The Prison of Time, arriving in Area 5A-1.

Inscription. The Inscription of the Gate of Cauldrons reads:

*The Gate of Cauldrons is sealed and forbidden
At the peril of life
At the peril of soul*

1B-8. The Horrible Smokehouse

When the door of this room is opened, it is immediately obvious that the room is filled with smoke; a tangy, savory smell fills the area as the smoke drifts out of the room and up to the corridor ceiling. Beyond 5 feet, the area is heavily obscured and even in close, the area is lightly obscured. This is where the goblins cure meat, much of which is their preferred diet: human. A smoke mephit (a **steam mephit** with smoke breath instead of steam) makes its lair beneath a grating in the floor, producing the smoke which cures the meat. Because the smoke mephit is aggressive and territorial, the goblins do not enter this room without at least one of the worgs from Area 1B-5. The smoke mephit has tangled with the worgs before and learned that they are not to be trifled with. It does not bother anyone who enters the area with a large dog, but otherwise it attacks intruders when it deems the time to be right.

The room contains 6 human and 3 pig bodies hung by hooks from the ceiling. Since visibility in the room is limited to approximately 2 feet, it is likely that the characters find the bodies by bumping into one of them — an unpleasant surprise.

Treasure. The mephit has accumulated a small amount of treasure, items that the goblins did not notice on bodies they placed in the room for smoke-curing. Underneath the mephit's grate there are 17 gp, 40 sp, and a chipped diamond worth 200 gp.

1B-9. Empty Room

This room is empty.

1B-10. Phase Spiders

The goblins avoid this room, which contains a pair of **phase spiders** that has taken up residence here, occasionally sneaking through the walls to browse through the goblins' smokehouse in Area 1B-8. If the characters make friendly contact with the goblins of this level, they may offer to pay them a small sum to destroy these predators.

Treasure. The phase spiders have accumulated some treasure from prey they have brought back to their lair. Scattered on the floor of the room, searchers find 57 gp, 70 sp, an opal set into a gold chain worth 100 gp, and a small ivory statue of a demon worth 200 gp.

1B-11. Empty Room

This room is empty.

1B-12. Refectory

This room appears to have once been a dining area, for the remains of 3 long tables can still be identified, although the wood is rotted and the tables have collapsed to the floor. Tattered and faded tapestries still hang from rusted bars on the walls, and a few broken earthenware plates lie around on the flagstones. The only sign of life in the room is a fireplace in the northern wall; a fire burns merrily inside it.

The fireplace is an illusion, although it is a powerful one that produces both light and warmth. Passing a hand through the illusory fire does not inflict damage and makes it clear that this is nothing more than a magical phenomenon. A successful DC 19 Intelligence (Investigation) check likewise distinguishes truth from fiction.

1B-13. Kitchen

The large fireplace and stone countertops against the eastern walls of this room immediately identify it as a kitchen; obviously it has not

LEVEL 1B: THE ABANDONED BASTION

been in use for quite some time. There are a few bent or broken kitchen implements lying on the countertops, and some rusted iron hooks hanging from the ceiling. Light reflects off what appears to be a large puddle of water in and surrounding the fireplace; this is a **gray ooze**. The ooze does not generally hunt in the corridors of this level; it squeezes its way up the chimney (rock falls have effectively blocked the chimney to anything other than an ooze) and hunts by night on the surface.

Treasure. The grey ooze has no treasure in this room, but its presence has prevented any treasure-seekers or scavengers from pillaging the treasure of Room 1B-14.

1B-14. Storeroom

The walls of this room are lined with rotting wooden shelves; it was once the storage room for the adjacent kitchen. Almost everything in the room has rotted away with age; scraps of molding burlap and piles of dust indicate where sacks and food have decayed into bits. The glass bottles that must once have stood upon shelves have fallen to the floor where most of them lie in broken shards. There are only 5 unbroken bottles in the entire room. Oddly, there is a shiny meat cleaver lying near one of the walls, apparently unaffected by the passage of time.

Treasure. Three of the intact glass bottles contain nothing but dust, the dried remains of whatever liquid they once held. The fourth bottle contains whiskey that has aged to consummate perfection; it is worth as much as 500 gp to a connoisseur. The fifth intact bottle is made of thick glass and has an ornate metal stopper; it was clearly designed to be sturdy, which is why it survived a fall from the shelf. This bottle contains a yellowish liquid: it is a *potion of flying*. The *meat cleaver* is an enchanted weapon; treat as a hand axe with +1 to hit and +2 on damage.

1B-15. Empty Room

This room is empty, but a direct path between the two doors is clearer of dust than the rest of the room, indicating that some creature or creatures pass through the room from time to time. While the track is obvious, it requires a successful DC 16 Wisdom (Survival) check to be able to tell that something has passed through here within the last four or five hours.

1B-16. The Goblin Trap

The floor of this room has clearly been tampered with. It appears that all the flagstones in the floor have been pried out and then replaced; some of them are higher than others, and most of them are tilted or lie unevenly. In addition, the floor has been divided with lines of blue paint into squares (and half squares) 10 feet across. Three metal bowls are mounted at the middle of the south wall, one above the other. They appear to be sconces for holding short candles, but there are no candles in them.

Trap. It is difficult, especially in bad light, to see that the “candle sconces” are mounted on metal rods that can rotate, requiring a DC 18 Wisdom (Perception) check to notice, so the first warning about this trap is likely when the first mistake is made. However, if the party has a flying familiar, or someone levitates over to the bowls, or some other way is found to inspect the trap, it becomes clear that the bowls are filled with liquid and that something in the wall can cause the bowls to turn over, dumping their contents into the bowl below. The goblins have rigged this room with the sort of bizarre, complex trap that pleases them. After digging up the flagstones, they installed a system of metal pressure plates, rods, and gears underneath the floor, then put the flagstones back. To avoid tripping the mechanisms beneath the floor, anyone walking through the room must follow a particular path, putting weight on only one “square” at a time, and doing so in the proper order. If the wrong square is pressed, a gear in the wall turns to dump the contents of the top bowl into the one beneath it. At the second mistake, the mixed contents are dumped in turn

into the bottom bowl, creating an explosion of poisonous gas through the entire room. After the trap is triggered all within the room must make a successful DC 16 Constitution saving throw or fall unconscious and lose 1d3 points of Constitution. The Constitution points may be restored with *lesser restoration* and heal naturally at the rate of 1 point per long rest.

Because the apparatus under the floor is quite crude (although ingenious), a fair amount of weight must be placed on the pressure plates before the “click” that turns a bowl over. With a successful DC 14 Dexterity check, if the players try putting only a little weight at a time onto a square, they can see the bowl begin to turn, and stop putting pressure onto the plate quickly enough to avoid having the bowl turn far enough to dump its contents. The diagram shows the order in which the “squares” must be crossed to avoid turning over the bowls. If you do not wish to play out discovering the workings of the trap, it may be discovered, at least in part, with a successful DC 16 Intelligence (Investigation) check. Obviously, if the characters can get to the bowls and make sure the contents do not mix, the trap is completely disarmed and the floor can be crossed any way at all without danger.

1B-17. Goblin Guards

This room is guarded by 10 **goblins**, 1 **hobgoblin**, and a **worg**.

Treasure. Each goblin carries 1d10 gp; each hobgoblin carries 1d20 gp. The worg carries no treasure, because worgs have no pockets.

1B-18. Goblin Guards

This room is guarded by 5 **goblins**. One of them has a bell to ring in case of attack; if he has time to sound the alarm, the ringing of the bell alerts the goblins in Room 1B-19. See the description of 1B-19 for their response.

Treasure. Each goblin carries 1d10 gp in a belt pouch.

1B-19. Goblin Strongpoint

If the 15 **goblins** in this room hear an alarm from Room 1B-18, they send their **worg** to cut off the attackers’ retreat (through Room 1B-20 to Room 1B-17 to Room 1B-15). If the worg comes tearing through Room 1B-17 and there are still any goblins alive in that room, they follow the worg. One of them also runs to Room 1B-20 to alert the rest of the goblins on this level. The remaining goblins proceed directly to Room 1B-18 to join the defense, although it takes them 2 combat rounds to get ready and arrive. The 5 **hobgoblins** join any fight they can hear.

Treasure. Each goblin carries 1d10 gp; each hobgoblin carries 1d20 gp. The worg carries no treasure, although this one has a pocket it found somewhere.

1B-20. The Unfinished Idol

The northern wall of this room is dominated by what appears to be the half-completed idol of a demon, its outlines hacked roughly from the stone to reveal a fat body with goat-legs and bat wings. The face has been left featureless, and none of the statue bears any fine detail. Its crossed legs are draped with a carpet of high quality, upon which a few gold coins have been scattered.

If anyone takes coins from the statue, the thief is affected with a minor curse — the character must make a successful DC 17 Wisdom saving throw or flee in terror from the room for a period of 1d3 x 10 rounds, the direction of flight being randomly determined whenever a choice is offered. The character can attempt a new saving throw at the end of every round, but even after the terror has lifted, the character must make another saving throw when trying to enter the room, or be similarly affected. Disposing of the coins has no effect; this is a permanent curse unless it is magically removed. Taking the carpet from the demon’s lap has no magical effect, although it does reveal a rather prominent but weirdly misshapen part of the statue that was concealed before.

1B-21. Goblin Headquarters

This large room is the living quarters and common room for the various goblins that inhabit this upper level of the dungeons. Because the entrance is well-concealed, the 20 **goblins** within consider it more of a staging area for raids than a defensive perimeter for the lower levels. Nevertheless, War Leader Jang is a cagey veteran of many desperate battles in the deeps of Rappan Athuk and enforces a level of defensive organization unusual among goblin hordes and raiding parties.

Numerous bedrolls are scattered around the room in no particular order, and the room is filthy with scraps of garbage and other refuse. Near the top of the stair, on the northern wall, a large bell hangs from an iron mount, with a hammer hanging from a chain beside it. If the goblins ring this bell, it can be heard through the rest of the complex, and it alerts the other goblins in the area (see Total Mobilization).

The goblin forces in the room are led by **War Leader Jang**^B, a massive hobgoblin. Jang's "pet" goblin witch-doctor, **Harmek**^B, provides good luck to the raiders, but little in the way of spell power. Perhaps the most dangerous inhabitant of the room is **Kerberus**^B, the three-headed ogre, who for some reason is fanatically loyal to Jang. In fact, Jang has learned to be quiet and calm when speaking to anyone, because if Jang yells, Kerberus kills whomever he yells at. Jang's calm, measured tone of voice, even when in combat, can be disconcerting to those who are familiar with ordinary hobgoblin leaders. In addition, there are 5 **hobgoblins** and 2 **worgs** ready to fight off intruders.

If the goblins are clearly being defeated, they flee down the stairs toward the Goblin-City of Greznek, leaving Kerberus to delay any pursuit. Once safely in Greznek, they have no interest in gaining a reputation as losers and cowards. For this reason, they tell no one that they were defeated in combat, and sound no alarm about the party's presence in the dungeon.

Total Mobilization. When the Goblin Headquarters is alerted to a threat, there is a general plan that all the goblins and worgs are supposed

to follow when the great bell is rung. Obviously, not all the goblins are necessarily still alive by the time the headquarters is warned, but the survivors respond according to the plan unless they realize that they are completely outmatched.

- One of the goblins from Room 1B-20 dashes to get the worgs that live in Room 1B-5. All the worgs except Ohakaal immediately heads for Room 1B-21; Ohakaal waits until the goblin helps him into his armor, which takes 5 minutes, and then he and the goblin follow the other worgs.
- All the hobgoblins, goblins, and worgs from Rooms 1B-17, 1B-18 and 1B-19 converge in Room 1B-20, then enter Room 1B-21 to see what is happening. The only exception to this may happen in the case of an alarm being sounded in Room 1B-18 — this causes the goblins in Room 1B-19 to send a worg running through Room 1B-17, and if this happens the goblins from 1B-17 follow the worg rather than heading directly to Room 1B-20.
- Any goblins that have assembled in Room 1B-21 try to stay together, responding according to what they know about the assault and sending scouts ahead of the main force to find the attackers.

Treasure. War Leader Jang has a locked and trapped chest that contains 3,000 gp, 8,000 sp, a necklace worth 1,000 gp, a *potion of healing*, and a *potion of water breathing*. The trap can be found on a successful DC 14 Wisdom (Perception) check, and the trigger identified with a successful DC 14 Intelligence (Investigation) check. Disarming the trap requires a successful DC 14 Dexterity check with thieves' tools. If the trap goes off, the person triggering it must succeed on a DC 16 Dexterity saving throw or be hit for 1 piercing damage and 3 (1d6) poison damage.

A second chest, belonging to Harmek the Shaman, contains 17 voodoo dolls, a cluster of vulture feathers, a *potion of levitation*, a smoke bomb, six silver knives worth 5 gp each, a dried human eyeball, a *scroll of cure wounds*, and five worthless but colorful rocks. Jang wields a +1 *halberd*. Each goblin has 1d10 gp in a belt pouch, and hobgoblins possess 1d20 gp. The worgs have no pockets, thus no treasure.

Level 1C: The Mouth of Doom

The Mouth of Doom is a subterranean fortification connected to the rest of Rappan Athuk by a miles-long tunnel. This outlying entrance to the main dungeon was built by the priests of Orcus to be used as an escape tunnel, or as a way of sneaking their troops to the surface in case the main entrance was to fall under siege. Because of the great distance between the Mouth of Doom and the central environs of the dungeon's vast catacombs, this is perhaps the least dangerous region in Rappan Athuk — which isn't saying much, but at least the chances of survival for a low-level adventuring party are somewhat better here. With a bit of luck, adventurers will figure this out and begin their explorations at the Mouth of Doom, rather than marching directly into the core levels of Rappan Athuk...which represent almost certain death for first or second level characters. If they don't figure it out, that's what dice and blank character sheets are for. This area is shown on Map RA-1C.

Level 1C

Difficulty Level: Tier 1

Access: Stairs to Level 2B at Area 1C-33, shafts to Level 2B at 1C-17 and 1C-23, stairs to Level 3C at Area 1C-26, Zelkor's Ferry map Area 11.

Wandering Monsters: Check once per 30 minutes on 1d20.

d20	Encounter
1	1d4 skeletons
2	1d6 kobolds
3	1d2 zombies
4	2d4 giant rats
5	1d6 bandits or 1d4 giant ants ^B (50% chance of each, see Area 1C-14)
6-20	No Encounter

General Features

Atmosphere: Stale, musty, with a faint smell of rot.

Ceiling Height: Ceilings tower to a uniform height of 12 feet.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.
- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Black stone masonry.

Other:

- Unless otherwise noted, pit traps are 10 feet deep, inflicting 3 (1d6) bludgeoning damage. The pit traps can be discovered with a successful DC 15 Wisdom (Perception) check. If not detected, they can be avoided with a successful DC 14 Dexterity save.

1C-1. The Chamber of Doors

Black stone stairs lead down to this room from the cave entrance above in a staircase that the characters estimates have taken them about forty feet underground. The room at the bottom of the staircase has six doors leading out, each one set into the far end of a ten-foot-by-ten-foot alcove in the wall. There is a faint smell of old rot in the air, like a graveyard, and any torches carried by the characters gutter slightly in the stale air.

A. Trapped False Door. In the stone over the top of this alcove, there is a carving of a goat's face, with curling horns, narrowed eyes, and small fangs visible at the corners of its mouth. The "door" at the back of this alcove is fake, and anyone stepping into the alcove without probing the floor first has an unpleasant surprise. A trapdoor in the floor opens when 25 or more pounds is placed onto it, dropping any victims into a 10-foot deep pit. The trapdoor is discovered with a successful DC 18 Wisdom (Perception) check, or, if it is discovered the hard way, the fall can be avoided with a successful DC 16 Dexterity saving throw. Otherwise, the fall causes 3 (1d6) bludgeoning damage.

B. Eastern Door. There is a skull carved into the stone over the top of this alcove. The door is stuck, requiring a successful DC 15 Strength check to open, and when it does, the uncoiled hinges make a loud, metallic squeal. Check immediately for wandering monsters.

C. Southern Door. There is a pentacle carved in the stone over the top of this alcove.

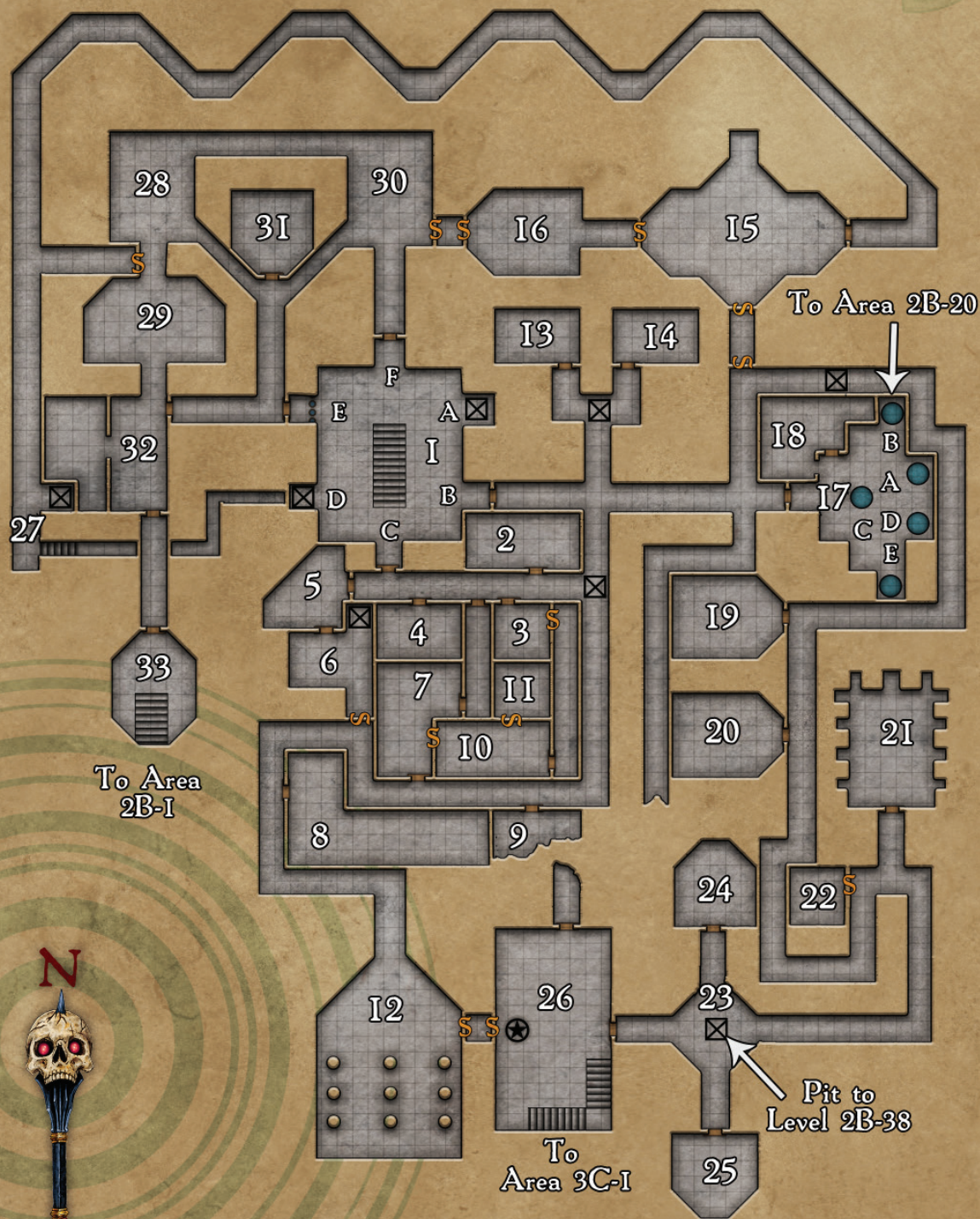
D. Trapped False Door. There is a carving of a hand over the top of this alcove. As with alcove A, the door on the far side of the alcove is false, and there is a covered pit trap in the floor like the one at 1C-1B. Unlike the pit trap in alcove A, there is a secret door in the western wall of the pit, leading to a 4-foot-high tunnel. The secret door can be found on a successful DC 17 Wisdom (Perception) check. The tunnel, as shown on the map, proceeds roughly westward, crossing underneath one of the other corridors, and then rises a short flight of steps into a normal corridor at Area 1C-27.

E. Portcullis Trap. There is a wolf's head carved into the stone above this alcove. The floor of the alcove is a very sensitive pressure plate. After a person's weight has activated it by stepping onto it, when it rises again (because no one is still standing on it), a portcullis of iron bars drops from the ceiling and locks, blocking passage through the alcove and trapping the characters on the far side if they walked all the way through. A successful DC 25 Strength check is required to break the lock and lift the portcullis, or a successful DC 30 Strength check to bend the bars. The lock itself is inaccessible. The pressure plate itself can be discovered with a successful DC 20 Wisdom (Perception) check, and a character with a passive Perception of 16 or greater notices the slight movement when stepping on the plate.

F. Northern Door. Nothing is carved into the stone above this alcove, but when the characters approach within 10 feet the alcove, or so, a *magic mouth* forms in the stone and speaks: "You stand at the threshold of the Rappan Athuk, the Dungeon of Graves. Turn back, trespassers, for you will find nothing but your death in these dark halls." After delivering its message, the mouth disappears once again into the stone.

The Mouth of Doom

Level 1C



1 square - 5 feet

1C-2. Old Cobwebs

The ceiling of this room is hung with abnormally large cobwebs, but they crumble at the touch, being extremely old.

1C-3. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C-4. The Abandoned Kitchenette

This room contains a very rusted, iron fire-pit that is set beneath a small hole in the ceiling. This was originally a small kitchen; the hole leads to the surface and is well-ventilated, but it is too small to serve as an exit from the dungeon.

1C-5. The Infested Mosaic

The angled northwestern wall of this room is a mosaic depicting numerous different kinds of plants and animals, most of which are immediately recognizable. The central figure in the mosaic is a dark, human-like figure that was once carrying something, but the glass tiles of the carried object have all been broken away, revealing the plaster behind them. Wet plaster has given way in several other places, most of which are near the ceiling.

There is nothing otherwise unusual about the mosaic itself. In the places where the plaster has begun to rot and fall away due to seeping water, there are several nests of centipedes. They do not all come out at once; during a single combat only 1d6 **giant centipedes** emerge initially, with an additional centipede emerging each round for 1d6 rounds. In total, however, if the party keeps returning to the room, there are 50 centipedes. Once these are all killed in a series of combats, no more appear in subsequent visits to the room.

Treasure. The centipedes do not have any treasure in this room, although their presence has prevented adventurers from discovering the treasure in Area 1C-6.

1C-6. Tapestry Room

This room is decorated with tapestries, although anyone looking at them immediately realizes that the rough cloth and crude sewing makes them worthless. The tapestries depict the outside of the dungeon — the demon-mouth which conceals the stairway down into this level. Around the demon-mouth, a battle appears to be raging between a small army of human archers and a larger force made up of ogres, who are led by three black-robed figures wearing helmets decorated with curling ram's horns. These leaders are apparently human, and each one carries a mace topped with a metal skull.

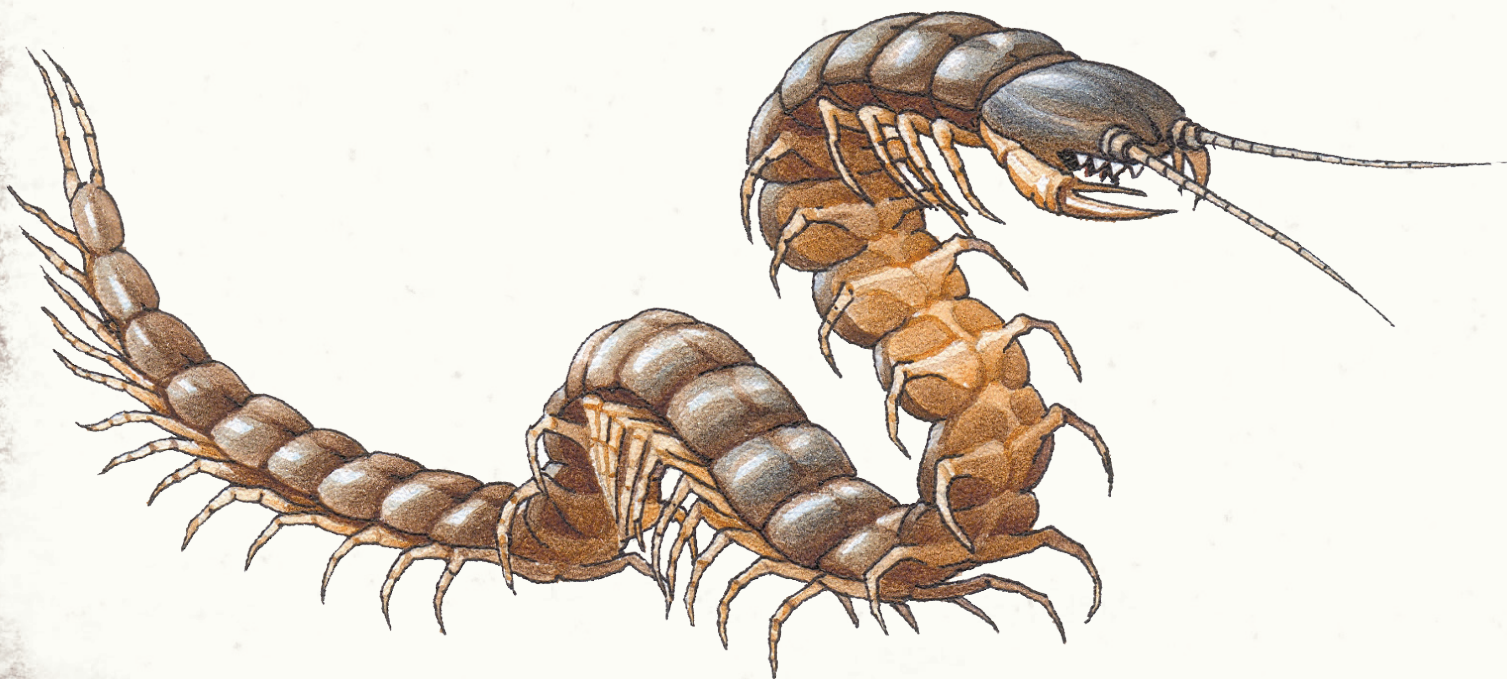
The room is otherwise unremarkable, save for the concealed pit trap in the northeast corner, located with a successful DC 16 Wisdom (Perception) check. A character stepping on the trap must make a successful DC 17 Dexterity saving throw or fall in and take 7 (2d6) bludgeoning damage.

Treasure. At the bottom of the pit, there is a skeleton wearing leather armor, which is pierced in several places by arrows. The leather armor is worthless, and only 3 unbroken arrows can be recovered. The skeleton also has a good backpack containing 5 iron spikes, a hooded lantern, a pint of oil, and 50 feet of hemp rope, a belt pouch with 200 gp, and a pair of extremely fashionable leather boots worth 10 gp.

1C-7. Suffocated Room

It is more difficult than normal to open the door of this room, requiring a successful DC 20 Strength check. Once it is forced open the reason is apparent; it was spiked shut from the inside, and a skeleton was leaning with its back against the door. When the spike has been knocked out and the skeleton toppled forward, the adventurers can get into the room; read or paraphrase the following:

After pushing through the door, you see an open room where two more skeletons are wrapped in bedrolls. A burned-out lantern stands on the floor in the middle of the room. The room also contains an old-looking wooden chest.



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Poisonous Gas. This room has an extremely slow draft of poisonous air. Those falling asleep in the room must succeed on a DC 17 Constitution saving throw against this poison, or fall into a deeper sleep that may end in suffocation (saving throw to avoid falling unconscious for 2d4 hours, and an additional saving throw again at the end of sleep or die). A conscious character trying to awaken a sleeping one provides an additional saving throw.

Treasure. The chest is not locked. It contains 10 sets of garments: 8 of these appear to be servants' clothing, one of them is a silk gown worth 30 gp, and one of them is a crimson wizard's robe embroidered with stars and astrological symbols worth 20 gp. There is also a backpack beside each of the 2 bedrolls; these contain a large ball of twine, a bottle of holy water, 30 sp, and sketched map from Zelkor's Ferry to the Mouth of Doom's entrance.

1C-8. Abandoned Barracks

This room has recently been used as a barracks for bandits, and all traces of its original function have been cleared away. There are 10 crudely-built wooden beds in the room, each with a wooden footlocker underneath. All the footlockers are empty, except for a candle stub, a mouse skeleton, a needle and thread, and a bent copper piece. The blankets on the beds are intact and can be used, although they are only worth a couple of copper pieces each.

1C-9. Collapsed Room

The southern portion of this room has collapsed, and is filled with rubble and dirt. There is nothing of interest in the intact part of the room, but if anyone enters there is a 1 in 6 chance that the movement causes the rest of the room to collapse for 21 (6d6) bludgeoning damage. A character who succeeds on a DC 18 Dexterity saving throw takes half damage.

1C-10. Beneath the Slime Pocket

The entire ceiling of this room is coated with **green slime^B** — so much so that it is immediately visible when the characters look into the room. The room itself is located directly underneath a very large natural reservoir-like pocket of living slime, and the slime seeps and drips into the room below. Even if the characters burn away the ceiling slime, a character who remains in the room (searching for secret doors being the main issue here), has a 10% chance per round to be hit by a falling droplet of slime that has oozed through the ceiling after the original mass of it was burned away. These droplets cause 1 hit point of damage immediately when they turn flesh into slime, and it only takes 1 fire damage to kill the tissue that is transforming to slime.

The ceiling of this room is already under stress from the weight of the green slime resting on it, which is the reason why there are enough cracks to allow the dripping.

If the alchemical bomb in Area 1C-11 explodes in that room, the shockwave causes the ceiling here to become entirely unstable. Within 2d6+3 rounds, the ceiling collapses, killing anyone inside the room in a splash of debris and slime. If this room collapses, it is impossible for characters to escape from Area 1C-11 without breaking through a wall into one of the surrounding corridors, and the air supply in Area 1C-11 runs out in 1 hour. Hopefully, the party brought a tool such as a shovel or pick that can be used to get out quickly.

1C-11. Hidden Treasure Chests

This room was built long ago to conceal a small cache of treasure, and the green slime in Area 1C-10 has kept anyone from ever finding the secret door that conceals it.

Treasure. There are 3 treasure chests in the room. Each one is locked:

- Chest #1: Has a poison needle trap on latch; requires a DC 10 Intelligence (Investigation) to discover, a DC 5 Dexterity check with thieves' tools to disarm, and a DC 12 Dexterity check to avoid if triggered. The

needle does 1 piercing damage and, if a DC 13 Constitution save is failed, 3 (1d6) poison damage. The chest contains 220 gp.

- Chest #2: If the chest is hit hard, it explodes for 11 (2d10) force damage in a 30-foot radius. A successful DC 16 Dexterity saving throw reduces the damage by half. The chest contains a highly unstable alchemical bomb and nothing else. If the chest explodes in this room, then Area 1C-10 becomes unstable (see description in 1C-10).

- Chest #3: Contains a *scroll of fly* and a *potion of healing* (both destroyed if the bomb is detonated).

1C-12. The Chapel of Green Flame

This large room contains three rows of pillars running north to south, leading to two deep bronze fire pits that stand against the south wall. Each fire pit contains a wide bronze bowl, 10 feet across, and these are both blazing with eerie green flames that rise ten feet into the air, throwing emerald sparks toward the chamber's arching thirty-foot high ceiling. Both bowls are decorated with leering gargoyle heads around the rims, and have two massive handles at the sides. The pillars in the room are also carved with a multitude of small gargoyles.

This room is the lair of a giant fire cobra (use **giant poisonous snake** and add immunity to fire). It sleeps coiled in the pleasant warmth of the blazing magical fire, but if anyone approaches the fire pit, it slithers out like lightning to attack.

Treasure. Although the fire-bowls are magical, they weigh many tons apiece. They may fetch as much as 2,500 gp on the surface, if they could be moved. The snake is a brilliant emerald-green color, and its skin is quite valuable both for its beauty and for its fire-resistant properties. If the snakeskin is sold, it is worth 1,000 gp.

1C-13. The Pile of Skulls

There is a pile of 8 skulls in the northeast corner of this room, which is otherwise completely empty and filled with dust and normal cobwebs. The skulls are normal, but each one has a small hole bored into the top.

1C-14. Small Bandit Hideout

This room is the lair of 4 **bandits** who hide out here between their sorties to the surface. They are part of the group in Area 1C-15, and if they are faced with overwhelming odds they may try to trick the party into a situation where the rest of the group can reinforce or rescue them.

Treasure. The bandits have no treasure other than their weapons and armor, but there is a 25 gp reward for them, dead or alive, that can be collected in Zelkor's Ferry if sufficient evidence of the bandit's demise can be provided.

1C-15. Main Bandit Hideout

This room contains several bedrolls, a table made from a plank of wood placed over a pair of dilapidated old barrels, and 6 rickety stools. This room is the main bandit hideout, the remnants of a much larger band that no longer uses the dungeons as a base of operations. The small troop includes 3 human **bandits**, 4 **orc** warriors, and their leader, **Tall Jack Rat^B**.

Treasure. The bandits have, of course, accumulated some spoils by robbing merchants on the surface, although as a small band they have not been wildly successful. In addition to their weapons and armor, the bandits have a total of 175 gp stashed away in one of the barrels that support the table. Tall Jack Rat has 1d4 sp, and 2d4 cp in addition to his weapons and armor.

1C-16. Zombies

This room contains 4 **zombies**. They do not roam around the dungeon because they were raised to protect the room's treasure. The bandits in Area 1C-15 use this room as an ingenious way of guarding the back door of their own lair, and as an escape route. The zombies are slow enough that a person running through here at top speed can cross the room without being attacked. To increase the zombies' efficacy as a rearguard, and prevent others from using their run-through-fast trick, the bandits spent several quick excursions into the room to install a tripwire halfway through it.

Tripwire. The tripwire runs north-south; anyone moving through this area can see the trip wire with a successful DC 14 Wisdom (Perception) check, but has disadvantage if moving quickly or in combat. A character who does not see the wire before crossing it must make a successful DC 15 Dexterity saving throw or fall prone. Somehow, the zombies do not get tangled up in the wire.

Treasure. The zombies were placed in this room long ago to protect a stone sarcophagus. The bandits have left it alone, preferring to keep the zombies as gatekeepers rather than killing them just to find out the contents of the stone coffin. The coffin contains a **ghoul** that wears a necklace worth 1,000 gp. The ghoul does not awaken immediately; if the party opens the sarcophagus, treat the ghoul as having been surprised.

1C-17. The Chamber of Magic Pools

This room contains five circular pools, each of which is five feet in diameter and has a one-foot-tall stone lip.

Once the characters have entered the room, they notice a hole beside the north door of the room; it was obviously once a much smaller murder hole used to guard the door, but it has been partially battered away, and the opening is now about one foot by two feet large.



The **stirges** from Area 1C-18 begin coming through this hole soon after they perceive light or movement in the room, emerging one per round for 2d6 rounds. This does not account for all the stirges — some do not come out at all, being asleep or full. If a stirge is wounded before attaching, it goes back through the hole into 1C-18.

Pools. The water in each pool is 3 feet deep.

- **A: The Pool of Terror:** Anyone coming within 5 feet of this pool uses their movement to flee and cannot take actions or reactions, due to a state of magical terror (fear) for 3 rounds (no saving throw).
- **B: The Pool of Descent:** The water in this pool is illusionary, concealing a shaft down into the darkness. The illusion can be seen through with a successful DC 17 Intelligence (Investigation) check. Iron rungs are set into the stones to serve as a ladder which leads all the way down to Area 2B–20 in the Demon's Gullet. One of the rungs is rusted almost all the way through. The weakened rung can be found with a successful DC 14 Intelligence (Investigation) check. If it is stepped on without being found ahead of time, the character must make a successful DC 14 Dexterity saving throw to avoid falling. Anyone below the falling person must make a successful DC 15 Strength saving throw to avoid falling also. The rung is almost at the bottom of the ladder, so the fall is only 20 feet for 7 (2d6) bludgeoning damage.
- **C: The Pool of Detection:** Any magic item immersed into this pool glows with a faint reddish light. The pool's supply of divination magic is not unlimited; each time it detects a magic item, the pool has a 1 in 10 chance to run out of magic, and the pool functions no more for one week.
- **D: The Pool of Prodigious Fortune:** Anyone drinking the water of this pool gains a +2 on all saving throws and attack rolls for a period of 24 hours. Drinking from the pool a second time has no result; after the first sip the character becomes immune to the pool's magic.
- **E: The Pool of Poison:** The water of this pool is poisonous, but it still radiates a very, very faint aura of magic. Anyone drinking the water must make a successful DC 16 Constitution saving throw or take 22 (4d10) poison damage. The drinker also automatically shrinks in height by 1 inch for 30 seconds.

1C-18. Stirge Nests

The floor of this room is scattered with what are obviously stirge skeletons, most of them old and yellowed. Large nests made of mud and bone fragments have been built on the walls near the ceiling, sticking to the stone like wasp nests.

This room contains a total of 16 **stirges**; they are more likely to be encountered in 1C-17 than here, since they fly from here into that room to attack. In the southeastern "corner" of the room there is an old murder hole that has been bashed inward to form a larger gap; the hole is now one foot by two feet, and stirges fly out as described in 1C-17.

There are twenty stirge nests in this room, although the mated pairs of stirges occupy only 8 of these. The other 12 nests are dusty and crumbling.

Treasure. Four of the nests contain some shiny treasure that attracted the stirges' attention: these are a necklace of small jade beads worth 100 gp, a shiny silver piece, a shiny silver mirror worth 200 gp, and a glittering little diamond worth 350 gp.

1C-19. Broken Trap Room

This room is empty. At one time it contained a trap; one of the stones directly in front of the door is a pressure plate, and if someone steps on it there is a sudden very strong draft of air through the room. The draft has a 1 in 20 chance to blow out any open flames such as a torch, but has no other effect.

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1C-20. Rat Nest

Opening the door of this room activates a dart trap on the far wall; 4 darts launch, each one attacking at +5 to hit and inflicting 3 (1d4+1) piercing damage on a hit. The room is the lair of 10 **giant rats**.

Treasure. Along with a vast quantity of nesting material, mainly scraps of cloth, there is some treasure in the room. Searching through the rubbish uncovers 20 gp, 100 sp, 231 cp, a silver necklace worth 25 gp, a fork (worthless), and a bottle containing half of a (now spoiled) potion.

1C-21. Altar of the Gods of Chance

There are eleven alcoves in the room, ten of which contain statues that appear to be idols or religious statues of gods. They are all quite different in style and appearance, but they seem to have one characteristic in common; all of them are depicted holding dice, cards, or some other sort of gambling imagery. The one alcove that does not contain a statue is the one at the middle of the north wall, directly across from the entrance. This alcove contains an altar with a bowl-shaped indentation in the top.

Each of the 3 alcoves in the room's northern wall has the indented impression of a hand pressed into the back wall of the alcove. If anyone places a hand into the impression, a glowing rune appears in that alcove. It is not necessary to place money in the bowl to make the runes appear, or to get magical effects from the altar, but most of the beneficial results are based on how much money is in the altar bowl. Roll 1d6 to see which rune appears:

d20	Rune	d20	Rune
1	Skull	4	Pentagram
2	Sword	5	Moon
3	Circle	6	Demon

Combination	Runes	Result
1-1-1	Skull-Skull-Skull	Make a successful DC 14 Wisdom saving throw or take 22 (4d10) necrotic damage.
1-2-3	Skull-Sword-Circle	The amount of money in the altar bowl is doubled.
2-2-2	Sword-Sword-Sword	A magic longsword appears, with an enchantment as follows (roll 1d100): 01-75 sword is +1; 76-95 sword is +2; 96-98 sword is an <i>undead bane</i> ; 99-00 sword is a <i>holy sword</i> .
3-3-3	Circle-Circle-Circle	The amount of money in the altar bowl is multiplied by 10 and each member of the party gains 100 XP.
4-4-4	Pentagram-Pentagram-Pentagram	The amount of money in the altar bowl is multiplied by 12 and the character playing gains 1d4 x100 XP.
4-5-6	Pentagram-Moon-Demon	The amount of money in the altar bowl is doubled.
5-5-5	Moon-Moon-Moon	The amount of money in the altar bowl is multiplied by 50 and the character playing gains 1d6 x100 XP.
6-6-1	Demon-Demon-Skull	The amount of money in the altar bowl is doubled.
6-6-2	Demon-Demon-Sword	The amount of money in the altar bowl is tripled.
6-6-3	Demon-Demon-Circle	The amount of money in the altar bowl is quadrupled.
6-6-4	Demon-Demon-Pentagram	The amount of money in the altar bowl is multiplied by 5.
6-6-5	Demon-Demon-Moon	The amount of money in the altar bowl is multiplied by 6
6-6-6	Demon-Demon-Demon	A vrock demon is summoned and attacks.

For all other results, any money in the altar bowl disappears, and there is no further effect.

The Game. There is no result until the handprints in all three of the alcoves have been pressed, and three glowing runes have appeared. Once the runes have appeared, the combination of them forms a magical effect, which affects only the person who triggered the last rune in the sequence. The dice must be rolled in order as shown (e.g., a roll of 6-1-6 is not Demon-Demon-Skull). A character may only attempt the game 5 times, after which runes no longer appear for that character. Using dead goblin hands and other attempts to bypass the system do not work.

1C-22. Secret Treasure Room

This heretofore-undiscovered room served as the hidey-hole for the treasure of some long-dead inhabitant of the dungeon.

Treasure. There is a treasure chest against the south wall of the room. The chest contains 207 gp, 3,072 sp, and 5,184 cp, together with a +1 *dagger*. It is trapped; the chest rests on a pressure plate that releases a heavy stone block from the ceiling if more than 20 pounds is removed from the chest. The block falls directly in front of the chest (to the north). The block is tremendously heavy; anyone failing a DC 15 Dexterity saving throw is crushed into pulp, taking 44 (8d10) bludgeoning damage.

1C-23. Pit-Shaft Chamber

This chamber is empty, but there is a covered pit trap in the middle of the floor. The pit is 10 feet deep; at the bottom there is a small side chamber with another pit leading downward. The side-pit is not covered, and has iron rungs set into the stone as a ladder. The shaft leads down to the second level to Area 2B-36. The pit trap can be seen on a successful DC 12 Wisdom (Perception) check. A character that triggers it must make a successful DC 14 Dexterity saving throw or fall down the 10 feet for 3 (1d6) bludgeoning damage.

1C-24. Empty Room

This room is empty.



1C-25. Gelver the Lunatic

The door to this room is spiked shut from the inside, and it takes a successful DC 20 Strength check to open. Inside, the stone floor is scattered with human and goblin bones. A human is crouched in one corner, holding a shield over his head in a vain attempt to remain concealed. This is **Gelver the Lunatic**^B, the sole survivor of an adventuring expedition that was wiped out here by goblins. Gelver offers to remain with the party until they return to the surface, but he tends to shriek wildly if he is faced with combat, and his screaming immediately causes a check for wandering monsters (highly inconvenient since he does this when the party is already facing combat). He also breaks out into screaming if anyone in the group is killed by a trap or other such hazard. Gelver is a bit evasive about how he has survived in the dungeons for almost a month; he ate his companions rather than trying to find the exit by himself.

Treasure. The adventuring equipment in the room includes 5 backpacks, 20 iron spikes, 4 spears, a longbow, 3 lanterns (no oil remains), 2 suits of leather armor, a suit of chainmail, a wizard's robe, a holy symbol, and a crowbar.

1C-26. Stairs and the Great Skeleton Statue

The immediately obvious features of this room are the stone stairs leading downward and the huge statue against the western wall. The statue is a ten-foot tall carving of a human skeleton with each hand resting on the head of a stone wolf. It stands upon a stone dais 5 feet tall.

Dais. The stone dais is almost completely hollow, although it has a support pillar in the middle to support the weight of the statue; there is a secret door in the southern side of the dais, detectable with a successful DC 16 Wisdom (Perception) check to find, allowing entry into the small chamber under the statue, and a second secret door, detectable with a successful DC 15 Wisdom (Perception) check, inside the chamber that allows entry into Area 1C-12.

This room is the lair of 9 (relatively small) **giant leeches**^B. There is 1 leech in the chamber underneath the statue, 3 that lurk on the ceiling of the stairs down, 4 that are stuck to the ceiling until they choose to drop down, and 1 that is stuck to the inside of the eastern door.

The stairs in this room lead down to the third level of the dungeons; a character proficient in survival or having an underground upbringing automatically notices that the staircase is descending farther than one might expect, and others on a successful DC 10 Intelligence check realize that the stairs must be going down by more than just one level.

Treasure. The skeleton of a dead adventurer lies in the chamber underneath the statue. It wears chain mail and has a longsword and a shortbow, in addition to a belt pouch containing 15 gp and a jasper worth 50 gp.

1C-27. Sub-Tunnel Steps

This short flight of wooden steps leads up from (or down into) the sub-tunnel between here and alcove D of Area 1C-1. One of the steps creaks loudly, but it is a normal creak due to age, and is not loud enough to alert any monsters that might be wandering nearby.

1C-28. Empty Room

This room is empty.

1C-29. Gelatinous Cube

This room is the lair of a **gelatinous cube**. It is immune to the glue in Area 1C-31. The room is otherwise empty, except for the treasure still suspended in the cube's gelatinous body.

Treasure. The gelatinous cube contains a suit of chain mail, a spearhead, 5 arrows (one of which is +1), 40 gp, and a diamond worth 250 gp.

1C-30. Empty Room

This room is empty, and contains no clues about its original purposes or use.

1C-31. Woe Betide the Barefoot Halfling

There is a pair of boots and a metal gauntlet lying in front of the door to this room. Note that the party is almost certain to encounter the room's trap before entering. The floor directly in front of the door, the door and its handle, and the floor and walls of the room itself are all coated with an extremely adhesive alchemical glue. Anything touching the glue sticks to it with an essentially unbreakable bond. A successful DC 30 Strength check will rend or tear most anything stuck to the glue but not destroy the glue itself. After the glue has been holding something for 3d6 x 10 minutes, it deteriorates and gives way to the slightest pull. The glue can be washed off with lantern oil, but no other liquid affects it. Note that the gauntlet and the boots outside the room are now immune to the glue, since they have already been affected once.

If the characters look in the room, they see a treasure chest on the northern wall across from the door, and a skeleton's hand lying on the floor just next to the door, cut off at the wrist. The treasure chest is not glued to the floor any more, but it is bolted in place.

Treasure. The chest contains 500 gp and 1 silver piece. The anchors are easy to remove once the coins have been moved aside.

1C-32. Room of the Grim Fossils

The walls of this room are made of mortared stones, but fossilized human skeletons poke out from it to varying degrees. In one place, a skeletal stone hand pokes out from the wall, in another place the skull and ribcage of a stone skeleton protrudes from the wall along with one arm holding a sword in its hand, and in a third place the entire left side of the fossilized skeleton is visible, with the right side embedded in the wall.

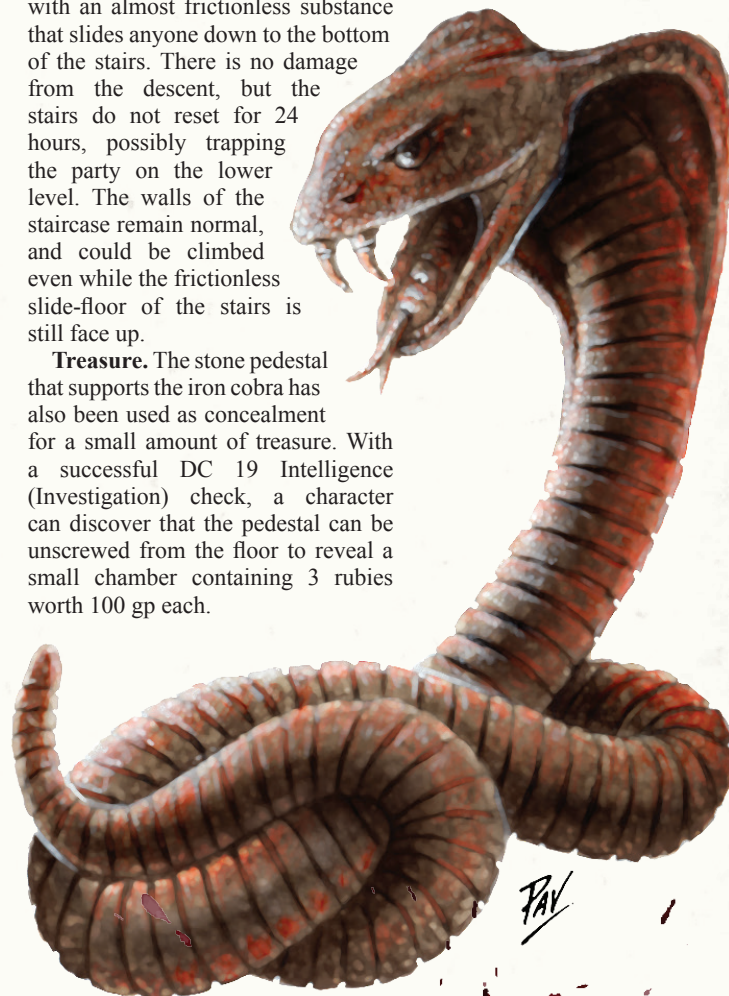
There is nothing magical about the skeletons. Whatever bizarre event happened here, it happened a long time ago. The sword is not magical, and cannot be removed from the skeleton's stone hand without breaking the stone with a hammer or some other sturdy implement.

1C-33. The Cobra Stairs

This room is relatively featureless, but it is an important discovery. In the southern part of the room, there is a stairway leading down into the darkness, flanked on either side by iron statues of cobras. Both cobra statues are coiled, but with the head raised and the hood out, as if ready to bite. Each of the statues sits upon a short stone pedestal 6 inches in height. One of the 2 "statues" is an **iron cobra**^B, a magical, machine-like creation that has been placed here to guard the stairs from intruders.

Stairs. The stairs in this room lead down to the second level of the dungeon (Level 2B, The Demon's Gullet, Area 2B-1), and they are rigged with a trap. The trap can be found with a successful DC 17 Intelligence (Investigation) check and consequently disabled with a successful DC 20 Dexterity check with thieves' tools. Ten feet down, there is a stair that, if pressed, causes each step to flip over into a smooth ramp, coated with an almost frictionless substance that slides anyone down to the bottom of the stairs. There is no damage from the descent, but the stairs do not reset for 24 hours, possibly trapping the party on the lower level. The walls of the staircase remain normal, and could be climbed even while the frictionless slide-floor of the stairs is still face up.

Treasure. The stone pedestal that supports the iron cobra has also been used as concealment for a small amount of treasure. With a successful DC 19 Intelligence (Investigation) check, a character can discover that the pedestal can be unscrewed from the floor to reveal a small chamber containing 3 rubies worth 100 gp each.



Level 2: Marthek's Place and Ambros' Base

This level is the home of the madman, Marthek, and Ambro, the ogre. Marthek was placed on this level by the evil priests on Level 4. All evil creatures on this level leave him in peace. The map of this level is shown on Marthek's Place and Ambros' Base.

Level 2

Difficulty Level: Tier 2

Access: Stairs from Level 1, Area 1-12, stairs to Level 3 from Area 2-7, tunnels to the surface from Area 2-10 and 2-20, tunnel to Level 4 from Area 2-20.

Wandering Monsters: Check once per 30 minutes on 1d20.

d20	Encounter
1	3d6 giant rats and 1d2 wererats
2	2d6 ghouls and 1d3 ghasts
3	1d3 ogres
4	A company of 2d4 goblins with 1d3 goblin leaders ^B
5	1d3 black skeletons ^B
6	Marthek the madman ^{B*}
7	2d6 ghouls
8-20	No encounter

*If killed, treat as no encounter.

General Features

Atmosphere: Faint evil is detected throughout this dungeon level. Poor ventilation and smells of smoke and ogre urine.

Ceiling Height: Ceiling height is typically 10 feet.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Stone masonry.

Other: Any wounded character left on this level is eaten by Marthek within two days.

2-1. Entrance

The air here is foul and eight giant rat corpses lie about, apparently torn apart by some wild animal. Spattered blood covers the entire area.

The north door has been scratched and hacked with a handaxe that is still embedded in it. The key is in the lock to the north door and it unlocks

the other 3 doors in this room as well. A loose tile in the floor at "X" hides a secret compartment containing stagnant water and the bones of a small animal. The compartment can be found with a successful DC 12 Wisdom (Perception) check. This is one of Marthek's secret food hiding places. He forgot about this one.

2-2. Skeleton Surprise

If the secret door to this room is opened, or 5 rounds after the door to Area 2-3 is opened, 6 **black skeletons**^B emerge shrieking. One of the black skeletons is further enchanted with a permanent *darkness* spell, which does not affect the undead. If the head of this skeleton is severed and cast upon the ground, the body springs up and acts as a servant to the caster, obeying all commands and remaining for 2d6 days before falling to pieces at which point it is utterly destroyed.

2-3. The Ball Room

Dim firelight can be seen coming from the south. The corridor beyond the archway is filled with smashed bits of armor, bones, etc. A huge ball rolls back and forth sporadically along this corridor. It is 3 feet in diameter and covered with sharp spikes. The corridor leaves enough room between the wall and the spiked ball for the very brave to attempt to pass. The attempt requires a successful DC 18 Dexterity (Acrobatics) check to avoid being contacted by the spiked ball, which inflicts 7 (2d6) piercing damage. Failing the check, a DC 18 Dexterity saving throw is required to avoid being knocked prone and taking another 7 (2d6) bludgeoning damage per round for 1d3 rounds. In addition, the west wall of the hallway is covered in **brown mold**^B.

2-4. Crypt

This room contains a huge stone coffin and the moldering corpse of a small humanoid next to it. The stone coffin itself contains the skeletal remains of a human female clad in rusty chainmail. A longsword lies over her in a rusted scabbard, as does a rotted wooden shield.

If the body or any of the items in the coffin are disturbed, 2d6 **rot grubs**^B attack. If the body next to the coffin is disturbed, more rot grubs attack. The corpse appears to be that of a halfling or gnome.

Treasure. The body next to the coffin has 120 gp in a rotting pouch inside of a rotting pack. None of the items on the corpse in the coffin are salvageable.

2-5. Marthek's Lair

This room appears to be a campsite of some sort. Bedding and bones litter the floor. A metal spike covered with blood sticks out of the wall near the corridor entrance, about four feet above the floor, indicating something must have recently been impaled on it.

Marthek the madman is here 90% of the time. He is asleep on a 1-2 on 1d6. At "A" is a 2-foot-long metal spike protruding from the wall. Marthek's nest of furs and debris is located at "B."

Tactics. Marthek attacks wildly, using his unbelievable strength to great effect. He uses his club and attempts to grapple and throw or slam any lightly armored characters onto the metal spike (treat as charge attack against a set spear). If wounded for more than half of his hit points, Marthek flees to his nest at “B,” where he pretends to cower in fear, but then begins to throw jars of green slime at armored characters.

Curse. Marthek is under a curse cast by the evil priests on Level 4. He was once lawful good in alignment. He is now chaotic evil and remains so until healed of his affliction. Marthek was placed here as a guardian by the evil priests and serves them as his masters. None of the other denizens controlled by them (the ghouls, ghosts, and ogres) dare harm him, though all fear him. If he is cured of his insanity by a *heal*, *dispel evil and good*, *remove curse*, or *greater restoration* spell, he joins the party as a loyal member.

Treasure. His nest contains 3 ceramic jars of green slime, various bones, a beaver pelt worth 22 gp, a gold bar worth 400 gp, 62 cp, and a spell book with the following spells: *detect magic*, *magic missile*, *levitate*, *hold person*, and a hidden page containing *cloudkill*. The page can be found on a successful DC 15 Intelligence (Investigation) check. Marthek possesses his weapons and armor, a rat tooth necklace, fleas, and the key to the storage room at Area 2-6.

2-6. Pantry

The outside door to this room has an excellent quality lock that requires a successful DC 18 Dexterity check with thieves’ tools to unlock. From within, the door may not be broken down without magical aid. There are 16 **giant rats** (each with 4 hp) here. They have low hit points due to starvation. If any characters are taken prisoner by Marthek, this is where he stores them until he decides to eat them or forgets about them. A knife sticks out of the back of the door, with the gnawed remains of a human arm attached to it. Marthek is still wondering what happened to that human he captured.

2-7. Forgotten Pantry

The outside door to this room has an excellent quality lock that requires a successful DC 18 Dexterity check with thieves’ tools to unlock. Marthek has lost the key. The room contains 11 rat skeletons and smells horrible. The opposite door leads down to Level 3. There is also an old brass spittoon which contains a thick layer of vile liquid. Inside the spittoon can be found a small gold chain with a ruby on it worth 300 gp.

2-8. Storage Room

The door to this room is locked. The walls, ceiling, and floor of this room are made of hard-packed dirt. A loose trickle of dirt falls from the ceiling as the party enters. The room contains 20 smashed boxes and chests, though nothing of apparent value.

Treasure. A *detect magic* spell or a successful DC 20 Intelligence (Investigation) check reveals an intact jar with 4 doses of *restorative ointment* under a pile of rubble.

2-9. The Dirt Room

This whole room is made of dirt and appears to be very unstable. No dwarf in his right mind would cross this room. With each step, bits of dirt fall from the ceiling. Nevertheless, the room is completely stable and can withstand even magical assault without collapsing. Across the room, a rough tunnel runs to Area 2-10. There are also several tunnels that dead-end after 30 or 40 feet.

2-10. Fungus Garden

Sunlight penetrates the ceiling of this cavern. Innumerable fungi cover the walls and floor. Bats can be seen flitting about the ceiling, and rat squeaks can be heard within the cave. A rotted rat corpse lies a few feet

inside. Various mosses, plants, and rat tunnels occupy this room. There is a 1 in 10 chance per 10 minutes of 1d6 **giant rats** showing up if the characters are using light or making noise in this room. The room is rather humid. Most of the fungus is harmless and can be eaten; there is a 1 in 10 chance it is poisonous, requiring a successful DC 14 Constitution saving throw or 7 (2d6) poison damage. A successful DC 18 Intelligence (Nature) or Wisdom (Survival) check allows a character to determine which fungi are poisonous.

Fungus Fields. Several different patches of fungus are located here:

- Patches marked “A” are shrieker colonies, each containing 2d6 **shriekers**, orange/red in color, streaked with white. They stand in 3-foot-tall clumps. They shriek if approached with a light source within 30 feet or movement within 10 feet. Their shrieks attract both Marthek and the violet fungus at “C” below. It scares away any rats in the room (they know and fear the violet fungi.)
- The patches marked “B” are **yellow mold^B**, which erupt with deadly spores if disturbed. One patch is located right by the large rat tunnel that leads to a cave outside.
- The patches marked “C” contain 6 colonies of **violet fungi**.

2-11. Ice Box

The secret door to this room can be detected with a successful DC 8 Wisdom (Perception) check because it is noticeably cold. It opens by pulling outwards. This room seems to radiate cold. A silver sphere rotates slowly in midair in the center of the room. Characters in the room can feel the heat from their bodies being slowly drawn into it.

Inside the room it is exceedingly cold due to the presence of a permanent magical effect that inflicts 3 (1d6) cold damage per round and freezes liquids. Potions can make a generic DC 12 saving throw to retain their usefulness after freezing. Needless to say, the room makes an excellent meat locker.

2-12. The Entrance Chamber to the Tomb of Saracek

This door is different than all the others so far seen in the dungeon. It is finely crafted, made of ebony wood and bound with gold. The door has an obvious internal lock, also of fine quality. Strange runes are rudely carved in the door. Simply looking at them makes one uneasy.

Door. The carving on the door mockingly uses the Abyssal alphabet to spell out words in the Celestial language: “*Saracek: In life a deluded slave of blinding light; In death a dark warrior-king.*” Unless the characters can read both languages, the writing is indecipherable without magical aid. This evil warning has kept the crypt beyond from being disturbed by adventurers. It is not intended that a low-level party enter this crypt. Opening the locked door requires a successful DC 25 Dexterity check with thieves’ tools or a DC 30 Strength check.

Beyond the ebony door is a richly-appointed anteroom. Runes and frescoes adorn the walls, depicting a heroic man in the prime of life fighting evil creatures. The last frame of the fresco, however, shows the same man kneeling before a black altar with a shadowy demonic figure above him. An intricately locked door, like the one just entered, shows the entrance to the tomb of an evil warrior. The small antechamber contains ancient runic text along the walls of the room indicating that the tomb of Saracek lies beyond and should not be entered. A lengthy description is given of Saracek and his lineage. Saracek was a warrior of great renown and was one of the heroes who went with the Army of Light in pursuit of the evil priests of Orcus many years ago. A successful DC 16 Intelligence (History) check could be allowed to see if characters recall the stories of Saracek.

The inner door is trapped with a magical needle trap. The trap can be noted with a successful DC 18 Intelligence (Investigation) check and



disarmed with a successful DC 17 Dexterity check with thieves' tools. If the trap is triggered, the character doing so must succeed on a DC 17 Constitution saving throw or take 44 (8d10) necrotic damage.

Treasure. The inner and outer doors are both worth 500 gp each intact, if they could be removed and transported to the surface.

2-13. Saracek's Tomb

This room is the tomb of a rich man who in life was a warrior. The main tomb itself is richly appointed and has never been looted. Fine tapestries hang on the walls, though now mostly in tatters. There are several ornate funerary items worked of gold, including several censers of incense. There is also an intricately-carved wooden chair here. Once rich rugs lie one on top of the other on the floor. Evil runes cover the walls.

If **Saracek the Fallen^B** is here, seated on the great wooden chair is a skeletal figure bearing a greatsword and wearing a bejeweled crown.

If the shriekers in Room 2-10 have shrieked, if significant combat has taken place on this level, or if the party is using a great deal of light, Saracek is in this room, seated on his chair. He attacks the party if they are of good alignment. If they are evil, he may talk with them and offer them some task. If not so alerted, Saracek molds in his crypt, at Area 2-14.

Like many of the pursuing Army of Light, Saracek joined the legions of evil in worship of Orcus. When he converted, he became a skeletal warrior. His utter corruption gives him abilities beyond those of normal skeletal undead. Saracek was the guardian of this level prior to MartheK.

Treasure. The funerary items are worth a total of 500 gp. The rugs and tapestries can be salvaged for a total of 250 gp, though they would

require several pack animals to transport out of the dungeon. The door to Area 2-16 is an ebony door identical to the outer door to the anteroom above.

2-14. Saracek's Crypt

Beyond the locked entrance lies an ornate crypt. A bronze chest with intricate designs lies in front of a large stone sarcophagus. Standing next to the chest, leaning against the wall of the crypt is a steel shield. A large chair sits to the left of the crypt. If Saracek was not encountered in the tomb, he is here seated on his chair. Use the description above.

If the chest is opened, a poison dart trap makes a ranged attack at +6 to hit, range 5/10 feet. On a hit it does 2 (1d4) piercing and 3 (1d6) poison damage. A character succeeding on a DC 15 Constitution saving throw takes no poison damage. The trap can be discovered with a successful DC 17 Intelligence (Investigation) check. The lock requires a successful DC 16 Dexterity check with thieves' tools to open. Failing the check by more than 5 points triggers the trap.

Treasure. Inside the chest are 2,500 cp, 3,219 sp, and 982 gp as well as 12 pearls worth 50 gp each. Also found inside the chest are a *medallion of thoughts*, and 6 +1 arrows in a rotten quiver. Inside a hidden compartment in the lid of the chest are 3 potions: *diminution*, *delusionary healing*, and *healing*. The hidden compartment can be found with a successful DC 15 Intelligence (Investigation) check. Next to the chest is a *shield of light^{GM}* that Saracek can no longer use, due to his evil nature.

2-15. Rats Nest

There are 3 female **giant rats** here with 33 **babies** (hp 1 each, 0XP), which do not attack. The rat tunnel here leads to Level 1, but is too small for even a small creature to crawl into.

Treasure. In the nest are 66 cp and a blood-covered child's doll with a garnet worth 20 gp sewn into the hem.

2-16. Storage Room

Along the walls lie piles of wood and tools, neatly stacked. A large box sits in the center of the room. Various carpentry equipment used for making coffins is stored here, including 120 8-foot-long 2x4s, 3 hammers, 2 saws, an axe, a chisel, and 10,000 rusty but usable nails in an iron box.

2-17. Broom Closet

Everything in this room is smashed but is kept in a neat pile by a magical *broom of sweeping*^B that sweeps everything into the center of the room.

Treasure. The broom could be sold to an upper-class housekeeper or to a curio collector for 500 gp.

2-18. An Ogre and his Money

This room contains Ambro the **ogre** (Ambro has maximum hit points) and his 4 **ogre** buddies. On the floor of the room are 3 rows of 100 cp each. The first row is all heads, the second is all tails, and the third all heads again. Unfortunately, before the party can determine this unusual arrangement, they must deal with the ogres who are intently sorting the coins, and who quickly grab their weapons and attack.

Treasure. Ambro has his weapons and armor, a sack with a human skull, and hunk of uncooked meat, an empty sack which previously held his 300 cp, a 5 sp silver ring, and a map to the Stoneheart Mountain Dungeon where his brother Gorbash lives (the Stoneheart Mountain Dungeon and Ambro's brother Gorbash are detailed in *The Lost Lands – Stoneheart Valley* by Frog God Games.) Each ogre has weapons, armor, 3d12 gp, and 4d10 sp.

2-19. Ambro's Base

This room is the den of the ogres. It consists of 5 piles of skins.

Treasure. A bearskin in one of the piles is worth 300 gp. Buried in the soiled furs can be found a silver-edged greatsword worth 200 gp, several half-eaten rat corpses, a keg of wine worth 5 gp, a bottle of brandy (which Ambro thinks is magic because it makes him go to sleep) worth 20 gp, and a *potion of flying* (which he thinks is poison because it tastes icky).

2-20. Dirt Cave

The walls, ceiling and floor of this room are made of hard-packed dirt. A slight trickle of loose dirt falls from the ceiling to the ground. Two large tunnels are present on the far wall.

This room is a boring, featureless dirt cave. The tunnel to the outside is nearly vertical (80-degree slope). Unless precautions are taken — such as using a rope — navigating either the passage to the surface or the passage to Level 4 requires a successful DC 18 Dexterity (Acrobatics) check or the passage is treated as a slide, with characters being rudely (and rather noisily) deposited in a cavern on Level 4, or back in this room if they were attempting to use the passage to the surface.

2-21. Ghouls and Ghosts

The secret door from the corridor that leads to this series of rooms is spotted with a successful DC 14 Wisdom (Perception) check and opens by being pulled towards the opener. As the secret door opens, the characters smell a horrible stench, as if it were a hot summer day following a battle. Chattering can be heard from down the corridor and bits of bone and flesh litter the way.

2-22. Star-Shaped Room

This star-shaped room has a pentagram inscribed within a hexagon in the center of the room. In each of the points of the star there are numerous wooden coffins, some broken. Dozens of hunched humanoids move in flickering torchlight.

This room is the lair of 21 **ghouls** and 6 **ghosts**. You should subtract any slain as wandering monsters from this total, though slain ghouls are replaced within one week. These creatures were common soldiers of the army of good, buried within the room and reanimated by the evil presence of the priests of Orcus. They primarily remain in this room, only venturing forth in search of food. They are prevented from attacking Marthek due to the priest's orders. These creatures are primarily responsible for destroying most low-level parties that enter Rappan Athuk. As such, they have a large amount of treasure.

Treasure. Scattered about the opened crypts are 2,301 gp, 4,204 sp, 2,910 cp, any common weapons and armor you see fit, including several suits of chainmail, a suit of plate armor, a suit of dwarf-sized plate armor, two steel shields, 2 maces, a shortsword, a silver dagger, a shortbow, a +1 dagger, a +2 warhammer, and a *potion of treasure finding*^{GM}.

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Level 2A: The Teleportal Maze

This level is a group of unconnected rooms linked by a web of teleportal lines that ultimately join the Mouth of Doom levels with the Crypt. Various monsters pass through the area, with intelligent beings using the teleportals deliberately, and in the case of heavy-enough unintelligent monsters, often entirely by accident. This area is shown on The Teleportal Maze map.

Level 2A

Difficulty Level: Tier 1

Access: One-way teleportal exit to G-1, 2-way teleportal between 2A-1 and 3C-15.

Wandering Monsters: Check once per hour on 1d20.

d20	Encounter
1	Shadow
2	Ghoul
3	Giant Rat
4–20	No encounter

General Features

Atmosphere: The entire level radiates faint conjuration magic. The teleportals radiate more strongly.

Ceiling Height: Ceilings are a uniform 15-foot height.

Doors: None.

Shields and Wards: None

Surfaces: Stone masonry coated with flaking black paint. Area 2A–12 is natural stone.

Other: The description of each teleporter lists its destination(s), and the pathways are also marked on the map for quick reference. After any of the teleportals in this level has been used, it requires 3 rounds to recharge before it can be used again. A creature or object arriving on a disk is not instantly teleported elsewhere, but must step off and back on the disk to make it function. Teleportation into a room from anywhere else arrives at the same teleporter each time, which is noted in the teleporter's description as "all arrivals." The exception to this rule is the 2 arrival points in Area 2A–9, which do not have teleportal-dials at all. Changing a teleportal dial requires a successful DC 15 Strength check or a combined strength of 30. A single Medium or smaller creature has disadvantage on the check.

2A-1. Entrance from the Pools of Pestilence

This room is a shadowy place filled with spiderwebs and the unpleasant feeling that unspeakably evil things have been done here. The stones of the wall appear mortared into place, and the stones themselves have been painted black, although so long ago that the paint has begun to chip and peel slightly — black flakes cover the floor.

Teleportals. If the party is arriving from 3C-15, they materialize on the northern teleportal disk. This room contains 2 large iron disks 5 feet in diameter, set into a circle of mortared stones about 1 foot tall. On the top surface of each disk is the image of an arrow, cut deeply into the iron. Around the circumference of the disk there are four handles, as if the disk is intended to be lifted. The disks are teleportation devices, as the party likely discovers. When the arrow is directed to one of the appropriate directions, and sufficient weight is placed onto the disk itself (200 pounds), the weight on the disk is teleported to the location indicated by the arrow. As the arrow might suggest, the disk is designed to operate like a dial, pointing to more than one possible target for the teleportation. Dialing it around is a formidable task, for it must be lifted upward before it turns. Doing this requires a successful DC 15 Strength check or a combined strength of 30. A Medium or smaller creature attempting move the dial solo has disadvantage on the check. When it reaches one of the grooves that indicate a teleportation target, the disk clanks down into place at the new position.

- **North Teleporter:** This disk has only one point where it can rest in its groove (pointing north and leading to Area 3C-15). It can be dialed around like the other teleporters; but it turns without clicking down, until it returns to the northern position and drops back into place. It may be used to teleport in between this level and 3C-15 in the Pools of Pestilence as described in the descriptive text box for this level.
- **South Teleporter:** The first position (where the dial initially rests) points southwest (to Area 2A-2). The other positions into which the disk can be slotted are: south (to 2A-4), southeast (toward 2A-3) and east (to 2A-9A). The teleporter to Area 2A-2 causes the characters to materialize on the northern teleporter of that room, into the spider webs.

2A-2. Giant Spiders

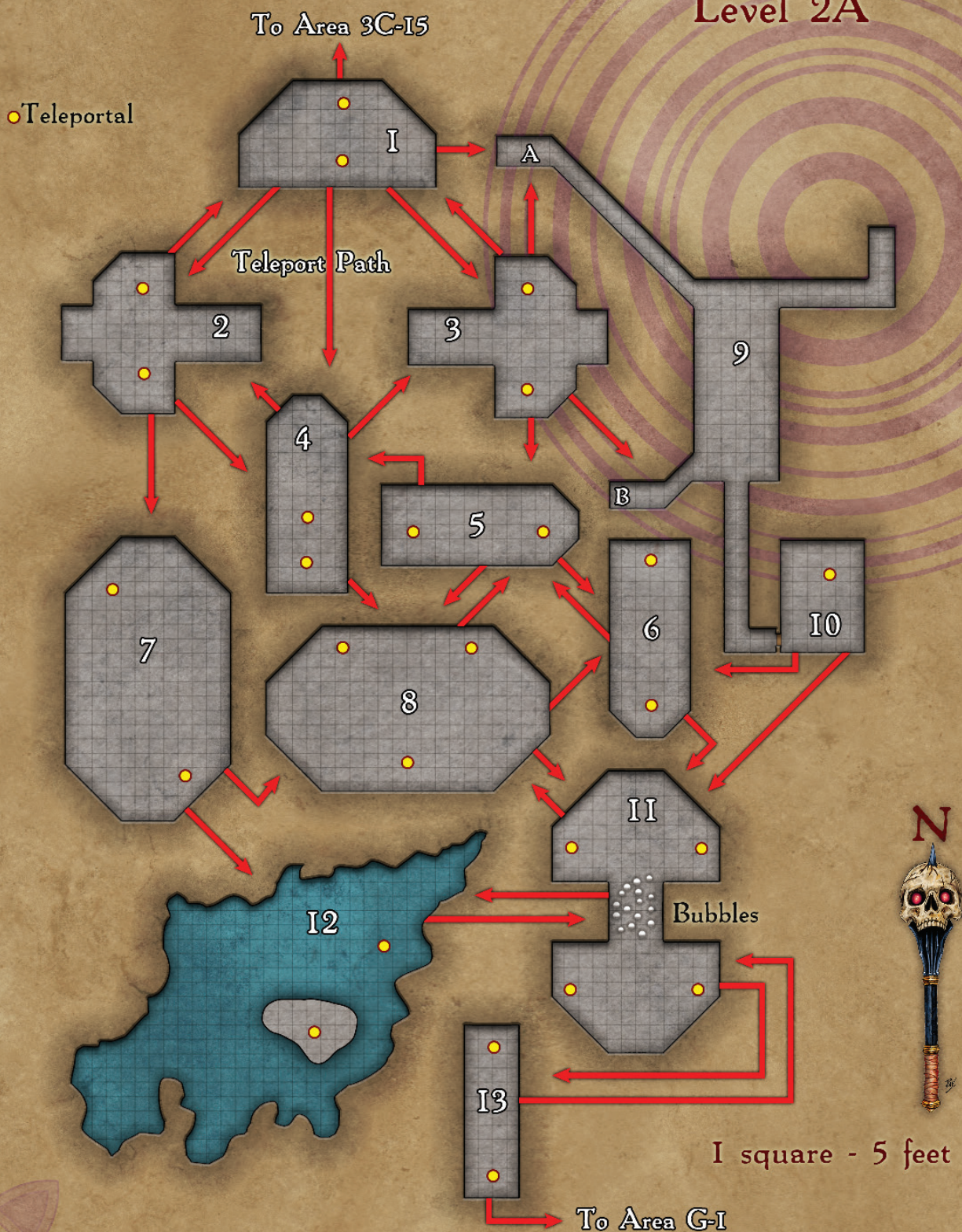
Two **giant spiders** have filled this room with webs, concentrating on the teleporters. There are 2 large floor-dials in this room, identical to the ones in 2A-1 other than the number and direction of the stations where the dial clanks down into place.

Tactics. Anyone teleporting into this room must immediately succeed on a DC 15 Dexterity saving throw or become caught in the spider webs that have been spun from floor to ceiling over and around the teleportal. A character caught in the webs has its movement reduced to zero. As an action, a character may attempt a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check to escape.

- **North Teleporter (all arrivals):** The north teleporter only points north, and goes to Area 2A-1 only. It can be turned like the other teleporters in this level, but turns all the way around without clicking down until it reaches the northern position again.
- **South Teleporter:** The south teleporter can only be pointed in two directions: southeast (to 2A-4) or due south (to 2A-7).

Treasure. The corpses of 2 bugbears lie in the eastern portion of the room, entirely drained of blood but not dead for more than a week. Both wear hide armor of dismal quality, but one of the bodies wears a belt pouch with 4 diamonds in it, worth 400 gp each, and the other's pouch contains 112 gp.

The Teleportal Maze Level 2A



2A-3. Shadows

This room is the abode of 3 **shadows**, which are virtually invisible against the black-painted stone of the walls and often lurk within the stone itself. They have advantage on all Stealth checks while in this room.

- North Teleporter: The north teleporter points only to the northwest (2A-1) or to the north (2A-9A).
- South Teleporter (all arrivals): The south teleporter points only to the south (2A-5) or to the southeast (2A-9B).

2A-4. Empty Room

This room contains nothing other than 2 teleport-dials, both in the southern part of the room only 2 feet from each other, one slightly further north than the other.

- North Teleporter (all arrivals): The north teleporter only points to the northwest (2A-2).
- South Teleporter: The south teleporter only points to the northeast (2A-3) and the southeast (2A-8).

2A-5. Empty Room

There is 1 teleport-dial in the western half of this room, and a second in the eastern half. Other than the teleport-dials, the room is empty.

- West Teleporter (all arrivals): The west teleporter only points to the west (2A-4).
- East Teleporter: The east teleporter only points to the southwest (2A-8) or to the southeast (2A-6).

2A-6. Empty Room

Other than the 2 teleporter-dials in this room (1 in the north, 1 in the south) this room is empty.

- North Teleporter (all arrivals): The northern teleporter points only to the west (2A-5).
- South Teleporter: The south teleporter points only to the south (2A-11)

2A-7. Stone Adventurers

This room contains ten statues, each of them extremely lifelike. Three are humans dressed in leather armor carrying spears and backpacks. Four of them appear to be peasants; two of these are right next to each other, carrying a stone treasure chest between them by the handles. The eighth statue is that of a mule, carrying saddlebags. The ninth statue is of a man dressed in a wizard's robe and wearing a pointed hat, and the tenth statue is a minstrel carrying a mandolin.

This is a party of adventurers that was turned to stone elsewhere in the dungeon. The statues were brought here as decorations by the ogre who once inhabited this room, but who was later killed and eaten during his wanderings through the other levels.

If the adventurers are turned back from stone into flesh (e.g. with *greater restoration* or *wish*), they have lost all memory entirely of who they are and what they were doing in the dungeon. This is a natural result of having been transformed to stone, and cannot be undone except perhaps using some very powerful magic. The gear personally held by the petrified adventurers is all turned to stone; however, the gold within the stone chest held between the two baggage-carriers is not.

There are 2 teleporters in the room, one in the northwest and one in the southeast.

• Northwest Teleporter: This teleporter can only be pointed to the southeast (2A-8).

• Southeast Teleporter (all arrivals): This teleporter can also only be pointed to the southeast, but it leads to Area 2A-12. There is no way to backtrack northward from this room; neither of the teleporters allows a return journey to Area 2A-2.

Treasure. If the stone chest itself is broken open, 519 gp simply spill out onto the floor.

2A-8. Giant Ticks

This room has 3 teleporter-disks in it. Three **giant ticks**^B have situated themselves over the arrival-teleporter in this room, where anyone teleporting into the room materializes.

Tac-ticks. These creatures teleport from room to room (often accidentally), but they spend most of their time simply waiting for other creatures to appear, as a convenient source of food. As soon as anyone appears on the teleporter disk, the ticks drop down and attack. Characters failing a DC 20 Wisdom (Perception) check are surprised, especially those distracted by the coins scattered about the floor.

• Northwest Teleporter (all arrivals and the ticks are here): This teleporter can only be pointed to the northeast (2A-5).

• Northeast Teleporter: This teleporter can only be pointed to the east (2A-6) or to the southeast (2A-11).

• South Teleporter: This teleporter turns all the way around without ever dropping into a groove. It is not broken; it was simply never completed and cannot be used for teleportation.

Treasure. In various places scattered on the floor, the characters can find a total of 122 gp and 900 sp.

2A-9. Nexus Room

The Nexus Room has four corridors branching from it: one of them a dead end, one of them leading to a door (2A-10), and the other two leading to sites into which characters may be teleported, but where there is no teleporter-dial (these are noted as “A” and “B”). It is only possible to leave this area (other than by using spells or other such resources) via the teleporter in Area 2A-10.

2A-10. Giant Rat Nest

This room is crawling with giant rats, and the walls contain many rat-holes, although none of them are large enough for a character to enter. There is 1 teleporter-disk in the middle of the room, which points to the west (2A-6) or to the southwest (2A-11).

There are 25 normal **giant rats** and 4 monstrosly huge ones (as **giant rats** with maximum hit points and advantage on all attacks) in the room. An additional 1d3 giant rats (normal, not monstrosly huge) enter the room every second melee round after any combat begins.

Treasure. The rubbish and filth in the room contains scattered coins and treasure. It takes 10 minutes to collect it all, but the total amount is 40 gp, 300 sp, 900 cp, and 2 agates worth 50 gp each.

2A-11. Death Bubbles

The narrow, central part of this room is filled with dark green bubbles that are about 1 foot in diameter, packed so closely that they must be pushed aside to get through. This also means that anyone entering the room is not be aware that there is a southern half to the room at all; there is some sort of bubble-filled alcove, but neither the depth nor the fact that it opens on the far side is apparent. In addition to the tightly packed bubbles in the room's narrow center, there are 1d4+1 bubbles floating around in each of the room's northern and southern chambers. They float between waist and head height.

Bubbles. It is easy to puncture one of the bubbles; the merest touch of

LEVEL 2A: THE TELEPORTAL MAZE

an unsheathed sword or spear point cause a bubble to explode. The blast is quite minor, with only a 50% chance per individual within 10 feet to inflict 1 force damage. However, the chain reaction of an explosion in the center of the room is absolutely devastating; everything in both chambers of the room suffers 22 (4d10) force damage if the bubbles in the middle of the room explode. Characters making a successful DC 20 Dexterity saving throw take only half the damage. The only safe way through is to push past the wall of bubbles with all weapons sheathed or covered. If the players have already figured out the possibility of a chain reaction, and are about to set off the bubbles from a distance to cause one, it is only fair to point out to them that the range of a massive explosion would be increased beyond the 10 feet range of a single exploding bubble. There is no way of estimating how far the shock wave of a large explosion would be.

The room has 4 teleporter-disks in it, located in the northwest, northeast, southwest, and southeast corners.

- Northwest Teleporter (all arrivals): This teleporter can only be pointed to the northwest (2A-8).
- Northeast Teleporter: This teleporter can only be pointed to the southwest (2A-12).
- Southwest Teleporter: This teleporter can be pointed to the north (causes arrival at the northwest teleporter of the same room) and south (which does nothing).
- Southeast Teleporter: This teleporter can only be pointed to the south (2A-13) and the northwest (2A-8).

Story Award. Bypassing the bubbles is worth 1,100 XP.

2A-12. Crystal Lake of the Hydra

The ceiling of this natural cavern is very uneven and filled with stalactites. The entire cavern is a lake of crystal-clear water. An island of rock rises from the middle of the lake, and one of the teleportation disks can be seen at the top of the island.

A **hydra** makes its lair under the waters of the lake, and attacks anyone attempting to reach its island. This room contains 2 teleporter-disks, one on the island in the middle of the lake, and the other in the northeastern part of the cavern, underwater.

- Island Teleporter (all arrivals): This teleporter's dial points only to the east (2A-11).
- Northeast Teleporter: This teleporter also points only to the east (and only goes to 2A-11).

2A-13. The Graveyard Express

The walls of this room were once painted a bright yellow, but the paint has faded and is peeling in strips from the damp stone walls. There are 2 teleporter disks in the room.

- North Teleporter: This teleporter (all arrivals) points only to the north (2A-11).
- South Teleporter: This teleporter points north, south, east, and west. However, any use of the teleporter, in any direction, is a one-way teleport to the surface above the main levels of Rappan Athuk, many miles away from Zelkor's Ferry. The characters arrive standing in front of location G-1.

Level 2B: The Demon's Gullet

The Demon's Gullet is the second level of the Mouth of Doom, one of the largest regions of Rappan Athuk outside the "central" levels. The Gullet is a large level in terms of the numbers of chambers and the length of its branching corridors; the corridors may be the reason that the level took on the "Gullet" nickname at some time in the unknown past. The Demon's Gullet shares the general characteristics of the rest of this remote entrance to the main dungeons: it is not currently controlled by any single power, and its denizens are not usually as dangerous as those competing for control and survival in the deadlier main levels of Rappan Athuk. Since rulership of the Mouth of Doom levels has changed hands (claws?) much more than in the more stable central levels, the Mouth of Doom regions have a layering of strange architectural and magical features left over from countless subterranean battles, including evidence of territorial border markings, dark cult-worship, and other mysterious goings-on that have transpired in these far-flung dungeons over the centuries.

The halls of the Demon's Gullet, being deeper underground than the first level of the Mouth of Doom, are somewhat more plagued with stirges and dungeon vermin, as reflected in the wandering monster tables. The level is shown on The Demon's Gullet map.

Level 2B

Difficulty Level: Tier 1

Access: Stairs to 1C at 2B-1, shafts to level 1C at Areas 2B-20 and 2B-38, and stairs to Level 3C from 2B-23.

Wandering Monsters: Check once per 30 minutes on 1d20.

d20	Encounter
1	1d6 skeletons
2	1d6 stirges
3	1d4 zombies
4	2d4 giant rats
5	1d4 giant ants ^B
6-20	No Encounter

General Features

Atmosphere: Dark, chilly, dry, dusty with cobwebs.

Ceiling Height: Worked stone with uniform 10-foot ceilings.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Stacked cut stone, covered with graffiti.

Other:

- **Empty Rooms:** Whenever an empty room is encountered on this level (there are several), roll a wandering monster check, or fill the room with an encounter of your own devising.

2B-1. Stairs Up

These stairs lead upward from this level to Level 1C, The Mouth of Doom. The stairs are trapped and can turn into a chute; see the description of Area 1C-33.

2B-2. The Taunting Gate

There is a pressure plate in the floor to the east of the portcullis (just where the corridor turns southward). When a person's weight depresses the plate, the portcullis drops closed and locks itself in place. It unlocks and rises again after 24 hours. In the center of the portcullis, a demonic looking face has been fashioned onto a disk of metal; when the portcullis falls, the face issues a deep, amused chuckle before falling silent, although any time an unsuccessful attempt is made to open the portcullis, the face chuckles again. Opening it requires a successful DC 30 Strength check. Any time that there is no one within 20 feet of the portcullis (to either direction), the lock at the bottom audibly clicks open but remains unlocked for no more than a second before re-locking. By using the right tools, the party might be able to take advantage of this annoying behavior, but it would be difficult in the very short period during which the portcullis is unlocked. Most likely they are simply trapped on one side of the corridor.

2B-3. Statue and Reflecting Pool

The western alcove in this room is filled with a large stone statue of a man in armor riding a dragon. The man's helmet (or possibly his head, it isn't clear) is in the shape of a demonic-looking mountain goat with large curved horns. He carries a mace in his left hand and bears a shield with the device of a bat. There is a large, oval-shaped pool of water directly in front of the statue, apparently intended as a reflecting pool. The water in the pool is green and stagnant, covered in algae.

If anyone touches the water in the pool, either directly or by using a tool of some kind, the **stone bat**^B on the statue's shield animates and detaches itself from the statue, flying to the attack. Once it is killed, the fragments of broken stone begin to skitter and bounce across the floor, back toward the statue, where they eventually put themselves together again on the shield exactly as before. It is clear from the speed at which the fragments move that it will take an hour or so for the process to complete itself. No further experience is gained from killing the bat more than once.

Treasure. Raking the bottom of the reflecting pool to get below the scum on its surface allows the characters to find 20 gp, 100 sp, a broken tooth, and an old boot with a 100 gp emerald sewn into the heel. The gem is easily (automatically) found if the boot is closely inspected or if it is tried on; it is unlikely to be detected by a casual glance, requiring a successful DC 14 Wisdom (Perception) check.

The Demon's Gullet

Level 2B



1 square - 5 feet

2B-4. Empty Room

This room has obviously been used recently by some unsavory characters, for there are freshly gnawed bones scattered about the floor, a broken iron cooking pot in one corner, and scorch marks where a campfire was built directly on the stone floor. There is a large ventilation grille in the northern part of the room's eastern wall, an iron grate, 3 feet in diameter. Note that looking through the grille does not allow characters to see anything because there is a permanent *darkness* spell cast in the center of the short passageway between the grille here and the one in Area 2B-7.

This room serves as a common room for the gnolls who lair in 2B-6 and 2B-7. Sounds in any of these 3 rooms can be heard in the others.

2B-5. Scrawled Message

Scrawled on back wall of room: “*Dam it is alive. Have to sleep, or die.*” This message refers to the living dam in Area 2B-22, but the word “Dam” in this message might easily be taken as a swear word rather than a noun, even though the spelling is correct as written. “Have to sleep” is an instruction for handling the dam rather than a comment about the author's state of exhaustion. It is a good idea to write the message for the players to see, so they have a chance to notice the strange spelling. Other than the message on the wall, the room is bare.

2B-6. Gnoll Den

This room is the lair of 5 **gnolls**, part of the same band as the ones in 2B-7. They have not explored any of the dungeon other than the hallway between here and the stairs at location 2B-1, for they use this room as nothing more than an underground den — they do all their prowling and hunting on the surface rather than in the dungeons. The gnolls are accompanied by 2 pet **hyenas**.

Treasure. Each of the gnolls carries weapons and armor, along with 1d10 gp in a belt pouch, and under one of the flagstones in the room they keep a somewhat larger treasure: a small wooden box containing 5 sapphires worth 100 gp each. This hidey hole can be found with a successful DC 12 Wisdom (Perception) check.

2B-7. Gnoll Den

This room is the second den inhabited by a band of 6 **gnolls** that lair in this part of the dungeon (the rest of the band sleeps in 2B-6). The room is filthy and smells of rotting meat, a smell that probably rises from the uncured hides the gnolls use as bedrolls.

The secret door noted in this chamber is identical to that in Area 2B-4, a metal grate in the stone wall that appears to be for ventilation. The passageway between the two rooms is obscured by a permanent *darkness* spell, making it impossible to see any light shining through the passageway itself. Because of these grates, sound travels easily between this room, Area 2B-4, and Area 2B-6; combat in any of the rooms draws reinforcements in response to the noise.

Treasure. Each of the gnolls carries 1d10 gp in a belt pouch, and one of the bedrolls has 300 gp sewn into it (heavy enough that if the bedroll is even lifted, the extra weight is apparent).

2B-8. Empty Room

2B-9. Trapped Door and Cells

Trap. When the door into this corridor-room is opened, a poisoned dart shoots from the far wall. The lead character must succeed on a DC 15 Dexterity saving throw or be struck for 1 (1d3) piercing damage and must make a successful DC 14 Constitution saving throw or take 13 (3d8) poison damage and lose 1d3 points of Constitution. The trigger for

the trap can be noted prior to opening the door with a successful DC 20 Intelligence (Investigation) check.

This corridor has 3 iron doors along its southern wall, each with a small barred window in its center.

- Door #1: Empty, although there is a scattering of straw on the floor.
- Door #2: Empty, also with some straw scattered about.
- Door #3: This cell has straw on the floor like the others, but there is also another dart trap directly across from the little barred window (exactly as above).

Treasure. Under one of the flagstones of the floor of cell #3, there is a cache of items: 200 gp, a holy symbol, a vial of holy water, and an ornate mirror in a gold frame worth 100 gp. The cache is found with a successful DC 12 Wisdom (Perception) check.

2B-10. Teleportation Trap

Trap. This entire room is a trap (actually, 2 traps!), designed to protect the treasure kept in Area 2B-11. The pit trap in front of the western wall of the room is not covered and is easily visible from the room's entrance. Anyone who touches the door in the eastern wall of the room, whether directly or by using a tool of some kind, is instantly teleported over the top of the pit (and then falls into it). At the bottom of the pit, there is an iron button shaped like a gargoyle's face, recessed 1 inch deep into the wall. If this button is pressed, a stone block from the ceiling above falls to the pit, inflicting 10 (3d6) bludgeoning damage. A character succeeding on a DC 15 Dexterity saving throw takes half damage. Prior to pressing the button, a character who succeeds on a DC 20 Intelligence (Investigation) check is aware that the button maybe a trap. Failing the check by 5 or more means the character has triggered the trap.

2B-11. Treasure Room

Because of the trap in Area 2B-10, this treasure room has never been looted. It contains a 30-foot-deep pool filled with clear water.

Treasure. At the bottom of the pool there is a golden skull with 2 rubies set into the eye sockets worth 500 gp each (total value 1,250 if sold intact).

2B-12. Empty Room

2B-13. Yaza Mongro's Notes from the Void

The walls of this room are covered in bizarre pictures and symbols, hastily splashed on with messy, slashing brushstrokes. The words are in the Common tongue, but they make no sense whatsoever.

Gibberish. Any attempt to magically comprehend the “language” requires that the caster of the spell make a successful DC 16 Wisdom saving throw or fall into a catatonic state of insanity for 3d6 x 10 minutes. These are the scrawlings of Yaza Mongro (see Area 2B14), attempts to record things that he hears in his head from the whispering of the chaotic voids. If there is any unusual noise in this room, Yaza Mongro may come to investigate. Moreover, if anyone becomes insane in the room because of reading the writings on the wall, Yaza Mongro “hears” the insanity and knows that there are intruders in his lair.

2B-14. Yaza Mongro's Bedchamber

This room is comfortably furnished with a bed, chairs, a small table, and a locked wooden chest. The lock can be opened with a successful DC

LEVEL 2B: THE DEMON'S GULLET

15 Dexterity check using thieves' tools or a successful DC 18 Strength check. If the chest is opened with a Strength check, the character doing so must succeed on a DC 18 Dexterity saving throw to avoid breaking the potion within.

This is the home of **Yaza Mongro**^B, an insane evil cleric of Orcus who hears the voices of the mad voids of space whispering in his head. He wears a helmet fashioned to look like an array of curling tentacles, and the irises of his eyes are a strange yellow color.

Treasure. In addition to Yaza's weapons and armor, he possesses an unholy symbol of Orcus, and his locked wooden chest contains a *potion of healing* and 100 gp, the gold stored in a nicely embroidered bag worth 10 gp.

2B-15. The Head of Steam

There is a short, squat pillar in the middle of this room, standing 5 feet tall and 3 feet in diameter. Two eyes, a nose, and a mouth have been carved into it to form a primitive face. When anyone enters the room, it shoots out a jet of steam, up to a maximum of 3x/day. A character hit by it must make a successful DC 15 Wisdom saving throw or suffer one of the following effects (roll 1d4):

d4 Result

- 1 Shrink to one foot in height for 3d6 x10 minutes
- 2 Coughing and incapacitated for 1d6 x10 minutes
- 3 Become *invisible* for 1d6 x10 minutes
- 4 See hallucinations for 1d6 x10 minutes (be creative!)

2B-16. Empty Room

2B-17. Shrieker Room

Water drips from the ceiling of this room, which is filled with mushrooms and fungi of many kinds and colors. The room is the home of 3 **shriekers**, and when the door is opened they immediately begin their shrill screaming. The sound automatically causes wandering monsters to appear in 1d2 x10 rounds, and the number of monsters indicated by the table is doubled. If the shriekers continue for more than 4 rounds, add another wandering monster encounter to arrive in 1d2 x10 rounds.

Treasure. Among the fungus growth in the room, the characters can find 2 skeletons. One of these wears a tattered robe and carries a scroll of *web*, *fly*, and *invisibility* along with a normal quarterstaff and a lantern. The second skeleton wears full plate, holds a longsword in its bony hand, and has a belt pouch with 127 gp and a 130 gp turquoise. There are also 3 gp, 248 sp, and 621 cp scattered about under mushrooms and lichen. Many of these coins are badly crusted with clinging fungus growths and strange-colored patinas.

2B-18. Gas-Trap Room

Trap. Once 3 people have stepped into this room, the floor begins sinking rapidly (10 feet per round, on Initiative 20) until it has reached a depth of 60 feet below its original level. From the ceiling, a luminescent yellow gas begins to drift downward from 3 vents; the gas is poisonous if inhaled, is much heavier than air, and does not begin to spread out until it hits the floor. A creature that is breathing who starts its turn in the gas must make a DC 16 Constitution saving throw. Those who fail take 14 (4d6) poison damage and those who succeed take half this amount. The gas fills the entire chamber up to the level of the door, far above, after 10 rounds. The floor returns to its normal position after 24 hours.

2B-19. Empty Room

2B-20. Shaft to the Mouth of Doom

A shaft leads upward through the ceiling of this room, with iron rungs set into the side as a ladder. The shaft leads upward to Area 1C-17B, and one of the rungs is dangerously rusted through (see 1C-17B).

2B-21. Sunken Corridor

A short flight of steps leads down into this corridor, which is 10 feet lower than the rest of the corridors in this dungeon level. The floor of the corridor is dark and slick with water, but the corridor is not dangerous.

2B-22. The Dam

Water trickles from a crack in the ceiling in the eastern side of this room, where it gathers behind a 30-foot long stone dam that is about 1 foot in height. On the eastern wall, on the far side of the gathered water, there is a niche in the wall. The niche is 1 foot tall, 6 inches wide, and 6 inches deep. The bottom of the niche is 10 feet above the surface of the water (the room's ceiling is 15 feet high).

The 30-foot long dam which holds back the water is "alive", a magically constructed serpent. It is automatically vulnerable to a *sleep* spell, which is the way in which the trap was bypassed by those who created it. If put to sleep, it slumbers until someone crosses the threshold to enter the room. The **dam-thing**^B is completely immune to weapons but can be affected by spells.

The Dam. The dam-thing is an exceptionally powerful guardian for parties of this level, and it is very possible the entire party will be killed if they do not possess the *sleep* spell (or think to use it). You are encouraged to let the party escape this area if they realize they are overmatched (or if they keep fighting against bad odds, let them fall gloriously!). The Dam-Thing does not pursue beyond this room.

Treasure. On the far side of the room across the water there is a black stone in the wall, with a bronze handle set into it. The stone is the front of a drawer that can be pulled out by the handle. The drawer contains a scroll of *protection from evil and good*, a *potion of invisibility*, a silver dagger worth 30 gp, 3 +1 arrows, and a diamond worth 100 gp.

2B-23. Reflections on Greed

Note: When describing this room to the players, remember that the stairs against the south wall are invisible, and can only be seen in the painting.

The north wall of this room is a mosaic that depicts the characters themselves moving inside the room, as if it were a mirror. The south wall is painted, and the painting, like the mosaic, depicts the characters. The pictures in the mosaic and in the painting move as the characters move about in the room. The north-wall mosaic shows a treasure chest sitting on the floor against the south wall (directly on top of the invisible stairs) — this is the only feature that is not a precise reflection of reality. The "reflected" treasure chest does not exist; it is simply a feature of the magical picture. The painting on the south wall also shows something that does not appear to reflect reality. It does not show the treasure chest depicted in the mosaic, but it does show the invisible stairs. The stairs are real (leading down to Level 3C, Room 3C-23). Anyone who steps onto the stairs in an effort to get to the illusory treasure chest must make a DC 12 Dexterity saving throw or fall down the stairs, taking 3 (1d6) bludgeoning damage. Neither the mosaic nor the painting poses any risk to the characters, but they offer no reward, either.

2B-24. Empty Room

2B-25. Empty Room

2B-26. Empty Room

2B-27. The Glistening Webbs

Water drips from the ceiling of this room, sparkling and glistening on thousands of spider webs that are as thick as string. The room is the lair of 2 **giant spiders**. Due to the room's dampness, the webs cannot be burned.

There are 2 large cocoons in the room, which contain thousands of tiny spiders that run away into cracks in the walls if the cocoons are cut open. There is no treasure in the room.

2B-28. Room of Secret Panels

This room appears to be empty but has 3 secret panels in the floor. Each can be found with a DC 15 Wisdom (Perception) check.

Treasure. Each panel contains a leather bag. The bag in the first panel contains 100 gp. The bag in the second panel contains a *scroll of illusory script* and 15 sp. The bag in the third panel is saturated with contact poison requiring a successful DC 16 Constitution saving throw to avoid being paralyzed for 1d2 x 10 minutes and contains a small ivory figurine worth 500 gp.

2B-29. Hidden Crypt

This room contains 3 stone sarcophagi and the remains of 2 wooden coffins that have rotted mostly away, revealing the skeletons they hold. The skeletons in the wooden coffins wear scraps of black shrouding, are normal skeletons, and have no treasure. Each sarcophagus has a stone latch that requires a combined strength of 25 or a DC 20 Strength check to open.

Treasure. Each sarcophagus has some treasure items (and occupants!):

- Sarcophagus 1: Normal skeleton wearing a silver necklace worth 50 gp.
- Sarcophagus 2: A **black skeleton**[#] wearing bracelets worth 100 gp each, and a ruby necklace worth 500 gp.
- Sarcophagus 3: The stone latch of this sarcophagus is trapped with a poison gas spray. Detecting the trap requires a successful DC 16 Intelligence (Investigation) check. It can be disarmed with a successful DC 16 Dexterity check using thieves' tools. If the trap has not been detected and deactivated before it is opened, the poison gas causes all in the room to become nauseated and writhe around on the floor, emptying their stomachs. Characters must succeed on a DC 18 Constitution saving throw or be incapacitated for 1d4 + 2 rounds. Characters may attempt a new saving throw each round at the end of their turn. What is worse, if the trap is activated it also awakens the black skeleton in sarcophagus 2. The sarcophagus contains a normal skeleton in tattered black robes, carrying a golden scepter with a skull at the tip, worth 250 gp.

2B-30. Cursed Altar

This room contains an altar with black candles on it. The candles light themselves when anyone enters the room. Removing one of the candles from the altar requires a successful DC 16 Wisdom saving throw or the character immediately drops to 0 hp from the altar's curse.

2B-31. Empty Room

2B-32. The Statue of Wishes

There is a large statue of a head, 10 feet in height, against the southern wall of this room. A large, circular flagstone, 5 feet in diameter, is set into the normal flagstones of the floor directly in front of the statue. When

anyone enters the room, the statue's mouth animates, and it speaks: "What do you wish? Experience or a reawakening?"

Standing upon — or being placed upon — the circle allows anyone in the room to state a wish that affects the person on the circle. The only two permissible wishes, as the statue has indicated, are for experience or for "reawakening," by which the statue means raising a person from the dead (see details under **The Statue of Wishes**). The statue grants up to 2 wishes per day.

If any person returns to the Statue and was ever involved either in an attack on the statue or was present when a wish was made, the statue does not grant any wishes or animate in any way while that person is in the room. A person may only receive the "blessings" of the statue on a single visit.

The Statue of Wishes[#]. The Statue may grant either a *raise dead* effect or an experience bonus to anyone standing in the target circle. There is a 20% chance of failure, however, for the spirit inhabiting the statue is somewhat capricious. Failure is automatic if a wish is made for anything other than reawakening or experience. If a wish attempt for reawakening is made, any single dead person on the flagstone is raised from the dead. If a wish is made for experience, one person on the flagstone gains enough experience points to gain the next level of experience. Note that if a wish is made for reawakening and there is no dead person on the flagstone, it is as if no wish had been made (i.e., there is no "failure" result and the statue is willing to allow another attempt at a wish). If the wish fails, however, the statue opens its mouth and the person who made the wish is magically pulled into the statue's mouth, which then closes (no saving throw). Once the mouth closes, the target is completely sealed inside the stone statue (there are no air gaps). The target dies by suffocation within 1d6 hours if not rescued. Rescuing a person who is trapped in the statue requires killing the statue. If the statue is killed, it breaks apart and anyone inside is freed. Although it does not affect combat, the statue regenerates 1 hit point per day, so if a later party of adventurers enters the room several days later, the statue will have re-formed itself. If attacked, the Statue will attempt to defend itself.

2B-33. The Fire-Floor Chamber

The floor of this room is 5 feet lower than the doors, and the entire floor burns with magical flames reaching to a height of 2 feet. In other words, there is a 3-foot gap from door level down to the top of the flames, the flames are 2 feet high, and the floor is at the bottom. To anyone standing at the level of the doors, there is no heat emanating from the flames. However, if the characters reach down to test for heat, they discover that the heat starts 1 foot above the level of the flames and that the flames themselves are as hot as normal flames — the heat just doesn't rise very high, for some reason.

Each door has a button next to it on the inside of the room to the left of the door. The button can easily be reached from the door without any risk of falling into the flames.

Ceiling Chains. In addition to the fiery floor and the buttons, the room has a third strange feature: chains hang from the 20-foot-tall ceiling at 10-foot intervals, each chain 15 feet in length. Thus, the feet of a 6-foot-tall person hanging from the end of the chain would be approximately at the point where the heat of the fire begins. It is obvious that one way of crossing the room would be to swing across by using the chains (hold your feet up!), catching the next chain at the end of each swing. Each swing requires a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check, with failure requiring a DC 16 Strength or Dexterity saving throw to avoid falling into the flames. The flames cause 22 (4d10) fire damage each round that a character is immersed in them.

Bridge. Pressing one of the buttons by the east or west doors releases a 30-foot bridge from beneath the door, which extends at door level (3 feet above the fire). There is a similar bridge under the southern door, but it extends only 20 feet (joining up with the east-west bridge, if that bridge is also extended). A button directly across from the door can be pressed by hitting it with a small ranged object (such as a crossbow bolt, arrow, sling bullet, rock, etc.), but this is extremely difficult, requiring a roll to hit AC 20. Each arrow, of course, falls into the fire and burns after it hits the wall.

2B-34. Empty Crypt

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This room contains 5 sarcophagi; the lid of each one contains a small dent where something has been dug out from the stone. The first 3 sarcophagi have already been opened and stand empty with their lids beside them. The fourth and fifth sarcophagi are still closed. The fourth sarcophagus contains an inanimate skeleton and a nest of mice, and the fifth sarcophagus contains a normal skeleton holding a rusted (and worthless) dagger.

2B-35. Shadow Crypt

This room contains 3 sarcophagi, each with a single ruby set into the stone lid.

- Sarcophagus 1: Contains an inanimate skeleton wearing rusted chain mail and holding a sword. It also contains a **shadow** which attacks if the sarcophagus is opened.
- Sarcophagus 2: Contains an inanimate skeleton holding a silver goblet.
- Sarcophagus 3: Empty, except for dust and cobwebs.

Treasure. The sword in sarcophagus 1 is a *+1 longsword*, and the goblet in sarcophagus 2 is worth 200 gp. The rubies in the 3 sarcophagus lids are worth 250 gp each.

2B-36. Round Statue Room

The round room contains a statue at the center, mounted on a dais 3 steps high. The statue depicts a man in full plate armor, the armor chiseled with evil-looking runes and the helmet decorated with curling ram's horns. The statue is not dangerous in any way; it is a normal statue.

2B-37. Gargoyle Chamber

The corridor broadens into an open chamber here, with a 60-foot-high ceiling. The northern wall is lined with 5 statues of gargoyles in niches; 4 are normal statues and 1 is a living **gargoyle**. The gargoyle has only a 1

in 6 chance to attack passers-by unless someone tampers with it, touches it, or annoys it in some way. Check each time the party passes through the area to see if the gargoyle attacks.

Treasure. The gargoyle keeps its treasure behind it in the niche it occupies, which is carved deeper than the niches in which the normal statues have been placed. It contains a *potion of healing*, a *scroll of protection from evil and good*, a topaz worth 250 gp, and 27 gp. The niche can be seen with a successful DC 20 Wisdom (Perception) check if the gargoyle is in place but is completely obvious once it has left its perch.

2B-38. Shaft to First Level

The end of this corridor has a 10-foot x 10-foot opening in the ceiling which leads upward into darkness. This is the bottom of the pit/shaft described in Area 1C-23; it leads to a side alcove at the bottom of a pit trap. This shaft can be used to reach Level 1C, The Mouth of Doom.

2B-39. Chamber of Eternal Sleep

As soon as anyone enters this room, several candles in small wall alcoves ignite, dimly illuminating the room.

The Carpet. In the center of the room there is a square red carpet, 10 feet x 10 feet in size. Anyone stepping onto the carpet falls asleep (no saving throw), and cannot be awakened for 24 hours, at which time the sleeper awakens automatically (unless suffocated, see below).

Beneath the carpet there is a trap door to a 10-foot x 10-foot chamber underneath the floor level. If the trap door is opened, everyone in the room must make a successful DC 16 Wisdom saving throw to avoid falling into the same magical slumber caused by stepping onto the carpet itself. This is a magic effect, not a sleeping gas.

Suffocation. The candles in this room are magical and do not require oxygen. In fact, this room presents a danger of suffocation if anyone remains within for more than an hour with the door closed. A person who is awake during this period of time has a 1 in 6 chance to notice a creeping sense of fatigue in the last 10 minutes or so before being overcome by sleep and subsequent death.

Treasure. Inside the chamber beneath the carpet is a treasure chest containing 1,000 cp, 207 sp, and 201 gp along with a spinel worth 10 gp. There is also a secret cabinet in the side of the sub-chamber, evident with a successful DC 18 Wisdom (Perception) check. If this is opened, anyone in the sub-chamber must make a DC 18 Wisdom saving throw or fall into enchanted sleep. The secret cabinet contains a pearl worth 50 gp, which sits on a small velvet cushion, itself worth 1 gp.



Level 3: Beware of Purple Worms!

Painted in magic runes by the famous wizard, Spiegel, his warning “*Beware of Purple Worms*” is well-heeded by all adventurers. Though at first blush this level is incredibly difficult, the characters can avoid most trouble by sticking to the wall of the cavern and heading due south past the traps to the ghoulish room before they encounter any creatures. Be sure to pay attention to the food chain that exists on this level. Disturbing the balance can have disastrous results: killing several worms triples the rat population; killing the rats makes the worms hunt more aggressively and thus brings more beetlors. Adjust the wandering monster table accordingly. This level is shown on the Beware of Purple Worms map.

Level 3

Difficulty Level: Tier 2

Access: Stairs from Level 2, stairs to Level 4 from Area 3-10, river to Levels 3A and 6A.

Wandering Monsters: Check once every 30 minutes, or anytime Area 3-4 is entered, on 1d20.

d20 Encounter

1	Purple worm if in Area 3-1 or -2, otherwise no encounter (see Area 3-2)
2	2 beetlors ^B hunting for purple worms if in Area 3-1 or -2, otherwise no encounter (see Area 3-2)
3	3d6 giant rats
4	1d3 trolls
5	2d4 goblins with 1d2 goblin leaders ^B
6	Undead ooze ^{B*}
7	3 acolytes of Orcus ^B led by priest of Orcus ^B
8–20	No encounter

*If killed, treat as no encounter.



LEVEL 3: BEWARE OF PURPLE WORMS!



General Features

Atmosphere: The magic at Area 3-3 used to hide the stairs cannot be detected by simple spells and thus does not register. This level falsely detects as having much less evil because of the shielding. Cavern areas smell strongly of dung and is filled with the roar of the river.

Ceiling Height: Natural cavern ceilings vary from 8 feet to 80 feet tall. The “worked areas” are 14 feet typical.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves’ tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: Scramge’s lair (3-5), the secret cave (3-3), and the Oracle room (3-7) are fully shielded with lead and no magical detection, scrying, or magical means of transport in or out (such as teleportation) is allowed.

Surfaces: Stacked cut stone. The floors and ceilings in the cavern are covered in stalagmites and stalactites.

3-1. Level Entrance

The tunnel opens into a huge cavern, with dozens of tunnels along the walls and ceiling. The roof of the cave is too high to see, and bats swarm about in torchlight. The way is rocky, and you hear running water in the cave, somewhere out in the distance. In glowing green letters above the tunnel exit is inscribed, “*Beware of Purple Worms! Spiegel the Arch Mage.*”

If the characters are using additional light here, immediately make a check for a wandering monster. Monsters have grown used to the dim light, and any additional illumination means intruders, or “dinner time”.

3-2. Cavern

This cavern is huge and filled with all types of fungi. Rats clatter along the walls. Several large piles of dung lie about, left by an enormous creature. An underground river roars with sound, winding its way through the cavern and then down deeper into the earth.

This cavern is filled with stalactites and stalagmites, but surprisingly no piercers. The stream goes 100 yards before splitting into a right and left passage. The right passage leads to Level 6A. The left leads to Level 3A, room 3A-7. The left fork of the river, after flowing through Level 3A, rejoins the right fork before the river enters Level 6A.

Fungus. This area is fungus-filled, with 20% of the fungus being edible while 10% is poisonous (requires a successful DC 10 Constitution saving throw or take 33 (6d10) poison damage). Determining which is which requires a successful DC 14 Intelligence (Nature) check. Creatures that have an underground upbringing may have advantage on this check.

There is a 1–2 on 1d20 chance that there is a **purple worm** here waiting for the party. If not, roll for a wandering monster every 10 minutes, unless the characters stay within 5 feet of the walls of the room. Traveling in this manner does not trigger a wandering monster. If combat with a worm takes more than 10 rounds, there is a 40% chance of attracting 1d2 **beetlors**^B per additional 10 rounds of combat, as they are drawn to the sound of the worms. In addition to the worms, allow a straight 10% chance per 10 rounds of combat of 2d6 **giant rats** attacking the party, and a 5% chance of 1d3 **trolls** being here as well.

Treasure. The purple worms leave non-digestible castings around the cavern (a total of 2d10 such castings). These give a clue as to the type of creature that lives here. They contain various twisted remains of weapons, armor, and equipment. If dug through, one can find 1d6 of the following items:

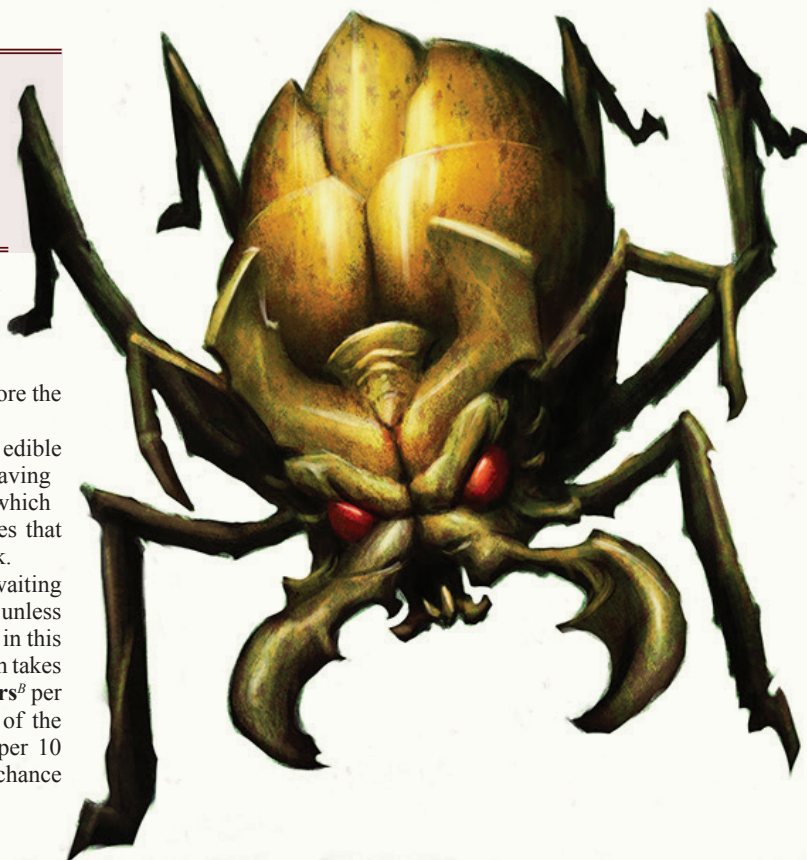
d12	Treasure
1–3	3d6 cp
4–5	3d6 sp
6–8	2d6 gp
9	1d6 gems (1d6 x 10 gp each)
10–11	a fully intact non-magical item resistant to acid, such as a dagger, mace, or lantern
12	1 silver dagger

3-3. Secret Room on the Rocks

There is a magically hidden (invisible and illusion-covered) staircase leading up this otherwise sheer cave feature. To find it, the characters must succeed on a DC 18 Intelligence (Investigation) check. Once the illusion is detected, the staircase shimmers as it ascends the rocks. Near the top is a small landing and what appears to be a flat rock-face.

Secret Door. This door can be found with a successful DC 14 Wisdom (Perception) check. It can be opened easily from either side and is not locked. It slides up into a recess above and resets itself in 2 rounds. The door is lined with lead inside and magic cannot be cast through the door. The door is trapped with a permanent *symbol* (insanity). The symbol is scribed on the bottom of the door. It can be detected with a successful DC 17 Intelligence (Investigation) check. Once the door slides up into the recess, the symbol is active and noticeable. At this point, each creature that comes within 60 feet of the portal or starts its turn there must make a successful DC 17 Intelligence saving throw to avoid its effects. When the door resets, the symbol is again dormant.

Interior Room. This room is totally sealed with lead and only direct physical egress is possible. Inside is a marble casket of an archmage. Mystical runes are engraved on all the walls and the casket. When the



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coffin is opened a flame jet trap engulfs the entire room. Creatures within the room must make a successful DC 16 Dexterity saving throw. Those failing take 42 (12d6) fire damage. Those succeeding take half that amount. The trap can be detected with a successful DC 17 Intelligence (Investigation) check and defeated with a successful DC 20 Intelligence (Arcana) check.

Treasure. Inside the casket on the corpse of an unknown mage lies a *staff of power*, a jeweled bracelet of platinum and emeralds worth 3,000 gp, a mithral ring set with a huge ruby worth 6,000 gp, and a *ring of resistance* (fire). Each of these items bears a horrible curse.

Curse of the Archmage. Anyone who leaves the room with any of these items will never be able to touch treasure again. Coins and gems cause 1 point of necrotic damage per 5 gp value as they are transformed into lead and glass. This curse can only be removed by a *dispel magic* against a level 9 spell followed by a *wish* and then a *remove curse*. If the curse is removed, the accursed individual is subjected to a modified *geas* spell (cast at level 18) to destroy the evil temple on Level 12 of Rappan Athuk, which must be completed within a year and a day.

3-4. Empty

All rooms marked 3-4 are empty. You should roll a wandering monster check each time a room labeled “3-4” is entered.

3-5. The Lair of Scramge, the Rakshasa

The air in this area is clear and smells of incense. The floors are free of dust and it is surprisingly warm. This is the lair of **Scramge^B**, a very old and exceptionally powerful rakshasa. He keeps 6 **jackalweres^B** as pets/slaves. Though he does not worship Orcus, he can remain in the dungeon because of his extreme evil and because no one wants to be the one to tell him to leave.

Scramge the rakshasa is aware of the party’s arrival because of his magical mirror (see Area C). It is assumed that unless the party used some means of egress other than teleport, he has been watching them for some time.

Rooms. Areas A and B vary in character depending on the party’s power and Scramge’s wishes, thoughts, and desires.

Area A is the “set-up” room. That room contains illusions designed to make the encounter in Area B more believable. Area B contains the actual encounter with Scramge, where he utilizes the illusions detailed below.

Scramge’s Schemes. The room is disguised using a *programmed illusion* in one of the following ways:

- Option #1 – If the party numbers over 7, Scramge appears in Area B as a cleric holding 6 werewolves at bay behind illusory bars.
- Option #2 – If the party numbers 3 to 6, he appears in Area B as a man chained to a wall and uses his powers to make his helpers appear as orcs torturing him.
- Option #3 – If the party numbers 1 or 2, or if they are of low level (less than 6th), he appears in Area B as a hospitable oracle with his jackalweres disguised as beautiful maidens.

Scramge’s alignment always detects as Lawful Good.

3-5A. Entryway

This is the “set-up” room. There are no occupants in this room, only figures from a *programmed illusion* to make the party believe the encounter in the next room is real.

The contents of the illusion in this room depend on the various schemes of Scramge, outlined above. Under option #1 (cleric and werewolves), there are religious signs, blood splatterings, a broken mace, used scroll paper, and a dead body dressed for a *raise dead* spell. Under option #2 (man tortured by orcs), there are trappings of an orc barracks, a pot of vile stew, chains and manacles on the wall, a tray of torture devices, etc. Under option #3 (oracle with maidens), there are silk curtains and plush pillows, various tomes, fine food and music.

3-5B. The Trap Room

This room is the culmination of the illusory set-up by Scramge. In this room Scramge uses another illusion to create one of the 3 scenarios outlined above: cleric with werewolves, man with orcs, or oracle with maidens. Once the party enters the room and interacts with his illusion for a few rounds (either to help the cleric or the man, or to talk to the oracle), Scramge springs his trap. He waits long enough to have a chance to observe the party’s cleric so that he can properly imitate him or her.

Trap. When the trap is sprung, the world spins before the characters’ eyes. Dazzling lights flash from all corners, blinding the party. With a hiss and a roar, one of the characters (the cleric, ideally) disappears. Across the room, the cleric reappears in front of a huge demon, fully 9 feet tall, with the head of a vulture, huge bat wings, talons like razors, and flames licking from his goat legs! The (werewolves, maidens, or orcs) turn towards the party and attack, their forms mutating to that of a half jackal, half man.

Tactics. Scramge is in here under his guise as determined above. His trap is a clever one: he creates an illusion of a “Vrock” demon over the party’s cleric. He then covers himself with an illusion of being the party’s cleric. He acts as if he is being attacked by the demon. His helpers drop their illusory disguises and attack the party. Scramge’s plan is to goad the party into attacking and killing their own cleric (hopefully killing the only party member able to bless crossbow bolts, his special weakness). If the party does not have a cleric, he uses the same tactic on the party’s wizard (or other arcane spellcaster). If there is no wizard, he does this to the paladin. Note that Scramge’s illusions also include audio illusions, so any warnings shouted by the real cleric are covered by Scramge’s illusions (he makes them very, very noisy), sounding only like demon growls.

During the second round of combat, Scramge uses his illusion powers (*improved major image*) to have the demon appear to slay him. Scramge (as the character) appears to die. The characters can make a successful DC 20 Intelligence saving throw at this point to see through the illusion or make a successful DC 20 Intelligence (Investigation) check if they are actively seeking to determine if the activity is illusory. Scramge then casts *greater invisibility* on himself. He creates an *improved major image^{PG}* with a 6th level slot (no concentration required) of the dead cleric on the floor during the third round and then casts *confusion* in the fourth round. Scramge then picks the next member of the party he wants to kill and uses illusions to make any remaining jackalweres look like the characters. He then makes the next party member into a “demon” and he takes the place of that party member. Scramge repeats this trick until all the party is dead. Each time Scramge switches targets like this the party gets a new DC 20 Intelligence saving throw or DC 20 Intelligence (Investigation) check to disbelieve the illusion.

If Scramge’s jackalweres are slain by non-magical weapons, they feign death. Scramge provides illusory gore to help simulate their deaths. Once the party believes the jackalweres to be dead, they rise, uninjured, and continue to attack.

Running the Encounter. When the “demon” attacks, use the attack and damage numbers for the character covered by the demon illusion. Any time there is a change in the illusion, a saving throw is permitted. It is unlikely that at first the party realizes illusions are present. More likely, they slaughter one or more of their own. Any time a character interacts with a pure illusion (such as trying to heal or give first aid to the illusion of the dead cleric) that character gets advantage on the saving throw because of the physical interaction.

If Scramge’s illusions are ever disbelieved, he casts *mirror image* on himself and flees. If Scramge takes over 45 points of damage, he retreats to Area D and disappears through his *mirror*. **Note:** It is critical while playing this encounter that you do not give away the fact that illusory forces are at work. Make rolls in secret or ahead of time so that characters are not given undeserved hints that illusions are involved.

Treasure. Hidden inside a secret compartment in the lid of the wooden chest is a shield constructed of rust monster scales. Any attack with a metal weapon against the holder of the shield that misses by 1 or less means the weapon is treated as having struck a rust monster. If the holder of the shield ever rolls a natural “1” to hit, his or her weapon accidentally strikes the shield and is subject to the same effect. A successful DC 14 Intelligence (Nature) check can be used to reveal the nature of the shield. The secret compartment can be found with a successful DC 17 Intelligence

(Investigation) check. The wood chest has a poison gas trap. The trap can be found with a successful DC 18 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools. If the trap is not disarmed, 1 round after the chest is opened, on initiative 20, the chest releases a gas cloud in a 20-foot radius. All within range must attempt a DC 18 Constitution saving throw. Those failing the saving throw take 35 (10d6) poison damage. Those succeeding take none.

3-5C. The Pantry

Numerous bodies hang from meat hooks, and a vast pile of treasure lies in the corner of the room. There are tapestries, coins, and 3 large chests: one of wood and two of bronze.

This is Scramge's pantry. It contains the corpses of the last party unlucky enough to encounter him. There are: 8 fighters, 1 cleric, and 2 rogues. All these adventurers were of levels 3 to 6 if they are raised and were equipped with reasonable non-magical armor and weapons.

Escape Mirror. The beast's greatest treasure is on the ceiling and if the battle is going poorly, he escapes through it to the Nine Hells. This is a *mirror of mental prowess*^{GM}. Any who follow may be considered lost unless they can cast *plane shift* or find the portal back.

Treasure. Three large chests, 1 made of wood and 2 of bronze, sit in the north corner of the room. The bronze chests are trapped. There are also 16,110 sp and 2,600 gp loose in piles.

- **Wooden Chest:** The 8-foot-long wood chest contains: 12,000 cp, 8,000 sp, 1,200 gp, a tiger eye gem worth 100 gp, a silver toe ring worth 2,000 gp. Also included is a silver-over-teakwood box worth 1,200 gp, sealed with *arcane lock*, containing a strange green, glowing gem. Inside the gem is an imprisoned **faerie dragon**^B named Snaggletooth. He accompanies whoever frees him for life and remains very loyal if his freer is of good alignment. Freeing him requires a *legend lore* or *commune* spell to determine the freeing command word. The Oracle in Area 3-7 can also reveal the command word.
- **Bronze Chest #1:** The first bronze chest has a poison needle trap. The trap can be detected with a successful DC 16 Intelligence (Investigation) check. If sprung, the needle makes a ranged attack at +10 to hit, range 5/10 ft. On a hit the needle does 1 piercing damage, and, on a failed DC 16 Constitution saving throw, 44 (8d10) poison damage. This chest contains silk, opium, and pipes worth 2,000 gp. It has a secret compartment containing a *ring of three wishes*. The compartment can be detected with a successful DC 18 Intelligence (Investigation) check.
- **Bronze Chest #2:** The second bronze chest contains 2,000 illusory platinum pieces that are exposed as lead once removed from the room. The illusion can be seen through with a successful DC 18 Intelligence (Investigation) check. The chest is trapped with a globe of cold. When the chest is opened, the trap produces a 20-foot radius sphere of frost that deals 35 (10d6) cold damage. A successful DC 18 Dexterity saving throw reduces the damage by half. The trap can be detected with a successful DC 15 Intelligence (Investigation) check and disarmed with a DC 18 Intelligence (Arcana) check.

3-6. Room Complex

These normally barren rooms occasionally contain a party of 3 **acolytes of Orcus**^B led by a **priest of Orcus**^B traveling from the temple of Orcus, here to consult the Oracle at the direction of the more powerful priests of the temple. The higher-level priests send acolytes and lower-level priests because they fear the Oracle's Wisdom drain beam. There is a 50% chance that a group of acolytes are within this complex of rooms. If present, roll 1d4 to determine which of the hexagonal rooms the priests are using as their camp, other than the first hexagonal entrance room and the Oracle room. Then determine if the group's priest has yet consulted the Oracle (there is a 50% chance either way). If not, the priest has an item of importance to sacrifice. If so, then the priest does not possess the listed special item — having already sacrificed it to the oracle.

Treasure. If they are encountered, the priest possesses an unholy symbol of Orcus, prayer book, fine black robes emblazoned with the symbol of Orcus, and a sack containing a special item for sacrifice to Oracle (250 gp gem or beetlor heart). Each acolyte has 3 vials of unholy water, an unholy

symbol of Orcus, a black robe emblazoned with the symbol of Orcus, and a small sack with 4d10 gp.

3-7. Oracle Room

Inside this otherwise barren room is a small pentagram inscribed on the floor with a human skull in the center. When you approach, it rises into midair and the eye sockets glow with a red flame. It then speaks: "I am the Oracle, possessor of all knowledge. Ask what you wish and you shall learn the answer you seek."

The Oracle^B — a disembodied human skull — answers one general knowledge question per week, and it usually answers truthfully, though cryptically. For serious questions, it demands a sacrifice to be placed within its pentagram and the item then disappears. It is Chaotic Evil. The Oracle knows and can reveal all — for a price. It can be fed life levels, attribute points, gems, unique items, or magic items. You should decide what price is fair. Normally, 500 gp is required for answers to simple questions, 1,000 gp value or more for answers to difficult questions and 5,000 gp value or more for answers to extremely difficult questions, puzzles, or command words. It can provide the command word to free the faerie dragon described above for 2,000 gp. It considers any question about Rappan Athuk a simple question unless it pertains to a shielded room or item, which it considers a difficult question. There is nothing about Rappan Athuk it does not know. It does not, however, know its own name and fails to function thereafter if asked this question, since it searches forever to find the answer. If attacked, the Oracle retaliates. It is seemingly impervious to attacks.

Though he knows it not, the Oracle's true name is Obares Sin. His origins antedate the arrival of the followers of Orcus long ago, so long that even he remembers it but dimly. The secret to the Oracle's origins are further described in the introduction to Level 3B.

3-8. Traps

This area contains 3 traps, one at each of the locations A, B, and C, as detailed below:

3-8A. Gold Piece Arrow Trap

A gold piece is lying on the floor at this location. When picked up, it pulls the string to which it is attached, firing 6 arrows — 3 from each side of the angled wall. Divide the attacks evenly for all in the area. Each arrow makes a ranged attack at +10 to hit, range 20/60 ft. On a hit it does 5 (1d8+1) piercing damage. The string can be noted with a successful DC 15 Wisdom (Perception) check.

3-8B. One-Way Stone Door

The door here is a one-way door. It can be passed freely heading west but returning east the door is enchanted with *arcane lock*, making return passage difficult without the use of magic. The door itself is made of stone and would require a successful DC 20 Strength check using appropriate tools to break.

3-8C. Flooding Pit Trap

This pit is 20 feet deep, locking, and filled 10 feet deep with water. Once sprung it immediately locks and can only be opened by a successful DC 18 Strength check or by destroying the stone lid. The lid has AC 18 and 30 hit points. It is immune to necrotic, piercing, poison, psychic, and radiant damage. The water rises an additional 2 1/2 ft. every round on initiative 20 until the pit is full. As if drowning weren't bad enough, this pit also contains a **black skeleton**^B. The skeleton does not follow characters out of the pit. The black skeleton can move and attack normally in the water. Characters are bound by normal underwater combat rules.

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The chest on the far side of the room is empty and was left there to draw persons over the pit trap. The pit can be noted with a successful DC 15 Wisdom (Perception) check.

3-9. Burial Room

The passage to this room reeks of rotting corpses. The large room beyond appears to have a smaller chamber set within it. The walls are lined with recesses containing smashed caskets. Bloody debris and rat corpses litter the room. In the flickering torchlight, the characters can see hunched human forms. This room is the lair of 12 **ghouls**.

Treasure. A search reveals a total of 2,055 sp, 451 gp, and 2 gems worth 20 gp each, a banded agate and hematite. In the most southwesterly alcove is a +1 *longsword*.

3-9A. Inset Room

This room is empty, but includes a secret door set in the floor beyond which is a ladder set into the wall leading down to Area B. The secret door can be found with a successful DC 19 Wisdom (Perception) check.

3-9B. Secret Tomb

This room contains frescoes depicting a young elf. At the end of the room is a stone table on top of which is the corpse of an elf warrior maiden in chain mail. For some reason, this tomb has resisted the powers of Orcus to convert those buried here to his undead servants. This room is not subject to wandering monsters and is a haven for the party to rest.

Treasure. Aside from the longsword and chain mail on the body, there is nothing of interest in the room.

Story Award. Lawful characters looting this tomb should lose 200 XP each and paladins lose twice that amount and should be required to do substantial penance for such an act.



Level 3A: “The Well” - Zelkor’s Lair

There is a reason why adventurers say, “Don’t go down the Well.” The main inhabitant of this level is Zelkor, the once-good wizard who led the army of light against the fleeing priests of Orcus long ago. He has become a wraith (not a lich, as the rumors say) and he is extremely powerful. An aura of fear, darkness, and dread lies over the whole level. The map of this level is shown on the Zelkor’s Lair map.

Level 3A

Difficulty Level: Tier 2

Access: Shaft down from “the Well” at Area G-4, river from Area 3-2, river to Area 6A-10, passage beyond the cliff in Area 3A-4 to Area 7A-1, buried entrance to Level 3B in Area 3A-1.

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1	1d8 stirges
2	Gas spore ^B
3	3d6 giant rats
4	Undead ooze ^B
5	1d3 juju zombies ^B that hang upside down from the ceiling and attack from above
6	1d3 specter
7	1d2 tangtals ^B
8–20	No encounter

General Features

Atmosphere: The entire level is permeated with evil. It is strongest from the southern half of the map. Since Area 3A-8 is shielded, nothing is detectable from that direction.

Ceiling Height: The natural rock ceilings vary from 6–12 feet high.

Doors: Locked, iron-bound wooden doors, inset into stone. Require a DC 10 Strength check to open once unlocked.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves’ tools or DC 25 Strength check to open.

- **Secret Doors:** Stone. Require a DC 25 Wisdom (Perception) check to find. Also require a DC 20 Intelligence (Investigation) check or a DC 20 Strength check to open.

Shields and Wards: Area 3A-8 (Zelkor’s lair) is shielded with permanent *private sanctum* (preventing divination sensors and divination of creatures).

Surfaces: Carved and natural rock. Cavern areas are wet and slippery, covered in bones and scraps of wood.

Other:

- Zelkor is aware of anyone opening the secret door in the south side of Area 3A-7.

- **Fear.** Characters below 9th level must make a successful DC 16 Wisdom saving throw upon entering this level and every time they take a major action (opening or passing through a door out of or into

a numbered area, entering a pool, climbing a cliff, etc.). Failure means the character is reluctant to take the action and has disadvantage on all attack rolls and ability checks. This effect lasts for the entire time the character remains on the level or until a *remove fear* is cast on the character. If all characters are afraid, Zelkor sends some of his minions (4 specters) to kill them.

- The entire level is covered with blanket of darkness — an effect causing all light sources to shed light at half their normal radius. Darkvision is unaffected. Because of this darkness, stealth checks made to hide have advantage on this level against viewers not possessing darkvision.

3A-1. Down “The Well”

As you descend through the darkness of the legendary well, the warnings of numerous adventurers resound in your mind: “Don’t go down the Well.” A group of bats surprises you and flies past, into the sky above. A small cave appears to be opening below you at the end of the well. The entirety of the cave floor is covered in greenish-black water of unknown depth. Small objects float in the water. About three feet up from the water on either side of the cave are two small openings. There do not appear to be any other exits from the well— aside from the way you came in.

The Well. The well is 10 feet in diameter and descends 90 feet into a small cavern with two small, tunnel-like exits each about 3 feet up the wall. The bottom of the well is covered in 2 feet of green slimy water. Bits of human bones and wood float about in the water. The floor is quite slippery, and footing is difficult due to all the bones and bits of armor, rusty metal, and rotten filth that litters the bottom of the well beneath the water. Any movement in the cave requires a successful DC 15 (Acrobatics) check or the character falls into the brackish water, possibly extinguishing torches or light sources. The walls have been clawed by some large monster trying to climb out.

Side Tunnels. Small characters can enter either of the two tunnels without penalty. Medium characters must remove all but light armor to pass through the tunnels. Large shields do not fit through the openings. The west tunnel remains small, requiring Medium creatures to stay in light armor and crouch as they travel, until they reach the area marked “A,” at which time the passage opens to 8 feet high. The east passage opens to normal height at the fork between Areas 3A-2 and -3.

Pool. Buried 10 feet beneath the silt and refuse at the bottom of the pool is a great, valve-like circular hatch 8 feet in diameter made of solid mithral, enchanted with a permanent effect that blocks all spells of divination. The hatch bears an etching of a circle 3 feet in diameter at its center. Within the circle, a triangle has been etched, and where its 3 points touch the circle there are slots in the metal, about 1/8-inch-wide and 1-inch long.

This portal bars the way into Level 3B and is protected by powerful wards that prevent it from being damaged or bypassed magically. The only way past is by finding 3 daggers lost somewhere in Rappan Athuk. The daggers must be inserted, one to a slot, for the hatch to unseal — see Level 3B if this occurs for details. Each of the slots is a lock, and could be picked, with a successful DC 25 Dexterity check using thieves’ tools. However, each lock must be picked simultaneously for the door to open.



Portal Keys. The daggers are made of a mithral alloy, and each has a different colored gemstone set in its pommel: a ruby, a sapphire, and a topaz. The exact location of these daggers is left for you to determine but bear in mind that the level beyond is intended for 18th+ level characters. The Oracle of Level 3, Area 3-7 knows the location of each blade, in case the party has not found them on its own. However, the Oracle is forbidden to speak of what lies beyond this hatch.

This cavern has been recently horizontally faulted so that the stalactites and stalagmites point out horizontally from the walls. It has no monsters and no treasure. It slopes down into the middle, since this used to be the ceiling. If there is a wandering monster encounter in this room, the spikes may be used as weapons. Any creature thrown against them takes 7 (2d6) piercing damage plus the Strength modifier of the creature that threw them.

3A-2. The Claw-Shaped Cavern

Numerous side caverns branch off from this cave, making the shape of a twisted claw. The room has a large central column. Water drips from the stalactite-covered ceiling. Faint scraping sounds emanate from the cave roof. This is a large cavern with stalactites, stalagmites, and 8 **piersers**^b of 2 to 4 feet in length. They drop 2 rounds after the party enters the room.

Secret Door. There is a secret door along the northern wall of this area. Once found, this secret door opens easily by pushing a hidden stone that works a counter-weight mechanism that must also be found. The mechanism can be found with a DC 17 Intelligence (Investigation) check.

Treasure. Near the secret door in the third finger is the corpse of a human. In his backpack are 3 oil flasks, 2 vials of holy water, some rotten food, a 60 feet length of silk rope, thieves' tools in a puzzle box, and a sack with 12 gp. On his left hand, which lies a few feet from the body, is a *ring of resistance* (fire). The puzzle box can be opened with a successful DC 17 Intelligence check and 10 minutes. Those with a Dexterity of at least 13 have advantage on the check.

3A-3. The Weird Room

Stone spikes protrude horizontally from all the walls. The ceiling and floor are flat and devoid of stalactites. It is as if the cavern walls have been switched with the floor and ceiling.

3A-4. The Rat Cliff and Tangtals

This passage opens into a very large cavern with hundreds of stalactites, though few stalagmites. The sound of running water comes from off in the distance. Eyes seem to watch as your torches reflect off the room's walls. Several rats scurry by, and one pair of eyes seem to glow green of their own accord, though the creature remains hidden. Beyond the door, you hear a very deep purring sound, like a cat.

Cliff. This room is a large cavern. It contains a cliff ledge that drops 90 feet into 30 feet of water. The cavern itself is filled with stalactites but contains no piersers. Numerous small caves and tunnels line the walls. Some of these interconnect and allow the beasts and rats that inhabit this room to nest. Within the room are 8 **tangtals**^b that inhabit the upper portion of the room, and feed on the hundreds of normal rats that move about the cliff. The tangtals lurk in the shadows and wait until the party is near the ledge before they attack, hoping to strike from the flank of a surprised party. The cliff edge itself is dotted with iron spikes, gnawed ropes, and a pair of skeletons picked clean by the rats. The rats attack anything attempting to climb the cliff face. A **swarm of rats** attacks each climbing character while they are on a rope or climbing the cliff. Any rope has a 1-4 on d20 chance per round of being chewed through by the attacking rats. There is effectively an unlimited number of rats available.

Zelkor's Lair Level 3A



LEVEL 3A: "THE WELL" - ZELKOR'S LAIR

The Bottom of the Cliff. At the bottom of the cliff is a 30-foot-deep pool of stagnant water. Thirty feet away from the cliff, across the water, is a sandy beach with a door, beyond which is a passage leading to Level 7A. Anyone in the water has 4 rounds to cross it before a **black pudding** attacks, unless they are dropped in the water in which case this time is cut in half. Falling from over 20 feet means they are attacked immediately. Some strange fungus grows in the northeast corner of the cavern, which can give a humanoid creature that eats it 60-foot darkvision for 4 hours per use. The fungus has no effect on creatures that already have darkvision. It can be found and harvested with a successful DC 18 Wisdom (Survival) check and one hour of searching. Creatures that have an underground upbringing may have advantage on this check. There is enough fungus for 16 uses.

Treasure. Among a pile of bones in the southeast corner of the pool is the treasure. It consists of a gold-plated helmet worth 250 gp, a silver ring worth 10 gp, a jeweled belt worth 400 gp, and a silver dagger in a platinum sheath worth 800 gp.

3A-5. Stirge Room

A large, still pool of black water stands in the center of this room. The cavern is filled with extraordinarily large stalactites and stalagmites, many of which have formed large columns. Water drips into the pool from the stone above. There is a horrible whirring noise, like that of gigantic mosquitoes, and several bat-like creatures attack!

This large cavern is adorned with large stalactites and stalagmites with a pool of dark water at its center. It is inhabited by 21 **stirges**. However, only 1d6 stirges attack per 6 rounds spent in this room, unless they are stirred up or a great amount of noise is made. The pool is 120 feet deep, with sheer sides, though it has a ledge, 10 feet below the water surface on the south end that contains a passage to Area 3A-9. This passage can be seen by those examining the pool from the cave. Anyone attempting to swim from this room to 3A-9 finds the swim an easy one but must make a saving throw versus *fear* as described at the start of this level to make the attempt.

Treasure. Three totally drained bodies lie near the door on the south side of the room, leading to Area 3A-6. The first is a dwarf in chain mail with a pack containing: 6 goblin scalps, 11 torches, 2 oil flasks, and a case made of iron containing an *arrow of slaying* (giants). His axe is on his belt, and a shattered shortbow lies next to him. The second body is a human dressed in leather armor with a bandoleer of 6 daggers and a pack containing a bullseye lantern and 8 candles, 3 large sacks, and 20 feet of silken rope. He wears *boots of elvenkind*. The last figure is a human dressed in robes, wearing a pack containing 12 sheets of paper, 2 vials of ink, his purse containing 11 gp, and a 100 gp pearl.

3A-6. Undead Menace

The twisting cavern corridor opens to a series of small alcoves. Torchlight cannot penetrate the darkness of these niches. As the characters draw closer, black skeletons emerge from the alcoves, shrieking in an arcane language as they attack!

Each of these alcoves contains a false black **skeleton** (8 total) which are simply normal skeletons painted black, with a minor enchantment that triggers a *fear* check, as described at the start of this level.

There is a rubble wall blocking entrance to the passage to Area 3A-7. It requires 4 characters working for 30 minutes to clear a crawl space, 3 times as long to clear the passage completely. Roll one wandering monster check for every 15 minutes of noisy digging.

3A-7. The Pool Room

This cavern is huge. Running water can be heard nearby. As the characters enter, they see a symmetrically cut pool of water, with a river running in one side and out the other. The cavern walls reflect a myriad



RAPPAN ATHUK

of iridescent colors, dancing off the walls in their torchlight. Across the pool to the south, where the river enters the pool, are two large blue stone platforms, fully 8 feet tall and 12 feet long. Corpses rest on them.

This room is composed of dark stone interwoven with psychedelically colored pegmatite mineral deposits. The minerals are quite worthless (only 20 sp per ton) though they are rather interesting, as reflected light glimmers with rainbow hues. The swimming pool is 20 feet deep in the base of the “T” and 40 feet deep in the top of the “T.”

River. The river flows into this room from Level 3, Area 3-2. The current in the river and the pool is very strong, requiring a successful DC 15 Strength (Athletics) check to swim 5 feet against the current. Swimming in the pool or river for more than 1 round requires a successful DC 12 Strength saving throw for each additional round of swimming. Any character failing this saving throw begins to drown and is washed downstream. Anyone washed downstream must make a successful DC 14 Constitution saving throw or be knocked out by the rocky course of the river and drown. This stream joins up with the other branch of the river from Level 3 and then opens on Level 6A some 20 minutes later.

Platforms. Across the river, near the pool entrance, are the 2 stone platforms made of blue streaked black stone upon which rest 2 perfectly preserved bodies of old men with long white hair and beards. Once the room is entered, both bodies begin spewing forth black vaporous mists from their mouths. These vaporous mists are 2 **specters**. Because of the evil of the level, the undead have advantage on their saving throws against attempts to turn them.

Cliff to Doom. The cliff in the southeast corner of the room drops down 40 feet at a 70-degree angle. At the bottom of the cliff are large chunks of rock with a *permanent illusion* cast on them to make them appear to be made of gold. The illusion fades if exposed to sunlight. It can also be pierced with a successful DC 20 Intelligence (Investigation) check. The party could literally spend weeks hauling it all out as it weighs approximately 14 tons in total. Zelkor sends his iron golems to attack anyone spending over one day in this area.

The secret door at the bottom of the cliff requires a successful DC 20 Wisdom (Perception) check to find. Once found, it is locked. The lock can be picked with a successful DC 18 Dexterity check using thieves' tools. Opening the secret door in any way triggers a silent alarm in Area 3A-8. The alarm mechanism can be noted with a successful DC 18 Intelligence (Investigation) check and defeated with a successful DC 17 Dexterity check using thieves' tools.

3A-8. The Lair of Zelkor

Passing through the corridor from Area 3A-7 to -8 requires a saving throw against the *fear* effect as described at the start of this level.

Secret Door to Zelkor's Lair. A search at the end of the corridor reveals a small panel with 3 holes approximately arm-sized. Magical runes — readable with a successful DC 16 Intelligence (Arcana) check — instruct the reader to insert one of their arms into a hole. They also state that anyone opening this door will have their hand cut off. It requires a *fear* check as described at the start of this level to place a hand in one of the holes. In addition to the results described above, a character failing this saving throw will not put an arm in any of the holes until the *fear* is removed. Two rounds after the secret door is opened, it closes. From the inside, the door can only be opened either by Zelkor or by a *dispel magic* spell against a 5th level spell, which allows the door to be opened for 5 rounds. A *knock* spell has no effect on the door.

Trap. The holes are, of course, trapped. The left and center holes have levers at the end that if pulled cut off the manipulator's hand. Pulling the lever in the right-hand hole opens the secret door and sets off a second silent alarm spell in Area 3A-8. There is no way, other than trial and error, to learn which of the 3 levers opens the secret door. Any attempt to disable the trap requires the person attempting to disable it to insert their hand into one of the holes. With a successful DC 18 Dexterity check, a character could fasten a rope or something similar to the lever and pull from outside. The scything blade does 14 (4d6) slashing damage as it cuts the subject's



LEVEL 3A: "THE WELL" - ZELKOR'S LAIR

hand off at mid wrist, reducing the character's Dexterity score by 4 until the limb is restored. Disabling the trap requires a successful DC 18 Dexterity check using thieves' tools. Failure to successfully remove the trap results in the person attempting to disable the trap losing their hand, unless attempting to disable the device from the right-hand hole.

Beyond the Door. This area is the lair of Zelkor, who was once a good-aligned archmage of some renown. During his quest to drive the evil from this place, he was captured by the evil priests, tortured, and eventually slain by Nadroj the wraith once he agreed to worship Orcus. He retains some of his powers though his alignment has irrevocably shifted to evil. Zelkor enjoys his new life very much, taking wicked glee in using his newfound evil powers.

The walls and ceiling of this area are a glossy black stone. At the far end of the room, white stone stairs lead down into a lowered area. The floor of the lower area is not visible from the entrance. Four 12-foot-tall iron statues of warriors in armor carrying large swords stand guard in the 4 corners of the upper room. The statues are very well made and appear almost alive. The 2 statues towards the rear appear somewhat rusty, though the 2 nearest show no signs of wear. The statues closest to the entrance are 2 **iron golems**. These monsters attack as soon as the party enters the room. They radiate magic even before they animate. The other two statues are identical but non-animating. Even worse, once the golems breathe, **Zelkor^B** begins his attack.

Tactics. The golems breathe and attack. Zelkor is highly intelligent and does not physically attack unless his spells fail. He uses *magic jar* on the strongest looking fighter in the party. Avoidance of this possession requires a saving throw. Note that if a saving throw is made, that person is thereafter immune to possession from Zelkor's *magic jar* spell for 24 hours.

Zelkor commands his golems to attack any person who makes the saving throw against his possession. If successful in taking control of someone, Zelkor uses them to attack spellcasters in the party. When the first possessed body dies, he uses his next action to possess another body. One of his favorite tactics is to possess a person and make them stand in front of the golems and inhale deeply — subjecting them to the gas and letting the golems destroy them. He tries to kill each character in turn and then returns to his jar for another attempt. Only if the party reaches his crystal box and opens it (which is nearly impossible due to the number of traps on the boxes) does he materialize and attack. Since Zelkor's golems are healed by fire, Zelkor enjoys casting a *wall of fire* around the party and the golems so that his golems can move into and out of the wall to be healed as they require. Zelkor also casts *fireballs* at the party — healing his golems and damaging the party at the same time. He may also cast *cloudkill* from a scroll at the party since his golems are immune. It should be nearly impossible for any but the highest-level party to defeat Zelkor.

Treasure. If not used in combat, Zelkor has a *scroll of cloudkill* in his possession. In Zelkor's crypt — located in the lowered portion of the room to the north — is a box made of ebony (2 feet by 2 feet by 2 feet) worth 1,100 gp. The box is locked and trapped with a poison needle trap and a *cloudkill* trap. The lock requires a successful DC 18 Dexterity check with thieves' tools to open. The needle trap can be found with a successful DC 15 Intelligence (Investigation) check and defeated with a successful DC 20 Dexterity check with thieves' tools. The *cloudkill* trap requires a successful DC 20 Intelligence (Investigation) check to find and a DC 20 Intelligence (Arcana) check to remove. Failing either the Dexterity or the Arcana check by more than 5 sets off the trap to be removed. The poison needle makes a ranged weapon attack at +12 to hit, range 5/10 feet. On a hit it does 1 (1d3) piercing damage and, on a failed DC 16 Constitution saving throw, inflicts 110 (20d10) poison damage. The *cloudkill* is cast with a 6th level spell slot (27 or 6d8 poison damage) centered on the box. The DC for the Constitution saving throw is 19.

The ebony box contains 720 gp in a silken bag and a small crystal box worth 1,000 gp. The crystal box is trapped with a *lightning bolt* trap. The trap is triggered by anyone touching the box. The *lightning bolt* travels towards the person touching it and extends along a 100-foot path like the spell. Each character in the path must attempt a DC 19 Dexterity saving throw. Those characters that fail the saving throw take 42 (12d6) lightning damage. Those that succeed take half this amount.

The crystal box contains several items including:

- A potion testing stick (red equals poison, blue equals magic, white equals neither)

- A *cocktail sword^{GM}* with command words "Azathar" and "Torizuth" to enlarge and shrink respectively.

- A *potion of heroism*.

- A crystal ball (non-magical).

- A *wand of animal conjuration^{GM}* (command word: "Gurth-a'rajur")

- Finally, there is a beautiful 10,000 gp peridot which serves as Zelkor's *magic jar*. If the gem is destroyed, any soul within is lost forever — irrevocably.

Underneath the crypt are Zelkor's spellbooks (1 book each of levels 1–5) and perhaps 2 even more important works: A *manual of iron golems* trapped with a *fireball*, and his journal. Of course, the *fireball* more than likely destroys the books — books failing a generic DC 18 saving throw are destroyed. The *fireball* trap can be detected with a successful DC 17 Intelligence (Investigation) check and safely removed with a successful DC 18 Intelligence (Arcana) check. If it is activated, the fireball explodes in a 40 feet radius centered in the book. Those within the region must attempt a DC 19 Dexterity saving throw. Characters that fail the saving throw take 35 (10d6) fire damage and those that succeed take half this amount. His spellbooks contain all his listed spells (your choice) plus: *animate objects*, *clairvoyance*, *cloudkill*, *conjure animals*, *conjure elemental*, *tongues*, *fireball*, *fly*, *fog cloud*, *darkness*, *enhance ability*, *teleportation circle*, *knock*, *charm person*, *cause fear*; and *comprehend languages*.

Zelkor's Journal contains many informative tidbits about Rappan Athuk (roll 10 times on the rumor list). In addition, it tells of the phase minotaurs on Level 7A and the *confusion* gas in the maze which he notes is unavoidable; it discusses his plans to capture a rust monster and *charm* him to use against his enemies on a cavernous level nearby; and finally, it tells that he is looking for Akbeth so that he can ask her where she hid her ring.

3A–9. Juju Means Bad Luck, Mon

As the characters break through the surface of the water, they see six tattooed men gathered around in a circle. They seem to be upset about something. Their eyes, mouths and even ears have been sewn shut. All anyone can hear now is the mumbled sound of their speech. They seem to be saying one word over and over, "brains... braaaaaains..."

The creatures are 6 **juju zombies^B**. These tortured creatures were warriors of light who refused to join the army of evil. Their mouths and eyes were sewn closed by evil priests while they were alive and then sacrificed to Orcus. Against their will, they are now undead creatures. They attack without hesitation, their tortured consciences suffering with every evil act their bodies commit. They pursue creatures throughout the dungeon, and can climb walls with amazing ability, often dropping from above.

3A–10. Gatehouse

Four doors stand suspended in this room 2 feet off the floor, apparently unsupported. These doors are magical portals. The northeast portal leads to a small grove, 5 miles from Fairhill (see *Stoneheart Valley* from **Frog God Games**) and is one-way. The northwest portal leads to a vale between 2 peaks in the Dragon Mountains, approximately 1,500 miles to the north — this gate is 2-way (and can be used as a means of transport to *Sword of Air* by **Frog God Games**). The southeast door is a one-way gate to the Upper Temple of Orcus on Level 4, Area 4-1. This portal is a good means of launching a surprise attack on the evil temple on that level. The southwest door leads to Level 6A, The Lair of the Spider Queen, Area 6A-4.

Level 3B:

Down the Well

This level is both difficult to find and extremely deadly. It is a vault holding a weapon of great power, placed here in a time before the coming of the followers of Orcus, and has been disturbed only a few times in recent history. Finding the vault accidentally through its hidden entrance on Level 3A is unlikely; opening it is even more difficult. And those who do survive its perils may unwittingly unleash a great threat to the world at large in their overeager delving. Such are the perils of adventuring. The maps of this level are shown on the Down the Well maps 1 and 2.

Level 3B

Difficulty Level: Tier 4

Access: Vault door in 3B-1.

Wandering Monsters: None.

General Features

Atmosphere: The crystal-laced stone radiates intense magic of all schools. Otherwise, there are no uniform magic auras blanketing the complex.

Ceiling Height: Corridors are uniformly 20 feet high. Rooms are 20–40 feet at their apex.

Doors: All doors are formed from a magically hardened alloy similar to mithral, giving them immunity to all spells and supernatural effects, fire, lightning, cold, and rust. Further, while the regenerating stonework of the complex remains viable, the vault doors repair damage at the same rate (see below).

- **Locked Doors:** Require a DC 30 Dexterity check with thieves' tools or DC 30 Strength check.

- **Secret Doors:** Stone. Require a DC 24 Wisdom (Perception) check to find. Also require a DC 17 Intelligence (Investigation) check or DC 25 Strength check to open. Cannot be detected magically.

Shields and Wards: Permanent *private sanctum* (preventing divination sensors, divination of creatures, teleportation, and planar travel). Teleportation and scrying within the complex works normally, so long as one does not attempt to penetrate through the warded stone. Should the stone be breached, those within can leave the shielded areas and teleport out normally. The astral and ethereal planes cannot be accessed from within the 3 chambers in Area 3B-20.

Surfaces: The walls, floor, and ceiling are built of dark gray limestone lined with veins of red, blue, and yellow crystalline deposits that give it a glittery rainbow look. This stonework is sometimes hidden beneath a surface façade but is always there.

Other:

- The magic of the stone gradually leaches air from the surrounding area, eventually turning the entire complex into a vacuum. This is an intentional part of its design. When the vault door is opened and air floods in, it triggers the first trap (see Area 3B-1) and activates many of the other traps deeper within the complex. Should the vault door be sealed, the air within the vault once again thins until it has become an airless void, a process that takes approximately a week.

- Any section of stone regenerates damage at a rate of 10 hit points per round as long as the Ravager is within the level.

Background

This lost vault was created millennia ago. At that time 2 great powers were at war. One group lived by the sword and axe, overwhelming their foes with countless numbers, and believing in rule through strength and merit. Their symbol was the bloody sword. The other group was much smaller, and believed in a unified principle of body, mind, and soul at harmony with one another. They had great magic at their command, including access to old magic in a manner long lost since that time. Their symbol, a triangle within a circle, symbolized their core belief in a three-fold harmony.

In their war, both sides marshaled weapons of great destructive force; many of these have been lost, but some remain, whispered in legend or preserved as artifacts and relics of unknown or mistaken provenance. One of these, long lost to scholars and bards alike, is a terrible creation of the followers of the three-fold path. Using their abilities to command nature, magic, and the body, they bred a fearsome living juggernaut of destruction, one which would make the tarrasque of later years seem tame by comparison. This creature they housed in a vault hidden in the extensive network of caves that would eventually become Rappan Athuk. They placed guardians over the beast, and housed several other lesser, but still terrible weapons to be used in their war as final options if things went against them.

Their primary creation, known only as the Ravager, they placed in hibernation in a stasis field, to be preserved against the day when it would be needed. And there it has remained, guarded by a gauntlet of traps and undead servitors, from that day to this, sleeping restlessly through the ages.

The arrival of the followers of Orcus did not initially disturb the vault. It was concealed well enough that they did not even realize it was there. However, as Orcus' power waxed strong within the dungeon, his dark thoughts brushed against the defenses of the vault, and ultimately invaded them in the form of a hairline crack of jet black stone that has served to weaken the wards in place around the Ravager. His touch has tainted those wards, disturbing the Ravager's rest, and tainting its nature. It also upset the stasis field, so that although the Ravager continued to sleep, it grew pregnant, giving birth to spawn slowly over the years even as it slumbered.

At the behest of their demon-god, the priests of Orcus mounted an expedition to penetrate the vault and loot it. None of them returned, but their master discovered enough to disturb even him — a weapon of such great potency that it could ravage the face of the planet, but also one that he could not control, and which might be turned against him.

The raid by the Orcus priests did have one unforeseen consequence. One of the spawn of the Ravager was awakened in the battle outside their crypt and won free of the wards. Clawing through the surviving intruders, it fled through the dungeon, warding or fighting through traps placed to slow its parent, and ultimately won free into Rappan Athuk. There it clawed its way up out of the well and began a spree of wanton destruction that lasted several years until it was put down by an adventurer named Mailliw Catspar and his band.

After defeating it, the doughty warrior tracked it back to Rappan Athuk, and noting the claw marks in the shaft of the well (which are still present to this day) left by the beast he defeated, he and his comrades descended into the dungeon, entered the vault — and were never seen again.

Since then, the Ravager has slept restlessly within its wards; its dreams have been disturbed by dark and bloody visions of destruction fueled by

Down the Well

Level 3B, Map I



1 square - 5 feet

the taint of Orcus, and it is only a matter of time before it awakens, to emerge and unleash a swath of destruction so vast that the world will be forever changed, or lost.

The ancient people who first bred the Ravager were aware of the danger it presented should it escape and emplaced many safeguards to prevent this. First, they entrusted a custodian named Amurru to watch over the vault and the wards, and they granted him the assistance of several powerful spellcasters to aid him. They also emplaced weapons that might be used against the Ravager, should it awaken uncontrolled. They built means within the vault to slow the Ravager's progress should it be freed and allow anyone within the complex time to escape and prepare to defeat it.

In the years that passed, Amurru and his comrades died, yet lived on in undeath, sworn to their charge for so long as it remained in their care. Eventually they lost contact with their people on the surface. Fearing that all memory of the vault would be lost, Amurru entrusted one of their number, the sorcerer Obares Sin, to leave the dungeon but remain forever nearby, to provide information on the vault to those who seek it. Injunctions were placed upon him and he was set loose; he dwells today as the Oracle of Rappan Athuk, having rested there so long he has forgotten his own name.

Finding the Vault

There are a few ways adventurers might discover and enter Level 3B. First, they may find it simply through thorough exploration, and find a means to penetrate it. Second, they may find one of the keys to the vault door (see below), and through magical inquiry locate the door to which they go. Third, they may be sent in quest of the vault specifically, after a vision or prophecy reveals that a terrible menace will soon arise from the earth if it is not stopped. Finally, the wards around the Ravager may have weakened so much that another of its offspring awakens and wins free; in this case they may follow in the footsteps of the adventurer Mailliw and track it back to this level, seeking its origins.

Entering the Vault

The vault entrance is in Area 3A-1, buried beneath 10 feet of silt at the bottom of a pool of water, directly beneath the well entrance on the surface. The door itself can only be opened when 3 keys are inserted and turned simultaneously. These 3 keys resemble daggers made of some unknown mithral alloy and are capped with a colored gem in their pommels: a star sapphire, a star ruby, and an oriental topaz (also known as a yellow star sapphire). They are known as the dagger keys. Further information on the vault door is contained in the entry for Area 3A-1. Information on what occurs when the door is opened is detailed in Area 3B-1.

3B-1. Vacuum Slide

The Hatch. If the valve-like hatch in Area 3A-1 is unsealed, it opens violently downwards on recessed hinges, and the vacuum beyond sucks all in that room through to 3B-2. Characters may make a DC 17 Strength check to avoid being hauled through, and anyone wise enough to securely anchor themselves beforehand can avoid this fate. The trap can't be disabled, and can only be found by triggering it. Once the vault door has been opened, the 3 dagger keys used to unlock it can be easily retrieved from their slots. The vault hatch can then be closed from beneath with a successful DC 14 Strength check, and a wheel on its underside allows it to be reopened with no difficulty.

Gutterball Slide. The hatch opens into a large, rocky cavern, with a concave stone ramp dropping rapidly northeast, running through the center of the room. Those on the ramp can attempt a DC 16 Dexterity (Acrobatics) check to flip off to one side or the other before reaching the bottom, where a pit gapes open. Those rolling off the side suffer 21 (6d6) bludgeoning damage as they land on the sides of the ramp and the jagged rubble on the ground. Those failing the check or not attempting to roll off the ramp fall into the pit at 3B-3 and take 10 (3d6) bludgeoning damage

from the fall. The pit lid then closes and locks in place (see below).

Difficult Terrain. Walking on the rubble lining the sides of the cavern slows movement to 1/4 (5 feet minimum) and requires a successful DC 10 Dexterity saving throw to avoid twisting or breaking an ankle, which causes 7 (2d6) bludgeoning damage and slows movement by half until the damage is healed.

3B-2. Vacuum Pit

The vacuum held this pit open through a mechanism buried within the stonework. Once air floods into the complex, the suction releases its hold, and a 2-ton slab of stone swings down to cover the pit — and reveal the open doorway it had been blocking.

Pit Lid. Once it touches down, the lid locks into place, and does not release until the chamber is once again drained of air, a process that takes 1 week, assuming the vault door is shut and sealed. The pit drops 30 feet into 3B-3. Those falling into the pit suffer 10 (3d6) bludgeoning damage. The pit lid is trapped with a magical glyph on its underside that activates a *circle of death*, cast as a 9th level spell, inflicting 49 (14d6) necrotic damage if the stone is damaged in any way. The glyph is a permanent part of the stone lid, and regenerates just as the lid does. The glyph can be spotted and understood with a successful DC 19 Intelligence (Investigation) check. The *circle of death* spell requires a successful DC 18 Constitution saving throw to avoid. A creature killed by the spell becomes an uncontrolled zombie, subject only to its inner appetite.

3B-3. The Lower Chamber of Pillars

This lower chamber lies 30 feet directly beneath the Upper Chamber, Area 3B-4. Those who fall through the pit at the end of the slide are deposited at one end of it. The chamber height is only 4 feet, and it is filled with staggered rows of stone pillars with 3-foot gaps between them. The chamber is guarded by 9 **wraiths**, that attack anyone entering the chamber, through the pit or otherwise.

Tactics. The wraiths use the pillars and low ceiling to their advantage to gain half cover. Because of the cramped quarters, greatswords and axes cannot be wielded at all. Medium-sized corporeal creatures must squeeze to enter the space. Anything larger cannot fit into the chamber.

In the east wall, a secret door opens onto a set of stairs leading up to Area 3B-4.

3B-4. The Upper Chamber of Pillars

The room beyond the door is filled with circular steel pillars 1 foot in diameter set in staggered rows 5 feet apart. At the far end of the room is another vault door, this one set with a circular wheel.

The Wheel. If the wheel is cranked counterclockwise, all the metal pillars descend 1 foot for every revolution of the wheel. The wheel requires a total of 200 points of Strength to lower the pillars fully. The pillars gradually lower, depending on the Lowering the Pillars Table. Up to 3 characters can crank the wheel at any time, and at least 20 points of Strength is required to move the wheel at all.

Strength Applied	Rounds to Lower
20	10
30	7
40	5
50-60	4
70	3
100+	2 (minimum amount of time needed)

After 1 round of turning, the tops of the pillars are revealed, where they taper to sharp points like upward-pointing spears. If the wheel is released before the pillars lock into place below ground, the wheel whips back to



its original position, slamming the pillars into the ceiling. Once the pillars have locked in place, bolts within the mithral hatch release, and the door swings open.

The Trap. Opening the vault door in effect transforms this chamber into a trap designed to snare Gargantuan creatures. It activates if more than 8 tons of weight are applied to the floor, which causes the vault door to slam shut and the sharpened pillars to stab upward. Creatures in the chamber when this happens are effectively attacked by 1 pillar (4 for Huge creatures, 9 for Gargantuan creatures, etc.). Each pillar makes a melee weapon attack at +14 to hit to a creature in its space. On a hit, it does 55 (10d10) piercing damage. Those struck must make a successful DC 20 Dexterity saving throw or be pinned to the ceiling. Once pinned, a creature may make a successful DC 20 Dexterity (Acrobatics) or Strength (Athletics) check as an action to release itself. It must succeed on 1 check for each pillar that has pinned it.

In the east wall, a one-way secret door opens into the room from the secret staircase up from Area 3B-3. Finding the secret door on this side requires a successful DC 20 Wisdom (Perception) check. Opening it requires a *knock* spell or similar, or a successful DC 20 Strength check to destroy the door.

Development. Should the Ravager be caught in here, the spears impale it, pinning it to the ceiling, which requires it to rip the steel pillars apart to break free. This process takes 2 rounds per pillar. It rests until it has at least 75% of its hit points back and continues its bid for the surface. The Ravager's offspring each weigh approximately 2 tons, so it takes 4 of them in the chamber to set off the trap.

3B-5. Hall of False Offerings

This area is used to store offerings, supposedly burial goods for those interred in the Crypt of Floating Skulls beyond. This is intended as camouflage, to disguise the level as a simple burial chamber for some

important official or ruler of ancient times. The offerings are real, though some have been damaged. Other items were looted, but after the previous intruders met their doom deeper in the vault, Amurru restored them to their rightful place in this chamber.

Vacuum Sealed. Access to 3B-6 is blocked by another vault door, opening inward, set with a wheel. The door can be opened by simply turning the wheel 1 full rotation clockwise. Like the hatch at 3B-1, the area beyond this door is a vacuum, so once the door is opened, it slams into the room beyond, sucking those in this hall into the room beyond if they fail a DC 16 Strength check to grab something solid and hold on. Characters that are sucked through the opening take 55 (10d10) slashing damage from the energy field beyond before falling to the floor on its far side (see below). This trap cannot be found or disabled without opening the door and setting it off.

Treasure. The offerings are mundane treasures worth 2d4 x 50 gp each, and there are 20 + 4d6 such treasures around the room.

3B-6. Crypt of the Floating Skulls

Energy Field. Beyond the vault door, a wall of crackling violet energy separates the entry from deeper into the room. This is a brilliant energy field — all nonliving material passes through it unharmed, but living tissue is cut into 1-inch-square cubes by it. Anyone attempting to move through it suffers 55 (10d10) slashing damage, typically emerging on the far side as fleshy cubes still contained within intact garments and armor. A hidden lever inside a secret panel deactivates the field. The panel can be found with a successful DC 16 Wisdom (Perception) check. Otherwise, inflicting at least 120 points of damage to the surrounding stonework disrupts the field. The stonework has AC 14 and is immune to necrotic, piercing, poison, psychic, and radiant damage. Remember that the stonework self-repairs; once it has regenerated to 120 hit points, the energy field reactivates.

Final Rest. Beyond the field, the chamber opens into a crypt, with 3

stone plinths upon which rest bodies. Characters may notice that the skulls of the ones to left and right are missing. The body at the end looks fully preserved, wearing plate armor and supporting a greatsword across its chest. Characters may also wonder why the dust/bones were not disturbed when the vault door was opened and air rushed in. This is because each set of remains is protected by a *wall of force*. If any of the *walls of force* or the plinths is touched, 2 panels slide open in the side walls, and a pair of floating skulls emerge, with gems in their eye sockets and taking the place of their teeth.

Floating Skulls. Though these skulls resemble demiliches, they are in fact powerful illusions, designed to scare away would be looters. Once the illusions have been dealt with, characters may explore the area more thoroughly. None of the remains is magical or remarkable in any way. However, beneath that body (magically preserved) is a secret trapdoor which leads down beneath the vault and into the area beyond. The trapdoor can be found with a successful DC 18 Wisdom (Perception) check. Unlocking the secret door requires a successful DC 17 Dexterity check with thieves' tools. The body is that of an ancient warrior of the three-fold path. His spirit has long departed, and the body warded against *speak with dead* effects.

Tactics. Anyone interacting with the skulls, or spending 1 round studying them, can make a successful DC 18 Intelligence (Investigation) to recognize them for what they are. Assuming they are not disbelieved, the demilich apparitions unleash their death wails, then start imprisoning the souls of the intruders; see Area 3B-20C below for more details on demilich tactics. Any character that succumbs to their attacks falls to the ground in a catatonic state, which lasts until the effect has been dispelled. Should the entire party fall victim to these illusions, Amurru in Area 3B-13 arrives within 24 hours to slay slumbering intruders, collect the bodies, and return with them and their gear to Area 3B-18.

3B-7. The Memorial Gallery

The walls are scribed with thousands of names in ancient, dead language related to Druidic; these are people who lost their lives in the long-ago war, recorded here as a memorial. This area also serves as a repository for several devices from that long-ago war. In each 10-foot alcove is a pedestal of white marble, smooth and featureless. Atop each is a different item. In all cases, the items are surrounded by permanent spheres of shifting light. The contents of each alcove are as follows:

- A. Weapon with a blade of obvious quality, shining silver and sleek, and a handle of polished wood. The weapon identifies as a +3 weapon, preferably of a type wielded by one of the party's main fighters (adjust as needed to suit power level of the campaign — it should be a nice plum, but not wildly overpowered). It is a *duskwood sword*^{GM}. This cursed blade has been deliberately placed here as a trap for looters.
- B. A rod of reddish metal, etched with arcane runes related to fire and evocation. This is a *rod of meteor swarm*^{GM}.
- C. A golden necklace on a marble bust. The necklace is set with mithral plaques bearing sigils of power and puissance. This jewelry is the *necklace of ultimate command*^{GM}.
- D. The item on this pedestal resembles a square glass bottle 1 foot tall, filled with murky darkness. If the stopper is removed, a **wraith** emerges and attacks any living creature nearby. The bottle continues to produce 1 wraith every 1d3 rounds and can produce a maximum of 20 total. However, any wraiths that are destroyed re-manifest in the bottle 1 round later. If the bottle is destroyed, any wraiths contained within it are freed at once, but they can no longer re-manifest.
- E. A *sphere of confusion*^{GM} rests here.
- F. Within the light on this pillar is no object, but simply a glowing field of energy. It is part of an ancient enchantment used in the creation of artifacts — an art lost millennia ago. If an item is placed on the pedestal and left for 24 hours, the field is absorbed into the object, and it gains lesser artifact status. How the new artifact is subsequently used influences its development as it grows into a full artifact. If it is used in a manner noble and just, it becomes an artifact of Good; if the person using it is evil or betrays another, it will become a corrupting artifact.

The exact nature of this enchantment, as an artifact-level effect, should not be immediately apparent to divinations.

- G. A small cauldron 1 foot in diameter rests here, holding what appears to be quicksilver. This oily substance is *oil of resistance*^{GM}. The cauldron holds 10 doses and replenishes the substance at the rate of 1 dose per hour. Oil removed from the cauldron must be used within 10 minutes, or it disenchant. The ancients used this oil to protect their elite champions.
- H. Atop this pillar, a delicate ceramic bowl rests upon a soft cushion. Within the bowl are 12 acorns. These nuts belong to a species of tree long extinct, a relative of the yew, with wood especially prized in the manufacture of bows and other wooden weapons and devices. Druids, elves, and botanists would find these nuts extremely valuable, for they would allow the restoration of a species of tree long ago harvested to extinction.
- I. A vase rests atop this pedestal, holding a bouquet of fresh flowers. The blossoms are kept magically preserved, but otherwise there is nothing remarkable about them; this arrangement was placed long ago simply to provide a memory of the joys of nature to Amurru and others guarding the vault.

3B-8. The Forgotten Cavern

This chamber was walled off when the complex was first built, deliberately kept isolated from the remainder of the complex. It serves as a prison for Amurru to *teleport* intruders to, should they reach him in Area 3B-13. At the center of the chamber a small pool boils and froths, producing a constant supply of air through electrolysis, which keeps the chamber from being sucked clean of air by the vacuum. Despite its boiling appearance, the water is not heated, though it does tingle to the touch.

Occupants. The chamber also holds a pair of bodies: one is the corpse of the adventurer Mailliw Catspar, and the other the remains of a priest of Orcus. The latter corpse has reanimated as a **ghast** (with AC 16 due to chain mail).

Development. Because the level, when sealed, provides no exit for disembodied spirits, the soul of Mailliw lingers still in this chamber, bound in eternal slumber. Within 1d4 rounds of the chamber being entered, however, Mailliw manifests as a ghost, asking to have his remains returned to the surface and buried in state. He gladly informs them of what little he knows — he made it only as far as Area 3B-13 before being teleported here, but he could tell them about why he sought and found the complex in the first place. He cares little of his body's possessions after all this time, and gladly surrenders them to the party without fuss if they desire them.

Treasure. The body of the priest of Orcus wears chain mail, and a shield and a +1 *morningstar* are nearby (the ghast does not use the shield or weapon). It wears rotted robes, a holy symbol of Orcus, and around its resting place are 4 empty vials, a broken lantern, and a largely empty backpack. The body of Mailliw carries a spear, a longsword, black dragon leather armor, a buckler, a *potion of invisibility* and standard — if old and useless — adventuring gear. Neither body carries any rations.

Story Award. Good characters should be awarded 1,000 XP each if they take his body and bury it as requested.

3B-9. The Elevator

This 20-foot-high cylindrical chamber is accessed by a 10-foot-wide, 10-foot-tall arch. The room is covered on the walls and ceiling with wood paneling. Hanging from the ceiling by a thread is a golden key, dangling about 4 feet off the ground.

There are no secret compartments in the chamber walls, though rapping on the ceiling elicits a hollow sound, and close examination of the thread where it meets the ceiling reveals that it passes through a crack in the wood and is not simply tied off. The thread leads up to a counterbalanced

LEVEL 3B: DOWN THE WELL

mechanism that was activated when the complex was first entered. Should the thread gain or lose even an ounce of weight (if the key were to be grabbed or the thread cut, for example), a 2-ton metal grill festooned with downward-pointing spikes slams down on anyone in the chamber forcing all characters within to attempt a DC 17 Dexterity saving throw. Those that succeed take no damage while those that fail take 110 (20d10) piercing damage and are restrained. Those that survive can attempt a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check to escape.

Elevator. The weight of the grill hitting the floor activates the elevator: the entire chamber starts to descend at a rate of 2 feet per round, revolving slowly counterclockwise as it descends. Thus, the opening sinks below the level of the floor outside the chamber in 5 rounds. The chamber descends 120 feet until it reaches the access point to 3B-10, where it halts at a passage leading 40 feet to that area. Above the elevator chamber there is a 10-foot space where the grill was anchored, and above that solid stone. Anyone wishing to get down after the shaft has descended, or to get back up, must somehow bore through 95 feet of solid rock.

Development. Once the Ravager has been freed (see Area 3B-21), an extradimensional portal appears at the entrance to 3B-10, which transports any Medium or smaller creature that steps through it back to the Memorial Gallery (3B-7). This is a 1-way transportation. Once the Ravager reaches it, its natural anti-magic properties disrupt the portal, dispelling it permanently.

3B-10. Six Stone Trees

The passage opens into a chamber that looks like a forest, with a ceiling, 40 feet high. The walls and ceiling have been carved in bas reliefs of a forest scene.

Treants. The trees are 8 **stone treants**^B, ancient, stony creature native to an obscure part of the plane of elemental earth. They cannot be banished or dispelled while they guard this room. Discerning that a tree is a treant requires a successful DC 25 Wisdom (Perception) check.

Tactics. Those that do not perceive them are surprised when they attack. Should one of these guardians be destroyed, a new one appears to replace it 24 hours later, so long as the Ravager's containment field holds. The stone treants remain immobile until intruders have reached the center of the chamber. They then close in from all sides, trampling where possible, and seeking to hem in the invaders and pulverize them with flailing limbs.

3B-11. The Wringer

This area is activated when the vault is first opened. Eight spinning columns, rotating in the direction marked on the map, fill the intersection with a whirling array of hooked blades. Anyone passing through the 4 points marked "X" on the map are subject to attack by the wringer's blades. The wringers make 1d6 melee weapon attack at +8 to hit. On a successful hit a blade does 7 (1d10+2) slashing damage. If the target is hit at least once, it must succeed on a DC 16 Strength saving throw or be restrained and swept between the pillars and automatically struck by 2d6 blades at the start of each of its turns. The target may attempt a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check as an action on its turn to escape. The pillars and blades are made of the iridescent stone of the complex, and self-repair if damaged, even regenerating from the floor and ceiling if completely removed or disintegrated.

Development. Once the Ravager is freed, it pauses in this area to destroy each spinning pillar, one by one — a process that takes it 8 rounds. Any offspring freed beforehand may be trapped by these pillars for a longer amount of time.

3B-12. The Angel of Death

A great statue of an angelic being stands here at the head of a 30–40-foot cavern, wings outspread, wearing mail, and with sword raised on high. Strangely, the statue faces down the cavern away from the party as they enter. The walls of the cavern have been smoothed and are carved with images of oversized human warriors marching in the same direction. At the far end of the cavern rests another vault door, opened by turning the wheel at its center 10 times counterclockwise.

Golems. The great statue is a masterfully crafted **greater stone golem**^B, though it only activates if the Ravager itself comes into view — even standing still for direct attacks from lesser creatures. However, hidden amid the carved images in the walls are 20 swift stone golems and which move to intercept anyone moving into the cavern. Use normal **stone golems**, except:

- **Speed** 60 feet
- **AC** 19
- **Dexterity** 18 (+4)
- **Legendary action.** Once, after an opponent takes a turn, the golem can take an action to dash or attack. It regains this ability at the start of its turn.
- Regenerate 3 hp at the start of each of its turns, provided the Ravager is confined
- All golems are made of the same iridescent stone that coats the walls of this cavern, and even if destroyed they regenerate from the walls at the rate listed, so long as the stone remains magical.

Tactics. The stone golems move to intercept intruders, attacking from all sides until destroyed. If any intruders are present by the time one fully reforms, it moves forth once again to attack. The greater stone golem only attacks the Ravager, ignoring all other targets.

Development. Should the Ravager engage the Huge golem, it manages to destroy it in 1d6+6 rounds. The Ravager then rests the same number of rounds as the battle, and presses on.

3B-13. Crypt of the Servitors

The vault door opens into another crypt chamber, its walls lined with niches containing 10 mummified corpses (**guardian mummies**^B) of muscular humans. Each wears an ancient breastplate, and wields a curved greatsword. Atop a dais at the far end of the room stands another figure, his body desiccated but intact, eyes gleaming with a fierce light even after all these centuries. This is **Amurru**^B, the guardian of the vault, keeper of the Ravager.

Tactics. If intruders approach with hostility, Amurru does not waste time in conversation. If they try to speak, he bids them return this one time, saying that what lies beyond is something they should not meddle with. He does not answer any questions as to what it might be. Amurru starts by using his *teleport other* ability on characters, sending them to 3B-8 or -14, while the mummies move to intercept. He then casts *haste* on the mummies, and while they engage any intruders he hammers them with the highest-level spells in his arsenal. He uses his *time stop* spell if seriously wounded to gather strength and summon allies, using his *wish* as a last-ditch means of defense.

Development. The only things that prevent Amurru and his minions from attacking are if the characters retreat, or reveal they are here because they believe that the thing he guards shall soon be freed. The ancient guardian is aware of this fact, and it has been troubling him for centuries. With a supreme effort at diplomacy, represented as a successful DC 20 Charisma (Persuasion) check or excellent roleplaying, the party might persuade Amurru to let ONE character pass, to inspect the vault beyond in his presence, while the others remain under guard by his minions.

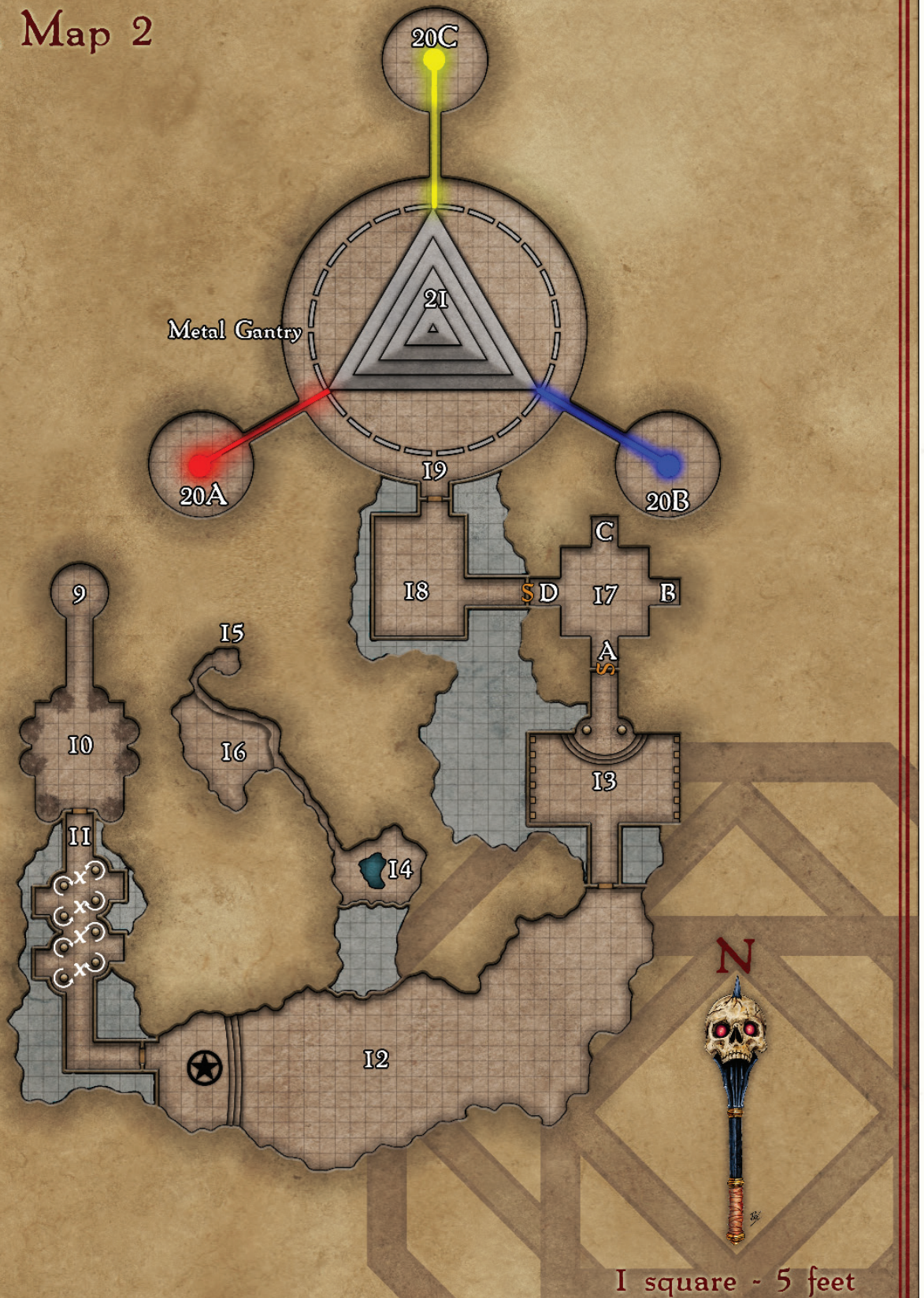
Unfortunately, the damage done by Orcus's influence is irreparable, even should he fall. It is only a matter of time before the barriers fail and the Ravager awakens, and even before then more of his offspring might work their way free.

Amurru has no direct control over the guardians of the Chambers of the Three Aspects, though he can tell the party that the artifacts contained therein may help them defeat the Ravager. He also informs them of the utility of the dagger keys used to access this level.

Should Amurru and his cohorts be slain, they reform within 24 hours, so long as the barrier surrounding the Ravager is in place. The defenders in this chamber are also resistant to turning: they have advantage on all saving throws to resist being turned and they cannot be destroyed or controlled by channel divinity.

Down the Well

Level 3B, Map 2



3B-14. Cavern of the Pool

This cave resembles 3B-8, above. It is completely isolated and holds only a pool of frothing water. Unlike that chamber, there are no bodies here, and chemicals in the water have poisoned the air. Every round a character breathes the air in, they must make a successful DC 14 Constitution saving throw or suffer 3 (1d6) acid damage.

3B-15. The Low Cave

This cave has a ceiling height of only 3 feet, and is filled with a foul, rancid stench emanating from a lone passage leading away. The air is cold enough to cause plumes of steam when people exhale. Everyone within the room must make a successful DC 14 Constitution saving throw or be sickened for as long as they stay in Areas 3B-15 and -16. Those who make the saving throw still need to re-roll once every 10 rounds or succumb to this effect. Sickened characters suffer a -1 penalty on to hit rolls, saving throws, and skill checks.

3B-16. The Pit

A narrow tunnel from 3B-15 worms its way through the stone, narrowing at points to little more than 2 1/2 feet in diameter. Eventually it opens onto a ledge running along the side of a 30 feet deep pit. The cold is very strong here, coating the pathway with a rime of ice.

The Pit. Dwelling within the pit is a **nightcrawler**^B, which moves to attack anyone traversing the ledge once they are halfway across. Those who make it past the pit find themselves in another meandering passage that eventually dead-ends; however, at the point where it ends the stone is smooth and worked, and a bit of digging allows one to tunnel through into the main passage beyond.

Tactics. Anyone attempting to fight on the ledge, or who is hit and damaged, must make a successful DC 14 Dexterity saving throw or fall into the pit suffering 10 (3d6) bludgeoning damage. The nightcrawler waits until victims are halfway across the ledge, then moves up and starts biting and swallowing. It is large enough to reach them from the bottom of the pit where it dwells.

3B-17. Chamber of the Maze

The secret door at the back of Amurru's crypt opens into an innocuous-looking 30-foot square chamber, with openings at the center of each wall. However, the chamber is filled with a permanent *maze* effect. Anyone entering disappears and is observed only as a brief flicker as they traverse the extradimensional labyrinth. Should they succeed in navigating the maze by succeeding at a DC 20 Intelligence check, roll 1d4 to determine which of the 4 exit points they arrive at. Characters who are roped together or join hands can stick together; in this case, only the person at the front of the line needs to make these checks. An *antimagic field* allows one to easily bypass this effect.

3B-18. Workshop

This room is a combination storeroom, work room, and laboratory. Construction materials are present to repair damage to non-stonework items in the complex, along with replacement parts for damaged traps and the like. There is also a small library, holding ancient texts of long-lost lore. The texts may also hold ancient or epic spells, as suits your campaign. The laboratory is suitable for brewing potions, scribing scrolls, and crafting magic items, and has been specifically adapted to function in a vacuum. Several unfinished scrolls and other items are also located amid the shelves.

Amalgamation. As a final defense, an enchantment has been laid upon this room, causing everything within to animate and attack should any living creature enter it. Note that area of effect spells are liable to damage much of the chamber's contents.

Tactics. In the first round, 10 acid flasks fly at the interlopers. Each makes a melee or ranged attack at +6 to hit. The range for the ranged attack is 20/40 feet. On a hit, the target takes 7 (2d6) acid damage. Meanwhile, the room's remaining components come together to form the **amalgamation**^B. Thereafter, the construct attacks until destroyed.

Treasure. The library books weigh a total of 100 pounds and could fetch up to 10,000 gp from interested collectors. The lab setup is worth 1,000 gp. In addition, the racks and shelves hold 2,500 gp in rare components for spells and magic item creation, all in hermetically-sealed jars. There are also 10 flasks of acid, 14 flasks of oil, 8 vials of holy water, and many other minor items. Once the amalgamation is defeated, any unused items have a 90% chance of having been destroyed during the battle. Items that can be found on the shelves:

d12	Item
1	Wand of magic detection
2	Wand of magic missiles
3	3 scrolls of dispel magic, 6th level
4	+1 dagger
5	Feather token (whip)
6	Wand of fireballs
7	+1 handaxe
8	Scroll of conjure elemental
9	Wand of wonder
10	Scroll of hold monster and scroll of conjure celestial
11	+2 flaming heavy crossbow, with 20 +1 bolts
12	Sword of stamina ^{GM}

3B-19. The Uttermost Vault

This final area is the vault where the Ravager has long been kept in stasis. Due to the influence of Orcus in recent centuries, the Ravager has produced spawn, which share its imprisonment. Should the 3 energy beams that hold it in place be disrupted, the Ravager is freed immediately, and should even 1 be disrupted, its awakening becomes inevitable. Thus, unless the characters realize that some things are best not tampered with, it is likely that they unleash upon the world a terror the likes of which it has not seen in millennia.

Beyond the Vault Door. The passage past the laboratory ends at a final vault door, easily opened by turning the wheel counterclockwise 1 complete revolution. The door opens into a 100-foot diameter chamber, dominated at its center by a 3-sided pyramid composed of prismatic light. At each of the outer points of the pyramid, a 5-foot diameter beam of colored energy—yellow, red, and blue—moves out from the pyramid and through a 5-foot-wide passage in the outer wall. On the floor, a mithral band encircles the pyramid, touching it at each of its 3 points. Tiny iridescent runes seem to float and swim within it, should it be examined closely. Around the periphery of the room, a metal gantry encircles the chamber 20 feet up, accessed by iron ladders on either side of each beam. This gantry can be used to circumvent the energy beams if that is desired.

The Black. While in the northeastern portion of the room, a character who succeeds on a DC 20 Wisdom (Perception) check spots a vein of jet-black material running along the floor, through the outer circle, and intersecting the base of the energy pyramid. Dwarves and other creatures with Stonecunning have advantage on the check. This dark intrusion represents the influence of Orcus. There is a slight weakening of the energies in the pyramid where it intersects; if a study using *detect magic* or a successful DC 17 Intelligence (Arcana) check is made, it is determined that there is a small but perceptible weakening in the field here, though not enough of one for the characters to exploit.

The Pyramid. Investigation of the pyramid reveals it to be some form of *wall of force*, preventing anything from going in or coming out. Even spells such as *wish* are not sufficient to penetrate the barrier. Only by following each of the beams to its source, and deactivating it there, can the pyramid be dispelled. Once a single beam has been disrupted, that color vanishes from the spectrum within the pyramid. After the second beam shuts off, the pyramid retains only the color of the third beam. With even a single beam shut off, the pyramid becomes permeable to certain effects, as indicated in Shutting Down the Beams.

Entering any of the beams renders one susceptible to their malign effects. Those within the red beam take 27 (6d8) fire and necrotic damage per round, with a DC 18 Constitution saving throw allowed for half damage. Anything inside the blue beam is subject to a destroy magic effect every round; a DC 18 Charisma save negates this. Those within the yellow beam must make a DC 18 Wisdom saving throw each round or be stunned and unable to act. However, anyone holding one of the original keyed daggers used to enter this level is immune to the effects of the correspondingly colored beam.

Development. Because of the weakening caused by Orcus's influence, the Ravager and its brood have slept lightly. Once the first beam is shut off, one of the offspring starts to awaken; after the second beam is shut off it can penetrate the barrier and escape. Before the party can shut off the third beam, they need to deal with this escapee.

3B-20. Chambers of the Three Aspects

Each of the beams originates in a 35-foot diameter circular chamber, with a pedestal at its center. Resting upon each of the pedestals, encapsulated by a field of the corresponding energy, is an object that powers the effect. Each of the beam chambers is filled with the same effects as the beam that exits the chamber, and each chamber has a guardian.

Shutting Down the Beams. As each beam is shut down, the pyramid walls lose that corresponding color. This makes the pyramid permeable, but also starts to rouse the Ravager and its spawn within. Beam shutdown effects are cumulative.

Beam	Effect
Red	Nonliving objects can pass through
Blue	Can transport through via <i>teleportation</i> or similar
Yellow	Can use divination magic to see through
Red + Blue	Spell effects can pass through
Red + Yellow	Creatures and objects may pass through but spells, magic items, etc. cannot
Blue + Yellow	Incorporeal creatures may pass through

Each beam contributes to the stasis field within, and so long as it remains active, anyone passing into the pyramid is subject to its effects. These are as follows:

Red	Aging stops
Blue	All magic effects suppressed
Yellow	Coma

There is no save against any of these effects. If a single beam is shut off, the Ravager and its brood break the shackles of the stasis in one month. If 2 beams are shut off, they awaken in 1d6 days. If all 3 are shut off, the offspring awaken in 1d10 rounds, and the Ravager in 1d10 minutes, though any attack upon them awakens them immediately. See 3B-21 for further details on the Ravager and its children.

Pedestals. To retrieve the item atop the pedestal, each sphere must be shattered. They can only be harmed by using the dagger whose pommel gem color corresponds to that of the beam and sphere.

Each sphere must take 30 points of damage from the appropriate dagger to shatter, and each regenerates hit points at the rate of 1 per round, until it is shattered.

3B-20A. Chamber of the Body

This chamber is filled with lurid red light; no other colors are visible within the room. The chamber is guarded by Luke the **Pit Fiend**. The fiend attacks whoever holds the red-hilted dagger first. Should the red sphere be shattered, the pit fiend's service is ended, and it gratefully teleports away to its home plane.

Treasure. Once the sphere is shattered, the object can be retrieved: a *brilliant-energy greatsword^{GM}*, composed of red light.

3B-20B. Chamber of the Mind

This chamber is guarded by a **gibbering orb^B**, whose eye rays are not disrupted by the blue glow that otherwise pervades this chamber. The orb unleashes its eye rays at anyone intruding, using its most lethal effects against the wielder of the blue-hilted dagger. It uses its gibbering ability first if confronted with a sizeable group of heavily equipped foes.

Treasure. Resting in a slot in the center of the pedestal is a *staff of the magi*, which is responsible for powering the beam.

3B-20C. Chamber of the Spirit

Inside the sphere is a skull, which is intelligent and hostile (an **advanced demilich^B**).

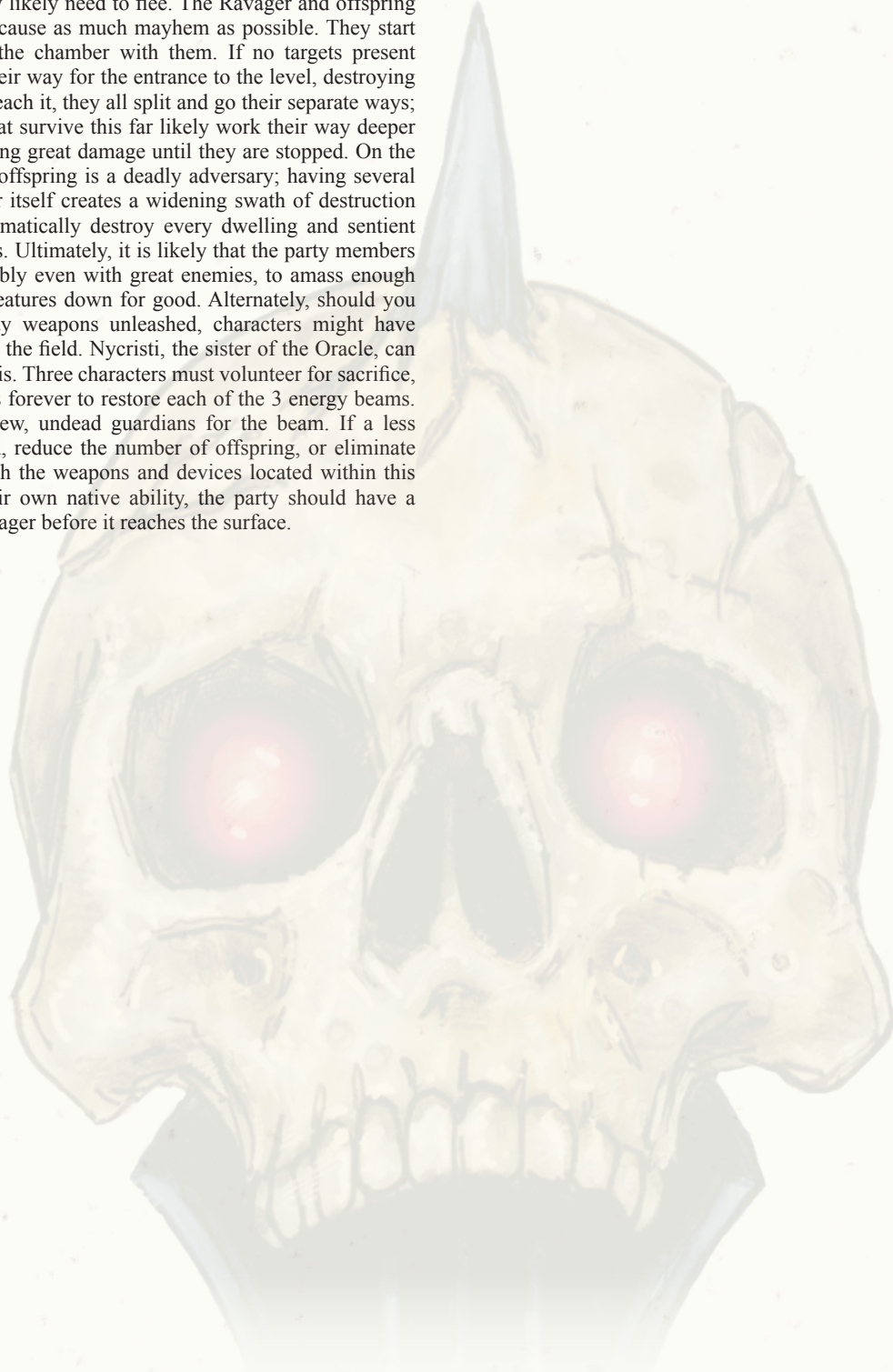
Development. The skull is animated by the spirit of Nycristi, who was once the sister and lover of Obares Sin (better known today as The Oracle). She has similar powers to the Oracle and remembers his name. Should Nycristi and the Oracle meet, they remember one another, and understand their duties regarding the Ravager. They then seek to aid any who would destroy the Ravager and his brood as best they can. Once this task has been accomplished, they finally abandon their mortal shells and transcend to the outer planes, their duties fulfilled.



3B-2I. That Which is Bound

At the center of the pyramid rests the **Ravager^b**, a Gargantuan creature that in its current form looks something like a giant, hairless ferret, with bulging muscles rippling along its sides, teeth the size of longswords, and claws that can eviscerate a man in one swipe. Piled around it are 8 smaller versions of it the size of elephants (**Ravager Spawn^b**); these are in addition to the 1 that the characters face after breaking the second sphere.

The Ravager Awakens. Assuming their sleep is not disrupted ahead of schedule, the offspring begin to awaken before the parent. Parties that faced the lone offspring before should realize the trouble they are in, and either flee at once or attempt to kill each offspring as it awakens. Ultimately, however, they likely need to flee. The Ravager and offspring all have one imperative: cause as much mayhem as possible. They start by attacking anyone in the chamber with them. If no targets present themselves, they make their way for the entrance to the level, destroying as they go. Should they reach it, they all split and go their separate ways; 1 or 2 of the offspring that survive this far likely work their way deeper into Rappan Athuk, causing great damage until they are stopped. On the surface, even one of the offspring is a deadly adversary; having several of them plus the Ravager itself creates a widening swath of destruction as they spread and systematically destroy every dwelling and sentient creature they come across. Ultimately, it is likely that the party members need to seek allies, possibly even with great enemies, to amass enough firepower to put these creatures down for good. Alternately, should you not wish these doomsday weapons unleashed, characters might have the opportunity to restore the field. Nycristi, the sister of the Oracle, can inform them how to do this. Three characters must volunteer for sacrifice, giving up their life forces forever to restore each of the 3 energy beams. Their remains become new, undead guardians for the beam. If a less tragic outcome is desired, reduce the number of offspring, or eliminate them entirely. Armed with the weapons and devices located within this complex, along with their own native ability, the party should have a chance of halting the Ravager before it reaches the surface.



Level 3C: The Fountain of Pestilence

The original purposes of the level known as the Fountain of Pestilence can no longer be guessed at from the level's geography, for major events after the abandonment of the dungeons have made radical changes in this area. Many years after the battles between the Priests of Orcus and the Army of Light, a religious order of healers entered the Mouth of Doom to establish a hermitage in the catacombs below. Healers from the shrine travelled throughout the lands, offering cures and medicines to the peasantry...or such was the plan. The mission of this small community worked well for many years, and the healers were welcome guests in the hamlets and villages for a hundred miles around. The healers kept the location of their shrine a secret and accepted no payment for their services other than freely-granted contributions to their cause of eliminating disease from the world.

During this time, the underground sanctuary of the healers grew considerably, as new novices were admitted into training by the original healers. At the same time, the religious aspect of the hermitage increased. The hermitage became less focused upon service to the outlying communities, and more focused upon its status and responsibilities as a temple to the healing god. To the second generation of healers, trained with a greater emphasis on religion, it began to seem that a greater blow could be struck against disease than merely traveling through the countryside to fight it where it appeared. A group of the healers developed a plan to take a more active role in the eternal battle between the great supernatural forces, striking their own blow against the greater servants of pestilence and plague. By mystical auguries and arcane research, they eventually pieced together enough clues to learn the name of one of the greater demons of pestilence. Armed with this knowledge, they made their plans to destroy this demon.

They failed...

This area is shown on The Fountain of Pestilence map.

Level 3C

Difficulty Level: Tier 1

Access: Stairs to Area 1C-26, stairs to Area 2B-23, stairs to Area 4B-1, teleport to Area 2A-1.

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1	1d4 plague zombies ^B
2	1d2 pestilenzi demons ^B
3-4	3d4 giant rats
5	Ochre jelly
6-10	Swarm of roaches*
11-20	No Encounter

*These swarms are harmless, but horrible. Several hundred cockroaches swarm from the cracks in the stone walls, and scramble around for about a minute before disappearing back into the walls.

General Features

Atmosphere: The entire level is humid and stuffy, unusually warm. Walls and ceilings are moldy. The floors are grimy, and a *feeling* of filth permeates the air. At random intervals, the characters begin to cough lightly, but this has no game effect, and stops when they leave the level.

Ceiling Height: Ceilings are uniformly 13 feet high.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find, then automatic to open.

Shields and Wards: None.

Surfaces: Stone masonry in poor condition — large cracks abound.

Other:

- Pit traps are covered but do not lock. They require a DC 18 Wisdom (Perception) check to notice.

- Pestilence^{GM} is a disease that was spread into this level of the dungeon when the Healers failed to control the demonic power they had summoned. Various monsters and hazards in the level can infect intruders with the pestilence.

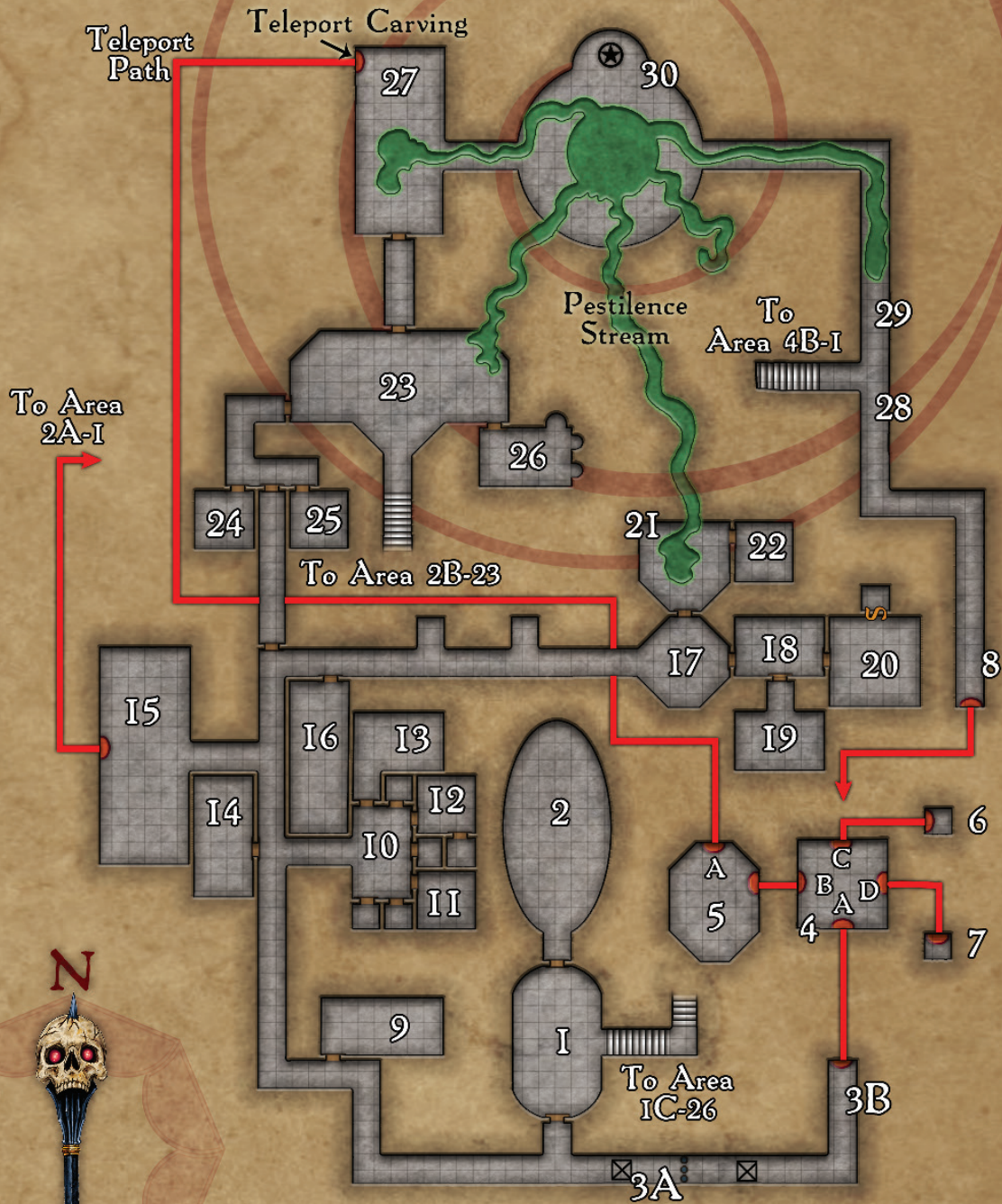
3C-1. Entry to the Healers' Hospice

When the party enters this room, they hear a loud rustling sound as an undulating carpet made up of thousands of roaches scatters for the walls and disappears into the cracks and gaps between the stones. The room once contained several wooden chairs that were apparently broken and scattered; only a few intact pieces give any clue to the fact that they were once furniture. Inspection of the pieces of wood reveals very old bloodstains. Over the north door, the words "*Healing and Recovery*" have been carved into the stone. Over the south door, there is only the word "*Forbidden*." Close inspection of the carved word "*Forbidden*" reveals that some scratches next to it read, in very small print, the scrawled words "*Until now*."

3C-2. The Hospital Ward

The walls of this room are decorated with painted murals of men and women in white robes ministering to the sick and the injured. In addition to the pictures of healing, there is also one large figure wearing a white robe and surrounded with what appears to be a painted golden aura. The significance of the large figure is unclear, but it is likely either a deity or a hero of some kind. All the murals in the room have been badly defaced; the left hand of each healer has been painted over with black paint, and there are long scratches across all the figures. The scratches are not in the pattern of clawmarks; they look like deliberate vandalism done with tools or weapons. Beneath the picture of the large figure, there are words written in blood, in some strange language.

The Fountain of Pestilence Level 3C



1 square - 5 feet

Language. This is an Abyssal dialect that can be deciphered by use of a *comprehend languages* spell, reading, “*Heal this if you can, upstart meddlers!*”

3C-3. Hallway

Location A. At this point in the hallway is a series of traps; 2 covered, but non-locking pit traps have a portcullis trap between them. The pits can be noted with a successful DC 18 Wisdom (Perception) check. They are 10 feet square and 20 feet deep. Characters who fall in one of the pits must make a successful DC 17 Dexterity saving throw. Those that fail take 7 (2d6) bludgeoning damage from the fall while those that succeed take half this amount. The pits do not fill the entire corridor; there is a 2-foot walkway on the north side of each one. The walkways have a pressure plate midway across. Once anyone has stepped onto the pressure plate, the portcullis drops after a delay of one round. This is enough time for an entire party to get past the portcullis if they are moving in a single group; if there is a scout in the front of the party it might be possible for the scout to be trapped on the other side of the portcullis before the rest of the group arrives.

Location B. This is the entrance to the Chambers of Isolation. The corridor stops at a dead-end wall, but the wall is decorated with the bas-relief carving of a left hand. The carving is a teleport device, but it can only be activated by the touch of a person who is capable of casting spells.

When a spellcaster touches the carving, that character and anyone in physical contact with the character is teleported into Area 3C-4. The teleportation is not instantaneous, and the characters are able to perceive that they are in a state of limbo for 4 seconds before they arrive in front of teleportal “A” in Area 3C-4.

3C-4. The Center of Isolation

This room has the bas-relief carving of a left hand on each wall and has no doors at all. There is an intact but rotted table in the center of the room. A skeleton dressed in tattered white robes holding a scroll of red parchment in its right hand lies beside the table. Its left hand is missing, and if anyone gets close to the bones (searching for treasure, for example) there is a faint but distinctly foul odor emanating from the bones themselves. On further inspection, and a successful DC 12 Wisdom (Medicine) check, the bones can also be found to be slightly pitted and decayed in places. These are the remains of a healer who managed (almost) to escape the carnage in the temple and get into these rooms, where he died of the pestilence before being able to cast the *lesser restoration* spell written on the scroll.

The 4 bas-reliefs in the room are all teleportals like the one in 3C-3B. Portals C and D work without a spellcaster’s touch (on the outbound journey). A and B require a spellcaster’s touch to function, but anyone touching the spellcaster is brought along. Note that not all the portals work the same way for a return journey back into this room.

- Teleportal A leads to hallway 3C-3B, and the length of the journey is 4 seconds. A spellcaster’s touch is required.
- Teleportal B leads to Room 3C-5B, the Isolated Workroom. A spellcaster’s touch is required, and the length of the journey is 1 second.
- Teleportal C leads to Room 3C-6, an Isolated Ward. The portal can be entered by a non-spellcaster (this is not the case on the way out, however). The journey takes 3 seconds.
- Teleportal D leads to Room 3C-7, an Isolated Ward. As with teleportal C, a non-spellcaster can make it work from here, but not on the return journey. The journey takes 3 seconds.

Treasure. The red scroll in the skeleton’s right hand is a *scroll of lesser restoration*.

3C-5. Isolated Workroom

This room contains 3 intact workbenches, an armchair in very bad condition, and 5 cabinets. There are 2 bas-relief carvings on the walls, both of a left hand, and both of which are teleportals (one of these is the one used by the party to enter the room, so it is on the wall directly beside them.)

This room also contains a guardian **defender globe^B** that was kept by the Healers to defend this room against intruders. The guardian is a floating globe of light that fires small lightning bolts, and it attacks immediately with a prepared reaction when the party materializes in the room. It was warned of their approach by the aura of their teleportation and cannot be surprised.

- Teleportal A leads to Room 3C-27. The teleporter can only be made to function by the touch of a spellcaster, and the journey takes 47 seconds.
- Teleportal B leads to Room 3C-4(B). The teleporter can only be made to function by the touch of a spellcaster, and the journey takes 1 second.

Treasure. The 5 cabinets:

- Cabinet #1 contains lots of old parchment, several quill pens, bottles of now-solidified ink, 10 vials of very fine sand, and a rusty razor blade.
- Cabinet #2 contains 6 books: (a) *Amador’s Basic Anatomical Textbook* worth 100 gp; (b) *Zovar’s Catalogue of Diseases and Pestilences* worth 10 gp; (c) *Tharo’s Introduction to Purgatives and Herbal Remedies, second edition* worth 250 gp; (d) *Polodor’s Collected Essays on Contagions and Cures* worth 75 gp; (e) *Omens, Portents, and Prophecies of the Healing Gods* worth 25 gp, and a 6th book that does not seem to match the others. Reading the first 5, a process which takes some weeks, provides proficiency in Medicine to a character who does not already have it and expertise to one who does. The 6th book has no title on the cover, and the thick leather binding is held closed with a massive lock. This book is the iniquitous *Tome of Draav*, which contains the names and descriptions of many demons. Perusing the *Tome* for 30 minutes or more reveals that the entries for 5 of the demons have been carefully annotated with notes and diagrams. It is at these 5 pages where the book’s binding cracks open, and the parchment at the edges of these pages is worn thin.
- Cabinet #3 contains a row of 20 bottles of liquid. Five of these are specimen bottles of urine that were awaiting testing when the pestilence arrived. Two of the bottles are *potions of healing*. Four of the bottles were once medicines, but now have no effect after the passage of time. One bottle contains a liquid that was once medicinal but now acts as Midnight Tears poison. The other 8 bottles are still working medicines. These are not powerful enough to cure magical diseases but drinking one of them after being infected with the pestilence delays the onset of the pestilence for a full hour.
- Cabinet #4 has been occupied by a quantity of **green slime^B**, which slides and splatters onto anyone opening the cabinet in a normal fashion.
- Cabinet #5 contains 2 scrolls written on red parchment, and a locked, leather-bound book. The red scrolls are *scrolls of lesser restoration*. The book is filled with various notes, most of which are in code and cannot be deciphered. More information about this book is provided below.

The Book of Notes. As mentioned, most of the handwritten notes in this book are in code, so magical translation will not make them readable. At least 5 different handwritings can be picked out in the encrypted notes, although there are some passages here and there — all in the same handwriting — that are not encoded. These read as follows:

“*This is a terrible idea.*” (page 1)

“*There is an error in the mathematics at this point.*” (page 17)

“*Did you even read what the ToD says about this being?*” (page 22) “*I do not think this would be enough.*” (page 23)

“*Because of the vow of silence, that’s why.*” (page 25) “*So are you.*” (page 26)

“*Because no one is going to be left alive to read it anyway, that’s why.*” (page 27)

“*We should stick to what we do; attacking demons is work for warriors, not healers.*” (page 29)

“*I had a strange dream last night, and the god told me that my help would be necessary for this project. Although I still think it is ridiculous to write the notes in code.*” (page 40)

“*Very funny, but I still think it is ridiculous.*” (also on page 40)

There are no more non-coded comments in the notes, although they continue for another 103 pages, up to page 140. After page 140, the

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rest of the book is blank. On page 41, just after the last un-coded entries, a set of numbers begins to appear in the notes repeatedly (the first time it appears, it is in the handwriting of the individual who initially refused to write in code). The numbers are: 1–26–9–18–1–24. Each number corresponds to a letter in the alphabet; if any of the players figures this out and says the word “Azirax” out loud, the consequences are as follows: (1) a huge billow of smoke fills the room, and everyone inside must make a successful DC 14 Constitution saving throw or immediately be infected with pestilence, (2) a diseased-looking, **glabrezu demon** is summoned into the room and attacks. It cannot leave through the portals, so if the party survives long enough to escape by *teleportation*, it does not pursue. The demon remains in the room for 1 year and 1 day, before giving up and returning to its home.

3C-6. First Isolated Ward

There is only 1 bas-relief carving of a hand in this small chamber. Anyone teleporting into the chamber arrives standing almost on top of a skeleton that lies on the floor. Its hand is outstretched to touch the carving of the hand, which bears many scratch marks. The room contains the remnants of a bed, but nothing else.

Bas-Relief. The bas-relief carving of the hand is, like the others, a teleporter back to Area 3C-4 (C), but from this side it only functions for a spellcaster, takes 3 seconds, and it does not allow anyone who is diseased to pass through, even if that person is in physical contact with the spellcaster. Anyone infected by pestilence is trapped in this chamber until the disease is gone.

3C-7. Second Isolated Ward

This room is identical to 3C-6, but there is no skeleton.

3C-8. Teleportal

The hallway terminates here at a wall with one of the left-hand bas relief carvings. The carving is a one-way teleportal to Room 3C-4 (carving B). It can only be activated by the touch of a spell caster, and the transit time is 7 seconds.

3C-9. Storage Chamber

This chamber was either a storeroom or it has been used as a trash dump. It is filled with broken wood, ripped bags, shattered barrels, and broken earthenware. Searching the room for 10 minutes turns up 250 cp and a small silver statue worth 100 gp. The statue is of the god of the Healers, also shown in the murals of Area 3C-2.

3C-10. Healers' Common Area

This room contains a broken table, with a lantern fallen to the floor beside it, and some wall hangings that have been slashed to ribbons. The room is otherwise empty. The 2 small 10-foot x 10-foot rooms leading off from this room contain dilapidated beds but nothing else.

3C-11. Bedroom

This room contains a shattered wooden bedframe, a chest that has been broken open, and a small table that is still in good condition.

3C-12. Bedchamber

This room was obviously once used as a bedchamber. There are bloodstains spattered on the walls and even some on the ceiling. A **plague zombie**^b — the former occupant — still inhabits the room, and the

characters notice that it has no left hand. It is dressed in the tatters of what was once a white robe, although the robe is stained with blood.

Treasure. The zombie wears a jeweled holy symbol of the healing god worth 300 gp.

3C-13. Bedroom

This room contains a bed, a nightstand, and a small chest beneath the bed. The chest is locked, requiring a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open, and it is also protected by a dart trap. Finding the trap requires a successful DC 15 Intelligence (Investigation) check. It can be disarmed with a successful DC 14 Dexterity check with thieves' tools. If not disarmed, it makes a ranged weapon attack when the chest is opened at a creature in front of the chest within 10 feet at +6 to hit. On a hit, it does 3 (1d6) piercing damage.

Treasure. The chest contains no treasure, but it does contain several pages of written parchment. These are notes, and they apparently have something to do with demon-summoning. The notes are written in very sparse shorthand, which makes them useless. However, they appear to have something to do with a specific but unnamed demon, and the demon seems to have something to do with disease. Sold to a necromancer or other practitioner of black magic, the notes would have some value, but not much more than 20 gp, due to their overall incomprehensibility.

3C-14. Kitchen

This room contains a fireplace and a long, sturdy wooden table that appears to have stood the test of time quite well. Iron cooking implements are hung from hooks on the wall. One of these, a now-rusted carving knife, lies on the floor next to a very large, blackish-red stain. It looks as if a person must have died there, based on the size of the bloodstain, but there is no body.

3C-15. Refectory

This room contains 3 banquet-sized tables and several chairs, all of which have been shattered almost beyond recognition. Broken crockery is scattered across the floor. Directly across from the entryway, there is a bas-relief carving in the wall, depicting a fat, leering face with goat horns.

In a single large nest of wood scraps, ripped cloth, and other rubbish in a corner are 2 **plague zombies**^b, 1 monstrosity huge giant rat (a **giant rat** with maximum hit points and advantage on all attacks), and 12 normal **giant rats**. The plague zombies are both missing their left hands and are both wearing tattered white robes. The monstrosity huge rat and 3 of the giant rats are diseased.

The Wall Carving. The bas-relief carving across from the entryway is a teleportal that leads to the main levels of Rappan Athuk (via Level 2A). Anyone approaching the carving within 5 feet discovers that it requires more and more effort to press closer to the carving. To force through this magical repulsion all the way, and contact the carving, requires a Strength of at least 15. Two people can assist a weaker character to reach the carving by pushing from behind. If anyone makes physical contact with the carving, that person and anyone directly touching that person are instantly turned to dust, the mouth of the carving opens, the dust is sucked inside, and the characters are reconstituted (with all their gear) in Area 2A-1 on Level 2A.

Treasure. When constructing the nest, the barely-intelligent plague zombies did not particularly distinguish items that would make good nesting material and collected several bizarre oddments in addition to wood and cloth. The items in the nest include: an iron kettle, a small earthenware statue of the healer-god worth 1 gp, 7 forks, 1 spoon, 1 utensil that seems to be a mix of fork and spoon (a *spork of good health*^{GM}), 272 cp, 307 sp, 256 gp, a sapphire gem worth 100 gp, a jeweled coronet worth 400 gp, 6 daggers (one is +1), and a scrap of gold-embroidered cloth worth 200 gp. The gold-embroidered cloth is hung on a nail in the nest. Removing it without damaging it requires a successful DC 15 Dexterity check. If it is damaged, its value is cut in half.

3C-16. Spider's Storeroom

This room was obviously once a storeroom, for it contains rotted bags of grain, jugs of soured wine (vinegar, at this point), and several broken barrels. A jumping **giant spider** lurks behind a pile of broken barrels, and attacks if the party enters the room to survey the contents. As it is a jumping spider, not a web-spinner, there are no unusual spider webs in the room to signal its presence.

Treasure. The various contents of the storeroom, if searched, include the following more unusual items: 12,104 cp in a non-trapped box, a silver plate worth 50 gp, a bag of 245 sp, and a box of spices worth 200 gp.

3C-17. Memorial Room

This room is painted with murals depicting 5 men in white robes standing next to each other (these are the first and subsequent high priests of the healing order). The last figure in line has had its left hand blacked out with paint, but the others are not defaced in this way. There is a large bloodstain (very old) in the center of the room.

3C-18. Empty Room

This room contains no identifying decorations or furniture. There are a few small holes drilled into the stone walls to hold torch sconces, but the holes have nothing interesting about them. A conversational level of noise in this room has a 10% chance to attract the giant rat in Room 3C-19, and an extremely loud noise (shouting or combat) automatically attracts the rat.

3C-19. Monster Room

This room is the lair of a huge, diseased **giant rat** (with maximum hp and advantage on all attacks; carries filth fever) that is almost 10 feet long. It only has a few patches of fur sticking out from its pale hide, which is covered with oozing boils. Its eyes are bright red, and glitter with intelligence. In addition to its size and strength, the rat can vomit forth a spray of disgusting pestilence 3/day. The spray is cone-shaped, with a range and final width of 60 feet. Anyone in the spray must make a successful DC 14 Constitution saving throw or contract pestilence. The rat has very acute hearing and emerges if it hears noise in Area 3C-18 or -20.

3C-20. Jossel's Room

This room contains a rotted bedframe, a nightstand, and a wooden chest under the bedframe. The chest has already been broken open and is empty. There are 3 pictures on the nightstand, each of which is a charcoal sketch of a different woman's face. There is nothing of value in the room itself. However, the secret door in the north wall of the room contains some interesting items.

Secret Door. The secret door can be found with a successful DC 17 Wisdom (Perception) check.

Treasure. The contents of the secret room are:

- An earthenware jar containing 5 golden rings each with the inscription "*To my one and only,*" worth 50 gp each.
- A silver-headed mace worth 100 gp.
- A leather bag containing 500 gp.
- An earring with an obsidian sphere dangling from it, inscribed with the words "*Rappan Athuk,*" worth 175 gp.
- 3 red *scrolls of lesser restoration*, tied together with a parchment note that reads, "*Jossel, if you plan on continuing your activities with the young ladies of the various villages where you are assigned, the High Priest suggests that you might need these.*"

3C-21. Fountain Room

This room reeks; when the door is opened, the stench rolls out of the room like heat from a blast furnace.

The Pool. At the center of the room there is a seething puddle of unbelievable putrescence, so foul that just the sight of it is enough to make the observer's eyes water. Anyone choosing to enter the room must make a successful DC 12 Constitution saving throw or be infected with pestilence; a saving throw must be made each time a character comes within 10 feet of the pool (although after a successful saving throw the character may remain in the area without making further saving throws). Characters can see from the door that the pool is fed from a rivulet that runs into the room through a crack in the stones of the north wall.

3C-22. Treasure Room

This room contains the remnants of a bed and a desk, both of which have been vandalized, and there are old bloodstains on the floor. A locked treasure chest has been broken open beside the bed, and coins gleam in the light. A **pestilence demon**^B and 4 **giant rats** lair in this room. All the giant rats are diseased, although they are infected with a normal disease, not by pestilence.

Treasure. The treasure chest is already broken open. It contains 20,360 cp, 10,349 sp, 2,000 gp, 4 pearls worth 100 gp each, and a golden wand encrusted with pearls worth 2,000 gp.

3C-23. The Antechamber

The walls of this room are covered with murals depicting a glowing, white robed figure in various scenes. In each scene, the figure seems to be healing powerful mythological creatures, and even one or two figures that can be recognized as well-known deities.

These details will likely be only a first impression, however, for the room also contains deadly threats. In the northeastern part of the room, there is a puddle of vile putrescence that bubbles and seethes, giving off a horrible smell. Four **plague zombies**^B are standing around this pool, apparently drinking from it, and they immediately move to the attack when they perceive the party's presence.

The Pool. As with 3C-21, anyone coming within 10 feet of the pool must make a successful DC 12 Constitution saving throw or be infected with pestilence; a saving throw must be made each time a character comes within 10 feet of the pool (although after a successful saving throw the character may remain in the area without making further saving throws).

3C-24. Empty Room

This room is full of scattering roaches, but otherwise featureless.

3C-25. Surgery

This room contains what appears to be an operating table of some kind, although the wood is rotten and the table looks like it would collapse at the slightest touch. There is a stone counter built into one of the walls that has several now-rusted surgical instruments set out upon it.

3C-26. Treasure Room

This room contains 3 semicircular alcoves, with a stone shelf in each one.

Treasure. Each shelf holds a small statue made of gold: one is a gargoyle, one is a winged horse, and one is a unicorn. The gargoyle and the winged horse statues are worth 2,000 gp each. However, if anyone

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touches the unicorn statue, it and 1 of the other 2 statues crumble to worthless dust.

3C-27. Library

There is a pool of pestilence in the center of this room, essentially identical to those in Areas 3C-21 and 3C-23. If the party remains in the room for more than 10 rounds, 3 **plague zombies**^b rise out of the pool, drawing their substance directly from the foul liquid. The room contains a shelf with 10 large, leather-bound books on it, as well as several copying tables. There is also a locked cabinet bolted to the north wall. At the north end of the room's west wall, there is a bas-relief carving of a left hand.

The Bas-Relief Carving. This carving is a teleportal like those in the rest of the level. It can only be made to function by the touch of a spell caster. The teleportal leads to Area 3C-5, and the transit time is 47 seconds.

Treasure. Reading the following books from the shelf, a process which would take a couple months of downtime, can provide proficiency in Medicine to characters that don't already have it and expertise to those who do.

- *Mystical Diagnostics* worth 200 gp.
- *Introversions of Toxins* worth 100 gp.
- *Orminod's Essays on Medicine* worth 100 gp.
- *Kariloodian's Second Treatise on Anatomy* worth 100 gp.
- *Modr's Incomprehensibulum* worth 5 gp.
- *Yrarc's Surgical Guidelines* worth 50 gp.
- *Jamalli's Robusto*, coated in contact poison. The poison can be spotted with a successful DC 17 Intelligence (Investigation) check. A creature who touches the book must make a successful DC 16 Constitution saving throw. Those who fail permanently lose 1 point of Strength.
- *Thryn's Book of Medicines* worth 50 gp.
- *Kormon's Catalogue of Internal Organs* worth 25 gp.
- *Redrallion's Investigations Into Natural Philosophy* worth 100 gp.
- **The Cabinet.** The cabinet contains 3 blue *scrolls of cure wounds* and 1 red *scroll of lesser restoration* and is trapped with a poison needle. The trap can be found with a successful DC 14 Intelligence (Investigation) check and disarmed with a successful DC 17 Dexterity check with thieves' tools. If the cabinet is opened without disarming the trap, the character opening it must make a successful DC 16 Dexterity saving throw or take 1 piercing damage and, on a failed DC 14 Constitution saving throw, 5 (1d10) poison damage.

3C-28. Stairs Down to Level 4B.

This staircase leads down to location 4B-1 in Level 4B.

3C-29. Puddle of Pestilence

The corridor is filled at this point by a reeking, seething pool of pestilence, similar to the others described in this level. Anyone coming within 10 feet of the pool must make a successful DC 12 Constitution saving throw or be infected with pestilence; a saving throw must be made each time a character comes within 10 feet of the pool. After a successful saving throw the character may remain in the area without making further saving throws.

3C-30. The Fountain of Pestilence

History. The Fountain of Pestilence formed here when the Healers attempted to use summoning spells to directly attack a powerful demon of disease. Their lack of experience, and the fact that they challenged a being far beyond their capability to control, caused a horrible counterattack from the demon, which is responsible for the slaughter evident throughout this level of the dungeons.



RAPPANATHUK

The Pool. This huge room reeks with the smell of rot and disease, an overwhelming miasma that rises from a huge central pool of pus and filth. At the middle of the pool, the horrid liquid fountains upward to a height of 5 feet. Five large rivulets of the fluid trickle away from the fountain, threading their way across the floor to disappear down corridors or through gaps in the walls.

The Temple. The room itself was obviously once used as a temple: a huge alcove in the northern part of the room contains a 10-foot-tall statue of a benevolent-looking figure wearing white-painted robes. However, the statue is splashed with blood and filth, and a grisly necklace made of human hands has been draped around the statue's neck like some sort of psychopathic offering. These are all left hands: the ones that are missing from all the plague zombies the party has encountered.

The Fountain of Pestilence. The Fountain is like the smaller pools that the party may have encountered already on this level. Anyone coming within 10 feet of the Fountain must make a successful DC 12 Constitution saving throw or be infected with pestilence; a saving throw must be made each time a character comes within 10 feet. After a successful saving throw the character may remain in the area without making further saving throws. If the party enters the room at all, the Fountain begins creating and calling various monsters to slay the intruders. The order in which these monsters are called, and other details, are set forth below. Creatures formed from the Fountain's substance take 2 rounds to be completed. The growing lumps of matter can be attacked while they are forming, but the attacks do only half damage since the Fountain is still feeding the growing creatures during that time. Plague zombies that are turned during this combat flee to the Fountain; the effect of the turning is removed by the Fountain after 1 round.

Round	Creature
1	4 pestilenzi demons ^B begin forming
2	Pestilenzi demons continue forming
3	Pestilenzi demons are fully formed and can attack. Fountain begins forming 2 plague zombies ^B .
4	Plague zombies continue forming
5	Plague zombies are fully formed and can attack
6	Fountain calls 20 giant rats , which do not arrive yet
7	20 giant rats arrive to join the combat
8	5 giant centipedes crawl from the Fountain to attack
9	Fountain begins forming 2 pestilenzi demons ^B
10	Pestilenzi demons continue forming
11	Pestilenzi demons are fully formed and can attack.

After these 11 rounds, the Fountain temporarily exhausts its resources, and there is a break of 10 rounds during which the Fountain is not able to create or summon more monsters. After this time has elapsed, the Fountain can begin the process over again, with the one exception described below under Treasure. The Fountain cannot be killed or damaged except in one way: If the necklace of hands is removed from the statue and thrown into the Fountain, the Fountain begins to recede and eventually disappears within a month.

Story Award. A party that manages to defeat the Fountain receives 6,000 XP.

Treasure. Each of the pestilenzi demons summoned by the fountain was created from the diseased substance of the pool itself, and the pool uses gems to create the demons' eyes. The 6 pestilenzi demons created by the Fountain during its first 11 rounds of combat each have yellow tiger-eye gems for eyes, worth 500 gp each. Subsequent demons (if the party remains in the room long enough for the Fountain to regain its power) do not have eyes and fight as if blind.



I15

I16

I9

I14

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I9

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Level 3D: The Gilded Demesne

This cavern complex is governed by mated male and female wererats who refer to themselves as the Marquis and the Marquessa. They demand that their underlings address them as royalty. Their caves are known rather melodramatically as the Gilded Demesne. Over the years, the wererats have carefully decorated their cavern home in what they consider to be lavish art. The outside world, however, would view the décor as garish at best and trashy at worst. The baubles, bric-a-brac, and bunting are brightly colored pieces of salvage stolen from the civilized world and repurposed as mismatched but eye-catching adornments. The Royal Couple brings swift punishment to anyone who questions their eye for design.

Because the Royal Couple command total authority among their subjects, the Gilded Demesne is well-prepared to repel interlopers. Though individually weak, wererats are formidable when working in concert, using their numbers and their native wile to overcome superior opponents. Their deadliest weapons are their blowguns, as they've managed to acquire venom from various snakes and arachnids, coating it liberally on their blow darts. All the wererats carry some sort of noise-making device that they use to alert the Demesne to invaders.

The Marquis and Marquessa, however, are not the true masters of these warrens. That title is held by Vordoshad, the transparent dragon, lairing in Area 3D-4. The Royal Couple routinely pays tribute to the dragon in the form of minor bits of wealth their subjects collect. This area is shown on The Gilded Demesne map.

Level 3D

Difficulty Level: Tier 2

Access: Crawlspace from Area 3-2, river to Wilderness Area 14.

Wandering Monsters: Check once every hour on 1d20:

d20	Encounter
1–5	1d4 wererats
6–8	2d6 giant rats
9	1d4 giant spiders
10–20	No encounter

General Features

Atmosphere: The caverns are richly decorated with gaudy materials.

Ceiling Height: Varies throughout, but mostly 20–30 feet high.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** None

Shields and Wards: None

Surfaces: Stalactites cling to most ceilings, and the floors are bumpy and slick with moisture. Anyone moving at full speed must make a successful DC 14 Dexterity (Acrobatics) check to avoid slipping.

Special: All wererats on this level have this additional attack action available:

- Blowgun. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage and target must succeed on a DC 14 Constitution saving throw or fall unconscious for 2d4 rounds.

3D-1. Entrance

The wererats blocked off the narrow crack that leads to Level 3 because they fear intruders. If the characters have excavated the tunnel, they find that the cave has been crudely decorated. Unmatched fabric streamers dangle from the ceiling. Old towels hang like tapestries on the walls. Cracked clay busts of unidentifiable people stand on pedestals made from old fence posts. The wererats looted these things from surrounding villages and consider them to be beautiful works of art, but in fact the place looks rather comical. None of the items has any monetary value.

Tactics. The wererats have taken certain precautions against any unwanted visitors:

- The floor is littered with caltrops. The wererats have learned to manufacture these simple but effective steel foot traps, and the sentries are familiar enough with the placement of the caltrops to avoid stepping on them when moving swiftly through the cave. The caltrops are painted gray so that they blend with the rubble-strewn floor. They require a successful DC 18 Wisdom (Perception) check to see.
- Danger lurks overhead. Three holes in the ceiling, each about 3 feet wide, allow 3 **giant spiders** to potentially surprise unwary visitors. Refer to The Spider Loft, below.
- Two **wererat** sentries report intruders. Refer to the map for the sentries' positions.

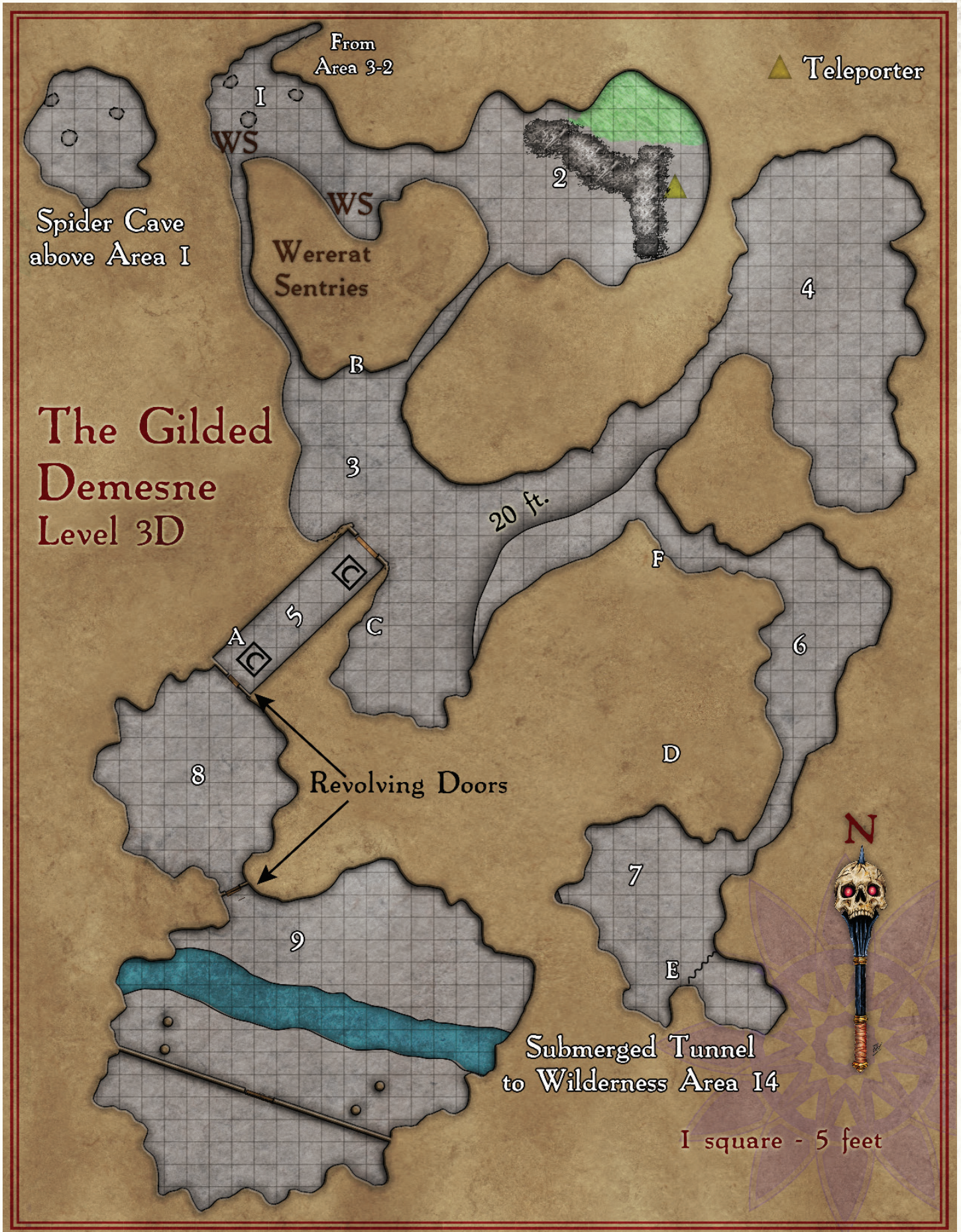
One round after the characters enter the cave, the spiders take note of them and descend silently on their webs. Any sounds of combat alert the 2 wererat sentries, who hurry through the crawlspaces to alert the Marquis and Marquessa at Area 3D-3.

The Spider Loft. The ceiling in this cave-loft above Area 3D-1 is low, with only a 4-foot clearance, forcing Medium characters to stoop. Even accessing the loft is difficult, as only the 3 holes provide an entrance. Characters can reach the loft by boosting each other up, or by tossing up a hook. Once there, they must deal with a **giant spider** that attempts to bite any body part that appears in one of the holes, be it a hand or head. Though a single large spider isn't normally a formidable adversary, given its tactical positioning, it could make life difficult for characters trying to reach the loft.

Treasure. The loft contains 3 bound bodies, each wrapped tightly in a silvery cocoon. Two of these bodies have been rotting here for days, while the third — at your discretion — contains someone hours away from death. If rescued, this hapless peasant (**commoner** with 1 hit point) swears fealty to the character and follows him or her as a hireling. Additionally, the loft contains 3d6 purplish spider eggs. These can be sold to a sage or other interested party for as much as 50 gp each. Optionally, the contents of the eggs can be used in alchemical or magical processes.

3D-2. The Fetid Pond

The characters smell a foul stench long before they enter this cavern. For years, the wererats of the Gilded Demesne have used this cave as a dumping ground. A small pond, about 15 feet across, is completely obscured from sight by piles of picked-clean bones. Bird bones, animal bones, humanoid bones — they're all here, heaped about after being stripped of their nutritional value. Some of the mounds are 6–7 feet tall, generations of things that have been killed and eaten by the wererats of



Area 3D-2 and the dragon in Area 3D-4. Even in this putrid place, the wererats have added their banal decorations, painting the walls with artless imagery. They've tied tattered ribbons around many of the room's stalagmites and placed mats of rotting straw in random places around the little pond. The entire place smells so horrible that it causes the characters' eyes to water unless they succeed on a DC 12 Constitution saving throw. A **slime crawler**^b lurks here behind the bones and might surprise the characters when it scuttles out to attack.

The Pond. The water glows faintly green, the color of day-old pus. Though only 15 feet across, it's 20 feet deep. The surface is covered in a bacteria-rich film that is slightly sticky. The water reeks of contamination. Touching the water has no ill effect. However, entering the water completely forces a DC 14 Constitution saving throw to avoid contracting a disease, the lethality of which depends on the character's Constitution score:

Constitution Score	Effect
16-18	Minor skin rash; 2 (1d4) poison damage
13-15	Stomach cramps; 3 (1d6) poison damage; two levels of exhaustion for 24 hours
9-12	Fever; three levels of exhaustion for 1d4 days
5-8	Slow internal bleeding; death in 1d4 days
3-4	Organ failure; death in 1d4 hours

The Teleport Puzzle. Hidden behind several piles of bones on the eastern edge of the cavern is an old piece of magic that the wererats discovered years ago but have never had the opportunity to manipulate. At some point in the distant past, these caves were the winter retreat of a wizard named Yenigelstron. Though no other trace of the old mage can be found, his teleportal remains. He designed it as a quick means to travel from one cave to the next, but he forced his apprentices to solve a simple puzzle to use it. That puzzle remains active.

The device consists of a metal platform shaped like a triangle, about 3 feet wide. Mounted to a waist-high railing that wraps around 2 of the platform's 3 sides is a plaque made of an unknown grayish metal. Fixed to this plaque are 3 colored discs. These discs can be turned clockwise, like dials. The dials can only be turned if at least 50 pounds of pressure is placed on the platform; in other words, the teleportation effect functions only if someone is standing on the platform (or if a sufficient weight is placed there). The 3 dials are different colors: red, blue, and yellow. Anyone or thing on the platform when 2 dials are turned simultaneously is automatically teleported to a predetermined location. Trying to turn all 3 dials simultaneously electrifies the platform, causing 21 (6d6) lightning damage to anyone standing on it, with a successful DC 15 Dexterity saving throw halving the damage.

Dials Turned	Platform Color	Teleport Destination
Red and Blue	Purple	Area 3D-3
Red and Yellow	Orange	Area 3D-4
Blue and Yellow	Green	Area 3D-5

Treasure. At the bottom of the pond is a metal cask. The cask is 2 feet long and 1 foot wide; a miniscule leak in its seal has poisoned the pond and turned the water a toxic shade of green. If the cask is retrieved (it weighs 30 pounds) the characters can open it at their peril. It still contains 28 cups worth of *nihiloplasm*^{GM}.

3D-3. The Royal Couple

The only means of accessing this cave from the north is by way of 2 very cramped tunnels from Areas 3D-1 and -2.

Tight Fit. These crawlspaces are just wide enough to accommodate Medium characters; their exact size is thus left for you to determine, based

on how uncomfortable you want to make the journey. Small characters can traverse the tight tunnels by crawling on hands and knees. Larger characters, however, are forced onto their stomachs, moving worm-like through the narrow fissures. During their claustrophobic journey, they are beset by normal (harmless) spiders, cave crickets, dripping water, slugs, and anything else you want to make their experience an unpleasant one. Further, the wererats have poured oil in a shallow rivulet along the floor of each crawlspace; the characters do not initially notice the oil, given the slimy nature of the tunnels, but it can be used against them if negotiations fail.

The Royals. The Marquis and Marquessa live here, along with 4 **wererat** bodyguards and 4 **giant rats**. The cave is brightly painted and festooned with filthy decorations. Odd lamps hang from the ceiling, some of them with leaning candles that drip wax like slow raindrops. The floor is covered in soiled rugs. Two paintings hang on the wall, slightly crooked. One painting is of an unknown human woman with a hooked nose and heavy earrings; the other painting is a quaint and surprisingly understated pastoral scene. Colored lanterns perch atop stalagmites with their peaks chopped off to provide a flat shelf. Oil fumes hang heavily in the air. A pair of ungainly wooden thrones occupy the center of the cave, built onto a dais of piled wooden pallets. The southern portion of the cave features a comically large 3-poster bed (1 of the posts is missing), draped with overly perfumed curtains. A wardrobe made from salvaged driftwood stands on the far side of the bed, leaning slightly to the left.

Tactics. The Marquis and Marquessa are normal **wererats**, except:

- They each have **AC** 13
- They each have 44 (8d8+8) hit points.
- They have **Dex** 16 (+3), giving an additional +1 to hit and for damage for each attack.

If the alarm is sounded by the sentries, the Marquis and Marquessa prepare a reception for the intruders. They order their 4 wererat bodyguards to hastily fix metal grates over the ends of the crawlspaces, blocking the exits. These temporary barriers can be removed with a successful DC 16 Strength check, but they allow the Royal Couple time to speak with the characters before combat ensues. They address the first character to reach the end of either crawlspace; in such a cramped position, the character is at their mercy, so conversing with the wererats may be the most prudent option. Refer to The Parley. Two of the guards stand ready with blowguns, while 2 others hold torches, ready to set fire to the thin streams of oil that run the length of the crawlspaces, perhaps setting the characters aflame. Anyone caught in a burning crawlspace takes 3 (1d6) fire damage per round. Any flammable objects worn or carried catch fire at your discretion.

If the characters manage to reach this cave without the alarm being sounded, all wererats engage in combat immediately but surrender if reduced to 25% of their hit points.

The Parley. The Marquis and Marquessa keep their distance during the conversation, standing partially behind their thrones for cover. They speak crude but serviceable Common, eager to hear the characters' intentions. Ultimately the Royal Couple would like to be rid of the dragon in Area 3D-4, and if they think they can somehow talk the characters into removing the dragon, they are willing to offer almost anything in exchange. They know the answer to the teleportation puzzle in Area 3D-2. They also know the dangers of the revolving doors and gas trap at Area 3D-5. They can help the characters arrive safely at Area 3D-8. In exchange for this information, they want to be left alone, their treasures intact. Though not necessarily honorable creatures, the wererats uphold their side of any truce — at least until the characters have worn out their usefulness.

Treasure. Surprisingly, 1 of the paintings is quite rare and expensive. The pastoral scene of farmland and a single wheat farmer was painted by the ill-fated half-orc prodigy known as Ruvegenstri. Though he died young, Ruvegenstri left behind 27 paintings of extraordinary skill. One of those paintings, an oil-on-canvas called *Lonely Harvest*, was stolen years ago from a nobleman's gallery. It now hangs on the wererats' wall. How much it is worth depends on the affluence of your campaign, but 1,000 gp is not out of the question. The wardrobe is not locked. It is crammed full of wererat-sized garments, each more flamboyant and tasteless than the last. The clothes are wedged tightly and without any sense of order. The wardrobe's floorboard — discovered only on a successful DC 14 Intelligence (Investigation) check — can be raised to reveal a hidden cache of 12 black pearls, each worth 20 gp.

3D-4. The Transparent Dragon

This is the lair of Vordoshad the dragon. The dragon is highly unusual in appearance. Due to its interaction with the *Maudra's music box*^{GM}, the dragon's skin has become completely transparent. In effect, Vordoshad's scales and skin are invisible, so that all the muscle, blood vessels, organs, nerves, and bones are visible. Vordoshad looks ghastly and unusual, fascinating and repulsive. The *music box* has corrupted the dragon to such an extent that Vordoshad's breath weapon had been altered from chlorine gas to shards of glass.

The dragon is obviously too large to be able to make use of the exits from this level. Observant characters note that Vordoshad has no means of leaving the area, much less reaching the surface world above. In fact, the dragon is careful to conceal its secret; by using *Maudra's music box*, the dragon can take on alternate forms through *polymorph*.

Tactics. Vordoshad is a **young green dragon**, but its breath weapon does slashing damage rather than poison, and its damage is reduced with a successful Dexterity saving throw instead of Constitution. Vordoshad is a spellcaster (DC 14 spell save, +6 spell attack bonus):

- 1st level (1/day): *charm person*
- 2nd level (1/day): *mirror image*

How this encounter unfolds depends on the way the characters make their entrance:

Arrival via teleportation device in Area 3D-2. The teleporting character appears directly on top of the dragon's back. You should determine surprise for the dragon and the character. The dragon attacks as quickly as it can, but it is also startled and spends its first combat round casting *mirror image*.

Arrival from Area 3D-3 after alarm is sounded. The dragon waits for the characters, having had time to cast *mirror image*. Innately curious, Vordoshad is willing to converse with the characters (it speaks a variety of languages), though it eventually attacks with its breath weapon unless sufficiently bribed with riches and coddled with flattery.

Arrival from Area 3D-3 without sounding alarm. The characters have caught the dragon unaware. Vordoshad is automatically surprised.

Treasure. Vordoshad's wealth is kept in an unorganized pile in the south part of the cave. It consists of the following:

- 6,459 cp.
- 1,432 sp.
- 239 gp.
- Marionette doll with emeralds for eyes worth 148 gp.
- Lyre with strings made of spider silk worth 72 gp.
- Cracked porcelain serving plate with gold inlay worth 46 gp.
- Bottle of rare Romarthian Port, 30 years old, worth 200 gp.
- Astrolabe with fine details worth 255 gp.
- Riding crop with decorative silver handle worth 53 gp.
- *Maudra's music box*^{GM}

3D-5. The Gas Attack

This hallway is 10 feet wide and approximately 40 feet long. Unlike most of the Gilded Demesne, the hallway is made of carefully hewn stones, sealed together with an airtight mortar. The walls are painted orange and adorned with unusual pieces of art: colored bones, wreaths made of rotted leaves, and streamers of dried seaweed. The northwest wall features a poorly rendered mural of a male and female wererat wearing crowns. Four dim oil lamps rest in small niches along the length of the walls, providing a faint glow. The ceiling is 10 feet high.

Revolving Door. The hallway's most remarkable feature is the door at the southwest end. It is a revolving glass door (4 doors connected on edge to a central pivot pole) that spins to provide entrance and egress. When the characters arrive, this revolving door is wedged in place with an iron spike that can be removed with a successful DC 14 Strength check after 1d4 rounds of wiggling and prying.

Gas Chamber. Two trapdoors in the ceiling have been cleverly painted to appear just like the stone blocks around them. Seeing them requires a successful DC 18 Wisdom (Perception) check while studying the ceiling. In a crawlspace above the hall, 2 **wererats** play dice games, eat, and nap while awaiting a shift change. They are here to dispose of intruders with a special gas attack. Shortly after the characters enter, the wererats don their fog muzzles^{GM}, open 1 of the trapdoors, and fire a deadly yellow gas into the hallway. One of the wererats holds a wide-mouthed hose while the other works a large bellows, pumping the gas from a vat. The toxin completely fills the corridor after 3 rounds, at which time the wererats slam the trapdoor shut and lock it.

Further, using a mechanism built into the wall, the wererats can close the northeast door through which the characters entered. Once the door slams shut, a bolt automatically falls into place, holding it secure. This traps the characters in the hallway. Because the ceiling is 10 feet high, the characters might find it difficult to get up through one of the trapdoors to confront the wererat ambushers.

Gas. The poison gas burns the lungs, but it also contains a powerful sleep agent. Anyone caught in the hallway takes 7 (2d6) poison damage per round, or half damage on a successful DC 15 Constitution saving throw. A second successful DC 15 Constitution saving throw is required to avoid unconsciousness. An unconscious character takes full damage from the gas, which lingers in the tightly sealed hallway for 3d4 rounds before losing its efficacy. If the entire party is incapacitated, the wererats — wearing their fog muzzles — descend on rope ladders to bind the characters and rob them of all possessions. Captives are taken directly to the Royal Couple (if they are still alive), fed to the dragon at Area 3D-4, or simply dumped in the river at Area 3D-9.

3D-6. The Walk of Faith

The ceiling of this cavern bristles with 12 **piercers**^B waiting to fall. Long, sharp stalactites hang ominously overhead, formed by centuries of dripping, mineral-rich water. The ceiling is 20 feet tall, and nearly every square inch of it is covered in a pointed stone — some of which are living creatures. When the characters enter, their light reveals a bit of slight movement from up above, a fair warning that danger awaits. A tunnel exit can be clearly seen on the cavern's south side but getting there means tempting the piercers to release their grip on the ceiling. The cave is not quite silent, as water drips from numerous unseen sources.

Safe Passage. The wererats know how to traverse this room safely. They walk single-file in a straight line to the southern tunnel. The path worn in the stone can be noted with a successful DC 16 Wisdom (Survival) check. Any deviation from this path invites an attack from above. If the characters take a similar approach, the piercers allow them to pass. Any other tactic or any other route provokes the piercers.

Treasure. Characters gazing around the rubble-strewn floor can attempt a DC 15 Wisdom (Perception) check to notice a small glint of gold. A silver and malachite *ring of protection* is partially wedged under a rock near one of the cave walls.

3D-7. The Wererat Trove

Anything the wererats consider to be treasure has been deposited here. Great mounds of refuse and random objects fill the cave.

A curtain conceals a small, secondary cave in the southeast corner. The curtain is made of long strings of colored metal discs, along with knucklebones, buttons, and human teeth. Beyond the curtain is a lopsided altar dedicated to a wererat folk hero, a renegade who terrorized nearby villages a century ago. Like everything else in the Gilded Demesne, the altar is poorly built. It leans to one side and rattles if physically examined. Within the altar's only drawer is a religious tract titled *The Moon and Its Many Dark Devotions*.

Treasure? Knick-knacks, twisted pipes, bundles of thatch, boots, flatware, saddles, buckles, tools, seashells, empty bottles — the inventory of mundane items is practically endless. Any object the wererats find that is not of immediate use is tossed in here, creating junk piles the size of haystacks. At your option, every hour spent sifting through these hoarded "treasures" reveals a minor magic item such as a potion or other single-

use item. Further, every character who dedicates time to a serious search of the room has a 25% chance of locating the only thing of considerable value, the *reckless ember sword*^{GM}.

3D-8. The False Box

The wererats use this cavern for storage and for a latrine. Random objects are piled along the walls, most of which have been stolen from the surface world: broken wheelbarrows, a bent plow, a ship's rudder, a scarecrow stuffed with smelly straw, an assortment of dented lanterns, a split shield, a box of horseshoes, and other items. An alcove in the west wall features a circular hole in the floor, from which wafts a powerfully foul stench. The pit below is half-filled with years of wererat droppings. Another revolving door separates this room from Area 3D-9. Though this door isn't wedged shut, its uncoiled pivot squeals loudly whenever the door is used, resulting in a 25% chance that the hydra in Area 3D-9 is alerted.

Nice Chest. Most of the items in this cave have little or no monetary value. One exception appears to be a large chest of eye-catching design. The chest is made of 2 types of wood: sandalwood and mahogany, expertly joined by a master craftsman. The corners are reinforced with bright brass flashing, and the lid is hinged by hidden pins. The entire chest has been painstakingly carved with detailed geometric figures, forming elaborate patterns. The grooves and spaces formed by these designs have been darkened with teak oil, emphasizing their 3-dimensional outlines and giving the chest further depth. There is no lock, just a simple latch of polished brass.

Though the characters might be wary of this container, it is neither locked nor trapped. Inside is a slightly smaller second chest, this one of plainer but nonetheless sturdy construction. This second chest is a **mimic**. The nail heads are the creature's sensory organs. It attacks if the characters attempt to lift it from the larger chest or open its lid.

Treasure. Other than the large chest itself, which is worth 300 gp and weighs 40 pounds, there is no treasure here of any kind, nor anything else of interest.

3D-9. The Lost Temple

A slow-moving river courses from west to east in this spacious cavern. The water emerges from a tunnel on the west only briefly before disappearing into another submerged passage, twisting and winding before eventually emerging at Wilderness Area 14. The river is filled with blind fish; the water is 15 feet deep and quite chilly.

Statuary. A pair of very tall, regal statues stand on the south side of the river, their arms extended overhead, and their mighty palms flattened against the ceiling as if to support it. Including their tall marble bases and extended arms, these impressive statues are 30 feet tall. One is of a mostly nude human male, exquisitely muscled, wearing sandals and a crown of laurel leaves. On his face is an expression of thoughtful contemplation. The other statue is of a woman in battle dress, a shield on her back. Both statues are adorned with gold leaf, but much of that gold has worn away, revealing pure white marble beneath. In addition to the statues, the ceiling is supported by 4 tall fluted columns of a similar style, with great care taken in their construction. Though the statues are so well crafted that they appear almost lifelike, they contain no magical powers; they merely support the ceiling.

Underground Temple. The statues stand on either side of what appears to be a temple built into the southern portion of the room. Only the temple's façade is visible, the rest of the structure part of the cavern around it. The wall is made of large, finely fitted granite blocks. The blocks are carved with images of chariots, acorns, and lyres. The temple's 2 massive doors are open, pulled back along tracks in the floor.



Astute characters note that the grand statues and architecturally immaculate temple are quite out of place here in these wererat warrens. These structures harken back to antiquity, perhaps giving the false implication that they were built thousands of years ago and are now the last vestige of some forgotten society. The truth, however, can be found inscribed around the statues' large marble bases. Though the language is unknown to the characters, anyone who successfully deciphers the engravings with *comprehend languages* can make sense of how these structures came to be here:

We, the Five Librarians of Elysium, designate this place our Literary Retreat, and cast it through the Astral plane to find a site of solace where it might reside until we join it one day to review the Celestial Index.

You are free to invent the details of the *Index* or to replace this lore with a story befitting the cosmology and themes of your campaign. Either way, the writings here allude to future events.

Temple Occupant. While the characters are exploring the room, the cave's primary occupant appears at the temple's doorway. This is a **hydra** that has come to dwell here after swimming through the river from Wilderness Area 14. The hydra periodically ventures outside to hunt, but it is mostly content to remain slumbering peacefully in the temple.

Tactics. The hydra attacks very aggressively until it is reduced to 20% of its hit point total, at which time it lunges into the river and attempts to flee by swimming through the underground tunnel.

Treasure. If the hydra is defeated, the characters can enter the temple. Inside, the hydra has constructed a bed from deadfall, dried seaweed, and smooth stones. This giant nest sprawls to fill much of the space. Inside the nest is a cracked-open egg about 4 feet long. The egg's interior is still moist, implying that a baby hydra recently hatched . . . yet this creature is nowhere to be seen. If the characters assume that this new monster is out there somewhere, perhaps waiting to strike, you should do nothing to assuage those fears.

Not far from the hydra's main sleeping area is a jumble of wealth, most of it in the form of silver pieces taken from a caravan of money lenders only days ago. The stockpile includes the following:

- 5,392 sp.
- 13 crystal rods, each 4 feet long, worth 100 gp each.
- Wooden carving of an elk with ivory antlers worth 65 gp.

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- Silver snuffbox with mother-of-pearl interior worth 110 gp.
- Hand mirror made of silver, the handle in the shape of an olive branch worth 35 gp.
- Ornamental tambourine worth 40 gp.
- Eyepatch with a tiger's eye gemstone mounted in the center worth 15 gp.

The hydra seized the crystal rods from a merchant bound for a buyer who wanted the items as part of a large alchemical apparatus he was constructing. Each rod weighs 10 pounds. Though cumbersome, the rods are of high quality and could be put to a variety of uses by imaginative characters.



Level 4: The Upper Temple of Orcus

This level houses the first of 3 evil temples — all dedicated to the foul lord of the undead, Orcus — secreted within the catacombs of Rappan Athuk. Several priests, a demon, and a powerful wraith named Nadroj, guard this temple. A party might believe that this is the true temple of Orcus and be fooled into believing that, should the temple be destroyed, the party has negated the primary force empowering these evil halls. You should play the priests and other temple guardians as if they were your own characters. This is a major encounter area within these catacombs and should not be an easy quest nor softened for the meek. As they encounter extraordinary danger, several characters may die. The survivors' sense of accomplishment must be high, once the priests are defeated, or they may miss the point — that this is but one of three temples and that greater challenges await discovery! This level's other denizens include a lair of ogres and an otuygh that are not associated with the temple. This level is shown on The Upper Temple of Orcus map.

Level 4

Difficulty Level: Tier 2

Access: Stairs from Area 3-10, stairs to Area 5-1, rat tunnels to Area 2-20 and Area 6A-2.

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1-2	1d4 ogres
3	1d4 wights
4	3d6 giant rats
5	2d6 stirges
6-7	1d6 acolytes of Orcus ^B
8-20	No encounter

General Features

Atmosphere: Characters can detect powerful evil from Area 4-9, owing to the presence of a temple of Orcus.

Ceiling Height: 12 feet is typical. Primary tunnels (dotted lines) are 3 to 5 feet in diameter. Medium creatures must squeeze while within. Smaller tunnels (solid lines) are less than 3 feet, meaning small creatures must squeeze. Medium creatures can pass through prone but automatically fail saving throws for area of effects spells and have disadvantage on attack rolls.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

Locked Doors: Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

Secret Doors: Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Carved and natural stone.

Other:

- All undead on this level have advantage on saving throws to resist being turned.

- Celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 50% likely to fail.

- Upon entering this level, good-aligned creatures must succeed on a DC 16 Charisma saving throw or have disadvantage on ability checks and attack rolls due to fear until they leave the level (per the *hallow* spell).

4-1. Entrance

These stairs descend from Level 3. They are neither trapped nor dangerous in any way.

4-2. Empty

Bones and junk litter all rooms and caverns marked 4-2. Roll a wandering monster check each time characters enter a room labeled "2."

4-3. Water, Water, Everywhere!

Oily bubbles regularly spout to the surface of this water-filled room, creating a rippling, iridescent sheen. The walls and ceiling, colored a glossy black, cast weird reflections from the party's torches.

Despite its appearance, there is nothing particularly hazardous in this room — except to halflings! Three feet deep, the water covers a 1-foot-thick floor of organic mud (the decomposing matter of which creates the bubbles). Maximum movement in this room is 5 feet.

Secret Door. On the south side of the room, an *arcane locked* secret door provides access to the upper temple area. The door opens by sliding down from above the water line, stopping about 4 feet off the ground. Opening this door triggers an alarm in Area 4-8, permitting the priests therein to prepare for the party.

4-4. The Trap, Part I — The Monster and Gate

The priests in Area 4-9 designed this trap to slay the unwary. The trap consists of a rotating stone block triggered to drop a stone portcullis and simultaneously release a **black pudding**. Nothing happens here until something triggers the trap in Area 4-5, thus releasing the pudding. There is no way to detect the stone block portion of this trap, but characters inspecting the ceiling might detect the portcullis with a successful DC 16 Wisdom (Perception) check. When the portcullis drops, blocking the passageway, it makes a melee weapon attack at +8 to hit on any creature below it. On a hit, it does 10 (3d6) piercing damage and the target is restrained until the gate is lifted or the target succeeds on a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check. A maximum of 3 Medium or smaller creatures may combine their efforts to lift the portcullis. Lifting it requires a combined strength of 25 or a successful DC 25 Strength check. The portcullis is manually reset by the denizens of the level.

Tactics. The pudding completely fills the hallway and slowly moves down the corridor toward Area 4-5, attacking trapped victims.

The Upper Temple of Orcus Level 4



4-5. The Trap, Part 2 — The Trigger

The secret door in this area is a false door that springs the trap, opening outward to reveal a blank wall. It is relatively easy to find, requiring only a successful DC 10 Wisdom (Perception) check, and unlocked. One round after it is opened, the trap at Area 4-4 springs: the portcullis drops, and the pudding in Area 4-4 begins to slither toward towards its trapped dinner. The pudding arrives in 5 rounds, oozing through the bars to attack the party.

4-6. Max's Lair

The air in this room smells terrible; slimy dung rots in piles, and rotten corpses are heaped everywhere. This is the lair of Max, a surprisingly intelligent **otyugh**. Any living creature that enters Max's lair must succeed on a DC 16 Constitution saving throw or be rendered incapacitated and puking until removed from the area. Each attempt to subsequently reenter the area requires a new saving throw.

Tactics. Max hides and waits until the characters have fully explored the room and encountered no hazards. He lurks under 3 feet of offal near the tunnel to the east and grabs the last person in line, as the characters move into the tunnel, trying to create a bottleneck. Max negotiates with the characters, speaking a broken version of Common. If you feel up to some creative roleplaying, Max might befriend the characters if they in turn bring him "gifts." Max is not nearly tough enough to confront a party that has survived long enough to reach its lair. Therefore, he grabs one character, grapples without causing damage, and begins speaking. Max prefers to be "friends" with the characters, hoping they present him with dead things. In return, he helps them by watching their backs while they are near his lair and giving them "gifts" (though such gifts should be spread out over several visits). Max, a coward at heart, does not fight unless cornered, nor does his friendship extend to fighting for the party.

Treasure. Max possesses several items that the characters cannot find in the over-3-foot-deep piles of filth in which he lives. Max might give these items as gifts to the characters, depending on the players' roleplaying or the size and quantity of presents that the characters give him.

Max has the following items in his lair: 1 suit of plate armor, a brass tiara worth 125 gp, a goblet carved from lapis lazuli worth 500 gp, and a +1 shield.

4-7. The Monster and Treasure Room

These 8 **ogres** wandered up from Level 12A via Levels 6A and 9A and established their den in this cave. They have been quite happy here, sniping at the local fauna or the amusing adventurers who occasionally cross their path. The ogres have an uneasy truce with the inhabitants of both the evil temple and Level 5; they do not readily venture to either area, preferring a more circuitous route that avoids them since a member of their party got himself killed on Level 5, and Banth cannibalized him for spare parts to create a flesh golem.

Tactics. The ogres attack immediately but retreat to Level 6A if sorely injured. If they surprise the party, the ogres throw spears and charge, trying to bottleneck the characters in the entrance tunnel. Though not too bright, the ogres are smart enough to attack "witchy-humans" (i.e., spellcasters), if they can get at them, and concentrate their attacks on specific opponents instead of pairing off with individual combatants.

Treasure. These ogres have accumulated quite a hoard. Each ogre has a large sack packed with several goodies, as follows:

- Sack #1 contains 3 dead giant rats, a large wheel of cheese, 140 gp, 3 oil flasks and a large, pretty rock (uncut, unpolished alexandrite worth 1,000 gp).
- Sack #2 contains half of a week-dead elf wearing elven chain mail, a longsword etched with silver with a golden pommel and quillions worth 200 gp, 6 silver arrows in a leather quiver, and 230 sp.

- Sack #3 contains a small cask of fine brandy, a heavy crossbow, a steel breastplate of dwarf manufacture, a ceramic pot full of antitoxin (6 doses; each dose grants advantage to a single saving throw versus a poison that has already been ingested or otherwise administered), 325 cp, and 120 sp.

- Sack #4 contains a 2-foot-square silver mirror, a silver and sapphire ring worth 30 gp, a mummified human arm, a battered book written in Halfling (titled *The Wanderings of Helman Hairfoot*) with a rose pressed inside it, and a rusted crowbar.

- Sack #5 contains an ivory scroll case worth 10 gp that contains a treasure map (destination located outside Rappan Athuk, your choice where), 44 gp, a silver helmet with a garnet set in the forehead altogether worth 60 gp, 2 dead rats and 1 dead stirge.

- Sack #6 contains the body of a dead wizard wearing tattered robes and a silver dagger, 4 large but worthless shiny rocks, a thoroughly destroyed spellbook with only 2 spells still usable for study (*darkvision* and *dispel magic*), 340 sp, and 100 gp.

- Sack #7 contains 3 flasks of holy water, a case of 12 crossbow bolts, and 120 gp.

- Sack #8 contains a *mantle of hope*^{GM}, 5 dead giant rats, a severed halfling head wearing an earring made of gold worth 10 gp, 6 large but rusty iron spikes, and a small sack of 10 fresh oranges.

4-8. The Priests' Quarters

This room functions as the temple priests' sleeping quarters. The room contains 6 beds, evenly spaced apart, and 6 wooden chests, 1 situated at the foot of each bed. The beds and chests are of simple yet practical construction.

Trapped Chests. The priests, most likely absent when the party arrives, are preparing for combat on unholy ground (Area 4-9). They have left behind several surprises for the party: the chests are trapped, as is the door leading to Area 4-9! The chests all contain non-magical robes, cloaks and daggers. The 3rd chest also contains 2 cursed items; a *book of ineffable foulness*^{GM} and a *ring of the weak mind*^{GM}.

The traps are as follows:

- Chest #1: Poison Gas Trap. When the chest is touched, it releases a cloud of poison gas. All creatures in a 20-foot radius sphere must make a successful DC 14 Constitution saving throw or take 22 (4d10) poison damage. The trap may be located with a successful DC 18 Intelligence (Investigation) check. It cannot be disarmed without touching the chest. The trap resets automatically in 3 rounds.

- Chest #2: Lightning Blast Trap. When the chest is touched, a *lightning bolt* shoots towards the creature that touched it. Creatures within a 100 foot line back from the creature that set off the trap must make a successful DC 16 Dexterity saving throw. Those that fail take 31 (9d6) lightning damage while those that succeed take half. The trap may be located with a successful DC 18 Intelligence (Investigation) check. It can be disarmed with *dispel magic* against a spell cast with a 4th level slot. The trap resets automatically in 3 rounds.

- Chest #3: Globe of Cold Trap. When the chest is touched, a globe of freezing air is produced. Creatures within a 40 feet sphere of the chest must make a successful DC 16 Dexterity saving throw. Those that fail take 31 (9d6) cold damage and are slowed for one round, while those that succeed take half. The trap may be located with a successful DC 18 Intelligence (Investigation) check. It can be disarmed with *dispel magic* against a spell cast with a 4th level slot. The trap resets automatically in 3 rounds.

- Chest #4: Scything Blade Trap. When the chest is touched, the scythe makes a melee weapon attack at +8 to hit at 1 creature within 5 feet of it. On a hit it does 6 (1d8+2) slashing damage. The trap can be located with a successful DC 14 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools. Failing the Dexterity check by 5 or more sets off the trap. The trap resets automatically after it attacks.

- Chest #5: Poison Needle Trap. A creature touching the lock must make a successful DC 16 Dexterity saving throw or be hit by a poi-



soned needle. The needle does 1 piercing damage and, on a failed DC 14 Constitution saving throw, 33 (6d10) poison damage. The trap can be located with a successful DC 16 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check with thieves' tools. Failing the Dexterity check by 5 or more sets off the trap.

- Chest #6: Foggy Vision Trap. When the chest is touched, a *blindness* spell is cast at up to 4 creatures within 30 feet of the chest. A successful DC 17 Constitution save negates. The trap may be located with a successful DC 18 Intelligence (Investigation) check. It can be disarmed with *dispel magic* against a spell cast with a 4th level slot. The trap resets automatically in 3 rounds.

Door with Feblemind Trap. When the door is touched, *feblemind* is cast on all creatures within a 20-foot radius. A successful DC 18 Intelligence save negates. The trap may be located with a successful DC 18 Intelligence (Investigation) check. It can be disarmed with *dispel magic* against a spell cast with a 4th level slot. The trap resets automatically in 3 rounds.

4-9. The Upper Temple

Trapped Doors. This area begins at a huge double door, carved from deep-black stone. The doors' bas-relief carvings indicate that some great evil lies beyond. Lifelike details are carved into the skulls, screaming faces, unholy symbols, and demons on the doors. The shrine doors themselves are trapped, but not locked. All non-evil characters that pass through the portal must make a successful DC 16 Wisdom saving throw or permanently lose 6 points of Wisdom. The Wisdom loss can be recovered with a *greater restoration* or *wish* spell. The glyphs causing this may be located and understood with a successful DC 17 Intelligence (Investigation) check and disarmed for 3 rounds with a successful *dispel magic* spell cast against a level 5 spell slot.

The Shrine of Orcus. The room itself, shaped like a 6-pointed star, features a fiery pit of smoky lava at its center. Over this pit, a series of 4 staircases ascend to a central platform, 30 feet above the lava. Immersion in the lava deals 55 (10d10) fire damage per round, no saving throw allowed. Contact with the liquid causes 21 (6d6) points of fire damage per round, with a successful DC 15 Dexterity saving throw for half damage. The room's final noteworthy feature is an enormous statue of the demon prince, Orcus, looming in the background. Good aligned creatures attack at -2 to hit in this area!

Zehn^B, a high priest of Orcus, 5 of his **underpriests^B,** and 12 **acolytes^B** oversee this shrine. The demon prince has bequeathed Zehn a pair of assistants to aid in the temple's defense: Nargarshapan, a **vrock**, and

Nadroj^B, a wraith (formerly a wizard/merchant favored by Orcus, and thus allowed to retain his knowledge of spells) whose tomb is located on Level 6A. Several, if not all, characters may perish trying to destroy this den of evil. Wise and well versed in combat, the priests never surrender or parley. Anyone captured alive is either immediately killed or sacrificed to Orcus after the battle. Combat like this is the stuff of which legends are made. You should play these NPCs with all their guile and skill. If the characters finally defeat them, they have done well. A secret door leads to Area 4-10, and a normal door leads to Level 5. The secret door can be located with a successful DC 16 Wisdom (Perception) check.

Tactics. The priests use simple tactics: Zehn casts *prayer^{PH}* and *shield of faith* and then *teleports* characters into the lava using his ring. The acolytes cast *bless* and then wade into melee, relying on their god's protection. The priests' actions parallel that of the acolytes. When the opportunity presents itself, each priest uses a *hold person* spell. As befits their evil nature, the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with character fighters). The vrock immediately flies into battle. If the vrock is slain, Zehn calls Nadroj from Area 4-10 and uses his *hold person* spell. Nadroj arrives in 1d3 + 1 rounds and begins attacking *held* characters before using his own spells, beginning with *confusion* and *mirror image*, or engaging mobile foes. None of Orcus' minions retreat or give quarter. Priests sacrifice surviving characters immediately following combat, tossing their bodies into the lava pit. With great delight, Nadroj turns any paladin characters into specters.

Shrines of Power. The unholy shrines in this dungeon, of which this is the first, provide power to the demon prince, Orcus, and his avatar, the "Master." To cleanse the area of evil, characters must destroy and then cast *dispel evil and good* upon each unholy shrine. Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on Level 15.

Treasure. A pair of gigantic fire opals rest at the foot of Orcus' statue, each worth 10,000 gp. The altar service of pure gold is worth 1,500 gp if melted down and sold as bullion (the melting process eradicates the bloodstains). Zehn has a *ring of teleport other^{GM}*, priestly vestments, a gold unholy symbol of Orcus worth 60 gp, and 2d4 gp. The priests possess an unholy symbol, prayer book, and a fine black robe emblazoned with the symbol of Orcus. Each acolyte has 3 vials of unholy water, an unholy symbol, and 3d10 gp.

4-10. Nadroj's Lair

The room contains 4 crypts, each featuring an intricately carved, knightly figure. A great uneasiness envelops any characters who enter. As soon as characters cross the threshold, 3 **specters** rise from the crypts.

Tactics. These horrors, the souls of paladins slain by Nadroj, attack immediately. The specters attack as a group, draining one opponent entirely before attacking another. They preferentially attack priests and paladins.

Treasure. The crypts contain the remains of the 3 dead paladins. Each paladin wears some useful items, which the evil priests have left intact. Each crypt contains a suit of gilded plate armor, a shield, a great helm, and the following items:

- Crypt #1 contains a *sword of law^{GM}* (longsword).
- Crypt #2 contains a *screaming sword^{GM}* (greatsword).
- Crypt #3 contains a *sword of health^{GM}* (longsword).

4-11. Stairs Down

These stairs descend into Level 5. They are neither trapped nor otherwise dangerous.





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Level 4A: The Upper Caverns

This level is full of wandering monsters. Most intelligent denizens of the dungeon avoid this level whenever possible because of the basilisks. The evil denizens have a loose alliance with each other, but no such agreement can be reached with the dangerous reptiles. There are a total of 11 basilisks and 6 rust monsters on this level. Any killed as wandering monsters should be subtracted from these totals. The level is shown on The Basilisk Caverns map.

Level 4A

Difficulty Level: Tier 2

Access: Stairs from Area 3A-9, corridor to Area 5B-1, rat tunnel to Area 6A-2, river to Area 9A-5, rat tunnel to Area 7A-5.

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1	1d2 basilisks
2	1d3 cave leeches ^B
3	1d3 rust monsters
4	2d6 stirges
5	1d6 small piercers ^B
6	4d6 giant rats
7	Undead ooze ^B
8	Beetlor ^B (80%) or Shekahn the vampire (20%)
9-20	No encounter

General Features

Atmosphere: Many of the natural cavern areas are wet and fungus-filled, while a few are cleaner and dry.

Ceiling Height: Natural cavern ceilings vary from 8–40 feet high.

Doors: None except at 4A-4A.

Shields and Wards: The Area 4A-4 complex is shielded by a *wish* spell and lead-lined and covered with a moonlight-and-stars illusion.

Surfaces: Rough natural stone.

4A-1. Entrance Cavern

This large cavern has a relatively low 20-foot ceiling. The floor is covered with rocks and debris, and the going is tough; consider this difficult terrain. Full movement or running requires a successful DC 14 Dexterity (Acrobatics) check or the character falls and takes 1 (1d3) bludgeoning damage. A monolithic column rises to merge with the ceiling a few dozen feet ahead and moving water can be heard off to the left. The stream is quite shallow in this area and can be waded. Wandering monster checks in this room are made at –2.

Large rat tunnels dot the walls of this cavern. They are large enough for Small creatures to travel normally and for Medium creatures to squeeze in. Two of the rat tunnels (those leading to Areas 4A-2 and -3) are slightly enlarged and are traveled by creatures other than rats.

The far northwest spur of the cavern is the lair of 3 **cave creepers**^B.

The River. The river leads to Level 9A after 1 mile of relatively easy swimming. The river is deep but not particularly fast moving and there is an air space the entire length of the river.

Hallway. There is a worked stone hallway hidden by a cleft in the stone that is easily missed, requiring a successful DC 15 Wisdom (Perception) check to locate. The hall leads to Area 5B-1.

Treasure. In the cave creeper's lair are the corpses of 3 half-eaten goblins. All of them are wearing chain mail and all their equipment is gone, except for a +1 *dagger* in a sheath near one of the goblins' necks.

4A-2. Basilisk Caverns

These caverns (A through D) have low ceilings, less than 20 feet high, and are filled with rubble making them difficult terrain. Full movement or running requires a successful DC 14 Dexterity (Acrobatics) check or the character falls and takes 1 (1d3) bludgeoning damage. In these areas, if a wandering monster is indicated, it has an immediate 50% chance of being 1d3 **basilisks**. Otherwise use the result rolled.

A. Fungus Cave

Large quantities of fungus of all sorts grow in this cave. Giant mushrooms fully 8 feet high tower above. Bright colors — red, yellow, and purple — shine in torchlight. Water drips from the ceiling, and the humidity in the air seems to drown the torches as they burn. It is very warm in here, maybe too warm. This cavern is filled with various non-harmful (20% edible) fungi covering the walls and floor.

B. Statuary

This cavern is also fungus-filled. It is in all respects the same as A. The only difference is that there is a statue of a dwarf, axe poised to throw, facing the entrance from A.

Treasure. The dwarf's equipment is still intact, though made of stone: chain mail, *ring of resistance* (force), 3 throwing axes, a purse with 6 gp and 23 cp, and 2 days of iron rations in his backpack. Note that if his chain mail is pried off while still stone, it breaks.

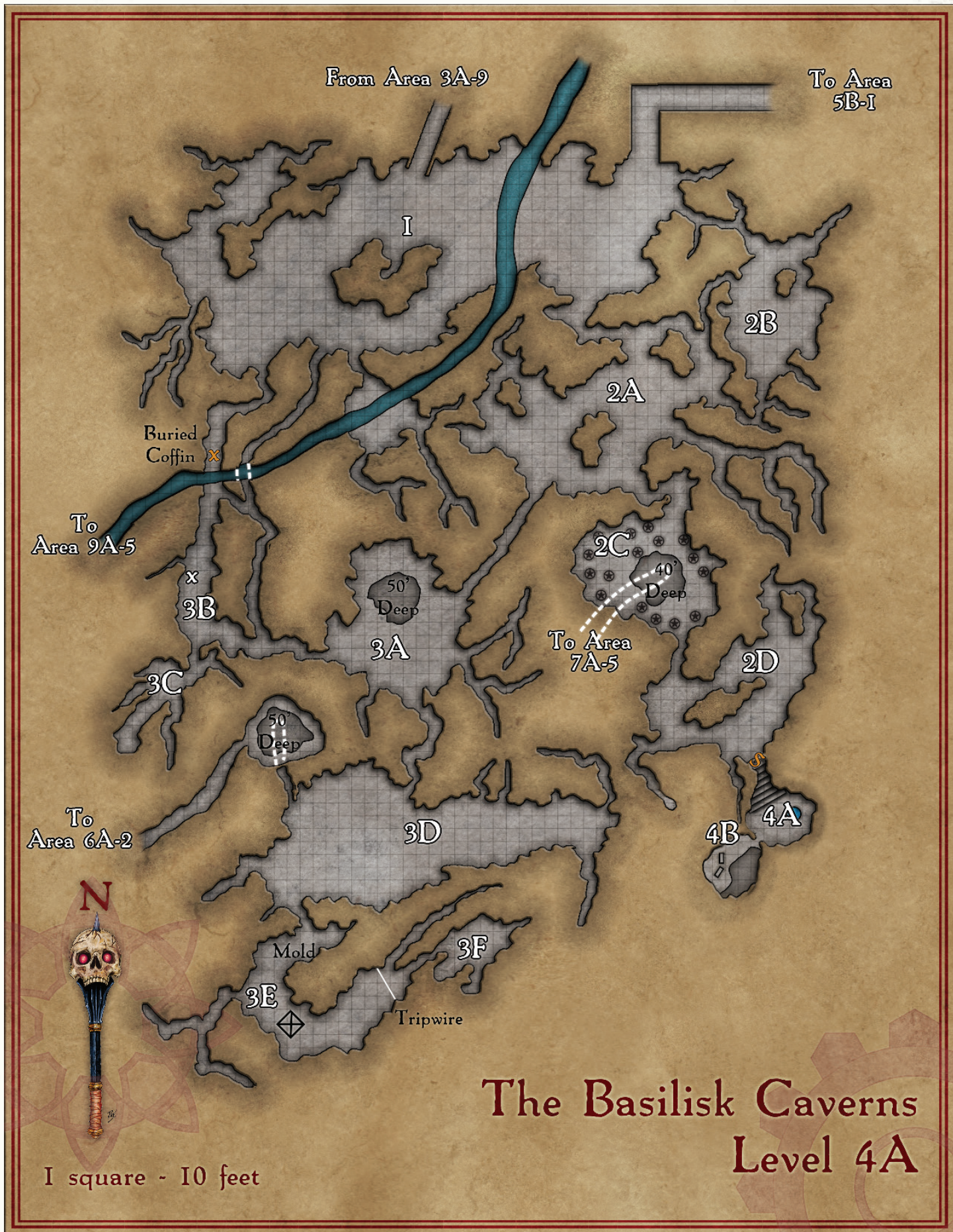
C. Statues and a Hole in the Ground

This area contains less fungus than the others. Amidst the mold are a series of beautifully sculpted stone statues. They all appear incredibly lifelike, as if carved by one of the great dwarven artists of the last age. The detail is incredible! This area also contains a large sinkhole that goes down 40 feet, opening to a tunnel at the bottom that leads to Level 7A. Sixteen stone statues stand in various positions around the room. There are 9 humans, 6 dwarves, and an elf. If revived, these adventurers offer to serve their liberators. There are always 1d3 **basilisks** here.

Treasure. Human #6 has a large sack with 2,000 gp in it; #9 has 6 small blocks of turquoise worth 25 gp each in his purse. The 3rd dwarf wears +1 *plate* (NOT turned to stone). The elf has a *scroll of hypnotic pattern* hidden in her staff (turned to stone).

D. The Lair of the Basilisks

This room is nearly devoid of fungus. There are 1d4+2 **basilisks** here, up to a maximum of 11 basilisks on this level. If some of the wandering



The Basilisk Caverns Level 4A

basilisks have been killed, the number encountered here may need to be reduced so that no more than 11 are encountered on this level. A large numbers of stone animals (bats, rats, etc.) fill the room, but no people ever made it this far. Several statues block a 3-foot-wide passageway leading to Area 4A-4C. It requires a successful DC 15 Wisdom (Perception) check to notice the passage.

Treasure. In the southwest spur of the cavern is a small vein of gold. A miner could extract this given 4 weeks of mining and obtain 20,000 gp. It would take several treks to carry all the gold out of this cavern.

4A-3. Caverns

These caverns are uphill from the Area 2 caverns, somewhat drier and less full of fungus. The floors (except in D) are less cluttered with rubble, and movement is increased to three-quarters normal. Full movement or running requires a successful DC 14 Dexterity (Acrobatics) check or the character falls and takes 1 (1d3) bludgeoning damage. Except for Room A, add 1 to any wandering monster check. The basilisks do not venture far into the other caves, which are populated primarily by rust monsters that seem for some reason to be immune to the basilisk's gaze. All caverns, except for C, are fungi-filled and contain many stalactites and stalagmites.

A. Sinkhole Room

The rubble in this cavern is less intensive than before. The cave seems somewhat drier, though little trickles of water run through low spots in the floor and down into an abysmal sinkhole in the center of the cave that drops down 50 feet. It is the home of an **undead ooze**^B. It has no treasure.

B. Specter Lair

Wind blows down this long, narrow cave — lots of it. One can barely hear the voices of one's comrades with the noise. The stream can be crossed easily at its shallowest point where it is 3 feet deep. Getting within 20 feet of the river disrupts any spells that require material spell components if they could be blown out of the caster's hand, and a DC 12 Concentration check must be made each round that a caster is in the river to maintain concentration on spells. The river is 20 feet wide at the point where it must be crossed to reach the lair of the specter. His gravesite is marked with an "X", and his coffin lies buried under 4 feet of sand. The **specter** emerges from his casket through the sand in incorporeal form 3 rounds after the party sets foot on the northern shore.

Swimming Downstream. Anyone swimming down river must roll a successful DC 16 Strength (Athletics) check or begin to drown. Characters in heavy armor have disadvantage on the check. Survivors and bodies are washed out into Level 9A in approximately 20 minutes.

Treasure. The specter's coffin contains, under a pile of bones, a suit of solid bronze plate studded with 12 sapphires worth 100 gp each (1,500 gp total value).

C. Hide the Fighters!

The walls of this cavern appear to be corroded as if by acid. The walls themselves appear to be made of alternating bands of red and silver stone. The silver portions have an outer coating of red flakes that look like rust. This room is situated within the eaten-out portion of a large vein of iron and was formed by the rust monsters nibbling away at it. There are always 1d3 **rust monsters** here. There are a total of 6 of these creatures in the caves.

D. Death from Above!

Piles of rubble indicate that the ceiling has recently caved in. Large stalactites cover the intact ceiling areas, and weird lichens seem to make the room glow with an unearthly light. This room contains a great deal of rubble, and movement is reduced to one quarter normal. Over the horseshoe-shaped pile there are 3 **large piercers**^B that drop on unsuspecting characters.

Exits from this cavern. The northwest tunnel comes out in the bottom of a 50-foot sinkhole. If ascended there is a tunnel leading to Level 6A.

Treasure. At the end of the northeast rat tunnel is the corpse of a giant rat with a human finger in its maw. On this finger is a golden signet ring worth 80 gp, bearing the arms of an important noble family.

E. Deadly Fungus

As the characters descend into the tunnel, they notice the downhill slope and that the water flow leads down the hill. The temperature seems to rise a few degrees, and fungus covers the floors and walls. At the entrance to the grand cavern, gypsum flowers and calcite crystals grow everywhere.

Traps. Several traps have been placed in this room. The first is a large patch of **yellow mold**^B that has been placed directly in front of the tunnel. It can only be noticed by the lead character with a successful DC 20 Wisdom (Perception) check. If the mold is not detected it releases its spores when the party gets to its location.

Also present in the room is a 20-foot x 20-foot pit that is 20 feet deep and filled with spiked sticks. The trap can be seen with a successful DC 18 Wisdom (Perception) check. Those failing to spot it fall in and must make a successful DC 17 Dexterity saving throw. Those that fail the saving throw take 7 (2d6) bludgeoning damage and are attacked by 1d4 sticks. Those that succeed take half the damage and are not attacked. Each stick makes a melee weapon attack at +10 to hit. On a hit it does 4 (1d4+2) piercing damage.

There is a trip wire also across the tunnel leading to 3F which may cause the front character to fall with a clang. The wire can be seen with a successful DC 17 Wisdom (Perception) check. A character that does not notice the wire must make a successful DC 16 Dexterity saving throw or fall and be stunned for 1d3 rounds.

Alert. If the party is extremely noisy, numerous, or uses light, the goblins at F are alerted and ready.

F. Lost Goblins

There are 5 goblins trapped here who came up from Level 12A via Level 7A and are afraid to go back due to the basilisks. They fight only if the party refuses to negotiate. If the party tries to parley, the goblins are persuaded to leave in peace if they are assured that the basilisks are gone. The **lost goblins**^B include **Gurran**^B, **Zagros**^B, **Ostler**^B, **Zim**^B, and **Org**^B.

The Goblins. These goblins are wise and cunning and are only trapped here because of a bad encounter with the basilisks. Gurran has one scroll with which to save a comrade but is currently in search of a safer way out. The goblins are very prepared for the party if any of the alarm traps were triggered. Gurran is the leader and attempts to negotiate safe passage if the party makes the first move. He is far more concerned with escape than with fighting a well-armed group.

Tactics. Their basic battle tactics include artillery spells and sneak attacks. Org acts as a bodyguard for Gurran, and none of the goblins seek melee; Ostler sneaks in and uses his *lions* to attack from behind, saving his *potion of invisibility* for an escape. Zim is very dangerous and seeks to eliminate character spellcasters first.

Treasure. In the northeast corner of the room is a large box containing: 4 weeks of iron rations, an *oftenfull waterskin*^{GM}, and a locked strong box with 400 gp (the key is on Org or it can be opened with a successful DC 13 Dexterity check with thieves' tools or a DC 16 Strength check). Gurran has a spellbook, and a sack with 11 gp. Zagros has *boots of speed*. Ostler has a small sack with 2 gp, and a *potion of invisibility*. Zim has a gold and ruby necklace worth 400 gp. Org carries 22 gp, and a key to the large box.

4A-4. The Vampire Lair

This area revolves around a pair of horrible monster lovers, a vampire and a succubus, who have established a haven in a small cave complex. This is not to say that they do not venture out in search of prey (humans), but they are much happier staying together in their unholy matrimonial chamber. The party had better hope they have plenty of *restoration* spells available!

LEVEL 4A: THE UPPER CAVERNS

4A-4A. The Secret Door

The secret door leading to the cave of the lovers is a small lead-lined metal door no more than 2 feet wide, set high up on the cave wall and disguised with an illusion to appear as part of the surrounding cave wall. The illusion can be detected with a successful DC 18 Intelligence (Investigation) check. The secret door can then be seen with a successful DC 18 Wisdom (Perception) check. This door is held by an *arcane lock* spell. It provides access to the lair of the evil lovers. The door opens by pulling out. Note that the lead lining of the room is apparent to any who look closely at the walls or door itself. In addition, the door has been enchanted to open at the mental command of either of the lovers.

4A-4B. The Courtyard of the Moon.

Beyond the secret door lies a circular cavern about 60 feet in diameter. The walls and ceiling of the cave glow with a strange light. The entire ceiling is decorated like a moonlit night. The moon is full, and the stars twinkle and gleam as if outside at night. In the center of the cavern is a gurgling fountain, with a statue of a beautiful woman holding 2 pitchers pouring forth water. Several small birds can be seen nesting in a solitary tree a few yards from the fountain. An inscription on the fountain reads, "*Princess of stone, Freed with a kiss, Curse can be broken, If love does exist.*" This room has been enchanted with a permanent illusion to depict the outside during a full moon. The illusion can be seen through with a DC 18 Intelligence (Investigation) check. The statue is, of course, Corinaria, the **succubus**. The tree and the birds are bats clinging to an illusion covered stone pillar. One of the bats is Shekahn, the **vampire**.

The Kiss. The inscription is intended to trick characters into kissing the statue to free the "princess." When this is done, Corinaria materializes (as if turning from stone to flesh). Obviously, the person kissing the statue is immediately (though unknowingly) subjected to Corinaria's draining kiss. Once the party figures out that something is wrong, the pair attacks. Only after the pair is slain or driven off can the walls be searched. On the wall opposite the secret entrance is a small diameter hole (2 inches). It can only be found with a successful DC 20 Wisdom (Perception) check by somebody feeling along the wall. This hole leads back 3 feet into another chamber (C). Since neither the vampire (gaseous form) nor the succubus (etherealness) needs a large entrance to get to their bedroom, the characters will need to dig through 3 feet of stone to gain access to the final room.

Tactics. Corinaria pretends to be very enthusiastic about being released, kissing the person who freed her, again subjecting the person to

her draining kiss ability. In fact, she attempts to show her "affection" to all her male "saviors." While she is doing so Shekahn flies behind the pillar and changes shape. He attempts to surprise the party with his attack. Once the party realizes they are being attacked, Corinaria pleads to be saved from Shekahn, whom she claims has held her prisoner (she reinforces her pleadings with her charm ability). She cowers behind the characters, acting as if she needs their protection. Instead she uses her charm abilities every round, suggesting such things as "use silver to slay the vampire," or "kiss me again, only love can defeat him." She tells charmed persons to stay out of the fight or restrain their comrades (to prevent bloodshed, which princesses cannot bear to see). If attacked, she *teleports* away or becomes ethereal to avoid combat. Shekahn's first order is to call for rats. He then uses his charm ability to avoid combat until he is cornered. Unlike most vampires, Shekahn wants to make spawn rather than kill the characters outright. Anyone taken prisoner is drained and turned into a vampire spawn. If Shekahn is slain, he turns to gas and flees to Area C. If this happens, Corinaria turns ethereal and follows him, unless she is still successfully fooling the party into believing she is one of the "good" guys, in which case she continues to charm characters. If she takes over 30 points of damage, she too flees (ethereally) to Area C. The pair remains inside the bedroom until they are discovered. If allowed to fully recover, they hunt the party in the dungeon, attacking when the characters are wounded, sleeping or low on spells, summoning servitor creatures to "soften up" the characters before they attack. Their vengeance is frightening to behold.

4A-4C. The Bedroom of Evil

The small hole leads to another chamber. The room itself is 40 feet square and is adorned with lavish tapestries and fine rugs. In the center of the room is a large stone block. This room serves as the tomb of Shekahn and the nuptial bed (crypt) of the lovers. The stone block, which is a coffin (requiring a successful DC 18 Strength check to open) is made of 2 parts — a lid and a base. The pair hides inside the block. There is a 3-foot-wide passage in the northwest corner leading back to Area 2D.

Treasure. The rugs and tapestries are worth 3,000 gp if removed from the dungeon. They weigh 1,100 pounds, so this may prove difficult. Inside the crypt is the remaining treasure: 9,900 sp, 140 gp, a deck of gilded tarokka cards worth 30 gp, a golden bracelet etched with asphodels worth 150 gp, *boots of levitation*, a platinum nose ring worth 20 gp, a golden statue celebrating the evil duo's love worth 400 gp if the party can find someone into that kind of thing, and a suit of +2 *leather armor*. There is also a substantial quantity of vampire dirt from Shekahn's homeland.

Level 4B: The Gut

The “Gut,” as it is known, is a long underground tunnel (approximately 40–50 miles) that links the outlying Mouth of Doom levels to the central dungeon regions of Rappan Athuk. The Gut is a high-ceilinged corridor, 20 feet wide, passing through 6 more detailed sub-areas (or possibly more, if you choose to add additional sub-areas). Because of its length, the tunnel has an “overview” map to show the arrangement of the 6 major points of interest, and smaller-scale maps to illustrate the details of these far-separated areas.

The Gut has always been used as a thoroughfare between the Mouth of Doom and the deeper levels of Rappan Athuk. In Rappan Athuk’s earliest days, zombie horses and messengers, along with goblin slaves and the even stranger minions of the dark priests, carried the almost constant flow of supplies, slaves, messages, and agents required for such a vast centralization of evil power. Even though the Mouth of Doom is no longer a major strategic outpost for the priests, the Gut is still well-traveled by a variety of unpleasant creatures. For the most part, travelers in the Gut are not making the journey all the way from the deep levels of Rappan Athuk to the Mouth of Doom. The long corridor is pockmarked with numerous, extremely well-hidden secret doors that lead away to catacombs and warrens in the miles and miles of underground rock between the Mouth of Doom and the lowest regions of Rappan Athuk. Most of the creatures traveling the Gut are journeying between two such secret access points rather than within Rappan Athuk itself. The Gut is an ideal level of the dungeon to place any additional underground areas, as they can easily be placed anywhere along the Gut in one of the gaps between the level’s sub-areas.

Level 4B

Difficulty Level: Tier 1

Access Tunnel to Area 3C-28, tunnel to Area 2-10, and hallway to Area 4-7.

Wandering Monsters: Check once every 6 hours on 1d10.

d10 Encounter

- | | |
|------|--|
| 1 | 1d6 zombies on zombie warhorses ^B |
| 2 | 1d6+6 goblins |
| 3 | 1d6 ogres |
| 4–10 | No encounter |

General Features

Atmosphere: The climate and “feel” varies throughout the Gut. Tunnels between areas are dark and have frequent random noises echoing along their lengths.

Ceiling Height: Uniform 15-foot ceiling height in constructed areas, rising to 20–30 feet in natural caverns.

Doors: Wooden. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves’ tools or DC 18 Strength check to open.

- **Secret Doors:** Stone, along passages between areas. Difficulty to find and open them varies and is left to you as necessary.

Shields and Wards: None.

Sub Areas

Area	Distance
The Zombie Stables (A)	The distance between the Zombie Stables and The Last One Inn (B) is 11 miles.
The Last One Inn (B)	Distance to the Zombie Stables (A) is 11 miles; distance to the Weird Plantation (C) is 15 miles; distance to the River-Drippings (D) is 18 miles.
The Weird Plantation (C)	Distance to the Last One Inn (B) is 15 miles; distance to The Gates of Gloom (F) is 10 miles.
The River-Drippings (D)	Distance to the Last One Inn (B) is 18 miles; distance to the Rune-Caverns (E) is 10 miles; distance to the Gates of Gloom (F) is 20 miles.
The Rune-Caverns (E)	Distance to the River-Drippings (D) is 10 miles; distance to Rappan Athuk is 9 miles (leads to Area 4-7).
The Gates of Gloom (F)	Distance to the Weird Plantation (C) is 10 miles; distance to the Rappan Athuk lower levels is 14 miles (leads to Area 4-7).

The areas of the Gut are shown on The Wilderness Surrounding Rappan Athuk map.

Surfaces: Natural and carved stone.

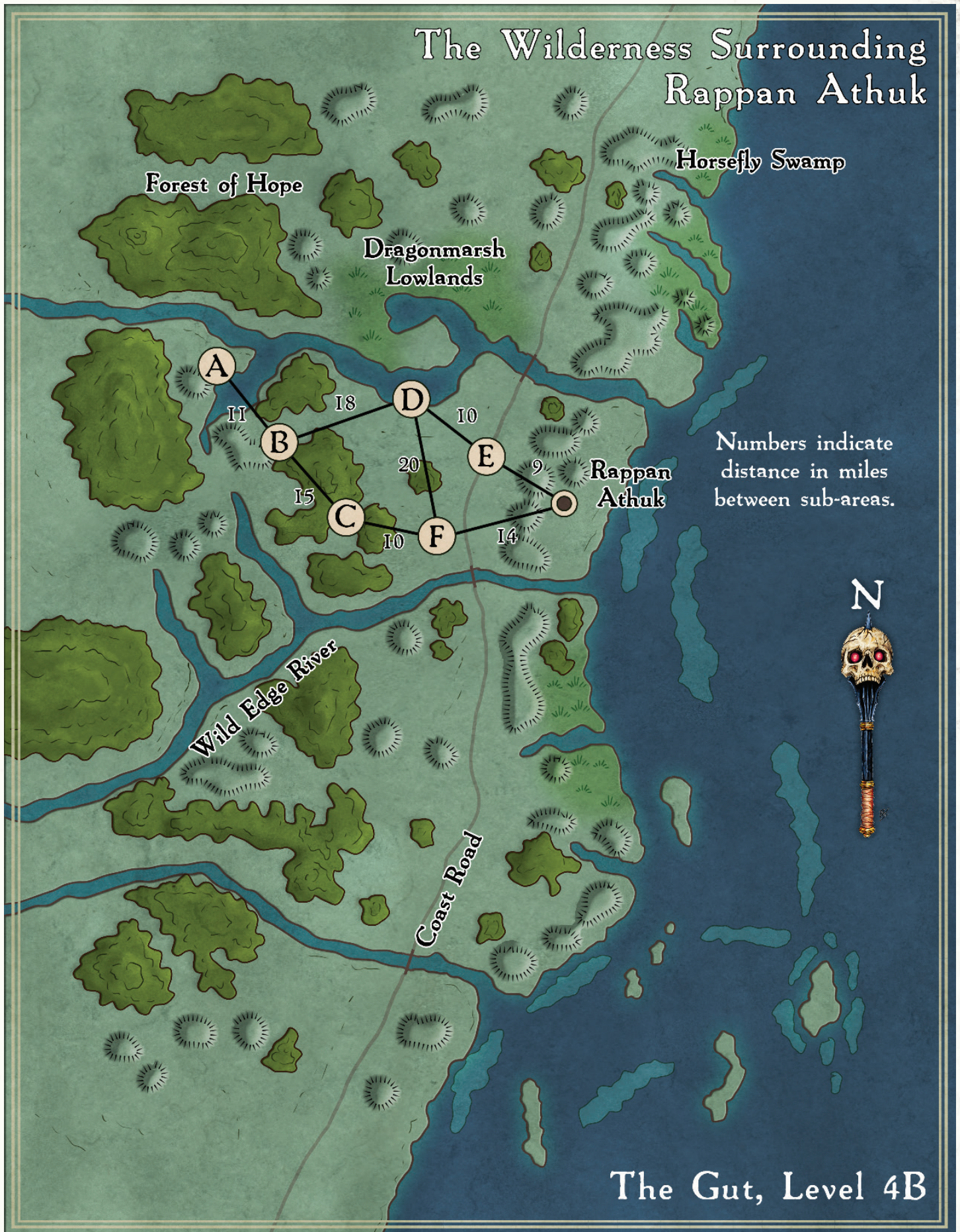
Other:

- This “level” comprises several distinct areas that are some distance apart. Passage between them is through carved stone tunnels with some areas patched with stone masonry. The ground is level, designed for cart traffic. You may add rivers, bridges, or any other manner of underground feature.

A. The Zombie Stables

4B-1. The Stable Stairs.

The north wall of this chamber has an inscription carved on it. A character with Stonecunning can tell that the inscription was carved within the last 50 years or so, while the construction around it is much older. The inscription reads: “*Thou art entering the Hospices of the Healers. Do so with no hostile intent, and thou art welcome here.*” The south wall of the chamber also has an inscription, although this one is in goblin and is almost as old as the surrounding construction. This second inscription reads: “*Anyone letting horses piss on the floor in here will be flogged to*



LEVEL 4B: THE GUT

death." A third inscription is carved over the eastern door, in the common tongue. It reads simply, "*The Gut.*"

4B-2. Stables

There are 2 **zombie warhorses^B** in here. They can be ridden, but each day the horse must make a successful DC 15 Constitution saving throw or it comes apart. If the horse is ridden faster than normal walking speed, the saving throw has a DC of 16.

4B-3. Entrance to the Gut

This corridor stretches as far as the eye can see into the gloom. It has a high, arched ceiling that rises 30 feet above the center-point of the hall. The flagstone floor is worn by the passage of what must have been thousands of travelers over the centuries, and a sluggish, cold draft of air from down the corridor indicates that ventilation shafts are still in operation somewhere in the deeps.

B. The Last One Inn

4B-4. Sign of the Succubus

At this point in the corridor, the northern wall is slathered over with a thick layer of what must once have been brightly-colored paint. The lurid colors are now faded, but the sign is still visible, showing a bat-winged succubus holding a sign that reads "*The Last One Inn.*" To the east, the corridor enters a T-junction, dividing into corridors leading to the north and to the south.

4B-5. The Privy

A small, foul-smelling alcove in the wall contains a two-seat privy. The pit beneath the stone slab (in case anyone is odd enough to investigate this) is narrow and descends over 1,000 feet into the depths; it eventually terminates in a vast cavern filled with Cyclopean stone shapes, inhabited by hundreds of ghouls and the horrid king and queen who rule them.

4B-6. Stable of the Last One Inn

This chamber is the stable for horses or draft animals staying at the Last One Inn.

4B-7. Common room of the Last One Inn

This large room is clearly the common room of a tavern, for it contains 2 large wooden tables, chairs, and a bar for serving drinks. Behind the bar stands a large, roach-like creature the size of a short human being. This is **Urovok the Roach-man^B**, the latest proprietor of the Last One Inn. The Inn sells rations at twice normal prices, drinks at twice normal prices, and sausage at half normal prices ("normal prices" meaning the price on the surface world). Urovok does not disclose the source of the sausages; he claims that it is a trade secret. Rooms A, B, and C are available to rent at a rate of 10 gp per night. Each of these small rooms contains 2 Medium-sized beds, a wooden table, and a nightstand. Rooms 8 and 9 (see below) are rented at a rate of 50 gp per night.

4B-8. Guest Room

This room (which may be legitimately rented from Urovok the Roach-Man in Area 4B-7) is furnished with a comfortable double bed, a table, a sofa, and a fireplace. The fireplace has no chimney, but the hearth seems

to burn with an illusionary fire. The illusion in the fireplace reveals itself as magical if a *detect magic* spell is employed in the room, but none of the room's other features are enchanted. The only apparently non-functional decoration in the room is a painted wooden totem pole that fills the northwest corner.

Totem Pole. From floor to ceiling, the heads depicted on the totem pole are: human, goblin, eagle, dwarf, raven, and roach. The totem pole is a pipe that allows poison gas to be released from Urovok's bedroom (4B-10) into this room. A mechanism slides the eyes of all the carvings downward, allowing the poison to escape through the eye-holes. Searching the totem pole carefully and succeeding on a DC 17 Intelligence (Investigation) check discloses that the eyes can be shifted down but does not indicate anything other than the fact that the pole is hollow. The poison gas is noticed by an alert guard in the room with a smell-based DC 18 Wisdom (Perception) check, but if it is not noticed it causes death if a DC 16 Constitution saving throw fails. A songbird or other Tiny creature succumbs to the poison more quickly than humans and their ilk.

4B-9. Guest Room

As with 4B-8 above, this room is furnished with a comfortable double bed, a table, and a sofa. Unlike room 4B-8, there is no fireplace or totem pole. There is, however, a luxurious rug on the floor, almost 10 feet x 10 feet. At night, the rug reveals its true form, a manta-ray-like creature (a **trapper^B**) that engulfs anyone sleeping on the carpet. If no one is sleeping on the carpet, the trapper undulates its way to the bed, and lunges over the top of the bed to make its attack. Hiding under the bed is the safest place to sleep in this room.

Treasure. In an indentation beneath the trapper's station on the floor, there are 3 skeletons' worth of crushed bone, a *ring of resistance* (fire), and a ring set with a diamond worth 5,000 gp. Incidentally, if the trapper itself is skinned and sold as a carpet, it is worth 1,000 gp to a collector.

4B-10. Urovok's Room

Urovok's room contains a noisome "nest" of human bones and rubbish, all taken from past victims of Area 4B-8. An earthenware pot with a firmly closed lid stands in the southwest corner, and a successful DC 15 Wisdom (Perception) check reveals a clay pipe at the back, connecting the pot's interior to the totem pole in 4B-8 through the wall. This pot is used to dispense gas into the trap in 4B-8. There are 5 vials of poison gas in Urovok's nest; each vial can be thrown up to 30 feet and releases a 10-foot radius sphere of gas when it breaks open. Each creature in the sphere must succeed on a DC 16 Constitution saving throw or take 55 (10d10) poison damage.

Treasure. Amongst the debris is 400 gp, a golden figurine worth 300 gp, a *potion of invisibility*, an emerald-studded ring worth 500 gp, and a *wand of magic missiles*.

The Weird Plantation

4B-11. Plantation Room

All the details of this room are not immediately visible to the adventurers unless they are carrying an extraordinarily powerful light source. Most of the floor is open to a second floor, 30 feet below, with a curving walkway leading across the room. A ramp leads down to the room's lower floor, crossing beneath the walkway. There are 2 exits from the room's lower floor. Two glowing sources of blue light can be seen from the floor below, although these are not bright enough to illuminate their surroundings.

Herb Garden. The entirety of the lower floor is apparently being used to cultivate flowers, vegetables, and mushrooms; the area is a riot of colors, and a mix of strange fragrances rises to the upper floor. These

The Gut

Level 4B, Map 2



4B-13. Exit Tunnel

This tunnel is a continuation of the Gut. From this point onward, the corridor begins an almost undetectable slope downward. Noticing this requires succeeding on a DC 19 Wisdom (Survival) check.

The River-Drippings

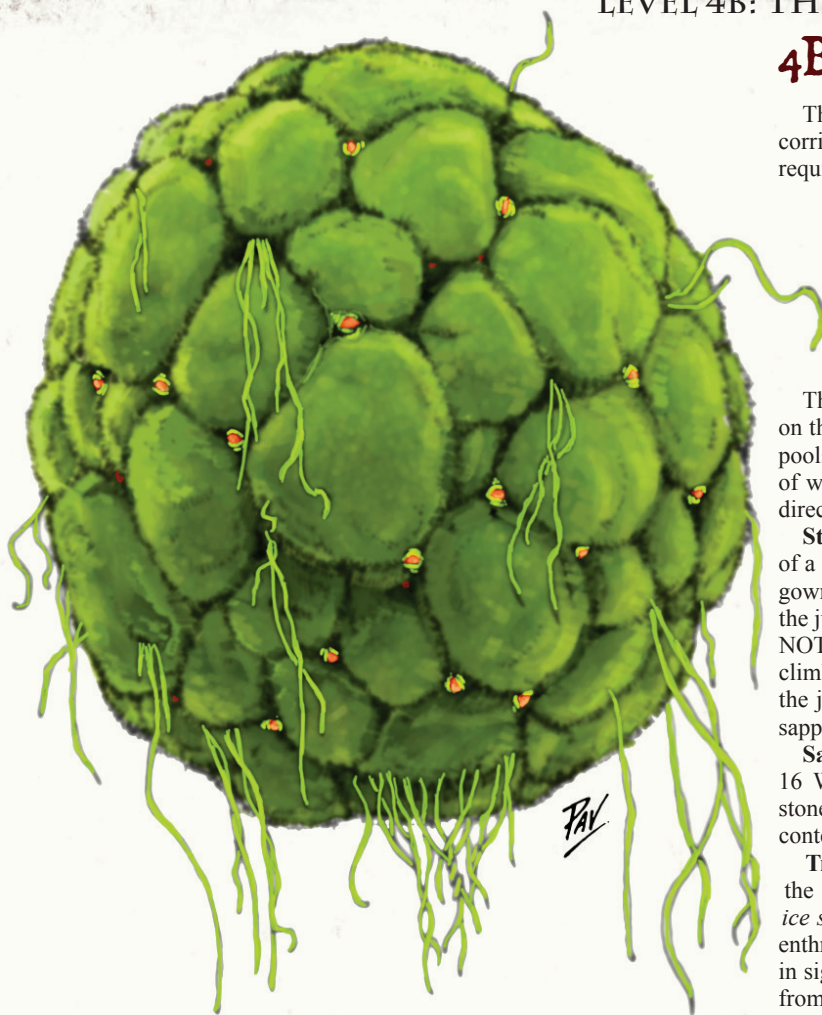
4B-14. Statue Cavern

This natural limestone cavern has stalactites on the ceiling, stalagmites on the floor, and several pools of water in the cavern floor — the largest pools are marked on the map. The pools reach a depth of 40 feet. Drops of water fall constantly from the ceiling of the cavern (which is located directly under a river).

Statue. The cavern's most remarkable feature is a 40-foot-tall statue of a woman with fangs and a necklace of skulls, wearing a long, flowing gown and carrying a water jug balanced on her head. If the players inquire, the jug is 10 feet tall and has a neck that appears to be 3 feet wide — it is NOT clear from the ground whether the jug is hollow or not. If a character climbs up the body of the statue and the side of the jug to look inside, the jug is revealed as hollow, and at the bottom there is a massive blue sapphire the size of a head, surrounded by human bones.

Sapphire. Anyone looking at the gem must make a successful DC 16 Wisdom saving throw or become enthralled with the sight of the stone, attempting to climb down into the water jug to sit beside it and contemplate it for all time. The saving throw can be repeated every hour.

Treasure. The gem itself is worth 5,000 gp if it can be removed from the statue, and there is a *scroll of comprehend languages*, *fireball*, and *ice storm* in the bones and rubbish that encircle the gem. Disturbing an enthralled person enrages them, and they attack ceaselessly until anyone in sight is dead and then returns to contemplation of the gem until dying from thirst and starvation. The gem loses its entrancing powers if it is taken more than 100 feet from the statue.



cultivations are the property of the plantoids that reside in Area 4B-12. At any given time, 1d2 **plantoids**^b and 1d4 **plantoid servitors**^b are found in this room, tending the plants. If the adventurers appear to be headed into the tunnel to 4B-12, if they walk in on the plants at all, or if they speak to the plantoids, the plantoids attack. A brisk walk down the ramp and directly to the exit at 4B-13, ignoring everything in the room, allows the party to avoid a battle.

Treasure. The plants in the room are generally unremarkable, except for 2 flowers that glow (these are the sources of blue light mentioned above). The glowing blue flowers are in the middle of other plants and cannot be reached without walking into the plants — which does, of course, enrage the plantoids. These flowers are of a tough mineral consistency and can be sold as jewels for 1,000 gp each.

4B-12. Lair of the Plantoids

This room rises to an egg-like dome in the ceiling, and it is filled with an eerie humming noise. A slimy moss (the source of the humming noise) covers the otherwise featureless walls and floor of the chamber. Six glowing blue flowers seem to grow directly from the stone walls; 2 of them are in easy reach, and the others are at heights of 20 feet (2), 30 feet, and 40 feet.

Gardeners. There are 4 **plantoids**^b in this room, minus the 1 or 2 that are (or were) in 4B-11. There are 5 **plantoid servitors**^b here regardless of how many were in 4B-11. Anyone entering the room is immediately attacked.

Treasure. The glowing blue flowers are the same type as those in Area 4B-11, but these are fully matured and are worth 2,000 gp each.

4B-15. Hidden Chamber

This chamber can only be reached by swimming under water to a depth of 20 feet to find the entrance tunnel. The tunnel rises above the water level and the chamber itself is filled with air, although it is stale and thin. The cavern is the lair of a **giant poisonous snake** (the snake has 16 vestigial legs, but they have no effect on anything in game terms).

Treasure. Scattered about the cave are 2,240 sp, 312 gp, and a bronze figurine of a woman with fangs and a necklace of skulls worth 250 gp.

4B-16. The Drippings

This enormous cavern contains a large pool of water that feeds a stream. The stream winds its way down a wide tunnel to the southeast. Like the cavern at 4B-14, the floor and ceiling are filled with stalagmites and stalactites. Three **piercers**^b (2 Small, 1 Medium) make their lair at the mouth of the stream's tunnel, on the northern bank of the stream. If the party is traveling down the stream's southern bank, the piercers will not attack them.

The Rune-Caverns

4B-17. Main Rune-Cavern

The walls of this vast natural cavern are totally covered with billions of runic symbols carved into the rock. The entire cavern radiates magic with such intensity that if a *detect magic* spell is cast in the area, everyone in the cavern is blinded for 1d6 x 10 minutes and suffers 1 psychic damage.

Remaining in the cavern for more than 10 minutes (other than moving straight through) causes mild disorientation and searching through the cavern for more than 20 minutes requires a successful DC 17 Intelligence saving throw or the character becomes lost. If there is no one to lead a lost adventurer out (for example, if the characters are all lost but stick together), the character(s) reach one of the exits in 1d10 x 10 minutes. There are 6 possible exits from the cavern; roll randomly on 1d6.

Treasure. If the characters risk the consequences and search the cavern, they have a chance of finding interesting things: there is a 1 in 6 chance per 10 minutes of searching to discover one of the following (mark off when found):

d6	Item Found
1	A bag of 1d100 gp
2	A +1 longsword
3	A mummified Northlander warrior (normal, with standard equipment at your discretion)
4	A <i>potion of flying</i>
5	A ruby worth 1d6 x 100 gp
6	A silver mirror worth 300 gp

4B-18. Empty Cavern

Some normal bats cause a rustling noise at the cavern ceiling if the adventurers bring light with them into the cavern, but the chamber is otherwise devoid of interest.

4B-19. Chamber of the Shadow Crystal

The south wall of this otherwise normal cave chamber is entirely made of a reflective crystal that functions almost as well as a mirror. If anyone looks at the mirror for more than a glance, shadowy figures are seen moving forward from the depths of the mirror toward the adventurers. If the characters (even one of them) meets the approaching figures eye to eye and stares them down, they retreat into the depths of the crystal. However, if the party turns away from the mirror, the 4 **shadows** emerge and attack.

4B-20. Side Cavern

This small cavern is empty, except for some bats and a light covering of bat guano on the floor.

4B-21. Skeletal Remains

This wide spot in the tunnel has a rather grisly decoration; 5 human skeletons are spiked to the wall with long iron shafts that have been driven through the ribcages into the limestone rock.

4B-22. Lair of the Spiker

This natural cave chamber contains a wooden bed and a table, but its most noticeable feature is the fact that 40 skeletons have been spiked to the wall in the same way as those in the chamber outside. Sitting on the bed is an unnaturally thin human, holding a hammer and a long steel spike. When he sees the adventurers, his eyes glow yellow, and anyone seeing this must immediately make a successful DC 18 Wisdom saving throw or walk over to the wall and stand there immobile. Characters standing against the wall are unable to speak or move until the Spiker is slain.

The **Spiker**^b fights anyone who succeeds at the saving throw, using the hammer and spike simultaneously to make 2 attacks in a round. If at any time there is only 1 character left alive, and the character kills the Spiker,

the character must immediately make a successful DC 16 Charisma saving throw or become the new Spiker.

Treasure. Under the Spiker's bed, there is a small treasure trove. It includes 12 usable pairs of boots (and a considerable quantity of footwear that is so old as to be unusable), 2 pointed hats, 6 suits of chain mail, 1 suit of plate, 8 longswords, 7 helmets, 9 shields, 4 lanterns, 3 pints of holy water, 13 backpacks, a small birdcage, a spare hammer, and 30 long iron spikes. There is also a bag containing 614 gp and 1,358 sp, a turquoise ring worth 100 gp, and a plain gold necklace worth 50 gp. One of the helmets is a *helmet of protection*^{GM}.

4B-23. Bat Cavern

This cavern contains a multitude of bats; if they see a light source they swarm it, causing anyone in the path of the swarm to make a successful DC 16 Strength saving throw or drop all items held. Open flames other than lanterns, whether dropped or not, have a 90% chance to be extinguished. The cavern contains no treasure, but the floor is covered in a 6-inch carpet of bat guano.

The Gates of Gloom

4B-24. The Gates of Gloom

This large chamber is constructed of huge blocks of chiseled volcanic stone, darker and smoother than the native limestone. The stream running from the northwest widens out into a moat in the eastern part of the room, to surround a short flight of black steps that lead from the water up to a gleaming stone platform.

The Gates. The back of the platform is a wall of metal bars, and there is a huge door in the middle of the bars, apparently carved from the same stone as the walls. Upon the door there are 3 large runes, depicting a demon, a circle, and a square. The runes shift on the surface of the door if they are touched (a 10-foot pole or other item works as the "touch"). The door opens if the 3 runes are moved to superimpose each other, placing the demon within the circle within the square (the circle is slightly smaller than the square, so this is the only way to arrange them on top of each other; it is not necessary for a player to state whether the circle is within the square or vice versa). When the 3 runes are superimposed, the door immediately opens. If the players cannot figure out how to open the door using the runes, it is also possible to pick the lock with a successful DC 18 Dexterity check with thieves' tools, use a *knock* spell, or bend the bars with a successful DC 18 Strength check. Coming from the east to the west, the door can be opened by use of a recessed handle in the middle.

4B-25. Chamber of the Blackbone Guard

There are 2 **black skeletons**^b in the northern chamber and 2 more in the southern chamber. To avoid combat, the party must run through this chamber at top speed, in which case the skeletons do not attack. Moreover, the skeletons do not move more than 50 feet from the chamber itself in pursuit or in combat. If the adventurers are attacked and simply hold their ground in the chamber, the skeletons fight to their destruction. The bones re-form into black skeletons after 1 full week has passed.

Treasure. One of the black skeletons wears a jeweled necklace worth 500 gp.

N

C

own



Ground
Level

square - 5 feet

I4



Level 4C: Last Stand

When Tsathogga's followers infiltrated Rappan Athuk, Azraggad, a devout cleric of Orcus, swore his undying loyalty to the demon lord. To cement his pact, the priest joined the ranks of the undead as a vampire. Although he abandoned his mortal life for a subterranean existence forever cloaked in darkness, the haughty aristocrat could not forsake the trappings of wealth. The vampire's lair exudes style and sophistication unmatched anywhere else within the underground complex. Azraggad's home resembles a grand estate, but his fealty to Orcus shines through with his macabre décor, diabolic servants, and ingenious methods of inflicting death on trespassers. None are less welcome than the deranged servants of the Frog God, whom he despises more than the saintliest paladin or most righteous do-gooder. To this end, he maintains some periodic contact with the Upper Temple of Orcus on Level 4A, though he is very careful not to leave any trail in his wake, as his isolated abode remains beyond the prying eyes of Tsathogga's servants. This area is shown on The Last Stand maps 1 and 2

Level 4C

Difficulty Level: Tier 2

Access: Southern tunnel from Area 4-6. Corridor to Area 2-10. Tunnel to Area 5C-14.

Wandering Monsters: Check once per hour on 1d20.

d20 Encounter

1-6 1d3 **slithering trackers**^B

7-20 no encounter

General Features

Atmosphere: Evil is detected from Areas 4C-9, -12, -17, and -17A. Magic can be detected from Area 4C-15. There are no light sources in the rooms and corridors unless otherwise specified in the area's description.

Ceiling Height: Ceilings range from 8–12 feet high.

Doors: Iron-reinforced wood. The doors in Area 4C-1 through -7 inclusive open with ease. The doors in the remainder of the complex are stuck doors, requiring a successful DC 15 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find, then automatic to open.

Shields and Wards: Inlaid lead shields Areas 4C-10, -11, and -12 against divination magic.

Surfaces: The walls, floors, and ceilings are made from cut stone. Walls, columns, and other features are coated in slime from Area 4C-1 through -7, causing the areas to be treated as difficult terrain. The walls, columns, and other features in the remainder of this level are dry.

Other:

- Areas on the map noted by a boxed "X" contain a spiked pit trap. Requires a successful DC 15 Wisdom (Perception) check to detect, and a DC 20 Intelligence (Investigation) check to locate the springs and hinges. A successful DC 20 Dexterity check with thieves' tools permanently sabotages the trap. The spiked pit is 30 feet deep. Creatures who

fall into the spiked pit take 10 (3d6) bludgeoning damage from the fall and another 10 (3d6) piercing damage from the spikes.

4C-1. Gated Community

The corridor connecting Level 3 to this one ends in a sturdy iron portcullis. Tiny creatures can squeeze through the bars with no effort, but larger creatures cannot. To enter the main passageway, the characters must circumvent the portcullis. In addition to using magical means to bypass the barrier, such as *dimension door*, *teleport*, and similar spells, adventurers may try to smash through the portcullis; it has an AC 19, 30 hit points, and is immune to cold, necrotic, radiant, thunder, and piercing damage. It has resistance to bludgeoning damage. Of course, the act of repetitively pounding against the bars creates tremendous noise, which automatically ends in an encounter with a wandering monster. Alternatively, a character can resort to brute strength to either lift the portcullis or bends its bars without attracting unwanted attention from roaming **slithering trackers**^B. Accomplishing this feat requires a successful DC 25 Strength check.

The network of corridors beyond the portcullis is painted dark red. Gilded images of leaves, and golden crown molding adorn the walls, ceiling, and floor. The faint yet audible tone of a harpsichord echoes through the passageway. The music emanates from behind the door of Area 4C-4.

4C-2. Them Bones

Although a sturdy, wooden door blocks passage into this cramped chamber, a small piece of wood swings freely from a hinge built into the bottom of the door. The cut out is identical to a modern dog or cat door in both size and appearance. On the other side of the door are 2 **bone swarms**^B.

Tactics. Comprised of tiny bits of bone culled from the remnants of fallen undead monsters as well as Azraggad's past victims, the surprisingly intelligent creatures listen intently for any movement or disturbances outside the portal. If they detect living creatures other than the slithering trackers, the pair immediately moves through the swinging door and attacks the intruder. Characters who reach the door undetected and open it discover an enormous pile of bones that spill into the adjacent corridor where they coalesce into 2 distinct sheets of bone. The swirling masses of bone fight until destroyed. If they defeat the adventurers, the fallen heroes' skeletal remains join their motley collective.

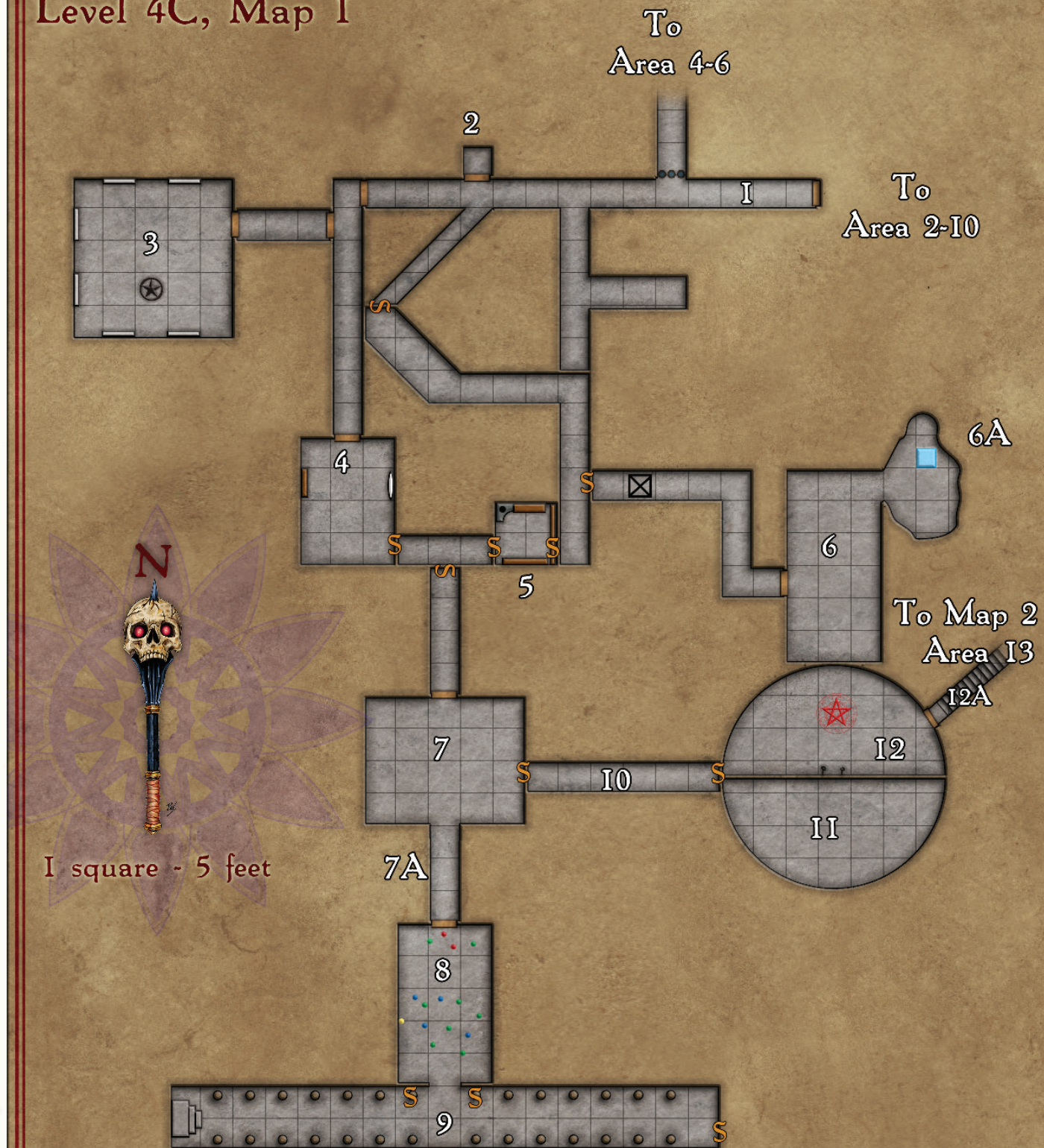
4C-3. Picture This

Six portraits of a dashing, handsome man hang from the walls, while a marble sculpture of the same man wearing ornate vestments stands in the center of the room. The portraits depict Azraggad at various stages in his mortal and immortal life. Recognizing the paintings and sculpture as portrayals of the same person requires a successful DC 5 Intelligence (Investigation) check. A character who examines the paintings and succeeds on a DC 20 Intelligence (Investigation) check notes the paintings depicting the subject as a young man are disproportionately much older than those showing an aging, yet still youthful man.

Treasure. The 6 paintings are worth 200 gp each, while the statue has a value of 250 gp, though it weighs almost 600 pounds.

The Last Stand

Level 4C, Map 1



4C-4. Ebony and Ivory

When the characters approach the door, the harpsichord's melodic tune steadily grows louder. Inside the room, illuminated by a *continual flame* spell cast upon a candelabra atop the harpsichord, a **skeleton** wearing flashy robes flamboyantly plays the musical instrument. The undead servant ignores any interruption and continues playing unless physically restrained from doing so. Arraggad composed the piece as a triumphant march combined with a hymn to Orcus. The skeleton understands any conversations but cannot speak and divulges nothing about its vampiric master.

Tactics. The undead monster attacks only when attacked. If the music ceases for any reason, the event triggers a *magic mouth* spell cast on the mirror hanging from the opposite wall.

A booming voice declares, "Who dares stop the music?! Curse you trespassers! Damn you to perpetual silence!"

Treasure. The silver mirror is worth 100 gp, while the golden candelabra is worth 200 gp. The harpsichord weighs 150 pounds and has a value of 500 gp.

4C-5. Reading is Fundamental

A *continual flame* spell cast within a fireplace illuminates an impressive library. The bookshelves span the length of all 4 walls. Three comfortable chairs arranged into a semicircle surround the fireplace. The leather-bound tomes primarily focus on 2 divergent topics: macabre death rituals and trashy, romance stories. The subject matters offer a glimpse into Azraggad's warped mind, but not useful insight to the perils ahead of the characters. The secret door here is better concealed behind the bookshelf than those in the surrounding area. It takes a successful DC 20 Wisdom (Perception) check to detect it, and a successful DC 20 Intelligence (Investigation) to deduce how to open it.

Treasure: The 183 books are worth of 1d4 gp each or 525 gp for the entire collection when sold as a set.

4C-6. Slither!

The slime in the corridor leading to this chamber is so thick, it intermittently drips from the ceiling onto the floor. Indeed, the slick mucus coats every square inch of stone causing the adjoining corridor and room to not only be treated as difficult terrain but also act as if it were affected by a *grease* spell. (Naturally, the slithering trackers are immune to the prone condition.) The reason for the proliferation of slime becomes apparent when the characters enter the chamber, as 12 **slithering trackers**^b roil around the floor, walls, and ceiling. Whatever covered the surfaces prior to their arrival was either scrubbed clean or obscured beneath a layer of slime.

Tactics. The monsters immediately attack intruders and display unmistakable intelligence during their assault. They concentrate their efforts against 1 or 2 adventurers rather than spread out across the room. The slithering trackers fight to the death, and even though their numbers may dwindle, they know reinforcements are continuously on their way as the mysterious cube in neighboring Area 4C-6A discharges new slithering tracker recruits at set intervals.

4C-6A. Trackers Cubed

A precisely cut pink crystal is the source of the complex's slithering trackers. The glowing cube spews out a slithering tracker every minute whenever the number of slithering trackers in the outer room drops below 12. Otherwise, the rate slows to one per day. When the cube releases a slithering tracker, it swells for one round and ejects slime, which coalesces into a slithering tracker.

Tracker Cube. Despite its crystalline structure, the cube proves very resistant to physical and magical damage. It has AC 17, 40 hit points, and resistance to acid, bludgeoning, and slashing damage from nonmagical weapons, and piercing damage from magical weapons. It is immune to cold, fire, lightning, as well as piercing attacks from nonmagical weapons. Any attack that hits the cube during the round when it swells is a critical

hit if the attacker is within 5 feet of the cube. When the cube is reduced to 0 hp, the crystal shatters and sprays an acidic goo onto all creatures and objects within 30 feet. The viscous material deals 28 (8d6) acid damage and restrains the creature for 1 minute. A successful DC 13 Dexterity saving throw halves the acid damage and the creature is not restrained. Each round at the end of its turn, the target can use an action to make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the character is no longer restrained.

4C-7. Getting Ahead

During his youth, Azraggad spent countless mornings hunting with his father and older brothers, memories he fondly cherishes to this day. To commemorate these precious moments in time, he meticulously preserved the severed heads of his quarry and mounted them onto the walls. These prizes include grizzly bear, tiger, lion, rhinoceros, hippopotamus, buffalo, moose, and a unicorn.

Unicorn Alarm. When a living creature enters the room, the intrusion triggers a *magic mouth* cast on the unicorn's head. The decapitated head emits a ghastly, unnerving death rattle for 20 seconds before falling silent. Azraggad programmed the sickening sound to startle and unnerve trespassers as well as alert the will-o'-wisps in Area 4C-8 and the bone swarms in -9 to the presence of intruders.

4C-7A. Color Scheme

The corridor connecting Area 4C-7 and -8 contains the clues for the cryptic puzzle found in Area 4C-10.

Crystal Clues. When the characters view the passageway, they see a strange assortment of colored glass crystals imbedded into the walls. One cluster includes 8 green crystals, while another has 4 blue crystals. A pair of red crystals can be found near the door, while a lone yellow crystal occupies a niche on the opposite wall. The glass crystals have no monetary value and can easily be removed with a successful DC 10 Dexterity check made with thieves' tools or cracking a stone prong keeping the crystal in place, requiring a successful DC 11 Strength check.

4C-8. In the Room, They Come and Go

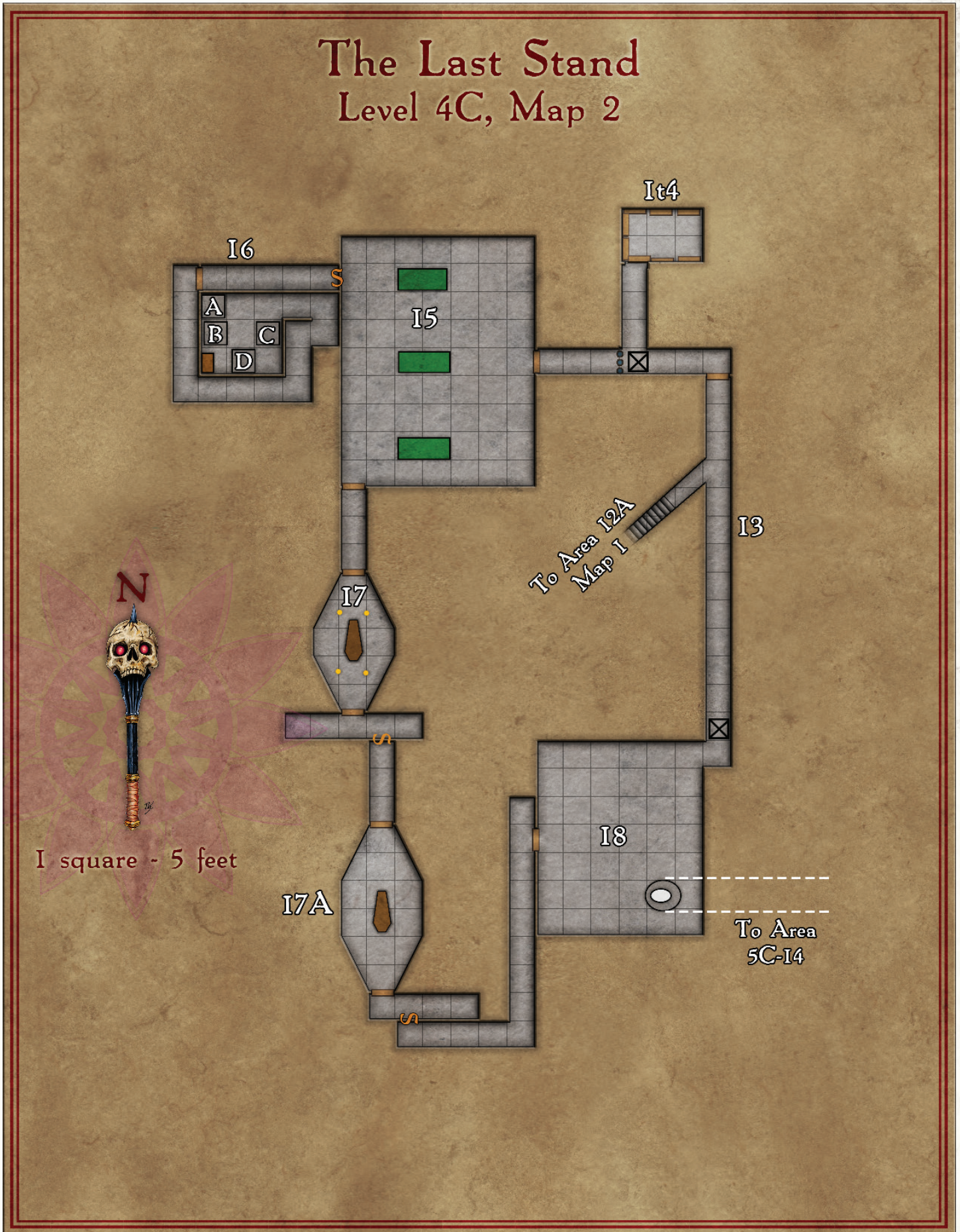
When a creature other than Azraggad opens the door, a *programmed illusion* instantly springs into existence. Shadowy, genteel men and women stroll about an exquisitely decorated parlor, laughing merrily as they discuss the gossip of the day. The illusion continues for 5 minutes. The illusory figures largely ignore the intruder while they carry on their conversations, though a few conspicuous individuals turn an eye towards the trespassers and offer formal greetings. A character who physically interacts with the illusion and succeeds on a DC 18 Intelligence (Investigation) check sees the *programmed illusion* for what it is. The illusion serves as a distraction for the collapsing floor trap.

Floor Trap. The floor here appears as all others, but the "stone" is really a thin layer of glass. The cleverly disguised material holds up well against intense scrutiny, thus it takes a successful DC 25 Wisdom (Perception) check to detect the ruse. The trap cannot be deactivated or disarmed in any conventional manner, though replacing the floor with solid material would allow characters to safely traverse through the area. The floor supports a weight capacity of 4. A Small creature counts as 1; a Medium creature as 2; and a Large or larger creature as 4. When the floor's weight capacity is equaled or exceeded, the glass immediately shatters, forcing the creatures on it to succeed on a DC 18 Dexterity saving throw or fall into the quicksand beneath the faux floor.

Quicksand. Despite its gritty consistency, the quicksand is actually water. A creature who falls into the quicksand sinks 1d4+1 feet into the goopy material and is restrained. At the start of each of its turns, it sinks another 1d4 feet. If the creature is not fully submerged in quicksand, it can use its action to escape by succeeding on a Strength check where the DC is 10 plus the number of feet the creature has sunk into the quicksand.

The Last Stand

Level 4C, Map 2



A creature completely submerged in quicksand cannot breathe and is blinded. A creature can pull another creature within its reach to safety by using its action and succeeding on a Strength check, where the DC is 5 plus the number of feet the creature has sunk into the quicksand. Although the quicksand impedes the progress of most humanoids, the circumstances offer an ideal hunting opportunity for the chamber's previously invisible 6 will-o'-wisps.

Tactics. The monsters hover above the quicksand and pepper restrained targets in the quicksand with their shock attacks. When a character falls to 0 hp or less, the undead monsters gleefully use their Consume Life bonus action to feast on the dying creature's ebbing life force. The tiny undead never retreat and fight until destroyed.

Treasure. The corpses of a human, an elf, and a dwarf litter the bottom of the quicksand, but locating the submerged bodies proves extremely difficult. Only a tactile examination of the floor and a successful DC 25 Wisdom (Perception) check can locate one of these bodies. The human wears +1 studded leather armor and carries a +1 dagger. The elf has a brooch of shielding and a javelin of lightning. The dwarf wears plate armor and carries a flawless emerald worth 2,500 gp.

4C-9. Touch and Doh!

After circumventing the preceding quicksand trap, the complex opens into a long hallway containing 28 stone pillars along the north and south walls. The 2 pillars closest to the entrance (marked with an "S" on the corresponding map) suddenly illuminate, while the others remain dark. Demonic carvings cover the surfaces of these basalt pillars.

Altar. The western branch of the hallway boasts a diabolic altar chiseled from black-red granite. Bone fragments, dried blood, and mummified tissue rest upon the altar. When a good-aligned creature approaches within 5 feet of the altar or any creature or object touches the altar, each of the illuminated pillars releases a pile of bones that fall to the floor and coalesce into 2 bone swarms^B. Each minute thereafter, each of the lit pillars releases another bone swarm until the characters pass through the pillars and leave Area 4C-9 or the characters cast *darkness* or other magic suppressing the illumination. The bone swarms do not pursue or attack creatures who leave Area 4C-9. Furthermore, if the characters shroud an illuminated pillar in darkness or physically destroy the pillar, a bone swarm in existence at the time crumbles into a pile of inanimate bones. Each pillar is AC 19, has 60 hit points, and is immune to cold, fire, lightning, as well as piercing attacks from nonmagical weapons. It has resistance to acid, bludgeoning, and slashing damage from nonmagical weapons, and piercing damage from magical weapons.

Secret Door. The other feature is the secret door at the opposite end of the chamber. This hidden portal is also tied to the altar and can only be opened by placing a drop of willingly spilled human blood onto the altar along with a fragment of bone from the same creature (a tooth or finger bone would suffice). When this is done, the *wall of force* securing the secret door is suppressed for 10 minutes. Locating the secret door proves far easier than bypassing it as it only requires a successful DC 20 Wisdom (Perception) check to detect its outline. A successful DC 15 Intelligence (Arcana) check identifies the presence of a *wall of force* securing the portal. When the *wall of force* is removed, the door opens easily. The passage beyond leads to Level 3A, Area 3A-2.

4C-10. Color Me Bad

Eerie, phosphorescent light emanates from 4 oval crystals (red, yellow, blue, and green) placed within 4 vertical, recessed niches at the end of the hallway. The palm-sized crystals appear to fit into the 4 niches on the east wall at the eastern end of the corridor.

<<insert Level 4C Map 2>>

Niches. A bas-relief sculpture accompanies each niche. The top niche is inside of a gaping, bestial mouth. The second is found above a carving depicting a victorious gladiator standing over his fallen foe. The third appears near the bow of a ship carved into the stone. The final niche lies beneath the carving of a man and a building. An arrow sign pointing

towards the building is sandwiched between the man and the structure.

Puzzle. The carved images and niches relate to the puzzle found in Area 4C-7. Each color corresponds with a related homophone. Thus, there were 8 (ate) green crystals, 4 (fore) blue crystals, 2 (to) red crystals, and 1 (won) yellow crystal. The solution is to place the green crystal into the niche within the bestial mouth; the yellow crystal above the gladiator carving; the blue crystal adjacent to the ship carving; and the red crystal into the hold beneath the carving of the man and the building. If the characters put the crystals into the correct positions, the secret door slides open granting them access to Area 4C-12 for 1 minute. On the other hand, characters who place the crystals into the wrong openings cause the secret door to instead open into Area 4C-11 for 1 minute. Creatures who enter -11 discover a one-way *wall of force* prevents them from leaving.

Secret Door. It takes a successful DC 25 Wisdom (Perception) check to locate the secret door. However, a successful DC 20 Intelligence (Arcana) check reveals that the door can only be opened by solving the puzzle. Creatures who attempt to bash the door open only hit solid stone.

4C-11. Nowhere to Run

Fourteen bodies in varying states of decomposition lie scattered about the floor of this hemispherical chamber. An examination of these corpses along with a successful DC 14 Intelligence (Investigation) check confirms the victims died from dehydration, malnutrition, and other natural causes instead of trauma. Many also suffered severe injuries on their hands and feet, presumably from trying to pound their way through the door. Azraggad stripped the corpses of their valuable possessions literally leaving just the clothes on their backs.

No Escape. A *wall of force* encapsulates the entire chamber. Creatures attempting to escape must bypass or destroy the *wall of force* to leave. The wall can be disintegrated, or characters can *teleport* out of the room, but it cannot be dispelled, and the barrier also foils ethereal travel.

4C-12. Decisions, Decisions, Decisions

Characters who correctly solve the puzzle in Area 4C-10 enter this diabolical chamber. Painted images of demons precariously balanced on scales cover the walls.

Locked Door. Although visible, the locked, stone door bearing demonic images cannot be bypassed by any magical means as it is protected by an *antimagic field*. Furthermore, a *nondetection* spell shields the key against all divination spells. The door has AC 19, 40 hit points, and is immune to cold, fire, and lightning. It has resistance to acid, and all physical weapon attacks.

Captive #1. A pentagram within a circle drawn onto the floor binds a restrained and shackled **marilith demon**.

Captive #2: A **fidele angel**^B named Bayazid is chained to the far wall, appearing to suffer a similar dilemma, yet unlike the gregarious marilith, the incapacitated being appears catatonic. His adamantite chains are immune to all damage types except for necrotic damage. The angel's incapacitation can be attributed to a *feblemind* spell successfully cast against it and the fact that the key to Area 4C-12A is imbedded inside the celestial's heart. Reversing the *feblemind* spell with a *greater restoration*, *heal*, or *wish* spell allows the angel to telepathically communicate with the characters. Although the angel is no longer incapacitated, it is paralyzed in this state.

Development. In addition to physically restraining her, the adamantite shackles prevent the marilith from using her *teleport* ability. The demon tells the characters her shackles (AC 19, 10 hit points) are immune to all damage types except for radiant damage. She can still attack creatures within her reach though. Unable to escape her adamantite shackles without the characters' intervention, the wicked fiend offers the adventurers a bargain. The characters must free her in exchange for the key to Area 4C-12A. Of course, she insists on gaining her freedom before she turns over the key.

If the Characters Free the Demon. Naturally, when freed the devious marilith gladly tells the characters where to find the key before she attacks them.

Tactics. If she cannot kill the characters without endangering herself, she tries to escape, if possible. Otherwise she fights to the death.

Gaining the Key. The angel is aware the key lies within his heart.

LEVEL 4C: LAST STAND

Physically removing the key from the creature's vital organ automatically kills it. If the characters can devise a nonintrusive way to remove the key without slicing through the angel's heart, the key can be retrieved without harming him. For instance, a character who succeeds on a DC 30 Wisdom (Medicine) check could run a catheter-like device through an artery or vein and retrieve the key in that manner. Alternatively, the adventurers could use a *clairvoyance* spell to see into the angel's heart, and a *teleport* spell to transport the key out. Devising a clever solution grants the character advantage on the check, while concocting a poorly-conceived plan causes the character to suffer disadvantage on the check. In addition, a failed check deals 1d6 damage (piercing or slashing at your discretion) for every point by which the check failed.

If the characters successfully remove the key without killing the fidele, and free him from his shackles, Bayazid resumes acting normally and the *feblemind* spell ends. (The key, rather than the shackles, paralyzes him, while removing the shackles without removing the key ends the *feblemind* spell.) Bayazid explains the vampire Azraggad imprisoned him centuries ago, but not before he forced the grieving angel to watch him slay his beloved partner. The angel agrees to heal any injured characters as well as accompany them for his revenge against Azraggad. On the other hand, good characters who dealt damage to or attacked Bayazid are cursed. The character takes 3 (1d6) radiant damage at the beginning of each of its turns until the character succeeds on a DC 20 Charisma saving throw. The same character cannot suffer the same curse again for 24 hours.

Story Award. If the characters recover the key without having to fight or kill the marilith, they do not gain experience for defeating the marilith, but are entitled to at least some XP reward for their efforts. At your discretion, you could award up to 10,000 XP for an ingenious solution to the dilemma or 5,000 XP for a passable yet lucky resolution.

4C-12A. Stairway to Hell

The doorway opens to stairs made from bony femurs, tibias, and radii harvested from numerous humanoids. Sticky, blood red paint coats the walls and ceiling as red globules periodically drip from the ceiling onto the floor. Despite the unsettling appearance and implications, the crimson liquid is paint, not blood. The stairway descends to Area 4C-13.

4C-13. Misty Stairway Hop

Billowing mist fills the corridor beyond the stairs, leaving the entire passageway heavily obscured. A solitary **ghostwalk spider**^b patrols the hall hoping to encounter the rare intruder.

Tactics. While in ghostwalk form, the large, pale white spider passes through the door without opening it. The monster has blindsight, thus it is not blinded while immersed in the fog. The monster attacks intruders on sight and fights until destroyed.

Although the characters normally try to avoid the pit traps scattered throughout the complex, the pit appearing near the portcullis offers the only means of reaching the section of corridor leading to Area 4C-15. The portcullis and the passage beyond it can be found at the bottom of the preceding spiked pit.

4C-14. The Doors

With no obvious, logical place to proceed further in Area 4C-13, the resident vampire designed this room to befuddle intruders and confound Tsathogga's priests if they get this far.

False Doors and Trap. The room contains 9 false doors. The doors lead nowhere and are intended to frustrate explorers. Opening any of these doors triggers a *glyph of warding* trap. It takes a successful DC 18 Intelligence (Arcana) check to detect and disarm the magical trap. If the trap is triggered, the glyph deals 22 (5d8) acid, cold, fire, lightning, or thunder damage (roll randomly) to all creatures in a 20-foot radius sphere centered on the door. A creature who succeeds on a DC 18 Dexterity saving throw takes half as much damage.



4C-15. Thou Must Pass

In keeping with his upscale presentation, Azraggad has 3 table games of chance awaiting his opponents. The first table is a blackjack table, the second table is a craps table, and the third table is a roulette table. When the characters approach each table, the dealer, a **herald of darkness**^b (3 in all), gives them 3 bone coins, which the characters are free to distribute amongst themselves as they see fit. (A different set of coins is given for each game.) The statuesque, beautiful fiend wearing attire glittering with dark light and basking in an aura of pale green fire monitors the game and arbitrates its rules.

Blackjack. When one or more characters place at least 1 coin onto the blackjack table, the dealer gives each active player 2 cards. Follow the game's standard rules, including the dealer stands on all 17s and higher, doubling down, and splitting pairs, but players cannot buy insurance and blackjack pays 2 to 1 instead of the standard 3 to 2 odds. Winning normally pays even money (the character gets their coin back plus the same again).

Craps. At the craps table, only the shooter can bet on the outcome of the game and that player can only bet on the pass line. The croupier gives the dice to the character when he or she places 1 or more coins on the pass line. The adventurer also cannot lay odds on the pass line bet. In craps, a roll of 7 or 11 on the game's opening or "come out" roll wins the pass line bet. A roll of 2, 3, or 12 on the game's opening roll loses. If the shooter rolls a 4, 5, 6, 8, 9, or 10, the shooter must roll that number again (referred to as the "point") before rolling a 7 to win the pass line bet. Rolling a 7 before rolling the point loses. The payout for a successful pass line bet is even money (the characters get 2 coins).

Roulette. When 1 or more characters place at least 1 coin onto the roulette table, the croupier spins the wheel. (If you do not have a roulette wheel, you may use an online program to simulate one or a standard deck of playing cards. For the purposes of this game count out 38 cards ensuring there are 18 black cards, 18 red cards, 18 even numbered cards and 18 odd numbered cards as well as 2 jokers.) The adventurers may only bet on black or red, and odd or even, which pay even money (the characters get 2 coins).

Tactics. The characters cannot start a new game until they finish their current game, thus if the characters are in the middle of a blackjack game, the croupiers at the craps and roulette table refuse to give them their starting coins. Whenever the characters accumulate 5 bone coins in an individual game, the characters win the challenge and that dealer/croupier immediately vanishes into nothingness. If the characters lose all their coins, that dealer/croupier and any remaining dealers/croupiers attack them. When the characters win 2 games, destroy 2 dealers/croupiers, or

any combination thereof, the secret door leading into Area 4C-16 opens. When the adventurers win the final game, or destroy the last dealer/croupier, the secret door to Area 4C-17 opens. The bone coins instantly crumble into dust when transported out of this room.

Story Award. If the characters win any game of chance, award them XP equal to defeating a herald of darkness.

4C-16. Block and Tackle

Because of Azraggad's ability to assume gaseous form, his protective measures pose no danger to him, though treasure hunters prove less fortunate.

Block Trap. The sinister crushing block trap consists of four movable blocks of stone, which slide across the floor in a set interval. Block A moves west to east and vice versa from the far wall up to the entrance. Block B moves from west to east until it collides with Block C at the midway point, whence it then moves from east to west. Block C moves along an east to west track until it strikes Block B and then moves from west to east, though it moves faster than Block B. Block D moves slowly from west to east until it hits the east wall, which causes it to move from east to west though it always stops short of the treasure cache in the southwestern corner. Negotiating the correct path requires split second timing. The character must closely follow Block A while it retreats from east to west. When the character reaches the small gap between B and C, he or she must enter the void between the two. When the character first enters the void, Block D is closer to the west wall, so a character who leaps in front of Block D faces its eastern side. A character in this predicament must make a successful DC 20 Dexterity (Acrobatics) check or get squashed against the east wall by Block D or a retreating Block B. On a failed save, the character takes 52 (15d6) bludgeoning damage and is restrained until the beginning of its next turn when the block moves again. On a success, the character escapes and appears in front of Block A.

Trap Solution. The correct solution is to wait for Block D to pass by the rapidly closing gap and slip in behind Block D on its west side as it moves past. However, accomplishing this feat demands precise timing. The character must make a successful DC 20 Dexterity (Acrobatics) check. On a failure, the character waited too long and gets crushed by Blocks B and C taking 52 (15d6) bludgeoning damage and is restrained until the beginning of its next turn. The blocks then separate, and the character is free to slip past Block D without harm. On a success, the character reaches the treasure cache unharmed. A character can increase its chance of success by observing the pattern before leaping into the gap. There is no realistic chance of being harmed by Block A, so if the character observes at least 1 cycle, the adventurer gains advantage on their Dexterity checks. In addition to gaining advantage on Dexterity checks, a character who observes 3 or more cycles and succeeds on a DC 15 Intelligence (Investigation) check also discerns the correct path to take to reach the treasure.

Of course, the characters may deploy alternate means of bypassing this trap. If the characters wedge an object between 1 or more blocks or a wall, the blocks automatically hit the object and deal the same amount of bludgeoning damage they deal to characters. If the object withstands the damage, the ploy works, though the object is unlikely to endure a second collision with the blocks. Characters may also try to use brute force to hold back one or more blocks. Unfortunately, the feat proves beyond the reach of all but the most Herculean of creatures. It takes a successful DC 30 Strength check to impede the progress of a block each round. The block resumes its normal cycle when the creature fails its Strength check.

Treasure. An open gilded wooden box akin to a coffin in the southwestern corner of the room contains 552 pp, 3,012 gp, and 623 sp. There is also a *potion of gaseous form*, a *potion of superior healing*, a *staff of frost*, and *horseshoes of speed*.

4C-17. Defanged

The sly Azraggad built this false lair to dissuade vampire hunters and Tsothogga's followers from searching beyond this chamber. An empty white marble coffin occupies the center stage in this stately mausoleum. Four bronze candle holders imbued with *continual flame* spells illuminate the chamber.

Main Player. In this gallows humor drama Bartholomew Ragusovitch, the **grim jester**^B, serves as the vampire's understudy.

Tactics. Attired in a motley fool's costume, the skeletal abomination ridicules the rigors of life with mocking one-liners. During combat he makes off-color remarks including the following and some other ghoulish remarks of your choice:

"Take my life...please."

"I'm dying here."

"This conflict is killing me, but you first."

"I'm a soulless man."

When he seriously wounds a character, he proclaims, "you need a grave man good sir (or madam). Wait, that's me." If he kills a character the boastful Bartholomew shouts, "Alas, another one bites the dust. I'm deadlier than mercury."

Bartholomew relies predominately on his innate spellcasting to bolster his defenses (*mirror image*) and attack his foes after discharging his killing joke. The grim jester fights until destroyed. As one of Orcus' few amusing creations, Bartholomew can only be permanently destroyed if the characters slay him while he is prone (Orcus granted him his deathly reward after accidentally breaking his neck in a prat fall.) Otherwise Orcus restores him to undeath 1d20 days later in another section of this dungeon, such as Level 4A.

Treasure. The marble coffin is worth 2,500 gp, though it weighs a staggering 1,000 pounds. The 4 bronze candle holders forged in the likeness of an upright lion are worth 100 gp each.

4C-17A. Azraggad's Lair

Foul images of a 2-legged goat beast cover the corridor's walls. A successful DC 10 Intelligence (Religion) check identifies Orcus as the frescoes' subject.

Secret Door. The secret door built into the south wall proves extremely challenging to locate. It takes a successful DC 25 Wisdom (Perception) check to spot it because the only sign of its presence are 4 miniscule holes allowing Azraggad to pass into and out of the corridor in gaseous form. Opening the door presents its own difficulties as it takes a successful DC 20 Strength check to force open the long-sealed portal or a successful DC 20 Intelligence (Investigation) check to find and activate a rusting spring mechanism.

The Lair. The cultured vampire's lair is an ostentatious display of wealth and style. Moldy dirt surrounds a mahogany coffin with gold inlays. Melodic notes emanate from 3 **skeletons** playing violins in the far corner. Dressed in a robe befitting a king, **Azraggad**^B, the vampire, holds a quill pen while he stands behind a cherry wood desk. He appears deep in thought as he gazes down upon a new musical composition atop the desk — a decades-long attempt seeking to impress the Conductor on Level 5C. The piece, entitled "Lamentations of Eternity", is a melodramatic dirge displaying remarkable depth and talent. An onyx sculpture of the same goat-like being embedded into the frescoes in the antechamber outside his lair faces the entrance. Once again, the characters can identify the figure as Orcus with a successful DC 10 Intelligence (Religion) check.

Tactics. Azraggad summons swarms of rats to his aid. In addition to his vampire abilities, he also wields an arsenal of cleric spells, which he uses to strengthen himself and weaken his foes. The vampire shies away from melee combat. He prefers charming his adversaries while keeping them at more than arm's length from him. He also excels at planning. Although the coffin in his chamber bears the hallmarks of nobility, his true coffin lies in Area 4C-18 beyond this room where his vampire spawn minions await in the Temple of Orcus. As in the case of the secret door leading to this room, the fleeing undead monster seeps through the cracks beneath this door, the secret door past this one, and the door beyond that one.

Treasure: The musical composition is worth 50 gp, and the 3 violins are worth 25 gp each. Although the 150-pound coffin, worth 500 gp, is not Azraggad's final resting place, he keeps 1,512 gp inside of it along with 6 shards of obsidian worth 50 gp each and 2 chunks of onyx worth 50 gp each. The onyx statue of Orcus demonstrates tremendous artistic quality. It weighs 800 pounds, but it is worth a staggering 5,000 gp. Likewise, the cherry wood desk weighs 100 pounds, yet it is worth 500 gp. In addition to these monetary treasures, Azraggad also stores *wings of flying* inside his coffin.

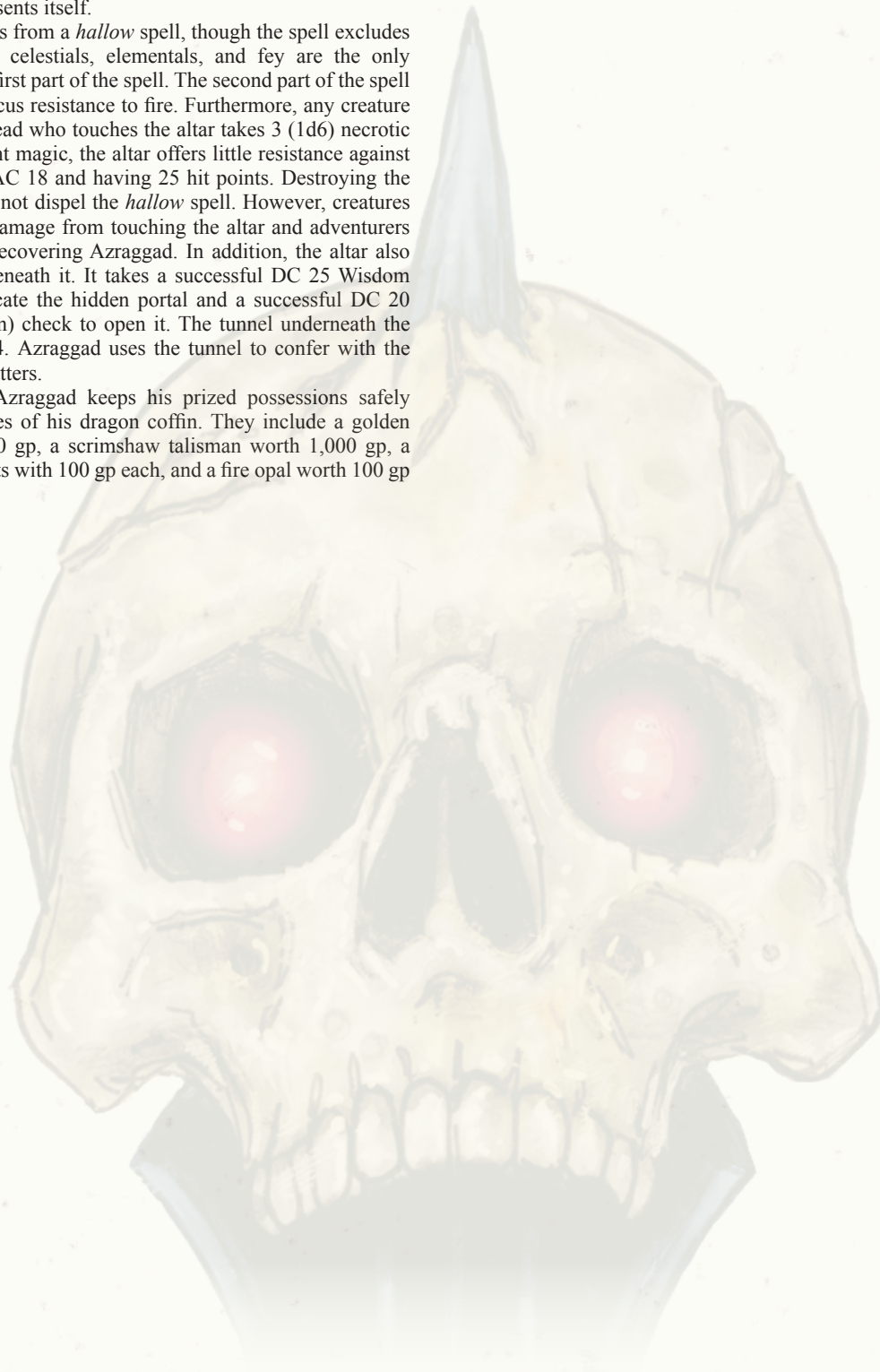
4C-18. Temple of Orcus

An altar crafted from a massive dragon's skull acts as the temple's desecrated ground. Hundreds of humanoid bones, including several humanoid skulls sit atop its surface, where it rests upon an elevated dais encircled within a pentagram mosaic embedded onto the black, tile floor. If Azraggad retreated to the temple, he recovers inside the confines of the skull, which doubles as his coffin. To ensure his safety, 3 **vampire spawn**, 2 human males and a half-elf female, take up defensive positions around the altar.

Tactics. The vampire's minions lack his offensive firepower and versatility. Ideally, they concentrate their melee attacks on 1 individual when the opportunity presents itself.

Altar. The altar benefits from a *hallow* spell, though the spell excludes fiends and undead, thus celestials, elementals, and fey are the only creatures affected by the first part of the spell. The second part of the spell grants worshippers of Orcus resistance to fire. Furthermore, any creature other than a fiend or undead who touches the altar takes 3 (1d6) necrotic damage. Despite its potent magic, the altar offers little resistance against physical damage, being AC 18 and having 25 hit points. Destroying the altar in this manner does not dispel the *hallow* spell. However, creatures no longer take necrotic damage from touching the altar and adventurers gain easy access to the recovering Azraggad. In addition, the altar also conceals a secret door beneath it. It takes a successful DC 25 Wisdom (Perception) check to locate the hidden portal and a successful DC 20 Intelligence (Investigation) check to open it. The tunnel underneath the altar leads to Area 5C-14. Azraggad uses the tunnel to confer with the Conductor on musical matters.

Treasure: Naturally, Azraggad keeps his prized possessions safely tucked within the confines of his dragon coffin. They include a golden votive statue worth 1,500 gp, a scrimshaw talisman worth 1,000 gp, a pouch containing 6 garnets with 100 gp each, and a fire opal worth 100 gp



Level 5: Banth's Lair and the Wight Catacombs

This level serves as the research laboratory of the evil wizard, Banth. Banth specializes in alchemical, magical, and surgical mutations. Unlike Rappan Athuk's other denizens, Banth was never aligned with good, but is and always has been evil to the core. His dedication to chaos and evil earned the priests' favor. From their temple on Level 4, the priests have worked with and protected him, even though he worships not Orcus but another god of death. The priests approve of his work; through various demonic consultations, Orcus has commanded his priests to aid Banth. To this end, Zehn (Orcus's high priest on Level 4) has established a guard of zombies and wights to protect Banth. Banth also commands a flesh golem. One other area of this level may interest characters: giant bees have built a hive here. After the party slays all the bees, they may discover a quick route to the surface. The level is shown on the Banth's Lair and the Wight Catacombs map.

Level 5

Difficulty Level: Tier 2

Access: Stairs from Area 4-11, bee tunnel from the surface – Wilderness Area 13, stairs to Area 6-1, ladder to Areas 12-25 and 14-1, special secret door passage to 5C-4.

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1–3	1d6 wights
4–5	3d6 giant rats
6	Kupra ^B and the flesh golem
7	1d6 acolytes of Orcus ^B , en route to Level 4
8–20	No encounter

Atmosphere: Dry with a faint stench of undead rot and animal feces.

Ceiling Height: Uniformly 30 feet high.

Doors: Locked, iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Dressed stone, much of it marble.

Other:

- All undead have advantage on saving throws to resist being turned.

5-1. Entrance

Stairs from the evil temple on Level 4 lead into these crypts. It is surprisingly cold here. Frosty breath plumes from each character's mouth and nostrils. The stairs deposit the party in a large room containing several tombs. Some appear to have been opened and desecrated — others seem intact. A single door on the left wall offers a possible exit. Familiar-looking tunnels suggest that rats dine here.

The Wights. Two rounds after the characters enter the room, 5 wights (as normal, except creatures slain by their life drain rise the next round) burst from the crypts marked with an "X" and attack. Characters disguised as Orcus' priests can convince the wights to return to their respective resting places with a successful DC 18 Charisma (Deception) check. Due to the level's overall proximity to the Chapel of Orcus (Level 14), the wights have advantage on saving throws against being turned. These wights have no treasure; the priests of Level 4 long ago looted the tombs.

Tactics. The wights gang up on one character at a time; any character killed by a wight adds to their number and joins the fight on their side. The wights attack clerics and paladins first. They fight until slain (again).

5-2. Empty

Crypts, bones, and useless junk litter all areas marked 5–2. Roll a wandering monster check each time a character enters an area labeled "5–2"; a 1 to 6 on 1d20 indicates the presence of 1d6 wights.

5-3. The Secret Door

Alert characters note a 5 feet wide metal section of the corridor wall. This door is sealed with an *arcane lock* spell but can be bypassed by normal means, providing access to a laboratory area and Banth's lair. The door pivots open along a central axis.

5-4. The Blackened Room

A huge, iron portcullis, flanked on either side by 2 pairs of black-stained, smooth-stone pillars, bars the path. Before the pillars stand 2 huge vats, fashioned from blue stone, that contain a smoking, smoldering, superheated substance. Waves of heat blur and distort the air above the vats. The soot and smoke emanating from the vats have blackened the walls and ceiling.

This room, seemingly very dangerous, is quite harmless — unless the party does something really stupid or someone from Area 5–6A is dropped through the pit trap into a vat. Otherwise, there is nothing to fear.

The portcullis marks the entrance to the maze on Level 6 and can be raised as described below.

Vats. Unlike the soot-stained granite pillars, the vats have been magically constructed to remain very, very hot (over 2,000+ F), and they contain molten rock. Immersion in these vats deals 55 (10d10) points of fire damage per round (no saving throw). Contact with the liquid deals 21 (6d6) fire damage per round. Characters who succeed on a DC 15 Constitution saving throw take half damage.

Treasure. Soot on the southwest pillar masks a fine vein of *living rock*^{GM}, a magical metal that can be used to construct weapons of incredible enchantment. A character knowledgeable in magic, mining, metalworking, blacksmithing, or a similar applicable skill recognizes this material with a successful DC 20 Intelligence (Nature) check. Characters need a +3 or better magic weapon to extract it, ruining the weapon in the process (if below +5 enchantment). A *stone shape* spell would more

Banth's Lair and the Wight Catacombs Level 5

To
Area 4-II



effectively and completely remove it. Additionally, this material has anti-magical qualities. A dagger-sized piece provides magic resistance, giving advantage on saving throws versus spells. A shortsword-sized weapon produces a permanent *antimagic field* around it. This is the largest item that might be fashioned from the living rock present here. A character can forge this material into a weapon or armor with magical fire and a week's work by a trained armorer.

5-5. The Greater Wight Lair

The temperature continues to drop as the characters pass through burial chamber after burial chamber. As they open the final door, they see numerous intact crypts and witness horrid undead crawling from within them.

Twelve of these creatures are **wights** — in the crypts marked with an “X” — and one is a **barrow wight^B**, a servant of the demon lord Orcus himself. Creatures killed by the wights' life drain ability rise the next round under the control of the wight that slew it. Due to the Chapel of Orcus' proximity (Level 14), these creatures have advantage on all saving throws to resist being turned. These creatures protect Banth and serve the priests on Level 4.

Tactics. The wights gang up on one character at a time; any character slain adds to their number and joins the fight on their side. The wights try to attack clerics and paladins first. They fight until slain (again). The barrow wight climbs the wall and drops on a victim, but does not join the fight until he sees all the characters engaged. He then targets unarmored foes.

Treasure. The barrow wight wears a suit of plate armor. In addition, his crypt contains a gold crown worth 5,000 gp, 2,300 sp, and a garnet-studded ivory drinking horn worth 500 gp.

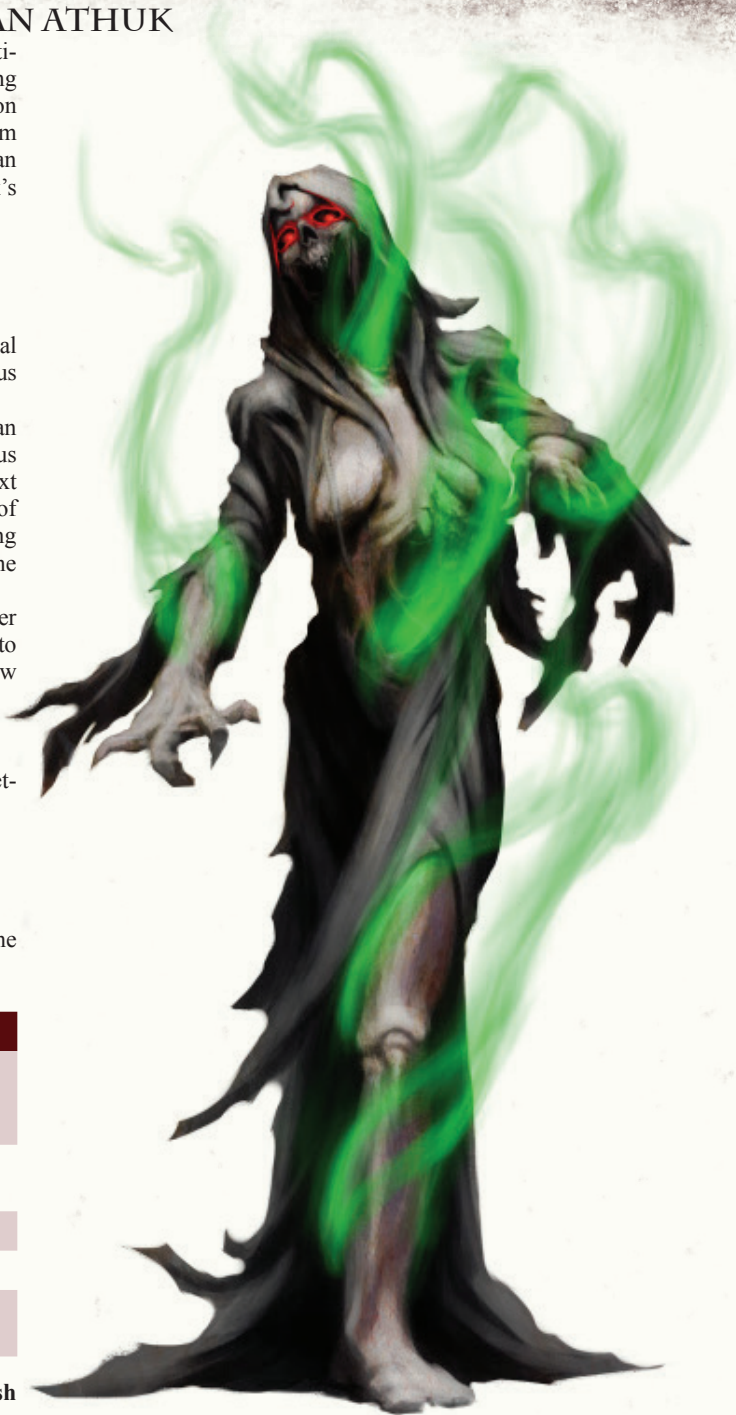
5-6. Banth's Laboratory

This area, accessed through the secret door at Area 5-3, constitutes the laboratory and living quarters of the evil wizard, Banth.

Area	Use
Area A	A guardroom, populated by 12 zombies wearing plate armor that act as an early warning system for the wizard.
Area B	Banth's victim-storage area, containing cages that house unfortunate creatures.
Area C	A vivisection laboratory.
Area D	Banth's living quarters and private study.
Area E	The living quarters of Kupra, Banth's not-so-loyal apprentice.

Location. Determine the locations of **Banth^B**, **Kupra^B**, and the **flesh golem**, and their respective activities by rolling 1d10 for each character and consulting the table below:

Tactics for Banth. Unless Banth is surprised (unlikely), he meets the party in 5-6A. But if Banth is asleep when the characters encounter the zombies, Banth first conjures a **fire elemental** (using the brazier in 5-6D) while dispatching the flesh golem to aid the zombies. He uses his *wall of ice* spell to block Area 5-6C's door until he is properly prepared. Given the opportunity, Banth throws a *confusion* spell into Areas 5-6A or 5-6B. Banth attacks using his fire elemental and *wand* until all characters are either dead or turned into mice (his favorite result for a *polymorph* spell). If pressed, he tosses white mice (which are *polymorphed* creatures) into



the characters' midst and casts *dispel magic* (adding 3 very confused **cockatrices** and a monk named **Socrates^B**) to the fray. Then he retreats to 5-6D. He is loath to kill his experimental subjects in 5-6B and only uses *ice storm* there if desperate. If Banth is sure he is losing the fight, he retreats to Area 5-6D, grabs his spellbooks and journal and changes into *gaseous form*. He follows the party to seek revenge later, hiding on Level 4 in the temple area.

Tactics for Kupra. Because of Banth's horrendous treatment of her, Kupra is a coward. She retreats and hides in Area 5-6C (under a table) or in

Person	1-2	3-5	6-8	9-10
Banth	Room B, examining animals	Room D, studying	Room C, working	Room D, asleep
Kupra	Making rounds	†Room E, studying	Room B, feeding animals	Room E, asleep
Flesh golem	Making rounds	Room B	Room B, carrying food	Room B

LEVEL 5: BANTH'S LAIR AND THE WIGHT CATACOMBS

5-6E (under her bed), casting *invisibility* on herself. If encountered outside of the lair, Kupra becomes *invisible* and retreats to warn Banth. If Banth is slain or if she is captured, Kupra surrenders and tries to double-talk her way out of trouble. She is not evil — a fact that the monk, Socrates, can support, if he lives. She would make a fine apprentice for a player's wizard.

Tactics for the Flesh Golem. If the golem enters the fray in Area 5-6A, it follows its programming to “throw people into the pit.” If it enters the fray in 5-6B or is encountered outside of the lair, the golem fights normally, using even fewer tactics than the zombies.

Tactics for the Fire Elemental. It attacks the closest creature, besides Banth, within range.

Tactics for the Cockatrices. Look out! The birds move about randomly, attacking anything within easy reach. Left alone, they retreat into the dungeon, searching for food.

Tactics for Socrates the Monk. Socrates, a monk, avoids the birds but joins the party to destroy the bad guys. He joins the party afterwards if it is of similar ethos.

5-6A. The Entryway

The *arcane locked* door opens into a large hallway. After the party navigates it, they find themselves in a large room, with a door on the far-right wall. Twelve men in plate armor occupy this room and begin to shuffle toward the characters. These shuffling warriors, armed with halberds, exude a stench of decay. These “men,” actually **zombies** in plate (as normal but with an AC of 16), should not present much of a challenge to the characters and are there only to delay the characters' entry into Banth's inner sanctum. Remember that, due to the proximity of the Chapel of Orcus (Level 14), undead creatures have advantage on all saving throws to resist being turned.

Pit Trap. There is a pit trap in the far eastern section of the room. The trap can be spotted with a successful DC 18 Wisdom (Perception) check. This trap, leading to a chute, channels thrown or falling characters into one of the vats detailed in Area 5-4. A successful DC 15 Dexterity saving throw allows a creature to catch itself on the edge prior to falling down the chute. Those who fall take 7 (2d6) bludgeoning damage from the fall and 55 (10d10) fire damage from the molten rock for each round they are submersed in it.

The door to Area 5-6C is *arcane locked*. The secret door to Area 5-8 is found with a successful DC 12 Wisdom (Perception) check; whatever lies beyond emits a loud buzzing noise.

5-6B. Tigers and Monkeys and Rats, Oh My!

This room contains 6 cages that hold Banth's twisted animal experiments. The first cage, for example, contains two, small, horribly mutated monkeys; each has 5 arms and wears a sad expression. Four of the remaining cages contain warped crossbreeds of monkeys, rats, wolves, spiders, and humans. The resultant creatures are unidentifiable, but harmless and beyond saving; they will remain caged until they die. After years of torture at Banth's hand, they cower in fear when approached. The central cage, however, holds a female smilodon; she is nursing a pair of newborn cubs. Neither the mother nor her cubs have yet endured Banth's tampering. All the cages are locked. Keys hang on the south wall, near the door. When the cages holding the twisted experiments are opened, the creatures flee and hide. They die within days, even if nursed in some way by the characters. If freed, the smilodon attacks anyone who approaches her, particularly Banth if he is in sight. If characters address her through *Speak with Animals* she becomes a powerful ally against Banth and his minions (she hates Banth, as he dissected and killed her mate). She aids the characters and then travels to the surface to freedom. If the characters aid her in slaying Banth and reaching the surface, she watches over them whenever they are on the surface and near the entrance to the dungeon. In this case, the party never encounters any of the humanoid brigands on the surface, as they all fear the powerful cat. The door to Area 5-6D is *arcane locked*. The other door (to 5-6E) is unlocked.

5-6C. The Laboratory

Banth furnished his laboratory with numerous tables and shelves, upon which sit horrible instruments of torture, various wizardly tools, and a good supply of the most common (and many not-so-common) alchemical ingredients. Several humanoid and animal body parts rest on 2 of the

larger tables. On a 3rd table, a strange beast has been sewn together — combining parts of a man with those of a tiger, sporting duck paddle-feet. The creature on the table is dead, the experiment a failure.

Randomly sampling alchemical materials can be very dangerous. A brave imbiber endures an effect according to the following list:

d100	Effect
01–12	Deadly poison
13–25	Imbiber goes into deep sleep for 2d100 days (successful DC 16 Constitution saving throw avoids)
26–35	Imbiber becomes delusional — believes that he is invisible, can fly, etc.
36–50	Imbiber polymorphed into a mouse (successful DC 16 Wisdom saving throw avoids)
51–80	No effect
81–95	Tastes great; the imbiber gains immunity to transmutation spells for 2 hours
96–99	Imbiber is either (1–3) turned to stone or (4–6) weakened (–1d4 Strength) for 8 hours
100	Imbiber gains 1 point of natural AC permanently

Treasure. A wizard or alchemist might pay 10,000 gp for the lab's contents. Removing the items from the dungeon requires several trips by several people. On one bookshelf, among Banth's journals full of insane ramblings, characters find a *manual of golems* (flesh).

5-6D. Banth's Quarters

Banth furnished his bedroom with bookshelves and a desk, in addition to a plain and serviceable bed. Several oil lamps light the room, and a large brazier of coals provides heat. The lackluster nature of the furnishings reflects Banth's personality — all work and no play make Banth a dull boy! Banth retreats to this room if he is losing a battle with the characters, grabs his books and flees. He leaves all other treasure and items behind (including his apprentice, Kupra).

Treasure. Inside the desk are 5,400 gp and 3 potion bottles (*healing*, *permanent polymorph*, and *gaseous form*). The brazier is a *brazier of commanding fire elementals*. The bookshelves contain Banth's spellbooks and his journal. The spellbooks contain all the spells he has listed, in addition to 3 spells each of levels 1 through 5 (to be determined by you). Banth's journal has various treatises on engineering mutations and several very useful pieces of information — namely, 7 rumors from the list provided in the Introduction and a full discussion of the mithral gates on Level 9A of Rappan Athuk. Banth believes (correctly) that the mithral gates demarcate the final resting place of Akbeth. He discovered that she was transformed to stone by a curse of Hecate but had a magic ring that allowed her to assume the powers of the new form. Banth's journal also mentions the healing properties of the bee's honey, which can be found in Area 5–9.

5-6E. Kupra's Quarters

This room, Kupra's bedroom, features only a small desk and a straw bed. When characters explore this room, Kupra is most likely present, hiding (her stats and tactics are detailed in Area 5-6). She avoids contact with the party and surrenders if discovered. If a character kills her, they discover her spellbook tucked into her robe; it contains only those spells she has listed. A stuffed toy bear sits on the bed.

5-7. Slimy Stuff

This vacant room's most obvious feature is a pile of corroded metal and bits of bone. Escaping immediate notice is the large colony of **green slime**^b clinging to the ceiling. It falls on any character moving more than 5 feet into the room. Fifteen points of fire or cold damage destroys the colony.

5-8. The Endless Pit

The mouth of a seemingly bottomless pit dominates the center of this room. One hundred feet down, just 10 feet above the actual bottom of the pit, is a permanent *plane shift* effect that sends anything falling through into the Astral plane. The trap can only be removed with a *wish* spell. Characters hear a loud buzzing noise from the craggy, uneven west wall, which appears to be made of a thick, waxy, folded, and wrinkled parchment that can be broken through easily. (The wall, bordering Area 5-9, is part of the beehive).

5-9. The Beehive

The paper wall tears apart, revealing a small cavern. The buzzing noise intensifies. The party surveys a giant, honeycomb-shaped honeybee nest clogging the room. Giant worker bees crawl in and out of the hive, busily attending their tasks; they seem uninterested in the characters. Two dozen giant bees (as **giant wasps***), generally non-aggressive, do not attack unless harassed or too much honey is taken (see Treasure). Angry bees do not pursue characters more than 100 feet from the hive. Behind the hive, a tunnel leading to the surface emerges about 3 miles from the hilltop dungeon entrance. If characters burn the hive, all the bees lose their flight ability, the queen (deep inside the hive) leaves, and the honey is lost.

* Giant bees are **giant wasps**, except:

- **Hit Points** 9 (2d8)
- **Sting.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Treasure. These bees make a magical, healing honey. This honey cures 1d8 hit points and can cure poison (as a *lesser restoration* spell) — but only if applied topically. If consumed, the honey tastes delicious but has no curative effects. The honey loses its potency a day after its removal from the hive. Up to 6 doses per day can be collected without disturbing the bees. The bees attack if additional doses are collected. They fight until slain; if more than 6 bees die, the remainder quit making honey and leave the dungeon.

5-10. The Super-Secret Door

Characters can only find this door by carefully and methodically probing the walls with their fingers. This takes 10 minutes and a successful DC 25 Wisdom (Perception) check. If successful, the characters discover a small keyhole in the wall at shoulder height. This entrance is magically hidden. Nothing short of a *wish* spell opens the secret door, unless the party obtains the door's key from the high priest on Level 9. The corridor beyond leads to Area 5-11.

5-11. The Passage to the Chapel of Orcus

An atmosphere of unspeakable evil chokes this area. The stench of death and decay is so thick that it makes the characters' eyes tear. Anyone within 20 feet gets the sinking feeling that something other than darkness awaits at the foot of the ladder before them. If the characters descend the ladder, only those who succeed on a DC 18 Wisdom saving throw overcome the magical *fear* power of the level below. Anyone who fails the saving throw cannot voluntarily descend the ladder but instead cowers in fear, huddled in a corner (they may retry in one week). If forcibly brought down the ladder, they have disadvantage on all attack rolls, saving throws, and skill checks while on the level below. The ladder leads to Level 14. It is not trapped, and no harm befalls anyone that descends it (other than being transported to one of the most vicious levels of the dungeon).

To Areas
I2-25 and I4-I

6A



Chute Down

6E

N



6D

Level 5A: The Prison of Time

A river of lava enters these tunnels from Level 1B above, running through this level and then down through Level 8B, The Steam Jungle, eventually finding an outlet in Level 10, The Lava Pit. Unlike the supernatural, elemental quality of the Lava Pit, the magma flowing through this level is natural molten rock stemming from the mild volcanic activity responsible for shaping many of the caves and caverns of the Rappan Athuk dungeons. The area is shown on the Prison of Time map.

Level 5A

Difficulty Level: Tier 2

Access: Passage upward to Level 1B, lava-river tunnel down to Level 8B.

Wandering Monsters: Check once every hour on 1d10.

d10	Encounter
1	2d6 small fire crabs [§]
2	1d6 medium fire crabs [§]
3	Rjodrun the fire giant [*]
4-5	Indistinct voices intrude into characters' thoughts
6-10	No encounter

*If killed, treat as no encounter.

General Features

Atmosphere: The caverns of this level are all uncomfortably hot, but not enough to cause damage or debilities.

Ceiling Height: The natural stone ceilings of the caves vary from 6-40 feet high.

Doors: None.

Shields and Wards: None.

Surfaces: Naturally smooth stone.

Other: All the lava areas in this level of the dungeon contain strange "firefish" that inhabit the magma. These look and act like normal (red) fish. They are pretty, but poisonous. A creature who eats one must make a successful DC 12 Constitution saving throw or be poisoned for one hour.

History

In dimensions far removed from those known to humankind, an ancient race known as the Thelaroi inhabited the Changing City of Ra'ath. These beings resemble humans but are unrelated and alien to them, being sorcerers of great power with influence over time, dimensions, and demons. In eons past there was a fierce contention between 2 factions of the Thelaroi, the Dark and the Grey. Both sides employed demons and terrible necromancy in the battle for control of Ra'ath, and the Grey Thelaroi were ultimately defeated. The Dark Thelaroi banished their surviving enemies to distant dimensions, binding them into prisons where time was held immobile in an endless stasis. This level is known as the Prison of Time because it contains a magical dome that holds captive four of the Grey Thelaroi exiled from Ra'ath in the distant past (as time is measured on the Material

Plane). The ability of this race to bind and control demons was considered an extreme threat by the priests of Orcus when they discovered this area, and entry from Level 1A, The Bastion was sealed off.

5A-1. Entrance Tunnel

The passageway leading downward from Level 1B in Area 1B-7 is roughly 20 feet wide at most points and is formed naturally from the rock. It descends steeply, and in some places, stairs have been hacked into the stone where there would otherwise be a steep drop. As the party descends the tunnel, the temperature continues to increase; by the time they arrive on this level, the heat has become mildly uncomfortable.

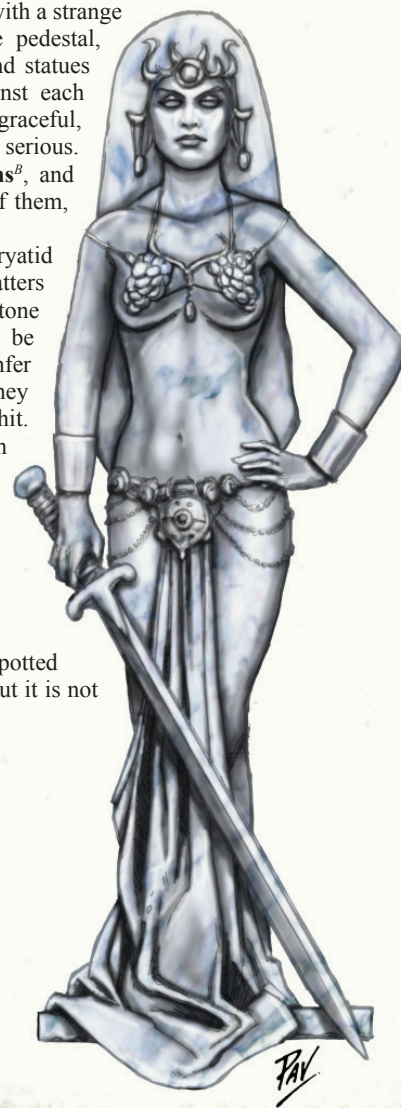
5A-2. The Flame of Tinorij

A small stone pedestal is built in the middle of the passageway here, its top burning with a strange blue flame. To the south of the pedestal, illuminated in the blue light, stand statues of 2 beautiful women, one against each wall. The statues are slender and graceful, but their expressions are stern and serious. The statues are **caryatid columns**[§], and if anyone comes within 10 feet of them, they animate and attack.

Treasure. When the caryatid columns are slain, their stone shatters but their swords remain. These stone weapons are heavy and must be wielded two-handed, but they confer a bonus of +1 to hit in combat. They do 1d8+1 slashing damage on a hit. Unfortunately, on a natural "1" on an attack roll, they shatter.

5A-3. Empty Cavern

The ceiling in this area is spotted with patches of an orange mold, but it is not dangerous in any way.



Prison of Time

Level 5A



1 square - 5 feet

5A-4. Bridge Over Troubled Sands

The floor of this cavern is covered with sand. A very high, arched bridge rises over the sands, joining the north and south entrances of the cave. The top of the bridge reaches to within five feet of the cavern ceiling.

Most of this cavern is filled with hot quicksand (see the Wilderness Chapter for more information about quicksand), although there is a bridge leading over the pit. Sulfuric gases rise from the quicksand, filling the top of the cavern, and anyone crossing the bridge breathes these gases unless they are deliberately holding their breath. A character who breathes the gas must attempt a DC 16 Constitution saving throw or the becomes dizzy and fall into the quicksand. Each round of contact with the quicksand inflicts 3 (1d6) fire damage in addition to the normal dangers.

5A-5. Strange Stalactites

This is an empty cavern, although a quantity of stalactites has formed on the ceiling. They look extraordinarily blunt and short for stalactites, although an experienced dungeoneer realizes that this is because they are not caused by the normal process of dripping limestone leaving sediment behind, but by magma that must have dripped and cooled in this cavern at some time in the past.

5A-6. Fire Crabs

This cavern is infested with **small** and **medium fire crabs**^B. They defend their territory aggressively against intruders. There are hundreds of them.

Tactics. The fire crabs simply charge into combat without regard for life or tactics.

Treasure. There is a small quantity of treasure in the room, left by the fire crabs' victims, and it can be gathered up in 10 minutes. However, during this time there is a 90% chance that 1d4 more fire crabs enter the area. Roll to see if these are of the 1 HD or the 4 HD variety (50% chance for either). The treasure consists of 50 gp, 200 sp, a garnet worth 25 gp, a crushed tin trumpet (worthless, but inside there is a 250 gp sapphire), a silver necklace worth 50 gp, and a sapphire worth 250 gp.

5A-7. Cavern of the Madman's Message

The ceiling of this cavern undulates with the shape of the same strange magma-stalactites as those found in Area 5. These are normal and are not dangerous. A skeleton lies on the floor near the eastern wall of the cavern, dressed in moldering rags and holding a broken dagger. An unfortunate soul used it to scratch a message on the wall before he finally died. These skeletal remains are those of a prisoner named Otho, who escaped from the goblins after he was taken in a raid, making his way down to this level of the dungeon, but without food or water. He was driven mad by voices in his head (the telepathic communications of the Thelaroi in Area 5A-18) and as he drew close to death he tried to record some of what the voices told him.

The Message. The message scratched into the wall reads as follows: *And so the Thelaroi were divided between those of deep evil and those who remained aloof from the enticements of the demons they summoned as servants. In the ever-changing city of Ra'ath a great battle was fought by magic, with each side employing their demon servitors in vast battalions, and the Grey Thelaroi were vanquished by the Dark Thelaroi. The necromancers and demon-worshippers of Ra'ath banished and imprisoned them in far and strange dimensions, held in durance vile by chains of time itself.*

5A-8. Lair of the Fire Giant

The **fire giant** Rjodrun fishes in the lava flow for the strange firefish that swim in it. If the party gets an opportunity to watch him unawares, they eventually have the chance to see him make his way to Area 5A-18 (taking a path through Areas -7, -9, and -10) where he lies down at the edge of the lava and dips his hands into it, grabbing firefish directly from the molten rock when they swim close enough to his long grasp. The giant completely ignores the bugs in Area 9 and the time-echoes in Area 10. When Rjodrun goes fishing, he leaves his treasure chest behind but takes his bag with him. If he returns to find that the chest has been tampered with, of course, he begins searching the entire level to find out who has dared to invade his lair.

Treasure Chest Trap. Rjodrun has an iron chest in which he stores treasure and other items, and a bag in which he carries oddments he considers to be more useful. The iron chest is trapped with an amazingly obvious gadget: a 1-foot-long spring on the outside of the chest is held back by a latch (connected to the latch that opens the chest). The spring is connected to a 3-foot iron spike. It is obvious that unlatching the chest drives the iron spike forward into anyone standing directly in front of the chest. Opening it subjects the character to a melee weapon attack at +12 to hit for 33 (6d10) piercing damage. There is nothing subtle about this trap; it is exactly what it appears to be and works exactly in the way it appears to work. Opening the chest from the other side, so that the iron spike does not point directly at anyone, is completely safe.

Treasure. The chest contains: 3 sets of giant-sized clothing, 4 giant-sized teeth, a stick, 2,037 gp, 3,400 sp, a fake glass diamond worth 2 gp, a real diamond worth 1,000 gp, and a human thighbone with large toothmarks bitten into it. The giant's bag contains 250 gp, 100 sp, 5 firefish skeletons, 4 polished pieces of red obsidian worth 25 gp each, a drinking cup, a large bronze platter, a mummified goblin head, a crumpled piece of gold that was once a candlestick with small gems inlaid into it worth 500 gp, a small levitating rock (does nothing but hang in place, but is still worth 100 gp as a curiosity), a rusted iron belt buckle, a box of 20 agates worth 10 gp each, and a quantity of giant-sized toenail clippings.

5A-9. Bugs and Bones

The floor of this chamber is scattered with hundreds of fish skeletons of a strange blue-black color. Thousands of tiny bugs feed on the rotting fish scraps left behind; these swarm over anyone entering the room, doing no damage. However, anyone failing a DC 16 Constitution saving throw will be affected by the tiny, itching bites, suffering a penalty of -1 on all attack and damage rolls for the next 3d6 x 10 rounds. The bones are those of firefish (Area 5A-14) eaten by Rjodran the fire giant (Area 5A-8).

Treasure. There is an exceedingly small quantity of treasure in this room; even diligent and time-consuming searching only yields 10 gp, 30 sp, and an opal worth 25 gp.

5A-10. Time-Echoes

At first glance, the characters spot strange, intermittent movements in this cavern. It appears that every few seconds a tall, human-like figure materializes and then disappears mid-motion. If the characters watch this for a while, they find that it is not the same individual each time: at least 10 different individuals appear to flash into being for a moment and then disappear. One seems to be holding an hourglass, one is holding a complex, glowing staff, and the others hold various items at different times. This is the cave chamber in which the various magical parts of the Prison of Time were constructed before they were finally assembled in Area 5A-18. The time-magic employed here has left behind several echoes, momentary blips in the normal progression of time that reveal split-second views of the activity which took place in the room in the distant past when the prison was being built. No useful information is imparted by these images since they are very brief. However, if the characters experiment in the right way, they might be startled to learn that the "images" are not mere hallucinations; the echoes are actual flesh and blood reality that impinges into the chamber through time itself.

5A-11. Empty Cavern

This cavern is empty, but it has one interesting feature; anyone walking across it notices that the floor seems to be warmer in some places than it is in others. This is simply due to different thicknesses of the rock layer over a small magma pool and poses no dangers or opportunities to the characters.

5A-12. Demon-Statues

This chamber contains several stone demon-statues, all facing the southwest exit, and all showing expressions of horror upon their faces. These are the remnants of demons summoned during a short battle between the priests of Orcus and the guardians of the Thelaroi time-prisoners (Area 5A-18). How the demons were turned to stone cannot be determined, for it is beyond the scope of normal magic in this plane of existence. The room is otherwise empty.

5A-13. Empty Cavern

This cavern is nothing but bare, irregular rock.

5A-14. Source of the Fire-River

A stream of magma rolls down the wall in the northwest corner of this cavern from a large crevice above, forming a wide, slow-moving river of molten rock that cuts through the middle of the chamber. At the center of the cavern this river widens into a small lake of fire before continuing its meandering journey southward down the almost undetectable southward slope of the caverns. Innumerable firefish inhabit the lava; every so often one of them leaps above the surface with a fiery splash. The fish are a reddish-orange in color, and vaguely resemble catfish.

5A-15. Fire-Crab Mating Cavern

This cavern is empty, although a multitude of fine, curling scratch-marks on the floor and lower walls of the cavern indicates that fire crabs often come here. There is a 1% chance that the characters coincidentally happen to enter this cavern during mating-time, in which case there are 100 of the **Small fire crabs**^b and 25 of the **Medium fire crabs**^b present, all engaged in mating dances or copulation. They ignore the characters unless they are disturbed, but if the party attacks, they swarm into combat as an inexorable (and probably lethal) tide of claws and carapaces.

5A-16. Fire Lizard

This cavern is the lair of a massive **fire lizard**^b, distant kin to the true dragons. It is an irascible beast and pursues any intruders to the death.

Treasure. The fire lizard has accumulated a fair amount of treasure over the years, which it keeps in a neat pile beside a warm depression in the cavern floor where it sleeps. The treasure includes 1,858 gp, 14,732 sp, 110,952 cp, a ruby worth 500 gp, a jeweled smoking-pipe worth 300 gp, a *scroll of fireball*, a *scroll of invisibility*, a *potion of healing*, and a *potion of fire resistance*.

5A-17. Beach of the Magmoid

This beach, and the lava river to the east of it, is the haunt of a **magmoid**^b, a spherical creature of pure lava. It generally spends its time swimming in the river, singing to itself in a deep voice; if the characters are approaching the area in complete silence, there is a chance that the singing alerts them to the magmoid's presence. The magmoid becomes intensely annoyed if anyone comes into the area, and it attempts to kill all



intruders. If the characters are moving along the narrow walkway on the eastern bank of the river, the magmoid rolls up the side of the river behind them and spit its blast of deadly magma down the entire length of their line. If they are approaching on the wider western bank, it simply waits for its best opportunity to attack them, secure in the knowledge that it is essentially invisible as part of the river's magma flow.

Treasure. The magmoid itself does not keep treasure, but there are two piles of ash on the western beach (once adventurers) each of which has some unburned equipment scattered around. The first ash-pile has a *+1 shield* beside it that somehow survived the fiery blast, and the second ash-pile has a hat sitting on top of it (this is just one of those complete flukes — the hat is normal).

5A-18. The Prison of Time

This large cavern glows with a hellish red illumination, for it is filled with a lake of molten lava. The tunnel floor ends at the cavern entrance, forming a steep slope down to the bubbling magma. There are several islands of black rock jutting up from the molten lake, and at the far southern end of the cavern the characters can make out the shape of a much more unusual structure. It is a large island of black rock like the others, but a silvery dome of some kind has been built on it.

The Island Prison is a dome of silvery light. There is a metal torch burning with a strange purple flame at each of the four quarters of the compass, just outside the dome. Each of the torches has an hourglass-shaped keyhole fashioned into its base. The torches are fixed into the stone



and cannot be removed by any ordinary means. The only way to extinguish one of the torches is to turn its key in the keyhole, and since the keys are not located in this plane of existence (or in this time channel), the only way to work one of the keyholes is to pick the lock with a successful DC 17 Dexterity check using thieves' tools. A *knock* spell does not suffice to extinguish the flame (since the key would be used to close, rather than to open), but casting the spell causes the keyhole to make a repeated clicking sound for a full hour before it stops.

Inside the Dome. Inside, 4 figures are faintly visible. They appear to be human, although they are much taller and thinner than normal. Each wear a flowing robe of some kind, and a tall headdress of glass, feathers, and metal. These are the Grey Thelaroi, banished from the Changing City of Ra'ath in eons past. When they perceive the adventurers nearby, they immediately begin communicating by telepathy, asking the characters to free them from the prison. They offer 4 magic items (one from each of them) in exchange for their freedom. The offer is legitimate; if characters

free the Thelaroi from their confinement, they hand over these items and then disappear back to their own plane and time of existence.

If one of the torches is extinguished by picking its lock, the Prison of Time opens. Before the characters reach the Prison of Time, they are forced to deal with its guardians, 4 **time elementals**^b summoned in ages past by the Dark Thelaroi as a jailer for the exiles.

Treasure. The only treasure in the room are the magical items given by the Thelaroi: the *devilbane longsword*^{GM}, a +2 *mace*, a *ring of resistance* (fire), and a *bag of holding*.

5A-19. Exit to 8B

The lava river continues to meander its way down this tunnel, which descends steeply into the depths of Rappan Athuk's lower levels. The tunnel eventually enters Area 8B-1 in Level 8B, The Steam Jungle.





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Level 5B: Alladin's Lament

The entrance to these caverns is hidden by an illusion that can only be found with a *detect magic* spell. The caves themselves connect to the lower dungeon through a nearly impassable tunnel. The series of caves contains a short and deadly series of puzzles, traps and monsters put in place to guard three objects: a cursed *efreeti bottle* (like a normal *efreeti bottle* but the summoned efreeti always attacks the summoner), a *flask of curses^{GM}* and a *djinni bottle* (as a *ring of djinni summoning*, except the bottle is a wondrous item). This area is shown on the Alladin's Lament map.

Level 5B

Difficulty Level: Tier 2

Access: Tunnel to Level 4A.

Wandering Monsters: None.

General Features

Atmosphere: Magic can be detected on the illusory wall at the entrance, the pool in area 5B-2, and the fountain.

Ceiling Height: Ceiling height varies from area to area, can be up to 60 feet.

Doors: Secret doors only.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 30 Strength check to open.

Shields and Wards: None.

Surfaces: The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry.

5B-1. The False Wall

The tunnel from Level 4A ends in a blank wall. This wall is illusory and requires a successful DC 18 Intelligence (Investigation) check to disbelieve it. Even if touched or disbelieved, the illusion of the wall remains. Anyone who witnesses another walking through it may reroll their check with a +2 bonus. Anyone that fails the check may not pass through the wall, even if their comrades do so. *Dispel magic* causes the wall to disappear for 4 rounds.

5B-2. The Fountain

This cavern contains an ornate 20-foot diameter fountain, built of fine bricks with alabaster carvings of a djinni, a marid, an efreeti, and a shaitan (the 4 elemental genies). The genies' mouths spout crystal clear water, and they all are gathered around a central platform facing west. Each has one hand supporting the platform, which consists of a 2-foot square flat, red stone. Water trickles off the platform, forming a 2-foot-deep pool of water in the fountain basin. Engraved on the front edge of the platform are symbols of each of the elements: earth, air, fire and water.

The Fountain Inscription. Inscribed around the base of the fountain is the following riddle: "There are four brothers in this world that were all born together. The first runs and never wearies. The second eats and never is full. The third drinks and is never thirsty. The fourth sings a song that is never good. His song is a royal tune, but the king's wish must be fulfilled for the master to become the servant. One must master the elements to find the king." This references the royal color purple and is again hinted at in the paintings in Area 5B-7. A clever party may solve the riddles and gain a major magic item. Solving the riddle and gaining the *djinni bottle* is worth 800 XP.

The Fountain. The fountain remains empty unless the levers in Area 5B-11 are pulled. Once they are pulled, a bottle appears on the platform. If the bottle is taken while the water is clear, it is just an empty bottle. If the water is dyed using sand from Areas 5B-3, 5B-8 or 5B-10, the following effects take place:

Water Color	Effect
Black from the sand in Area 5B-3	an earth elemental forms from the ground in front of the fountain and attacks.
Red from the sand in Area 5B-8	a cursed <i>efreeti bottle</i> appears (if opened, the summoned efreeti appears and attacks the opener).
Blue from the sand in Area 5B-10	a <i>flask of curses^{GM}</i> appears.
Purple from combining the sand from Areas 5B-8 and 5B-10	a <i>djinni bottle</i> (exactly like an <i>efreeti bottle</i> , but with a noble djinni inside) appears and the noble djinni contained within grants 3 wishes or serves the owner for a year and a day, but not both.

Treasure. Depending on the actions of the party, they have 3 out of 4 chances to have something bad happen to them or gain a *djinni bottle*.

5B-3. The Man of Fire

This room is long and rectangular and appears to be a wide section of tunnel with a black, sandy floor. The sand itself seems to have a soluble dye on it. Anyone handling the sand has their hands temporarily stained black. This sand can be used in Area 5B-2 to change the water color.

Wall Script. Carvings and writings on the wall depict images of fire demons and elementals burning villages and humans. Careful examination of the writings and a successful DC 14 Intelligence (Investigation) check reveal a pattern and use of a *comprehend languages* spell translates the writings as follows: "The face of the demon leads one to eternal life," and "The elements conflict, and the path of water devours the fires of hell."

Wire Webbs and Oil. Crossed "spider webs" (magnesium wires) cover the last 60 feet of the room with thousands of thin strands. If any of these strands is disturbed, it creates a chain reaction of sparks that cover the room, inflicting 3 (1d6) fire damage to all within the room with no saving throw. The real problem is the room itself. The entire floor of the room is a water-filled passage covered with highly flammable oil. The oil floats on the top of 4 feet of water and is covered with a fine layer of sand. Placing a hand in the liquid makes this obvious, as does a successful DC 20 Wisdom (perception) check.

Alladin's Lament

Level 5B



Anyone stepping on the sandy ground falls into the 6-foot-deep pit (2 feet of oil, 4 feet of water) that makes up this hallway. If ignited, the fire engulfs the entire room in 2 rounds, doing 35 (10d6) fire damage to all within, and 77 (20d6) to any standing in the oil each round, as well as sucking away all the oxygen within the room and for 100 feet up the hallway. A character in this area must succeed on a DC 16 Constitution saving throw each round or fall unconscious and begin to suffocate. The fire burns for 30 minutes.

Tunnel Choices. The only safe way through the room is by swimming under the oil. At the far end of the pit are 3 underwater tunnels. Two are marked with demon faces, and lead on a winding path for 200 feet (likely drowning any that take these, hence “eternal life”) to dead ends. The 3rd is unmarked and leads 180 feet to a small cave entrance at Area 5B4.

Story Award. Successfully bypassing the room and making it to Area 5B-4 is worth 2,900 XP.

5B-4. Blind Faith

This large cavern appears to be completely broken in half by a 60-foot-deep, 40-foot-wide chasm with water in the bottom. In the water, dozens of large crocodiles splash and swim, occasionally leering up at anyone peeking over the edge. The walls of the chasm appear glass-slick and impossible to climb. Any attempts to climb the walls at the edges automatically meet with failure (in the mind of the climber). Any attempts to toss grappling hooks across or secure ropes/spikes etc. also appear to fail. Anyone attempting to fly across appears to have their spell dispelled just beyond the chasm’s edge.

Statue of the Three Monkeys. A statue carved from the bedrock is at the edge of the chasm. The statue depicts 3 monkeys. One has his hands over his ears (right side). The left monkey has his hands over his mouth, and the center monkey is covering his eyes. Cryptic writing below the monkeys reads “*Look to the center to test one’s faith—only the faithful shall pass.*” The trick is that this is all an illusion. There is no chasm, and there are no crocodiles. The easiest way across is for someone to realize that crocodiles don’t live in caves far under the earth, and to just walk across. The illusion cannot be dispelled. Only by blindly walking forward can the chasm be crossed. Once crossed, characters can retrieve their grappling hooks, spikes etc., and a flying character realizes that she is in fact flying.

Story Award. Successfully bypassing the illusion is worth 240 XP.

5B-5. Gold at the End of the rainbow

This 80-foot-long section of tunnel is 20 feet wide and consists of an ice-slick set of stone walls, a 10-foot-deep pool of **green slime**^b, and a 3-foot-wide stone bridge section crossing the pit leading to Area 5B-7.

Rainbow Bridge. The bridge consists of 5-foot panels of colored stone in the colors of the rainbow, plus a gold section in the middle. Hence, the panels run red-orange-yellow-gold-green-blue-indigo-violet, with two panels of each color. Written at the edge of the bridge is the following, “*The greedy shall not pass.*” The gold sections of the bridge are illusory and stepping on one causes a fall into the slime pit. The illusion can be detected with a successful DC 18 Intelligence (Investigation) check. If these sections are skipped (jumped over), the bridge is easily crossed.

Story Award. Successfully bypassing the bridge is worth 120 XP.

5B-6. Speed Doesn’t Kill

This hallway is covered by brick walls and flooring with red, grey, and tan bricks spaced randomly. Hundreds of wide gaps between the bricks seem to be filled with rusty metal and blades of various sorts. The gaps run at all angles from the floor and side walls, and it is impossible to avoid all of them at any place in the room. It is obvious that these are bladed traps. Cryptic writing on the floor reads “*Only the swift may pass the hewer of souls.*”

Slice and Dice Hallway. Thirty feet into the room, the entire floor is one big pressure plate. It is nearly impossible to detect or disarm this plate, as it sits 4 feet under the rest of the floor. Detecting it requires a successful DC 25 Wisdom (Perception) check. If any weight over 40 pounds is placed on it, the trap is set off and a chain reaction of scything blades begins, completely filling the room with hundreds of slicing rusty blades. These blades inflict 11 (2d10) slashing damage to anyone caught in them for each 10 feet section that they pass through (the hallway is 120 feet long). Avoiding them once they are triggered requires a successful DC 17 Dexterity saving throw. Each round, on Initiative 20, a 40-foot section activates, starting at the entrance and proceeding to the full 120 feet length (round 1, 0–40 feet, round 2, 40–80 feet, round 3 80–120 feet). The only way to avoid being sliced to pieces is to RUN through the room, staying ahead of the active section of blades. Alternatively, the room could be flown through or the walls could be climbed to bypass the pressure plate. Disarming the blades is impractical (there are several hundred and all would need to be disabled). Past this hall, the corridor opens into Area 5B-8.

5B-7. Purple Sky

[BEGIN TEXTBOX]

The entire floor of the cavern is covered in tiled scenes of mountains, earth and rock, some of which appear to be vaguely alive and with creature form. On top of one mountain is a throne with an earth god wearing a black robe. Strange cave paintings of an ocean god, mermaids, and mermen cover the northern walls. The sea god wears a blue robe. The ceiling is painted with scenes of clouds where angels play, and strange air creatures are hinted at in rough forms that look alive, all gathered around a throne with an air deity seated upon it, wearing a purple robe. The southern walls are covered in scenes of fire, with creatures of fire surrounding a throne. The fire god wears a red robe.

[END TEXTBOX]

These scenes are a hint at the solution to the puzzle in Area 5B-2. To free the air creature (the djinni), the players must figure out to use the red and blue sand from other areas to create a purple color in the fountain. The red, black, and blue sand used alone cause bad things to happen.

5B-8. Red Cave

This cave contains 2 feet of coarse red mixed sand and gravel on its floor. If the sand is handled, its color comes off in water or sweat, leaching a dye-like substance. Anyone handling the sand has their hands temporarily stained red. This sand can be used in Area 5B-2 to dye the water red. The air here is particularly dry, and on the southeast wall is a secret door leading to a tunnel that winds over 200 feet to Area 5B-11 (south tunnel).

Purple Sand. The red sand, when mixed with the blue sand from Area 5B-10 is the key to obtaining the purple bottle at 5B-2. If only red sand is used, the bottle received from the fountain is a cursed *efreeti bottle*.

5B-9. Pink Slime (or Frog in a Blender)

This tunnel slopes sharply down at a 30-degree angle towards Area 5B-10. The walls and floor are made of smooth bricks, almost “too smooth”. Inscribed on the floor in cryptic writing is the following, “*The Rain washes away the filth of man, ants trampled underfoot of the angry god. The wise pause before the foot of the god to pay their respects.*”

Ceiling. Careful examination of the ceiling mortar and a successful DC 17 Wisdom (Perception) check reveal that it is not very strong; in fact, it is little more than loosely packed sand and dust, creating gaps between the stones. At the 60-foot mark in the tunnel is a pressure plate covering the entire floor for 10 feet. This can be discerned with a successful DC 16 Wisdom (Perception) check. Any weight over 30 pounds on this plate shifts a valve on a large reservoir above the tunnel and releases 200,000

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gallons of water stored there. This water easily washes out the sand and dust "mortar" and unleashes a torrential wash of water in the tunnel, washing all present down the hall towards Area 5B-10. Characters must make a successful DC 16 Strength saving throw each round or be swept 30 feet down the tunnel. A successful saving throw indicates the character moves 10 feet. Anyone who misses a sufficient quantity of checks to have moved 180 feet (6 failed checks), lands in the pit at the end of the hall.

The Wheel. At the 120 feet mark is a 3-foot diameter grinding wheel, shaped like a large foot, which slides up and down the narrow tunnel, filling the entire width of the passage (roll 1d6: 1-2, at floor, 3-4, at 3 feet, 5-6 at 6 feet above the corridor floor). Anyone squished by the grinding wheel takes 32 (5d20) bludgeoning damage and must make a successful DC 16 Dexterity saving throw or be trapped and rolled by the wheel the next round for 32 (5d20) additional bludgeoning damage. Avoiding the foot requires a character to specifically time their passage for when the grinder is in an up phase to pass under it. The player must state they are trying to do this, and then time the passage to get under the wheel when they are washed through. This requires a successful DC 16 Dexterity (Acrobatics) check. It is also possible that the character gets lucky and the foot is at the 6 feet mark when they pass randomly.

The Pit. At the 180-foot mark in the tunnel is an 80-foot deep pit. Once the water energy has dissipated after 9 rounds, this pit is 40 feet deep with water. The smooth walls make difficult climbing, and characters that



are mirror images of one another. Each contains a simple brick wall with a lever. The levers have up, down, and neutral positions. They are currently in the neutral position. Both levers must be set to the down position to phase in a bottle at the fountain in Area 5B-2.



Level 5C: Syanngg a Song

This level incorporates three-dimensional travel in a series of tubes and an extended maze. If characters can navigate the maze and find its hidden secret, they may eventually stumble upon a great repository of musical knowledge (and a lich, who are we kidding!) This area is on the Syanngg a Song, Side View, and Labyrinth maps.

Level 5C

Difficulty Level: Tier 3

Access: Secret door from Area 5-4. Tunnel to Area 4C-18.

Wandering Monsters: Check once every hour on 1d20*:

Roll	Encounter
1	1 animated object (your choice)
2	1 syanngg ^B
3	3d6 shadow rats ^B
4	1d3 wraiths
5-20	No encounter

*Once the characters are within the maze, 5C-6.

General Features

Atmosphere: Minor evil emanates from within Area 5C-5.

Ceiling Height: Normal ceiling height is 10 to 12 feet high.

Doors: Iron doors.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 22 Wisdom (Perception) check to find. Also require a DC 20 Intelligence (Investigation) check or a DC 20 Strength check to open.

Shields and Wards: Areas 5C-12 to -15 are shielded with magical wards and lead. No magical scrying or detection spells work in those areas.

Surfaces: The floors and ceilings are carved and smooth.

5C-1. Entrance

This chamber can be accessed only by a special door in the cave east of Area 5-4. A successful DC 20 Wisdom (Perception) check reveals a wide drawer that can be pulled out from the cave's southern wall. The drawer is empty. At 6 feet wide and 3 feet deep, it is large enough to accommodate Medium-sized characters. Anyone climbing into the drawer automatically activates a mechanism that causes the drawer to roll slowly shut. Moments later, the character is deposited safely into Area 5C-1. The drawer may be used in this manner repeatedly, delivering the characters one at a time. However, this is a one-way trip. Anyone passing through this secret door cannot return to Area 5-4. In fact, escape from Level 5C is now impossible unless using the magical portal on the south side of the maze at Area 5C-6. The characters must navigate the maze to leave this place. Fortified by potent magic, the drawer cannot be damaged by any means.

Other than multiple exits, the room contains nothing of note. There are

no light sources, so characters without adequate means of illumination find themselves in utter, but natural, darkness.

5C-2. Vacancy

This is an empty and unused chamber. The door on the south wall is false.

5C-3. The Up Chute

The doors at the north end of this 15-foot x 20-foot room are false, meant only to lure travelers to the gravity trap marked by an X on the map. The trap door on the ceiling can be seen by a character looking up with a successful DC 19 Wisdom (Perception) check.

Anti-Gravity. At the X point, a powerful *reverse gravity* spell causes the characters to fall up through a trapdoor in the ceiling and plunge upward through a chute. A DC 20 Dexterity (Acrobatics) check is required to grab the trapdoor or some other fixed object (Refer to the Side View Map). At the 120-foot mark, the chute bends like a pipe, sending the character hurtling horizontally to the point marked B on the diagram where normal gravity resumes, causing the helpless victim to fall 55 feet to the floor at C in Area 5C-5. Falling to the floor in Area 5C-5 inflicts 17 (5d6) bludgeoning damage.

5C-4. The Down Chute

An empty oaken chest and a false door in this small 10-foot x 10-foot room are empty, meant only to lure travelers to the gravity trap marked by an X on the map. The trap door can be seen with a successful DC 19 Wisdom (Perception) check.

Anti-Gravity. At the X point, a pit trap opens beneath their feet, causing the characters to plunge down into a chute. At the 10-foot mark, the chute bends like a pipe, sending the character hurtling horizontally to the point marked E on the diagram, where a *reverse gravity* spell takes effect, causing the helpless victim to sail 90 feet up to the ceiling at F in Area 5C-5. "Falling" to the ceiling in Area 5C-5 inflicts 31 (9d6) bludgeoning damage. A DC 20 Dexterity (Acrobatics) check is required to grab the trapdoor or some other fixed object.

5C-5. The Gravity Master

There are 2 entrances to this chamber, both of which are gravity flues.

Décor. This oddly put-together chamber features no furniture on the floor; indeed, everything is made to be accessible by an entity that floats, rather than walks. A semicircular sleeping nook is located halfway up one wall. Racks of weird tools — designed to be held in the mouth — are hung at similar elevations. Instead of books, 2 shelves contain hexagonal metal plates embossed with the characters of an intricate written language. A round steel door, 6 feet in diameter, is tightly sealed. This valve-like door leads to the maze at Area 5C-6, but it cannot be opened unless the levers at A and D are pulled. These levers cannot be activated unless the characters possess means to fly, or if they successfully use pitons and rope to make the difficult climb, requiring a successful DC 14 Strength (Athletics) check with rope. These levers release the locks on the circular door.

Gravity Split. The most interesting thing about this room is the bisected gravity plane (Refer to the Side View Map). The ceiling is 20 feet high, and





LEVEL 5C: SYANNNGG A SONG

at the 10-foot mark, gravity flips so that some of the characters can walk on the floor, while others are simultaneously walking on the ceiling. Anyone who climbs up and crosses the plane immediately falls as the opposite gravity takes over, sustaining 3 (1d6) bludgeoning damage. The round steel door is on the lower half or “floor” of the room, on the east wall.

Occupant. The entity who has devised this gravity trap is a **syannngg^B** that calls itself Ixtakrys (ICKS-ta-criss). A floating mass of deadly eyestalks, Ixtakrys has found this place to be a refuge where it can usually avoid unwanted visitors. Whenever it isn't exploring and hunting where the Cyclopean Deeps intersect around Rappan Athuk, the syannngg returns here to rest.

Tactics. Ixtakrys is chaotic and greedy but also highly intelligent. It doesn't attack without first assessing its opponent. This gives opportunistic characters a chance to avoid conflict when Ixtakrys floats into the room to confront them.

If the characters immediately attack, the syannngg responds in kind. Ixtakrys understands the danger that adventurers represent and tries to avoid instant confrontation. Though powerful, the syannngg has a keen sense of self-preservation. Unable to speak in the common tongue, Ixtakrys communicates by drawing words on the floor with its tentacles and ink. The characters can read these words and respond as they see fit; the syannngg fully understands the characters but lacks the vocal apparatus to reproduce their sounds.

If forced to fight, the syannngg uses its paralysis ray at obvious spellcasters while simultaneously bombarding others with its offensive powers. If pressed, it attempts to float upward, getting beyond the reach of anyone incapable of flight. Once out of immediate danger, it floats away to contemplate revenge.

Motivation. Ixtakrys wants gold and treasure. If it can convince the characters to part with such things (the exact amount depends on the affluence of your campaign world), it divulges 1 piece of local lore they might find useful. For each such offering made, 1 more increment of knowledge is gained:

- The only way to return to Rappan Athuk from here is to pass through a maze.
- The round door to the maze can be opened only if levers A and D are activated.
- Undead patrol the maze, which leads to a magical portal.
- The maze contains a false wall (see **The Illusory Wall**).
- **Treasure.** The syannngg has secreted its treasure in a hidden gravity well. A successful DC 18 Wisdom (Perception) check while searching along the gravity plane at the 10-foot mark reveals a circular outline, in the center of which is a small notched groove. The syannngg uses one of the specialized mouth-held tools on a nearby rack to grab this groove and pull out a heavy stone plug that caps its treasure cache. Beyond this cap is a weightless cavity, in which float the following:
 - A sack of 3,284 gp.
 - A box containing 8,302 sp
 - A pouch holding 2d6 random gems, each worth 1d4 x 100 gp.
 - One small blackened sphere. When thrown, it explodes in a 40-foot diameter sphere for 31 (9d6) fire damage; DC 15 Dexterity saving throw for half.
 - A *scroll of magic circle*.

5C-6. The Labyrinth

The syannngg has created a maze in its own image. Instead of straight corridors and predictable right angles, the labyrinth is designed to match its own alien shape and conform to its own movement patterns. Visitors unfamiliar with syannngg philosophy may find the maze daunting; indeed, it is meant to confound visitors. If the characters successfully pass through the maze, they exit on the south side and find themselves at The Portal.

Defeating the Maze. Refer to the Maze Map. You may find it challenging to adjudicate the characters' actions in the maze given the need for constant descriptions of various distances and directional

options. Likewise, after several minutes of going left, right, northeast, or southwest, the characters might also grow weary of the tedious process. At this point, you can present the players with a printed copy of the maze, allowing them to “draw” their route through the winding corridors. Every minute of time spent with the printed copy equals 1 hour of game time, as the characters are assumed to be wandering the maze. Check once every hour on 1d8:

d8	Encounter
1	2d4 shadow rats^B
2	1 wraith
3	1d4 feral undead cats^B
4	1d3 shadows
5	1 specter
6	1 will-o'-the-wisp
7-8	No encounter

The Illusory Wall. An unremarkable section of the maze wall is a powerful illusion. Unless the characters state that they are specifically searching this exact wall, they have no chance of detecting the illusion and discovering Area 5C-7 and beyond. If they are looking for it, it can be discovered with a successful DC 17 Intelligence (Investigation) check. If they successfully exit the maze on the south side, they can pass through a portal to return Rappan Athuk at Area 5-4 without ever locating the library and its undead custodian. However, Ixtakrys the syannngg might elect to assist the characters and inform them of this hidden passage, as indicated above.

The Portal. A silvery membrane fills an archway on the southern side of the labyrinth. This is a magical teleportation device. Anything passing through this gateway is immediately transported to Area 5-4 in Rappan Athuk.

5C-7. The Missing Tile

Beyond the illusory wall, a short flight of stairs leads down to a nondescript hallway located beneath the labyrinth.

Hallway. This short hall connects to a 4-way intersection. The hall is not illuminated, so the characters must bear their own light sources. Embedded in the floor in the middle of the intersection is the outline of a triangle, about 6 inches across. An impression in the stone indicates that something is supposed to fit there, perhaps a triangular-shaped tile. However, the tile is missing. There is nothing else here. The intersection is empty, with no clues to be found.

If the characters replace the various components and reconnect the tile, refer to Area 5C-11.

5C-8. Flesh and Stone

The floor of this room is a sunken pit, 10 feet deep. A steel ladder leads down into the pit.

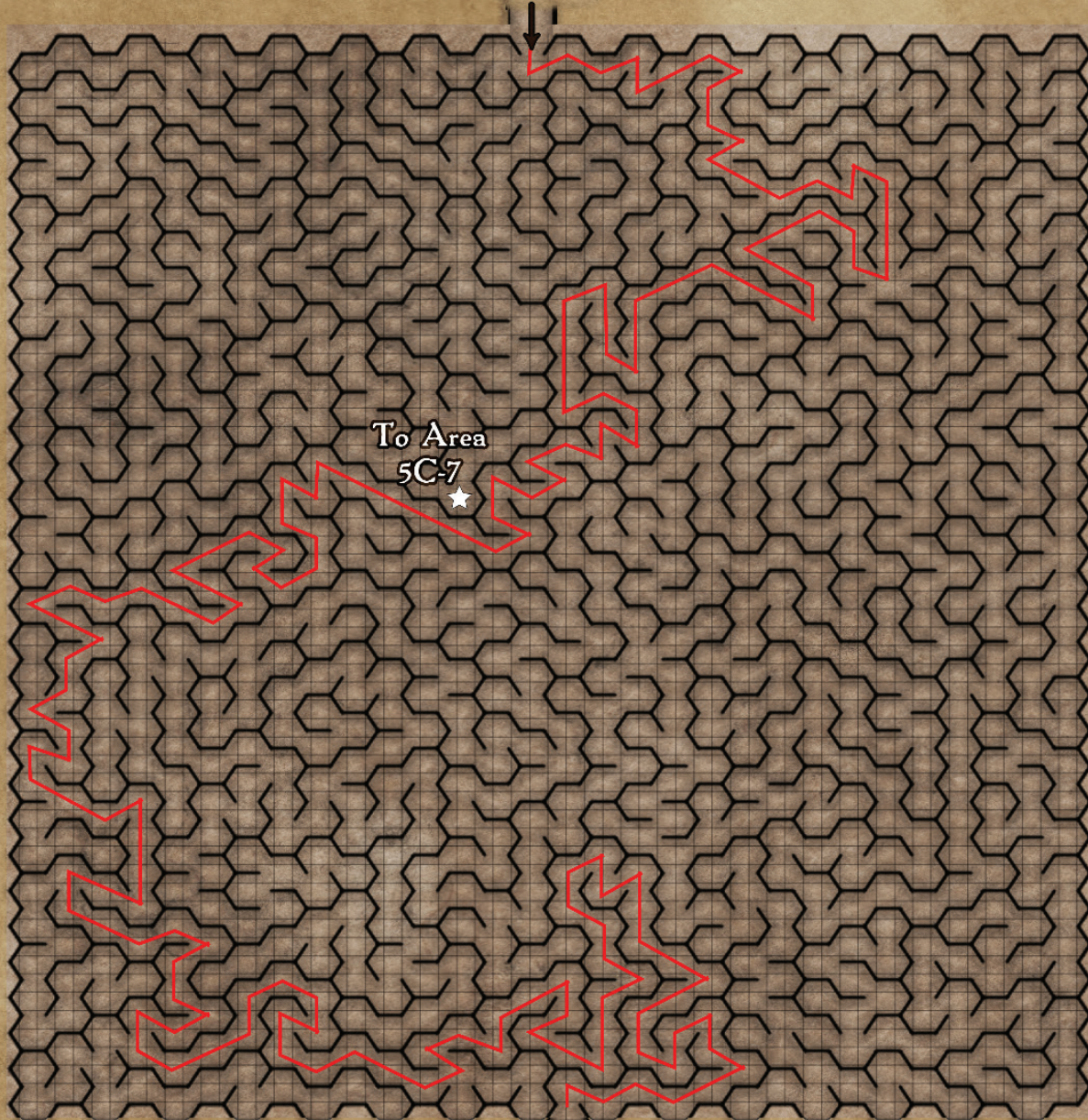
Weakened Stone Golem. Waiting solemnly against one of the pit's walls is a battered **stone golem** (lacks immunity to bludgeoning, piercing, and slashing from nonmagical weapons), its huge fists permanently clenched, its thick granite body chipped from countless conflicts. In the center of the golem's forehead is 1 of the 3 fragments required to complete the tile in Area 5C-7. The only means of removing the fragment is by defeating the golem in physical combat.

Barrier to Entry. A force field over the pit prevents all non-living matter from entering; in addition to equipment, this also includes holy symbols, magic items, and spells. A man clad in armor could walk across the top of the pit, suspended by the invisible barrier. Should he remove his armor, gear, and weapons, he would fall naked into the pit, in which case the golem immediately animates and attacks.

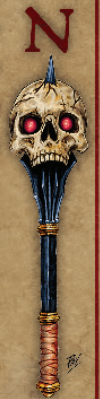
Golem Fight! Particularly stalwart characters might opt to face the golem au naturel, but there is another option: down in the pit, opposite the stone golem, is a motionless **flesh golem** (lacks immunity to bludgeoning, piercing, and slashing from nonmagical weapons), a 7-foot automaton

The Syanngg's Labyrinth Area 5C-6 Solution

★ Illusory Wall The valve door at Area 5C-5 opens here.



Teleportal gate to Area 5-4A



LEVEL 5C: SYANNGG A SONG

of stitched-together and mismatched body parts. The flesh golem wears an iron band around its head. A matching iron band rests just inside the room's doorway.

Tactics. Anyone donning this control device immediately “sees” through the golem's eyes and controls its body. In effect, the wearer becomes the flesh golem and may engage the stone golem to secure the tile segment. A stone golem is naturally more powerful than its flesh-made counterpart, so the wearer may have to be cunning in combat to assure success. Optionally, the wearer may work in concert with other characters who elect to disrobe and fight the stone golem as a team.

5C-9. Fire and Water

Steam rolls out from this room, confronting the characters well before they enter. The steam is warm but not uncomfortably so. Everything beyond 5 feet is heavily obscured.

Interior. Inside the room, the steam is even thicker, so that everything beyond 1 foot is heavily obscured. Waving shields or other suitable objects momentarily clears the steam and restores vision to 5 feet, enabling the characters to make sense of the room as they investigate it. Two piles of magically heated stones beneath the floor create the steam. An underground creek has been diverted across the stones, causing great sheets of steam to billow up through a pair of vents in opposite corners. Each vent is 5 feet by 5 feet. The steam can be contained if these vents are somehow covered. Many other means, both magical and mundane, exist for dealing with the steam.

Placard. The characters will need to clear enough of the steam to allow them to read a moisture-covered steel placard mounted to a column in the middle of the room:

*In the fog I woke to find
I'd lost the thing I sought.
I searched the room around me
but all was done for naught.*

*I wept a tear for lovers
lost and all I'd left undone.
Bound to fate I turned around
to face the rising sun.*

*For three full days I stumbled
toward a destiny unknown.
Wayward path I must make right
and walk one more day alone.*

*To the stars I reach my hand
and seek what can't be seen.
Close my fingers in the air
and find what's in between.*

This poem indicates how the characters can discover one of the 3 tile pieces required to complete the triangle in Area 5C-7. From the column in the center of the room, they should turn to the east (“face the rising sun”) and take 3 steps (“three full days I stumbled”), then turn to the right (“wayward path I must make right”). At that point, they should lift a hand (“to the stars I reach my hand”). Hanging invisibly from the ceiling by a harpy's hair is one of the 3 tile segments. It dangles 1 foot from the ceiling and 7 feet from the floor, so that it goes unnoticed during a search unless one of the characters follows the plaque's instructions and reaches up to find it. You could allow a successful DC 20 Intelligence check for a character to understand the riddle if the players do not enjoy this sort of puzzle.

5C-10. Shadow and Dust

Standing at the back of this room, opposite the doorway, is a 7-foot-tall figure in a tattered black robe, its deep cowl revealing a void where its face should be. The figure has no hands yet holds a balance in front of it. On one of the balance's trays is a pile of dust. On the other tray is one of the 3 fragments of the missing tile from Area 5C-7. This unmoving figure is a



manifestation of **Death**^B. If the balance of its scales is disrupted, it attacks. To retrieve the tile shard without provoking Death, the characters will need to find a creative solution for ensuring that equilibrium is maintained. The possibilities are manifold but include at least 2 obvious options:

- **Fast Swap.** The characters can guess the fragment's weight by making a successful DC 20 Intelligence check, unless they already possess a fragment, in which case no check is required. If they use an item of equal weight to the tile, rolling a successful DC 18 Dexterity check allows them to grab the tile piece and rapidly replace it without inciting Death.
- **The Support Structure.** The characters can rig a support of some kind below the dust tray so that it doesn't sink when the shard is removed. If the GM deems that the characters have given this apparatus enough time and consideration, it works on a successful DC 14 Intelligence check.

Tactics. Death always attacks last in any combat round but never misses. It strikes methodically and without malice or sound. If the characters flee, Death pursues. Those killed by Death are permanently destroyed.

5C-11. The Cylindrical Staircase

When the third and final shard is placed in the impression in the floor and the triangular tile is restored, a spiral-shaped pit instantly appears. The character who places the tile must make a successful DC 16 Dexterity saving throw to jump back or tumble down the spiral staircase that appears in the pit a moment later, taking 21 (6d6) bludgeoning damage until finally getting snared on one of the hard stone steps, about 60 feet down. Whether they fall or take the stairs normally, the characters advance to Area 5C-12. The staircase remains once activated, so the characters may ascend and return to the maze and continue through Rappan Athuk at any time.

5C-12. The Never-Ending Journey

As the characters descend the stairs, they pass through a cool white mist that has no source and cannot be parted or dispelled. Weird sounds emanate from the distance, and characters with a passive Perception of 14

or higher note other subtle changes: the scent of old stone is replaced with one of fresh vegetation; the atmosphere feels lighter, crisper; a faint charge of static electricity excites the air. These sensations make it impossible to determine the exact distance traveled on the stairs. A few steps later, the characters emerge from the mist at the bottom of the steps in a forest.

Forest Glade. This glade is deep green and ancient, with boughs bent overhead and blocking all but a few golden arrows of sunlight. The forest floor is soft underfoot, covered in layer upon layer of composted soil. The leaves of these massive trees are the size of shields. Small animals dart up and down two worn paths that vanish to the north and south into the shadowy but not unpleasant forest.

The characters may believe that they have traveled between worlds or moved to an extraplanar space. You should reinforce these beliefs without going so far as confirming them. In fact, the “forest” is a series of powerful illusions placed here by the lich in Area 5C-14. The lich has had centuries to construct this trap and infuse it with a semblance of life, using combinations of traditional spells (*hallucinatory terrain*, *programmed illusion*, etc.) as well as more exotic spells like *tempus fugit*^{PG} and *mirage arcane*^{PG}. The lich intends for any unwelcome visitor to wander endlessly and eventually give up, returning by the stairs from which they came. In reality, this room and its 2 hallways are simple, unadorned stone. The illusions can be unmasked with a successful DC 26 Intelligence (Investigation) check.

Traveling the North Path: Both paths lead far into the woods. The game trail on the north winds lazily through the trees for miles, taking the characters on a tour of a peaceful and generations-old woodland. A freshwater stream is home to small, silvery fish. Deer bolt away when anyone draws too close, and if they are killed and field-dressed, their meat can be consumed to provide entirely false nourishment to those who eat it. Movement rates are reduced 25% in this thick environment. After traveling for what feels to be at least 5 miles, the characters discover humanoid footprints. Anyone tracking these prints with a successful DC 14 Wisdom (Survival) check, finds a hunting lodge built into the side of a grass-covered hill. A pair of huge toadstools flank the wide wooden door.

The toadstools — like everything else here — are not real, so you may have them respond in any way if the characters probe them. Perhaps they expel spores that force a saving throw to avoid a powerful sleep effect, or perhaps they simply remain motionless and nonthreatening. The door is not locked. The hunting lodge contains 6 comfortable cots, cooking implements, a handsome fireplace, and walls adorned with an artful display of furs, pelts, and antlers. The lodge’s interior is utilitarian but charming. A trapdoor under a bearskin rug leads down to small tobacco cellar where 12 wooden boxes of fine tobacco are kept in a constant cool and natural humidior. If the characters leave the lodge and continue exploring, you should fabricate similar encounters: crystal caves, brooks teeming with fish, and the campsites of long-gone soldiers. In theory, this could go on indefinitely. The characters will do one of 3 things: (1) backtrack and return to the stairs; (2) wander the illusory woods; (3) overcome the illusion (refer to **Defeating the Illusions**). You should subtly give the characters the impression that this forest might indeed be limitless, as the planes are infinite in size; a traveler could literally walk forever and never reach the edge.

Traveling the South Path. After traveling a few hundred yards, the path becomes a neatly cobbled lane, and the forest gives way to a dry plain of low, pale grass. A metal sign ahead is painted in precise lettering: *JORCA WAY 12*. The plains extend in all directions for as far as the characters can see, even if one of them uses *fly* or similar means to gain a higher vantage point. Like the forest found along the northern path, this landscape is endless; anyone who wanders off the cobbled street could walk forever without finding anything but scrub plain, a few snakes, and field mice. The only way to progress is to follow the road.

The characters must march 12 miles in order to find anything but grass and the occasional prairie dog. On foot and without magical aid, this journey requires one full day. During this time, the sun barely moves across the sky. Travelers making camp after a day’s travel need to sleep under a sunny, open sky. Clearly, something strange is afoot, but the powerful illusions will hold up to any scrutiny short of *true seeing* or a truly extreme intelligence.

The lich hopes to dissuade visitors simply by boring them to the point of turning back. If they persist, however, the characters eventually come to the

point where the cobbled road terminates at the base of a bare granite hill. In the face of the hill is a door made of stone. Behind the door is a broom closet. The room is 3 feet by 3 feet, with wooden walls, floor, and ceiling, crammed from floor to ceiling with cleaning supplies, excess cookware, and hundreds of small household items. This tiny room is not an illusion, marking that point where the lich’s magic gives way to reality. When the door is opened, half a dozen objects tumble out, including wooden tankards, metal serving trays, and 2 brooms. If the characters make it a point to clear out this collection of goods, they find no other doors in the tiny room, only the word *JORCA* painted on the wall. Nothing else is here.

Defeating the Illusions: Unless the characters specifically state their intention to use some sort of magic on their surroundings, the illusory landscapes remain perfectly intact and effective. Physical manipulation alone reveals nothing. The lich has applied various *magic mouth* spells — each commanded to never speak — thus causing certain portions of the false environments to glow if the characters use *detect magic*, so that the trees, fungi, or animals appear to be magical. This is intended to underscore the idea that the characters have traveled to a different plane of existence, one in which the very earth and sky might be magical — rather than the entire thing being a façade. Casting *dispel magic* causes the nearest *magic mouth* to fade. The only magical means of penetrating these layers of illusions is with *true seeing*, which reveals a mundane hallway and a plain door leading to either Area 5C-13 (south path) or Area 5C-14 (north path).

Unfinished Business. Each path, north and south, also contains one physical means of thwarting the illusions. Though the lich has spent several lifetimes perfecting his phantasmal environments, he overlooked 2 small places. In the hunting lodge, behind one of the tobacco boxes on the lowest shelf is a patch of wall that is blank — a white void that looks like clean paper. It’s like something that is unfinished; it cannot be touched or manipulated, but it clearly indicates an anomaly and might be a clue that the lodge is not what it appears. If based on this clue, characters believe there is an illusion, they should receive advantage on their Intelligence (Investigation) checks to clear the phantasms away. If they are successful, they see the library of Area 5C-13. Likewise, in the broom closet, a successful DC 20 Wisdom (Perception) check reveals the outline of an exit obscured by the last of the lich’s misdirection magic. Beyond this door is the amphitheater of Area 5C-14.

5C-13. The Library

This sizable library, 85 feet by 65 feet, features 3 levels of shelving that rise 30 feet to the ceiling. The upper levels are accessible via a pair of rolling ladders. Aisles of books share space with half a dozen small desks and comfortable reading chairs. Blue-shaded lamps glow with muted *continual flame*. Thousands upon thousands of volumes written in several different languages and featuring nearly every topic imaginable can be found here.

The Inkwell. In the center of the room is a pedestal topped by an indestructible glass dome. Inside this protective display case is a floating, slowly rotating glass inkwell, half full of radiant ink. The dome is fastened permanently to the pedestal. It can be unlocked only via a tiny round keyhole. It looks like the key must be some long, narrow, needle-like object. The pedestal and its glass top are heavily fortified by magic and cannot be manipulated in any way without the proper key, which happens to be the baton held by the Conductor in Area 5C-14.

The library is attended by a **ghost**, the damned spirit of a scribe who came here to steal but was slain by the lich in Area 5C-14.

Tactics. The ghost attempts to frighten trespassers by whispering strange words or ruffling book pages. If the characters begin to explore the shelves and remove books to peruse them, the ghost tries to possess one of them, then attacks the rest in its hijacked body. If that fails, it relies on its horrifying visage to terrify or age the characters.

Treasure. The ink is magical and can be used as the base material for scribing scrolls, or any other uses you feel are appropriate to the campaign. The various magical texts here are scattered throughout the library, occupying random places on the many shelves. The only way to locate them is by using *detect magic* while the character walks the aisles and scans the spines. A complete tour of the library requires 1d4 x 10 minutes, which might exceed the duration of *detect magic*, thus requiring several uses of the spell to reveal all the magic books:

LEVEL 5C: SYANNGG A SONG

- *Mathematics and Manipulations, a manual of golems* (flesh).
- *“A Visionary’s Delight” and other Poems*. The book is hollow and contains a pair of steel-rimmed spectacles that grant *comprehend languages* 1/day.
- *The Picaresque Days of Montlin Geylvo*. Embedded in this travelogue of purple prose and ill-conceived similes are the spells *passwall* and *rope trick*.
- *Religious Dogma Through the Ages: A Complete Treatise*, is 842 pages long, and reading the entire tedious book increases a character’s Wisdom permanently by +1. Can be read only once, then disappears.
- *A Volume of Vacuum*. Opening this book creates a rift to the void of deep space; the opener must succeed on DC 17 Strength saving throw or be sucked into a weightless vacuum, several thousand miles from the nearest world; the book shuts automatically after a few seconds.

8th level (1 slot): *feeblemind*, *power word stun*.

9th level (1 slot): *time stop*.

Unlike other ancient undead, whose decaying bodies are outward symbols of their damned souls, the Conductor appears as a fit middle-aged elf with gray at his temples and a few wrinkles around his lively eyes; these are illusions covering his horridly withered body. He is dressed as a maestro, his black coat sporting tails, his ascot a cheerful red. Though his knuckles are a bit inflamed from arthritis, he is otherwise in proper form, his baton either pinched between his long fingers or tucked under his arm. The Conductor was born more than 5000 years ago in a land so distant that he can barely recall the scent of its golden shores, long before men and orcs populated this region. He amassed enough magical might that he was able to thwart death, and he has lived as a lich for millennia. After traveling the planes and beholding countless wonders and nightmares, he finally quenched his thirst for magic and settled down in these dark warrens to pursue his only two remaining passions: music and knowledge. He has little interest in the characters’ affairs and views them as inconsequential insects. He wants them to go away and leave him in peace, but he will eradicate them as casually as he would swat a mosquito if they prove troublesome. If the Conductor is slain, all illusions in these areas disappear.

Parley. If anyone uses *detect evil and good* or similar magic, the Conductor radiates such blackness that the character is hit with a powerful mental feedback that causes an instant headache. Despite his obvious megalomania, the Conductor is open to conversation, as he has few opportunities for discourse these days. He orders his musicians to return to their compound at Area 5C-15 while he listens to whatever the characters say, which might involve one or more of these topics:

- **Setting the Prisoners Free.** The musicians are held here indefinitely, taken from their homes across the multiverse. If the characters express concern about this situation, the Conductor simply shrugs. He cannot perceive why his actions would be considered wrong. In his mind, he is no guiltier for imprisoning 50 innocent people than he would be for keeping a collection of ants in a box. He refuses all requests to release the captives.
- **Obtaining the Baton.** If the characters have visited Area 5C-13 and determined that they need the baton to unlock the glass dome and access the inkwell, they might try to persuade the Conductor to give it to them. He denies their request, as he simply doesn’t wish to relinquish it.
- **Other Business.** Creative players may devise various reasons for their characters to converse with the Conductor. They might seek knowledge of Rappan Athuk or simply be curious about the magical environment of this level of the dungeon. The Conductor is willing to exchange spells with magic-users or even items from his personal treasury, if he is receiving something fitting in return. He doesn’t consider the characters a threat. But if they make demands, he sighs and orders them to leave. If they refuse, he disposes of them.

Sealing the Deal. The characters can offer the Conductor only 2 things to placate him: a book he hasn’t read or a song he hasn’t heard. If one of the characters has acquired a book during her travels and has that book on hand, it can be traded to the Conductor in exchange for the baton or for the release of the prisoners. Optionally, a musically inclined character can volunteer to perform, in which case the Conductor gladly takes a seat to listen. After the performance, he gives the characters what they ask. Only these trade items suffice. Anything else is simply ignored. If the characters bring arms against him or attempt to free the prisoners, the Conductor acts swiftly.

Tactics. The Conductor’s first action is always to use *teleport* to a doorless, airless chamber below the stage, Area 5C-16. Once safely there, he casts *greater invisibility*. He then leaves the room via *dimension door* and hunts the characters down, attempting to kill them without revealing himself. He also depends heavily on illusions to misdirect the characters’ attacks, especially *project image*. He hurls *fireball* and *lightning bolt* from far away to avoid immediate contact from melee attacks. If pressed, he uses *time stop* to prepare to destroy the party.

5C-14. The Amphitheater

The door opens onto the upper level of a breathtaking, open-air amphitheater — though this bright sky is yet another illusion. The characters stand on the highest of 20 risers, each featuring stone benches that form a half-circle around an impressive stage. Though the seating could easily accommodate hundreds of spectators, the place is all but deserted. Three stairs connect one riser to the next, so the characters can descend to the stage at ground level.

Places! Moments after the characters arrive, the heavy steel gates near the stage are drawn open by unseen capstans; chains can be heard grinding against the interior of the walls. As the gates part, musicians enter the amphitheater and make their way toward the stage. Nearly 50 of them enter, each clad in worn dresses and social finery that is long out of fashion. Among them are humans, elves, halflings, as well as humanoid from extraplanar realms and other worlds. They speak quietly among themselves, none meeting the gaze of the figure that awaits them on the conductor’s pedestal. None seems particularly happy joining the orchestra. They take their seats with resignation, picking up their instruments and warming up to play.

Command Performance. A few minutes later, with a rap of a baton, the musicians begin to play. Powerful music, at times both compelling and mournful, shakes the amphitheater and fills the sky with sound. These musicians are truly masterful, guided by a relentless orchestral leader on the pedestal. But they are also clearly dispirited. Even while playing, they look at the characters with pleading eyes. If the characters take a seat in the vast theater, they can spend the remainder of the day watching the remarkable performance. If they interrupt in any way, the baton clicks several times, and the musicians fall silent while the interlopers are addressed.

The Conductor: The director of the symphony is a lich known as the Conductor. The Conductor is a **lich**, except:

- He has a *greater ring of protection*^{GM}, making his AC 19, and granting +2 to all saving throws.
- He has the following spells prepared:
 - Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*.
 - 1st level (4 slots): *comprehend languages*, *detect magic*, *magic missile*, *silent image*.
 - 2nd level (3 slots): *invisibility*, *mirror image*, *phantasmal force*.
 - 3rd level (3 slots): *dispel magic*, *fireball*, *fly*, *lightning bolt*.
 - 4th level (3 slots): *confusion*, *dimension door*, *greater invisibility*, *hallucinatory terrain*, *wall of fire*.
 - 5th level (3 slots): *advanced illusion*^{GM}, *conjure elementals*, *distance distortion*^{GM}, *tempus fugit*^{GM}.
 - 6th level (1 slot): *disintegrate*, *mirage arcane*^{GM}, *permanent illusion*^{GM}, *programmed illusion*.
 - 7th level (1 slot): *plane shift*, *project image*, *teleport*.

Guest Entrance. A hidden closet door hides an almost-unknown tunnel leading to Level 4C, Area 4C-18. It can be found with a successful DC 17 Wisdom (Perception) check. Azraggad uses this narrow natural route to correspond with the Conductor on musical matters.

5C-15. Prisoner Enclave

This walled area encloses the community where the prisoners reside. Like the “open-air” amphitheater itself, the sunny sky here is an illusion. Many of the musicians have been here for decades. Their living quarters are comfortable, and all their needs are met and even exceeded. The large compound includes comfortable living areas, spacious recreational grounds, a library, a woodshop, a nondenominational shrine, and several species of free-roaming animals — most of which are not depicted on the map. Artificial sunshine is provided by a magical light that automatically dims and brightens on a 24-hour cycle. The illusory weather is always perfect — maddeningly so.

Helpful Orchestra. The musicians are not trained combatants and stand no chance against the Conductor, so the characters will not be able to persuade them to revolt. However, they are quite keen on the idea of escaping back to their homes, so they aid the characters as much as they can without catching the eye of their captor.

5C-16. The Conductor's Retreat

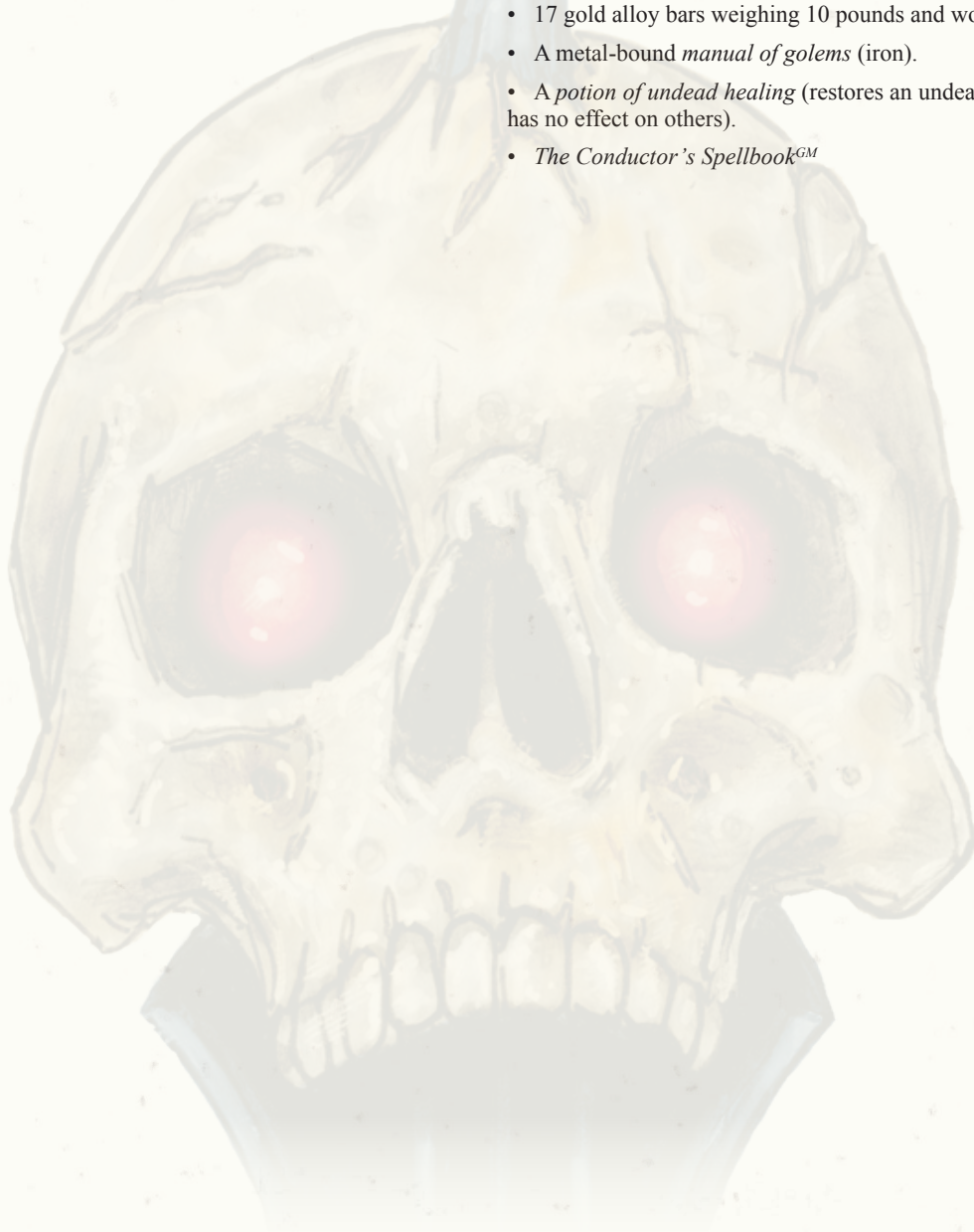
A successful DC 18 Intelligence (Investigation) check reveals a hollow sound emanating from the stage floor.

Doorless Retreat. No door exists. The Conductor simply *teleports* here as needed. The only way to access this space other than by magic is to pry up the stage floorboards and then dig through 6 inches of stone. The chamber itself is a plain 20-foot x 20-foot cube of solid stone, in the center of which stands an elaborate throne made of twisted silver, with armrests of hardened salt and a headrest made from the inflated lung of a slain demigod.

The Conductor's Throne. This mighty chair weighs 740 pounds and radiates powerful chaos. Any lawful-aligned character daring to take a seat must make an immediate DC 18 Charisma saving throw. Failure means the character dies instantly as all the salt is removed from its body. Success indicates the character gains mastery over the chair and may command its 2 primary functions: a potent scrying ability and *astral projection*. The scrying is per a *crystal ball of true seeing*. The *astral projection* spell may be used 1/day. Unless the characters possess some extraordinary means of taking the throne with them, the chair cannot be moved from this place.

Treasure. Stacked neatly around the throne are a few oddities the Conductor has acquired during his long tenure as a lich:

- 4,923 gp.
- 17 gold alloy bars weighing 10 pounds and worth 25 0gp each.
- A metal-bound *manual of golems* (iron).
- A *potion of undead healing* (restores an undead to full hit points but has no effect on others).
- *The Conductor's Spellbook*^{GM}





Gravity Trap
(see diagram)



Gravity Trap
(see diagram)



Area 4A

Level 6: The Maze

This infamous level, the subject of cautionary tales spoken of in hushed tones by adventurers, proved fatal to a powerful, monster-stomping party that got lost and starved to death. Few monsters (other than random wanderers) populate this level. The chief difficulty is its numerous, insidious, shifting, sliding, and teleporting maze sections. This maze foils even magical attempts to discern the proper route as a passage — correct a moment ago — shifts, diverting the party into a random, new direction. Level 6 contains only two difficult encounters: the will-o'-wisp and the undead storm giant, Kor, in the Hall of Ereg Tal. But even these trials are avoidable. The maze is not.

This is a very critical level. Area 6-15 offers the only means to reach Level 7, which in turn accesses Levels 13 and 15. To completely eradicate the evil of this dungeon, stalwart adventurers must eventually visit these deeper levels; therefore, they must navigate this level. Also, several Level 6 features were described in the rumors section of the Introduction — including the infamous “white corridor,” the “mushroom of youth” and of course the entrance to “Hell.” The area is shown on The Maze map, as well as four Sample Maze map sheets.

Level 6

Difficulty Level: Tier 2

Access: Stairs to Area 5-4, stairs to Area 8-1, secret passage to Area 10A. One of the maze sections (randomly determined) leads to Level 8A-1.

Wandering Monsters: Check once per hour on 1d20.

d20	Encounter
1	1d3 mustard jellies ^B
2	1d6 giant spiders
3	2d6 giant rats
4	1d3 minotaurs
5	3d6 normal rats
6	1d4 wererats
7	Will-o'-wisp
8	2d6 stirges
9	1d2 intellect devourers ^B with 1d4 hell hounds
10-20	No encounter

General Features

Atmosphere: Strong magic emanates from Area 6-5. Good radiates from Area 6-7.

Ceiling Height: Varies. Smaller tunnels (solid lines) are less than 3 feet in diameter and require that Small creatures squeeze. Medium creatures can pass through prone but automatically fail saving throws for area of effects spells and have disadvantage on attack rolls.

Doors: The door at Area 6-4 is wooden and requires a successful DC 8 Strength check to open. For doors at Area 6-6 see description.

- **Locked Doors:** None.
- **Secret Doors:** None.

Shields and Wards: None.

Surfaces: The ground, in all areas except Area 6-3, is level and offers good footing. Walls, columns and so on — unless otherwise noted — have numerous handholds and holes and can be climbed with a successful DC 8 Strength (Athletics) check.

Other:

- The river channel beyond Area 6-14 is moderately hard to swim. Any creature attempting to swim to Level 10A must have a swim speed or succeed on a DC 15 Strength (Athletics) check. Failed checks require a successful DC 14 Constitution saving throw; creatures failing this saving throw drown and are dead on arrival at Level 10A. Swimming upstream is impossible and leads nowhere in any case.
- Fungus encrusts most surfaces in the natural cavern areas on this level; 20% of the fungus is edible, while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Mazes and cut corridors are free of fungus. Poisonous fungus is fatal in 1d3 rounds.

6-1. The Portcullis

The portcullis from Level 5 closes itself after 20 minutes. Characters returning to Level 5 must move it again.

6-2. Mazes and Monsters

The areas designated “6-2” on the map are maze sections. There are 3 maps provided for you to use while characters explore these mazes. While characters move through a maze section, they encounter wandering monsters as usual. All shifting/sliding walls move every time a door is opened. The doors are magically constructed, so only one door per room may be opened at a time. You should intentionally give characters wrong directions (i.e., left = right) half the time. Feel free to improvise or alter each section to frustrate and bewilder their characters. Characters’ attempts to retrace their steps prove futile, and the shifting nature of the maze prohibits classical means of maze solving (e.g., string). This maze affords you a rare opportunity to toy with players, if you choose; have fun! Each time a maze is entered, a **mustard jelly**^B attacks after 1d8 rounds. It is an intelligent monster; it divides itself to chase characters if the party splits into separate groups to escape.

6-3. The Rubble Room

Uneven and broken, the floor of this cavern suggests that the ceiling has collapsed. Huge piles of rubble block the passage, which must be climbed or cleared to make any progress. The large cavern beyond, filled with more rubble, is considered difficult terrain. Full movement or running requires a successful DC 16 Dexterity (Acrobatics) check; failure means the character falls and takes 1 (1d3) bludgeoning damage. The ceiling is 30 feet overhead, and the rubble can be crossed at the dotted line area (see the map) without clearing away any material. Locating this crossing requires a successful DC 17 Wisdom (Survival) check. Wandering monsters use the narrow path to their advantage.

The Maze

Level 6



Note: Actual mazes are larger than the indicated areas.

6-4. The Cliff

An 80-foot-high cliff, dotted by numerous rat holes, looms before the party. Normal rats infest the cliff. The rats attack anyone climbing the cliff; they also gnaw at ropes.

Tactics. As characters scale the cliff by hand or rope, 2d6 **normal rats** attack each character. Since the characters are dangling on a rope, no Dexterity or shield bonuses to AC may be used while climbing. Attacking rats have a 20% chance per round of chewing through a rope. It takes 6 rounds to descend the cliff on a rope, but 18 rounds to ascend it. Wandering monsters are either at the top or base of the cliff (i.e., a 50% chance). A *fireball* or other large, spectacular magical effect causes the rats to scatter and flee for 1d6 rounds.

6-5. The White Corridor

This corridor, seemingly constructed of seamless white stone despite its cavernous shape, stretches 180 feet and leads to Area 6-6.

Poison. A few feet inside the corridor, the skeletal remains of rats and bats clutter the floor. An additional few feet beyond them, the remains of a large humanoid creature lie in twisted repose. A magical effect renders the floor, walls, and ceiling of the corridor poisonous. Any character that touches these surfaces must succeed on a DC 16 Constitution saving throw each round they remain in contact; a failure means the character loses 1d3 points of Strength. Characters can drag their unconscious comrades free before they slowly starve to death. You must record the number of rounds a character is inside the corridor or in contact with it. Characters must make an additional saving throw for each round they were in the corridor the round after leaving. One point of Strength damage can be healed with a *lesser restoration* spell, or they heal naturally at one point per long rest. A *wish* spell can heal all lost points, for all characters. The poison is magically transmitted through any material in contact with an individual's skin, including boots and gloves. Double-layering clothing or layering stones or other items to walk across does not prevent contact with the magical poison, as the poison is "conducted" to any living being in the corridor. Passing through the corridor successfully requires making no physical contact with it. Characters might use magical flight or *levitation* to successfully negotiate the poisoned passage. Any magical transport activated within this corridor (*dimension door*, *teleport*, etc.) immediately *teleports* a character to an extraplanar location known as The Sorcerer's Citadel (see *The Sorcerer's Citadel* in *Quests of Doom Volume 1* from **Frog God Games**). This citadel has a similarly constructed area. Some scholars correctly assert that Crane the sorcerer safeguarded this corridor for Ereg Tal — a fact that can be confirmed by the Oracle on Level 3 of this dungeon.

6-6. The Hall of Ereg Tal

This is a grand hall made of polished marble and decorated with beautiful mosaics. To the south, a set of granite stairs descends into a cavern. To the north, a set of 20-foot-high double doors, made of pure bronze and carved with bas-relief of animals and men, dominates the wall. The bronze doors require a combined strength of 24 or a successful DC 25 Strength check to pull open. Between the staircase and doorways are 2 huge statues. The first is a 20-foot-tall man, his bearing serene and noble and his face possessing the most perfect features ever seen. The second is a rough carving suggesting a bearded man, at once beautiful but terrible and less perfect than its companion piece. The latter statue holds a lightning bolt above its head. Ancient Celestial script adorns the base of each statue. This hall comprises the gateway to the final resting place of the fallen titan, Ereg Tal, and his lifelong friend Kor, a storm giant. The statues are just statues, and there is no danger here unless the characters disturb Area 6-8.

History. Ereg Tal died over 5,000 years ago and was entombed here, far beneath the earth. Centuries passed, then the evil priests and wizards who built Rappan Athuk stumbled upon the subterranean gravesite. Leaving Ereg Tal's tomb undisturbed (out of fear), the priests and wizards instead built a secret entrance to their infernal levels that could only be

accessed by passing through what they deemed a natural barrier (the white corridor). Orcus' priests placed a curse on Kor's remains (they were afraid to tamper with the titan's body), turning his corpse into a slave of evil. The writings on the statues — the legend of Ereg Tal and Kor — are written in an archaic form of Celestial. A character who speaks Celestial can decipher them with a DC 13 Intelligence check. To unravel the details of this story, characters must use the *legend lore* spell. Success means that the characters learn that these figures represent a good-aligned titan and a storm giant. Da-jin, the god of death himself killed the titan during a great battle among the gods. Characters also learn that Kor gave Ereg Tal a golden torc, symbolizing his fealty to the titan. When Kor was near death, he brought his titan friend to this very place and buried him. These events transpired thousands of years before the dungeon existed. The golden torc detail proves invaluable should the characters open Area 6-8.

Story Award. If the party acquires all the information, give them a story award of 200 XP.

6-7. The Tomb of Ereg Tal

This beautifully sculpted cavern houses a huge sarcophagus, sculpted like the taller statue in the hall outside. The walls and ceiling of the cavern are painted like a sky at night, with stars and a full moon glowing with magical light. This room holds little else of interest, unless the characters somehow open the crypt.

Treasure. The crypt lid weighs 3,000 pounds. Within, characters find the bones of a titan. A large golden torc worth 5,000 gp encircles the titan's cervical vertebrae. The torc was fashioned in the likeness of an eagle — its claws curving around in front and its wings folded along the sides. If taken to a large city where its unique origin might be recognized and prized, this rare and historical piece would easily fetch 10 times its gold value from a discriminating collector. This torc also has the power to give peace to the undead form of Kor in Area 6-8. The torc is not otherwise magical.

Celestial Script of Kor

*Stone by stone and crafted by my hands
The tomb of Ereg Tal here stands
'Til the end of time may be
Shall his goodness shine on thee.
Chiseled by the hands of Kor the Storm
Liegeman of Ereg Tal in peace and war
For to entomb his master's bones
And thus to build eternal home.
Know ye who stand before the portal
Ereg was Titan, but not immortal
The Lord of Death did strike the blow
That laid my Mighty Master low.
Mortally wounded was Ereg Tal
The King I loved the most of all
And so I bore him to this cave
And from the stone carved our two graves.
About his blessed neck I placed
The Golden Torc, in life given free,
As Symbol of my fealty
So I sealed it in the sepulcher with he.
To the end stand I the honor guard
'Til life empties from my mortal gourd
Know all that Ereg Tal was the beloved Master to Kor
Faithful Servant to His Lord.*

6-8. The Tomb of Kor the Storm Giant

This beautifully sculpted cavern houses a huge sarcophagus, carved in the form of the shorter statue in the hall outside. The walls and ceiling of the cavern are painted to resemble a clear, daytime sky, with a blazing sun and few clouds. Those in the room can almost feel a faint and refreshing breeze. Entering this room invokes the ghost of Kor the storm giant. If the party bravely presents the golden torc found in Area 6-7, the ghost leaves in peace, never to return. If it does not, the party is in trouble! Kor retains all his abilities and has gained several new ones, making him a formidable opponent.

Tactics. Kor^B uses his horrifying visage attack first, and then attacks with the *mattock of the titans* followed by his withering touch to try and drive characters off the cliff into the pool at Area 6-10. After this, Kor uses his possession ability on a fighter character and attacks spellcasters using the fighter's body. He fights until slain but does not pursue the characters into Areas 6-5 or -10. You needn't be creative when using Kor to destroy their parties. Characters should either retreat (fast!) or use the torc to banish his ghost. Those characters who fight Kor should be ruthlessly punished.

Treasure. The crypt is only slightly less massive than the one found in Area 6-7. It contains a storm giant's bones and several items of interest. He still possesses *+1 chain mail* (storm giant-sized). The crypt also contains a *mattock of the titans*^{GM} and a *horn of Valhalla* (iron).

6-9. The Cavern Crossing

A wide chasm, 100 feet deep, splits this cavern in half. Torchlight reflects off water at the bottom of the chasm. On the far side of the chasm, 4 tunnel openings lead out of the cavern. The chasm's width ranges between 20 and 80 feet. The chasm's sides require a successful DC 16 Strength (Athletics) check to climb. The far tunnel opens onto stairs that lead to Level 8, while the other 3 tunnels are dead ends.

6-10. The Pool

Cold and clear water pools at the chasm's base. The pool's bottom cannot be seen. The water is calm but requires protection lest swimmers suffer 1 point of cold damage per round from exposure.

6-11. The Ambush

Under these circumstances, this encounter bodes ill — a **will-o'-wisp** attacks characters in the water. The characters must either retreat to Area 6-9 or swim on to near Area 6-12. The will-o'-wisp gives pursuit until the characters leave the water. The entrance to Area 6-12 is 25 feet above the water's surface, requiring a successful DC 17 Wisdom (Perception) check to notice, and a successful DC 18 Strength (Athletics) check to climb. Climbers are attacked by more will-o'-wisps once they reach Area 6-12 (see below). Characters that can fly may fare better.

Tactics. The will-o'-wisp consumes the life of any just-drowned opponents. It avoids combat, and unless affected by magic, it shocks everyone in the water every round for 9 (2d8) lightning damage (30-foot range in water).

6-12. The Wisp Lair

Strange, eerie lights fade in and out within this cavern. A deep pit in the cave's center seems to be the source of the light. This area is the lair of the **will-o'-wisps** that inhabit this level. They generally attack at Area 6-11, but 1 or more may be here when the characters reach this area. This room may also be accessed from Area 6-16 through the stream and from Area 6-14 — both avenues that avoid the dangers of Area 6-11.

Tactics. The will-o'-wisps attempt to draw characters to the pit's edge, where they become *invisible* and then "bump" the characters in. Anyone bumped must succeed on a DC 16 Dexterity saving throw or fall 40 feet

to the pit's bottom, taking 14 (4d6) bludgeoning damage. The wisps then only attack those who try to escape, preferring that their victims slowly starve to death.

Treasure. There is a 40-foot-deep sinkhole in the room's center. This pit contains the wisp's treasure, namely the remains of 2 adventurers. One still wears plate armor and a *helm of comprehending languages*; he also has a rotted sack containing 115 gp. The other still has a pair of *+1 kamas* (as handaxes) and wears *boots of striding and springing*.

6-13. The Wishing Rock

A large, red boulder divides the corridor in two. There is a 2-inch-diameter hole on one side of it. Surrounded by walls of slate-gray stone, the red color is unusual for these caves. For some bizarre reason, someone used a *teleport* spell to transport this boulder to this locale. The 2-inch hole extends 6 feet into the rock. Carefully wedged at the end of the hole is a *ring of three wishes*. The ring cannot be seen without directed light, and a character trying to extract it must succeed on a DC 16 Dexterity check and have proper tools available. Proficiency with thieves' tools applies, assuming usable tools are available. *Mage hand* cannot dislodge the ring, but *telekinesis* might, with your approval.

6-14. The Bridge over Troubled Water

A huge, carved bridge runs over a stretch of river. Skulls and screaming faces adorn every surface of the bridge — a grim warning to those who would cross. Forty feet below, characters can see some shallow rapids rushing between 2 narrow banks. Strange fungi grow on the banks of the river, some of which glow faintly in the dark below. The bridge itself is harmless, though it does lead to Area 6-15. The area of real interest, however, is the southern bank of the river, which is choked by 6 kinds of magical fungi. A character who is proficient in Nature can identify the mushrooms, except for fungus 6.

6-15. The Passage to the "Gates of Hell"

This cavern ends abruptly. A small pool ripples gently at its center. Six feet below the water's surface, characters can see a 5-foot-diameter opening. This opening leads to a 30-foot tunnel, which constitutes the one-and-only entrance to Level 7 ("Hell").

6-16. The Lost Goblins, Part 2

A party of goblins — 14 **goblin scouts**^B, 4 **goblin leaders**^B, and **Ubar**^B the goblin witch doctor — became lost in this level's mazes and have been unable to escape; they hide out here. They attack anything that enters the room and are particularly afraid of the will-o'-wisps and mustard jellies that have already eaten several of their comrades. Led by a goblin witch doctor, this party defends its lair well. The witch doctor, using his set of *pipes of the sewers*, summons hordes of rats to both distract attacking monsters and supplement the goblins' diet.

Tactics. After Area 6-17's trap is sprung, Ubar summons rats using his *pipes*. He uses his *scroll of stone shape* to collapse the entryway into the cavern. The witch doctor casts *invisibility* on one of the goblin leaders. The goblins attack with their missile weapons but flee if attacked with melee weapons. All goblins have three-quarters cover until approached within 10 feet. They are spread out (more than 20 feet apart) to avoid area-effect spells and grenade-like missiles.

Treasure. Goblin leader #1 has a *potion of invisibility*, #2 has a *potion of healing*, #3 has a *potion of diminution*, and #4 has a *potion of animal friendship*. Ubar has a dagger, *pipes of the sewers*, a *scroll of stone shape*, spellbook, robes, 19 gp. Each goblin has weapons and armor, mining tools, 2d4 sp, and 2d4 cp

Magical Mushrooms

d6	Description	Effect	Doses Collectable	Grow Time
1	Green with orange spots, this mushroom radiates necromantic magic	It is highly poisonous (lethal)	5	1 year per dose from spores
2	Purple and glows in the dark (20 feet radius), this mushroom also radiates faint necromantic magic	It acts as a dose of <i>potion of healing</i> if taken internally	6	2 years per dose from spores
3	This mushroom is brown and smells terrible	It counts as a full week's rations if ingested	36	200 days per dose from spores
4	Blue with white spots, this mushroom radiates a faint aura of necromancy	It acts as a bane to undead; a cleric or paladin who eats the mushroom adds twice their proficiency bonus when calculating the DC for their channel divinity ability for 3d6 rounds. Non-clerics who eat these mushrooms gain the Turn Undead feat and can turn undead for 3d6 rounds. They use their Wisdom and proficiency bonus to calculate the DC. (They do not get the ability to perform a healing burst or any other feature of the channel divinity class ability, however)	3	1 year per dose from spores.
5	Orange with violet spots, this mushroom radiates a faint aura of abjuration	If eaten, it provides complete immunity to mental control, psychic damage, and mind-affecting spells for 30 minutes	6	5 years per dose from spores.
6	The sole, living sample of this mushroom is red with yellow spots	This is the famous mushroom of youth described in the legends of Rappan Athuk. Its reputation is somewhat misleading. The fungus' real effect changes the age of anyone who ingests it from -80 to +20 years. Roll 1d100-80 and add that sum to the ingesting character's age. If the result is negative, the person grows younger by the negative amount. If the result is positive, the character ages by that amount and suffers any aging effects. Any character brought to zero years or less immediately disappears; no saving throw. The character may not be restored in any fashion short of a <i>wish</i> , which brings the character back to the point in time just before they ate the mushroom. If the mushroom ages a character, excess years can be removed by a <i>restoration</i> spell	1	Growth time is 100 years per dose from spores

6-17. The Goblin's Trap

The goblins in Area 6-16 set this nasty trap to dissuade monsters and adventurers from approaching their lair. The goblins soaked a spongy patch of lichen and fungus with oil. It requires a successful DC 22 Wisdom (Perception) check to notice. A flask of alchemist's fire triggers the trap, which creates a fiery burst that deals 17 (5d6) fire damage in a 5-foot radius to characters failing a DC 16 Dexterity saving throw. Characters that succeed on the saving throw take half this damage. Triggering the trap alerts the goblins, allowing them to prepare for the party's arrival. Summoned by the goblin witchdoctor, a large pack of rats (3 **swarms of rats**) rush the party from behind.



2

2

2

3

To
Area 5-4

Level 6A: Caves and Caverns - The Lair of the Spider Queen

This cavern connects the upper and lower levels of the Dungeon of Graves, and in most instances, characters must traverse it to delve deeper. The cavern consists of several individual cave complexes linked by giant rat tunnels and river channels. The Spider Queen, Aldeth, is an evil enchantress obsessed with small, hairy, eight-legged beasts, and makes her home high above one cave's floor. The Spider, the deity Aldeth worships, has also placed a retriever in Aldeth's service. The wererats on Level 1 report any activity to Aldeth. The characters discover two tombs on this level: one houses the remains of a greedy merchant, and the other is a wizard's crypt, containing a trapped intellect devourer. Area 6A-9 represents the lair of particularly large and intelligent trolls who use magic items and are affectionately known as the "naughty" trolls by those few who have survived their encounters. The area is shown on The Lair of the Spider Queen map.

Level 6A

Difficulty Level: Tier 2

Access: River tunnel from Area 3A-7, rat tunnels from Area 4-7 and 4A-3D, stairs to Area 8-13, river channel to Area 10A-3.

Wandering Monsters: Encounters in caves 6A-1 through -5 are limited to spiders or wererats. When in those areas, check once every 15 minutes on 1d20:

d20	Encounter
1-3	2d6 giant spiders
4-6	2d4 wererats
7-20	No encounter

In all other areas of Level 6A, check on the table below once per hour on 1d20:

d20	Encounter
1	3d6 normal rats
2	1d6 giant spiders
3	2d6 giant rats
4	1d3 trolls
5	2d4 goblins accompanied by 1d4 goblin leaders ^B
6	1d4 wererats
7	2d6 giant spiders
8	2d6 stirges
9	1d3 large piercers ^B
10-20	No encounter

General Features

Atmosphere: A sense of evil emanates from area 6A-4.

Ceiling Height: Ceiling height varies wildly in the natural caverns. Primary tunnels (dotted lines) are 3 to 5 feet tall and require Medium creatures to squeeze. Large creatures cannot navigate these tunnels unless they are long and slender or flexible (spiders are unaffected). Smaller tunnels (solid lines) are less than 3 feet in diameter and require that Small creatures squeeze. Medium creatures can pass through prone but automatically fail saving throws for area of effects spells and have disadvantage on attack rolls.

Doors: Iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: The shielding around Area 6A-6 allows only astral or ethereal entry.

Surfaces The floor in these caves is sandy and offers good footing. Walls, columns, and so on — unless otherwise noted — have numerous handholds and holes and can be climbed with a successful DC 8 Strength (Athletics) check, unless they are wet and slippery, in which case the DC is 18.

Other:

- The river channel beyond Area 6A-10 is moderately hard to swim. Any creature attempting to swim to Level 10A must have a swim speed or succeed on a DC 15 Strength (Athletics) check. Failed checks require a successful DC 14 Constitution saving throw; creatures failing this saving throw drown and are dead on arrival at Level 10A. Swimming further upstream than Level 10A is impossible and leads nowhere in any case.

- Fungus encrusts most surfaces in the natural cavern areas on this level; 20% of the fungus is edible, while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Mazes and cut corridors are free of fungus. Poisonous fungus is fatal in 1d3 rounds.

6A-1. The Spider's Nest

This cavern serves as a huge nesting area for the monstrous spiders that live on this level. Thus, 2d6 **giant spiders** attack the party 3 rounds after it emerges from the small tunnel. As usual, the spiders try to ambush the party (check for surprise; the spiders receive a +2 bonus to their Stealth check). Every 3 rounds, 1d3 additional spiders join the attack until all spiders are slain (50 total). The spiders are spread out over the cavern's entire length, so weapons of mass destruction (e.g., *cloudkill*, *fireball*, etc. won't kill more than 1d6 of them, unless such a spell is cast in dangerous proximity to the party. Various nests and hundreds of eggs festoon the cavern. One character

working for 2 hours might clean it out; if the cavern is not cleared of eggs, the spider population recovers at a rate of 15 per month.

Development. Clearing out the cavern draws the denizens of Areas 6A-3 through 6A-5 to the cavern. The remaining spiders and the retriever (from Area 6A-5) attack the characters while they are burning the nests. The Spider Queen remains in her lair above but supports her attacking spider pets with spells. These spiders have no treasure.

Story Bonus. If the nests are cleared, add a story award of 500 XP to the encounter experience.

6A-2. Empty Caves

The occasional piece of junk or debris litters those areas marked 6A-2. Roll a wandering monster check each time characters enter areas designated “6A-2.”

6A-3. The Spider Bridge

This bridge, made of woven spider silk, connects Area 6A-4 with 6A-5 and is suspended 80 feet above the cavern floor. Dead stirges and bats decorate the web bridge’s sticky exterior. The bridge is defended by 12 **giant spiders**. These spiders hide on and above the bridge until the characters arrive. Any character flying or levitating near them is webbed and reeled in.

Tactics. Any creature of less than Huge size can be partially webbed and pulled to the bridge. Each spider can make a ranged attack at +2, using its spinner to snare a creature with a strand of silk. Each silk strand has 6 hp and is resistant to fire damage. Multiple spiders can attack the same opponent; to avoid being drawn to the bridge area and attacked, a victim must make a successful DC 15 Strength check against the attached spiders. If there are multiple spiders, the target has disadvantage. Anyone drawn onto the bridge must make a successful DC 15 Strength save to avoid being stuck to the bridge. A stuck character can attempt a DC 15 Strength check as an action on subsequent rounds to attempt to get free. Once in combat, the spiders shoot webs, bite webbed opponents until they fall, and wrap them in webs. Any webbed opponents are left alone until all

opponents are subdued.

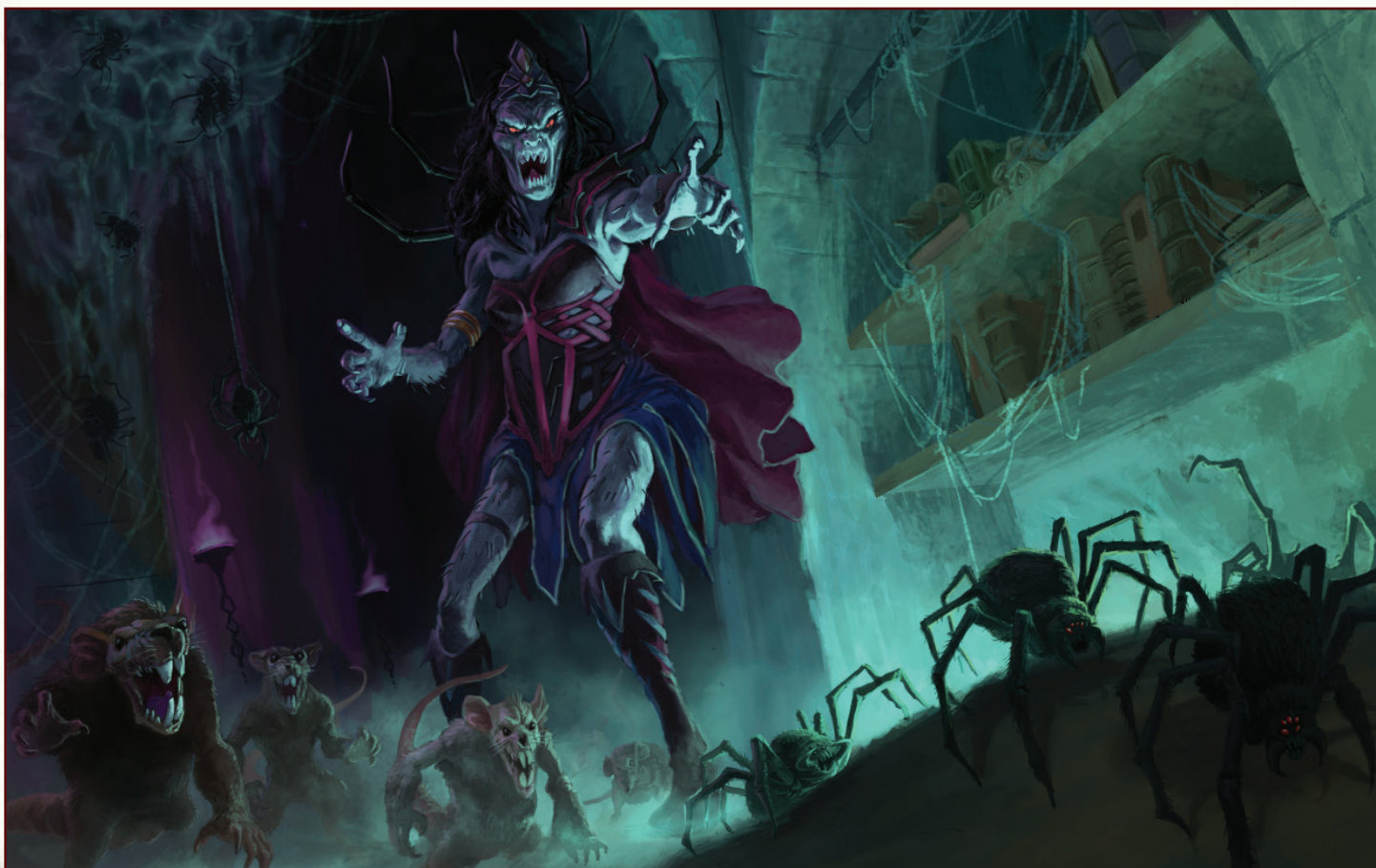
The Bridge. The bridge itself has AC 13, 30 hp, has been treated with fire-resistant oil, and owes its damage resistance (immune to bludgeoning, piercing, and slashing damage from non-magical weapons) to the retriever’s masterful spinning.

6A-4. The Lair of the Queen

This area marks the entrance to the lair of the Spider Queen, **Aldeth^B**. She does not bargain with intruders, especially those who have slain her spiders, whom she considers her children. Aldeth, a human wizard, has long served the goddess. The Spider-Goddess blessed her with several mutations, including chitinous skin and a poisonous bite. The Spider Queen employs wererats as spies; they are very loyal to her. She despises all worshipers of Hecate and preferentially targets any character devoted to that deity. (Hecate cursed and destroyed Aldeth’s sister, Akbeth.) Aldeth developed an affinity with spiders and can communicate with them. All spiders that can hear her voice immediately obey her every command. She is currently tended by 12 **giant spiders**. If **Boris the retriever^B** has not yet been encountered, it enters through the west cave entrance 2 rounds after the characters land on the bridge. Aldeth hides as the characters approach, casting spells from her hiding place. Her other servants, 8 **wererats** (in rat form), sneak along the ground until they are in the party’s midst, change into hybrid form and attack.

Tactics. Aldeth prepares for combat by casting her defensive spells on herself. She casts *haste* on her servitors and remains hidden while the wererats and spiders attack. The wererats mutate and attack unarmored foes, while the spiders attack the closest characters. Aldeth and Boris focus on fighters, she with her spells, he with his eye rays, as described in Area 6A-5. During the first combat round, Aldeth casts *slow*, followed by *confusion*. She then uses enchantment spells to confuse and bewilder the characters. If discovered and attacked directly, Aldeth runs to Area 6A-4, protecting herself with a *wall of stone*. The wererats and spiders fight to the death. Boris acts as described in his tactics at 6A-5.

Treasure. Aldeth’s lavish quarters are appointed with silks and tapestries of extraordinary craftsmanship, altogether worth over 15,000 gp in the market of any large city. Much of it spider silk, it is very soft but strong. A



LEVEL 6A: CAVES AND CAVERNS - THE LAIR OF THE SPIDER QUEEN

set of stone shelves along Area 6A-4's back wall house stacks of Aldeth's spellbooks. These books contain all the spells that she has listed, as well as 4 extra spells of each level from 1 through 5, and 2 of level 6. Aldeth carries her +2 *dagger*, *cloak of arachnida*^{GM}, and spider silk robes worth 250 gp. Each of the wererats have 2 agates worth 15 gp, 2d6 sp, and 3d12 cp.

6A-5. Demon Spider Nest

The Spider Queen's pet retriever, a demon named Boris, lives here.

Tactics. It attacks all non-spider, non-wererat, non-Queen beings it sees. It fights until slain or until Aldeth tells it otherwise. Aldeth uses the retriever to keep this area clear of those things that would prey on her pet spiders, and most monsters in the adjacent few levels know this and are afraid. The retriever cannot leave this area, as it is too large to successfully negotiate any of the exit tunnels.

6A-6. The Wizard's Crypt and Psychic Surprise

A 20-foot-high pyramid of black stone constitutes the southern portion of this cavern. Runes and writings cover the pyramid's entire surface. The ominous script, written in Draconic, reads as follows:

*Me'Nak has gone into the void
Enter his tomb and be destroyed.
Beware intruders who disturb Me'Nak's rest;
You are not welcome, do not molest,
Nor enter to respects be paid
You are not welcome at this grave.
Pyramid ensorcelled tomb — Me'Nak has warned thee of thy doom!*

The Pyramid. This pyramid, the crypt of a long-dead wizard, is protected to prevent theft of the treasures within. Accessing the tomb requires astral or ethereal projection, as there is no mundane entrance. The 3-foot-thick stone the pyramid is constructed of resists magic spells cast below 5th level. The crypt's protective features once included a *time stop* effect, but an **intellect devourer**[®] triggered that trap when attempting to enter the tomb astrally and has been stuck in the stasis field ever since. Any character entering the crypt releases the intellect devourer from its confinement.

Note: If a creature ceases to be astral or ethereal when inside the tomb and does not reassume that state within one round, it is forever trapped within the crypt!

Treasure. The tomb contains a gold circlet set with a diamond worth 1,750 gp, a *robe of eyes*, and a scroll of 5 spells (*antimagic field*, *fear*, *gate*, *reverse gravity*, and *wall of stone*). The intellect devourer carries a journal (written in its native tongue which requires a *comprehend languages* spell to translate) that contains a brief description of Level 6 — providing a clue as to the one-and-only hidden entrance to Level 7.

Journal. The intellect devourer's alien text can be roughly translated as follows:

"Had wet day after silly swim from home. Found odd fungus things near path over water made by man-things. One was time changer for man-things. Very dangerous. Need new entrance to home to avoid swim wet, but man-things and dead-man things no find home because of swim wet. Mazes confuse one bunch of man-things, and they swim past ball of light, find home. Brains small but taste good. No more man-things find home, so me go get some to eat. Find strange man-thing of stone; will look into stone-thing to see power within. Must look inside."

The rest is either undecipherable code, gibberish, or unimportant. You should note that the above describes Areas 6-13 through -15 in great detail. The pool on Level 6, Area 6-15, is the only entrance to Level 7.

6A-7. Nadroj's Tomb

Though difficult to locate, the secret entrance, leads to a small room containing a stone sarcophagus. The secret door opens by sliding up. Finding it requires a successful DC 18 Wisdom (Perception) check.

Opening the stone sarcophagus requires a successful DC 18 Strength check or a combined strength of 25. A wealthy and exceedingly evil merchant-prince paid a high price to be entombed here. His soul lingers elsewhere. He is otherwise known as **Nadroj**[®] the wraith and lives on Level 4 of this dungeon. Other than the difficult-to-find entrance, there are no traps or monsters in this crypt. This should terrify the party. Note: If this tomb is robbed by the party, Nadroj is permanently destroyed if he is subsequently slain on Level 4. Conversely, if Nadroj was previously "slain" by the characters, he is here at full strength.

Treasure. Hidden in a secret compartment in the crypt is a scroll of 3 spells (*control weather*, *dimension door*, and *prismatic wall*). The secret compartment can be found with a successful DC 18 Intelligence (Investigation) check. The crypt also contains a gold and sapphire necklace, a ring, and brooch worth 850 gp in total.

6A-8. The Cathedral Cave

This cave has a very high ceiling, arching higher than torchlight can illuminate. The cavern is immense, containing a large lake where a river slows to flow around a central island. From the island, 2 huge, natural stone columns, each fully 30 feet in diameter at the base, ascend into the darkness above. This island (Area 6A-9) is home to 3 trolls. The river runs from Level 3 above, down to Level 10A.

6A-9. The "Naughty" Trolls

These trolls are very intelligent (as trolls go) and use several magical goodies acquired over the years. These items make them far more dangerous than ordinary trolls. **Gurang the Speedy Troll**[®] wears *boots of speed*. **Warasch the Sneaky Troll**[®] has a *ring of resistance* (fire), and **Zoolbing the Scary Troll**[®] has a +1 *shield* and a *gauntlet of rust*^{GM}. All the trolls have a swim speed of 40 feet.

Tactics. Do not treat these trolls as "normal trolls." Read their statistics and magic items very carefully before running this encounter. The naughty trolls are old, wise, and very cunning. If overmatched, they try to escape to fight later (they hunt for the party almost anywhere in the dungeon) and neither die stupidly nor fight to the death if they see they are losing. Gurang immediately engages the characters at close range using his great speed. He attacks one opponent only until his strong brother Zoolbing catches up and helps him. They then gang-attack one character until the opponent falls. Meanwhile, Warasch sneaks around behind the characters and attacks lightly armored individuals, preferably spellcasters, from the rear. Zoolbing uses his gauntlet against all armored foes. Any troll severely harmed by fire or acid dives into the river and swims to Level 10A, returning later to exact his revenge!

Treasure. These trolls have acquired quite a hoard. Their hunting has been very successful, and they have developed a good trade relationship with the goblin miners on Level 8. In addition to their personal magic items (the *boots of speed*, *ring of resistance* (fire), the +1 *shield*, and the *gauntlet of rust*^{GM}) they own a large pile of gold ore worth 6,000 gp. At the end of a buried chain on the "west" coast of the island is a locked iron box. This chain can be found by digging through the sandy soil or by characters carefully searching the shoreline and succeeding on a DC 20 Intelligence (Investigation) check. Inside the iron box are 14 alexandrite gems worth 250 gp each and a *wand of ice storm* (6 charges). Zoolbing the Scary Troll carries the only key to the iron box. Without the key, the chest requires a successful DC 19 Dexterity check with thieves' tools or a DC 20 Strength check to open.

6A-10. The Troll Bridge

Visible just 4 inches below the water's surface, large stones look as though someone had deliberately placed them there, creating a path of stepping stones leading to the island. Crossing the stones requires a successful DC 16 Dexterity (Acrobatics) check to avoid falling into the river.

Level 7: The Gates of Hell

This extraordinarily difficult level houses a clan of encephalon gorgers and its kennel of hell hounds. The level also provides the only entrance to the Portal of Darkness on Level 13, which itself leads to the central power source for the entire dungeon, The Den of the Master on Level 15. As such, Level 7 functions as a testing ground for characters; no party should proceed deeper into the dungeon if it cannot first survive the Gates of Hell. The encephalon gorgers use this level's teleports to quickly traverse the area's twisting passages and tunnels. Due to the encephalon gorgers' solitary and secretive nature and because the other dungeon denizens fear these treacherous creatures, many rooms remain empty. The area is shown on The Gates of Hell map.

Level 7

Difficulty Level: Tier 2

Access: Water tunnel from Area 6-15, secret staircase to Area 13-1, river tunnel to Area 11A-1, chute to Area 12-1, stairs to Area 12-1.

Wandering Monsters: Check once every hour on 1d20.

d20 Encounter

1	Gelatinous cube
2-3	2d6 giant rats
4	1d2 encephalon gorgers ^B and 1d4 hell hounds
5-20	No encounter

General Features

Atmosphere Characters detect great evil in Area 7-14 and down the staircase in 7-18. Though few creatures from the other levels venture to the Gates of Hell, rats are ever-present.

Ceiling Height: Varies, see area description.

Doors: Iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: The crypt in Area 7-18 is shielded. No magic, aside from the secret door located there, functions in this area.

Surfaces: Most surfaces of the level are of cut stone; all the footing, except where noted, is even.

Other:

- The channel leading to Level 11A is swift and deep, and swimming against this current requires a successful DC 25 Strength (Athletics) check or a swim speed of at least 40. Travel upstream leads to a subterranean river and drops further underground. Running beside the channel, a 3-foot-wide path cut into the rock allows characters safe, single-file passage.
- Due to the inherent evil of this level, clerics of good- and neutral-aligned deities cannot recover spells above 2nd level while on this level.

7-1. Entrance Chamber

Swimming through the pool of water on Level 6, characters eventually emerge here. This cave's atmosphere is surprisingly warm and dry; a stiff gust of hot air blows from Area 7-3.

7-2. Empty Rooms

The occasional piece of junk clutters the otherwise empty areas marked 7-2.

Crawlspaces. Area 7-2a differs from the areas marked 7-2 by having 3 crawlspaces that diverge from it — each crawlspace no more than 3 feet high and 2 feet wide. Small creatures can traverse the narrow passages by crouching or crawling; Medium creatures must succeed on a DC 12 Dexterity saving throw to negotiate the twisting tunnels without getting stuck. A stuck creature has its movement reduced to zero, automatically fails Dexterity saving throws, and is effectively prone. Once stuck, the character may attempt another saving throw to become unstuck. Whenever a character gets stuck, 1d4 giant rats arrive and begin feeding on the helpless character. Large creatures cannot pass through the crawlspaces.

7-3. The Warm Room

This room radiates a strange, magical heat, creating the warm breeze felt in Area 7-1. A red glow emanates from Area 7-4.

7-4. The Gates of Hell

A huge iron gate dominates the eastern end of this chamber. The gate is locked; the bars, set 3 inches apart, are fully 4 inches thick. Carvings of demons and devils and infernal inscriptions appropriately adorn the gate. Behind the gate, **Revirax^B** the giant abyssal 3-headed hell hound stands poised to attack anyone other than an encephalon gorgor who approaches within range of his breath weapon. The gate provides three-quarters cover to the hell hound, which fights to the death to prevent passage through the gate. The monstrous hound can open and close the gates by mental command. It pursues those that disturb it, though never straying far from the gates. This beast was created by Orcus' avatar in the dungeon — the Master.

Heated Iron Gates of Hell. The gates are treated as if under the permanent effects of a *heat metal* spell, inflicting 9 (2d8) fire damage per round to all who touch it, including those trying to pick the lock or break the bars. This effect cannot be dispelled. Breaking the bars or lock requires a successful DC 30 Strength check. Picking the lock requires a successful DC 25 Dexterity check with thieves' tools.

7-5. Teleportals

The 6 areas designated 7-5A through -5F are teleports and can be used to move about the dungeon level.

Teleportals. Stepping into any of these areas activates the teleportation, sending the character (or characters, if more step through simultaneously) to another designated teleportal area. In some cases, the teleportal's destination varies depending upon the direction from which characters enter the room. Objects thrown into the room are teleported as soon as

LEVEL 7: THE GATES OF HELL





they cross the room's threshold. Stretching an arm or a leg into the room does not activate the teleportal, but if half a character's body crosses the threshold (e.g., while flying) or if their foot touches the floor, they are instantly teleported. Only the character stepping into the room is teleported; therefore, characters linked together by a rope do not teleport simultaneously. Once teleported, a character may leave the new teleportal area by any available exit without reactivating the teleportal. Re-entering the room, however, activates the teleportal. The following list provides each teleportal's destination area, based on the direction entered:

- 7-5A west leads to 7-5C
- 7-5A east leads to 7-5E
- 7-5B north leads to 7-5D
- 7-5B south leads to 7-5A
- 7-5C north leads to 7-5E
- 7-5C south leads to 7-5B
- 7-5D south leads to 7-5F
- 7-5E northwest leads to 7-5B
- 7-5E southeast leads to 7-5C
- 7-5F southeast leads to 7-5A

7-6. The River Path

This 10-foot-deep river and the 3-foot-wide riverbank path that parallels it wind down several hundred feet to Level 11A. There are no encounters along this footpath, and characters may pass safely by traveling single file and moving no faster than a hustle. Characters falling into the water are quickly carried downstream to Level 11A. A character who is a fantastic swimmer can reach the shore before being swept away. In any case, characters succeeding on a DC 25 Strength (Athletics) check avoid

drowning while being carried along by the current. The current moves at 40 feet per round.

7-7. The Encephalon Gorgers Shrine

Black and red veins streak the polished stone that constitutes this large temple's floors and walls. Twelve pillars of the same veined stone display grotesque and abstract carvings. Against the west wall, 3 wide marble steps lead to a dais that supports a stone pedestal with 3 gold panels (see Magic Panel Trap). This shrine, sacred to the encephalon gorgers, is their unholy place of dark worship. The shrine's iron door is locked and bolted from the inside. It can be broken open with a successful DC 25 Strength check, or the bolt can be opened with a successful DC 25 Dexterity check using thieves' tools. Currently, 6 **encephalon gorgers**^B, led by their priest, **Gilth**^B, are performing a Ritual of Melding, whereby they commune psychically to enhance their power. Any disturbance outside the door disrupts this unholy ritual, thoroughly enraging the encephalon gorgers who immediately prepare for battle.

Tactics. As soon as the encephalon gorgers detect intruders trying to enter the temple, they position themselves 40 feet from the door. Then, depending on how long it takes the characters to break through the door, the encephalon gorgers take the following actions:

- Round 1: Encephalon gorgers take up position; Gilth casts *prayer*^{PG}.
- Round 2: The encephalon gorgers each use Mindsense to determine the size of the invading party; Gilth casts *bles*.
- Round 3: The encephalon gorgers concentrate using Mindsense to determine the number and strength of the minds beyond the door; Gilth casts *shield of faith*.
- Round 4: The encephalon gorgers activate *haste*.

When the door opens, if they have prepared themselves as above, the encephalon gorgers hit the characters as follows:

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- Each of the encephalon gorgers moves to attack a foe entering the room, working in pairs.
- Gilth casts *inflict wounds*.
- For the remainder of combat, the encephalon gorgers keep attacking with their claws and grapples. Encephalon gorgers who continued to use mindsense in the 1st round jump into the fray in the 2nd round, hoping to get some yummy brain juice; Gilth uses his *wand* and magic for as long as possible.

If the characters penetrate the door without alerting the encephalon gorgers, they immediately act as listed above starting with round 4's tactics, but Gilth first casts *shield of faith*. Encephalon gorgers target fighters and clerics before more lightly armored foes; they consider Joe Platemail III more dangerous than his magic-using friends (due to their spell resistance).

Treasure. Each encephalon gorgor carries 1d3 opals worth 100 to 200 gp each; Gilth wears a gold torque worth 1,000 gp and carries his *greater ring of protection^{GM}* and a *wand of lightning bolts*. Hidden within the pedestal is a *ring of spell turning*.

Accessing the ring. To access the *ring of spell turning*, characters must press the 3 gold panels in the correct order (from left [A] to right [C]): B, A, C, B. Deviating from this order — for instance, pressing panel A first or pressing B then C — triggers a blast of red light from the pedestal. Any character within 30 feet of the pedestal must succeed on a DC 15 Constitution saving throw or fall unconscious for 1d4 hours and lose 1 point of Intelligence permanently. This magical trap cannot be disabled or dispelled. The correct order can be determined through trial and error or a successful DC 25 Intelligence (Investigation) check. Failing by 5 or more triggers the trap. Should the characters press the panels in the correct order, the top of the pedestal slides aside revealing a small depression within which the ring is set.

7-8. Secret Staircase

Seemingly a simple, empty room, even the secret door to the west appears ordinary. Once discovered with a successful DC 15 Wisdom (Perception) check, however, it becomes clear that this is no “ordinary” secret door. Upon finding the door, the characters discover a secret keyhole, but there is absolutely no way to get this door open without the key from Area 7-12. No magic can destroy or bypass this door, and the lock cannot be picked. Once opened, the door reveals a staircase stretching down into the darkness, leading eventually to Level 12, Area 12-1.

7-9. The Basin of the Mind

Against the western wall of this otherwise empty chamber is a 10-foot-wide, 5-foot-deep pool of still, black water. The water gives off a faint, minty odor. A character touching the water with bare skin feels a slight burn, as if exposing an open cut to a mildly acidic juice. The water radiates moderate abjuration magic.

Basin Water. Any character who tastes the water finds it refreshing and delicious and must succeed on a DC 15 Wisdom saving throw to avoid gulping down a full quart of the stuff. Immediately casting either a successful *dispel magic* (versus an 8th level spell-effect) or a *remove curse* can cure the afflicted character of this desire to drink. After consuming the water, the character must succeed on a DC 16 Wisdom saving throw or be cursed with a -2 to all subsequent saving throws. This curse can only be broken with a *remove curse* or *wish*.

On the other hand, a character who removes all armor and clothing and immerses themselves in the stinging water receives full immunity to all karmic tempest attacks (see Area 7-14) for the next week. Unaware of this benefit, the character notices only a strong tingling sensation in the scalp for the next 20 minutes.

7-10. The Kennel

These small, interconnected chambers house the encephalon gorgers' litter of **hell hounds**. Twenty-one beasts roam the 5 rooms, attacking

anyone who sets foot in the northernmost chamber. The final, southernmost chamber is the lair of the den mother — a large, hell hound that only joins combat should it progress beyond the first room.

Den Mother. The largest of the creatures is a normal **hell hound**, except:

- **Hit Points** 52 (8d8+16)

7-11. Entrance to the Slave Pits

This room is empty. A half-hexagon shape extends from floor to ceiling along the middle of the north, east, and west walls. While there is nothing interesting or special about the north or east walls, the west wall's trapped secret door leads to a series of small, hexagonal-shaped rooms, each with its own trapped secret door.

Secret Door. The secret doors can be found with a successful DC 14 Wisdom (Perception) check.

- When Area 7-11A's door is opened, a poisoned crossbow bolt is fired from Area 7-11A's eastern wall, making a ranged attack at +10 to hit against the first character in its path. On a hit it does 6 (1d8+2) piercing damage and, on a failed DC 14 Constitution saving throw, 33 (6d10) poison damage. The trap can be detected with a successful DC 18 Intelligence (Investigation) check and disarmed with a successful DC 15 Dexterity check using thieves' tools. Accidentally activating it prior to opening the door simply launches the bolt into the door.
- Area 7-11B's door has the same trap as Area 7-11A's door.
- While Area 7-11C's door is not trapped, there is a pressure plate on the floor directly beyond the threshold. When the plate registers 20 pounds of pressure, a poisoned crossbow bolt is fired from the northern wall of Area 7-11C, acting as the one in Area 7-11A. The pressure plate can be detected with a successful DC 17 Wisdom (Perception) check and avoided easily. Disarming it requires a successful DC 22 Dexterity check with thieves' tools.
- When Area 7-11D's door is opened, a deadly, poisonous gas is released. All creatures within 20 feet of the door must make a successful DC 14 Constitution saving throw or take 44 (8d10) poison damage. The trap can be detected with a successful DC 17 Intelligence (Investigation) check. The trigger can be deactivated with a successful DC 20 Dexterity check with thieves' tools but is activated if the check fails by five or more. Area 7-11D contains an 8-foot-diameter circular chute that descends 40 feet at a 70-degree angle to Area 12-38.

7-12. Pillars of Sacrifice

A character succeeding on a DC 20 Wisdom (Perception) check in this area reveals the secret door leading to Area 7-12. This room contains 4 thick but unremarkable stone pillars. Painted in the center of the floor is a 6-foot-diameter yellow circle ringed in red. Characters closely examining the western pillar and succeeding on a DC 14 Wisdom (Perception) check notice a small, carved relief in the shape of a key.

The Circle. When a character enters the painted circle, 3 *magic mouths* appear, one on each of the northern, eastern, and southern pillars. In clockwise order, the mouths say the following: “Give of your life” (north). “Give of your heart” (east). “Give of your mind” (south). Once the last *magic mouth* has spoken, a glowing-red, 1-foot-diameter circle replaces each mouth on the pillars. The red circles remain on the pillars until characters either vacate the room or remove the key from the western pillar. Any character placing their right hand on a glowing red circle gains one level of exhaustion (removable only with *greater restoration* or *wish*) from the north circle, permanently loses one point of Wisdom from the east, or permanently loses one point of Intelligence from the south. There is no saving throw. Once a character, or characters, has placed their hand in each red circle, a bright yellow light flashes from the western pillar, and the key to the secret door in Area 7-8 appears, resting perfectly in the relief. A character may remove the key without difficulty. More than one character may place their hands in the circles; one character doesn't have to suffer so!

7-13. Doors and Exits

Each of the 4, equidistant alcoves in this empty, circular chamber contains a heavy, unlocked iron door, cool to the touch. Listening at the doors, characters hear a strange, moaning wind. Opening the doors reveals a curtain of silvery mist. Characters can see nothing beyond the mist. A character extending a hand or other body part through the ephemeral curtain feels only cool, dry air.

These doorways, one-way teleportals that function like those in Area 7-5, lead to separate locations, as follows:

- North: To the island lair of the dragon, Aragnak, as described in the wilderness section.
- West: Forty miles into the eastern desert, near the “Pit of Despair” adventure detailed in *Quests of Doom Volume 2* by Frog God Games.
- South: To Area 3A-10.
- East: To the basement of the Fortune’s Fool casino in Bard’s Gate, detailed in *Bard’s Gate* by Frog God Games.

7-14 The Hall of the Overmind

Characters can reach the Hall of the Overmind by 1 of 2 steep stone stairwells that ascend through the floor of this enormous, arena-like chamber. The stairwells, 5 feet wide and 20 feet long, end at a landing that is flush with the floor of the hall itself. The ceiling arches 30 feet above the polished, stone floor, and 2 enormous braziers, both 10 feet in diameter, burn brightly at the north end of the great hall. In the center of the chamber, surrounded by 15-foot-high stone pillars, is the pool of the **Overmind**^b, the bodiless, sentient “soul” of the encephalon gorgers.

Presently, 10 **encephalon gorgers**^b and 8 **morlock**^b slaves attend to the Overmind’s needs. Only encephalon gorgers or their slaves may enter this sacred place. The Overmind automatically recognizes the identity (that is, encephalon gorgers or otherwise) and intent of anyone setting foot on the stairs and immediately warns its minions telepathically of approaching danger. Once alerted, the encephalon gorgers spring into action.

Tactics. First, the morlocks position themselves, 4 to a stairwell, to block the chamber’s entrances. Meanwhile, the encephalon gorgers, divided evenly, position themselves 30 feet behind the morlocks. While waiting for the intruders, the Overmind scans the minds of the characters and relates their strength and numbers to the encephalon gorgers. Once the characters reveal themselves, the morlocks attack with their battleaxes, while the encephalon gorgers use their karmic tempest ability (Morlocks are immune to the karmic tempest’s effects.) The encephalon gorgers’ tactics: keep the morlocks between themselves and the characters for as long as possible and wear the characters down with wave after wave of mental blasts. If necessary, the encephalon gorgers retreat to within the circle of pillars surrounding the Overmind (see The Overmind). Although an encephalon gorgers normally abandons companions and treasure alike if its own life seems threatened, no encephalon gorgers leave the hall alive until all intruders are slain. Truly — it’s a fight to the death!

Treasure. Characters discover, at the bottom of the Overmind pool, a silver strongbox inlaid with diamonds worth 1,500 gp, and containing 2,500 pp; a *greater ring of spell storing*^{GM} currently holding *invisibility*, *fireball*, and *magic jar*; a *superior cloak of protection*^{GM} and a *staff of healing*.

7-15. The Ziggurat of Faith

The short passage widens, becoming a narrow chamber, faced on the north by 3 “steps,” each 5 feet high, 5 feet wide and of diminishing lengths. On the topmost step, just visible through the gloom at the center of a yellow glow, a pedestal supports a large tome. Carved in the chamber’s floor is the legend: “*Ziggurat of Faith.*”

Steps. Each step is a test. Only a cleric, druid, or paladin of at least 10th level can attempt the test. Characters of different classes or of insufficient levels suffer enough temporary Strength damage to reduce them to 1 in that attribute upon touching the stone steps — no saving throw. The loss is recovered in 2d4 minutes. Likewise, all magical attempts to reach the tome (e.g., *dimension door*, *flying*, etc.) fail. No magic, except that protecting the *tome*, functions on or above the steps.

- **Step One:** When an appropriate character climbs onto the step, they hear a voice in their head. (Note: Only the player controlling the tested character should be allowed to hear the voice; that is the only one who can answer the question. If the player attempts to ask for help from other players, the character is thrown from the steps [see *Wrong Answers*].) The voice asks, “Where is the seat of faith: the mind, the soul, or the sword?” The correct answer is “the soul.” Speaking the answer aloud permits the character to scale the next step.

- **Step Two:** Upon reaching this step, the character again hears a voice. “From whence is the faithful protected: resistance, forgiveness, or acceptance?” The correct answer is “acceptance.” (This step operates exactly as step 1.)

- **Step Three:** The final test! This time the character hears no voice. Instead, 1 round after the character’s arrival at the light-enshrouded pedestal and tome, a skeletal figure wearing chain mail and wielding a black greatsword rises out of the darkness and steps toward the character. The character has 2 chances for success: disbelieving the creature with a successful DC 16 Intelligence (Investigation) check or doing nothing. If the character successfully makes their check, the image disappears. The shimmering light around the pedestal also vanishes, allowing the character to take the *tome*. If the character does nothing, the blade passes harmlessly through their body, the skeleton vanishes, and the *tome* is available. Treat any other response — drawing a sword or casting a spell — as a wrong answer. There is one exception: clerics or paladins may attempt to turn the skeletal figure, as this action requires faith.

Characters attempting to “grab the *tome* and run” discover that the shimmering yellow light is a protective field. No physical body can pass through it, and no magic (e.g., *telekinesis*) affects the tome inside.

Wrong Answers. The moment a character delivers a wrong answer, a powerful telekinetic force hurls the character from the step to the floor below. The character takes 3 (1d6) bludgeoning damage per step ascended. A character attempting the Ziggurat of Faith after giving a wrong answer is treated as having the wrong class or level when touching the steps.

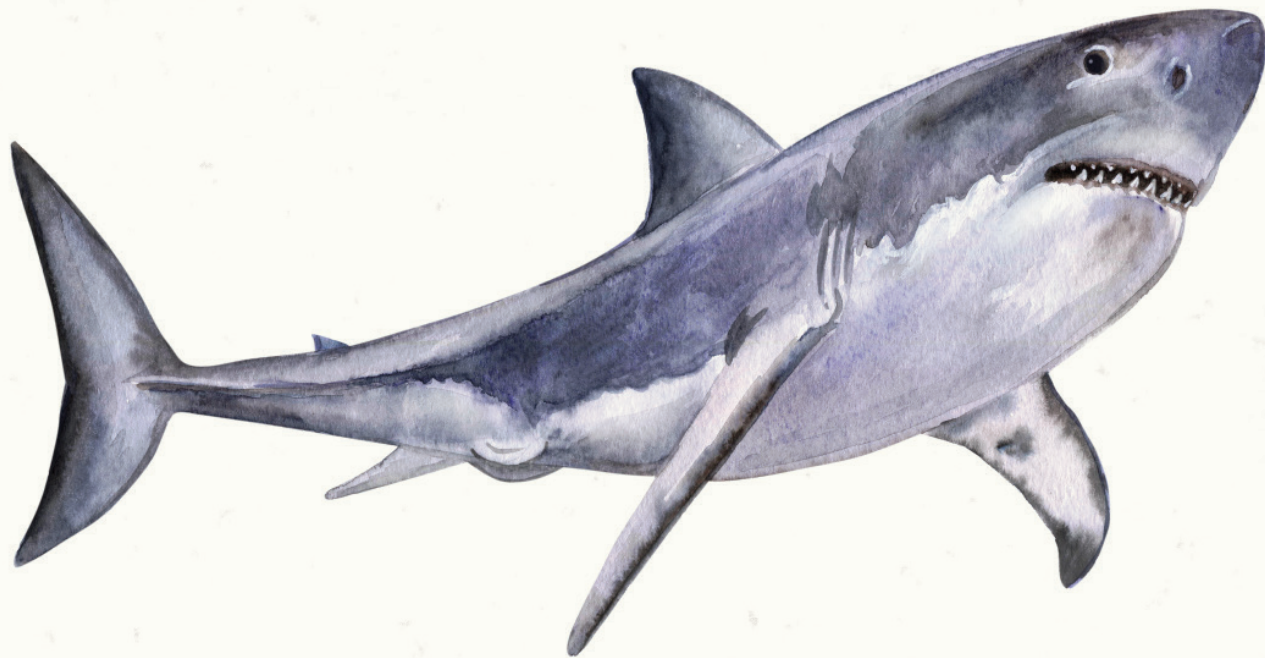
Treasure. The book is a *tome of understanding*.

7-16. Testing Pillars

This cave contains nothing but 2 stone pillars. Carved on the floor in Common, a legend reads as follows: “*Whosoever wishes to take the test of strength, pass between the pillars.*” Walking around or behind the pillars or examining them closely reveals nothing beyond the fact that they are simple, unadorned stone columns. Any character who passes between the pillars, though, immediately vanishes, and all belongings — weapons, armor, supplies, jewelry — Everything! — drops into a heap between the pillars’ bases.

Pillar Effects. The character “awakens” in a dreamlike setting. They stand in the middle of a huge amphitheater’s arena. No entrances or exits can be seen, only thousands of empty seats. Wearing only sandals and leather armor, the character spots a simple wooden club nearby on the ground. Sixty feet away, carrying a greatclub in each hand and glaring with bloodlust in its eyes, stands an **ettin**.

Trial by Combat. The test is straightforward: defeat the ettin armed with only club and wits or perish. No magic of any kind functions within the arena. Should the character triumph, he or she is returned to the cave of the testing pillars — naked and carrying not a club but a *manual of gainful exercise*. Any wounds incurred during the battle are quite real and must be healed. Should the character lose, its body returns to the cave where it may or may not be healed, depending on how deadly the ettin’s final blow was. In any event, that character may not attempt the test of strength again. Another may, but only if the first failed. The pillars “reactivate” exactly a year and a day after someone passes the test.



7-17. The Crater Cave

Two tunnels terminate in this enormous cavern: the northern tunnel descends from the western staircase in Area 7-14, and the western entrance is little more than a crawlspace from Area 7-2a. By whichever means they arrive, the characters are greeted by a staggering sight. Rising 65 feet into the darkness and stretching 40 feet across and 60 feet end-to-end is a massive, oval rock formation containing a vast crater. To reach the interior crater, however, characters must first fly up or scale the sheer cliff face of the rock formation. Climbing the formation requires a successful DC 20 Strength (Athletics) check.

The Crater. Dark, still water fills the crater, rising to within 20 feet of the crater's lip. The crater's interior slopes down sharply to the water and those climbing must take care lest they fall into the "lake." Characters taking the time to investigate might notice subtle ripples on the surface of the water, betraying the presence of the **zombified carcharodon**^b (a large shark, like the great white) that protects the secret entrance to Area 7-18, located at the base of the lake. The water is 45 feet deep, and there is no hope of either defeating the zombie carcharodon or finding the secret entrance without securing a means to breathe underwater. Even then, characters must succeed on a DC 18 Intelligence (Investigation) check to locate the hidden entrance — beneath a large rock.

Tactics. The carcharodon attacks characters 1d3 rounds after they enter the water.

7-18. Trapped Tunnel, the Stone Crypt, and Stairway to Hell

Trapped Tunnel. The twisting tunnel narrows briefly to a width of 5 feet. The walls of this portion of the tunnel are smooth and manmade. One hundred pounds of force, exerted on the floor between the smooth walls, activates this deadly trap: 24 poisoned spears, 12 from each wall, spring out and impale anyone between the walls! Each spear makes a melee weapon attack at +12 to hit against a target in front of it. On a hit, a spear does 8 (1d8+4) piercing damage and, on a failed DC 16 Constitution saving throw, 16 (3d10) poison damage. Up to 4 spears can attack a single Medium or Small target.

Crypt Room. Painted images of Orcus and his minions slaying the unfaithful and reigning for an eternity in a fiery abyss adorn the walls of this square chamber. In the center of the room, a square, stone crypt bears a painting of a door on each exterior face. The western painted door resembles a barred gate, the southern painted door, a solid, iron-bound wooden door, the eastern painted door, a stone door, and the northern painted door, an iron door. Inscribed above each door, in Abyssal, is a single word: *Abase* (west), *Thee* (south), *And* (east), *Enter* (north). Should anyone kneel before the northern wall of the crypt and declare devotion to, reverence for, and awe of Orcus, a light surrounds the painted portal and a secret door swings open. There is no other way to open this secret door; it cannot be pried or jimmied and, as stated earlier, no magic except that of the door functions in this area.

Sarcophagus. Within the crypt, against the west wall, is a single stone sarcophagus — the likeness of a great demonic warrior carved on its lid. The sarcophagus is entirely empty. In the middle of the floor is a secret trap door. The outline of the door can be seen with a successful DC 16 Wisdom (Perception) check. The handholds for this door, however, have long since worn smooth, so a successful DC 17 Strength check or appropriate tools is required to pry it open. The trap door opens to reveal a 5-foot-wide, 50-foot-long sloping passage that ends in a set of rough, carved stairs — stairs lead to Level 13, Area 13-1.

Level 7A: The Hall of Kazleth, The Phase Minotaur King

Largely an extension of the primary maze on Level 6 — though the two are not connected — this level combines a large, minotaur-inhabited maze and a goblin outpost from which surface raids are staged. Kazleth, a powerful minotaur — blessed by the evil gods and cursed by the good gods to interesting magical effect — rules this level. Finally, though quite difficult to locate, a well-hidden crypt at Area 7A-9 poses a greater danger than does anything else on this level. The area is shown on The Hall of Kazleth, the Phase Minotaur King map.

Level 7A

Difficulty Level: Tier 2

Access: Tunnel from Area 4A-2C, door from Area 3A-4, stairs to Area 9A-1, stairs to Area 9-1.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1	Gelatinous cube
2-3	2d6 giant rats
4-6	1d3 phase minotaurs ^B
7	1d2 swarms of rats
8	2d4 goblins accompanied by 1d2 goblin leaders ^B
9-20	No encounter

General Features

Atmosphere: Confusion gas suffuses all maze sections and is unavoidably inhaled by every breathing creature, except in the (better-ventilated) exit areas. This gas causes a loss of sense of direction. No save is allowed. Minotaurs are immune to its effects. You should randomly reverse the characters' directions every few turns within a maze.

Ceiling Height: Caverns are up to 30 feet tall, with mazes and halls 15 feet typical.

Doors: None (secret door in ceiling of 7A-4)

- **Secret Doors:** Stone. Require a successful DC 18 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check with thieves' tools^o or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Cut and natural stone. The cavern is filled with stalactites and stalagmites. The ground, level in all areas, offers good footing. Walls, columns and other features, are pockmarked with numerous handholds and holes, can be climbed with a successful DC 8 Strength (Athletics) check.

Other:

- Fungus encrusts most surfaces in the natural cavern areas on this level; 20% of the fungus is edible, while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature)

check. Mazes and cut corridors are free of fungus. Poisonous fungus is fatal in 1d3 rounds.

- The channel in Area 7A-3 runs swift and deep, and no human could possibly swim against this current; a creature in the water must succeed on a DC 15 Strength (Athletics) check or have a swim speed to keep above water. Characters wishing to travel upstream (to Area 7A-9) must employ some other means (i.e., *water walking* or flying). If characters swim downstream, off the mapped area, they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.

7A-1. The Entrance

The unlocked door from Level 3A, Area 3A-4, opens into this area.

7A-2. Empty Rooms

The occasional piece of junk or debris litters those rooms marked 7A-2. Roll a wandering monster check each time characters enter a room labeled "7A-2."

7A-3. The Hall of Kazleth

Stalactites and stalagmites accent this large, rubble-filled cavern.

Terrain. Characters falter through this difficult terrain at half their normal movement, but monsters move normally, having adjusted to the area's condition. A character engaging in full movement or running must succeed on a DC 13 Dexterity (Acrobatics) check or fall and suffer 1 (1d3) bludgeoning damage. The ceiling is visible 30 feet overhead and characters can navigate the rubble without clearing away any material by following the route highlighted on the map (the dotted line). Finding this route requires a successful DC 16 Wisdom (Survival) check. The fallen rubble creates a maze-like effect within the cave. **Kazleth^B** the Phase Minotaur King and 12 **phase minotaur^B** servitors make this cave their den. The minotaurs attack immediately — neither asking for nor giving any quarter. Kazleth appears two rounds after battle is joined.

Tactics. These vicious minotaurs fight to the death. Their primary tactic is to use ethereal jaunt to phase out then reappear a few yards away from their adversary to use their powerful charge attack. They fight normally for 1 round, and then repeat the process. They attempt to get advantage through use of their reckless ability, surprise, flanking, or any other means available. Kazleth attacks with his huge axe until he has lost 75% of his hit points, at which time he withdraws to let his servitors bear the brunt of the fighting, stepping in only when he can best avoid counterattacks. Kazleth also fights until slain — though with more cunning and tactical ability than that of his servitors.

Treasure. The minotaurs have situated several bed-down areas throughout the cavern. Kazleth sleeps near a large throne's base.



His bedding of soft debris contains the following:

- 2,100 gp worth of gold ore and nuggets weighing 80 pounds.
- an intricately carved jade statue of a 3-eyed frog, fully 1 foot in diameter, worth 1,500 gp.
- 14 assorted, large, uncut gems worth 125 gp each.
- a large ivory drinking horn, set with gold and emeralds, worth 2,500 gp.
- The throne itself, weighing 1,500 pounds, is constructed of fine wood, inlaid with gold filigree and inset with semiprecious gems — its value altogether over 5,000 gp, if it could be transported to the surface.

7A-4. The End of the Maze

This area's maze terminates in a 40-foot-diameter, circular room. Fixed in its ceiling is a secret door, which requires a character to succeed on a DC 18 Wisdom (Perception) check to discover. It offers access to a 60-foot diameter circular room with one exit to the south, leading to another maze section and eventually to Area 7A-7. Three rounds after characters enter the upper room, a hidden **gelatinous cube** enters and heads for the characters. It uses no tactics, but characters may not immediately notice the transparent cube.

7A-5. The Entrance from Level 4A

This 3-foot-diameter tunnel leads from Area 4A-2C on Level 4A. The climb to Level 4A is steep, but not difficult.

7A-6. The Goblin Outpost

Several very confused, very frightened goblins inhabit this area. They are trapped in the maze and wish only to return to Level 12A. Because the phase minotaurs have eaten several of their comrades, the goblins do not willingly pass through the minotaur lair, even to escape. Nor do they go through Level 10 to return home. Thirteen goblins have survived — 12 **goblin** warriors and Oswald, the **goblin shaman**^B.

Tactics. If any character is using a light source, the goblins are aware of the party with a roll of 1–3 on 1d6. The goblins' strategy is to capture a lightly armored character, then ransom that hostage, demanding proof that the minotaurs are dead. They avoid direct confrontations with characters.

Treasure. The warriors have only 3d4 cp each, while Oswald carries a +1 *shield* and 25 gp.

7A-7. Passage to the Lava Pit

This very warm corridor's temperature increases as the characters follow it to a locked door that leads to Area 9-1. The door can be opened with a successful DC 16 Strength check or a DC 16 Dexterity check using thieves' tools.

7A-8. Passage to the Hydra's Lair

This passage, extending 50 feet into eerie darkness, ends at rough-carved stairs that lead down to Level 9A.

7A-9 The Secret Tombs

The party can reach this area only by way of the river channel in Area 7A-3. Characters wishing to travel upstream, against the channel's strong current, must employ some means other than swimming (i.e., *water walking* or flying).

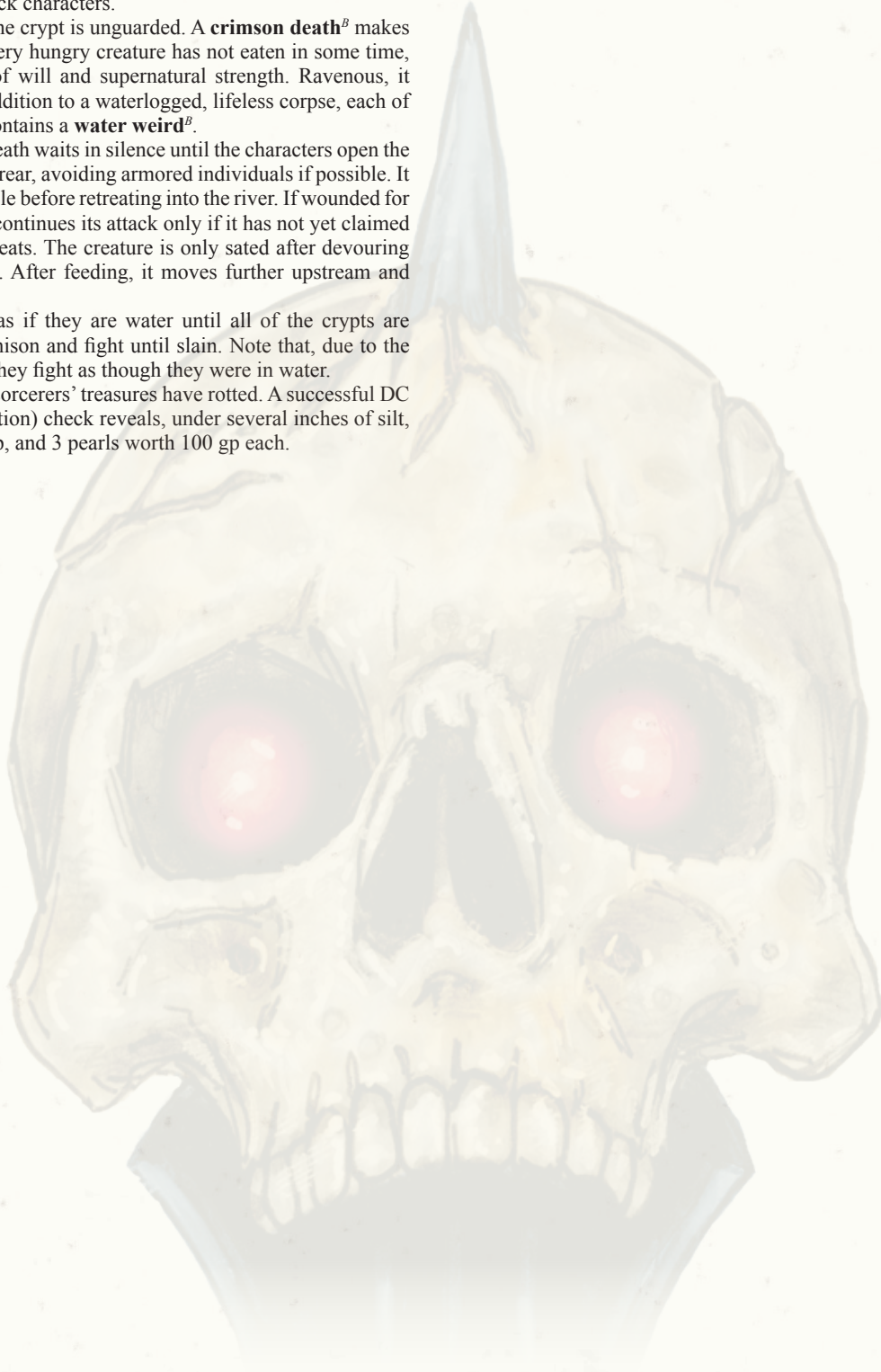
The Tombs. This room contains 3 sunken crypts, and its floor lies beneath 2 feet of water. The crypts' lids rise 3 inches above the water line. The crypts, made of common stone, require that a character succeed on a DC 16 Strength check to pry open. They contain the remains of an evil sorcerer and his 2 apprentices (refugees from Tsar). Deviating from standard Rappan Athuk protocol, the arcanists are actually dead; they neither reanimate nor attack characters.

This is not to say that the crypt is unguarded. A **crimson death**^B makes this area its home. This very hungry creature has not eaten in some time, enduring only by force of will and supernatural strength. Ravenous, it attacks immediately. In addition to a waterlogged, lifeless corpse, each of the 3 submerged tombs contains a **water weird**^B.

Tactics. The crimson death waits in silence until the characters open the crypts. It attacks from the rear, avoiding armored individuals if possible. It attempts to kill 1 or 2 people before retreating into the river. If wounded for over half its hit points, it continues its attack only if it has not yet claimed a victim; otherwise it retreats. The creature is only sated after devouring 24 points of Constitution. After feeding, it moves further upstream and hides underwater.

The water weirds act as if they are water until all of the crypts are opened. They attack in unison and fight until slain. Note that, due to the ground's saturated state, they fight as though they were in water.

Treasure. Most of the sorcerers' treasures have rotted. A successful DC 16 Intelligence (Investigation) check reveals, under several inches of silt, *bracers of defense*, 215 gp, and 3 pearls worth 100 gp each.



Level 7B: Caves and Caverns of the Ancient God

“This was a squat, plain temple of basalt blocks without a single carving, and containing only a vacant onyx pedestal. ... It has been built in imitation of certain temples depicted in the vaults of Zin, to house a very terrible black toad-idol found in the red-litten world and called Tsathoggua in the Yothic manuscripts. It had been a potent and widely worshipped god, and after its adoption by the people of K'n-yan had lent its name to the city which was later to become dominant in that region. Yothic legend said that it had come from a mysterious inner realm beneath the red-litten world — a black realm of peculiar-sensed beings which had no light at all, but which had had great civilizations and mighty gods before ever the reptilian quadrupeds of Yoth had come into being.”

—H. P. Lovecraft and Zealia Bishop, “The Mound”

Many ask why the evil armies of Orcus selected Rappan Athuk, along with its associated cave complex, as the place to settle and fortify. No one alive knows the answer; however, uses of *legend lore* or clever research by sages could reveal that they were drawn by some ancient evil presence. Long before armies of man roamed the surface, an eldritch evil festered deep beneath the earth. These caverns contain a putrid power so old it has been forgotten. The minions of Orcus never breached the ancient caverns deep under Rappan Athuk, and perhaps they were lucky they did not. What they sought, and what possible interactions would come to pass between minions of the two demons are unknown. The area is shown on the Caves and Caverns of the Ancient Gods, maps 1 and 2.

Level 7B

Difficulty Level: Tier 3

Access: Secret tunnel from Area 13C-10.

Wandering Monsters: Check once every hour on 1d20:

d20	Encounter
1	1d6 black puddings
2	1d6 headless horrors ^B
3	3d6 frog spawn of Tsathoggua ^B
4	1d8 giant lizards
5	Gloom crawler ^B
6	1 patch of green slime
7	1d6 violet fungi and 2d6 shriekers
8	Shambling mound
9	1d3 piercers
10–20	No encounter

General Features

Atmosphere: Extreme evil from the statue and pool of Tsathoggua in Area 7B-8.

Ceiling Heights: Natural caverns vary from 8 to 80 feet high, as described in each area.

Doors: None

Shields and Wards: None

Surfaces: The floors and ceilings are covered with stalagmites and

stalactites. Walls, columns and other features on this level are dry.

Other:

- Random fungus and dripping water are everywhere, and a stench of decay permeates the air. This area is fungus-filled: 20% of the fungus is edible, while 10% is poisonous. Druids, rangers, and dwarves have advantage on the DC 15 Intelligence (Nature) or Wisdom (Survival) check to tell one from the other. Those consuming poisonous mushrooms must succeed on a DC 14 Constitution saving throw or instantly drop to 0 hit points and be poisoned for 1 hour.

7B-1. Tunnel Entrance from Below

This blocked tunnel rises 600 feet at a slight angle from Area 13C-10.

Cave-In. The tunnel is blocked and filled with rubble for the first 80 feet. It takes a character 10 minutes to clear each 5 feet of tunnel, with a maximum of 3 characters able to work (e.g. 3 characters can clear 15 feet in 10 minutes). Dwarves count as 2 characters for purposes of clearing the debris. This material must be cleared to pass through into Area 7B-3. Hints of space beyond should be given to the players, such as a slight breeze in the air causing torches to flicker near the rubble pile. Once the rubble is moved to reveal a 5-foot tunnel, other hints like cave paintings and ochre or charcoal stains on the walls can be given, indicating that “something” lies behind the blocked corridor. Keep in mind that clearing this material not only takes a great deal of time, but also makes a lot of noise, possibly drawing random encounters to players from the Level 13C encounter chart.

Good News/Bad News. The good news is that gravity aids the players trying to clear the rubble (the tunnel slopes down), the bad news is that every 10 minutes there is a 20% chance of a collapse and rubble slide filling a 20-foot x 10-foot section of the tunnel. Characters must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) bludgeoning of damage, save again or be trapped under a pile of rubble, taking 3 (1d6) bludgeoning damage per round until freed by others. It takes a successful DC 16 Strength (Athletics) check to free a trapped character.

7B-2. Empty Rooms

Self-explanatory, although this is a good time to roll for wandering monsters.

7B-3. The Egg

This 60-foot-diameter cavern is smooth walled and has a slightly sloping ceiling, peaked in the middle, giving the whole a rather unnerving egg-shaped look. Covering the walls and ceiling are thousands of painted images of what look like cavemen worshipping frog demons and sacrificing humans and animals to some weird frog god. The paintings are quite primitive though clear in their intent and meaning. The floor of the cave contains only a thin veneer of soil over clean solid rock.

7B-4. Meow!

This large cavern contains mounds of churned up soil and rock, spread in piles 5 to 10 feet in diameter, randomly spaced throughout its base. The

Caves and Caverns of the Ancient Gods

Level 7B, Map I

N



RAPPAN ATHUK

cavern itself is nearly 400 feet in diameter, with an 80-foot ceiling. Bats and small insects flit about in the darkness, although no random encounters occur in this room, as other denizens of this level have learned to avoid coming here. The cavern floor is highly uneven and is difficult terrain. Running or moving in combat requires a successful DC 14 Dexterity (Acrobatics) check each round to avoid tripping, falling prone and taking 1 slashing damage from the sharp rocks. The biggest problem here is of course the 3 **bulettes** that are the cause of the uneven floor.

Tunnels. Below this cavern, the bulette tunnels lead to Area 7B-6. Digging through the tunnels requires clearing away 20 feet of rubble, and results in a fall of 20 feet and 7 (2d6) bludgeoning damage as the tunnel clears into that area. The damage is avoided with a successful DC 14 Dexterity saving throw.

Tactics. Being able to sense movement on the ground, these landsharks attack 2d6 rounds after the cavern is entered. The bulettes have grown fairly lazy, and do not pursue anyone fleeing out of this area unless the party includes halflings (they have a special taste for the short folk). The bulettes' first attack comes from underground. Each surprise a victim if possible in the first round of combat as it burrows up from below. A *silence* spell prevents a character from being attacked in this way, although *invisibility* or other visual obfuscation has no effect. Likewise, anyone not touching the ground is safe. Once they are on the surface, the bulettes attack randomly, choosing a victim from all targets within range, although they always preferentially attack a halfling, and attack dwarves only if they are the only target (dwarves taste yucky). A bulette reduced to 25% of its original hit points retreats underground.

7B-5. So What If You Have a Vorpal Weapon?

This is the den of a small tribe of 31 **headless horrors**^B. The cavern itself is 300 feet in diameter and has an 80-foot ceiling, sloping down to 50 feet in the southern end. Numerous small ledges and caves dot the

southern end of the area, creating individual nests for the tribe of headless that reside here. A total of 9 nest areas exist on this wall. Due to the idol in it, all headless horrors within 40 feet of Nest 9 regenerate 1 hit point at the beginning of their turn if they don't start their turn with 0 hit points and gain +2 on all attacks and damage and +4 on all saves.

- **Nest 1.** This nest consists of a 20-foot-diameter cave and contains 1 male and 1 female headless, and 2 small cubs (non-combatant; 0 XP).
- **Nest 2.** This nest consists of a 10-foot-diameter cave and contains 1 male headless.
- **Nest 3.** This nest consists of a 40-foot-diameter cave and contains 1 male and 2 female headless. They have 6 cubs (non-combatant; 0 XP). One of the cubs wears a strangely carved necklace of bones and rock chips that acts as an *amulet of greater protection*.
- **Nest 4.** This nest consists of a 40-foot-diameter cave and contains 3 male headless.
- **Nest 5.** This nest consists of a 60-foot-diameter cave and contains 1 male chieftain headless named **Kelzurn**^B, his mate **Fwand**^B, and 3 cubs (non-combatant; 0 XP).
- **Nest 6.** This nest consists of a 30-foot-diameter cave and contains 3 female headless, and 1 rather sickly cub.
- **Nest 7.** This nest consists of a 20-foot-diameter cave and contains 1 male and 1 female headless. They have a small vein of mithral in the back of their cave (500 pounds of ore, generates 10 pounds of mithral if mined and refined, worth 16,000gp).
- **Nest 8.** This nest consists of a 20-foot-diameter cave and contains 2 males.
- **Nest 9.** This nest consists of a 60-foot-diameter cave and is the home of **Seraficer**^B, a male warlock headless. This witchdoctor wields a *staff of withering* and has a suit of armor made from bulette hide. A strangely shaped statue of some weird forgotten god stands at the back of the cave. It appears as a headless man with 6 arms and a maw in its chest. This is Uhm, the god of the headless. This statue grants boons to any



LEVEL 7B: CAVES AND CAVERNS OF THE ANCIENT GODS

headless within 40 feet (regenerate 1 hp/round, +2 on all attacks and damage and +4 on all saves; not included in stats).

Tactics. The headless horrors swarm to defend their lair. If they are not surprised, 1 female in each nest moves any cubs present to the witchdoctor's nest. Three females remain with the cubs, while the rest of the tribe join in and attack any intruders. The headless are not stupid, and gather and mass attack rather than slowly join in. Note that they are highly proficient climbers and that they know all the easy ways up and down into their nests. They can reach the cavern floor in 1 round per 20 feet of descent or ascent. Any headless except the chieftain that is wounded over 50% retreats to the witchdoctor's cave and make a final stand there.

7B-6. Under-Cavern of the Bulettes

This cavern is the nest of the bulettes in Area 7B-4. It contains large castings of creatures they have previously devoured, as well as a fairly obvious large quartz vein streaking through the north side wall. Examination of this quartz vein reveals that in addition to the milky quartz, there are flecks of gold and silver. A dwarf or any character with mining experience immediately realizes that this is a motherlode vein.

Treasure. There is a total of 112,000 gp of gold ore and 950,000 sp of silver ore present in the vein. It takes 8 hours to mine 1% of the ore (which weighs 1 ton until refined). A truly committed group of players could make quite a large amount of money here, although the logistics of removal are difficult. Additionally, there are 4 bulette eggs present in the nest, as well as any wounded bulettes from Area 7B-4 that may have retreated.

7B-7. The River of Filth

This cavern is 70 feet wide and has a 40-foot ceiling. Running down its center is a 20-foot-wide, slow-moving river leading from Area 7B-8 to the lake in 7B-9. The river oozes and bubbles with slime and filth, flowing forth from the rock formation in Area 7B-8. It has a stench of sulfur and rotting slime. The water itself contains billions of harmful bacteria. Contact with the water is harmless, although exposure to any cuts or ingestion of the water itself forces a DC 14 Constitution saving throw to avoid contracting a fatal disease (death in 2d6 days).

Spawn. Swimming in the river are 24 **frog spawn of Tsathogga^B**. They attack any that approach within 30 feet of the riverbank. They attack mindlessly and have no treasure. Frogs do not enter Area 7B-8.

7B-8. Tsathogga and the Black Pool

A river flows from the western edge of this cavern, flowing out of a naturally formed image of the frog god Tsathogga. The stone formation truly resembles the demon-frog himself and has been blessed (or cursed) by that vile one as an unholy altar. Merely passing within 60 feet of the rock image requires a successful DC 16 Wisdom saving throw to overcome the fear caused by this blessing. The cavern itself is 100 feet in diameter, with walls of polished and smoothed rock. Flanking the stone formation on either side are two carved stone pools.

The Statue of the Frog God. This image was naturally formed from cave deposits over thousands of years, until it was discovered by worshippers of Tsathogga. The evil priests placed 2 huge gems — 100,000 gp uncut sapphires — into its eyes. These evil ones consecrated the image as an altar of the frog god, and as a blessing the god rewarded their efforts by creating the following effects (treat the statue as a religious relic):

- The stone is immune to bludgeoning, piercing, and slashing damage from nonmagical weapons and resistant to that from magical weapons. The wielder of any magical weapon that strikes it must make a successful DC 12 Strength saving throw or the weapon shatters.
- The image putrefies any water touching it, creating a disease-ridden, sulfurous smelling vile substance that causes a fatal disease. Imbibers or anyone contacting the fluid must succeed on a DC 14 Constitution saving throw or die in 2d6 days.
- The eye gems cannot be removed without a +4 or better weapon. Anyone trying to remove the eyes must make a successful DC 20 Wis-

dom saving throw or immediately dive into the black pool closest to the character.

- The image causes *fear*. Any creature that can see it must make a successful DC 16 Wisdom saving throw or refuse to move to within 60 feet of the image. If a creature fails the saving throw, it can try again in 24 hours.

- The statue has advantage on all saving throws against magical effects.

- If the statue is damaged, 3 **hezrou demons** — Kth'luh, Ruhioa and Tolith — bound to the statue as servants are released. Their names are prominently inscribed on the statue in a demonic language (requires *comprehend languages* or equivalent to decipher). If their names are spoken, they are summoned as well, attacking any that are present unless a priest of Tsathogga is present, in which case they obey the commands of the priest.

- The image grants a boon to the formless ones (black puddings) within 100 feet, giving them maximum hit points and advantage on saving throws against magical effects.

- The statue reforms any black puddings slain within 1 day.

- The statue can be permanently destroyed only by physical damage from holy or blessed weapons, and its powers destroyed only by then grinding the metal from those weapons and mixing the powdered metal into the rubble. Otherwise, the image reforms in 2d6 months.

The Black Pools. Each of these pools is 7 feet deep and contains a large **black pudding**. Due to the presence of the demon statue, these puddings have maximum hit points and advantage on saving throws against magical effects. They attack anyone in the chamber after 2d6 rounds, or if anyone gets within 5 feet of the pools, surprising if possible. If burned for over 50% of their hit points, the puddings retreat into their pool or the river to put out the fire if possible.

7B-9. The Dark Lake

This 600-foot x 400-foot cavern contains a large subterranean lake. The river from Area 7B-8 flows into the lake area, dissipating its disease-causing waters into it (the water still contains disease, but all saves are made with advantage due to dilution). All around the shoreline are bones of cavemen and frogs. Most appear to be gnawed on and cracked. Once per 10 minutes, any within the cavern draw the attention of 2d6 **frog spawn of Tsathogga^B**. They attack mindlessly. There are literally hundreds of these foul creatures here, so they continue to attack until 500 have been slain.

Path to the Platform. Careful inspection of the lake itself reveals shallow steps set into the water on the northern side of the cavern, leading to a center platform in the middle of the lake. The frogs avoid this area and any in combat retreat as soon as they get within 30 feet of the platform.

Central Platform. The platform itself is constructed of pure black stone (obsidian, worth 200,000 gp if somehow removed). Beneath the platform is the blob Masika, a monstrous black pudding. It attacks intelligently, waiting for characters to become complacent and catch their breath from frog attacks. This monster is an ancient creature and is the undisputed apex predator on this level.

Masika is a normal **black pudding**, except:

- It is **Huge**.
- **Hit Points** 190 (20d12+60).
- **Str** 20 (+5)
- **Challenge** 5 (1,800 XP)
- **Pseudopod.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 27 (6d8) acid damage.

7B-10. 2001, A Space Oddity

The entrance to this side cavern is again blocked by rubble. If touched with bare hands, the rubble seems to slightly hum and vibrate, with the vibrations increasing in intensity as the corridor is cleared. Beyond the

The Caves and Caverns of the Ancient Gods

Level 7B, Map 2

To Level 7B
Map 1



1 square - 10 feet

LEVEL 7B: CAVES AND CAVERNS OF THE ANCIENT GODS

20-foot rubble-filled passage is a small cave, 20 feet in diameter. In the center of the cave is a black stone pylon.

Pylon out of Space and Time. The pylon itself is made of an indestructible material and is etched with mathematical symbols. If touched, a random effect takes place (no save is allowed against any of these effects):

d20	Effect
1	Random attribute is raised by 1.
2	Random attribute is lowered by 1.
3	The character gains 1 level.
4	The character loses 1 level.
5	The character gains a natural +1 AC bonus.
6	The character loses 1d4 points from their maximum hit points permanently.
7	The character levitates 1 inch off the ground for 3d6 hours.
8	The character moves at half speed for 3d6 hours.
9	The character gains a +2 bonus on all saves for 24 hours.
10	The character incurs a -2 penalty on all saves for 24 hours.
11	Random attribute is raised by 1d3.
12	Random attribute is lowered by 1d3.
13	The character gains a permanent +1 bonus to unarmed attacks.
14	The character gains a permanent -1 penalty to all melee weapon attacks.
15	The character grows 6 inches (gains +1 Strength). Equipment does not grow.
16	The character shrinks 6 inches (incurs -1 Strength). Equipment does not shrink.
17	The character gains a permanent immunity to cold.
18	The character gains a permanent vulnerability to cold.
19	The character gains a permanent immunity to fire.
20	The character gains a permanent vulnerability to fire.

The pylon can affect each character only twice. Touching the pylon a third time results in an electric shock for 10 (3d6) lightning damage. A successful DC 15 Dexterity saving throw reduces the damage by half.

7B-II. Night Terror

The tunnel leading down to this cavern slopes steeply and contains loose rubble and sand. Characters must make a successful DC 14 Dexterity (Acrobatics) check each round until they reach the bottom, 80 feet below, or lose their footing and slide 1d6 x 5 feet.

The cave itself creates a feeling of darkness and foreboding, an aura of spine-tingling fear that pervades all the way to its edge. The cave itself is 50 feet in diameter, with large chunks of rubble filling the floor. The back of the room seems darker than the rest, and light does not penetrate as far (light distances halved) in the back 20 feet, almost as if a curtain of darkness is dampening the light. As the area is approached, a large pile of gold and silver ore (total value 20,000 gp, weighs 400 pounds) can be seen mounded in a pile.

Bump in the Night. As one would expect, guarding this pile of treasure is an incorporeal creature known as a **night terror**^B.

Tactics. The night terror attacks as soon as anyone touches the treasure.

7B-12. The Topiary

This huge cavern is different than most of the others on this level in that it is filled wall-to-wall with various types of fungus and subterranean plants. Water drips from the 200-foot ceiling and a slight breeze indicates that there must be a passage somewhere “up there” to the surface. Bats flit about along the ceiling, and a few small birds can be observed by anyone flying near the roof of the cavern. Following these birds and bats reveals a 2-foot-diameter tunnel leading out to the surface, just to the south of the troll lair (Wilderness Area 4). Most of the plants and fungus are harmless; however, a few areas contain dangerous bits, as well as one area that is the home of a **topiary beast**^B.

The cavern itself is approximately 500 feet in diameter, with its floor pocked with stalagmites and columns, as well as dozens of small pools of water. The whole cavern is damp and earthy smelling. Dangerous areas are noted below.

- **Area A.** This area contains a large patch of **yellow mold**^B, spread over a 30-foot area.
- **Area B.** This area contains a patch of 8 **violet fungi**. The fungi attack any creature passing within 10 feet. The remains of 4 adventurers who came in from the ceiling (and unfortunately landed in this area) are mixed in with the ground fungus and detritus. Most of the gear is rotted away and useless; however, amid the rusty metal and moldy cloth can be found 122 gp, a silver holy symbol, 2 *potions of flying*, a *ring of resistance* (fire) and a *medallion of thoughts*.
- **Area C.** This area contains a large patch of 22 **shriekers** and is the nesting area of the **topiary beast**^B. The topiary beast appears to be a large shrieker at first, only revealing itself if the party is engaged by another creature or appears to be slaughtering the shriekers. There is a 90% chance that the shambling mounds from Area D are drawn to combat by the shriekers.
- **Area D.** This area is the nest of 4 **shambling mounds**. The mounds attack anyone that comes near their lair.

7B-13. Dem Bones

This dry cave contains literally thousands and thousands of bones. It was once used as a midden for the cavemen that lived here. The cave itself is 120 feet in diameter, and there are over 400,000 bones here. None animate, attack, or are magical in any way. Of interest, however, is 1 large skull of a triceratops, worth 5,000 gp to the right buyer. It weighs about 800 pounds.

7B-14. Lothar Wolf

This cavern area differs from the rest of the level because it has been carved to create flat walls and floors. The ceiling has been smoothed, and crude signs of stoneworking are present everywhere. The cavern itself is 60 feet long and 40 feet wide, and the ceiling rises to a height of 30 feet. At the far end of the cavern is a carved throne-like structure, flanked by 2 large statues of wolves. The throne is composed of a reddish-pink stone and is inlaid with various uncut gems and stones. One minor problem, however: The 2 stone wolves are in fact **carytid columns**^B, and the long-dead **wraith** of the last caveman king, Lothar, hides his incorporeal self within the stone block.

Tactics. The carytid columns attack any within the room. While wolf shaped, they fight as any others of their kind. Lothar meanwhile, waits until the players are engaged in combat, and then reaches up through the floor to attack, focusing on spellcasters first. Unless turned, he returns underground and repeats his attacks, avoiding combat with characters.

Treasure. If removed or pried loose, the gems themselves are worth 5,000 gp. Intact, the stone throne is worth 30,000 gp.

Level 8: Caves and Caverns - The Tomb of the Evil King

A nexus point in the dungeon, this cavern connects both Levels 6 and 6A with Rappan Athuk's lower reaches. Several individual cave complexes, separated by large river channels, comprise this cavern level. In addition to Goov, the undead king, and Yokim, his concubine, this level contains a manticores lair, a nest of river trolls, and numerous goblins that mine for gold on Level 10A. The goblins know and fear the occupants of Area 8-3, which contains a nest of huge, blind cave scorpions that serve the evil king, Gundar; a creature related to an eye of the deep resides here as well. The area is shown on the Caves and Caverns, the Tomb of the Evil King map.

Level 8

Difficulty Level: Tier 2

Access: Stairs from Area 6-10, a river tunnel from Area 6A-2, stairs to Area 10A-9.

Wandering Monsters: There are only 5 manticores and 1 eye of the deep on this level, but effectively endless quantities of the other monsters. If the party slays Gundar and the manticores, treat the results for these monsters on the following table as "No Encounter." Check once every hour on 1d20.

d20	Encounter
1	1d2 manticores
2	Gundar , eye of the deep ^B
3	2d6 giant rats
4	1d3 river trolls ^B
5	2d4 goblin miners ^B with 1d4 goblin leaders ^B
6	1d6 giant scorpions
7	1d2 swarms of rats
8	2d6 stirges
9-20	No encounter

General Features

Atmosphere: Evil emanates from the tomb at Area 8-15.

Ceiling Height: Natural cavern ceiling height varies, up to 60 feet high.

Doors: None.

Shields and Wards: Lead shields Area 8-15 from magical detections and any magical transportation into or out of the area (e.g., teleportation).

Surfaces: Natural and cut stone. The ground in this level, though sandy, offers good footing. Walls, columns, and other features, though somewhat wet and slippery, are pockmarked with numerous handholds and holes and can be climbed with a successful DC 12 Strength (Athletics) check.

Other:

- Fungus encrusts this level's cave areas; 20% of the fungus is edible,

while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Mazes and cut corridors are free of fungus. Poisonous fungus is fatal in 1d3 rounds.

- Unless characters have some way to avoid swimming (e.g., flying), they encounter difficulties navigating this level. All downgradient movement (northwest of Area 8-4) is a lethal, one-way trip. The channel near Area 8-12 runs swift and deep, and no human can possibly swim against his current. Conversely, characters can wade through the river's entrance (to the east) until reaching Area 8-10. Also, characters can swim across the wide, slow-current pool between Areas 8-10, 8-4, and 8-3 without an Athletics check. If characters swim downstream, off the mapped Area, they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.

8-1. Entrance

The stairs from Level 6 descend into a small cavern. Dozens of rat tunnels dot the walls, running as high as the ceiling. Stalactites and stalagmites grow toward one another from the roof and floor of the cavern in vast numbers. If the characters are using light, check immediately for a wandering monster. Characters hear running water nearby — time to learn how to deal with the river!

8-2. Empty Caves

The occasional piece of junk or debris litters those caves marked 8-2. Roll a wandering monster check each time characters enter a cave labeled "8-2." In one of the caves (your choice), a successful DC 17 Wisdom (Perception) check uncovers a verse composed by the famous bard, Gaylon Swordsinger, scratched onto the cavern's wall. The poem, translated from Elvish, reads as follows:

Be wary, Travelers, of the scorpions' nest, And manticores—doth dearly test;

In this cave did Gaylon rest.

*Before King Goov's lair to seek,
And past the many-eyed Gundar sneak, I know neither within this
darkened cave How long I have traveled nor the day.*

*Horrors I have seen and more, In search of the fabled Mithral door:
With fearless Bannor and the Bulviagh at my side, We take a rest that's
been long denied.*

*When we wake we shall proceed
To traverse the darkness of the demon's lair In hopes that Orcus shall
not prevail.*

— Gaylon the Sword Singer



8-3. The Scorpion Nest

The white sand of this broad, clean beach reflects torchlight. Numerous cave openings pockmark the east wall of the cliff that towers above the beach. Small footprints, like scratches in the sand, cover the area. As soon as you set foot on the beach, dozens of giant scorpions stream out of the caves.

This beach area, surrounded by caves, forms the nest of 48 **giant scorpions**. These blind, albino vermin, drawn here by Area 8-15's resident, protect his bride's resting place (Area 8-9). Fine swimmers (see below), the scorpions can traverse the water except in Area 8-12.

Tactics. The scorpions attack until slain and pursue swimmers. After 3d6 scorpions immediately launch the attack, 1d6 more scorpions join the fray every 10 rounds until all are slain. The scorpions add dead characters to their larder, devouring them in 1 day. The scorpions swarm the nearest opponent until no more scorpions fit; the remainder move on to the next-closest victim. They concentrate their frenzied attacks due to hunger, not intellect.

The Nest. The scorpions have secreted their egg nest in a cave behind the beach. These eggs are hard-shelled, oval objects about 1 foot in diameter. There are hundreds of them. If this nest is destroyed, scorpion losses are permanent. If characters leave the nest intact, scorpions repopulate the area at a rate of 1d6 per week, until reaching a maximum of 48. Several goblin bodies clutter the nest, as do the corpses of a long-dead party of adventurers.

Treasure. Carefully searching the remains reveals intact mundane equipment for a party of 5: 2 fighters in plate, a priest of Ra in chain mail, a rogue in leather armor, and a wizard in robes. All wood, paper, and other soft material are destroyed. The wizard's neck still bears a *medallion of thoughts*.

Story Award. If the characters destroy the egg nest, award them an additional 500 XP.

8-4. The Rope Bridge

Suspended 10 feet above the beach areas that bracket the swift channel, 3 ropes, tied through iron pitons driven into the cliffs, comprise a makeshift bridge. Goblin miners, intending to cross over to Area 8-3, established this crossing but abandoned it when the scorpions killed several workers. The ropes and fixing points — all fully intact — remain quite sturdy. Best of all, being on the bridge puts characters beyond the scorpions' reach.

8-5. The Cliff Up

This cave entrance opens into a larger passage. The tunnel behind it leads up at a sharp angle but offers enough headspace to walk upright. The cliff itself, merely 20 feet high, is easily climbed, requiring no Athletics check. The tunnel slopes up for 100 feet and opens into Area 8-7.

8-6. The Brick Wall

A shoddy, hastily fashioned brick-and-mortar wall suggests that something had been entombed by a person or persons with limited skills or time. Because it is not really a secret door, opening it means removing bricks. The bricks, layered 6 feet thick, take 2 characters three hours' work to clear away. This activity, generating a lot of noise, attracts Gundar from Area 8-8. Additionally, you should perform wandering monster checks at twice their normal frequency during deconstruction activities. Beyond the wall, a 60-foot winding tunnel leads to Yokim's tomb (Area 8-9).

8-7. Gundar's Doorstep

On the opposite wall of this rectangular cavern, a cliff leads down. A stone giant rat statue, poised on the cliff's edge, seems to peer into the darkness.

The cliff face — a descent of 40 feet — leads to Area 8-8. As all the local denizens know what lives in Area 8-8, few monsters willingly wander here.

8-8. The Eye's Lair

Gundar^B lurks here. The aberration belongs to a group of subterranean creatures related to the aquatic race known as eyes of the deep. Because King Goov does not get out much, Gundar is by far the most powerful monster on this level. This level's other monsters give Gundar a wide berth.

Development. Gundar sometimes bargains and trades with the goblin miners in Area 8-13 and remains neutrally disposed toward them — if they stay away from his lair! He feeds on scorpions, rats, and the occasional, amusing adventurer who crosses his path. Wise in the ways of the world, Gundar usually attacks characters on sight (and he sees very well). If characters instead pursue a more diplomatic course of action, Gundar may parlay. If successful, he allows only 1 character to approach within 50 feet. Any proposition must be to his benefit. This encounter offers you a good roleplaying opportunity beyond a more typical monster slugfest. Specifically, Gundar wants the characters to slay the lesser gibbering orb on Level 10A. This orb (Villix by name) drove Gundar out of his own lair on that level, and Gundar wants very much to return to it. If this deed can be proven, he rewards the characters with a pair of *wings of flying* from his treasure hoard.

Tactics. Gundar typically attacks half of the party when it is descending the cliff, which allows him to use all his eye rays during each round of action. Gundar uses his paralytic and enfeeblement eye rays on heavily-armored types but concentrates his *stun* cone on any obvious spellcasters.

Treasure. Gundar's treasure lies hidden under a 500-pound rock in the cave's north wall. Finding it requires a successful DC 18 Intelligence (Investigation) check. Moving the rock reveals the following items: a human skeleton wearing a set of *druid's vestments^{GM}*, a *chime of opening* folded up in a blue silk cloth worth 250 gp, a small coffer holding *potions of resistance* (fire) and *flying*, a pair of *gloves of swimming and climbing*, a pair of *wings of flying*, and an ivory scroll case worth 50 gp, containing a scroll of 3 arcane spells (*mind blank*, *passwall*, and *wall of ice*).

8-9. Yokim's Tomb

Beyond the brick wall, a corridor leads down to a small crypt: Yokim's tomb. The acolytes of Orcus entombed Yokim, the unwilling elven concubine of King Goov during life, alive — her crypt sealed and walled up so that she could not leave Goov after his undeath. As she starved to death, sealed in her coffin, Yokim transformed into a **banshee^B**.

The Curse. Bound by her curse to Goov, she nonetheless hates him and speaks with the characters unless they immediately attack her. She pleads with them, asking them to free her spirit by destroying Goov, and gives them a key to his underwater door. Though bound to help him when called, she explains, she is unwilling to serve him; she does not use her wailing voice against the characters if they agree to help her.

Tactics. When called (arriving in 1d6 rounds) to Goov's lair (Area 8-15), Yokim attacks physically. Destroying Goov frees Yokim, allowing her to finally die, thus leaving the characters in peace. If the characters refuse to help her, she wails and attacks them.

Treasure. Yokim's crypt contains rotted finery, a gold ring worth 50 gp and a *potion of giant strength* (stone giant), as well as the key to Goov's tomb (Area 8-15).

8-10. The Playground

This sandy beach serves as the primary attack zone of Area 8-11's manticores. The beach's condition betrays their presence: piles of bones, disturbed earth, and catlike footprints. The manticores favor this spacious area, as it allows them to use their flight and tail-spike-throwing abilities. A steep hill leads to Area 8-11. Three rounds after the characters land on the beach, all living manticores (up to 5) from Area 8-11 swoop down to attack.

8-11. The Manticore Nest

The nest houses as many as 1d4+1 **manticores**, unless characters slew any as wandering encounters. Three are males, and 2 females. They enjoy an uneasy truce with both the goblins and Gundar.

LEVEL 8: CAVES AND CAVERNS - THE TOMB OF THE EVIL KING

Tactics. The manticores attack as soon as the characters reach the beach. They swoop in and shoot tail spikes. They do not join melee combat until all but 1 volley of spikes are exhausted, then they land and attack. If 3 are slain and the remaining manticores are wounded over 50% of their hit points, the survivors fly to Area 8-14 and retreat into the vast cavern at Level 10A, returning in 2 days' time.

Treasure. A pile of debris in the manticore nest contains some valuables: a suit of +1 *plate*, a +2 *shortsword*, and 2,100 gp worth of gold ore stolen from the goblins (weighing 800 pounds). Beneath skeletal remains, characters find a magical flute. When played, the instrument acts as *pipes of the sewers*.

8-12. The Swift River

The river's current, very strong and fast, makes swimming here impossible. Anyone entering the water, voluntarily or otherwise, is in real trouble. Characters might catch land at Area 8-2, -3, or -4 with a successful DC 16 Strength (Athletics) check (Area 8-1 is too small and offers no purchase). Failing all checks, waterborne characters drown, swept downstream. The current also impedes characters' attempts to recover their comrades' bodies or belongings.

8-13. The Goblin Camp

Goblins laboring on Level 10A established and populate this mining camp. The goblins — 42 **goblin miners**^B and 7 **goblin leaders**^B — gather ore here, bribe the trolls at Area 8-16 to ferry it to Level 6A and then carry it themselves to Levels 4A, 9A, and 12A (wherein lies the goblin city!)

Tactics. The goblins scatter, negating the effectiveness of area-affect spells, and rain missile fire on their opponents. They do not pursue anyone who leaves them alone. Guarding quite a stash of loot has elevated their morale; they withdraw only after all the leaders and over half of the remaining goblins are dead. One leader, using a *ring of swimming*, travels to and requests help from Area 8-16's trolls upon the characters' arrival. The trolls arrive 3d6 rounds after the battle begins. If the characters try to negotiate, the trolls attack from the river, surprising both the characters and the goblins (except the goblin leader accompanying the trolls). The next round, the goblins attack. If the characters leave in peace before the trolls arrive, the trolls swim further, looking for later opportunities to ambush the party.

Treasure. Piled around the goblin camp are 12 person-months' worth of food (edible, but not appetizing), 49 sets of mining tools and 15,600 gp worth of gold ore (weighing 6,000 pounds). Each goblin has weapons and armor, assorted mining tools, 1d4 gp, and 1d4 sp. Each goblin leader has weapons and armor, assorted mining tools, 2d4 gp, and 2d4 sp. One goblin leader also owns a *ring of swimming*.

8-14. Down, Down, Down You Go

A roughly carved staircase descends for over 100 feet. At its terminus, a landing guides characters to another set of stairs running switchback and descending another 100 feet. Goblin miners carved these stairs to reach the gold mine on Level 10A. On the switchback, a successful DC 16 Wisdom (Perception) check reveals a gold nugget worth 22 gp.

8-15. King Goov's Tomb

Forty feet below the pool's surface, a manmade structure, a stone box 10 feet square, seems curiously out of place. From above the surface of the water this structure is barely noticeable. A person underwater has a better chance of finding it; the box can be seen underwater with a successful DC 14 Wisdom (Perception) check. From above the surface of the pool, give disadvantage on the check. An intricate lock and what is obviously a door together adorn one of its faces. The lock can be opened with a successful DC 17 Dexterity check with thieves' tools or a DC 25 Strength check.

The King. The door opens into an upward-sloping corridor that terminates in the lair of the greater mummy, **King Goov**^B. Egotistical, thoroughly evil but incredibly stupid, King Goov ruled ineffectually. Lacking charisma —

owing to his horrible personality and disfigured, pear-like shape — Goov wielded a *rod of rulership* to coerce fealty from his unfortunate subjects and his unwilling concubine, Yokim. Goov made a covenant with Orcus to remain alive after death. In trade, Goov sacrificed 500 young maidens to the evil god, which triggered a revolt among his people, leading to regicide. Honoring his promise, Orcus made Goov undead. Discovering his concubine in a tryst with a halfling named Helman, Goov kidnapped Yokim by the dark of night and whisked her away to Level 4's evil temple.

Tactics. King Goov, very upset that his rest has been disturbed, attempts to kill all intruders. He begins by using his *rod of rulership*, following with *symbol of pain* and exhale swarm. After King Goov calls his scorpions (summon scorpions), he wades into melee. If sorely pressed, he summons his banshee concubine, Yokim, from Area 8-9 (she arrives in 1d6 rounds), calling her name in a bellowing voice with a strange and unidentifiable accent.

Treasure. Other than Goov's armor (*gold dragon scale mail*) and a *rod of rulership*, his coffin, made of solid stone and weighing 4,500 lb., is worth 20,000 gp due to the intricate carving and workmanship. Getting it to the surface may prove an impossible task. Goov's triangular crown, ostentatiously gaudy and worth 1,000 gp, might fetch 1,500 gp if melted down — the pure gold is more valuable than the horrid item created from it!

8-16. The Troll Lair

This is the lair of a new strain of troll. These creatures, 3 **river trolls**^B, bear some resemblance to normal trolls. While they lack normal trolls' climbing acumen, they are instead fine swimmers. They must also spend at least 4 hours each day in the water; otherwise, they dry out and lose their regenerative abilities. This encounter assumes that the trolls have not helped the goblin miners in Area 8-13 or at least have had time to return to their lair.

Tactics. Excellent swimmers, these trolls do not fear the swift channel of Area 8-12. They typically grab their opponents and either throw them into the river or jump in while grappling them, but only if the trolls are within 15 feet of shore. This strategy prevents the use of fire against them and simultaneously allows them an opportunity to drown their victims, as it is unlikely that characters can hold their breath as long as a troll can. The trolls can easily swim to Area 8-4. After dispatching their first set of victims, the trolls return to their lair by swimming past Area 8-10, wading to the southeast corner of the map and slingshotting back to Area 8-12 and 8-16. This circuitous route takes about 20 minutes. Once they return, the trolls grab 3 additional victims and repeat the process. Corpses are left in the shallows south of Area 8-10, in about 3 feet of water. When all the characters have either died or run away, the trolls then loot the bodies, feasting all the while.

Treasure. These trolls have acquired quite a hoard. Successful hunters, they have also developed a good trade relationship with the goblin miners. Treasure is liberally strewn around their lair in 3 separate piles:

- Pile #1 contains the following: 14,000 gp of fine-grade gold ore weighing 28,000 pounds; 6 gems — a fire opal worth 500 gp, a piece jet worth 50 gp, a red spinel worth 50 gp, a piece of amber worth 50 gp, a bloodstone worth 25 gp, and a moss agate worth 5 gp; and a +1 *battleaxe*, with garnet studs and gold wire set in the pommel worth 1,000 gp extra.
- Pile #2 contains the following: 8,000 gp worth of ore weighing 16,000 pounds; a jade jewelry box decorated with carved serpents worth 250 gp, containing a pearl necklace worth 1,000 gp, and an uncut star sapphire worth 2,500 gp; a suit of plate armor (ornate, fit for a prince, worth 4,500 gp); and a set of cursed *boots of dancing*^{GM}.
- Pile #3 contains the following: 4,400 gp worth of ore weighing 8,800 pounds, a scroll of 3 druid spells (*lesser restoration*, *dispel magic*, and *conjure animals*), a scroll of 5 wizard spells (*geas*, *phantasmal force*, *water breathing*, *web*, and *invisibility*) cast with 4th level spell slots, and a locked, trapped box containing a *manual of gainful exercise*. The poison needle trap can be detected with a successful DC 16 Intelligence (Investigation) check and disarmed with a successful DC 16 Dexterity check using thieves' tools. Failing the Dexterity check by 5 or more triggers the trap. The lock can be picked with a successful DC 18 Dexterity check with thieves' tools. If the trap is triggered, it makes a ranged weapon attack at +6 to hit, 5/10 feet range. On a hit, it does 6 (1d12) poison damage. If the target succeeds on a DC 13 Constitution saving throw, it only takes half this damage.

Level 8A: The Tomb of the Beacon

This level is a large, primarily vertical cavern, with a few smaller adjoining cavern and tunnel complexes. At its narrowest point it is about 375 feet in diameter; this increases to over 500 feet in diameter near the top of the cavern, and about 1,000 feet in diameter on the cavern floor. From the center of the ceiling to the lake at the bottom, there is a 1,500-foot drop. This cavern is in an out-of-the way part of Rappan Athuk and contains the crypt of a powerful spellcaster. The side view of this level is shown on the Tomb of the Beacon map. Detail maps of the upper and lower reaches are depicted on the Tomb of the Beacon Upper and Lower reaches map, and several key detail sections are shown on the Tomb of the Beacon detail map.

History

Three centuries ago, when Zelkor led his army of light to Rappan Athuk in pursuit of the followers of Orcus, he had a powerful lieutenant at his side, the Praetor Auris Veng. Not only was this cleric/wizard a formidable spellcaster in his own right, but he controlled an artifact created through a combination of his efforts and divine assistance, called the *Auren Beacon*. This device was of great service in the fight against undead, for it could project sunlight into dark crypts and dungeons, severely weakening or destroying them.

The priests of Orcus decided to set a trap for him. They prepared a shielded crypt in an obscure area of Rappan Athuk, lured him there with the rumor of a powerful undead nemesis, and sealed it off with magic and a curse that prevented his escape — passing the barrier would dispel an enchantment laid upon him that was keeping him from dying. He was presumed dead by his allies, and the followers of Orcus, having successfully contained him, left him to die alone.

Some years after being imprisoned, a group of unlikely creatures resembling airborne jellyfish known as flumphs paid Veng a visit. Over time he developed a means of nonverbal communication with them. He also taught their leader the rudiments of tapping into sorcerous power. Though Veng has long since passed away, the flumphs continue to use his tomb as their home.

Five years ago, a gibbering abomination named Xulux took up residence here. At first, Xulux regarded the flumphs as no threat, and boldly tried to seize their lair for his own. After being rendered magically impotent by the *antimagic field*, stunned by a deluge of flumph sprays, and then swarmed, spiked, and injected with acid, he learned to hate and fear them. He tried snacking on them when they left their protected lair, but repeated sniping with a *wand of magic missiles* taught him to leave them well enough alone.

About a year ago, a small group of blood orchids moved into some caves behind the waterfall. These strange creatures kept to themselves at first, but as they grew in numbers they became increasingly aggressive, until now they pose a major threat to the flumphs, as they are faster, and have many damaging tentacle attacks the *antimagic field* cannot block. Xulux would normally have scoured these from the cavern, but he hopes that if they destroy the flumphs, he can annihilate the blood orchids and finally gain access to the tomb.

Level 8A

Difficulty Level: Tier 2

Access: Passage to maze sections in Area 6-2, underwater passage to Area 13A-13, tunnel to ceiling of Level 10A, shaft to Under Realms.

Wandering Monsters: Check once every 2 hours on 1d20.

d20	Encounter
1-3	1d4+2 flumphs ^B , with 30% chance for 1 additional hunter ^B or protector ^B (50% chance for each)
4-5	1d3 blood orchids ^B
6	Xulux, the gibbering abomination ^B
7	1d4 cave fishers ^B
8	1d4 albino cave spiders ^B
9-20	No Encounter

General Features

Atmosphere: The tomb is dark, humid, and cool, like being trapped in a dank well.

Ceiling Height: Varies, some tunnel areas are a mere 15 feet tall, while the central cavern is roughly 1,500 feet tall.

Doors: None.

Shields and Wards: Areas 8A-3 and -4 are shielded with an *antimagic field* which blocks magical transport (*teleport*, *misty step*, etc.), scrying, conjuration of creatures, and communications spells (*commune*, crystal ball use, etc.). While Areas 8A-3 and -4 cannot be scried, detection spells work within these areas. Praying for divine spells still works normally. Due to the *antimagic field*, spells cast to destroy, alter, or bypass the stone and runes also fail.

Surfaces: Natural cavern. Climbing requires a successful DC 17 Strength (Athletics) check to advance each round. Failing by 10 or more indicates falling.

Other: The slopes (Area 1) — The map of the upper cavern shows contour lines where the ground reaches a certain angle.

- In the area with a 30-degree inclination, running and charging characters must make a successful DC 14 Dexterity saving throw to avoid slipping and falling.
- The 45-degree slopes are much more dangerous. Simply moving at normal speeds or performing vigorous activities like melee combat on these provokes a DC 16 Dexterity saving throw to avoid falling.
- The 60-degree slopes are too steep to walk on and require a successful DC 16 Strength (Athletics) check to move around. People falling or sliding on these slopes are allowed a final DC 18 Dexterity saving throw to catch themselves; otherwise, they go over the edge and into the abyss.
- Anyone who goes over the edge plummets down to the bottom of the cavern 200 feet below and suffers 70 (20d6) bludgeoning damage. This applies even if they fall into the lake, as it is too shallow to cushion a fall.

- **Fungus:** The cavern floor areas sport a large variety of mold, mushrooms, and other fungi. Fully 30% of these are edible and 10% are poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Poisonous fungus is fatal in 1d3 days.

Rats

Numerous regular and giant rats can be found throughout the cavern; they are not included on the wandering monster table because they are so easily found. They leave characters alone unless cornered or attacked, and so aren't worth any experience points on their own. They feast on the fungus and insects and are a major source of food for the cavern's intelligent species.

Albino Cave Spiders

These small but nasty spiders lurk among the toadstools and dine chiefly on rats, but they attack anything living that comes within their reach. The other cave inhabitants are wary of them, and always keep a lookout for them.

Cave Fishers

These nest in the many crevices and fissures located in the main cavern walls below the waterfall. They attack anything that comes within range.

8A-1. Great Shaft Upper Reaches

Access to the great shaft is difficult to find. The primary means of entry to the cave is through one of several passages exiting from the mazes located on Level 6. The passageway from the mazes leads downward a half mile, until it comes out onto a rock shelf in the upper third of the chasm. About 30 feet from the entry, the cavern floor starts sloping down into the pit. During the day, light filters from a hole in the ceiling, illuminating the great cavern. Creatures that look something like airborne jellyfish or floating pies with dangling tendrils drift through the air in the distance. Opposite the entry, on the far wall of the cavern several hundred feet away, water gushes from the stone wall, cascades down a steep slope, and then spills over in a waterfall that plummets into unknown depths. Great stalactites, some taller than a house, hang overhead, though none loom near the recessed area from which the light shines. On the ledge before the entry, many varieties of fungus grow up to 3 feet tall in large patches, with stalagmites rising from their midst like monoliths.

8A-1A. Roped Pillar

At location 1A stands a 12-foot-tall stalagmite, with a rope and grapnel securely wrapped around it. The rope, rotting and frayed but still intact, stretches down the slope from the pillar and over the edge of the pit. This stalagmite is Aamazd the **roper**. It devoured the people who set the rope but decided to leave it as a lure for future adventurers. Besides the rare cave explorer, Aamazd also enjoys dining on the occasional foolhardy flumph that drifts close enough for its sticky tendrils to reach. When looking for a meal, he very carefully sets himself to look like an innocuous stalagmite. Identifying Aamazd as being other than a rock pillar thus requires a very careful search and a successful DC 20 Wisdom (Perception) check!

Tactics. Aamazd waits until someone comes close to investigate the rope and hook, and then he attacks that person. When their Strength has been drained, he releases them and attacks another target. Aamazd understands some Common and eavesdrops on any conversations he can to adjust his tactics accordingly. If badly injured, he attempts to negotiate. He can offer the characters information on the aerial inhabitants of the level but knows little about the cavern floor.

Development. If the characters manage to kill the roper, the flumphs drifting about the cavern are intrigued, and a few move over to have a closer look at the characters. See Area 3 for further details regarding interacting with the flumphs.

Treasure. If Aamazd's corpse is cut open, a pair of diamonds can be found lodged in his gullet. One of these is a beautiful specimen worth 2,500 gp, and the other is flawed but still valuable at 1,500 gp.

The Inhabitants of the Cavern

The cavern is the home of several groups of beings:

Flumphs

These creatures are the dominant species in the cavern; they nest in the tomb at the top of the cavern (Area 4). They are greatly concerned about the blood orchids and have an uneasy détente with Xulux. The flumph community numbers 36 standard **flumphs**^B, 6 **flumph hunters**^B, 5 **flumph protectors**^B, a **master hunter**^B, and the **leader**^B. Any flumphs killed should be subtracted from those totals; common flumphs are replaced at the rate of one per week; it takes 6 months per hit die to train replacements in the leadership cadre.

Roleplaying the Flumphs. At some point, the party may try communicating with the flumphs. Although they do not speak Common, they do understand it to some degree, as well as a smattering of Goblin and Undercommon. They can gesture and move in response to queries to indicate their understanding (e.g., bobbing up and down for yes, and moving side-to-side for no). You are encouraged to act out this communication with the players. The protectors and leader can also communicate by scribing words into sand or a soft surface with their tentacles, but they are unlikely to expose themselves to possible harm unless they feel it necessary, and the characters have established their good intentions. To warn characters away from the *antimagic field*, they may try physically blocking travelers, pantomiming falling, etc., working in tandem to build their messages. Have fun with this.

Speaking with the Leader. If the characters do manage to establish communication with the flumphs, a representative may be brought before the flumph leader. This person must weigh less than 200 pounds; 10 flumphs then grab a hold of the emissary and carry him or her up through the *antimagic field* and into Area 8A-4, to "speak" with the flumph leader. Further information on negotiating with the flumph leader is given in the Development section of Area 8A-4D.

Blood Orchids

A nest of blood orchids has recently appeared in the cavern and is steadily gaining in power relative to the flumphs. They nest in Area 8A-5, behind the waterfall. The blood orchid nest houses a total of 15 **blood orchids**^B, plus 2 **savants**^B and a **grand savant**^B. All blood orchids killed come from these totals; they are replaced at 1 orchid per month, 1 savant at 3 months per caster level, and if the grand savant is killed, a savant evolves into a new leader as soon as possible. If the grand savant and all lesser savants are killed, any surviving blood orchids flee back into the Under Realms.

Aamazd the Roper

This cunning roper lives in the upper part of the cavern (Area 1), and feeds off vermin, incautious flumphs, and any adventurers who wander into the cavern.

Xulux

This paranoid **gibbering abomination**^B nests in an area off the main cave (Area 6A). He is quick to attack and difficult to negotiate with but flees if he takes much damage.

Tomb of the Beacon

Level 8A

Side View

- I - Upper Entry
- 2 - Waterfall
- 3 - The Upper Reaches
- 4 - The Hidden Tomb
- 5 - Blood Orchid Lair
- 6 - Winding Descent
- 6B - Xulix's Lair
- 7 - Cavern Floor
- 8 - Lower Entry

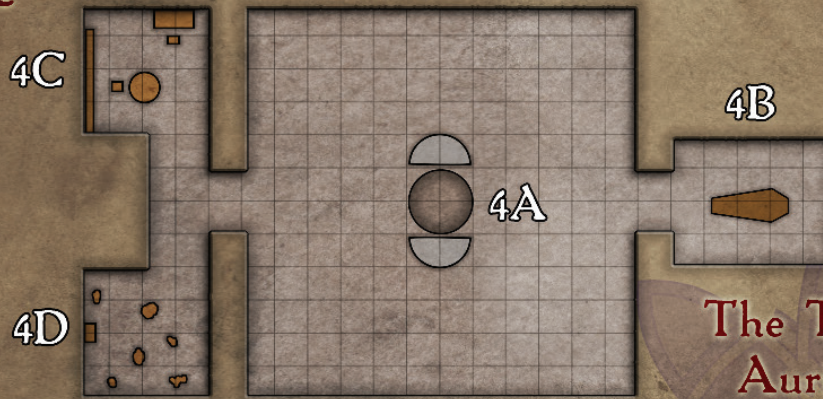


LEVEL 8A: THE TOMB OF THE BEACON



Tomb of the Beacon

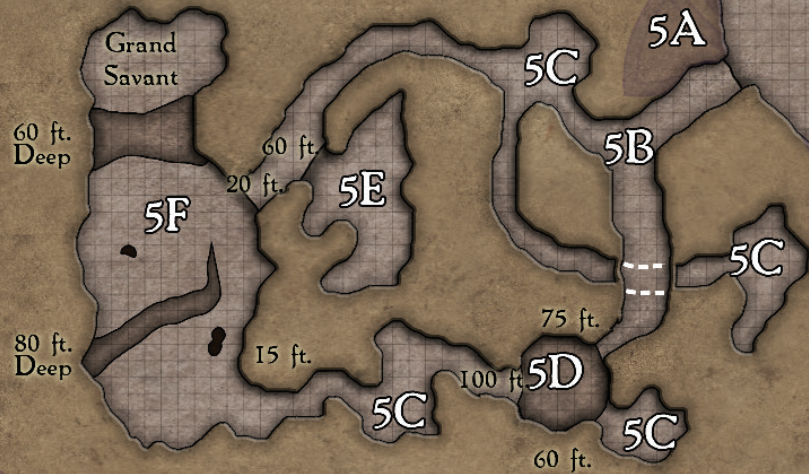
Level 8A
Detail Maps



The Tomb of Auris Veng
Area 8A-4

Blood Orchid Nest

Area 8A-5



Xulux's Lair

Side View
Area 8A-6B



I square - 5 feet



8A-1B. Sheltered Alcove

This area is one of the few flat locations on the upper portion of the cavern complex. It is empty of all but a few toadstools and a charred fire ring near the back, the spoor of a past adventuring group. Roll a wandering monster check when the characters arrive here.

8A-2. The Waterfall

Opposite the main entryway, water pours in from an underground passageway in a torrent; swimming up this requires a DC 30 Strength (Athletics) check, or a swim speed of at least 60 feet. Upstream, the watery passage goes underground and does not lead anywhere.

Movement within 30 feet of the waterfall is treacherous, due to the slick, mossy coating on the rocks. Each move requires a successful DC 12 Dexterity (Acrobatics) check to avoid falling. Further, the noise of the water muffles sound, so creatures have disadvantage on Perception checks based on hearing.

8A-3. The Upper Reaches

Where the central cavern arches overhead, the ceiling is festooned with stalactites. However, at the center of the ceiling there is a 40-foot diameter circular opening that has obviously been carved from the native stone. Around the inside circumference of this opening, magical runes have been carved into the stone, and they radiate a very faint bluish light. The opening goes up into a domed area, 20 feet high, and at the center is a 10-foot diameter hole from which the light that illuminates the cavern shines. Around the inside circumference of this hole there are more magical runes with the same appearance as the ones described above.

Ceiling shaft. The shaft leads up 20 feet into Area 8A-4. The rune circles mark the location of a pair of wards that are triggered whenever a magical device or active spell crosses their threshold. Spells that pass over are instantly nullified as if they had hit an *antimagic field*, and creatures with magic items or spells in effect (including *fly* spells) find themselves encased in a blue shimmering aura that acts as a mobile *antimagic field* and lasts for 3 rounds. During this time, no magic or supernatural effects function and spellcasting fails. The typical result of this for an adventurer is a sudden drop to the bottom of the cavern, and 70 (20d6) bludgeoning damage.

There are always at least 6 common **flumphs^B** floating about in the upper cavern, along with at least a **protector^B** and 2 **hunters^B**. They are wary of strangers, and seek to avoid combat if possible, retreating into the domed area if threatened.

The flumphs are aware of the effects of the magical rune circles and warn off any approaching adventurers who do not threaten them; see the sidebar for full statistics and further notes on roleplaying these strange creatures. They only attack directly if attacked themselves, or if they suspect the intruder's intentions are hostile. They also attack anyone trying to enter Area 4 without their permission.

Tactics. If the flumphs are attacked, they release their spray of nauseating liquid and move away toward the ceiling, beyond the runic circle. There they gather and wait for pursuers. All flumphs save the protector blast anything making it past the ward with their nauseating sprays. If battle takes place for more than 2 rounds, 2 of the flumph protectors from Area 4 appear and assist with spells (only targeting those who are above the lower barrier). The protectors do not cast any defensive spells before arriving to avoid triggering the upper ward. If reduced to 1/3 of their numbers, they retreat again up through the 10-foot opening and seal off the entryway (see Area 4A).

8A-4. The Hidden Tomb

This area, above the doubly-warded "roof" of the cavern, is where Praetor Auris Veng was trapped. It is now the home of the flumph colony in the cavern. The entire area is strongly warded. Spells and effects from the divination or conjuration school do not work here.

8A-4A. The Main Chamber

The 10-foot diameter shaft goes up 20 feet and into a large rectangular room. Two walls have passages leading away from the chamber, and the other 2 are covered with 5-foot-wide niches. On either side of the opening is a pair of semicircular stone slabs on tracks which would allow them to slide down into the opening, sealing it off; a series of small stone wedges easily removable by the flumphs are all that hold it open.

The Auren Beacon. Directly over the entryway shaft, in the ceiling 20 feet above, there is a 10-foot-wide circular mirror-like object inset 5 feet into the ceiling, held in place by a trio of ebon claws. During daylight hours, this mirror (half of the *Auren Beacon*) sheds light too intense to be looked at directly, bathing the tomb with warmth. At night, it glows dimly, its light increasing and decreasing with the waxing and waning of the moon. The claws that hold it in place are composed of an evil-enhanced darkness forged of Orcus's will. So long as even one remains, the mirror cannot be budged. To remove the claws, each of the 3 temples to Orcus in Rappan Athuk must be cleansed, which weakens a corresponding claw, causing it to become brittle and easily shattered. There are always 12 or more **flumphs^B** in here, some floating about, others resting in the niches. Further, at least 2 **flumph protectors^B** and 2 **flumph hunters^B** are always present.

Tactics. If battle starts, the flumphs attack en masse, with the protectors entering melee only after their spells have been exhausted. They fight to the death to defend their lair. In addition, the **flumph leader^B** and any flumphs with him join in the battle within 1d3 rounds.

8A-4B. Veng's Tomb

This chamber contains a large stone sarcophagus resting in the center of the room. Chiseled upon the lid of the sarcophagus in antiquated Common is "*Praetor Auris Veng — Here Rests a Pawn of Light.*" The entire tomb is protected with a *hallow* spell.

Sarcophagus. Opening the sarcophagus exposes the remains of Veng to view, a mummified corpse clad in gleaming chain mail, armed with a mace, and wrapped in a white robe. Upon his brow rests a platinum circlet inset with a large jewel.

The Curse. Those looking upon the remains feel a strong sense of being observed. If anyone touches the body or its equipment, a phantasmal figure appears — the spirit of Auris Veng. It warns the characters that a powerful curse protects his remains, and the only way to avoid it is to discover the fate of the great adventurer Bofred, rescue him if he is somehow still alive, or return his remains to the surface for a proper burial if not. He tells the characters who he was if asked, and tells them a bit about the *Auren Beacon*, including how to free it (destroy all 3 temples to Orcus).

Treasure. Auris Veng's armor is +3 *mithral chain mail*, and his mace is a *mace of disruption*. He is wrapped in a *white robe of the archmagi*. The circlet is worth 500 gp, and the jewel functions as a *luckstone*.

Curse. Anyone looting or molesting the body is indeed cursed, losing their sense of sight, hearing, and touch. This curse cannot be removed from the items, but a *remove curse* cast using a 9th level spell slot rids someone of its influence. Good paladins and priests participating in the looting lose their class-granted special abilities until they atone for their misdeeds at an appropriate temple.

8A-4C. Veng's Study

This room contains a very old wooden desk, along with a pair of wooden chairs and a small table. A bookcase also stands on a wall next to the desk, with several books and scrolls upon it.

During the long years of his imprisonment, Auris Veng spent much time here reading and writing works of philosophy using materials made from the fungal forest below, brought to him by the flumphs. Besides an old,

tattered prayer book and several works on magic, there are a half-dozen volumes of philosophy and poetry written by the Praetor which could be sold to collectors for 50 gp each. Careful study of these works over several weeks should give the reader a fair idea of who Auris Veng was, and what happened to him (as detailed in the history section of this chapter).

Treasure. Also on the shelf is a collection of old scrolls of divine spells that the flumphs cannot use. They are: *silence*, *dispel magic*, *protection from evil and good*, *lesser restoration*, *cure wounds*, *commune*, and *greater restoration*.

8A-4D. The Flumph Leader's Aerie

This chamber is filled with a rock garden. The floor is buried in a 6-inch layer of grayish sand, with several interesting-shaped rocks and gleaming crystals thrusting out of it. The sand has abstract patterns traced in it by the flumphs, who find studying such patterns soothing. Against the far wall is an old, ornate-looking chair, with a staff propped against it. This chamber was once Auris Veng's bedroom and has since been turned into the private chamber of the **flumph leader**^B, who rests upon the wooden chair. The leader also always has an entourage consisting of the colony's flumph **master hunter**^B, 2 **protectors**^B, and 4 common **flumphs**^B.

Tactics. In the unlikely event that combat breaks out here, the master hunter and common flumphs swarm the enemies while the protectors and leader stay back and cast protective spells on themselves, followed by offensive spells at any opponents. Any flumphs left in the other areas of this complex come to assist in the battle 1d3 rounds after combat begins. They fight to the death.

Development. If the characters have managed to enter negotiations with the flumphs, one of them is hauled up and escorted to this chamber. Here the leader can communicate with them by smoothing a patch of sand and writing messages to them in Common. The flumphs would love to have someone eradicate the blood orchids, and they would also be pleased if the gibbering abomination were taken care of. If one of these threats is dealt with, they reward the party with Veng's *staff of healing*; if both are taken care of, they also give the characters the scrolls from the study. If the characters do take care of both threats, and show respect for the flumphs, they can shelter in the lair when they come through the cavern complex, which could be quite useful for deep delving in Rappan Athuk! They inform any who ask that Veng's remains are not to be disturbed.

Treasure. The staff propped against the chair is Auris Veng's old *staff of healing*. Also resting on the chair seat are several arcane scrolls: *charm person*, *continual flame*, *enhance ability*, and *fireball*. The flumphs have no monetary treasure.

8A-5. The Blood Orchid Nest

Located behind the waterfall is a shaft leading upward into the overhanging cliff face. This location is inaccessible without extensive climbing up a difficult rock wall or some means of flying. Climbing the cliff face requires a successful DC 20 Strength (Athletics) check.

Colony. A small group of blood orchids settled here a few years back, having fled here after the destruction of their previous lair in the Under Realms. They have been maintaining a low profile until recently, subsisting mostly on cave rats. Now that their numbers have grown to 15 **blood orchids**^B, plus 2 **blood orchid savants**^B, and a **blood orchid grand savant**^B, they are getting more aggressive, especially towards the flumphs. Unless something changes the balance of power with the caverns, the orchids clear out the flumphs within 6 to 8 months. Although this lair looks extremely dangerous, remember to subtract any blood orchids fought elsewhere from the total encountered here. This significantly decreases the threat level of this area. Furthermore, assume that unless alerted of a possible attack, there are only 2/3 of the regular blood orchids here at any given time.

Terrain. The lair itself is a series of rocky caverns with treacherous floors, and many steep climbs, ledges, and descents. Air is slightly warmer and more humid than the main cavern area, and the air is redolent with the smell of blood, rotting flesh, and compost.



8A-5A. Entry

This is a 10-foot-wide, 15-foot-tall cave mouth opening into a passage that slopes up at a 45-degree angle to Area B. There is always 1 **blood orchid**^B on lookout here just inside the cave mouth. It drifts down upon any other creatures that enter, hoping to gain surprise.

8A-5B. Intersection

At this point the passage levels off and divides. To the south it continues ascending at a 60-degree inclination, while to the northeast it is level until it passes one of the caverns marked C, at which point it rises again at a 60-degree angle. There is a 25% chance 1 or 2 **blood orchids**^B lurk here.

8A-5C. Blood Orchid Nests

The 4 chambers marked 5C represent lairs for 3–4 **blood orchids**^B each (15 total divided among the 4 caves). The caves themselves are layered with rotted fungus, soil, and the carcasses of normal and giant rats and the occasional flumph. Each nest has a 40% chance of being occupied by its tenants, bearing in mind the maximum number of orchids possible for the lair overall. If present, the orchids investigate any unusual activity they sense in nearby passageways, or at the telepathic summons for aid from one of their comrades.

LEVEL 8A: THE TOMB OF THE BEACON

8A-5D. Vertical Shaft

The corridor terminates in a 200 feet deep shaft. Elevations of passages leading off the shaft are given on the map, relative to the floor of the pit. When characters reach this point, there is a 30% chance of another encounter with 1–3 **blood orchids**^B.

Tactics. The orchids drop paralyzed victims into the shaft whenever they can do so.

8A-5E. Larder

An 8-foot-wide, slanting crack drops 60 feet into a low, 8-foot-high cavern cluttered with rubble. Currently 12 starved **giant rats** scuttle about in here, ready to provide a snack for an indolent blood orchid. The rats gnaw anything edible that comes within reach.

8A-5F. Cave of the Savants

This large cave has several stony pillars and is nearly bisected by a deep crevasse. To the north, it narrows at a drop-off, then opens into the **grand savant's**^B lair. The cavern is also the home of the clan's 2 **savants**^B, who are always here unless out on a specific mission. There are also always 3 or more common **blood orchids**^B here.

Tactics. The savants and grand savant start casting defensive spells at the first sign of trouble. Once intruders are spotted, they switch to offensive spells. The regular blood orchids hover near the ceiling and attempt to drop on anyone who approaches the spellcasters. Non-flying characters who get grappled might get dragged to the 60 feet deep pit and dropped there, or may be deposited in the grand savant's lair, where they are subjected to 12 tentacle attacks.

Treasure. The treasure for the blood orchid lair is located beneath the mound of half-digested remains underneath it. It consists of: 1,097 gp, 2,430 sp, 5 tourmalines worth 300 gp each, a dented jeweled scepter worth 500 gp, a large adamantite shield, a +1 *mace*, and a *flask of curses*^{GM}.

8A-6. The Winding Path

To reach the bottom of the pit without falling or flying, this is the only feasible means of travel, other than simply attempting to climb the walls. This path starts by plunging through solid rock, into a long, winding passage that descends the side of the great cavern. About 3/4 of this route is through tunnels, which occasionally have pits opening to one side or in the center of the passageway (40% of these open back up into the main cavern area).

Ledges. However, 1/4 of the winding path follows ledges on the sides of the cavern walls. These ledges are usually about 10 feet wide, but because the cliff face overhangs the path, travel along these sections can be hazardous for larger creatures. Small creatures can move normally, but Medium creatures must move at half speed or make a successful DC 12 Dexterity (Acrobatics) check to avoid falling. Large creatures must crawl at 1/4 speed, and Huge and larger creatures cannot fit on the ledge. These ledges are often inhabited by normal and giant rats, which generally flee any non-rats that approach; they are also frequently scoured by hungry blood orchids, cave fishers, and Xulux the gibbering abomination as well; a wandering monster check should be made each time the party progresses along a series of ledges.

8A-6A. Entry and Upper Caves

On the south side of the upper part of the great cavern, a recess in the wall opens into a pair of passages. One goes into a series of small caves which are uninhabited and used by the flumphs for mating. There is a 50% chance that a pair of **flumphs** can be found here at any time, and they are likely to regard any intrusions unfavorably (probably resulting in a barrage of nauseating sprays, and their fleeing). The other opening is the start of the winding path itself; it levels off, then quickly starts to descend.

8A-6B. Xulux's Lair

The paranoid gibbering abomination, Xulux, has set up a lair about 2/3 of the way down the switchbacking trail, in a series of shafts with 2 points

of entry, so he has a direction to flee in. There is a 75% chance that he is cowering in his lair, and if he is, he is asleep 40% of the time.

8A-6B1. Entry Pit

To one side of the main passage a pit opens, descending into darkness, much like others along the pathway. If Xulux is in his lair and awake, he has a 50% chance to hear any travelers.

8A-6B2. Nest

About 2/3 of the way down the side of the pit there is an opening in one wall, going into an inclined passage. At the base of this passage, in a bowl-shaped depression, Xulux makes his lair.

Xulux is a **gibbering abomination**^B, a horrifying arcane amalgam of humanoid body parts and internal organs. After narrowly escaping death in his youth at the hands of the wizard who created him, Xulux has become exceptionally paranoid, even for a gibbering abomination. This gives him advantage on checks against Deception and Intimidation attempts to cow him.

History. Xulux has been a resident of this cavern for several years. He generally leaves the flumphs alone, and while he could probably deal with the blood orchids without too much trouble, he has been leaving them alone as well, hoping that they clear the flumphs out for him, and then he can wipe them out at his leisure. That would allow him the opportunity to finally investigate the tomb at the top of the cavern, about which he has a burning curiosity.

Diplomacy. It is possible for characters to enter negotiations with Xulux if they can convince him that they are much stronger than he is. In such a case, the gibbering abomination usually talks only until he can escape them. He mentions the presence of the blood orchids, that the flumphs are hiding great treasures, and in general tries to get the characters more interested in the cavern's other dangerous inhabitants.

Tactics. When in his lair, if he hears people on the path above, Xulux slowly moves up until he can spot them. Unless they look overwhelmingly powerful, he ambushes them with his spells. He uses his powers as follows:

- *confusion* — used against well-armored foes over spellcasters and ranged attackers;
- *ray of enfeeblement* — on anyone who poses a physical threat;
- *fear* — used against the most threatening enemies or ranged attackers;
- *freezing ray* — used on arcane spellcasters or those who look badly damaged, to finish them off;
- *telekinesis* — used to yank foes off ledges and hold back melee fighters.

He uses his disruptive cacophony against clusters of spellcasters. When hunting, Xulux likes to use his *telekinesis* to seize prey on ledges and throw them off. Xulux finds that the plummet to the bottom of the cavern nicely "tenderizes" his meals for him. If he does achieve such a kill, he ignores the rest of the group and descends to feast. When in the open, he targets flying enemies before land-bound ones assuming they are of roughly equivalent threat. Xulux flees if his hit points are reduced to 50% or less. As he goes, he collects his treasure chest and the key.

Half-buried among the debris of Xulux's nest is an 18-inch x 9-inch x 9-inch chest made of teak with gold fittings and bearing a fine lock that is trapped with a poison needle. The chest itself radiates magic if such is detected for. The key for the chest is concealed in a rock crevice 15 feet upslope behind the nest. Note that breaking the chest open destroys its magic and all items inside.

Trap. The trap can be detected with a successful DC 14 Intelligence (Investigation) check and disarmed with a DC 14 Dexterity check with thieves' tools. Unlocking the chest requires a successful DC 15 Dexterity check with thieves' tools. If the trap is triggered it makes a ranged weapon attack against a target within 5 feet in front of the chest at +5 to hit. On a hit it does 1 piercing damage and on a failed DC 15 Constitution saving throw, 18 (4d8) poison damage.

Treasure. The chest itself is a variant of a *bag of holding*. Its main compartment can hold up to 80 pounds or 8 cubic feet of material, and the inside of the lid has 2 secret compartments, each of which can hold 2 cubic feet or 20 pounds of weight. Remember that dire consequences

result if it is placed inside another extradimensional space. The overall weight of the chest is 10 pounds, empty or full.

Currently the chest's main compartment holds 502 gp, 24 sp, and an onyx statuette of a dog worth 500 gp. One of the secret compartments holds a pair of small rubies worth 250 gp each, and a water opal worth 500 gp, and the other compartment holds a 6-inch x 3-inch x 1-inch wooden box closed with a simple latch. The box holds 6 lozenges in its padded interior. When placed in one's mouth, each of these magic pills produces a different potion effect. There are 3 white lozenges (*cure wounds*), a black lozenge (*feather fall*), a gray lozenge (*lesser restoration*), and a translucent aqua lozenge (*water breathing*). Xulux got these from a drow he charmed and later ate some time ago in the Under Realms. They are water soluble, so immersing them in water ruins them.

8A-6B3. Shrieker

Up the slope behind the gibbering abomination's nest, nestled on a flat ledge, is a **shrieker** that Xulux brought in with *telekinesis* from the Under Realms, to serve as a warning system in case flying creatures try to approach from the escape shaft. It sounds off as soon as any movement or light comes within ten feet of it.

8A-6B4. Escape Shaft

On the other side of the shrieker, the sloping passage meets another vertical shaft. This shaft descends 60 feet before opening out into the main cavern. Xulux uses this as his "front door" when he goes off to hunt, and as a means of escape from intruders approaching from Area 8A-6B1.

8A-6C. Exit to Cavern Floor

The bottom 1/4 of the winding passage moves away from the main cavern and slopes down more steeply to an exit point on the eastern side of Area 7. Traversing this sloping passage requires a successful DC 12 Dexterity (Acrobatics) check or the character falls for 3 (1d6) bludgeoning damage.

8A-7. The Cavern Floor

The base of the cavern is home to a teeming population of rats, spiders, and fungi, with a lake at the center.

8A-7A. Lake

This large lake is quite shallow, ranging from 1–4 feet deep almost everywhere. Wading through it is very difficult because the lake bed is composed of a series of convoluted ridges, spines, holes, and loose mounds of rubble. Those wading move at 1/4 speed, and still must make a successful DC 14 Dexterity saving throw every round to avoid slipping and falling. Where the waterfall meets the lake it is about 12 feet deep, though there is a pile of rubble beneath the falling water itself. The lake is the home of some small fish and crayfish, but no large or dangerous species. At the bottom of the lake near its center, an underwater shaft drains the lake. This shaft eventually feeds into the river flowing through Level 13A, Area 13A-13.



LEVEL 8A: THE TOMB OF THE BEACON

8A-7B. Fungus Forest

A profusion of toadstools up to 8 feet tall covers much of the cavern floor. Where toadstools aren't present, the ground is carpeted in a variety of molds, intercut with game trails left by the many giant rats who feast on the fungus and insects that live here. **Albino cave spiders**^b are a particularly nasty threat amid the toadstools and jump out when prey comes within reach. They have advantage on stealth rolls to surprise other creatures. On random encounter checks rolled here, treat rolls of 10–11 as spider encounters. Remember that the normal and giant rats normally flee.

8A-7C. Shaft to the Under Realms

Partially obscured by the fungus at this location is an open pit, 12 feet in diameter. It descends vertically hundreds of feet before winding its way into the Under Realms. It is through this shaft that the blood orchids, gibbering abomination, and flumphs all originally immigrated, and all 3 groups know of its existence.

8A-7D. Rat Warren

To the north and south, the cavern wall has split in numerous places along natural fault lines, and rats have taken advantages of the many passages now riddling these areas. Because the warrens are naturally

formed, their ceiling height ranges from 5 to 15 feet, and width from 5 to 10 feet.

Unlike the rats elsewhere in the cavern, normal and giant rats within the rat tunnels attack anyone who invades their home, and experience should be rewarded for them normally. When characters explore these areas, roll for a rat encounter every 5 rounds on a d20:

d20	Encounter
1–6	1 pack of 10 normal rats
7–9	1 swarm of rats
10–15	2d4 giant rats
16–20	No Encounter.

8A-8. Lower Entry

At the eastern end of the cavern floor, not far from where the winding passage is located, a 10-foot-wide passage is nestled among a series of rat tunnels. This passage slopes downward, and eventually comes out in the ceiling of Level 10A, The Great Cavern, 80 feet over the southern portion of the central lake.



Level 8B: The Steam Jungles

This is the middle level of the most volcanic area in the dungeon, the levels from the Prison of Time down to the Lava Pit. The lava river that originates in the Prison of Time runs through this level, which is an area where subterranean water sources interact with molten rock to create a huge quantity of steam and condensation in a hot area, which in turn gives rise to some very unusual underground life forms. In many respects, this area is a small subterranean jungle. The area is seldom traveled by the other denizens of the dungeon since it has been sealed at the top by the priests of Orcus and can only be accessed at the bottom by risking the lava and salamanders in Level 10. The area is shown on The Steam Jungle map.

Level 8B

Difficulty Level: Tier 1

Access: Lava river down from Area 5A-19, river continues downward to Area 10-7.

Wandering Monsters: Check once every 30 minutes on 1d20.

d20	Encounter
1-6	2d6 giant carnivorous apes ^B
7	3d6 giant centipedes
8	Ochre Jelly
9-20	No Encounter

General Features

Atmosphere: This area is filled with steam which lightly obscures all areas. In areas shown with trees, all vision is limited to 10 feet.

Ceiling Height: Natural cavern roof varies from 20-50 feet.

Doors: None.

Shields and Wards: None.

Surfaces: Wet and slippery, natural cavern.

8B-1. The Lava River

The lava river enters this level from the upper regions of 5A-19 in Level 5A, the Prison of Time. At this point, the tunnel widens into a large cavern, dimly lit by the reddish glow of the lava river. Immediately upon entering the cavern, the characters are almost choked by the unbelievable steam and humidity; this level is located directly below an underground cistern-lake, and water seeps down through the rock to drip from the cavern ceiling. Enough water falls into the lava river, boiling into steam, or condenses on the ceiling from the general heat, to turn this entire level of the dungeon into a wet, tropical steam-bath.

8B-2. Jungle Idol

This is a huge growth of mango trees, laden with ripe fruit. The roots of the trees have broken up the stone beneath them, tunneling deep to obtain needed minerals. Moving through the "forest" restricts visibility to 10 feet. Inside the forest at location "A" there is a large stone idol. Roots and vines have twined around it so that for a moment it appears to be covered

in snakes. The statue is that of a peaceful-looking woman, very fat, with a mysterious smile. The inside of the statue is hollowed out, and the space within is the lair of 3 small, green mice. Other than the strange coloration, they are normal rodents.

8B-3. Welcome to the Jungle

The eastern half of this cavern is filled with fleshy, tropical-looking trees. They resemble short, squat palm trees about 10-15 feet in height, with spongy pink bark and feathery fronds. Hair-like strands of bluish moss hang down from the fronds, making it impossible to see very far into this bizarre subterranean jungle. Condensed water drips constantly from the ceiling, and wisps of steam constantly form and then disappear in the air. Lurking in the jungle about 20 feet from the edge are 3 **giant leeches**^B.

8B-4. Jungle Cavern

This cavern is entirely filled with the strange subterranean trees found in this level, but other than the trees the cave is empty.

8B-5. Monkey-Carvings

This cavern is empty, but pictures and lines have been scratched all over the rock floor. The only recognizable symbols are a crescent shape with some sort of stem at one end, and various crude images of the palm-type trees that the characters have seen on this level of the dungeon. The rest of the scratching is made up of long curving lines, spirals, and a few circles. This was a sacred cavern for the semi-intelligent monkeys that once swarmed in this jungle, but these became extinct over a century ago when the palm trees were affected by a disease that kept them from producing bananas (the pictures of crescents with a stem). The only monkeys to survive were those that ate the others, and eventually grew into an entirely different ape-like species — the carnivorous apes in Areas 8B-10 and -11.

8B-6. Mounds of Moss

The floor of this cavern is covered in deep moss, mostly either a bright blue or a sickly, pale green. The bright blue moss is a predator that forms itself into a **shambling mound** of vegetation; there is enough moss in the cavern to form 3 of these human-shaped plant creatures. Although these creatures are made of moss rather than swamp vegetation, they are effectively identical to the sort of shambling mound that would be found in a swamp.

Treasure. Beneath the mossy carpet that covers the cavern floor, there is a considerable amount of treasure left behind by adventurers or hapless monsters that have wandered into the cavern and been killed by the blue moss. For every ten minutes searching, any character that succeeds on a DC 15 Wisdom (Perception) check can find some of the treasure. This includes 2,000 gp, 5,000 sp, 5 pearls worth 150 gp each, 1 emerald worth 250 gp, a jewel-studded dagger worth 750 gp, 4 rusted daggers (worthless), 2 coin-sized disks made of wood (worthless), a nicely-worked bronze goblet worth 5 gp, a small ivory statue of a dragon worth 25 gp, a torn paper fan (worthless but still radiates a small amount of some now-expanded magic), a fragile china drinking cup worth 500 gp, a *scroll of lesser restoration*, and a *potion of healing*.

The Steam Jungle

Level 8B

To Area 5A-I9



To Area 10-7

1 square - 5 feet

8B-7. Arbor of Hallucinations

Some of the trees in this cavern give off a subtle (undetectable) smell that is hallucinatory after prolonged exposure. Anyone who remains in this cavern longer than 10 minutes falls subject to the hallucination of being covered with biting bugs. No saving throw is permitted, and the hallucinatory bugs cause 1 hp of damage per round. Leaving the room dispels the hallucinations.

8B-8. Cavern of Niches

When the characters emerge from the trees that fill the passageway into this room, they find a clear area in the cavern chamber. The walls of the cavern are of natural stone, but several small, shallow niches have been hacked into the walls. These appear to have been used as shelves or storage, for small items of various kinds have been placed into many of the niches. These are remnants from the time when the (now extinct) semi-intelligent monkeys inhabited this level. For the most part, the carnivorous apes have ignored the collection of trinkets, considering them to be of little interest.

Oddities. Other than the possibility of wandering monsters, there is no hazard in this room, and the characters can search through the contents of the niches. There are a vast number of these niches, and it takes a long time to search all of them. Each character searching for a full 10 minutes can assemble an array of items, most of which are worthless. Roll once on the following table per character per 10 minutes spent searching niches. After 2 hours of searching, the niches are empty.

8B-9. Face of the Fire Monkey God

At the location marked "A" in this chamber there is a huge monkey-face carved into the wall, about 10 feet in height. The carving's mouth is a deep hole into the wall rather than one of the shallow indentations defining the rest of the face. If anyone approaches within 30 feet of the face, it breathes fire on them for 7 (2d6) fire damage and continues doing so once per round unless they leave the 30-foot radius.

8B-10. Trees of the Carnivorous Apes

This jungle-filled cavern is the abode of a large tribe of 50 **giant carnivorous apes**^B (their numbers reduced by any that have previously been killed in wandering monster encounters). First contact with the apes is likely with only 2d6 of them, but another 1d6 emerge from the trees in each subsequent round of combat until the entire tribe is engaged in the battle.

8B-11. Cavern of the Ape Chieftain

There is a large throne hacked from the natural stone of the cavern in the eastern end of this cave chamber. An enormous fanged ape (**giant carnivorous ape**^B with maximum hit points and advantage on all attacks) sits upon the throne, which is surrounded by broken human skulls. The cavern also contains a very large iron cauldron sitting upon a fire-pit.

d100	Found in niches
01–05	1d4 cp, 10 feathers, 2 pieces of mummified monkey dung*, and a stone eyeball (worthless)
06–10	1d10 gp, a bat skeleton, a scrap of cloth, and 1 piece of mummified monkey dung*
11–15	1d10 sp, a feather, an iron nail, a shiny piece of glass, and a sticky glob of something
16–20	2d6 gp, a mummified banana, a piece of chalk, and the finger of a leather glove

d100	Found in niches
21–25	2d10 sp, a rusted and unidentifiable piece of iron, 3 feathers tied together with a piece of string, and a piece of mummified monkey dung*
26–30	1d10 cp, a dried piece of palm-leaf wrapping a piece of semi-precious stone worth 1d20 gp
31–35	A fish skeleton and 1d3 pieces of mummified monkey dung*
36–40	A bone needle, a chipped flint knife, and a piece of palm-leaf wrapped around a shiny but worthless rock
41–45	2d6 gp, 1d20 sp, 1d100 cp, a chipped piece of flint, and 1d10 mummified pieces of monkey dung*
46–50	1d4 gp, 1d6 sp, a nest of normal spiders, and 1 piece of mummified monkey dung*
51–55	1d4 scraps of tree bark
56–60	1d4 coconuts — rotted and dried out, a fish skeleton, a string of wooden beads, and a bone scraper
61–65	1 jasper worth 2d6 x5 gp, 1d10 sp, and a piece of tree bark with indecipherable symbols scratched on it (<i>comprehend languages</i> would indicate that it says, "Banana, banana, flint knife, climbing is happiness, Thongo has lice.")
66–70	1d8 gp, 2d10 sp, 1d6 semi-precious stones worth 1d6 gp each, 1 piece of mummified monkey dung*, 1d6 desiccated beetles
71–75	1d6 cp, a tuft of fur, and 1 turtle shell
76–80	1d4 gp, a monkey skull, and a leather rattle
81–85	1d20 sp, 1d4 monkey teeth, and 1d3 pieces of dried monkey dung*
86–90	1d6 semi-precious stones worth 1 gp each, some blue dust wrapped in a dried banana peel, and 1 piece of dried monkey dung*
91–95	1d10 gp and 1d20 worthless (but pretty) rocks
96–00	1d20 cp, a dried scarab beetle, and an empty <i>banana of holding</i> ^B (found only once).

*There is a reason why the (now extinct) semi-intelligent monkeys who lived on this level stored their dung in these niches. Over time, the sulfur and mineral content in the dung becomes mildly explosive. The dung-pieces can be thrown (or used as sling bullets) to inflict 3 (1d6) force damage, along with a puff of foul-smelling smoke and a momentary glow of light. If the characters remove the pieces of monkey dung from the niches while collecting materials rather than simply leaving them, there is a good chance that at some point one of the pieces drops to the floor and explodes harmlessly.

Treasure. Generations of carnivorous apes have accumulated lots of shiny treasure from now-eaten adventurers, and the ape chieftain keeps almost all of it in his cavern chamber. It is kept in a pile for all the apes to look at and play with, and comprises: 115,427 cp, 7,510 sp, 1,671 gp, 14 gems (4 worth 5 gp, 3 worth 25 gp, 3 worth 50 gp, 2 worth 100 gp, 2 worth 500 gp), a golden tiara with sapphires worth 1,000 gp, a +1 mace, 2 *potions of healing*, 1 *potion of resistance* (fire), and 1 *scroll of ice storm*.



8B-12. Slipping and Sliding with Stirges

This room is one of the places where a large quantity of water drips into this level. The natural stone floor slopes sharply down from the cavern entrance southeast toward the back of the cave. It is so filled with drifting mist that visibility is heavily obscured beyond 5 feet, and the floor is very slippery. Anyone entering the room must make a successful DC 14 Dexterity saving throw or slip and fall, moving at a rate of 20 feet per round to the southeast. A new save is permitted each round to recover. If anyone reaches the southeastern part of the cavern, standing or sliding, they alarm and anger the 20 **stirges** that live in mud nests on the ceiling. These fan through the chamber looking for intruders. They are effectively invisible in the steam until they land on someone to attack.

Treasure. The remains of various victims lie directly below the stirge nests against the cavern's southeastern wall. There are 6 skeletal remains, carrying the following: 6 rusted lanterns, 2 rotted scrolls, 3 rusted swords, 1 pointy hat (red plaid), a set of thieves' tools (rusted), a pair of boots with a mouse skeleton inside, 5,111 cp, 208 sp, 417 gp, and a *wand of fireballs*. The mouse skeleton is a magical *talisman of luck*^{GM} but very fragile, which is why its original owner kept it in a boot. Its presence causes the boot to emanate faint magic. Someone shoving a foot into the boot crushes the magic skeleton.

8B-13. The Promontory Cavern

This large cavern is mainly a sea of molten lava, but there is a narrow stone lip around the edges and a stone peninsula jutting out into and above the flowing river of fire. A pentacle has been carved into the stone floor of the promontory, and at each of the 5 points of the pentacle there is a large, blue gem.

Unstable Promontory. The promontory was once solidly grounded, but the flow of lava around it has slowly been melting away the supporting rock, and it is now extremely unstable. Any person walking to the pentacle has a 1% chance per round to cause the entire promontory to collapse into the river of fire below. This chance is cumulative for each additional person on the promontory (i.e., 2 people have a 2% chance per round for the promontory to collapse). The chance does not increase per round. Note that a person who is flying or *levitating* over the promontory does not add to the risk of a collapse.

Treasure. Prying the gems out from the points of the pentacle takes time: 5 rounds per gem if using a dagger or other ill-suited tool, 3 rounds if using a pickaxe or crowbar. Each gem is worth 100 gp.

8B-14. Exit to Level 10, The Lava Pit

At this point, the wide tunnel begins to descend in stages, a series of short "waterfalls" of lava, usually no more than 5 feet in height. The river winds its way down to Level 10, The Lava Pit, where it eventually emerges from the ceiling of Area 10-7 in its last drop.

Level 9: The Lower Temple of Orcus

This level contains the second of three power centers of Orcus in the dungeons of Rappan Athuk. Just as Zehn rules Level 4 with an iron hand, so does Gudmund rule this level. If the characters have any hope of expunging the evil forces of this place, they must first succeed in the destruction of this temple. Gudmund keeps a stable of servant creatures near the temple. Minotaurs haunt the maze area, and a large pack of leucrottas are kept fed and happy in the caves. A herd of gorgons lives in yet another area. Worse encounters are hidden in the temple as well. This area is shown on The Lower Temple of Orcus map.

Level 9

Difficulty Level: Tier 2

Access: Stairs to Areas 7A-7, 10-1, and 11A-1 from Area 9-1, river from Area 1-11.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1	1d3 acolytes of Orcus ^B
2	1d6 minotaurs
3	3d6 giant rats *
4-5	1d3 leucrottas ^B
6	2d4 goblin warriors ^B accompanied by 1d2 goblin leaders ^B
7	1d2 vrocks
8-9	1d3 small piercers ^{B*}
10-20	No encounter

* cavern areas only, otherwise no encounter

General Features

Atmosphere: Strong evil emanates from the temple at Area 9-8.

Ceiling Height: Chambers have ceilings up to 30 feet tall. Caverns, halls, and tunnels are typically 15 feet tall.

Doors: Locked, iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or a DC 25 Strength check to open.

Shields and Wards: None

Surfaces: Stacked cut stone or natural cavern.

Other:

- All undead have advantage on saving throws to resist being turned. No turning is possible in the temple area itself.

- In Areas 9-8 to 9-11, celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 50% likely to fail. In addition,

good aligned creatures in these areas must succeed on a DC 16 Charisma saving throw or be frightened (as the *hallow* spell).

- Fungus encrusts most cave surfaces on this level; 20% of the fungus is edible, while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Mazes and cut corridors are free of fungus. Poisonous fungus is fatal in 1d3 rounds.

Shrines of Power

The unholy shrines in this dungeon, of which this is the second, provide power to the demon prince, Orcus, and his avatar, the "Master." To cleanse the area of evil, characters must destroy the *sphere of souls* at Area 9-8, in addition to defacing the unholy site, and then cast *dispel evil and good* upon the shrine.

Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on Level 15. Note that to access the Chapel of Orcus (Level 14), the party must obtain the magical key held by Gudmund. No other means of opening the door at Area 5-11 is available.

9-1. Entrance

This small room contains stairs leading down to Levels 10 and 11A, and up to Level 7A.

9-2. Empty Areas

The occasional piece of junk or debris litters those areas marked 9-2. Roll a wandering monster check each time characters enter areas designated "9-2."

9-3. The False Wall

The wall on the north side of this room simply looks fake. It is made of very weak paper and mortar and can be easily broken down. If this occurs, an alarm is triggered in the evil temple at Area 9-8, and the gorgons are sent to the area by Gudmund from Area 9-7. Other than that, this area is yet another time waster.

9-4. Gathering Ground

This area is used as a base camp for the minotaurs that serve Gudmund. Twelve **minotaurs** are always present in this area, and a total of 24 are present on this level. Any not here are assumed to be wandering the maze (Area 9-6) or elsewhere. There is a large iron bar across the door to the tunnels to Area 9-7. This is to keep the gorgons shut in, as the minotaurs fear them. Strewn about the room are small piles of rubbish that double as the minotaurs' beds (24 separate piles).

Tactics. The minotaurs are too chaotic to formulate any real battle plan. They are relentless foes, however, and track anyone fleeing as long as one side or the other is alive. They fear wizards, and anyone who is seen casting spells is preferentially targeted. Any non-spellcasters captured are



LEVEL 9: THE LOWER TEMPLE OF ORCUS

eaten. Captured spellcasters are tossed into the gorgon area beyond the north door (it is bad luck to eat a wizard).

Treasure. Three of the piles have some items of interest:

- Pile #14 has 1,400 gp in a large locked leather sack. The lock is of fine quality, and picking it requires a successful DC 14 Dexterity check with thieves' tools.
- Pile #19 has, hidden in a large clump of feces, a +2 *shortsword* in a lead sheath (*detect magic* cannot find it).
- Pile #23 contains a small statue of pure adamantine. The statue is of a young man kneeling beside two lions; it is worth 2,500 gp and weighs 2.5 pounds.

9-5. Leucrotta Caves

Two separate areas are labeled as 9-5 on the map. Each serves as the den for a pack of 6 **leucrottas**^B that are used as guardian animals by Gudmund. These packs do not care for each other. Any combat in one area is only 30% likely to draw additional leucrottas from the other area. The river in this area can be swum, though downstream it leads nowhere. The source of the river is Area 1-14.

Tactics. These beasts hit and run, avoiding heavily armored opponents until all others have been dealt with. The pack attacks in 2 groups of 3, with each group dedicating all its attacks on one individual until they fall. If seriously wounded (75% or more of hit points), a leucrotta flees and hides, avoiding further conflict if possible.

9-6. The Maze

This area is a total time-waster and was built to distract invaders while the priests gather their forces to fight them. Hidden throughout the maze are a series of *glyphs of warding* that do not harm anyone, but instead trigger an alarm in Area 9-9. Once the alarm is triggered, Gudmund releases the gorgons from Area 9-7 into the maze. These beasts track by scent until they find the characters. Wandering the maze at any given time are 6 **minotaurs**, who feel at home here. There is a 50% chance per 10 rounds of encountering such a wandering group. Once they are slain, no further encounters with minotaurs occur in the maze.

Tactics. The minotaurs use the same as Area 9-4 (meaning none). The gorgons use even less (charge!)

9-7. Cave of the Gorgons

Only Gudmund himself dares enter this room, as his amulet protects him from the breath of the foul creatures stabled here. This cave complex smells of cow dung and vermin.

Curious Menagerie. Careful inspection of the area behind the door reveals a whole troop of small rat statues, 20 in total. Here and there a stone stirge may be found as well.

The Gorgons. Each round spent north of the door from Area 9-4 brings a 35% chance of an encounter with 1d3 **gorgons**. These beasts are used as a weapon by the evil priests of this level and are kept well fed with slaves, goblin trespassers, and adventurers. The gorgon lair (statuary, really) is in the back corner of Area 9-7.

Tactics. Mooooo!!! Charge, breathe, gore, charge, breathe, gore, etc.

Treasure

In a large pile of offal, a long-lost *iron flask* containing a vrock can be found with a successful DC 20 Intelligence (Investigation) check. The command word for the flask is "Muzekseg."

9-8. The Lower Temple of Orcus

Entrance Portals. The divided corridor leads down an 80-foot hall and ends in a set of huge, carved double doors. Unholy scenes of demonic

faces and rites are carved in these bas-relief halls and doors, evidence that something wicked this way comes. The doors are unlocked and may be opened easily by pulling on their great brass handles. The doors are trapped, with a *glyph of warding* that bestows a curse that imposes a disadvantage on all attacks and saving throws on non-evil creatures passing through the portal. Creatures that succeed on a DC 20 Wisdom saving throw avoid the curse. The glyph can be identified with a successful DC 20 Intelligence (Investigation) check and removed with *dispel magic* cast against a level 5 spell.

Beyond the Doors. Inside is the Lower Temple of Orcus, the last of the human-occupied shrines of power dedicated to this evil god. Like the Upper Temple (Level 4), this area is designed to be horribly deadly and should not be taken as "just another encounter". It is critical that the characters destroy these power sources if they want to have any chance of defeating the evil of Rappan Athuk. The room itself is shaped like a cross, with 2 large pools of bubbling blood flanking a large altar upon which rests a shimmering globe of scintillating colors. The globe spins wildly along its axis. Any creature within 20 feet of the altar is considered to have a *blur* effect acting on it. Around the altar is inscribed a pentagram. This pentagram radiates a permanent aura out to 120 feet. Within that radius, celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 50% likely to fail. In addition, good-aligned creatures in these areas must succeed on a DC 16 Charisma saving throw or be frightened (as a *hallow* spell) while in the region. To destroy this shrine, the characters must not only deface the temple, but must also destroy the globe, known as the *sphere of souls*.

The Priests of Orcus. Like the Upper Temple, an evil priest and his minions guard this shrine. **Gudmund**^B, a high priest of Orcus, 6 **priests of Orcus**^B and 12 **acolytes of Orcus**^B oversee this shrine. The demon prince has bequeathed Gudmund an assistant to aid in the temple's defense: Geelzabigh, a **glabrezu demon**. Gudmund has also created a **clay golem** to protect him.

Tactics. Several — if not all — characters may perish attempting to destroy this den of evil. Wise and well versed in combat, the priests never surrender or parley. Anyone captured alive is either immediately killed or sacrificed to Orcus after the battle. Combat such as this is the stuff of which legends are made. The priests use simple tactics. Gudmund casts *blade barrier* and *prayer*^{PG}. He then casts additional spells as you see fit, aiding his demon and clay golem servitors to slay anyone still standing. The acolytes cast *protection from evil and good* and then wade into melee, relying on their god's protection. The priests' actions parallel that of the acolytes, but they also cast *bless* before joining combat. When the opportunity presents itself, each priest uses *hold person*. As befits their chaotic nature, the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with character fighters). The glabrezu and clay golem simply bash the closest opponent. None of Orcus' minions retreat or give quarter. Priests sacrifice *charmed* or *held* characters immediately following combat.

Treasure. The *sphere of souls* appears to be quite valuable (more than 10,000 gp). It is protected with anti-screaming magic and *detect magic* or *identify* discover this aspect of it, although not its actual power. It may be simply removed or taken away by unwise characters. It is the power focus for this evil temple, and unless destroyed, the avatar on Level 15 loses no vitality. The sphere may be destroyed simply by smashing it to bits (AC 15; 120 hp). Gudmund has a +2 *mace*, +2 *plate armor*, +2 *shield*, a *potion of greater healing*, a magic key to the secret door in Area 5-11, and a gold unholy symbol that grants a permanent *prayer*^{PG} spell to the bearer if they are a servant of Orcus. Each of the acolytes and priests of Orcus have fire-blackened chain mail, a *potion of healing*, an unholy symbol of Orcus, and 18 gp.

9-9. The Priests' Quarters

This room functions as the temple priests' sleeping quarters. The room contains 6 beds, evenly spaced apart, and 6 wooden chests, one situated at the foot of each bed. The beds and chests are of simple yet practical construction. The acolytes sleep on the floor. One more bed is hidden, however, in Area 9-10. All the chests contain various mundane items, unholy writings, black robes, and other minor priestly trappings. Nothing

of value is present in this room. The secret door to Area 9-10 requires a successful DC 20 Intelligence (Investigation) check to find.

9-10. The Hidden Room

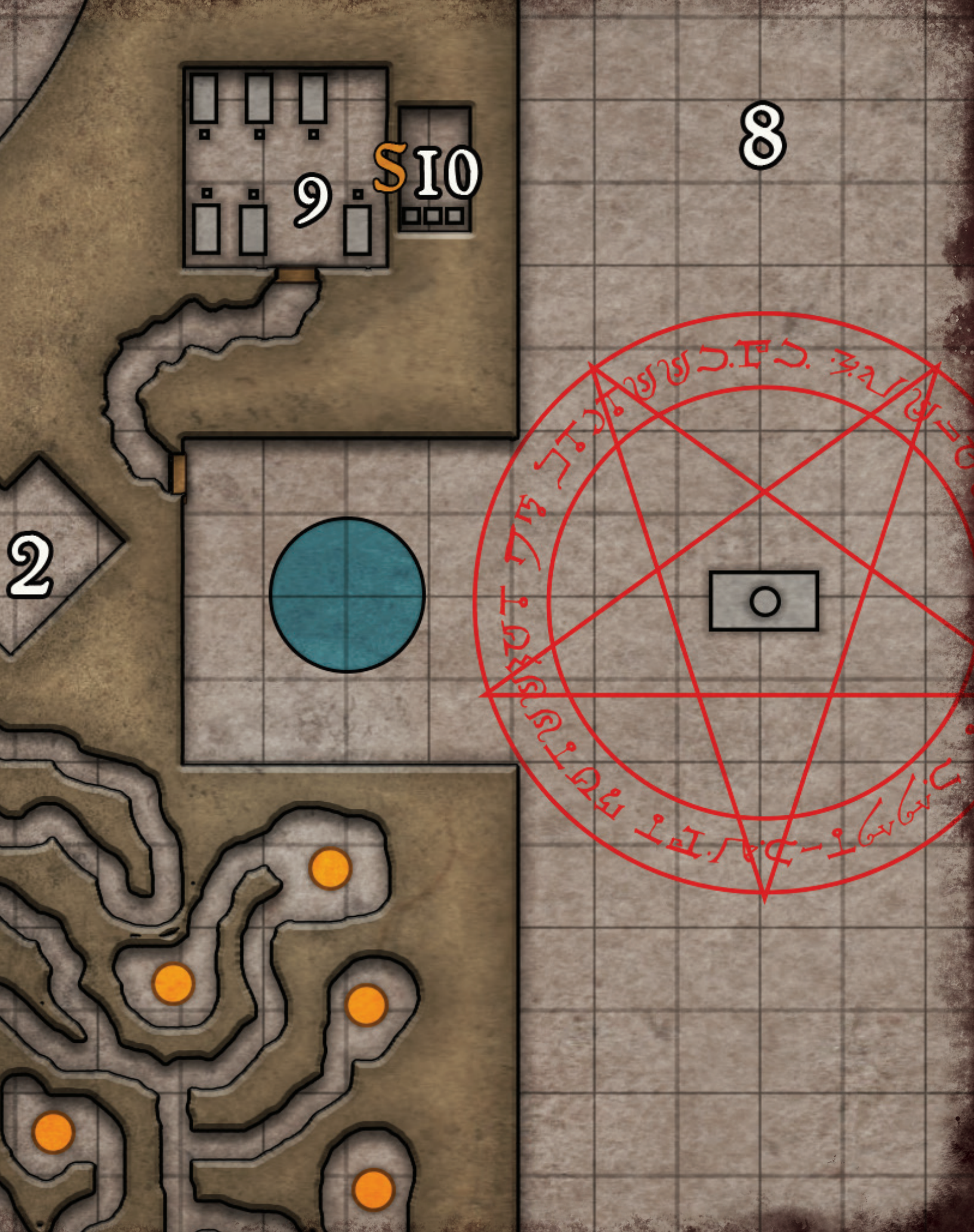
This is Gudmund's room, as well as the treasure room for this temple. The room is lavishly furnished and adorned with tapestries, golden idols encrusted with gems, and various magical trophies taken from dead adventurers. Three large chests sit along the south wall, locked with finely crafted locks. Each is trapped.

- Chest #1 is trapped with a poisoned needle in the lock. Finding the needle trap requires a successful DC 18 Intelligence (Investigation) check. It can be disarmed with a successful DC 16 Dexterity check with thieves' tools. If the trap is triggered, it makes a ranged weapon attack at one creature in front of the chest within 5 feet at +6 to hit. On a hit it does 1 piercing damage and the target must make a successful DC 16 Constitution saving throw. If it fails, the target takes 21 (6d6) poison damage. If it succeeds it takes half this amount.
- Chest #2 is trapped with a *lightning bolt*. When opened, anyone within a 50 foot line of the front of the chest must attempt a DC 16 Dexterity saving throw. Those that fail take 21 (6d6) lightning damage while those that succeed take half this amount. The trap can be found with a successful DC 17 Intelligence (Investigation) check.
- Chest #3 is trapped with a *magic jar* effect that uses an emerald worth 5,000 gp as its focus. A character that opens the chest without the disarming the trap must make a successful DC 16 Charisma saving throw or have their soul trapped in the gem. The body of the character falls into a catatonic state. The trap can be found with a successful DC 18 Intelligence (Investigation) check and disarmed with a successful DC 22 Intelligence (Arcana) check. Disarming the trap or freeing the captured soul shatters the gem, leaving shards worth only 3d6 x 100 gp. Shattering the gem frees the soul, returning it to its body if the body is within 100 feet
- **Treasure.** This room contains the vast wealth of this temple. The tapestries alone are worth over 5,000 gp, though finding buyers of the evil scenes depicted may be difficult. Six large pieces of artwork are present:

- The first is a silver water fountain enchanted to run water continuously. The fountain is in the shape of a swan in a pool, and the whole is worth 3,000 gp.
- The second is a large statue of Hecate, made of pure platinum with emeralds for eyes, worth over 10,000 gp in precious materials alone. This statue emits a *hallow* effect, though its aura is suppressed by the *hallow* effect of the temple.
- The third piece of art is a golden flute, inlaid with fine gemstones and of purest quality, worth 1,500 gp.
- The next 2 items are a pair of ornamental swords, inlaid with gems and edged with platinum; their hilts are wrapped with mithral wire. These 2 swords are worth 6,000 gp as a set.
- A *horn of Valhalla* (bronze) rests on the wall.
- Chest #1 contains 2,800 sp and 3 scrolls of spells. The 1st scroll contains the spell *greater restoration*, the 2nd *passwall*, and on the last is inscribed a single *wish*.
- Chest #2 contains velvet lining and is filled with 4 potions; all potions are unmarked. There are 3 *potions of healing* and one of *heroism*.
- Chest #3 contains a *decanter of endless water*, and a long, thin puzzle box made of adamantine. The box can be opened with a successful DC 17 Intelligence check. The box contains a *wand of fear*. Hidden in a secret compartment of this chest is a *ring of resistance* (poison). Finding the hidden compartment requires a successful DC 16 Intelligence (Investigation) check. The compartment is trapped with a poison gas trap. When it is opened, anyone within a 20-foot radius must succeed on a DC 16 Constitution saving throw or take 35 (10d6) poison damage. The trap can be detected with a successful DC 18 Intelligence (Investigation) check and disarmed with a DC 20 Dexterity check with thieves' tools. Failing the check to disarm by 5 or more triggers the trap.

9-11. Land of the Dead

This room is literally piled wall to wall with bones and rotting bodies, all sacrificed to the evil lord of the dead. Nothing of value remains, as the bodies were searched prior to disposal here. This room is used as a resource for animating skeletons to serve in the evil temple.



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Level 9A: Caves and Caverns - The Hydra's Lair

This cavern, a large nexus point in the dungeon, leads to the goblin city on Level 12A and is the only access to the city within the halls of Rappan Athuk. The goblin clergy have set several allied and guardian creatures here (gargoyles, trolls, and dragons) to man the gates. A number of other creatures reside on this level, either known to the goblins (e.g., the gugs and will-o'-wisps) or unknown (e.g., Lord Navarre). The goblins, unable to open the mithral gates, have no idea what lies beyond them. The main cavern requires several days' exploration to fully examine, as it is over 2 miles long and 1/3 mile wide. Numerous support columns stand fast throughout the cavern, and the limestone within the cavern is very much "alive," as evidenced by the thousands of stalactites and stalagmites "growing" from the ceilings and floors, respectively. Blind cavefish populate the rivers in great numbers, and rats, bats, and other vermin thrive in the fungus-encrusted gloom. This level is depicted on The Hydra's Lair map.

Level 9A

Difficulty Level: Tier 3

Access: Stairs from Area 7A-8, river tunnel from Area 4A-3B, stairs to Area 12A-1, rivers to Level 10A, mithral gates to Area 11-1. Sinkhole to Area 9D-28.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1	Purple worm
2	Gug ^B
3	3d6 giant rats
4	1d3 trolls
5	4d4 goblin warriors ^B with 1d4 goblin leaders ^B
6	1d6 gargoyles
7	Will-o'-wisp
8	2d6 stirges
9	1d3 small piercers ^B
10-20	No encounter

General Features

Atmosphere: Strong evil emanates from the dragon lair at Area 9A-7. Mist enshrouds all areas east of the hot springs, limiting vision to 60 feet and making these areas lightly obscured. The dragons and will-o'-wisps see normally, as they do not need eyes to "see".

Ceiling Height: Several hundred feet — well outside visible range.

Doors: None

Shields and Wards: Lead shields Lord Navarre's lair at 9A-2, and the mithral gates area, preventing magical detections and any magical means

of transport (such as *teleportation*) into or out of them.

Surfaces Because the ground is slippery and uneven, each round of melee or running requires a successful DC 12 Dexterity saving throw. Failure means the character falls prone. Monsters, more familiar with the terrain, have normal movement. Climbing the wet and slippery walls, columns, and other cavern features requires a successful DC 18 Strength (Athletics) check. Stalactites and stalagmites cover the ceiling and floors.

Other:

- Monsters receive advantage on Wisdom (Perception) checks against characters using light sources, except purple worms, which burrow up from below and cannot see the light source. Creatures have advantage on Stealth checks to hide in the mist if they are not moving.
- Fungus encrusts most of the surfaces on this level; 20% of the fungus is edible, while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Poisonous fungus is fatal in 1d3 rounds.

9A-1. Entrance

The tunnel opens into a vast cavern; dozens of rat tunnels dot its walls. Stalactites and stalagmites reach toward one another like hundreds of bony fingers. The roof of the cave is too high to see, and bats swarm at the edge of torchlight. The path is smooth and slippery. Characters hear running water somewhere off in the distance. As the characters enter the cavern, they may hear an evil chattering — a chilling cacophony comprising dozens of obscene, whispery voices emanating from the 48 gargoyles that reside in the 6 caves above the entrance area. Numerous gargoyles immediately attack the characters. Check for an additional wandering monsters if the characters are using light to illuminate their path. Monsters equate "light" with "fine dining."

Tactics. Immediately, 4d6 gargoyles swoop in, attacking; an additional 1d6 gargoyles join the fray each round until all 48 are involved in the battle. Slaves of the goblin priests on Level 12A, the gargoyles have been tasked to slay all humans and non-goblin humanoid that enter the cavern through the passage from Level 7A. Gargoyles not swooping in immediately use their freeze ability to appear as stone, thus confusing any attempt to verify their numbers. Attacking from above, the gargoyles try to fly away with grappled victims, carrying them to the cavern's roof and dropping them from heights of over 60 feet. One gargoyle can lift a held opponent weighing up to 150 pounds. Two gargoyles working together can lift a held opponent weighing up to 300 pounds 20 feet per round.

Gargoyle Caves. The 6 caves that crown the cavern's entrance contain the gargoyle's nest areas. Because the caves are 40 feet off the ground, characters must make a successful DC 16 Strength (Athletics) check to reach them. Most caves contain little treasure, since the evil priests of Orcus routinely clean them out. However, cave #4 does contain some treasure.

Treasure. Acquired from less-fortunate visitors to the cavern, the stash in cave #4 contains the following items: 110 gp, 83 sp, a gold music box worth 1,250 gp, 3 uncut pieces of amber worth 100 gp each, a huge golden-yellow topaz worth 500 gp, a suit of +1 *leather armor*, and a *potion of*

greater healing. The numerous articles of nonmagical gear include 4 longswords, 2 maces, 6 daggers, 4 oil flasks, 5 vials of holy water, a suit of chain mail, a shield, 2 suits of plate armor, and holy symbols of Set, Hecate, Thyr, and Ra. Hidden in one dagger's hilt is a *ring of resistance* (poison). The hollow, lead-lined hilt prevents magical detection, but a successful DC 18 Intelligence (Investigation) check reveals the space.

9A-2. The Tomb of Lord Navarre

Special Note. Characters only find this very dangerous and well-hidden lair by carefully searching below the river's water line, and only then on a successful DC 18 Wisdom (Perception) check. Even if the characters locate the lair, none are likely to survive their encounter with its occupants. In the unlikely event that they triumph, the characters gain 2 very powerful magic items. This area is intended for later adventuring or as a set piece for a quest, after high-level characters hear some legend or consult a sage about Navarre or Deserach.

Entrance. Four feet below the water's surface, the characters spy a strange symbol carved on the steep side of the river wall: crossed swords over a holy symbol of Set. This symbol covers a secret door leading to the long-undisturbed tomb of **Lord Navarre⁸**, a former fallen paladin who has degenerated even further, becoming a demonic knight. Undiscovered for over 500 years, the secret door is trapped with a DC 20 *symbol of death*. Detecting and opening the door exposes a 60-foot-long underwater passage that leads to a 150-foot diameter cave that contains a single tomb.

Tactics. Opening the secret river door awakens Lord Navarre. If the characters approach, he is awaiting their arrival and gates in a **glabrezu** demon to help him, with a 75% chance of success. Once characters enter the tomb area, he seals the entrance using his *wall of ice* ability. He then casts *fear* on any obvious spellcaster (that must succeed on a DC 18 Wisdom save made at disadvantage) and coordinates an attack with his demon ally. If surrounded, he casts *fireball* on his position, trusting his magic resistance and ring to protect him.

Treasure. Only after defeating the monsters may characters search the lair. Navarre himself wields a poisoned +1 *greatsword* and wears +2 *plate armor*. He also has a *ring of resistance* (fire). After combat has ended, the characters discover 3 large chests in addition to the tomb.

In chest #3's secret compartment, the characters discover a magic chest containing a terrible monster and a valuable treasure horde. Navarre's corrupter, Deserach the mage (now a demilich), placed her soul and her treasure within this chest and trusted the chest to Navarre's keeping. The chest's command word can be obtained by legend lore or wish; it is a musical sequence of notes that must be played on a harp by someone of talent. The intricate tune if played even a little improperly has no effect on the chest. When the musical key is properly played, the chest enlarges to full size and opens.

- Chest #1: This chest contains 1,100 gp and 16 finely matched rubies worth 10,000 gp if sold as a set, or 500 gp each if sold individually.
- Chest #2: This chest contains a masterwork harp of silver and gold worth 6,000 gp, wrapped in a silk blanket. The chest also contains a platinum locket, inside of which is a miniature painting of Deserach playing the harp, worth 1,000 gp (2,500 gp if Deserach is recognized).
- Chest #3: This chest contains 2,500 sp and has a secret compartment. The secret compartment is discovered with a successful DC 16 Intelligence (Investigation) check and is trapped with a *cloudkill* spell. The trap on the chest can be discovered with a successful DC 18 Intelligence (Investigation) check and disarmed with *dispel magic* cast against a level 6 spell. If the *cloudkill* triggers, it does 27 (6d8) poison damage on a failed DC 20 Constitution saving throw or half as much on a successful one.

Deserach's Secret Chest. The magical chest hidden in the secret compartment resembles a well-made iron chest except reliefs of powerful magic symbols and images depicting the lich-mage Deserach cover the outside. The magic used to create the item makes it almost impossible to open by means other than with a cipher created when the chest is created. The lid cannot be opened by either breaking it or picking the lock. The chest contains the following:



- Spellbooks containing 6 spells of each level from 1st through 6th-level spells, 4 each from 7th and 8th-level spells, and 3 9th-level spells. All spells are from the Wizard list.

- *Staff of withering*
- A *greater ring of protection^{GM}*
- 4 *Ioun stones* (a *pink rhomboid* — *fortitude*, a *vibrant purple prism* — *reserve*, a *pearly white spindle* — *regeneration*, and a *marbled lavender and green ellipsoid* — *greater absorption*)
- *Bracers of quickness^{GM}*
- The skull of **Deserach⁸** the demilich. [Oops! That's not treasure!]

Tactics. Each non-evil creature present when Deserach is uncovered takes 16 (3d10) necrotic damage. She then combines her Drain Life and Soul Shatter abilities while keeping out of melee. Any who get near are treated to her Bone Dust, Frightening Glare, or Profane Curse. Spellcasters are targeted preferentially. You are free to select any other attacks after this, until all are slain (or, hypothetically, until she is slain).

9A-3. The Mithral Gates of Akbeth

As the characters follow the river, it seems to disappear ahead. Upon investigating this odd phenomenon, the characters stumble upon a wondrous site. Two huge gates, fully 20 feet tall and half again as wide, block the river's course. A fine-meshed grate allows water to flow beneath the gate. Runes and writing cover the faces of both solid-mithral doors.



Agamemnon the Wizard, directed by the goddess Hecate, used mighty magics and built this barrier to imprison Akbeth, betrayer of Hecate. Only a *wish* opens the doors, except as described below. This gateway is the only entrance to Level 11.

Door Inscription. The door's magically written inscriptions comprise a series of prayers to Hecate. *Comprehend languages* or a successful DC 20 Intelligence (Religion) check translates them. Most of these prayers are meaningless to the characters, but one reveals the secret to opening the gates, as follows:

Enchanted water to the goddess feed Bring her the blessings to heal her pain And pass ye through the mithral fane Know ye devout of the goddess the verse Ever faithful finds ever cursed.

Reciting this prayer opens the gates only if a *potion of healing* (of any kind) is spilled into the river or *bless* is cast within 10 feet of the water. Once the ritual is performed, the gates slowly slide open of their own accord, revealing the room beyond.

Beyond the Mithril Gates. Beyond the gates lurks a 12-headed **pyrohydra**^B. Under no circumstances does it leave this room. The river bisects this 60-foot diameter room, flowing to and exiting on the far side, leading to a shallow river passage (through which the characters can wade) to the top of the waterfall on Level 11.

Tactics. The pyrohydra attacks all intruders except priestesses of Hecate and can be turned by anyone dramatically wielding a holy symbol of Hecate. Being a pyrohydra, the creature has fire immunity. Thus, acid is the only way to permanently cauterize its severed necks — making an *alchemy jug*^{GM} invaluable.

9A-4. Lair of the Gugs

The cavern's stone changes form at the entrance to this tunnel. Torchlight gleams and refracts against the quartz crystals that bejewel the corridor. Anyone trained in Survival can make a successful DC 15 Intelligence (Survival) check to decipher that the scrape marks on the walls and ceiling suggest that 4-armed creatures often move through the area.

This area is the home of 4 **gugs**^B. While the rest hunt for food, 1d3-1 gugs lurk in the main cave area.

Tactics. None to speak of. Gugs just attack. On a 1 on 1d6, checked once per 10 rounds, an additional gug (up to a total of 4) arrives from another area.

Treasure. They have no individual treasure; however, a large vein of gold can be seen in the north corner of the room. If mined, it yields 200,000 gp of raw ore (weighing 40,000 pounds).

9A-5. Sixteen Trolls with an Alchemy Jug!

This cave's floor has collapsed, creating a 60-foot-deep sinkhole. One tunnel along the side of the sinkhole leads to Area 9D-28. Its walls are steep but not sheer. Muddy, giant-size footprints cover several rocks on the slope. At the bottom of the sinkhole, the characters see a 10-foot diameter cave entrance, from which emanates grunting noises and a smell like rotting fish. The cave's 200-foot-diameter interior has various obstacles (e.g., columns, boulders, stalactites) that divide it into numerous interconnected chambers. The trolls bivouac in these chambers and attack all who enter the cave or sinkhole area.

Throughout this cave are 16 **trolls**, who guard this cavernous level for the goblin priests on Level 12A, while another 24 trolls roam the level's caves and warrens. Once 40 trolls are slain, no more are found on this level. For every 10 minutes characters spend near this area, there is a 40% chance that 2d3 trolls either exit or return to the cave. Those trolls leaving the cave head off in a random direction if they do not detect the characters.

Tactics. Charge! Otherwise, the trolls avoid fire and run if seriously burned by fire or acid (over 70% damage).

Treasure. In the far north end of the cave, a small pile of refuse contains bones and twisted pieces of metal. Hidden under over 400 pounds of disgusting filth is a long-lost *alchemy jug*^{GM}, requiring 20 minutes of searching to find it.

9A-6. The Hot Springs

Clouds of steam billow from the ground ahead, and water gurgles noisily. The air smells sulfurous and gets warmer as characters approach the pools. A geothermal pipe from Level 10 feeds a series of pools in this area with hot (110° F+), mineral-rich water. Ranging from 5 to 25 feet deep, the pools nurture large colonies of harmless bacteria, and fungus grows opportunistically in the humid environment. While the pools present no inherent danger, vision is obscured within 500 feet of the pools due to steam, limiting visibility to 60 feet. Bats, rats, and other small inhabitants of the level frequent this area, feeding off the overabundant fungus.

9A-7. The Umbral Dragons' Lair

Torchlight loses some of its vigor, and the hot springs' swirling mists create a surreal effect of shimmering colors as they reflect the feeble light. A vast darkness can be seen moving against the distant, gloomy background. The male **adult umbral dragon**^B inspects the visitors to determine if they are friend (goblins) or food (anyone else). Unless they are disguised as goblins, the characters get some bad news. The dragon attacks immediately, and his mate (same as the male) joins him 1d6 rounds after the battle begins. These dragons serve the goblin priests on Level 12 as the guardians at the goblin city's gate. They are not quipped like the gargoyles in Area 9A-1, but they are fed well and supplied with treasure by the goblins, to whom the dragons are loyal.

Tactics. The umbral dragons initially breathe on as many opponents as they can. They then cast *ray of exhaustion*^{PG} against a heavily-armored character and engage opponents in melee. The female flies over the characters and attacks from the rear; the male holds the front, tactically using its Frightful Presence and Shadow Breath. If severely wounded, the dragons retreat into their cave. If the male is killed, the female retreats into the nest to guard the eggs. If the female is killed, the male goes berserk, attacking recklessly, and fighting until slain, using only breath and melee attacks. His attacks are made with advantage, but attacks against him have advantage.

Treasure. The umbral dragons maintain their horde in the far reaches of the cavern, having constructed their 60-foot-diameter, bowl-shaped nest from the bones of hundreds of creatures, ranging from human to giant, atop carefully placed objects. The nest's edges are 10 feet high. Piled within the nest are the following items:

- 3 umbral dragon eggs (to hatch in 1 month)
- 2 suits of plate armor
- A longbow
- 6 flasks of holy water
- 11,000 gp and 83,500 sp
- 12 gems (azurite worth 50 gp; a garnet worth 250 gp; a topaz worth 500 gp; an emerald worth 500 gp; 6 red spinels worth 50 gp each; a blue diamond worth 2,500 gp, and a ruby worth 5,000 gp)
- A fire opal pendant on a gold chain worth 850 gp
- A platinum cup set with rubies worth 2,500 gp
- A silver bracelet with diamonds worth 500 gp
- 110 pieces of cheap jewelry, semiprecious gems and so on worth an

average of 10 gp per item

- An *insulated shield*^{GM}
- A *scroll of dispel magic*, in a platinum tube worth 150 gp
- A *ring of djinni summoning*
- A *staff of beguiling*

Some items may require a large amount of time to locate. The magic ring can only be found using *detect magic*, and with a successful DC 25 Wisdom (Perception) check. Each check requires 10 minutes of searching. In addition to all this loot, the pile contains numerous less-valuable, mundane objects (such as weapons, bits of armor, and packs).

Scavengers. Wandering monsters approach 8 hours after the dragons are slain. Each hour after the first 8 that characters spend here use a d10 rather than a d20 on the Wandering Monster table.

9A-8. The Will-o'-Wisp Lair

The passage narrows and winds — a seemingly endless maze! The slippery ground confounds characters, who repeatedly lose their footing in foul-smelling mud. When the passage suddenly slopes downward, the characters take a one-way trip down the slippery slope, barring a successful DC 17 Dexterity saving throw.

Mud Pit. The slide deposits characters in a natural depression filled with bad air and loose, knee-deep mud. Ascending the 120-foot hill of mud that rises before the party requires a successful DC 15 Strength (Athletics) check. The acrid, stagnant air requires a successful DC 14 Constitution saving throw each 10 rounds to avoid taking 3 (1d6) acid damage, and the entire area is difficult terrain. One hundred feet past the mud-slide's nadir is a den of 3 **will-o'-wisps**. Hearing the characters, they venture out to look for food — though they prefer food come to them, dying slowly in the mud and poisoned air! Bones and mundane equipment lie buried in the corrosive mud, all of it ruined and beyond use.

Tactics. The will-o'-wisps attack as soon as a character moves to a point about 50 feet between the hill and their lair. They do everything within their power to keep characters in the poisoned air, even gang-attacking those who try to escape while avoiding all the others. Opportunistic, they attack ropes or characters on ropes, sending rope-climbing victims back into the mud. Individually, they bait characters into the lair area, but fly away once the lair is reached. The will-o'-wisps feed less heartily on creatures they kill than on those that suffocate. If reduced below 5 hp, a will-o'-wisp retreats into its lair and blinks out, not returning to the fight.

9A-9. Passage to the Goblin City

The once-natural tunnel has been worked and cleared. Lights shine dimly along the way, seemingly radiating from the rocks themselves. The sandy floor reveals evidence of wagon tracks and humanoid footprints. Sloping slightly downward, the passage measures about 100 feet across. Following this passage for about 2 miles, the party discovers the goblin city on Level 12. Encounters along this passage are limited to wandering goblin parties, trolls, and vermin (see the Wandering Monster encounter table above, ignoring gog, will-o'-wisp, and gargoyle results). Other creatures know better than to venture down this road. Permanent *light* spells, cast on rock walls every 100 feet, illuminate the way to the city.



Level 9B: The Well of Agememnon, Upper level

This level begins the subplot involving the evil wizard Agememnon. Agememnon was a servant of Hecate, and servitor of Akbeth, long before the rise of Orcus in the dungeon. He built an imprisoning gate as his tomb that lets intruders in but not out. Only by traversing the entirety of Agememnon's Well (Levels 9B and 9C), can an adventuring party escape and return to the lands above. To escape, the characters must retrieve the sword of Agememnon, known as *Butcher*, which is kept in his tomb on Level 9C. The passage from Level 9B to 9C may be this area's most treacherous feature. It consists of a whirlpool covered in an *antimagic field* that must be crossed with boats or by swimming. Any lost to the center of the pool are dead and gone. This level is depicted on The Well of Agememnon, Upper Level map. The whirlpool at Area 9B-27 is shown on The Well of Agememnon, Lower level map.

Level 9B

Difficulty Level: Tier 2

Access: Secret staircase from Level 10A. This staircase is located beyond the waterfall near the center of the great cavern, whirlpool to Level 9C.

Wandering Monsters: Check once every 12 hours on 1d20.

d20	Encounter
1-2	1d4 crazed cannibalistic humans ^B
3	1d4 crazed goblin scouts ^B
4-5	3d6 giant rats
6	2d6 stirges
7	The Frogman ^{B*}
8-20	No encounter

*If killed, treat as no encounter.

General Features

Atmosphere: The entire area radiates soft light equivalent to a *light* spell.

Ceiling Height: The natural and worked stone areas vary from 10–20 feet tall.

Doors: Locked, iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: The entire level is shielded with a permanent *private sanctum* (preventing divination sensors, divination of creatures, teleportation, and planar travel), except for the teleports at Areas 9B-15 and 9B-16. This also means that no creatures can be conjured into the level. In addition, no spells or powers involving extraplanar contact, such as summoning or *commune*, operate on this level.

Surfaces: Cut and natural stone. Natural caverns have sharply tortuous ceilings.

Psycho!

Normally, when a creature is reduced to 0 Wisdom, it dies; within the confines of Levels 9B and 9C, however, such creatures instead go stark raving mad. A crazed creature retains all its normal abilities except it cannot cast spells or use spell-like abilities, nor can it make use of ranged weapons of any kind.

Cure. A crazed creature cannot easily be cured of its insanity. To cure a crazed creature, it must first be targeted with a *cure disease* spell followed immediately with a *remove curse* spell. At that point, the curse is broken, and the afflicted is no longer crazed; it has a Wisdom score of 1, making it susceptible to suffering the curse again the next day.

Characteristics. Crazed creatures are immune to all mind-affecting effects, including ones that would otherwise be beneficial, such as *bless*. Finally, a crazed creature can bite for 1d3 points of damage. This bite carries the carry goblin gout^{GM} fever. A crazed creature no longer desires magical trinkets such as weapons, armor, or magic items. Instead, it seeks only to take trophies from those it kills, such as teeth or ears. It leaves behind anything of actual value. Typically, a crazed creature possesses one weapon and shabby leather armor.

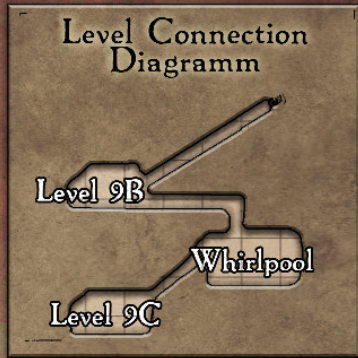
Other:

- No magic of any kind functions in room 9B-26, or in the whirlpool Area 9B-27.
- Being on this level causes the permanent loss of 1 point of Wisdom per day spent here, no save. At 0 Wisdom, a character is transformed into a crazed cannibal (see *Psycho!*). Only *dispel evil and good* can restore a lost soul affected in this way.
- In addition to being insane from Wisdom loss (see *Psycho!*), the goblinoids on this level carry goblin gout^{GM}, making them rabidly violent.
- The river on this level creates a circular, clockwise route that continuously runs around the level's center portion. The channel is carved and smooth, and the current is swift. The channel's depth is approximately 15 feet, and the width varies from 15 to 25 feet across. Swimming with the current (moving 60 feet per round) requires a successful DC 5 Strength (Athletics) check. Swimming against the current requires a successful DC 15 Strength (Athletics) check.

9B-1. Entrance

These stairs descend from Level 10A. They are neither trapped nor dangerous in any way. Once the bottom is reached, a plain looking door is present. If opened, this door causes the stone above to seal while creating an *antimagic field* in the stairwell. There is no saving throw, nor can the device be bypassed. The door radiates strange magic — both divine and arcane (thanks to Hecate). The characters arrive at Area 9B-3.

The Well of Agamemnon Level 9B



The main map of Level 9B features a central river with arrows indicating flow direction. Rooms are numbered 1 through 26. Key features include:

- Room 1:** A central area with a staircase labeled "Stairs to Area 10A-18".
- Room 7:** A large blue area with a spiral staircase labeled "Spiral Stairs down to Area 9B-7".
- Room 25:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 26:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 27:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 28:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 29:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 30:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 31:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 32:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 33:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 34:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 35:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 36:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 37:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 38:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 39:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 40:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 41:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 42:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 43:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 44:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 45:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 46:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 47:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 48:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 49:** A room with a skull on a pole, labeled "To Whirlpool Area 27".
- Room 50:** A room with a skull on a pole, labeled "To Whirlpool Area 27".

A north arrow is located in the bottom right corner, pointing upwards. A scale bar indicates "1 square - 20 feet".

9B-2. Empty

Bones and junk litter all rooms and caverns marked 9B-2. Roll a wandering monster check each time characters enter an area labeled “9B-2.”

9B-3. The Entrance Foyer

This room stands as a monument to the archmage Agamemnon, and the 5 pillars along the west wall of the room depict the deeds and fortunes of the great man. Doors lead out to the north and south, and a carved passage leads to the northwest. All the writings inscribed on the columns are in ancient Draconic.

Pillars. Several clues can be gained if the writings are deciphered. Details of the pillars include the following information:

- Pillar #1 has writings describing Agamemnon’s rise from an apprentice to become the lover and servant of the priestess Akbeth. It tells of superhuman deeds, slaying of dragons, and communing with the great goddess Hecate. It details Agamemnon being granted a divine gift from the goddess, a sword of glowing green metal (this is *Butcher*, the Sword of Agamemnon).
- Pillar #2 has writings describing Akbeth’s fall from grace and eventual transmutation by the goddess. It explains how Agamemnon remained true to the goddess and describes the building of the mithral gates on Level 9A to guard the remains of his lost love. It tells of terrible conflict in his heart as he was forced to choose between his lover and his goddess.
- Pillar #3 has writings describing Agamemnon’s quest for immortality and how he searched the world for the secret of it. It tells of his quests and travels, and how finally only divinity or undeath would save him. Agamemnon was an avid sailor, and the writings mention that he traveled to legendary lands of Sat’ini in the great ships *Tarun* and *Malgedesh* (these are the command words for the folding boat in Area 9B-9).
- Pillar #4 describes the building of the well. It describes that only with a divine force can the well be exited, and only “with the steel of the gods” may someone open the lock that holds the gate closed. This describes how the exit can be accessed through the center pillar (#3) using the sword as a key.
- Pillar #5 shows a slow slip into evil for the old wizard and speaks of his desire to starve any that pillage his resting place. It talks of blood being the key to divinity, and only through consumption of the living can a person achieve godhood (this is a clue that Agamemnon has become a vampire).

9B-4. The Fountain

This room contains an intricately carved fountain in the form of a beautiful woman standing in a circular pool of water. Those who have seen Akbeth’s statue — or a form or picture of her — recognize the woman as her. Unfortunately, before the characters can fully take in the view, they must deal with the **crazed cannibalistic humans^B** who occupy this room. These men have been stuck in the well for years, subsisting on cavefish and newcomers. They eat the occasional rat or stirge to supplement their diet.

Tactics. These men are beyond help, except as described above, and fight maniacally until slain. If cured of their insanity, they join the party and aid the characters in the quest to get out of the well. Their only tactic is to charge, kill, and eat the characters.

Secret Door. The secret door to Area 9B-17 is a trap door in the floor. It is easy to find, as the crazed men who inhabit this room use it for passage and they are not good about keeping it closed. It is noticed with a passive Perception of 10.

Treasure. They each have a small collection of grisly teeth, knucklebones, or other such treasures.

9B-5. The Underwater Tunnel

The south door leads to a tunnel. It slopes steeply down, enters the water, proceeds 15 feet, then slopes steeply up into Area 9B-19.

9B-6. The Hidden Servant

Waiting patiently in this room is the bound **vrock demon**, Nargallamar. Nargallamar was bound by Agamemnon to “guard this area”; however, the wizard never told him how large the area was; hence he only guards this room.

Tactics. Nargallamar attacks all that remain in this room with no hesitation but does not pursue out of it.

Treasure. There are the remains of several adventurers here. Though these adventurers were stripped and devoured, 4 suits of plate armor are still present here, as is a backpack with 6 torches, 3 flasks of acid, and an ivory case worth 200 gp, containing a *scroll of legend lore*.

9B-7. The Pool

A spiral staircase leads down to a large cavern flooded with 5 feet of water. The water is murky and still. Faint ripples can be seen if the water is entered. Three rounds after it is entered, an aquatic **black pudding** (normal black pudding with **Speed** 20 ft. climb 20ft., Swim 20 ft.) attacks. It does not pursue out of the water.

9B-8. The Cursed Door

This door is obviously not just a normal door. It is covered with runes and writings. If the script is deciphered, it is determined that there is a great curse upon the door. The curse states that any passing through the portal suffers a “curse of drowning.” This is true. Any that pass through the portal must make a successful DC 16 Wisdom saving throw or be permanently cursed to drown anytime they attempt to swim. The curse may take a form anywhere from disadvantage on all Athletics check to swim, to immediate sinking in any body of water deep enough. The door is unlocked and can be easily opened.

9B-9. The Boat Room

This room contains a series of artistically sculpted boats and rafts of all shapes and sizes. All the boats are old, brittle, and beyond use. Any attempt to use them in the river results in a 50% chance every 10 rounds of use that they break apart and sink.

Treasure. One exception to this is a toy boat, about 6 inches long and shaped like canoe, that is a magical *folding boat*. Use of this boat requires a command word to be determined. The words are “*Tarun*” (boat), “*Malgedesh*” (ship), and “*Sat’ini*” (box) as noted in Area 9B-3.

9B-10. The Laboratory Entrance

Agamemnon left 2 nasty guardians to protect his laboratory. He had no reason to let intruders access his private laboratory and took great pains to prevent entrance. To this end, 2 **iron golems** bar the way to the door to Area 9B-11. The door itself is *arcane locked*.

Tactics. The golems fight until slain, but do not pursue south of the river crossing.

9B-11. The Laboratory

This room is obviously a wizard’s laboratory. It contains numerous tables and shelves filled with various powders and liquids. Two half-finished flesh golems mold on a large table, inert and never animated. If the tools and materials are recovered from this room, they require transporting approximately 12 tons of gear to the surface. Against the north wall is a secret door. Beyond this door is a storeroom of magical

LEVEL 9B: THE WELL OF AGAMEMNON, UPPER LEVEL

potions. Due to the presence of the iron golems in Area 10, no one has yet looted this storeroom.

Treasure. The entirety of the equipment in the room fetches over 20,000 gp on the open market.

Potions. Along the shelves in the hidden chamber are the following potions, all unlabeled: *healing* x3, *giant strength* (frost), *levitation* x2, *invisibility*, *greater healing* x2, *treasure finding*^{GM} x3, *flying*, *gaseous form*, and *oil of slipperiness*. There are also 5 vials of poison.

9B-12. The Cannibal Lair

River Entrance. The entrance to this room can only be accessed by grabbing onto an iron bar that juts out of the wall into the space above the river. In the distance, an arched bridge is visible over the river at Area 9B-13. Other than flight, the only way to grab the bar is to make a successful DC 20 Dexterity (Acrobatics) check while passing by it, either swimming or in a boat. Failure indicates that the bar has been missed and the character grabbing for it has proceeded down river. Meanwhile, there is a 50% chance that the crazed inhabitants of this room complex rush forth and attack as described in Area 9B-13. The door is standard for this level and is unlocked.

The Lair. The room beyond the entrance door contains 6 intact 2-person boats, carved from woodwork within the dungeon and totally functional. It also contains the rough sleeping quarters of 10 **crazed cannibalistic humans**^B. They inhabit Area 9B-13 and the empty room beyond, though they have not found the secret door to Area 9B-14.

Tactics. They fight maniacally until slain.

Treasure. They each have a small collection of grisly teeth, knucklebones, or other such treasures.

9B-13. The Great Arched Bridge

This area consists of a 15-foot-wide, 40-foot-tall arched bridge of magical brickwork. It is inscribed with pictograms and writings. It can withstand any degree of magical assault and is made of a stone that is immune to blows from mundane weapons, and resistant to damage from magical weapons. It has an AC of 20 and 240 hit points. It is immune to all spell effects. There is a 50% chance that the crazed humans described in Area 9B-12 are present on the bridge, and they leap from the bridge to boats below to attack. The bridge itself grants three-quarters cover to all who are on it. On the underside of the bridge is an inscription, written in silver inlaid script. The writings are in ancient Draconic. They read:

*To seek the sword, And freedom find,
Remove the curse of gods gone by, Purge the doors of sin and blight,
Beyond the wall, of blackest night.*

9B-14. The Lost Room

The crazed inhabitants of this area have not yet discovered this secret door. Beyond the door is a small chamber containing an undisturbed library. Bookshelves line the walls, and comfortable yet moldy furniture is scattered about.

Treasure. Most of the 700 books present, while valuable (average 20 gp each), are mundane. Two are of interest and require a thorough search to locate, either with a successful DC 18 Intelligence (Investigation) check or a *detect magic* spell. The first is a *tome of understanding*, while the other is a cursed *vacuous grimoire*^{GM}.

9B-15. The Teleportal

This area teleports anyone landing on it to Area 9B-16, unless they were teleported from Area 9B-16.

9B-16. The Second Teleportal

This area teleports anyone landing on it to Area 9B-15, unless they were teleported from Area 9B-15.

9B-17. The Cannibals' Den

This is the living quarters of the crazed cannibalistic humans encountered in Area 9B-3. If they were not found there, they are here when the characters arrive (see Area 9B-3). This room contains piles of human bones, musty, rotted pallets of bedding, and an assortment of old equipment.

Treasure. Three suits of rusty but usable plate armor are here, as are 5 longswords, a greatsword, a +2 *longbow*, a *medallion of thoughts*, 4 packs containing 1,100 lbs. of gold ore worth 550 gp, 2 vials of holy water, a shield, 3 wooden shields, and a book of elven poetry worth 15 gp.

9B-18. The Boneyard

This room is stacked with piles and piles of bones. Humanoid, fish, rat, and other monster bones lie strewn about in piles. A locked secret door to the south leads to Area 9B-19. The lock can be bypassed with a successful DC 18 Dexterity check with thieves' tools.

9B-19. Feet of Clay

The floor of this room is covered in slippery mud and wet clay. Two rounds after it is entered, the ground begins to tremble. Two rounds after that later, a *clay golem* pulls itself free and attacks. This golem acts as the first line of defense for the priest buried at Area 9B-21. A secret door 6 inches under the mud hides the access to Areas 9B-20 and 9B-21. Once the mud is removed, the door can be found as a standard secret door for this level.

Tactics. The golem fights until slain but does not pursue out of this room to the north.

9B-20. The Pool of Oblivion

Beyond the secret door in Area 9B-19 is a small cavern, dripping with water and covered in stalactites and stalagmites. In the center of the room is a swirling pool of black water, smelly and foul. Ten feet down is a hidden tunnel leading to Area 9B-21. No light source can penetrate the water of the pool and darkvision does not function within the water. Only careful feeling while underwater and a successful DC 20 Wisdom (Perception) check allows discovery of the door to Area 9B-21.

9B-21. Underwater Angel

This is the tomb and final resting-place of Nemethiar, a priestess of Hecate and friend of Agamemnon. She is long dead and cannot trouble the party. The entire chamber is underwater, and due to the presence of the black water, no vision is possible here either. Even with a *water breathing* spell or potion, it is creepy to be swimming in total darkness. Cold or warm water may pass by the characters, floating debris may brush against their skin, or other creepy effects; this is all up to you to improvise. If multiple characters are in the water, they may even attack each other in the darkness. No monsters or treasure are present in this room.

9B-22. The Bar Across the River

Across the river, at a height of 3 feet, is a huge steel bar. Passersby in a boat may grab this bar easily. Passing swimmers may attempt to grab the bar. This requires a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. On the south side of the bar is a tunnel entrance leading to Area 9B-25.

9B-23. The Frogman's Lair

This room is the lair of the **Frogman**^B, a reasonably tough creature of unknown origin. The frogman is not necessarily unfriendly and can be bargained with, even befriended if approached properly. He feeds

exclusively on cave fish and bugs and is not predatory to humans.

Secret Door. The secret door to his lair requires a successful DC 20 Wisdom (Perception) check to find, though it is possible that wet footprints may lead the characters to the lair if they either encounter the Frogman as a wandering monster or if they are in dire need of a little “GM intervention” to cross the whirlpool in Area 9B-29.

Development. When the frogman is encountered, he cautiously awaits the characters’ reaction, diving into the river to escape if they appear hostile. He appears as a bulbous-eyed, green-skinned humanoid, about 6 feet tall, and with webbed feet. If the party communicates with him, using *tongues*, *speak with animals*, or the like, he may assist the characters in crossing the whirlpool area or in other waterborne adventuring.

9B-24. The Food Cave

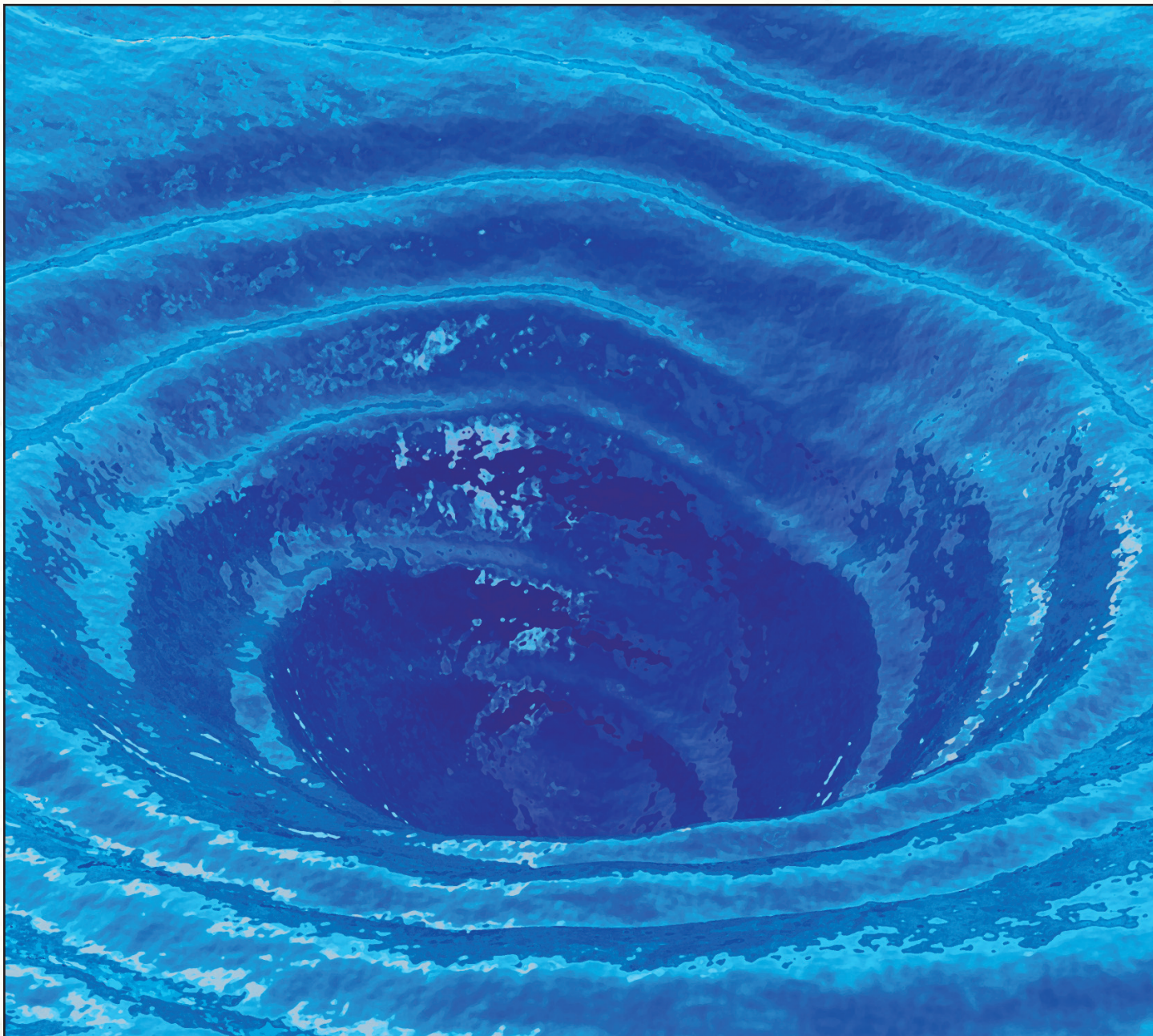
This cavern is fungus-filled and contains a biomass greater than most swamps. Hundreds of types of fungi are present here: 20% of the fungus is edible while 10% is deadly poisonous. Characters trained in Nature can tell which are edible. There is enough material here to sustain a party of 12 characters indefinitely. There are 2 other inhabitants of the cavern as well. These look like giant floating eyes but are 2 **gas spores**^B.

9B-25. Down, Down, Down You go, Where You Stop, No One Knows . . .

This nondescript room contains very little in the way of interest, except for a bas-relief of a demonic face on the floor leading to Area 9B-26. The mouth of the 4-horned, red-faced demon is 10 feet in diameter and provides access to the watercourse leading to Level 9C, 20 feet below.

9B-26. Passage to the Whirlpool

This area leads to the whirlpool and eventually to Level 9C. The water in the baffled area is only 3 feet deep and provides stability for those wishing to load boats or to rest before trying to make the trip across the whirlpool. No magic functions in this area. The passage leads 200 feet south, gradually deepening to a maximum of 20 feet at the outlet to Area 9B-27.

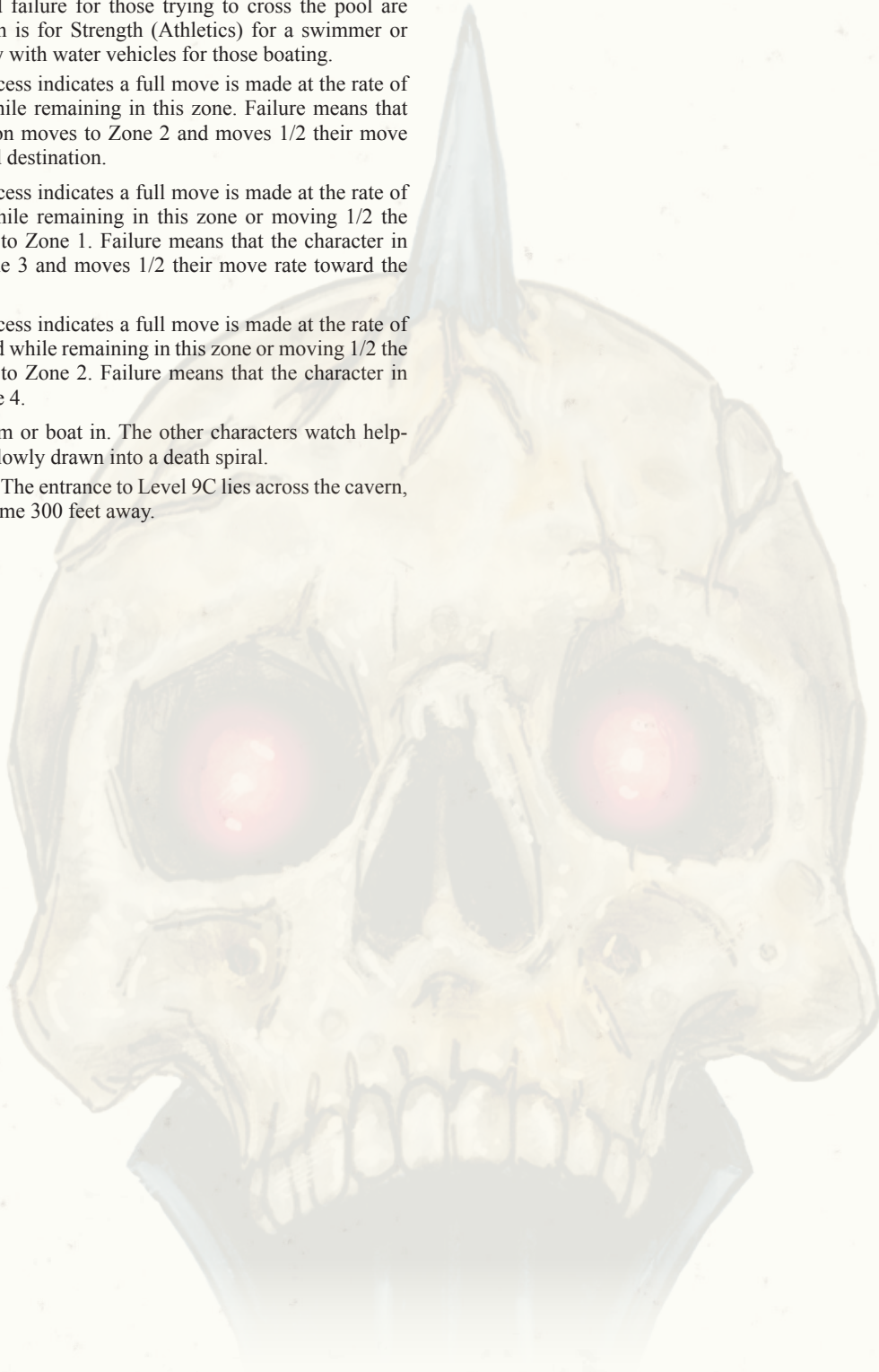


9B-27. The Whirlpool

This area leads either to death or to Level 9C, depending on the fortunes of those attempting to cross it. For this area, use the separate map provided (Whirlpool Map). No magic functions in this area. A DC 16 Intelligence (Arcana) check can confirm this. The cavern itself is vast (300 feet in diameter) and is totally water-filled. In the center of the cavern is a suction funnel of water leading into an abysmally deep underground lake with no air source and no escape. The only method of passage is to stay as far from the center as possible, be a strong swimmer or boater, and have good luck. Anyone lost in the whirlpool is dead and gone and can only be brought back by a wish. There are 4 zones present in this water. Difficulties and result of success and failure for those trying to cross the pool are as follows. The DC given is for Strength (Athletics) for a swimmer or Strength using proficiency with water vehicles for those boating.

- Zone 1: DC 15. Success indicates a full move is made at the rate of the swimmer/boater while remaining in this zone. Failure means that the character in question moves to Zone 2 and moves 1/2 their move rate toward the targeted destination.
- Zone 2: DC 17. Success indicates a full move is made at the rate of the swimmer/boater while remaining in this zone or moving 1/2 the distance and returning to Zone 1. Failure means that the character in question moves to Zone 3 and moves 1/2 their move rate toward the targeted destination.
- Zone 3: DC 20. Success indicates a full move is made at the rate of the swimmer/boater and while remaining in this zone or moving 1/2 the distance and returning to Zone 2. Failure means that the character in question moves to Zone 4.
- Zone 4: Cannot swim or boat in. The other characters watch helplessly as the victim is slowly drawn into a death spiral.

Entrance to Level 9C. The entrance to Level 9C lies across the cavern, in an area of still water some 300 feet away.



Level 9C: The Well of Agememnon, Lower level

This level is the final resting place of the great wizard, Agememnon, and holds the key to escaping from the Well. Having passed the whirlpool, the party confronts the archmage, now a vampire. To gain their freedom, the characters must defeat him and obtain his sword. This level is depicted on The Well of Agememnon map.

Level 9C

Difficulty Level: Tier 3

Access: Whirlpool from Level 9B.

Wandering Monsters: Check once every 12 hours on 1d20.

d20	Encounter
1–2	1d4 crazed cannibalistic humans ^B
3	1d4 crazed goblin scouts ^B
4–5	3d6 giant rats
6	2d6 stirges
7	Black pudding
8–20	No encounter

General Features

Atmosphere: The entire level radiates soft light equivalent to a *light* spell.

Ceiling Height: Caverns have natural rock ceilings up to 30 feet tall; halls and chambers are 10 to 15 feet tall.

Doors: Locked, iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: The entire level is shielded as Level 9B, and no means of magical transport such as *teleport*, *dimension door*, *etherealness*, and so forth functions. In addition, no spells or powers involving extraplanar contact, such as summoning or *commune*, operate on this level.

Surfaces: Cut and natural stone.

Other: This level, like Level 9B, causes the permanent loss of 1 point of Wisdom per day spent here, with no save.

The Legend of Agememnon

Agememnon was a powerful wizard who quested for immortality. To this end, as his life drew to a close, he willingly became a vampire, summoning and dominating a member of the undead to do his will. Using a *wish* spell, he devised a ritual that destroyed his creator after he was transformed, making Agememnon free to roam and do as he pleased without a controlling master. He roamed the world for many years, eventually becoming bored, and returned here to guard his crypt and seek to recover his lost priestess. After many years, he gave up trying to save

her, and as the evil blood finally completed its work, he became a lost soul, seeking only to destroy the living and drink their blood. Earlier in life, Agememnon was the lover of Akbeth and a faithful servant of Hecate, goddess of magic. He remained faithful to the goddess even when she destroyed his mate, and as a reward he was given a powerful magic greatsword, known as *Butcher*.

9C-1. Entrance

The sandy shore at the opposite side of the whirlpool is safe for landing. The observant can see a few footprints. These footprints look like bare human feet and can be tracked to Area 9C-2, where they disappear.

9C-2. Underwater Passage

Spiral stairs lead down to a water-filled passage. This passage is 60 feet long and ends in another set of spiral stairs leading up to the dry corridor above. Swimming through this passage is not overly difficult, requiring only a successful DC 8 Strength (Athletics) check.

9C-3. The Hanging Door

This door hangs in mid-air and is similar to those on Level 3A and Level 7. Writing above the door, in Elven, reads, “*Only with Butcher may the Faithful open.*” The door cannot be opened in any way, unless the person opening it holds the magic sword from Area 9C-19. The door opens easily for anyone holding the sword. It is a one-way door, and characters cannot travel back into the dungeon through this door. Those attempting to do so are stranded on the astral plane. This one-way door leads to a cave on the ground level outside the dungeon, over a mile away from the main entrance. The cave entrance is covered with a permanent *phantasmal force* and a permanent *hallucinatory terrain* spell, hiding it from detection. The characters may rest there without fear of detection.

9C-4. The Stirge Cavern

This cavern contains a great mass of 40 **stirges**, having flown in from the area beyond the whirlpool.

Tactics. They are quite hungry, subsisting so far on only those lucky enough to get here and the few dire rats on this level. They attack en masse as soon as the bottom of the spiral stairs is reached.

9C-5. The Floor of Mud

This area contains 4 feet of soft, slippery mud. This poses no real hazard to anyone taller than 5 feet, though all ground movement in this area is at 1/4 speed. At the far end of the room, the floor rises slowly and exits the mud at the intersection.

The Well of Agamemnon Level 9C

From Whirlpool
Area 9B-27



Area 9B-27 - The Whirlpool



From Area 9B-26

Zone strength increases moving inward. Zone 1 is weakest. Zone 4 is strongest.

1 square - 10 feet

1 square - 5 feet



9C-6. The Cursed Door of Agamemnon

This column-lined hall is filled with 8 feet of water except on the path between the columns.

The Columns. A curse is inscribed in ancient Draconic upon each pair of columns, each curse more terrible than the last, though none have any power, magical or otherwise. All warn intruders that to disturb the rest of Agamemnon is to invite plague, ill fortune, and death.

The Doors. At the end of the hall is a set of large stone steps made of pure white marble. At the top of the steps is a huge set of double doors, made of red stone and having no noticeable means of opening. The doors can only be opened by casting a *remove curse* spell, at which point they begin to bleed human blood, pouring pints of it all over the staircase and into the water. The bleeding doors are quite creepy, though the blood has no actual game effect. The doors swing open, allowing entrance in to Area 9C-9. The doors cannot be bypassed by any other means.

9C-7. Leeches Don't Suck, They Bite

This room lies at the bottom of a 40-foot spiral staircase. Muddy water 3 feet deep covers the entirety of the room. A stairwell leading up to Area 9C-8 lies at the south side of the room. In the muddy water are several hundred **leeches**^B. Each round spent in the water draws attack by 2d6 normal leeches per person. These nasties cause no pain when they attack, and armor does nothing to protect an individual. Unless the characters inspect themselves after exiting the water, they take 2 (1d4) piercing damage every 10 rounds per 6 leeches attached. Anyone bitten by leeches must make a successful DC 16 Constitution saving throw or contract leech fever^{GM}.

9C-8. The Star Room

This room radiates starlight, and the ceiling looks like the outdoor area surrounding the dungeon at night. Grass grows all over the ground, and trees dot the landscape. Birds and small animals scurry about, and berries grow on bushes. This room appears as if it were truly outdoors at night. This is a powerful *phantasmal force*. The illusion requires a successful DC 22 Intelligence (Investigation) check to see through. The characters could wander for years in this room, traveling for miles, only to have it remain continually night. The animals are part of the illusion and cannot be caught or conversed with in any way. Plants or berries picked can be eaten, but they provide no nourishment. It is possible that monsters may wander in here from time to time, as the aesthetics of this room fool them as well. In that case, the characters may interact with the monsters (or the other way around, of course). You are encouraged to make the players believe they are outside, though their wanderings never seem to lead anywhere.

9C-9. The Hall of Agamemnon

This huge hall depicts the major life events of the archmage prior to his turn to evil. There are scenes of Agamemnon fighting dragons, summoning angels, fighting demons, slaying evil priests, and so on all over the walls and ceiling of this room. The workmanship of the painter, Agamemnon himself, is astounding. The room is otherwise featureless, save for a round pedestal 30 feet across, upon which sits a large pyramid of opaque black obsidian.

9C-10. The Black Pyramid

Faint light can be seen within the pyramid, and ghostly white figures are seen periodically pressing their faces against the sides. There is no obvious means of opening the pyramid, though it can be bashed in (AC 14, hp 30). If this happens, 3 **banshees** are released and attack immediately.

Secret Entrance. At the far south point of the pyramid is a secret

latch. This latch must be carefully searched for by hand, and no means of magical detection discovers it. It can be located with a DC 20 Wisdom (Perception) check. If it is found, it can be sprung, and the north-facing wall sinks into the slab, revealing an opening to the inside of the pyramid. If the pyramid is opened in this fashion, the banshees do not attack, but instead become ethereal and leave the characters in peace.

Inside the Pyramid. Within are 3 preserved bodies of beautiful women, in life the concubines of Agamemnon. They are dressed in royal finery and gold jewelry and preserved with magic. The woman in the center was particularly favored and still wears a large gold medallion worth 500 gp with the crest of Agamemnon inscribed upon it. This medallion is the key to the crypt of Agamemnon himself and is the only means for the characters to find a way out of this level. If the bodies are molested in any way, or if a *raise dead* spell or similar magic is used, the banshees re-materialize and attack. If the medallion is taken, no harm comes to the party, but the corpses wither away to dust in 10 minutes.

9C-11. Stasis Chamber

This room contains a horrible trap as well as an illusory pile of treasure against the far wall to the south. Ten rounds after the room is entered, a *time stop* spell is cast. This trap is triggered by opening the door and has no chance of being disarmed. With a successful DC 18 Intelligence (Arcana) check, a character can determine that some form of magical trap has gone off and allows retreat from the room in time to avoid its effects. The effects of this spell are permanent until a successful *dispel magic* (against a 9th level spell) is made.

9C-12. The Mummies' Tomb

This room contains 12 empty sarcophagi, tops torn off, and piles of silver and cheap jewelry strewn about. Four rounds after the characters enter the room, a strong breeze blows through it. This wind seems to stir up dust in the shape of 12 forms. Two rounds later, each dust-form materializes and creates a total of 12 **mummies**, which all attack! These are the remains of servants of Agamemnon, bound here for all eternity to serve him after death.

Tactics. They fight until slain. They attack and follow the characters mercilessly until all are killed.

Treasure. There are 14,000 sp strewn about the room, as well as 1,500 gp worth of semi-precious stone jewelry.

9C-13. The Egg Stone

There is a great treasure hidden inside a stone block. The stone must be physically chopped away to reveal the gold, and there is no obvious way to detect it. Magical detection must be able to penetrate the outer rock coating. It is highly unlikely that this is ever actually discovered.

Treasure. Four inches inside the outer covering of stone is a solid gold ingot weighing 200 pounds, worth 1,500 gp.

9C-14. The Door to the Inner Sanctum

This secret door is extraordinarily well hidden in the floor. It cannot be magically detected nor opened. It can be located with a successful DC 22 Wisdom (Perception) check, and the mechanism to open it discovered with a successful DC 20 Intelligence (Investigation) check. An antimagic ward has been placed on the door area (like a permanent *antimagic field*), covering an area within 10 feet of the door. Somehow noticing this antimagic area — and thus tipping the characters off that something in the corner of this room is unusual — is most likely the only way their attention is drawn to the door. The *antimagic field* can be noted with a successful DC 20 Intelligence (Arcana) check or intentional or accidental experimentation.

9C-15. The Unmoving Stone

This hallway is blocked by a large boulder of blue stone, far different in make and texture from the corridor itself. For the party to pass the stone, it must be moved or destroyed.

The Blue Stone. The stone is not magical, nor is there any easy way to move it. Spells may be used to move it (such as *stone shape*, *disintegrate*, etc.), or it can be simply battered through. It has an AC of 10 and 100 hit points. The rock is immune to slashing and piercing damage from non-magical weapons as well as necrotic, poison, and psychic damage.

9C-16. The Weird Hall

Ten rounds after this seemingly non-descript tomb is entered, the secret door to the north slams shut, held closed with an *arcane lock*. At this point, a *weird* spell trap goes off, covering the entirety of the hall. The spell requires a successful DC 20 Wisdom saving throw to avoid, and it has a duration of 1 minute. The secret door to Area 9C-18 requires a successful DC 19 Wisdom (Perception) check to find and is in the floor of this room.

9C-17. False Tomb

This room contains a huge ornate crypt, carved of marble in the shape of a wizard. The top of the crypt is heavy and difficult to remove. Sliding off the lid requires a combined Strength of 30 or a successful DC 20 Strength check.

Treasure. The crypt itself is worth over 10,000 gp for precious materials and workmanship alone. Inside is a decayed skeleton in wizard's robes. Across his chest is a long, thin longsword made of a strange green metal. It radiates a strong aura of enchantment magic. The sword is a -3 *curse*d sword^{GM} and does not open the door in Area 9C-3 to allow escape.

9C-18. The Passage to the Crypt

This passage appears to reach a dead-end in a rubble wall. The rock must be cleared slowly to continue — there is 2,000 pounds of it. This takes 3 hours if 4 or more characters work in tandem removing rock from the tunnel. Subtract 1 hour if 2 or more characters have stonecunning, or if 2 additional characters join the effort. Any more people simply get in the way.

9C-19. The Inner Crypt

This is the lair of **Agamemnon^B**, the Vampire-Wizard. The room appears to be an empty circular chamber, carved and painted in intricate relief with horrific images of blood sacrifice and murder. In the center of the chamber is an inlaid tile depression bearing the trademark seal of Agamemnon. Unsurprisingly, the golden amulet from Area 9C-10 fits snugly inside. When it is placed within the depression, the center 20 feet of the circle begin to rise, reaching the ceiling in 2 rounds. At this point, a *phase door*^{PG} opens on the north side of the room and out steps Agamemnon, bearing a long, green sword. Agamemnon briefly taunts the intruders and then unleashes their doom upon them.

Tactics. He fights until slain to protect his immortality. Agamemnon cast spells until engaged, then he fights using his bite attacks until he spawns 1 or 2 new vampires. If finally cornered, he casts *haste* and fights using *Butcher* and his slam attacks until slain. If a high priestess of Hecate is present, Agamemnon may be reasoned with, only if he is immediately commanded to cease and desist, and only if he is not attacked. In this case, he does not surrender *Butcher* to the party, but instead escorts them to Area 9C-3 and opens the door to let them out.

Treasure. Agamemnon has his greatsword, *Butcher*, a *girdle of giant strength* (storm giant), and his spellbook. His spellbook contains the following: 1st—*comprehend languages*, *magic missile*, *shield*, *sleep*; 2nd—*arcane lock*, *continual flame*, *darkness*, *locate object*, *phantasmal force*; 3rd—*clairvoyance*, *counterspell*, *dispel magic*, *fear*, *glyph of warding*, *haste*, *lightning bolt*, *stinking cloud*; 4th—*confusion*, *dimension door*, *conjure minor elementals*, *wall of fire*; 5th—*cloudkill*, *conjure elemental*, *contact other plane*, *legend lore*, *teleportation circle*; 6th—*create undead*, *disintegrate*, *freezing sphere*, *true seeing*; 7th—*finger of death*, *reverse gravity*, *symbol*, *teleport*; 8th—*antimagic field*, *control weather*, *feeblemind*, *maze*, *mind blank*, *power word stun*; 9th—*time stop*, *weird*, *wish*.

Level 9D: The Bloodways

Beneath the Temple of Final Sacrament, at the bottom of the great shaft, at its center, a passage leads off, slanting downwards deeper underground. This leads into the heart of the fallen Duke Aerim's domain — the mist-choked halls of the Bloodways. This level is detailed on The Bloodways maps 1–4, and The Bloodways Detail maps A–G, and H–N.

Level 9D

Difficulty Level: Tier 2

Access: Passage from Area 1A-15 to Area 9D-1, passage from Area 9A-5 in Area 9D-28, connections to Areas 10B-1 and 10C-1 at Areas 9D-14 and -20, respectively. Waterways lead into the Under Realms.

Wandering Monsters: Check once per hour or as desired on 1d100. See below for additional information on each encounter.

d100	Encounter
01–03	1d3+1 blood golems ^B
04–06	1d3+1 crimson jellies ^B
07–08	1d2 devouring mists ^B
09–11	Gelatinous cube
12–13	3 invisible stalkers
14–19	3d4 meat puppets (human) ^B
20–22	1d2+2 meat puppets (otyugh) ^B
23–25	1d2+1 shadow hunters ^B
26–27	1d2+1 mordnaissant ^B
28–30	3d4 vampire spawn
31–33	4 will-o'-wisps
34–36	Goblin patrol
37–39	Priest of Orcus patrol
40–44	Pit in the floor
45–48	Signs of battle
49–53	Strange noises
54–56	Teleporter
57–00	No encounter

General Features

Atmosphere: Divination spells reveal a general aura of magic and dim but pervasive evil. There are numerous branches, stairwells, and empty mist-choked galleries. The entire level is a three-dimensional labyrinth, filled with a swirling crimson mist. Its consistency and movement vary. In some places, it fills the halls in thick billows, while in others it flows along the floor in a swift current. Temperature varies from bone cold to clammy to slightly sticky warmth. The coloration of the mists is caused by algae which feed off the magical emanations of the Bloodways. It tends to condense on creatures, and those who spend much time in the passages look as though they have been doused with blood or red dye. This red

pigmentation is difficult to wash out. The mists have a coppery reek, like blood, with an undercurrent of vinegar and rotting flesh, the latter a legacy of past victims rather than a property of the mists themselves. Despite their ominous appearance, they are not in and of themselves harmful. The bloodmists obscure vision, reducing maximum visibility to 30–60 feet, depending on how dense the mist is at any given point. Creatures within the last third of this range are lightly obscured due to the mists.

Ceiling Height: While the tunnels lacing the Bloodways are highly variable in width and height, rooms within the complex are 15 feet high unless noted otherwise.

Doors: The doors in the maze are made from unadorned granite slabs, unless described otherwise. Each door has gaps at the top and bottom 1 inch high between the door itself and the floor and ceiling, sufficient to allow gaseous creatures and most oozes to pass through.

In addition, each door has holes in the top and bottom between the gaps, into which steel bars extend when an accompanying door to a room is opened, thus preventing more than one door from being open at once. This mechanism is not difficult to spot but is hard to disable. When all exterior doors to a room are closed, none of the bars are extended. Catching the sound of the bars retracting or extending from other doors in the room requires a DC 15 Wisdom (Perception) check using hearing. Tiny creatures can fit between them; Small creatures require at least 1 bar to be removed to pass, Medium creatures require 2, and Large creatures require 3. Each bar requires a DC 25 Strength check to bend far enough to be useful. A DC 30 Strength check is required to pull the whole door out in one action. There are a total of 6 steel bars that extend from both the top and bottom, meeting in the middle of the doorway.

Shields and Wards: None.

Surfaces: The stone in the corridors was partially smoothed and dressed long ago when the maze was initially constructed, so some passages are fully finished, while others have never been touched by mallet or chisel.

Other:

- The Bloodways are saturated with a mild *confusion* effect that causes corridor lengths to subtly distort, skewing any sense of direction, and fosters errors in mapping. Reliable mapping is impossible, even using magic.
- The walls tend to shift, to the dismay of those relying on string or dropped pebbles to retrace their steps. Shifting stonework occurs regularly, and dwarves and others with stonecunning can detect these with DC 13 Wisdom (Perception) checks. They occur randomly, or sometimes due to the opening of doors, and have no independent triggering mechanism unless you wish to provide one.
- All attempts to *teleport* to a location within the Bloodways without a definite fixed point automatically results in a “false destination” result, depositing the victim at some random location in the maze. Teleportation out of the Bloodways is not impeded. Scrying spells do not penetrate the Bloodways from outside, though once within the Bloodways, they function normally.

Running the Bloodways

The Bloodways is a seemingly endless tangle of passageways, with occasional rooms encountered within the maze. Because of the *confusion* effect present within the maze, combined with frequently shifting walls

Tactical Encounters in the Bloodways

Blood Golem: These slithery horrors try to ambush the characters in an intersection or from a hidden crevice in the stonework. They fight until dead.

Crimson Jelly: This ooze seeps from cracks or tries dropping from above onto unsuspecting characters. It fights until destroyed.

Devouring Mist: A fearful exhalation of the Bloodwraith, the devouring mist seeks only to feed its insatiable hunger for blood. It slips up to the group concealed by the mists, then tries to latch onto 1 victim and drain them completely if it can. It fights to the death.

Gelatinous Cube: Mindless sweepers of the dungeon such as this use no tactics against characters. It's easier to spot them because there is no mist in the space they occupy; accordingly, they are best placed in pits and around blind corners.

Treasure. 1d6 x 100 gp in loose coins and gems scattered through its mass.

Invisible Stalker: These creatures were summoned by the priests of Orcus to patrol the halls and keep the mists flowing evenly, as well as to do battle with intruders. They fight to the death, though it is possible for one to be questioned if a character speaks Auran.

Meat Puppet (human): These loathsome, twitching undead either descended from the Temple of Final Sacrament, or arose spontaneously from the corpses of victims slain within the Bloodways. They fight to the death.

Meat Puppet (otyugh): Some years back, several clusters of otyughs swarmed into the Bloodways, only to fall victim to its malign influence. Now the remains of these long-dead creatures roam the halls, attacking any living creature they come upon.

Shadow Hunters: A lone shadow hunter may try to ambush the characters; 2 or 3 instead stalk the party, cornering them, and then strike from several directions, or one may drive the characters toward a location where another lies in wait.

Mordnaissant: A rare and deadly creature, the mordnaissant attempts to ambush any intruders within the Bloodways, though they retreat if outmatched, using small passageways to their advantage to evade pursuit.

Pit in the Floor: The pit traps in the Bloodways usually open into drops of 1d6 x 10 feet; the lids are hinged and designed to swing shut and automatically reset after being triggered. You may wish to place a wandering monster or minor treasure and remains at the bottom, particularly in the deeper pits. There may also be passages opening off

from the bottom, or the pit may empty into a chute that leads to another corridor elsewhere in the complex.

Treasure. Roll on d20: 1–8 = 2d100 gp in treasure, 9 = random common or uncommon magic item; 10–20 = no treasure.

Signs of Battle: Bloodstains, possibly dried, on the walls, floor, and/or ceiling; body parts or even whole corpses of creatures. The bodies are too fragmented for raising or speaking with the dead to work.

Treasure. Roll on d20: 1–4 = 2d100 gp in treasure, 5 = random common or uncommon magic item; 6–20 = no treasure. There is a 10% chance any magic item found is cursed.

Vampire Spawn: These debased vampires are constantly hunting for fresh, warm blood. They attack swiftly and voraciously.

Treasure. Approximately 1,000 gp per spawn in equipment, magic items, etc.

Will-o'-Wisp: These creatures lure victims into pits or other hazards. Or they may simply attack. Unlike most other creatures of the Bloodways, they retreat if they suffer more than 50% of their hit points in damage, or over half are slain.

Goblin Patrol: A patrol of goblins from the nearby goblin outpost (Level 10B). The patrol consists of 7 **goblin lieutenants**^B led by **Morask**^B. The goblins are observing the conditions in the labyrinth and keeping an eye out for unusual developments or intruders.

Priest of Orcus Patrol: A patrol of 8 **acolytes of Orcus**^B and 4 **priests of Orcus**^B, led by **Hesperix**^B, from the Talon of Orcus (Level 10C). They are in the process of surveying the maze and performing maintenance on the fresco rooms, traps, and the like.

Strange Noises: A distant screaming or howling, sounds of battle that stop quickly, the rasping of scales on stone, the sound of footfalls following the party that stop and do not resume. This is intended to keep the characters guessing.

Teleporter: Walking through an opening, stepping on a section of floor, part of a stair, etc. teleports the person triggering it to some other location in the Bloodways. Roll a DC 16 Charisma saving throw for each character in the marching order to determine who passes through it (the first one who fails does). You may wish to check for a wandering monster at the other end of the *teleport*, especially if the others in the group don't immediately follow. Teleportation is almost always one-way. Some teleporter traps are only active at certain times, while others change their destination from time to time.

in the corridors, an option has been provided to chart the characters' progress through the labyrinth using the flowchart provided below. Between encounter areas, you should describe passages, galleries, halls, chasms, and so forth as appropriate, perhaps drawing inspiration from the Bloodways maps and the encounter areas not included in the flowchart.

Four maps (9D-I through IV) have been provided to keep track of character progress. Further, an additional 41 encounter areas are detailed (9D-29 through 70) which briefly summarize additional areas found on the 4 labyrinthine maps. Note that using these supplemental maps and areas may seriously prolong a party's sojourn in the Bloodways, particularly if teleportation areas are liberally employed. Alternately, the additional encounter areas and the corresponding maps can be broken apart and used elsewhere in Rappan Athuk to provide additional small lairs and encounter areas.

Keyed Entry Map Notations. Each keyed entry provided below includes a reference to one of the Detail Maps (9D-A through -N) where appropriate to aid you in locating it.

Describing the Halls

When describing the corridors, free reign is given to make the party's progress vivid and provocative.

- First, remind the players frequently of the mist, describing how it

moves, how warm or cold it is, how dense, its smell, and the like. Remember that the density of the mist affects the distance characters can see.

- Second, consider any sounds the characters might hear, particularly when setting up a random encounter. This may include splashing or squelching noises if there is a layer of water on the floor, or the distant sounds of scales rasping against stone. Also, be sure to keep the players informed of any noises their characters make — how loud they are, whether they echo, and so on.

- Third, while it is a good idea to vary the style of the passages the characters encounter, consider creating a gradual but definite progression as they proceed through the Bloodways. This gives them the sense they are making headway, even while they remain utterly lost.

- Fourth, you can always spice things up with special magical effects: dim lighting, strange persistent noises, an area saturated with an *anti-magic field*, caverns where magical lighting does not work, or an area filled with an *unhallow* effect and lurking undead. The *unhallow* effect gives all undead advantage on saving throws versus being turned and decreases all healing spells effects by 2 hit points per die (minimum 1).

Here are some suggestions of possible passageway styles the group might run into:

- A 15-foot-wide smooth-walled passage with the floor coated in 1 inch of blood-red liquid.

- A shaft leads upward from a corridor; investigation reveals it to end at the underside of a trap door.
- A set of spiral stairs leading up and down, with passages leading outward at irregular intervals; there may also be secret doors or openings on the inward side of the curve that open into a narrower set of stairs spiraling in the opposite direction. An entire session could be spent exploring interconnected spiral staircases.
- A straight set of stairs with a drop-off into darkness on either side. Ten feet from the top is a pressure plate that causes a boulder to fall from the ceiling at the top of the stairs and roll down them. Exploring where the boulder came from reveals a shaft to a chamber holding more boulders, along with shafts to trapdoors in other passageways.
- A passage opens out on the side of a cavern wall, with a drop-off to the left or right. It might also arc through the middle of the chamber in a natural or constructed bridge or archway — always a good place for a random encounter check.
- A series of 15-foot-diameter circular chambers with passages leading to other identical chambers; each time one is entered, characters experience a sense of vertigo, and are no longer sure which passage they just came from.
- Some smooth natural passages floored in blood-red sand or silt, with the sound of water flowing in the distance; as they travel, characters may come across enigmatic footprints left in the sand by wandering monsters of the Bloodways.
- A 20-foot-wide hallway lined with graceful fluted pillars. The walls of the hall are carved with demonic and skeletal faces that leer out at the characters from the shadows cast by the pillars.
- A tangle of interconnected natural passages, with a path marked through them in chalk. This could lead to the next encounter area, to the hungry maw of a random monster, or in circles.
- A natural passage with a low ceiling that continues to get lower as the party continues, until they are all worming along on their bellies. An unstable ceiling or ominous noises in the distance should serve to heighten the claustrophobia.
- A half-flooded passage. The surface of the water is agitated by strange currents and ripples, as of unseen creatures moving beneath.

9D-1. Entry (Map 2; M6)

The shaft from Level 1A drops several hundred feet then opens into a passage which slopes down. Reddish mist starts to coil at the feet of the adventurers as they continue. After traveling 500 feet, the passageway opens into a large, red-mist-filled cavern, with many passages branching off from the cave. Most of the passage mouths look unremarkable, but carvings of people being tortured and bled are chiseled into the stone around the passage through which the characters enter.

This cave marks the start of the Bloodways. It does not matter down which passage the party travels, as all lead into the maze. If they somehow make their way back here, the exit passage is at least clearly marked, so they may flee if they wish.

9D-2. Fresco Room 1 (Map 1, N12; Detail Map 9D-A)

This is the first of 4 chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the followers of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At each inward corner of the cross, there is a concave alcove; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

Frescoes. The curved sections of this chamber hold frescoes depicting the settling of the Bloodways by the original followers of Orcus. There are depictions of cult members descending into a dungeon complex with another army in pursuit. The forces of Orcus are depicted as noble and vibrant even after all this time, with the demon prince's holy symbol prominently displayed on banners. The figures of those that hunt them look misshapen, hard and cruel. In the rearguard of the fleeing army, a figure in blood red is displayed in each fresco, cutting down pursuers who come too close.

Using the Bloodways Flowchart

When characters enter the labyrinth, they travel for 1d20 minutes before encountering any of the keyed areas. To determine what area they reach, roll 1d6 on the table below. If they go through the area and exit using a different passage, check that entry off on the chart, and when that number is rolled again, move to the next entry. Some areas are marked on the flowchart more

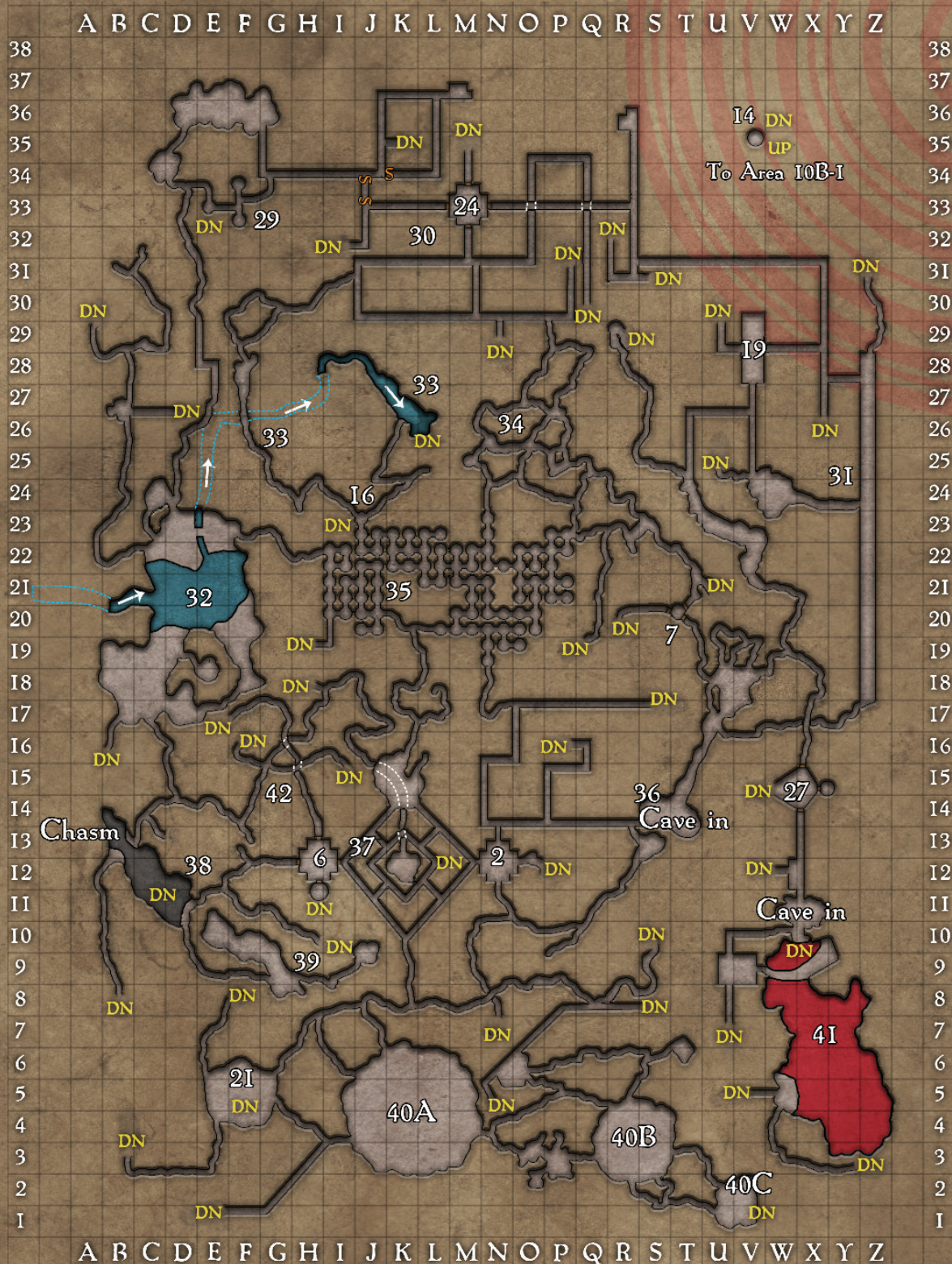
than once, as characters stumble back upon old areas they have explored earlier.

A note on the maps: several locations are keyed to use the same detail map. This is because there are several similar-looking locations throughout the Bloodways, and the characters might well confuse one for another.

1	2	3	4	5	6
2. Fresco Room #1	3. Chaos' Den	4. Looted Crypt	5. Mimic's Crypt	6. Fresco Room #2	7. Charred Room
8. Corrupted Pool	9. Abandoned Lair	1. Entry	10. Healing Spring	11. The Floodgate	12. Obligatory Chess Room
13. Fresco Room #3	5. Mimic's Crypt	14. Goblin Outpost	15. River Crossing	16. The Chute and the Pit	17. The Throne of Minos
11. The Floodgate	7. Charred Room	18. Pause and Reflect	19. Abandoned Throne	20. Talon of Orcus	21. Red Vortex
22. Goblins and Bloodwraith	24. Fresco Room #4	17. The Throne of Minos	23. Orcus's Hall	25. Water, Water Everywhere	22. Goblins and Bloodwraith

The Bloodways

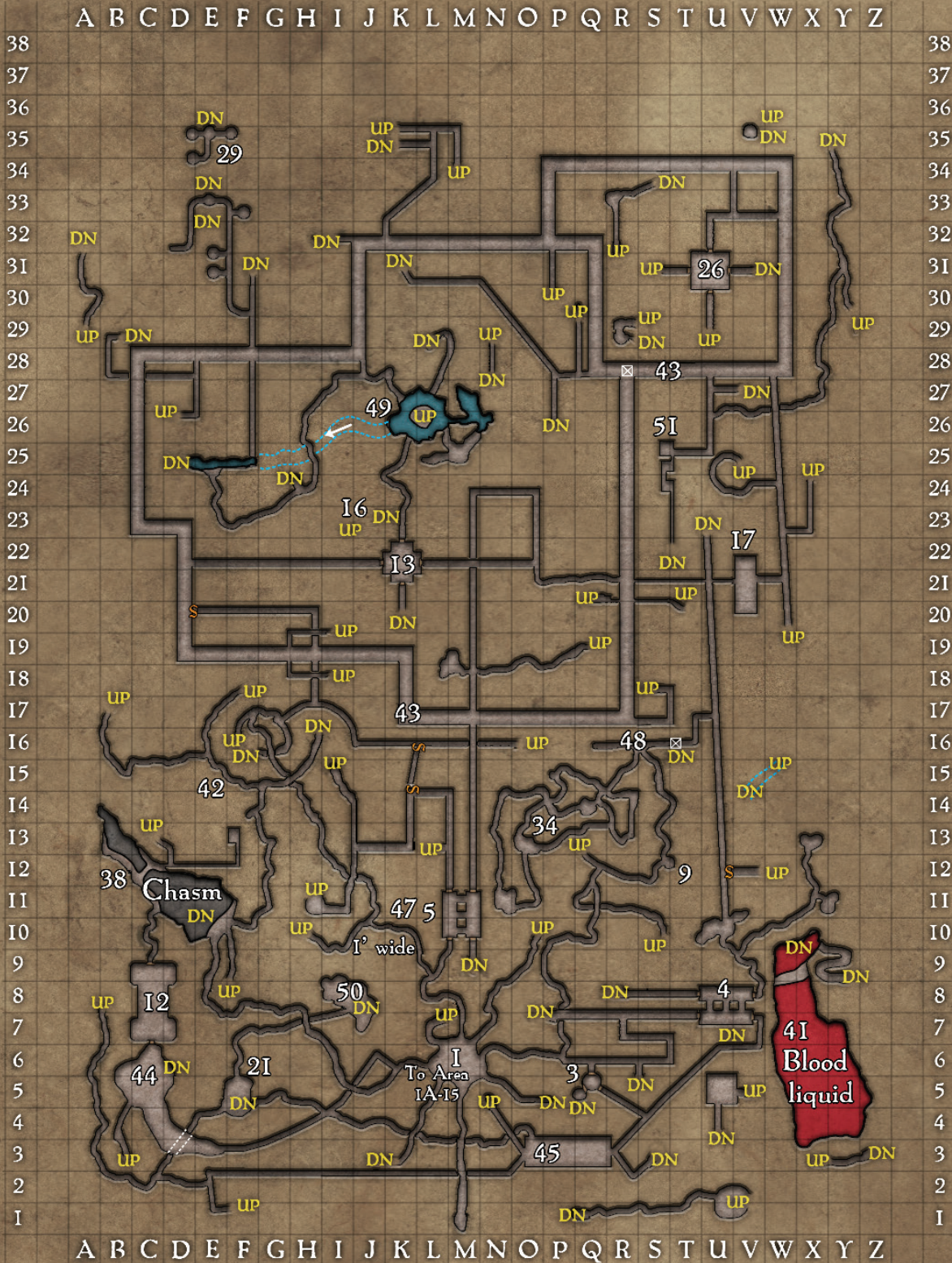
Level 9D, Map I



1 square - 40 feet

The Bloodways

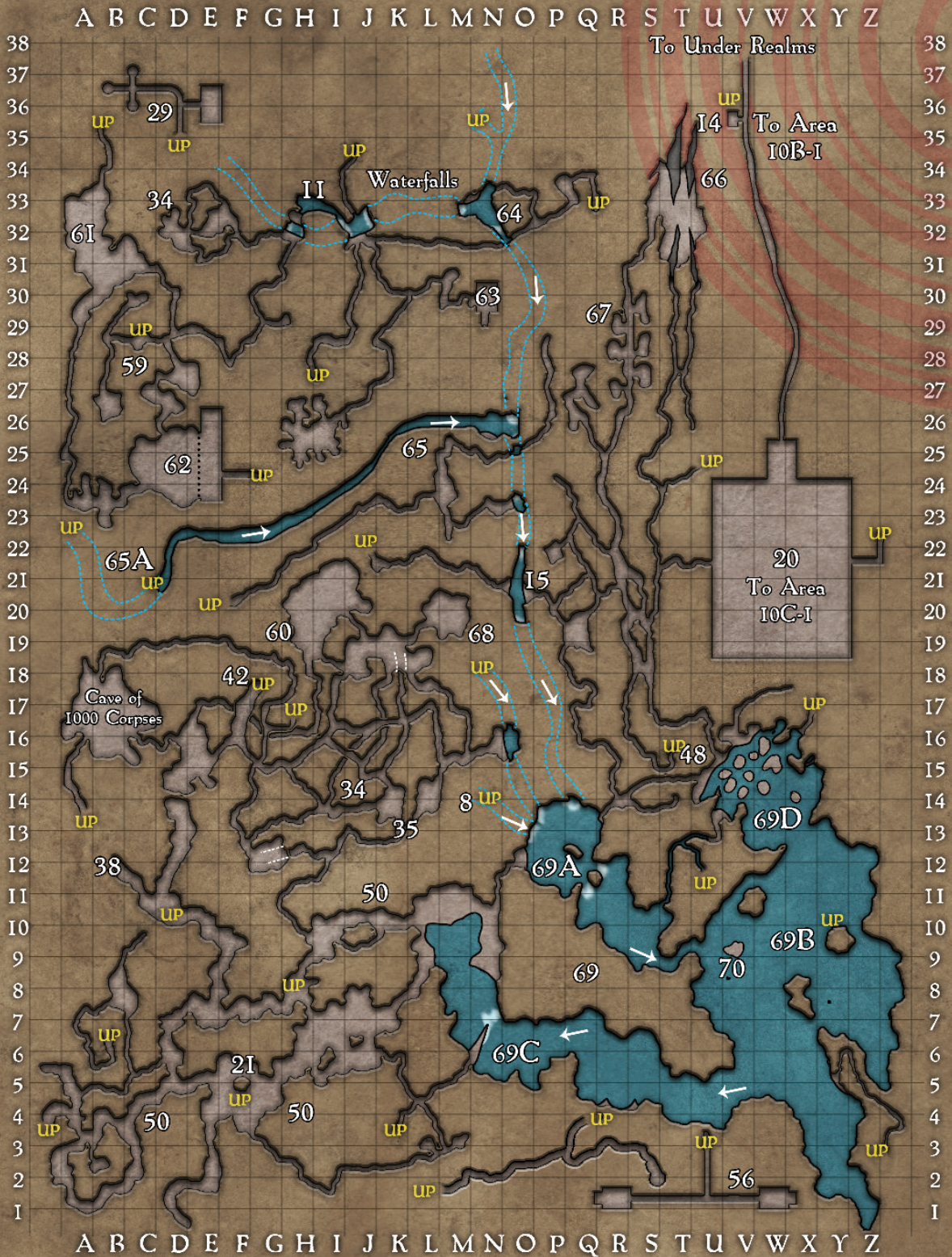
Level 9D, Map 2



I square - 40 feet

The Bloodways

Level 9D, Map 4



I Square - 40 Feet

N



The Bloodways

Level 9D, Detail Maps A-G

Map 9D-A

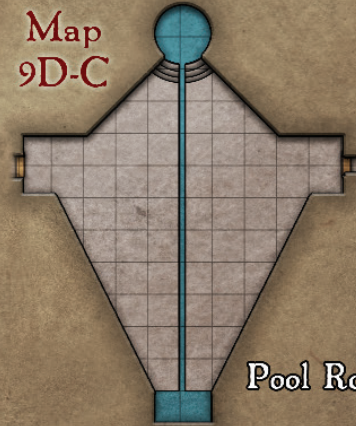


Map 9D-B



Round Den

Map 9D-C



Pool Room

Map 9D-D



Throne Room

Entrance Here

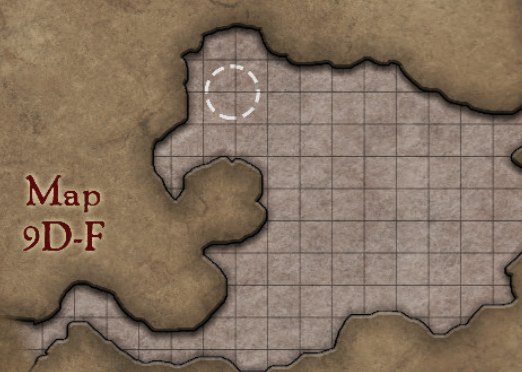
Ooze Room

Map 9D-E

The Floodgate

The Crawler's Lair

Map 9D-F



Old Lair

Map 9D-G



1 square - 5 feet

N



The Bloodways

Level 9D, Detail Maps H-N

Map 9D-H



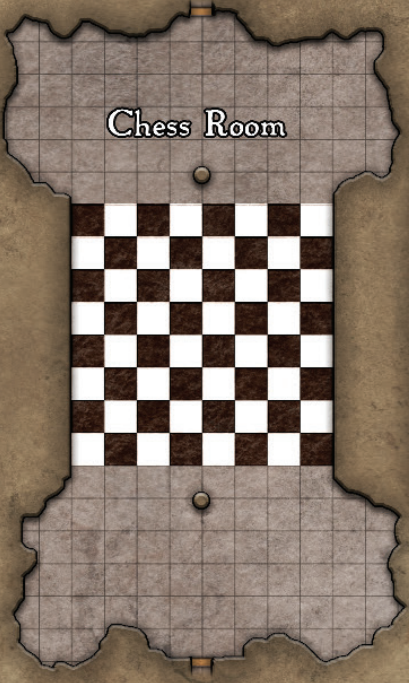
Hall of Orcus

Map 9D-J



Bloodwraith

Map 9D-K



Chess Room



Chess Room Detail

Map 9D-L



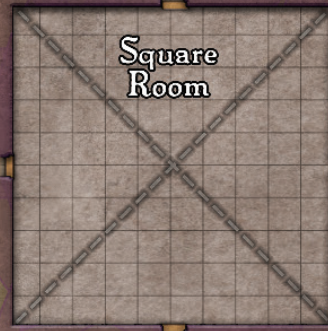
River Crossing

Map 9D-N



Crypt

Map 9D-M



Square Room

1 square - 5 feet

9D-3. Chaos' Den (Map 2, Q5; Detail Map 9D-B)

This 20-foot diameter circular chamber looks like an abattoir — chunks of flesh and bone lie strewn about the floor, and the entire area is thick with the stench of blood. Even the ceiling is covered with thick clots of meat, dangling intestines, and other less identifiable things. The air is hot and acrid, searing the nostrils even over the stench of death saturating the room. The bloodmists are particularly thick in here, almost as if they are feeding on the unwholesome remains, filling the air with a thick, roiling haze.

Examination of the remains produces indeterminate results — there are definitely some humanoid remains, along with those of other creatures, but from the few fragments of bones, loose organs, and shredded muscle tissue it is impossible to determine exactly what creatures these once were. Clinging to the ceiling of this room is a **chaos beast^B** — all that remains of Aaban Bonegnasher, one-time leader of the Talon of Orcus, on Level 10C. During a battle with adventurers several months ago, a magical mishap transformed Aaban into his present form.

Tactics. The beast takes advantage of the obscuration of the mists to hide from intruders; the mists provide it with advantage on Stealth checks and its foes disadvantage on Perception checks. It tries to attack with surprise, going for a random target within range each round. Once it attacks its appearance changes to a writhing mass of barbed tentacles, glistening eyes, jutting fangs, and half-formed limbs that constantly evolves and reshapes each round. It fights to the death if anyone remains in the room, but does not give chase more than 30 feet outside its lair.

Exit. One of the doors leading out of this chamber is stuck with gore from the chaos beast's past victims. It can be pushed open with a successful DC 18 Strength check. However, it opens immediately upon a 70-foot-deep pit, and the person forcing the door must succeed on a DC 14 Dexterity saving throw to avoid tumbling in.

Treasure. A single, useless, *bracer of defense* lies amid the carnage.

9D-4. Looted Crypt (Map 2, U8; Detail Map 9D-M)

This hallway is obviously a crypt. Upright sarcophagi, 7 feet tall, stand facing each other across the hall, with red mist swirling at their feet. The sarcophagi depict warriors with a sword in one hand and a shield in the other. All look to be in fairly good condition.

The crypt has been thoroughly looted. A few scraps of cloth and bone fragments remain within each, but items of value — including the corpses — were stolen away long ago. However, this is a good time to roll for wandering monsters.

9D-5. The Mimic's Crypt (Map 2, L11; Detail Map 9D-M)

This hallway is obviously a crypt. Upright sarcophagi, 7 feet tall, stand facing each other across the hall, with red mist swirling at their bases. The sarcophagi depict warriors with a sword in one hand and a shield in the other. All look to be in fairly good condition.

The crypt has also been looted; however, one of the sarcophagi is a **mimic** (normal, plus once per short rest can eject fecal material) named Gaeleron that attacks when the best opportunity presents itself.

Tactics. Gaeleron is familiar with the Dung Monster of Level 1 and capitalizes on its reputation to dissuade intelligent creatures. When he first attacks, he releases a flood of fecal material and rotted flesh from a pocket within his mass, producing a horrible stench reminiscent of his

distant cousin. Characters who have encountered the Dung Monster and are familiar with it may notice that while foul-smelling, Gaeleron's stench and appearance do not match those of the Dung Monster. Gaeleron prefers to wait until an unsuspecting opponent attempts to search or open him, whereupon he attempts to lash out with a surprise attack, grapple, and bite. Once he secures a hold he ejects the fecal material to intimidate his prey and drive off any allies.

If reduced to below 10 hp, Gaeleron attempts to surrender, offering information or valuables in exchange for his poor, miserable existence. He has some knowledge of the layout of the Bloodways and knows of many of the creatures that roam its halls. He may therefore be a valuable source of information. He has had no dealings with the clerics of Orcus or the goblins in their nearby outpost, except to snack on their patrols.

Treasure. Gaeleron's treasure is contained in a compartment in his body and can be found only through a thorough search of his remains. He has 139 gp, an opal worth 500 gp, and a plain ebony baton that is a *wand of darkness^{GM}*.

9D-6. Fresco Room 2 (Map 1, H12; Detail Map 9D-A)

This is the second of 4 chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At each inward corner of the cross, there is a concave alcove; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved corners of this chamber hold frescoes depicting people from a pursuing army (see Fresco Room 1, Area 9D-3) invading Rappan Athuk and getting slaughtered by Orcus cultists, monsters, and other gruesome but not readily identifiable means. Many of the depictions are rather graphic. However, before they have a chance to do much examining, the characters are likely to trigger the trap.

Trap. Any pressure on the frescoed walls, including trying to brush off accumulated cobwebs and dust, triggers 4 pistons in the ground right in front of the frescoed areas. These pistons slam up into the ceiling, taking anyone standing near the frescoes who fails a DC 18 Dexterity saving throw with them, dealing 35 (10d6) bludgeoning damage and pinning them against the ceiling. Pinned characters are restrained and must succeed on a DC 20 Strength check to escape. All 4 are triggered simultaneously, so if the party tries studying several sections at once, it is possible that several people may be nabbed. While the pistons are raised, the bulk of the frescoes cannot be seen. The pistons lower and reset after 10 minutes.

9D-7. Charred Room (Map 1, T20; Detail Map 9D-B)

The floors, walls, and vaulted ceiling of this circular room look heavily charred, like the area was the site of a massive conflagration. A faint odor of charcoal and cooked flesh still lingers in the air. The chamber is free of mist, except for that which swirls in when any of the doors are opened. The stench of burned flesh increases slightly as characters explore the room, kicking up ash and bits of bone. Those studying the ground notice numerous unidentifiable tracks throughout the chamber, with the heaviest concentrations going from one door to another.

9D-8. Corrupted Pool (Map 3, M15; Detail Map 9D-C)

This room is one of several pool rooms throughout the Bloodways.

A 2-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

The water comes from one of the local rivers. There is a faint, foul smell like stagnation emanating from the water.

The Pool. Inspection of the 5-foot-deep pool reveals the source of the smell: the bloated body of a human in plate armor lies curled on the bottom. These are the remains of Marsenter, one-time member of a band of adventurers called the Fire Hawks. After becoming separated from his comrades, he took shelter from his pursuers in this pool. He relied on his *ring of water breathing*^{GM} to stay alive. Unfortunately, the *ring* did not protect against the cold and blood loss, so eventually Marsenter fell asleep and died of hypothermia. His rotting remains now contaminate the water: Anyone who drinks from it is subjected to a particularly virulent form of blinding sickness^{GM}.

Treasure. Searching the body reveals the following arsenal: +1 *plate armor*, +1 *longsword*, 143 gp, 89 pp, an opal worth 100 gp, 4 empty potion flasks, and standard adventuring gear that has been exposed to water for a long period of time.

9D-9. Abandoned Lair (Map 2, T12; Detail Map 9D-G)

The passageway opens onto a small cave coated with a thick layer of yellow-tinged ooze. A headless skeleton lies half-immersed within this foulness, and the glint of coin can be made out amid the foul-smelling slime as well. The red mist saturates the air in a thin haze.

This chamber was once the lair of a colony of mustard jellies, recently slain by a band of adventurers. One of their number fell to the jellies, and it is his remains which now recline within the mustard jelly residue.

Treasure. The remaining coins scattered beneath the dead jellies are the leftover coins the adventurers did not bother taking, and which other creatures have been unwilling to go fishing for: 1,063 cp and 5 sp. A successful DC 17 Wisdom (Perception) check during the search turns up one other item: buried beneath the slime and jammed into a crack is a *handy charm bracelet*^{GM}. The bracelet is wedged in tightly, requiring some excavation to dislodge without damaging it. Any loud digging doubles the frequency of wandering encounter checks.

9D-10. Healing Spring (Map 3, M17; Detail Map 9D-C)

A 2-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room's pool of water is quite refreshing, and the water within the basin radiates strong transmutation magic. Those who drink from it feel refreshed and receive all the benefits of a long rest. A person gets this benefit only once per week. The process also ages the drinker 1 day. The duration of magical effects, such as spells previously cast on the imbiber, does not change.

This area is also quite popular with maze inhabitants; while in this room, the frequency of wandering monster encounters is tripled.

9D-11. The Floodgate (Map 4, H33; Detail Map 9D-E)

Traveling downward through some especially convoluted passages, the characters come out to a sandy shore bordering a small underground river. The river disappears beneath the walls to the left and right. It is swift-flowing, deep, and about 8 feet wide. Opposite the shore is another clear area, at the back of which stands one of the dungeon's stone doors. Because of the river, the area is fairly free of the bloodmist, so visibility is good.

Trap. The door is part of a trap. There is nothing unusual about the door itself, except that it has no gaps at the top and bottom like the other stone doors. Behind the door is an area that holds an offshoot of the river, and when opened, the door lets loose a deluge of water which sweeps characters into the river itself unless they succeed on a DC 16 Strength saving throw. Those who end up in the river are sucked beneath the south wall and swept into the area immediately downstream, getting buffeted for 7 (2d6) bludgeoning damage in the process. The river then widens and slows, and it is not difficult to catch oneself and climb ashore with a successful DC 12 Dexterity (Acrobatics) or Strength (Athletics) check. A character who fails, however, has one final chance to grasp the edge of the cavern ceiling before being swept beneath it, with another DC 12 Dexterity (Acrobatics) or Strength (Athletics) check. If this check is failed the character is carried off to the river crossing (Area 9D-15) after 5 minutes.

Passage. Once the door has opened and the initial flood passed, the passageway beyond can be accessed. This leads up a slippery shaft into a smaller chamber, where an offshoot of one of the rivers gushes from a crack in the wall. Another passageway to the south leads off, returning to the river near the southern landing area. With the door open, the water flow is diverted from this passageway, and it may be traversed safely. The southern landing is inhabited by 3 **crimson jellies**^B, which enjoy snacking on people who get caught by the door trap. Party members separated from the rest of the group by the trap may find themselves in dire straits.

9D-12. Obligatory Chess Room (Map 2, C8; Detail Map 9D-K)

The door opens into a rough-hewn room filled with a fine red haze, and lit by some dim unseen ruby glow, washing over the chamber like old wine. About thirty feet ahead, the chamber narrows, and its floor is covered with a checkerboard pattern. Curiously, the mist does not drift over this surface like it does elsewhere; instead, it looms in dusky columns over the darker squares. Mounted on the floor just in front of the black and white squares is some sort of metal plaque on a low stone pedestal.

The worshippers of Orcus can have a strange sense of humor, as witnessed by this chessboard trap. It is designed solely to torment overly clever adventurers while priests of Orcus observe the room remotely from the Talon of Orcus (Area 10C-9) and observe the would-be tomb raiders perform for their amusement. The Seer, who oversees all scrying from that location, has managed to pierce the veil that protects this part of the Bloodways from remote visualization.

The Plaque. The plaque on the floor bears a message to explorers to encourage them to experiment with the floor. Though it contains cryptic-seeming clues, these ultimately have no meaning. The plaque is made of oily-looking steel, and reads as follows:

*“Life is a dirge of shadow and light
A terrible chore ‘ere blessed sleep
Resting in peace of eternal night
A knightly prize for those who would leap
Into the fray knowing their right
A foolish whim whose meaning is deep
Fraught with the force of clerical might
A bound to the left and so we shall reap
Yet stay the true course in blooded sight
A castle falls east in a weatherworn heap
Then comes freedom to victors of peril-fraught fight
And journey continues with prize one can keep.
Seek the prize within the eightfold field.
Orcus watches and cheers the struggle.”*

Also written in chalk at the base of the statue is some sort of inscription in Common. Most of it has been subsequently erased, but the following remains:

“..... false.
..... true line
follow not”

Every round the characters are in the room there is a cumulative 5% chance that a priest of Orcus from the Talon of Orcus responds to a chime and scries out this room. Though they may be watched, the observers do not interfere in any way with what occurs in this room (they place bets on how the party handles the puzzle.)

The Chessboard. Examination of the board itself yields the following information:

- The entire area radiates magic, centered on the tiles of the board.
- The tiles are separated from each other by a 6-inch-wide decorative border of bloodstone, inlaid with gold images of demons eating mortals.

The Tiles. Each of the tiles of the chessboard is trapped with a variant *glyph of warding*, set off if anyone steps on a tile or tries to cross over a tiled space by means other than walking. The magical trap can be detected with a successful DC 20 Intelligence (Investigation) check. You might give some indication of what the individual tiles do with a sufficiently high Intelligence (Arcana) check (perhaps 1 tile for every 5 points greater than 15). The effects of each tile on the chessboard are given in the Tile

Effects Table. Once a person has triggered a tile, they may move about on it safely, but if they leave it and then return to it, it triggers again. The *glyphs* affect everyone standing on or moving over the tile, not just the person who triggered it.

Movement on the board. There are several ways past the chessboard. *Teleport* and *dimension door* spells work just fine to shuttle characters across, or the walls could be tunneled through to bypass the board. A simpler method is to walk across on the 6-inch border between tiles. A successful DC 12 Dexterity (Acrobatics) check is needed to avoid inadvertently stepping on a tile each round a character balances on the border. A *find the path* spell reveals that this is the most direct way to cross. If 12 tiles are triggered, a 1-round window of opportunity occurs for people to move across the board safely. Characters could send summoned monsters or animated dead across the board until enough tiles are triggered, if they are able to determine this. A *legend lore* spell could also be used to read the erased warning, which originally stated:

*The poem above is entirely false.
Walk the true lines between squares;
follow these and do not step on the tiles.*

This was written by Azarthraine, leader of the Fire Hawks adventuring group; Marsenter (Area 9D-8) could also state what it said if he were somehow put to the question. In addition to the traps sprung when stepping on a tile, there are additional effects that occur depending upon how many are trod upon:

- Four tiles triggered: All white squares turn blood-red, a transformation taking 1 round. This has no effect on the function of the tiles.
- Eight tiles triggered: The entire board turns jet black for 3 rounds; during this time, anyone stepping onto the board or traveling over it (including on the borders) must make a successful DC 14 Charisma saving throw or drop to zero hit points; those who make their saving throw take 13 (3d8) psychic damage instead. People already standing on the board are safe if they do not move during this period. After 3 rounds, the tiles resume their previous blood red and black coloration.
- Twelve tiles triggered: The blood red tiles turn black, and the black tiles turn blood red, in a transformation taking 1 round to complete. The mist held in place over the black tiles is freed during this time, until it gets sucked into the area above the newly formed black squares at the end of the round. More importantly, while this transfer is taking place, all *glyphs* on the board are deactivated, and tiles can be freely moved across without marking them off against the tile count.
- Sixteen tiles triggered: All blood-red tiles turn white in a transformation taking 1 round. At the end of this, the board should look like a mirror image of its first appearance when the characters entered the room. The count also resets at this point.

Tile Effects Table

All effects target the victim and everyone else in the square’s area whenever a *glyph* is triggered. The DC for all specified saving throws is 16; the type of saving throw required, and its impact, is given parenthetically. If no saving throw is specified, there is none for the effect. Unless noted otherwise, the effects are permanent but can be removed with *remove curse*, *lesser restoration*, or *wish*. Hit point loss heals normally.

Ae: Abyssal chanting (Charisma save to negate) — dire chanting in the primordial tongue of Chaos, reciting psalms to Orcus, follows victims wherever they go. This gives foes advantage on checks to hear the person coming, and the victim must make a successful DC 10 Concentration check whenever casting spells to avoid disruption, unless the caster is a worshipper of Orcus. Orcus followers gain the effects of *protection from evil and good* for as long as the effect is active. *Remove curse* ends the effect.

Ad: 22 (5d8) acid damage (Dexterity save for half)

Bl: *Blindness* (Intelligence save to negate)

Cd: 22 (5d8) cold damage (Constitution save for half)

Ce: *Calm emotions* (Wisdom save to negate)

Ch: 3 (1d4+1) Charisma points lost (Strength save to negate)

Co: 3 (1d4+1) Constitution points lost (Strength save to negate)

Tile Effects Table

	A	B	C	D	E	F	G	H
1	Iw	De	Ad	Te	Ha	Ch	Ex	Dx
2	Ne	Sl	Ex	Es	Ad	Si	Bl	Ne
3	Ch	Td	Fe	Dx	Cs	Fd	P	Wi
4	Te	ln	Sl	Mr	Ui	Gi	Iw	Cd
5	St	Ln	Ld	ln	Mm	Ne	St	Ex
6	Fe	Si	Ne	Ac	Gi	Ex	Td	Ce
7	Cd	Wi	Bl	Dm	De	Ln	Co	Mr
8	Ex	Mm	Co	Fd	Sl	Sg	Dm	Ld

Cs: Comatose slumber (Wisdom save to negate) — This sleep lasts indefinitely until dispelled. It is removed with *dispel magic*. A victim who is damaged is allowed a DC 16 Wisdom saving throw to awaken.

De: *Deafness* (Constitution save to negate)

Dm: *Dispel magic* centered on square

Dx: 3 (1d4+1) Dexterity points lost (Strength save to negate)

Es: Skin color becomes ebon black

Ex: One level of exhaustion (Wisdom save to negate)

Fd: 22 (5d8) fire damage (Dexterity save for half)

Fe: *Fear* — flee for 1d4 rounds (Wisdom save to negate)

Gi: Speak in gibberish (Intelligence save to negate)

Ha: All hair falls out (Charisma save to negate)

In: 3 (1d4+1) Intelligence points lost (Wisdom save to negate)

Iw: *Inflict wounds* using a 3rd level spell slot – 3d10 necrotic damage (Constitution save for half)

Ld: 22 (5d8) lightning damage (Dexterity save for half)

Ln: Limb goes numb (Intelligence save to negate) — 1 random arm or leg becomes senseless and useless. Effect removable by *remove curse*.

Mm: 5 *magic missiles* hit target on square

Mr: Mummy rot^{GM} (Constitution save to negate)

Ne: No effect

P: Prize/Harm — whoever steps on this square first gains a permanent +1 bonus to all ability scores. This is a one-time benefit; after it has been triggered, if it is activated again the character activating it takes 88 (16d10) necrotic damage, no saving throw.

Sg: Strobe light glow (Dexterity save to negate) — bodies of all effected emit a bright, flashing light illuminating a 30-foot radius. Until this effect is removed, all wandering monster encounters happen at double frequency, and attempts to hide automatically fail. Can be removed with *remove curse*.

Si: *Silence* (Intelligence save to negate) — 1-foot radius around victims; automatically removed with *dispel magic*.

Sl: *Slowed* (Wisdom save to negate)

St: 3 (1d4+1) Strength points lost (Constitution save to negate)

Td: 22 (5d8) thunder damage (Constitution save for half)

Te: *Teleport* to starting square

Ui: Unholy insight — gain insight into the next puzzle or dilemma (scope of information determined by you). This knowledge comes at a price; good creatures who gain the insight act as if affected by *confusion* for 1d4+1 rounds; neutral creatures are *stunned* for 1d4+1 rounds, and evil creatures suffer no adverse effect. These penalties apply when the insight is gained. The insight cannot be used for this encounter area.

Wi: 3 (1d4+1) Wisdom points lost (Intelligence save to negate)

Story Award. If characters show ingenuity in getting across this chamber, award them 2,000 XP, but drop this by 300 XP for every 3 tiles they themselves trigger (as opposed to remotely triggering by summoned creatures, captives, etc.)

9D-13. Fresco Room 3 (Map 2, K22; Detail Map 9D-A)

This is the third of 4 chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At each inward corner of the cross, there is a concave alcove; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved corners of this chamber hold frescoes depicting shadowy forces building and consecrating tombs, digging graves, chiseling tombstones, and interring creatures (people who saw the previous 2 frescoed areas recognize many of the figures being buried as members of the pursuing army). There are no traps or guardian beasts in this room, though you are free to roll a wandering encounter check just the same.

9D-14. Entrance to Goblin Outpost (Map 3, U37 and Map 4, W36)

The passageway leads into Level 10B, The Goblin Outpost. To progress further through the Bloodways on the flowchart requires passing through that level and exiting back into the Bloodways by another passageway.

9D-15. River Crossing (Map 4, O21; Detail Map 9D-L)

This river crossing should be located at a low point within the Bloodways. Be sure to have characters descend before arriving at this point.

The mists of nearby passages move forward, flowing out onto an underground river. The water is wide and deep and dark, with crimson mist dancing over its surface. Characters with sufficient light or visual capabilities may be able to make out the opposite shore 25 feet away.

It is up to them to determine how to cross the water. Those who fall in run the risk of being swept southward into a submerged passage, which

flows into the Under Realms after leaving the Bloodways. Searching the opposite shore reveals a grappling hook embedded in the stone near one end of the shore, at the waterline.

Treasure. Attached to the hook is a *rope of climbing*, which is currently submerged. It was abandoned by a group of adventurers some years back when they were being pursued by a trio of devouring mists and did not have time to retrieve it.

9D-16. The Chute and the Pit (Map 1, J24, Map 2, J23, and Map 3, I24; Detail Maps 9D-B and -F)

This round room is dank, with moss growing on the floor, and trailers of slimy fungus dangling from the ceiling, dripping water. The red mist trails through the room in thin streamers, like the fingers of a hungry beast. The chamber is normally unlit, but if examined without light sources, millions of glowworms can be seen festooning the walls and ceiling, giving the place the feeling of the night sky back on the surface.

Trap. The entire floor of this room is the lid to a pit trap; it is triggered if more than 500 pounds is applied to the floor. Because of the moss on the floor, it requires a successful DC 20 Wisdom (Perception) check to detect. However, there are telltale signs to its presence: There are no clumps of larger fungi on the ground, the water dripping from the ceiling is not pooling up anywhere; and a cursory search reveals that while there are no obvious footprints of creatures in the room, but there are a few scuffed areas. If the trap is triggered, the floor swings down in 8 pie-shaped wedges, dumping everyone in the room into a 15-foot diameter chute which slopes down steeply, dropping victims into a lower cavern. Although the chute is 120 feet long, most of it is sliding (not falling), so damage is minimal: 7 (2d6) bludgeoning damage. The sides of the chute are slick with water and slimy moss; climbing them requires a successful DC 18 Strength (Athletics) check.

Lower Cavern. If any characters fall through the chute, they see a cavern filled with bones, garbage, feces, and other debris. A sharp, sour stench predominates, with the gagging odor of rotted flesh beneath that. The debris is thickly mounded against the center of the northwest wall. Anyone entering by way of the chute gets dumped atop the refuse pile. The room is home to a trio of impressive **otyughs** (with maximum hit points). Living in the Bloodways has made them tougher and more belligerent, but also made them stupider. They attack all who enter. The otyughs get most of their nourishment from the chute trap and come scurrying the moment they hear it open. Any character who gets within 5 feet of an otyugh is susceptible to the bubonic plague^{GM} germs that they carry. As if the otyughs weren't bad enough, the refuse pile is also riddled with vile crimson worms 2 inches long, laced with pulsing black veins; these are **rot grubs**^B. Anyone contacting the mound is subject to infestation by these foul parasites. Those who fall through the chute onto the pile are automatically exposed and infested by the grubs; anyone who comes through but does not land on the pile has a chance of seeing the grubs before encountering them.

Treasure. Buried in the refuse pile among the burrowing grubs, rotting flesh, offal, and rusted bits of metal is an errant *wand of magic missiles*.

9D-17. Throne of Minos (Map 2, V22; Detail Map 9D-D)

What maze would be complete without a minotaur? This labyrinth is sadly short of the beasts. Fortunately, this room helps correct this deficiency.

This large, rectangular chamber is dominated at one end by a great stone throne. The wall behind the throne is decorated with a huge bas relief of a minotaur flexing its thews and bellowing furiously. A pair of wooden doors flanks the throne. Red mist crawls across the floor in slow, lazy curls a foot deep.

The Throne. If characters cast *detect magic*, the throne radiates moderate transmutation and enchantment magic. Anyone with any sense should know better than to sit upon the throne; adventurers being what they are, however, one of them likely tries out the granite seat. Doing so activates its magic. If someone sits voluntarily to “see what happens,” there is no saving throw or spell resistance. However, if they are forced into the chair, give them a DC 15 Constitution saving throw against the effect. Whoever sits on the throne is instantly transformed into a minotaur, with all its special attacks and qualities.

Transformation. The minotaur has 1d6 more hit dice than the character had. Further, the victim is filled with a frenzied rage. The transformed person immediately attacks anyone it sees. This rage is intrinsic to the transformation and cannot be removed until someone casts *dispel magic*.

Note also that this transformation causes all the victim's items to merge with the form and become unusable. However, the minotaur gains the use of a battleaxe; this weapon has the same special qualities derived from magic or special materials as the victim's primary weapon. Finally, the transformation process heals the victim as if he or she had completed a long rest. Killing the minotaur returns the character to his or her natural form (dead), as does any other means that annuls polymorph spells and effects.

Treasure. If searched, the throne contains a (not very) secret compartment under its seat. This holds 510 gp.

9D-18. Pause and Reflect (Map 3, C27; Detail Map 9D-N)

This large, square room is dominated by the statue of a skeletal figure at its center, lit from above by a lurid green glow that endows the thin wisps of red mist in here with a truly diseased coloration. The statue stands ten feet tall and seems to be that of a large humanoid with massive, bony hooks mounted where hands should be, not unlike the claws of a praying mantis. Despite its skeletal appearance, it is made of metal, not bone.

In addition to the central figure, large mirrors are mounted on the walls of the chamber, barring only the center point of each wall where another door stands.

The Statue. Once the characters have entered the room the statue activates, sending a strange aspect (**bone reaper reflection**^B) of itself forth to slay the intruders. This aspect is not the statue, but rather its reflection, and can only be seen in the mirrors. The bone reaper reflection cannot leave the room. The statue is surrounded by a solid, permanent *wall of force* shaped into a 10-foot cube. If this barrier is somehow bypassed and the statue within damaged, the reflected aspect is likewise damaged.

The Mirrors. If all the mirrors in the room are destroyed, removed, or covered, the reaper becomes unable to attack the characters, though it is not destroyed. Creatures that are invisible or otherwise do not reflect cannot be struck by the bone reaper, since they have no reflections for

it to attack. Shattering the mirrors does not stop it, as it can still attack reflections viewed in the shards. Examination of the mirrors reveals them to be nonmagical.

Treasure. The statue is constructed of mithral with a steel core. Once the reflected bone reaper is destroyed, the statue's remains can be harvested for 6,000 gp worth of the silvery metal.

9D-19. The Abandoned Throne (Map 1, V29; Detail Map 9D-D)

A great stone throne dominates one end of this large rectangular chamber. Badly scarred and chiseled bas reliefs encrust the wall behind the throne, and a pair of wooden doors flanks it. A uniform thickness of red mist 1-foot deep obscures the floor. If magic is detected for, the throne radiates a moderate amount of magic (an illusion). The seat of the throne holds a poorly-concealed compartment, found with a successful DC 12 Intelligence (Investigation) check. The compartment is empty. It is in the same location as the one at the Throne of Minos (Area 9D-17), and if one is found, the other can be easily located and opened.

The wooden doors lead to a pair of small antechambers. The left one is empty, but the right one holds the desiccated corpses of half a dozen goblins that a devouring mist feasted upon some time ago. Each room also holds a secret door opening on a connecting passage. Within this passage are the remains of another dead goblin.

Treasure. The goblin in the secret area carries chain mail, a shortbow, 13 arrows, a handaxe, 3 sp, 5 cp, and a rough semi-translucent gemstone that looks like an agate worth 10 gp (actually, an uncut diamond worth 2,500 gp).

9D-20. Entrance to the Talon of Orcus (Map 4, W22)

The passageway leads into Level 10C, The Talon of Orcus. To progress further through the Bloodways on the flowchart requires passing through that level and exiting back into the Bloodways by another passageway.

9D-21. Red Vortex (Map 1, F6, Map 2, F6, Map 3, E4, Map F6)

As the characters draw near this cavern they hear a distant roaring sound, as of high winds or a waterfall, and the mist around them starts flowing in a breeze in the same direction they are traveling. One hundred feet further on the passageway opens into a large cavern.

The Cavern. The roaring sound resolves into a whirl of red vapor, propelled into a swirling cone in a funnel-shaped chamber. The mist is being drawn around and downward to a dark, narrow opening far beneath. Openings of other passages from this chamber beckon, accessed by a network of 1-foot wide ledges that web the walls of the cave. The wind plucks at garments and gear, tugging anyone near the edge toward the dark abyss, and the sound of the wind seems to echo with mocking laughter.

This funnel-shaped cave has a domed ceiling, and is 80 feet wide near the ceiling, narrowing down to a diameter of only 8 feet at the base, 100 feet from the ceiling. A total of 12 passages open into the room, accessed by ledges. Without the wind, for each move, land-bound folk need to make a successful DC 8 Dexterity (Acrobatics) check to traverse the ledges safely, with failure resulting in a fall of 10–60 feet before landing on another ledge or disappearing through the opening at the bottom. With the gusty wind in effect, the DC for the check increases to 20. The wind remains as long as the room's occupant is alive to move it. The winds in this cave are propelled by an **air elemental** named Shreee, of particularly malicious disposition, who enjoys tormenting fleshy mortals before disposing of them.

Passages opening out from this chamber lead to other parts of the Bloodways. Those falling through the bottom shaft fall 100 feet before landing on a pile of rocks and debris in the middle of a small cavern with

other exits; the cave around the debris pile is covered with a 2-foot-deep layer of foul water.

Tactics. If addressed in Auran, Shreee responds to their inquiries, but fully intends to play with and kill its new toys no matter what is discussed. While it dwells in this chamber, the elemental can remain in whirlwind form indefinitely, thanks to special enchantments placed upon the cavern. The elemental assumes its whirlwind form and delights in snatching up targets, battering them a bit, then tossing them against walls, only to snatch them up again. If seriously threatened it focuses on killing off one opponent at a time, favoring targets that seem most susceptible to its attacks. Note that ranged weapon attacks have disadvantage due to the wind.

Treasure. Lodged high in a crack in the wall near the ceiling of this chamber are the splintered remains of the top third of a gnome adventurer. If his corpse is pried loose, a search of it reveals a mithral dagger whose hilt (not blade) has been coated with poison. Noticing the poison prior to picking it up requires a successful DC 16 Wisdom (Perception) check. This item belonged to a glove-wearing assassin who used it as a lure for his prey, whom he would kill once the poison did its work. A creature who picks it up must attempt a DC 14 Constitution saving throw, taking 44 (8d10) poison damage on a failure and half as much on a success. The body also carries a leather pouch at its hip with a collection of teeth from various creatures. Amid the dross are 3 capped with gold, worth 1 gp each and a hollow tooth filled with blue liquid (a false tooth that can be placed in an empty tooth socket, and when bit upon it releases an ingested poison, used by assassins on suicide missions). The blue liquid is a form of cyanide. A creature who ingests it must make a successful DC 16 Constitution saving throw or instantly be dropped to 0 hit points. Another tooth, a bit of half-orc tusk, is scrimshawed with delicate patterns and worth 10 gp. Finally, one tooth is a tooth of *emergency air*^{GM}.

9D-22. Lair of the Bloodwraith (Map 3, M27; Detail Map 9D-J)

This is a roughly square chamber crowded with sarcophagi. A door stands at the center of each wall, flanked by a pair of upright sarcophagi carved to resemble warriors wielding a variety of different weaponry. The central portion of the room is raised slightly, and a ring of six sarcophagi surround a seventh, which is slightly larger and raised above the others at the center of the room. The six encircling sarcophagi depict warriors with greatswords lying upon their bodies. The air in this room is very cold, and the ubiquitous red mist is particularly thick in here. Condensation of the mist coats the walls and sarcophagi, giving them the appearance of being coated in a layer of fresh-spilled blood.

The sarcophagi in this chamber are all occupied by undead tenants. Any attacks that damage the sarcophagi or any attempts to open them result in their arising. In this room, 8 **bone warriors**^B stand within the upright sarcophagi near the doors; 6 **sword wights**^B lie in the sarcophagi surrounding the centermost one, which holds the remains of **Duke Aerim, the Bloodwraith**^B.

Tactics. In the first round of being awakened, the Bloodwraith leaves its enclosure and attacks the nearest living creature, while the other undead use the full round to open their containers and arise. The next round, the undead begin their assault, not stopping until everyone in the room is slain.

Treasure. The outlying sarcophagi contain nothing of value beyond the items carried by their tenants, but the central sarcophagus is another story. It is magically trapped with a curse. Anyone opening the sarcophagus, or assisting in its opening, must succeed on a DC 19 Charisma saving throw or contract hemophilia^{GM}.

Within the sarcophagus lies the remains of the Bloodwraith, which bear the following: a robe fashioned of cloth-of-gold (a *greater cloak of protection*^{GM}), a golden circlet about its brow that functions as a *headband of mental prowess*, a +2 *greatsword*, and a suit of *antimagic plate armor*^{GM}. These items are clad on the physical remains of Duke Aerim, once a human fighter, centuries ago.

Laying the Duke to Rest (Continuing the Quest)

To permanently lay Duke Aerim's spirit to rest, the following must be done:

Before anything else, his remains must be properly buried in a sanctified ceremony at the graveyard of a lawful good deity.

Each of the items need to be taken on a quest and blessed after a specific deed has been performed:

- The circlet must be placed upon the brow of his brother Damien, now a lich in the service of Orcus at a location of your choosing.
- The sword must be touched by the tears of Duke Aerim's mother. Her body currently resides in the demon- and undead-haunted cellars in the crumbling ruins of Duke Aerim's ancestral home; her spirit needs to be contacted there to perform this service. When done, the sword becomes a *holy weapon*, dealing an additional 3d8 radiant damage on a hit.
- The armor must be worn by a devout worshipper of a lawful good deity in a battle where a powerful priest of Orcus (at least 15th level, or suitably powerful in your campaign) is defeated. If the wearer of the armor acquits themselves particularly well, the armor gains the benefit of granting its wearer a *protection from evil and good* effect that can be employed once per day.
- The cloak must be worn by a demon that repents of its evil ways, and throws itself at the mercy of a deva, planetar, or solar for redemption.

You should feel free to substitute quests in place of these to properly fit in with your campaign.

destroy the altar or statue). On the other hand, parties can benefit from a sacrifice: for each sentient creature slain on the altar and dedicated to Orcus, or for every 5,000 gp in treasure that is offered up, one room (rolled randomly on the Bloodways Flowchart) should be marked as having been explored. This benefit can be gained for no more than 3 rooms. Any subsequent desecration immediately negates this benefit. If not using the flowchart method, the character instead gains an intuition that helps guide them toward their next goal in the labyrinth, whatever it may be.

9D-24. Fresco Room 4 (Map 1, M33; Detail Map 9D-A)

This is the fourth of 4 chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here.

The curved corners of this chamber hold frescoes depicting creatures sculpting, reinforcing, and designing passageways in an underground labyrinth. Unlike the previous frescoes, some effort has gone into making these passageways realistic in outline.

Anyone studying the maps for 30 minutes or so gets a general idea of the overall layout of Rappan Athuk, and the Bloodway's location within its overall structure. The maps are not complete, so feel free to hold back any areas the players should not know about at this stage of their exploration. This is also a good place to plant directions to specific hidden locations, such as the secret entrance to Level 7 located in Area 6-15.



Each bone warrior either wields a battleaxe or a falcata (as handaxe; 50% chance of either), and all but one wear a golden circlet set with ruby worth 250 gp. Each sword wight wields a greatsword and wears a gold circlet set with a sapphire worth 800 gp.

Development. The Bloodwraith may be defeated, but it manifests 2d4 days later until its essence is purged from its remains and all its gear. This means that if Duke Aerim's sarcophagus is looted, the characters must deal with the Bloodwraith again and again until laid to rest (see sidebar).

9D-23. Orcus's Hall (Map 3, V29; Detail Map 9D-H)

A 20-foot-tall statue of Orcus dominates the angle of this L-shaped hall. The statue is hewn from black marble with virulent red veins running through it like a disease, seeming to pulse with unholy vibrancy beneath the unpolished black surface. Before the statue is an oval altar of the same stone, about 5 feet wide and 15 feet long. Billows of mist hang about the hall near the doorways, but the area around the statue and altar is free of vapors.

The Altar and Statue. The surface of the altar is covered with bloodstains, some old and crusty, others fairly new. On close inspection, flecks of gold can also be made out amid the bloodstains. Aside from the menacing appearance, no harm comes to the characters here unless they (a) desecrate the statue or altar, or (b) offer up a sacrifice.

Desecration/Sacrifice. If desecration occurs, you are left to determine what sort of punishment, if any, would be appropriate, depending on how serious the desecration is (ranging from disparaging remarks, to pouring holy water on the altar, to urinating/defecating on the altar, to trying to

9D-25. Water, Water Everywhere (Map 3, M34; Detail Map 9D-C)

This room is one of several pool rooms throughout the Bloodways.

A 2-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

The Pool. Close investigation of the pool reveals that it descends into cool blue darkness. Viewers notice a stone box with a closed, locked lid protruding from the wall at the back of the pool, about 2 feet beneath the surface, but before they can do anything about this, they are attacked! The top of the pool is Agoragia, a **water elemental** that monitors the flow of water through the room. When it attacks, it no longer controls the flow of the water from the pool, releasing a geyser of water that shoots to the ceiling.

Stone Doors. This release also eases pressure off a trigger mechanism, 60 feet down the shaft, causing the stone doors to close unless previously blocked open. In addition, steel bars extrude from the floor and ceiling in the doorways, entering shafts in the top and bottom of each door. Once activated, the only way to reverse this is to either wait for the trap to run its course or else descend 60 feet into the shaft, find the trigger, and then attempt to disable it (DC 15 Dexterity check with thieves' tools). Alternately, the characters can try to smash through the doors. If the stone doors are smashed or if they had been previously spiked, the characters must still penetrate the steel bars blocking the doorway.

Meanwhile, a trapdoor beneath the drainage grate closes when the geyser begins, and the room starts to flood. The water level in the room rises at the rate of 1 foot per round until the chamber is entirely flooded (in 15 rounds). Of course, characters may be preoccupied the first few rounds due to the rampaging elemental.

Ten minutes after the room completely fills, assuming no outlet is found for the water, the trapdoor and grate at the drainage area both swing open and the water leaves the room in a rush. Unsecured characters are allowed a DC 15 Dexterity saving throw to grab onto something before they are swept away. Those who fail the save get swept down a winding underwater channel to Area 9D-64, or any other preferred area.

Tactics. Agoragia attacks anyone who comes within 5 feet of it, probably with surprise. Agoragia has advantage on Stealth checks to hide in the pool. The elemental attacks until reduced to 25 hit points or less, at which point it retreats down the shaft of the well. If the water flooding the room reaches a depth of 10 feet before this happens, it uses its greater swim speed during its attacks.

Treasure. The stone box within the pool shaft is locked but not trapped. Opening it requires a successful DC 17 Dexterity with thieves' tools or a DC 20 Strength check. It contains a small, locked, watertight steel box that can be picked or smashed open. Picking the lock requires a successful DC 16 Dexterity check with thieves' tools, while smashing it requires a successful DC 18 Strength check. The steel box contains 5 lustrous pearls that function as *elemental gems* (water). For each attempt made to smash open the box, give each gem a saving throw with a DC equal to the value of the Strength check made to open the box. Each one that fails is smashed and summons an uncontrolled water elemental.

9D-26. The Square Room (Map 2, U31; Detail Map 9D-N)

This fifty-foot square room has a door on the center of each wall. Running diagonally along the floor from each corner of the room to its opposite is a glowing line of runes, which causes the hip-deep fog in the room to glow with a fiery light. The floor is otherwise smooth and seamless.

The runes radiate strong enchantment and necromantic magic auras if such are checked for, and throb ominously whenever a living creature comes within five feet of them. Despite the foul appearance of these rune lines, they are completely harmless. Have anyone investigating the runes or crossing over them roll bogus saving throws, then make some "secret notes" recording the hidden results. If the party spends too much time poking around in here, roll for wandering monsters.

9D-27. The Naga's Den (Map 1, W27; Detail Map 9D-C)

This room is one of several pool rooms throughout the Bloodways.

A 2-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

The water in the pool flows from one of the local rivers.

Lair. Beneath the grate at the opposite end of the room is the lair of a large water naga named **Moigil^B**, who takes great pleasure in eating intruders. The naga's lair is an underwater cave located beneath the grate, about 25 feet in diameter. Water flows from the cavern back into the underground river system.

Treasure. Within Moigil's lair is her treasure: 870 gp, 1,623 sp, an *elixir of truth^{GM}*, and a silver-chased ivory scroll tube worth 100 gp, containing a scroll that has become waterlogged and useless. There is also a dismembered hand wearing 2 rings, a plain platinum band worth 50 gp, and an empty *ring of spell storing*.

9D-28. Exit (Map 3, A20)

There is no detail map for this area. Eventually the Bloodways open out into another natural cavern. Much like the entry, many similar-looking corridors open into this chamber. The red mist fills the bottom 3 feet, swirling around in a great pool that drains into a pit in the room's center. Beyond the pit, a set of stone stairs ascend 8 feet to an opening on one wall, which is surrounded by etchings of people being bled and tortured. The passage beyond the lintel leads to a sinkhole in a great cavern (Area 9A-5). The pit descends 80 feet before opening into a swiftly-flowing underground river. Those who fall in are swept back into the Bloodways via an underwater floodway (Area 9D-65).

Supplemental Areas for Level 9D

The following encounter areas are designed for use with the Bloodways Maps, though they can be cannibalized and used elsewhere in the Bloodways using the flowchart method, or even placed in other parts of Rappan Athuk.

9D-29. Strange Haunts (Map 1, G33, Map 2, E35, Map 3, C34, Map 4, C36)

These tunnels are composed of smooth circular 10-foot-wide passages *disintegrated* out of the stone, with numerous circular chambers for nesting or other unknown uses. Vertical shafts lead up and down between levels, connecting them. The creature that created these shafts is long gone, but its passages remain.

9D-30. Worked Passages (Map 1, L32)

This area is webbed with 10-foot-wide worked stone corridors, with ceilings 15 feet high. A couple of passages end in small, identical room suites of unknown purpose. These halls are highly susceptible to moving stone blocks and intermittent teleportation fields.

9D-31. Long Hall (Map 1, Y25)

This long passage is 20 feet wide. Its walls are carved to resemble pillars supporting an ornate ceiling, while the areas between these false pillars depict a weathered but beautiful landscape. These images, a memorial to Duke Aerim, are depictions of the landscape around his ancestral home, long ago. No specific landmarks are shown unless you choose otherwise.

9D-32. Hunting Grounds (Map 1, E21)

This large natural cave has a ceiling up to 60 feet high and is filled with stalagmites and stalactites. Water flows in from the west, enters a large central basin, then flows out through a crudely carved channel into the north wall, where it eventually curves around to Area 9D-33. Because of its size and water supply, it is frequently used as hunting grounds for creatures of the Bloodways — wandering monsters should be checked for at double the standard frequency.

9D-33. Waterfall (Map 1, G26 and L28)

Water from Area 9D-32 flows into an open cavern where the water eventually plunges over a precipice to Area 9D-49. A ledge runs along the north wall near the plunge, where those in the water might try to pull free before going over. Getting out here requires a successful DC 15 Dexterity (Acrobatics) or Strength (Athletics) check. There is also a 2-foot-wide crack in the south wall that opens into a passage leading southward. Getting from one to the other would require much skill and effort without magical aid.

West of the waterfall there is one other point where the ceiling of the submerged river hits an air pocket. At this point, a bridge built long ago arches over the flow, with passages exiting north and south.

9D-34. Snake Warrens (Map 1, N26, Map 2, O13, Map 3, K13, Map 4, I14)

Tangled passages like these are preferred hunting grounds for **shadow hunter**^B snakes, which use the interconnecting corridors to surround prey and come at it from different directions. There is a 50% chance 1d3 snakes inhabit the warren, and if so, a 30% chance they have 1d6 hatchlings as well. The warren near the center of Map 4 is larger than the others and contains 3 shadow hunters and 1d4+6 hatchlings, which live in the northern cave.

9D-35. Circle Maze (Map 1, K21)

This area is filled with identical 20-foot diameter circular rooms, interconnected by plain stone archways. Ceilings are domed and rise to 30 feet at their apex.

9D-36. Cave-in (Map 1, S15)

The earth collapsed here long ago, bisecting a once larger cavern. The blockage is impassable without serious earth-moving efforts, and even then there is a significant risk of further collapse.

9D-37. Teleporter (Map 1, J13)

A network of passages surrounds a central point that ironically cannot be accessed from them. The chamber at the center of the web holds a teleportation device resembling a swirling helix of air, made visible by the bloodmist. It has 4 settings, which change randomly every 12 hours:

- 1 (clockwise helix) — transport to point of your choice in the Bloodways
- 2 (counterclockwise helix) — transport to Entry (Area 9D-1)
- 3 (clockwise double helix) — transport to distant location on surface of your choice
- 4 (counterclockwise double helix) — transport to the Healing Spring chamber (Area 9D-10).

9D-38. Chasm (Map 1, D12, Map 2, B12, Map 3, C13, Map 4, B38)

This area is filled with identical 20-foot diameter circular rooms, interconnected by plain stone archways. Ceilings are domed and rise to 30 feet at their apex.

A great rift runs through the Bloodways. Near the top, a few ledges open out from it, revealing the yawning gulf below. On Map 2, a natural stone bridge connects 2 of these levels. On Map 3, most of the chasm ends where it connects with the Purple Worm Complex (Area 9D-50), though a final fissure continues deeper into the nest on Map 4. The total height, top to bottom, of this chasm is roughly 350 feet. Feel free to stock the chamber with flight-capable wandering creatures, like dire bats or devouring mists.

9D-39. Upper Chasm (Map 1, H9)

Separated from Area 9D-38 by an earthquake, millennia ago, this chamber has a ceiling reaching up 100 feet.

9D-40. Geodes (Map 1, K4)

These spherical caverns were created through volcanic activity eons ago. Once lined with thousands of beautiful amethyst crystals, the geodes were harvested long ago by priests of Orcus for their coffers. However,

the smallest geode, 40C, still has about a third of its crystals left un-mined — mostly on the ceiling. The exact quantity and value, and difficulty in harvesting these gem deposits, is left for you to determine. Area 9D-40C is also the only one to reach down as far as the level below.

9D-41. Blood Liquid Reservoir (Map 1, X7, Map 2, W7, Map 3, V7)

This cavern was dammed to the north by priests of Orcus, and now contains a vast quantity of blood-red liquid — condensed bloodmist. The liquid spills through channels atop the dam and into Area 9D-54 on Map 3. Several nearby chambers were carved out for monitoring of the dam and reservoir, but these have been abandoned and stripped of contents long ago. A ledge to the south on Map 1 provides one of the few access points to the Forgotten Tombs (Area 9D-56).

9D-42. Double Spiral Stairs (Map 1, G15, Map 2, E15, Map 3, E15, Map 4, F18)

Stairs have been carved into 2 passages that spiral downwards from the top of the complex to the bottom. The inward spiral moves down counterclockwise, while the outer spiral travels downward in the opposite direction. Interestingly, there is no direct connection between the 2 staircases.

9D-43. Grand Halls of Blood (Map 2, K17 and S28)

This 20-foot-wide corridor traverses much of the northern half of Map 2. The floor is coated with a 2-inch-deep layer of blood-red liquid (condensed bloodmist), which imposes disadvantage on Stealth checks made to move through it, as well as serving to conceal a pit trap at an intersection to the northeast, that drops 60 feet to Map 3. Spotting the pit trap requires a successful DC 22 Wisdom (Perception) check. The Grand Halls are also filled with a large concentration of moving stone walls that seal and unseal sections, so while the halls themselves cover a large area, characters may only be able to explore one segment at any time.

9D-44. Stream Cave (Map 2, C6)

This cavern is not particularly notable, except for a small stream that seeps out of the rocks in the ceiling, flows along a channel on the northern wall, and empties through a hole in the floor, dumping the water eventually in a pool in Area 9D-50A. Noises of the purple worms that live down there might drift up through this hole, and be heard by the attentive.

9D-45. Symbol Room (Map 2, P3)

This large hall has the symbol of Orcus carved into the floor at its center. It is impossible to get from one end of the hall to the other without traversing it. The symbol radiates evil and magic if checked and has the following effects: devout followers of Orcus are *blessed*; good beings must make a successful DC 16 Wisdom saving throw or be struck by a *bane* effect that lasts 12 hours.

Story Award. Award good characters who deface the symbol a 250 XP bonus.

9D-46. Pit Base (Map 2, P5)

Bones from several past fallen victims of the pit trap in Area 9D-3 litter the floor at the base of the pit.

Treasure. Careful inspection turns up broken and tattered equipment, but also 33 gp, 29 sp, and a *potion of greater healing* in a steel vial. Furthermore, inspection of the debris reveals one set of humanoid remains near the passage leading out of the chamber, that appear strangely porous — this is from a victim of the *disintegration* effect of the teleporter in Area 9D-54.

9D-47. Narrow Fissure (Map 2, K11)

This 1-foot wide passage worms between two larger corridors. Small creatures may get stuck within it, and Medium or larger creatures cannot pass through without serious risk of getting stuck. Details of how likely this occurs are left to your sadism!

9D-48. Boulder Bait and Switch (Map 2, R16, Map 3, S15, Map 4, S15)

The east-west passage on Map 2 slopes down noticeably to the east.

Boulder Trap. Those approaching the west end of the hall note a large boulder, held in check only by a set of rusty iron rods. A pressure plate in the floor, 20 feet west of the trapdoor to the east (marked on the map with an X), triggers this fiendish device. Those in the hall hear a rumbling sound of stone rolling on stone, coming from the west and getting louder! This is an illusion, designed to encourage victims to flee eastward, and fall through the now active pit trap. The pit plunges down 120 feet to Map 4. To make matters worse, there is another pressure plate in the floor at the base of the pit that causes a boulder to come rocketing through a side passage on Map 3, Area 9D-53, right onto the heads of anyone unlucky enough to fall through the pit, for an additional 21 (6d6) bludgeoning damage!

Treasure. You may wish to locate some valuables from past victims at the bottom of the pit, though if you want to be particularly cruel, there may be a devouring mist down there as well, ready to feed on the carcasses of anyone who falls prey to this deathtrap.

9D-49. The Water Pillar (Map 2, J27)

Water flows from Area 9D-33, over a waterfall, and into a large chamber. At the center of the chamber is a massive stalagmite, 20 feet in diameter at its base, and stretching up 35 feet. Water from above strikes the stalagmite dead center, and flows around it into the chamber below, where it swirls and foams violently, then travels through a passage westward, bound for Map 4.

The Spike. Anyone falling from above risks impalement on the stalagmite, suffering 22 (4d10) piercing damage, plus 5 (1d10) piercing damage every additional round until dead and ripped apart, or a successful DC 18 Dexterity (Acrobatics) or Strength (Athletics) check is made to pull oneself free. Those who escape impalement still must deal with the 21 (6d6) bludgeoning damage from falling and the high risk of drowning in the turbulent waters. Swimming in these waters requires a successful DC 20 Strength (Athletics) check.

Several passages slope upward from the chamber floor, leading to other parts of the complex.

9D-50. Purple Worm Haven (Map 2, I8, Map 3, H7, Map 4, C4, H4, and J11)

Stretching from a single cavern on Map 2, down through a network of tunnels on Map 3 and 4, these 20–30-foot-wide tunnels have been bored out by purple worms, who use this area for nesting and breeding. As such, purple worms are encountered frequently here (your discretion on frequency and number appearing).

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At the point marked 9D-50A, water flows in from a crack in the ceiling (from Area 9D-44) and into a large pool that fills most of the chamber. This area is particularly likely to hold purple worms involved in mating rituals.

9D-51. Damned with Faint Praise (Map 2, S26)

These interconnected rooms are coated with stucco, over which a thousand maledictions against Duke Aerim were inscribed long ago. Over time, the stucco has been damaged, but a few months ago it was fully repaired, so the writings have a fresh, well-maintained look.

9D-52. Approaches to the Bloodwraith's Lair (Map 3, M24)

These long corridors are decorated with bas reliefs depicting humans locked in mortal combat with other humans, demons, and stranger monsters; in general, the demons and their allies are depicted as winning. Two small chambers to the north, flanking the entrance to Area 9D-22, are lined with small stone sarcophagi, each stuffed with a moldering corpse. Ceiling height is 20 feet in the passages and chambers.

9D-53. Where the Boulders Come From (Map 3, R14 and V19)

This circular chamber holds a half-dozen, smooth stone boulders, 8 feet in diameter, set in a massive stone bin over a switching mechanism at the center of the room. When a trap is activated, the mechanism swivels, and directs a boulder down the appropriate passage. The swiveling mechanism broke long ago, however, so now all boulders travel northeast, to Area 9D-48. The southwest passage slopes down to a cave-in that occurred long ago, while the eastern passage curves around to a ceiling panel at Area 9D-53A; though the trap here no longer functions, a character who gains access to this forgotten part of the dungeon may still make use of it as a safe area. Because the chamber sees so little use, roll wandering encounters at one third the usual frequency.

9D-54. The Atomizer (Map 3, T10)

Blood liquid from the reservoir in Area 41 flows through a passage into a large chamber where it is churned up into a mist and dispersed throughout the complex via a powerful magical effect emanating from the *anima engine* on Level 14C. This effect has very unfortunate consequences on other items brought in as well. Anything entering the cavern is subject to a *disintegrate* spell. Characters in the room may attempt a DC 17 Dexterity saving throw each round to avoid the 75 (10d6 + 40) force damage. Disintegrated matter is spread throughout the complex, where it joins the existing gore and debris that grants the Bloodways its pleasant ambiance.

9D-55. Dire Rat Nest (Map 3, N13)

This small section of the Bloodways is the home of a large nest of **giant rats**, which have inexplicably managed to survive in the face of ever-hungry devouring mists and other creatures. Over 60 of the beasts dwell in these caves. A passage leading northeast of the breeding cave ends in a cave-in, where it once attached to one of the boulder room traps.

9D-56. The Forgotten Tombs (Map 3, T2, Map 4, V2)

In this isolated portion of the Bloodways, tombs were consecrated long ago when the Bloodways were first founded, and they have not been visited since. As such, the original wards and contents of these tombs are undisturbed.

Small Tombs. On Map 3, 2 3-foot-high, 3-foot-wide side passages lead to 20-foot x 30-foot tombs, each holding a large stone sarcophagus. Within each sarcophagus is a **mummified priest of Orcus^B**, which rouses if either chamber is entered, or the guardians on Map 4 are aroused.

Large Tombs. On Map 4, the stairs connecting these areas end at a 10-foot-wide hall connecting 2 additional tombs, each 40 feet square, with the sarcophagus located on a dais at the far end of the chamber. Entering either tomb alerts the guardians who defend this area — the 2 mummy priests on Map 3 (which take 8 rounds to open their sarcophagi, descend the stairs, move down the hall and enter the violated chamber), and demons summoned straight from the Abyss. The western chamber summons 1 **marilith**, while the eastern crypt summons 2 **nalfeshnees**.

Treasure. The mummy priests on Map 3, and 2 buried individuals in the tombs on Map 4, should be interred with valuables and magic equivalent to about 80,000 gp value. The exact identity of the fellows buried here and their treasure is left for you to determine. Each mummy priest has +2 *chainmail*, a *ring of resistance* (fire), and 5 vials of unholy water.

9D-57. Teleport Chambers (Map 3, X21, N36, and G37)

These 3 rooms are all identical (2 located at the north end of the level, 1 in the middle of the eastern end); they are 20 feet deep and 30 feet wide, and featureless. However, at random intervals every 1d20 rounds, all within are teleported to one of the other 2 chambers. This *teleport* produces no discernible phenomena, so victims only begin to suspect what happened if they happened to be detecting for magic at the time it occurs, or once they leave the chamber and continue to explore.

9D-58. Whirlpool and Golem (Map 3, A26)

Water from the water pillar chamber (Area 9D-49) flows westward and downward at a slant, eventually emptying into a roughly 40-foot x 80-foot cavern, with a whirlpool at the southwest end. Anything entering the whirlpool is sucked down to Area 9D-65, taking 21 (6d6) bludgeoning damage in the process.

Long ago, a **stone golem** was teleported into this chamber through a magical mishap from the Talon of Orcus (Level 10C). They have never found it, and in the absence of orders, the golem continues with its last instructions: to fight anyone not wearing vestments of the Orcus priesthood, and obey the orders of anyone wearing such vestments until instructed otherwise. In the unlikely case that a character wears such garments and can find a way to get the golem out of this isolated region, they could take the golem along with them as a useful ally, at least until it receives orders to the contrary from a legitimate Orcus priest!

9D-59. Stair Trap (Map 3, C29)

At a landing on a stairwell, a standard issue pit trap dumps anyone unlucky enough to trigger it down an 80-foot shaft to a rough stone cavern on Map 4. After activating, the stone lid closes and locks shut, and does not reset until an hour has passed. Breaking open the lid requires a successful DC 20 Strength check; the lock can also be picked with a successful DC 23 Dexterity check using thieves' tools.

9D-60. The Grand Basin (Map 3, G19) 9D-66. Cavern of Fissures (Map 4, U34)

This large stone chamber is dominated by a working fountain. On a stone platform to the southwest, a 20-foot-tall statue of a pit fiend stands clutching a pair of human figures; blood-red liquid gushes from their mouths, ears, and rents in their sides, filling the pool with the foul stuff. This liquid is condensed bloodmist, identical to that found in Areas 9D-41 and 43, and apart from its color and foul taste, is harmless. Behind the statue, a passage leads southwest to Area 9D-42. Ceiling height in this chamber is 40 feet; the blood liquid filling the pool is only 2 feet deep. This is a popular location for **blood golems**^B, which feel soothed by the liquid, and there is an 80% probability 1–2 of them are present, sloshing about in the liquid.

This large cavern is split by numerous fissures, running north to south; some are little more than cracks in the floor, while others are large enough to swallow an ogre whole. They range in depth from 10 to 50 feet. Moving around requires a successful DC 16 Dexterity saving throw, and if anyone falls into a crack, they take falling damage and are 75% likely to get stuck, requiring a successful DC 15 Dexterity (Acrobatics) or Strength (Athletics) check to get back out.

Note that two of the fissures on the southern end of the cavern widen into southward-running passages 20 feet beneath the cavern's floor. Locating these without falling into them requires active searching, and a successful DC 18 Intelligence (Investigation) check.

9D-61. Fungus Caverns (Map 4, A32)

A large colony of pallid white toadstools sprouts from the rocky floor in this large cavern. Giant rats can occasionally be found here, along with more deadly creatures hunting them. Double the frequency of wandering encounters.

9D-67. Mordnaissant Lair (Map 4, Q30)

A nest of 6 **mordnaissants**^B have formed an alliance of pain and have taken over these 6 caves as their domain. Should one be disturbed, its cries bring the others in 1d4 rounds.

9D-62. Gallery and Fighting Pit (Map 4, D25)

This 40-foot-tall, 80-foot diameter chamber was once considered for use as a fighting pit for goblins before the complex became the tomb of Duke Aerim. A gallery for spectators 30 feet deep runs along the eastern wall, 10 feet above the pit floor.

9D-68. Crystal Obelisk (Map 4, N19)

Tucked away off the shadow hunters' largest lair is a 50-foot diameter cavern with a strange obelisk of pale blue crystal at its center. The exact meaning of this obelisk is left to you, though here are a few suggestions:

9D-63. Unfinished Construction (Map 4, N30)

Like Area 9D-62, this chamber is the legacy of an early intent to convert this part of the labyrinth into a home for the faithful of Orcus. When the Duke was interred here and made his influence known, they ended up moving elsewhere. This chamber was being excavated when that long-ago decision was made; a few ancient picks with hafts rotted away still lie near the southern wall.

- The crystal has grown from a gem set in a major magic item (your determination what kind); if the crystal is shattered, the item can be retrieved, though it will need repair work equal to 1/4 its market value to be rendered functional.

- The crystal marks the final resting place of a fallen druid with close ties to the elemental plane of Earth; damaging or breaking the crystal summons 2 greater **earth elementals** —as normal but with 148 (16d10 + 60) hit points and +10 to hit — to defend the grave.

- The obelisk is a mutated crystalline **roper**, (as normal plus immune to bludgeoning, piercing, and slashing damage from non-magical weapons); shards of the roper's body can be sold for up to 7,500 gp.

9D-64. Waterfalls (Map 4, N33)

Two streams merge in a natural cave; the one from the west falls over a 20-foot drop, while the smaller stream from the north drops 40 feet. Water then flows southward and back underground.

9D-69. The Lake (Map 4, Q9)

The southeastern portion of the lowest level of the Bloodways labyrinth is dominated by a large subterranean lake. Water from several streams, many of which have descended from higher levels, ultimately lead here. The lake is teeming with blind freshwater fish, along with any other aquatic predators you see fit to provide.

9D-65. Sluice (Map 4, K25 and B22)

Water and other materials sucked through the whirlpool on Map 3, Area 9D-58, are flushed through a long, smooth passageway eastward to where it joins up with another river flowing in from the north. At the point marked 9D-65A, a smooth bore leads straight up to the Bloodways exit cavern (Area 9D-28). Mist drains down through it and merges with the water here. Swimming here requires a successful DC 18 Strength (Athletics) check.

9D-69A. Upstream (Map 4, P12)

Three submerged streams empty into this arm of the lake; ledges to the northeast and southwest overlook the area, each 15 feet above the surface of the water. The current flows southwest, over a waterfall that drops 15 feet, with a massive stone dividing the falls into 2 smaller offshoots. Past this, the lake flows to Area 9D-69B, with the only other opening being a small, sandy beach to the northeast.

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9D-69B. Main Lake (Map 4, W10)

This cavern has a ceiling 30–60 feet high, and a depth of up to 80 feet. Several massive pillars help support the ceiling, and a lone rocky island (Area 9D-70) provides footing in the lake. There is an opening to the north leading to Area 9-69D, and one in the southwest leading to Area 9D-69C. Water exits this cavern through Area 9D-69C and through a submerged passage to the southwest, which leads out of the Bloodways and into deeper caverns beneath the earth.

9D-69C. Downstream (Map 4, O6)

A long arm of the lake travels westward, with a single opening on the southern wall set 30 feet above the water level. Eventually the lake comes to another waterfall, this one only 8 feet high, and thence into a pool at the edge of the purple worm caverns (Area 9D-50). From this final point, a vertical shaft at the bottom of the lake drains water downward into deeper caverns beyond Rappan Athuk. There is one additional passage leading off here, to the south of the waterfall, on a low, rocky ledge.

9D-69D. Cathedral of Water (Map 4, W14)

This northern antechamber of the lake is populated by many natural stone pillars 10–20 feet in diameter. Symbols of Orcus and other graffiti have been chiseled onto these in a few locations. There are several ledges and passages leading off near the edge of this cavern.

9D-70. The Lonely Isle (Map 4, V9)

This 20-foot diameter knob of rock seems completely desolate save for the permanent teleportation zone at its center. Anyone coming within the centermost 10 feet of the island is whisked away to a distant location on the surface; the exact location changes every midnight and is never the same twice (your discretion).



Level 10: The Lava Pit

This level contains a huge lava pit, directly connected to a subterranean magma chamber linked to the Elemental Plane of Fire. Due to this link, numerous fire creatures live or visit this area. Great heat emanates from all corners of this complex, as well as to adjoining levels (the tar pits of Level 10A, the hot springs of Level 9A). The area is ruled by a pack of salamanders, evil elemental creatures that serve the demon god Orcus. There are an infinite number of salamanders available for the characters to encounter, as the magma chamber of this level is linked to the Elemental Plane, where the salamanders are found en masse. You should note that a large amount of treasure is present on this level and should be very careful about letting characters run off with any of it. Only very clever characters should be able to escape with any of the gold found here, due to the inherent problems associated with the heat. This level is depicted on The Lava Pit map.

Level 10

Difficulty Level: Tier 3

Access: Stairs from Area 9-1, chute to Area 13A-2.

Wandering Monsters: Check once every 12 hours on 1d20.

d20	Encounter
1-3	2d4 goblins with 1d2 goblin leaders ^B hurrying along their way to avoid the heat
4-5	3d6 lava children ^B
6	1d6 acolytes of Orcus ^B
7-20	No encounter

General Features

Atmosphere: Most of this level radiates severe heat, and Areas 10-8, -10, -11, -13, -14, and -17 radiate extreme heat, making metal items largely unusable. Treat this as a *heat metal* effect after 10 minutes on this level and requires creatures to make a successful DC 15 Constitution saving throws once every 10 minutes to prevent severe burning. Creatures that fail the save take 3 (1d6) fire damage and suffer a cumulative -1 penalty on attack rolls and saving throws. Resting here is impossible due to the heat. Area 10-4 is uncomfortably cold, but not dangerously so.

Ceiling Height: Worked stone ceilings are 18 feet tall. Cavern ceilings vary, up to 100 feet high.

Doors: Locked, iron (and very hot) doors. Require a successful DC 10 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 25 Strength check to open. If a character is not immune to fire damage, Dexterity checks made to unlock doors have disadvantage.

- **Secret Doors:** Iron. Require a successful DC 16 Wisdom (Perception) check to find, also requires a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Natural and cut stone. Flowing lava.

10-1. Entrance from Level 9

These stairs lead from Level 9. As the bottom of the stairway is reached, it becomes apparent that great heat permeates this area. See "Atmosphere."

10-2. Empty Rooms

The occasional piece of junk or debris litters those areas marked 10-2. Only heat-tolerant items are found. Paper, wood, and the like have long been destroyed. For such items, treat random items as "ash" or "nothing found." Roll a wandering monster check each time characters enter areas designated "10-2."

10-3. The Bone Room

Piles of human and humanoid bones, charred and blackened from the heat, are piled knee-deep all over the room. Other than the secret doors, there is nothing else of interest here. All souls once found in the bones have been devoured (through demonic sacrifice). *Speak with dead* and other like spells automatically fail.

10-4. The Cool Room

This room alone is not affected by the intense heat effect of this level. Behind the secret door there is a permanent freezing effect. This was placed here so that priests of Orcus could move through this level without dying from the heat during their travels from Level 9. It is far too cold to sleep here; however, spending a few rounds in this room allows a round for round prevention of the heat effects, for up to 5 minutes.

10-5. The Shifting Wall

This hallway is initially open from the north to the south. A character making a successful DC 17 Intelligence (Investigation) check while examining the floor discovers scrapings and detects the shifting wall. The wall cannot be triggered nor prevented from triggering in this room. If any of the pit traps (Areas 10-6 and 10-8) are triggered, the corridor shifts, closing off the northern exit. It remains closed for 2 weeks, then resets.

10-6. Traps and Heat

This room contains many things that could cause the characters to waste time and get overheated. Numerous alcoves contain loose bricks and stones, but none contain secret doors or exits. Two 30-foot-deep pit traps are on the floor. Noticing them prior to triggering their stone-clad iron doors requires a successful DC 20 Wisdom (Perception) check. Failing that, a successful DC 18 Dexterity saving throw reduces the 10 (3d6) bludgeoning damage from the fall in half.

10-7. The Salamander Cavern

This cavern contains a huge pit of lava and radiates even more heat than the surrounding areas. It is excruciatingly hot in here. There are 15 **salamanders** in this cavern. These creatures are thoroughly evil and attack anyone who enters the cavern area. They have no treasure (though Area 10-15 has some). They will also get help from those salamanders present in Area 10-16.

Magma. Anyone falling or being pushed into the magma takes 70 (20d6) fire damage per round immersed and continues to take 3 (1d6) fire damage per round for 2 rounds after being removed. Anyone carrying or wearing anything flammable within 5 feet of the magma must succeed on a DC 19 Dexterity saving throw or the items are ruined (ignite, melt, boil away, etc.). Flammable objects that are not carried or worn that come within 5 feet of the magma are automatically destroyed.

Gate to the Plane of Fire. In this cavern, 40 feet under the magma surface, is a gate to the Elemental Plane of Fire. If you desire the characters to adventure there, this access point is available; however, no details are provided here.

Tactics. The salamanders attack as a group, pairing off to attack each character until all have at least one attacker. If 3 or more can manage to attack a single character, they will attempt to grapple and “swim” with their victim in the magma. They fight until reduced to 10 or fewer hit points, at which point they jump into the lava and return to their home plane. Every 10 minutes, 1d3 salamanders arrive from the Elemental Plane of Fire to replace guards and/or patrol the cavern. They are neither particularly bright nor organized.

10-8. The Pits of Death

These pit traps are similar to those in Area 10-6; however, instead of emptying into a pit, they cause a freefall into the lava pit in the Salamander Cavern (Area 10-7). The pits are 30 feet deep and the plunge into lava deals 70 (20d6) fire damage. See Magma at Area 10-7 for more details.

10-9. Thoqqua Surprise

This area radiates heat as does the rest of the level. Attracted to the heat are 6 **thoqqua**^B, who burrow periodically into the magma to “keep warm.”

Tactics. The thoqqua are relatively mindless vermin and fight until slain

10-10. The Chute to the Goblin Barracks

This pit trap is also similar to those from Areas 10-6 and -8. Instead of being a damaging trap, it simply opens into a slide that deposits the victims into Area 13A-2 on Level 13A, the Goblin Barracks, where the characters encounter some very surprised goblin guards.

10-11. The Infernal Bridge

This carved and beautiful bridge spans the cavern and passes over the magma pit detailed in Area 7.

Treasure. The bridge appears to be made of solid gold (it is). The bridge is magically enchanted to resist all forms of fire and heat, and it cannot be melted by anything short of divine power. The bridge weighs over 200,000 pounds and is worth millions of gold pieces. Anyone taking it away draws the enmity of the ruler of the Elemental Plane of Fire. This huge treasure, thus, is for show only. It is unlikely that the characters can move this bridge.

10-12. The Salamander Treasure House

Behind this secret door is a vast horde of monetary wealth. The room is filled with gold and silver bullion, dozens of gems, and other pretties. The only catch is that all this material is superheated. If placed in any flammable container, the material must succeed on a generic DC 18 saving throw or ignite (or melt). Likewise, handling any of the material deals 3 (1d6) fire damage to any exposed flesh it touches each round. This effect is treated as magical fire, so *unseen servants* and other summoned helpers not immune to fire are damaged as well. The treasure cannot be cooled while it remains on this level. If any material is taken out of the room, 2 **efreeti** guards are called forth from the Elemental Plane of Fire to slay the intruders.

Tactics. The efreet first call for help from Area 10-7 and then commence their attacks. The efreet create *walls of fire* in front of the treasure. One then wades into melee with a spellcaster, while the other summons aid from the numerous salamanders on this level.

Treasure. This room contains a total of 14,000 sp, 5,500 gp, and 38 gems of various shapes, sizes, and makes worth approximately 70,000 gp.

10-13. The Island of Heat

This island in the center of the lava pool contains the magical treasures of the salamanders. Anyone approaching the island within 20 feet (assumed to be flying) is affected as if they were inside a *wall of fire* spell.

Treasure. On the island are several magical treasures for those who can brave the heat. These treasures, while very potent, should be almost impossible to retrieve. On the island in plain sight are a *flame tongue*, a suit of *asbestos chain mail*^{GM}, and a *staff of striking* constructed of red dragon bone.

10-14. The Farthest Shore

This area contains a rocky beach along the shore of the lava lake, where salamanders sun themselves and practice combat. At any time, there are 2d6 **salamanders** present. They will aid those normally found in Area 10-12. There is a standard secret door leading to Area 10-16.

10-15. The Secret Passage

In the floor of this chamber is a secret back door to the beach and surrounding areas. If the floor is searched, a passage may be discovered leading to Area 10-16.

10-16. The Salamander Guardians

This room contains the temple guardians. These 2 **noble salamanders**^B prevent entry by any that would disturb Areas 10-18 and -19.

Tactics. They always fight to the death, never asking for nor giving quarter. A large brass gong hangs from a rack in the center of the room. The first action taken by either salamander is to ensure that this gong is rung, warning the priests and sorcerer in the temple area. There is a standard stone secret door at the far end of the tunnel leading to/from area 10-15.

Treasure. These salamanders have no treasure other than their spears.

10-17. The Back Door

This room provides a secret entrance to the inner areas of the Salamander Temple. The door is locked and trapped with a *fireball*. The lock can be picked with a successful DC 16 Dexterity check using thieves' tools. Noticing the trap requires a successful DC 17 Intelligence (Investigation) check. It can be disarmed with a successful DC 20 Intelligence (Arcana)

LEVEL 10: THE LAVA PIT

check. If triggered, all characters within 40 feet of the door must attempt a DC 18 Dexterity saving throw — those failing the roll take 35 (10d6) fire damage while those succeeding take half damage.

10-18. The Hall of the Salamanders

Inside this large room, the characters encounter a strange and terrible sight: Bas-relief carvings of demonic fire creatures cover the walls and floors. Stale air and baking hot breezes waft through the room, smelling of sulfur and brimstone. If the gong from Area 10-16 has been sounded, the salamander priests and sorcerer from Area 10-19 attack the party here, otherwise the room is empty.

10-19. The Salamander Temple

This is a temple dedicated to an evil, primordial fire god. Orcus tolerates its presence, as he and the fire god have been allies. In any case, the minions worshipping here also pay homage to the Lord of the Dead and serve to protect his interests as well. This room houses the leaders of the elemental forces present on this level. Inside this temple are 4 **noble salamanders**^b, 3 **noble salamander priests**^b, and **Irtuk**^b a salamander sorcerer.

Gate. In the center of the chamber is a large block of gravity-defying molten metal, seemingly held up by a strange force field. This altar is

a planar gate to the Elemental Plane of Fire. Anyone touching it must succeed on a DC 16 Wisdom saving throw or be transported to that plane. The GM can either continue the adventure there (not described further in this text) or assume anyone transported is simply dead and gone. Anyone succeeding at the saving throw takes 21 (6d6) fire damage from contact with the molten metal and must succeed on a DC 17 Constitution saving throw or permanently lose the use of the body part that touched the altar. The form and substance of this elemental worship is impossible for mortals to understand, though any prisoners captured are cast onto the altar and either burned alive or sent to the Elemental Plane of Fire.

Tactics. These creatures all fight to the death to protect the altar of their god, though Irtuk temporarily flees to arrange aid if the battle looks like it is lost. If the group hears the gong from the outer room, Irtuk casts *mage armor*. The priests cast *aid* and *bless*. If there's still time, Irtuk casts *conjure fiend* or *conjure elementals*. When combat begins, Irtuk opens by targeting a melee-oriented target with *fireball*, hoping to remove one more meat shield. If opponents seem to prefer engaging in melee combat, Irtuk casts *haste* to improve his group's abilities. If a single target seems to rely heavily on spellcasting, Irtuk moves in and casts *antimagic field* and engages that target in melee combat. The elite salamanders simply attack, trying to keep the characters away from the spellcasters until they are ready to join the fray.

Treasure. Irtuk and each noble salamander priest carry a +2 *spear* and a platinum chain with a starburst ruby pendant worth 1,500 gp.



Level 10A: The Great Cavern

This level is comprised of one enormous cavern and numerous side caves, and is home to a wide variety of monsters, including goblins, giant ants, a massive purple worm, undead, and shambling mounds. Wandering monsters, however, are perhaps the greatest threat, as the characters are going to spend most of their time in the “open” where the sound of their combat is likely to attract other creatures. This level is depicted on The Great Cavern map. Several areas are more finely mapped on The Great Cavern Detail Maps 1–3.

Level 10A

Difficulty Level: Tier 3

Access: River channel from Area 6-16, 6A-10, 9A-7, and 12, stairs from Area 8-14, tar pit ladder to Area 12-23, river to Area 0A-9, secret passage to Area 9B-1, lake passage to Area 11-7, river passage to Wilderness Area 10, tunnel to Area 13C-1.

Wandering Monsters: Wandering monsters are a constant threat in the Great Cavern. Roll every 30 minutes on 1d20 and consult the following chart. If combat occurs in the open — that is, not behind a closed door or in a side cave — roll again on the same chart after 5 rounds of combat to see if the noise attracts other creatures.

d20	Encounter
1	1d2 caterprisms ^B
2	1d3+1 trolls
3-6	3d6 worker giant ants ^B and 2d4 warrior giant ants ^B
7	Will-o'-wisp
8	2d4 gargoyles
9	3d6 ghouls
10	2d6 stirges
11	Xorn
12	2d4 goblin miners ^B and 1 goblin leader ^B
13-20	No encounter

General Features

Atmosphere: Great evil radiates from Areas 10A-12 and 10A-19. General smells of life, fungus, and decay permeate the level.

Ceiling Height: Ceilings soaring to 80–90 feet are typical. Heights reduce to 10–30 feet in side-caves.

Doors: See individual area descriptions.

Shields and Wards: None.

Surfaces: Natural stone.

Other:

- Fungus encrusts most of the surfaces on this level; 20% of the fungus is edible, while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Poisonous fungus is fatal in 1d3 rounds.

- Unless characters have some way to avoid swimming (e.g., flying, etc.), they encounter difficulties navigating this level. For instance, all

down-gradient aquatic movement north of Area 10-4 is a lethal, one-way trip. The channel near Area 10A-3 runs swift and deep, and no normal human could possibly swim against this current. This is the entrance area from Level 6A. The river entrance from Level 6 is less hazardous and can be navigated with a successful DC 5 Strength (Athletics) check, as the water stagnates and becomes fairly shallow near Area 10A-5. The river from Level 7A is also located here. The river passage from Level 9A is similarly easy to swim, requiring a successful DC 5 Strength (Athletics) check, and can even be waded in many places. The river passage to Level 11 flows from the huge central lake south and out of the cavern. It follows a relatively deep yet slowly flowing passage leading to the bottom of the lake in the center of Level 11, Area 11-7. Swimming this section requires a successful DC 10 Strength (Athletics) check. The final 200 yards of this passage are underwater, requiring a character to hold their breath to survive.

- All other exits off the mapped area cannot be navigated and do not exit or do not have adequate breathing space. If any characters exit down one of these tunnels they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.

10A-1. Tomb Entrance

The stone door to this side cave is locked. It can be opened with a successful DC 17 Dexterity check with thieves' tools or a DC 22 Strength check. The ceiling here is low — only 4-1/2 feet tall — forcing Medium creatures to squeeze. Large and larger creatures cannot enter this cave. Small creatures are unaffected.

The floor in the south drops 20 feet to a large pit filled with sharp rocks. Unless the party's light source is equal to daylight, the area is lightly obscured. Characters that fail to see the lip of the pit in time fall for 7 (2d6) bludgeoning damage, and 1d3 rocks make melee weapon attacks against them at +7 to hit, doing 7 (1d6+4) slashing damage on a hit. There is also a 10-foot-deep pit against the southern wall near the entrance. The pit is 5 feet square. There is a stone secret door on the southern wall of the pit that leads to the tunnel to area 10A-2. Finding the door requires a successful DC 18 Wisdom (Perception) check.

10A-2. The Guarded Tomb

Three unmarked sarcophagi sit against the western wall of this cave. A **stone golem**, placed here centuries ago to guard the tomb's unnamed occupants, attacks anyone who enters. See Level 10A, Detail Map 1 for more information.

Sarcophagi. All 3 sarcophagi appear to contain nothing but the bones of long-dead humans and dust. The middle sarcophagus, however, has a secret compartment. Finding the compartment requires a successful DC 17 Intelligence (Investigation) check. Unfortunately, opening this compartment causes the ceiling to collapse, burying the sarcophagi and everyone within 5 feet of them who fails a DC 16 Dexterity saving throw in rocks, for 21 (6d6) bludgeoning damage. The trap can be found with a successful DC 19 Intelligence (Investigation) check and disarmed with a successful DC 23 Dexterity check with thieves' tools. Once the trap has been triggered, the sarcophagi and any characters who failed their saving throws are restrained beneath a pile of rocks that takes one hour to clear. The secret compartment contains the treasure.

LEVEL 10A: THE GREAT CAVERN



The Great Cavern Level 10A

Treasure. 1,300 gp, a silver box inlaid with gems worth 1,000 gp, 3 gold cat figurines with diamond eyes worth 500 gp each.

10A-3. River Entrance and Lesser Gibbering Orb Chasm

The chasm, whose steep rocky walls are 30 feet deep, is home to a **lesser gibbering orb**^B named Villix. Villix defends his chasm fiercely and attacks anyone attempting to climb into it. See Level 10A, Detail Map 1 for more information.

Motivation. Villix is looking for someone or something to do a job for him. This lesser gibbering orb is a sworn enemy of Gundar, the orb on Level 8, Area 8-8. Recently, Gundar sent 4 powerful goblins to the great cave to slay Villix. They failed and have since been devoured, but Villix himself was nearly killed in the combat and wants revenge. Thus, if he spies the characters near his chasm, he flies up and offers them the following deal: for the eyes of Gundar (as proof of his death), he rewards the characters with a *wand of cold*. If the characters accept, Villix is true to his word and rewards them with the *wand*. If the characters refuse, he leaves them alone, but warns them not to venture into this chasm.

Tactics. Villix attempts to attack intruders if they are making their way into the chasm. He is quite vicious and uses his eye rays first. If possible, of course, Villix positions himself so that all 6 rays can be used simultaneously. If Villix is reduced to half his hit points, he attempts to flee. If unable to flee, he bargains for his life, offering his treasure in exchange for quarter. If no quarter is given, he fights to the death.

Treasure. Villix stored the goblins' more precious items in a nook in the northern wall of the chasm. Here are 2 Small suits of chain mail, a Small suit of plate armor, 4 light crossbows, 60 crossbow bolts, 3 shortswords, and the *wand of cold*.

10A-4. Caterprism Lair

As the characters near Area 10A-4, they notice a **caterprism**^B pacing back and forth in front of a cave entrance. The caterprism attacks anyone who approaches within 30 feet but ignores anyone who keeps their distance and takes no hostile action. The caterprisms are wary of Villix (as are most of the other denizens of this level), and so do not guard the two cave entrances near his chasm. See Level 10A, Detail Map 1 for more information.

Lair. The lair itself is a huge cavern with 40-foot-high ceilings. Two rock formations — one 35 feet tall, the other 20 feet tall — and a 40 feet deep sinkhole dominate the center of the cave. Anyone falling into the sinkhole suffers 14 (4d6) bludgeoning damage. Inside the cave are a total of 13 caterprisms, including the one stationed at the door at Area 10A-4. They are scattered throughout: 1 caterprism at B, 4 at C, 4 at D, and 3 at E.

Tactics. If attacked, the caterprisms let out a high keening sound that alerts the other caterprisms that intruders have entered the cave. Once the alarm has been given, reinforcements arrive in 4 to 8 rounds, depending on how far they are from the sight of the combat.

10A-5. River Entrance

Characters exiting Level 6 via the river channel are deposited here.

10A-6. Mithral Vein

Both entrances to these veins are hidden. They are found with a successful DC 17 Wisdom (Perception) check. In both locales 1,000 pounds of 50%-grade mithral ore is found, worth 25 gp per pound. There is a 60% chance that 1d4 **caterprisms**^B from Area 10A-4 are here unless they have been slain. They love the ore and attack anyone who enters.

10A-7. Chasm and Bridge

The river, 8–15 feet deep at this point, flows through a channel cut between mountainous rock formations. The rock formations rise 30–40 feet into the darkness, and the western formations have steep ledges dropping 15 feet. The chasm drops 200 feet below “ground level”, and its walls are smooth and damp. See Level 10A, Detail Map 1 for more information.

Stone Bridge and Illusion. There is a well-made stone bridge that spans the chasm; however, a 5-foot-wide portion in the middle of the bridge is illusory. Anyone unfortunate enough to fall through this section of the bridge drops 200 feet to the river below, suffering 70 (20d6) bludgeoning damage; a successful DC 18 Dexterity saving throw halves the damage. The nature of the floor becomes apparent once the characters interact with it, though they continue to see the illusion unless they succeed at a DC 16 Intelligence (Investigation) check.

10A-8. Gargoyle Ledge

A high ledge, 25 feet up the north cavern wall, is home to a wing of 30 **gargoyles**, although only 20 to 25 (1d6 + 19) of them are ever present at one time. See Detail Map 2 for more information.

Tactics. If the characters pass within 30 feet of the ledge at ground level, 2d4 gargoyles swoop down and attack.

If the characters prove too difficult (1–2 gargoyles killed in the first 3 rounds), the monsters retreat to the ledge and warn the remaining gargoyles of the potential threat. All the gargoyles attack anyone attempting to scale the ledge walls or flying within 20 feet of the ledge.

Treasure. With a successful DC 16 Wisdom (Perception) check, a character finds, squeezed between a pile of rocks in the northwest, the body of human priest of Arn. The gargoyles have not gotten around to eating this poor fellow, though they will soon. He wears a suit of plate armor, has a shield, a +1 *morningstar*, and in his backpack, a small wooden alms box. The box is locked, requiring a successful DC 15 Dexterity check with thieves' tools or a solid blow with a hammer to open. It contains 55 gp and a *potion of resistance* (fire).

10A-9. Entrance from Level 8

These stairs lead down from Level 8 above. They are neither trapped nor dangerous in any way.

10A-10. Devil Horns

Both short passages are covered in hieroglyphs and paintings depicting devils and demons engaged in unspeakable atrocities. Though harmless, the characters get a dark and unsettling feeling while viewing these hideous images.

10A-11. The Mother of All Purple Worms

This wide tunnel stretches north 100 feet before opening into a huge cavern (200 feet x 300 feet), wherein lives a **purple worm** (with 20HD and maximum hp) of massive proportions. If the worm bothers to notice the characters, it attacks immediately. More than likely, though, it cannot be bothered with something as small as humanoids.

10A-12. The Mummies' Crypts

Forty feet up on the northern wall is a ledge beyond which is a large cave. Unless they are flying, characters must succeed on a DC 18 Wisdom (Perception) check to discover the ledge and cave in normal lighting. The cave itself, in addition to being quite large (15-foot-high ceiling), also appears to contain nothing but bones and dung, possibly from bats or

The Great Cavern

Level 10A, Detail Map I

Area 10A-2
1 square - 10 feet

Crypts
Golem

Area 10A-3
1 square - 30 feet

Treasure Alcove
Chasm is 30 Feet deep
Villix
Ledge Hiding Area

Area 10A-4
1 square - 20 feet

Sinkhole
A
B
C
D
E

Area 10A-7
1 square - 5 feet

Chasm is 200 Feet deep
Illusionary Section
Stone Bridge



stirges. See Level 10A, Detail Map 2 for more information.

Trapped Doors. There are 2 secret doors. Both require a successful DC 24 Wisdom (Perception) check to find, and both are locked and trapped, one with a poison gas explosion (12A), the other (12B) with a *fireball*. The traps require successful DC 20 Intelligence (Investigation) checks to notice. Either lock can be picked with a successful DC 20 Dexterity check with thieves' tools. The gas explosion can be disarmed with a successful DC 20 Dexterity check with thieves' tools; anyone attempting to disarm the trap that fails the roll by 5 or more triggers the trap. Any creature within 20 feet of the poison trap when it triggers must attempt a DC 17 Dexterity saving throw. Those that fail take 38 (7d10) poison damage and 38 (7d10) fire damage and are poisoned for 10 rounds. Those that succeed take half the damage and are not poisoned. The *fireball* trap requires a successful DC 22 Intelligence (Arcana) check to disarm. Any creature within 40 feet of the *fireball* when it ignites must attempt a DC 20 Dexterity saving throw. Those failing take 35 (10d6) fire damage while those succeeding take half this amount.

Inner Crypts. Beyond the secret doors lie 2 crypts, both homes to powerful mummies. The crypts are essentially identical: a stone sarcophagus on a raised marble platform and smooth stone walls painted with swirls of red and black. A mummy rises from its sarcophagus and attacks as soon as its crypt is entered. Furthermore, when one crypt is entered the other mummy rises and joins the combat, probably surprising the characters from the rear. Each mummy can open and close the door to their crypt without setting off the trap. The mummy in Area 12A is **Plethor^B**, who was in life a powerful cleric; the mummy in Area 12B is **Xillin^B**, who was a great mage. Plethor has an unholy symbol, a +2 *mace*, and a *wand of binding*. Xillin has a *greater ring of protection^B*.

Tactics. What spells the mummies choose to cast depends greatly on which secret door is opened first. Plethor prefers spells to melee, but if engaged uses his mace over his slam attack. Xillin attempts to cast *haste* and *mage armor* before casting his offensive spells.

10A-13. The Door to Nothing

A large shelf-cave lies 25 feet up on the southern wall of this wide tunnel. On the southern wall of the cave is a pair of iron double doors set into a finely made stone wall. The room beyond the doors was once a vault that housed a fortune in mithral. Unfortunately, all the mithral was eaten by a xorn. The vault is entirely empty now.

10A-14. Fungus Garden and Fungus Man Colony

A large fungus garden grows in this alcove of the Great Cavern. All varieties of bizarre Under Realms fungus can be found here, most of which are edible, some of which are even tasty.

Edible fungus. If the characters decide to experiment on their own with the fungus, assume there is a 10% chance every time they try a new variety that the mushroom is poisonous (lethal). Lethal mushrooms can be identified with a successful DC 15 Intelligence (Nature) check. Eating a poisonous mushroom requires a successful DC 16 Constitution check to avoid 55 (10d10) poison damage.

Colony. There is also a small colony of fungus men living here — 75 common **fungus men^B** plus their **king^B**. As the characters approach the garden, a dozen of the fungus men come shambling out to the perimeter of the fungus.

Tactics. The fungus men are not aggressive, and only attack if threatened or if the fungus garden is damaged. The fungus men have no known spoken language and do not understand Common or Undercommon, but they can communicate with crude hand gestures or via *speak with plants*.

Development. If the characters have the means to communicate with the fungus men, they are happy to tell what they know. They warn the characters not to cross the rope bridge to the north, and that there is a powerful “creature” living nearby. They also warn of an enormous worm to the northeast.

Treasure. Hidden in this fungus grove are several trinkets special to the king: A *potion of plant control^{GM}*, a +2 *dagger*, and a velvet bag containing

7 diamonds worth 50 gp each. In addition, the king wears a gold necklace inset with various gems worth 250 gp.

10A-15. Rope Bridge

A rickety rope bridge spans the river. There is a 50% chance every round that if more than 150 pounds is placed on the bridge it collapses, sending all those on it into the river. Those who succeed at a DC 17 Dexterity saving throw may grab onto the broken strands of the rope bridge. Otherwise, they suffer 3 (1d6) bludgeoning damage and must succeed at a DC 13 Strength (Athletics) check or be swept along in the current.

10A-16. Heat Rift

A deep fissure continuously issues forth a hot mist. The rift is 30 feet deep and gives way to a heated underground river. Those falling into the rift take 10 (3d6) bludgeoning damage, plus an additional 3 (1d6) fire damage every round they remain in the water.

10A-17. Glop Lake

This large subterranean lake bowls down to a depth of 100 feet and is fed from a high waterfall in the south (Area 10A-18). The water is cool, with a gentle current that flows north to the river. Should the characters be inclined to swim or bathe in the waters of Glop Lake, they are likely (75%) attacked by 1d3+1 **giant gar^B** that hunt these waters. As blood fills the water, a feeding frenzy occurs as another gar arrives every 6 rounds after the first blow is landed until all creatures have left the water or been eaten.

10A-18. Waterfall

A loud waterfall tumbles over a 30-foot-high cliff. See Level 10A, Detail Map 2 for more information.

Waterfall. Characters caught beneath the churn of the fall must succeed at a DC 17 Strength (Athletics) check or be pinned beneath the water. A character pinned beneath the water may make an additional check as an action every round to escape. A narrow ledge runs behind the waterfall. It is smooth and extremely slippery, and a character must succeed at a DC 17 Dexterity (Acrobatics) check to traverse it. A failed check prevents movement for that round; a failed check by 5 or more means the character falls into the surging waterfall. The wall of the cliff behind the waterfall is likewise smooth.

Passage. A stone secret door leads to a narrow set of stairs that wind down to the south. Discovering the secret door requires a DC 25 Wisdom (Perception) check. The door has been *wizard locked*. Another secret door is present on the other side of the waterfall. It leads to Level 9B. Finding it requires a DC 20 Wisdom (Perception) check.

10A-19. Tomb of Slavish, the Arch-Lich

The Door to the Tomb. See Level 10A, Detail Map 2 for details of the crypt. The stairs terminate in what appears to be a solid stone wall crudely painted with the image of a set of double doors. No amount of searching, however, detects any seam or hinges. Those who succeed on a DC 20 Wisdom (Perception) check can see that a portal exists where one is painted on the wall, but there appears to be absolutely no way to open it. *True seeing*, or any other means of seeing invisible objects, though, reveals the following words written in Draconic above the image of the door: *Speak His Name and Enter*. The name the characters must speak is “Slavish.”

Finding the Name. How they come to learn this is up to you. *Legend lore*, *contact other plane*, or *wish* would tell people about the powerful lich entombed beneath a waterfall in a giant cavern. Alternately, Villix, the lesser gibbering orb in Area 10A-3, might, at your discretion, know the name of the lich and, as payment for slaying his nemesis, be willing to part with

The Goblin Outpost

Level 10B



1 square - 5 feet



Battlements (L1)



Ground Floor (L2)



Underground (L3)



To Area 12A-12

Outpost Accesway (L4)



the information. The characters might also choose to consult The Oracle in Area 3-7 in The Upper Levels. Lastly, destroying the lich and/or procuring his considerable fortune might be a quest the characters took on before entering the Dungeon of Graves, perhaps after acquiring a map with the word “Slavish” scrawled across it. In any case, there is absolutely no way to open this portal without uttering the lich’s name. The door is unbreakable, and *stoneshape*, *passwall*, or similar magic do not work on this door. Additionally, the chamber beyond is warded so that it may not be entered by teleportation or by astral or ethereal creatures. Once the characters speak the word “Slavish,” the painted doors glow with a red light, seams appear where none had been, and the doors swing open, revealing the tomb of the arch-lich.

The Tomb. This small square chamber contains an open stone sarcophagus, and in the south, 3 tall brass urns overflowing with gems and gold. As the doors to the crypt swing open, the lich, covered in dust and cobwebs, rises from the sarcophagus and says, “Who sent you?”

Slavish^B is entombed here behind the falls. Though a lich, he is not a friend of Orcus. Slavish is just powerful enough that Orcus takes this rivalry reasonably seriously. Slavish knows this, and does not want to test the deity’s patience. Thus, he remains hidden here surrounded by his fortune, safe, for the moment, from Orcus’ considerable wrath.

Tactics. Unless the characters are extremely high-level, and somehow fully rested after fighting their way through the Dungeon of Graves, they have little hope of defeating the lich. Slavish is aware of the characters’ presence, due to a previously cast *scrying* spell, focused on the secret passageway at 10A-18. Once they begin to approach his door he casts *detect thoughts*, allowing him to know the characters’ general plans once they enter the room. As stated above, once the characters enter his chamber, Slavish rises from his sarcophagus and asks who sent them. Slavish assumes no mortal would be so foolish as to challenge him. Thus, he does not attack immediately, choosing instead to question the characters. He is specifically interested in determining if the characters are agents of Orcus or, he hopes, agents sent to seek help from him to destroy Orcus. If the characters are somehow able to convince him they have been sent or are aiming to kill Orcus, he tells them how they can reach Level 15. He may even provide them with *Demonbane*. Otherwise, he attacks.

Once combat has begun, Slavish opens with *time stop* and spends any remaining time positioning himself strategically in the room, after recasting *detect thoughts* to determine the character’s new plans. Slavish’s first order of business once the *time stop* expires is to remove a spellcaster. He casts either *flesh to stone* or *power word stun* on such a target. In the second round of combat, Slavish casts *suggestion* on a rogue or fighter-type, seeking to gain a further advantage of numbers. In the third round of combat, he casts *feeblemind* on another caster. In the fourth and subsequent rounds, he reacts accordingly, all the while defending himself primarily.

Treasure. The urns contain 75,000 gp in gems, jewels, and assorted coins. In addition, there are a handful of minor magical rings: a *ring of protection*, a *ring of animal control*, and a *ring of resistance* (poison). Lastly, Slavish possesses *Demonbane^{GM}*, a powerful artifact. It is because Slavish possesses *Demonbane* that he and Orcus currently are not on friendly terms. Slavish wields a *staff of harming^{GM}*.

Slavish’s Phylactery. The lich hides his phylactery in a small chamber, 10 feet beneath his tomb. The chamber was created over time through obscure magics and has no natural entrances; instead, should he ever need to go there (or, worst case, exit) Slavish uses *teleport* to make the journey. This hidden antechamber is empty save for the phylactery and 5 vials of poison, all in various potion-like bottles. The entire area is protected by a magical *alarm* that warns Slavish if it is entered, and the phylactery itself is hidden by a permanent *invisibility* spell.

10A-20. Huge Fungus Garden

All varieties of small and large exotic subterranean fungi grow here. The ground is difficult terrain, owing to the density of the growth and the soft damp ground. Seventy-five percent of the fungi are edible; the other 25% are poisonous (lethal). They can be distinguished with a successful DC 14 Intelligence (Nature) check. Scattered among the harmless fungi are 12 **shriekers** which sound their alarm as the characters approach. Roll once every other round that the shriekers are shrieking for a wandering monster, with this modification: a roll of 18–20 results in 2d4+1 **shambling mounds** from Area 10A-21 lumbering over to investigate.

10A-21. Shambling Mound Lair

Nesting in this corner of the cave are 8 **shambling mounds**. They attack anyone wandering nearby en masse. They have no treasure.

10A-22. Goblin Mining Camps

A tribe of goblins mines several different areas within the Great Cavern. Each site is worked by 10 **goblin miners^B** and 1 **goblin leader^B**. The goblins are more interested in harvesting gold and mithral than fighting, but they do protect themselves if attacked. The goblins have not been mining long, so their tunnels are still relatively small: assume 30 feet wide and 100 feet long (except where noted on the map).

Treasure. Stored in locked wooden boxes is that day’s harvest: 200 gp worth of 50%-grade mithral and gold ore worth 25 gp per pound of ore. Each goblin miner wears leather armor, has a mace, mining equipment, 2 flasks of oil, and 3d6 sp. Goblin leaders wear chain mail, wield war picks, have a light crossbow, 20 bolts, thieves’ tools, a *potion of healing*, 3 flasks of oil, a brass key, and 3d8 gp.

10A-23. Large Gold Vein

Yet another goblin tribe mines this hillside. This tribe consists of 30 **goblin miners^B** and 3 **goblin leaders^B**. This tunnel is quite large — 200 feet deep and 40 feet wide, with 2 branches, both 30 feet wide and 60 feet long — and lucrative. These goblins are understandably paranoid about attack and are therefore appropriately armed and prepared for combat. Although all the goblin miners are digging in the vein, their melee weapons are always at their side and their missile weapons are never far off. Furthermore, the entrance to the mine is guarded by 2 tough **goblin guards^B**, who sound the alarm if intruders are spotted.

Tactics. At the first sign of trouble, the guards sound the alarm and 2 leaders and 10 miners arrive 5 rounds later. The goblins look to strike from afar first, firing poison bolts, throwing poison javelins, and lobbing burning oil. The goblin poison is a fungus-based concoction requiring a successful DC 14 Constitution save to avoid 14 (4d6) poison damage. Once engaged, or if it appears their opponents are formidable, the last leader and the rest of the miners are called for. These reinforcements arrive in 1d4+1 rounds. While in melee, the leaders and the miners attempt to gain a sneak attack whenever possible.

Treasure. As stated earlier, this is a very lucrative mine. Currently, there are dozens of wheelbarrows full of gold ore stored near the rear of the vein. In all, there is 10,000 gp worth of ore, weighing over 2,000 pounds. The ore is always guarded by one of the leaders. This leader only leaves his post at the ore if there is significant trouble at the entrance (see **Tactics**). Each goblin miner has mining equipment, 2 flasks of oil, and 3d6 sp. All 3 goblin leaders have 20 poisoned bolts, thieves’ tools, a *potion of healing*, 3 flasks of oil, a brass key, and 3d8 gp. The goblin guards have 3 poisoned javelins, a *potion of healing*, 4 flasks of oil, and 1d8 gp.

10A-24. Huge Tar Pit

This massive, 40-foot-deep crater is filled with bubbling, steaming tar. A thin coating of water covers the tar, disguising its true nature somewhat — at first glance it appears to be a large lake, somehow superheated from below. The tar smell, however, is ripe in the air, and anyone investigating the water quickly learns what lies beneath it. A tribe of 25 **tar mephits^B** inhabits the crater.

Tactics. The mephits are protective of their tar, and any creature attempting to enter it or spending an inordinate amount of time investigating it (5 minutes or more) is attacked by 2d6 mephits (up to 25 total).

The Tar Pit Ladder. Hidden at the bottom of the tar pit is a secret channel leading to Area 12-23. Should the characters be inclined to dive into the tar, they suffer the following effects: 50% normal swim movement, 2 (1d4) fire damage per round, and zero visibility. The mephits, of course, suffer none of these effects. Magic, such as *water breathing* and fire resistance, can

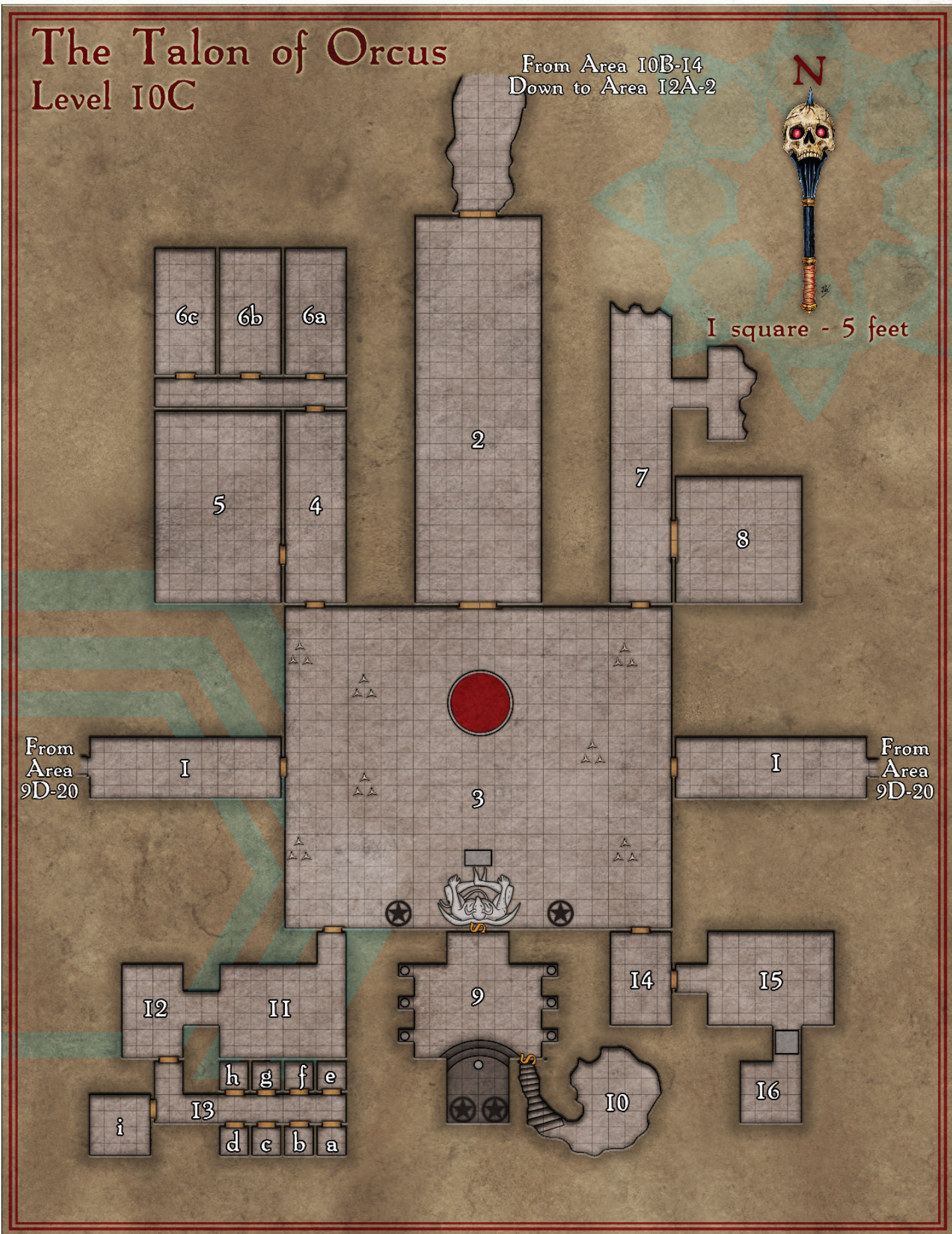
The Talon of Orcus

Level 10C

From Area 10B-14
Down to Area 12A-2



1 square - 5 feet



help while within the tar. Finding the channel requires a successful DC 18 Wisdom (Survival) check due to lack of visibility. Once discovered, it is a 1/4-mile swim to Level 12, with no opportunity for breathing.

10A-25. The Mausoleum

Atop this small hill stands a solid stone mausoleum. It is square, 20-feet x 20-feet, and 10 feet high. See Level 10A, Detail Map 2 for more information.

The Doors and the Trap. The doors to the mausoleum are made of iron and *wizard locked*. The doors are also trapped. If they are opened without the word “Arkbannon” being uttered first, a 40-foot-radius *meteor swarm* centered on the 5 feet directly in front of the doors to the mausoleum reigns down 70 (20d6) fire and 70 (20d6) bludgeoning damage on the hilltop. The targets are allowed a DC 19 Dexterity save for half damage. The trap can be detected with a successful DC 20 Intelligence (Investigation) check and disarmed with a successful DC 25 Intelligence (Arcana) check.

Treasure. Within the mausoleum is a stone sarcophagus containing the remains of a long-dead warrior. On the skeleton’s right index finger is a *greater ring of protection*^{GM}. In his bony hands is a +2 *longsword*, and he wears a suit of *asbestos chain mail*^{GM}.

10A-26. The Cursed Tomb

On top of this short hill is a hidden, locked trapdoor. See Level 10A, Detail Map 3 for more information.

The Trapdoor. Finding the door requires a successful DC 16 Wisdom (Perception) check. Determining how to unlock it requires a successful DC 15 Intelligence (Investigation) check or a DC 15 Dexterity check with thieves’ tools. Alternatively, it can be smashed open with a successful DC 18 Strength check. Once opened, it reveals a narrow set of stairs that descends 20 feet to a paved stone landing and an iron-bound oak door. Written in Orc across the top of the door are the words, “*Those Who Enter Will Someday Return.*”

The Tomb. Beyond the door is a tomb, 30 feet square, containing 4 **wraiths** who attack immediately. Anyone who crosses the threshold of the tomb is instantly cursed (no saving throw). While there are many open chests, sarcophagi, and urns throughout the chamber, all are empty.

Tactics. The wraiths cannot leave the tomb and cannot be turned. They fight until destroyed.

The Curse. A cursed character is doomed to one day return to the tomb as a wraith. A cursed character that dies is immediately transformed into a wraith and begins journeying back to the tomb to guard it against intruders. The character who dies cannot be aided by a *raise dead* or *resurrection* spell. Moreover, a cursed character cannot remove the curse, either on themselves or another, with a *remove curse* spell; only a non-cursed cleric can do so. A cursed character is not aware of the affliction while alive except that once a year, on the anniversary of the day of the curse, the character is overwhelmed with a sense of doom and hopelessness. The feeling passes the next day. Powerful divination magic is necessary to determine the source of this annual ennui.

10A-27. Gug Lair

The area marked “27” is home to a group of 12 **gugs**^B. See Level 10A, Detail Map 3 for more information. The chambers contain the following:

27A: 2 gugs.

27B: 4 gugs.

27C: 2 gugs.

27D: 1 gug.

27E: 3 gugs.

27F: 50%-grade gold ore weighing 1,500 pounds, worth 500 gp, piled about.

27G: 100 feet deep sinkhole

Tactics. The gugs attack intruders immediately. Gugs in adjacent chambers arrive 1d4 rounds after the start of combat.

10A-28. River Entrance from Level 9A

Anyone swimming the river from Level 9A arrives here.

10A-29. Giant Ant Anthill

A large colony of 400+ giant ants (use **giant warrior ants**^B and **giant worker ants**^B) works this area of the Great Cavern. The anthill is a 20 feet tall cone of dirt and gravel. See Level 10A, Detail Map 3 for more information.

Ants. The hill is guarded by 4 warrior ants that oversee the constant flow of worker ants going in and out of the hill (assume 2d6 worker ants on or near the hill at one time). The worker ants do not attack except to defend themselves; the warrior ants, however, attack all non-ants who attempt to enter the anthill.

The Anthill. The ants pay no attention to anyone or anything unless they are on the anthill itself, so the characters can simply pass by the ant colony without incident. If they decide to enter the anthill, they find themselves in a labyrinthine series of tunnels and chambers all filled with busy ants. The tunnels are approximately 5 feet high and 5 feet wide, and so can be traversed easily by most characters, though the constant comings and goings of the ants slows movement to 50% in most areas. The ant colony connects with Area 10A-30. You may draw a rough map of the passages and chambers, or, simply let the characters wander and fight until they come across the passage to Area 10A-30.

Tactics. Ninety percent of the ants are workers who ignore the characters unless attacked. The remainder are warrior ants, who attack immediately and give off a burst of pheromones that attracts an additional 2d6 warriors within 3 rounds. There is a 25% chance every minute the characters are in the anthill that 1–2 warrior ants are encountered. Fighting in the anthill is difficult. Characters using two-handed slashing or bludgeoning weapons suffer a –2 penalty to attack rolls and a –1 penalty to damage rolls. Characters using one-handed slashing or bludgeoning weapons suffer a –1 penalty to attack rolls. Light weapons, ranged weapons, and piercing weapons suffer no penalties.

Treasure. In their wanderings, the worker ants have picked up several small magical items. Once it was determined these could not be used to further the colony, they were discarded. There is a 5% chance every 10 minutes the characters are in the colony that they come across a minor magical item (determine randomly).

10A-30. Giant Ant Anthill

This area is like Area 10A-29, with the following exceptions: tunnels within the colony connect to Areas 10A-29 and 10A-33, and the **giant queen ant**^B resides in the lowest chamber of this colony. The Queen Ant’s chamber is 20 feet square and is guarded by 10 **giant warrior ants**^B.

10A-31. Fungus Garden

This huge fungus garden is similar to Area 10A-20, except the 12 **shriekers** here do not attract any shambling mounds. As well, the ants from Areas 10A-29 and -30 frequent the garden, as the fungi herein are a source of food. Assume there are always 2d4 **worker giant ants**^B harvesting fungus at any one time. The ants know how to avoid the shriekers.

10A-32. Tar Pits

These 2 craters contain pits of steaming tar like Area 10A-24, except that there are no tar mephits nor is there a subterranean passage to another level of Rappan Athuk. There are, however, several dead or dying giant ants stuck on the surface of the tar pit.



10A-33. Giant Ant Anthill

This area is similar to Area 10A-29.

10A-34. Lake

This lake bowls down to a depth of 70 feet and has a gentle current that flows from west to east. Should the characters decide to swim or bathe in the lake, they are 75% likely to be attacked by 1d3+1 of the **giant gars**^B that hunt these waters. As blood fills the waters, a feeding frenzy occurs as another gar arrives every 6 rounds after the first blow is landed until all creatures have left the water or been eaten.

10A-35. Goblin Mining Camps

These camps are like Area 10A-22, except that the 2 **goblin guards**^B here are quite scared of the giant ants and are therefore more prepared for combat. One goblin guard patrols each mine, and the remaining goblins respond quickly to sounds of combat (in 1–3 rounds).

10A-36. False Mithral Gates

The river widens somewhat as it flows through what appears to be a set of mithral gates. See Level 10A, Detail Map 3 for more information.

Mithral Gates. These gates are like those on Level 9A, Area 9A-3. They stretch to the ceiling of the cave (now only 30 feet from the cave floor), and a fine meshed grate allows the water to flow beneath the gates (the mesh extends through the water to the floor of the riverbed, so swimming beneath the gates is not an option). Unlike the portal on Level 9A, these doors are merely iron with mithral plating. They are, however, virtually indestructible (AC 20, 400 hp, immune to bludgeoning, piercing, and slashing damage from non-magical weapons, and acid, necrotic, poison, psychic, and radiant damage) and locked with powerful magic — only a *wish* opens them, except as described below.

Runes. The gates are inscribed with ancient and obscure runes. A *comprehend languages* spell translates these phrases, although what results is just about as incomprehensible as before. The poem inscribed on the gates is as follows:

*My life as a wanderer has met its end.
Doom — begetting a faithful friend —
Awaits the turns of the untraveled course. Now
Me and mine and upon a lame horse
Beyond the shadow of the rising dawn —
These arms, these eyes, are tired and drawn, these
Gates are empty; all hope is gone.*

The poem is meaningless and meant to confuse those wishing to enter. If, however, the first word of each line is recited in order, *My Doom Awaits Me Beyond These Gates*, the portals open.

10A-37. The Cursed Island

The river flows around a small island. There is a rectangular stone structure on the island and a dock with 1 rowboat moored to it. The stone structure is 15 feet wide, 20 feet long, and 12 feet high. There is a wooden door on the north face of the building, and it is ajar. See Level 10A, Detail Map 3 for more information.

In the building reside 3 **gorgons**, and they attack anyone who attempts to land on the island.

Hecate's Curse. Anyone setting foot on the island is afflicted with a terrible curse. Within 2 weeks, a cursed character begins to have trouble remembering simple things: what day it is, if they ate breakfast, where they left their coin purse. Soon, however, it gets worse. The cursed victim can remember little beyond their own name, and that only on a good day. The character suffers a –1 penalty on attack rolls per week as they forget how to fight and a spellcaster's spell-casting ability is reduced by 1 level per week. Only a *remove curse* cast by someone other than a similarly cursed spellcaster restores the victim's memory. Note: Priestesses of Hecate do not cure this curse, nor are they affected by the curse.

10A-38. Will-O'-Wisp Lair

Down this gently sloping side tunnel lies the lair of 3 **will-o'-wisps**.

Tactics. Characters lured into this dark crevasse by the lamp-like glow of these foul creatures are attacked immediately.

10A-39. Roper Lair

A series of 3 cliff face "steps," each 10 feet higher than the next, ascends into the darkness. Each step contains a cave opening that leads via a rough natural passage to a single large cave that is home to 12 **ropers**. Two ropers guard each passage leading to the cave; the remaining 6 await their victims in the main chamber.

Tactics. In the passages, the 2 roper guards are adjacent to one another and attack in tandem. In the main chamber, once combat has begun, the ropers attempt to position themselves so they are all within strand-range of the characters. The ropers do not pursue the characters out of the cave.

Treasure. The bones of 3 dead goblins can be found in the northeast corner of the cave. Piled among the bones are 3 change purses, each containing 50 pp. One skeleton wears a +2 *shield*, and another wears a *belt of giant strength* (fire giant).

10A-40. Fungus Garden

This large fungus garden contains no shriekers. There is a 50% chance, however, that some creature is here, eating or looking for prey (roll once on wandering monster chart, treating a result of "no encounter" as being 2d8 **giant rats**).

10A-41. River Out

These narrow rivers flow in a generally easterly direction for 5 miles before emptying out in a deep river canyon. The walls of this canyon are 250 feet high. Both branches of the river have banks that can be walked. This is a long way in or out of Rappan Athuk, but characters not wishing to fight their way back up to get out, or back down to return, might want to take advantage of this exit/entrance.

10A-42. Phosphorescent Pool

The water of this large pool glows brightly in the dark of the cave. The pool contains no harmful creatures, and the water is potable, although the imbiber's urine has an eerie glow to it for 24 hours after consumption. If removed from the pool, the water continues to glow for 2–9 days. A flask of the glowing water sheds dim light in a 5-foot radius.

10A-43. Bubbling Shoreline

The water along the shoreline in this area is constantly churning and boiling, the result of an underground mixture of water and air, through the tunnels to Area 0A-9. The churning water is fascinating to many of the creatures of the Great Cavern, and occasionally trolls and worse jump into the water to "play," ending up in Kraken's Cove.

10A-44. The Dark River

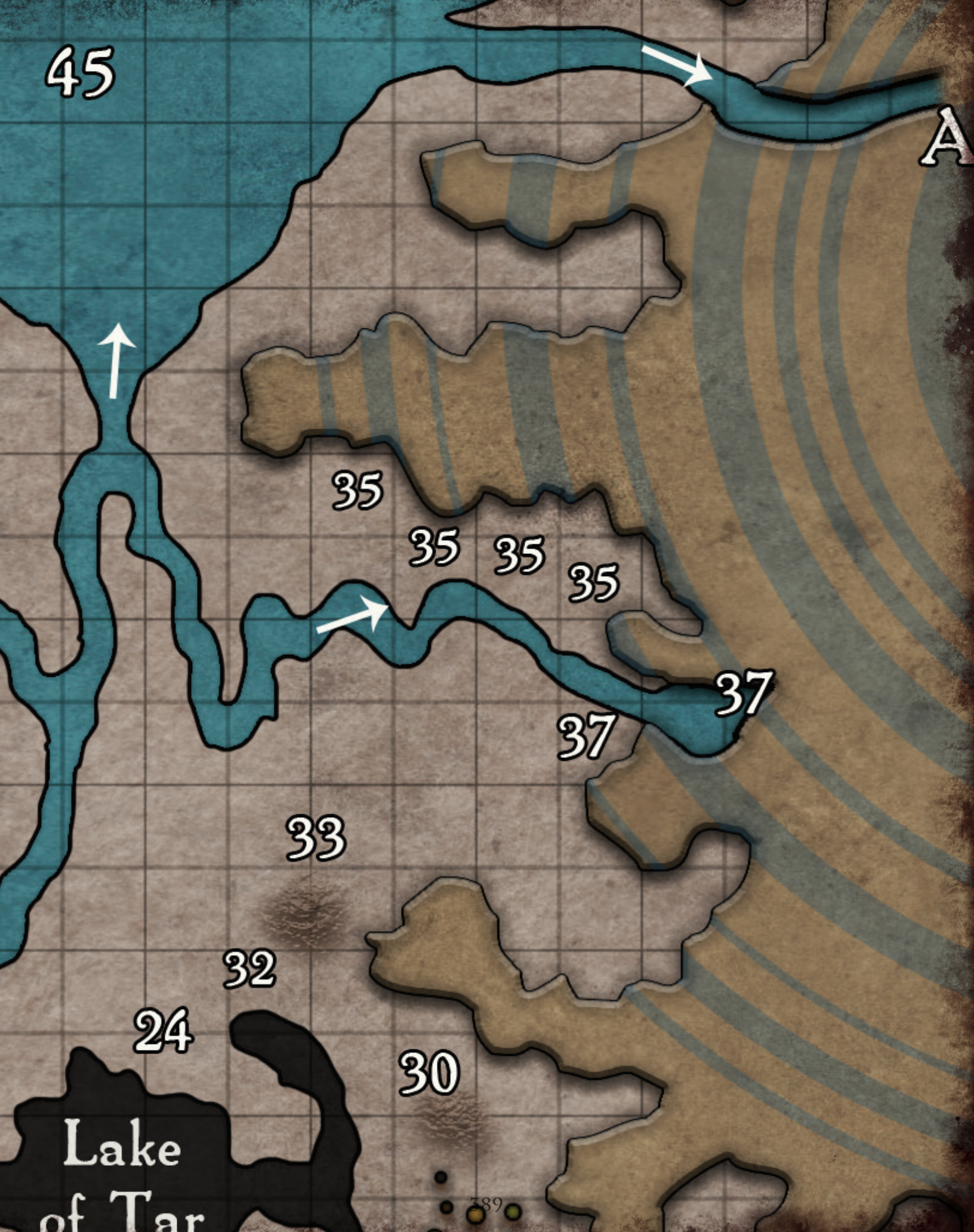
This offshoot of the great lake descends through Level 13C, Areas 13C-1 and 13C-14, then continues to Level 13B, finally creeping its way to some unknown locale in the Under Realms.

10A-45. The Lake

This underground lake is teeming with blind cave fish, weird mutated crustaceans, and other less identifiable lifeforms, all food for the other denizens of the cavern.

River Traffic. The lake is a nexus point for several of the rivers in and around Rappan Athuk. A party with a means of breathing underwater or travelling the waterways can navigate to many levels of the dungeon.

Submerged Tunnel. In the southern portion of the lake, there is a submerged tunnel leading down to Area 11-7. The tunnel is at the bottom of the lake, in the murky depths. It is discovered with a successful DC 18 Wisdom (Perception) check while underwater in the southern half of the lake. It is not visible from outside the lake.



Level 10B: The Goblin Outpost

The followers of Orcus have a vested interest in this portion of Rappan Athuk, both to monitor activity in and around the Bloodways, and because it provides an alternate access to the surface world. To look over their interests, a small fortress was therefore constructed and manned by goblins. This area is shown on The Goblin Outpost map.

Level 10B

Difficulty Level: Tier 2

Access: Passages from Area 9D-14 in Area 10B-1, staircase to Area 1B-21, passage to Areas 10C-2 and 12A-12 in Area 10B-14.

Wandering Monsters: There are no wandering monsters within the outpost if the goblins maintain their presence here. If they are eradicated, then standard wandering monsters from neighboring levels may be encountered except for undead, unless one of the symbols in Area 10B-1 has been effaced or dispelled. Eventually however the outpost is repopulated by Greznek, due to its key location in Rappan Athuk.

General Features

Atmosphere: The area is unlit except where indicated.

Ceiling Height: Areas 10B-4, -5, -6, -7, -8, and -13 all have uniform 8-foot-high ceilings; Areas 10B-9, -10, -11, and -14 have 12-foot-high ceilings.

Doors: Wooden, unlocked. Require a successful DC 8 Strength check to open. Can be barred, in which case they require a successful DC 20 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards None, save for the glyphs at Area 10B-1 which ward out undead.

Surfaces: All construction is of magically hollowed out limestone that has been finished with tools.

Running the Outpost

Inhabitants

Normally the goblin outpost is manned by 48 **goblin scouts**^B and 16 **goblin leaders**^B, and are in turn led by **Morask**^B and his aide, **Kamlyss**^B. Due to recent activity within Rappan Athuk, an additional contingent of 10 **goblin berserkers**^B led by the goblin **Oolarg**^B have been stationed here. Significant tension exists between Oolarg's band and the other goblins, and this has led to occasional fistfights. Nevertheless, the goblins work together to repel any intruders. In addition to the goblins, the priest **Mesifin Styx**^B and 3 **acolytes of Orcus**^B from the Talon of Orcus (Level 10C) are stationed here to keep an eye on things.

Factions. There is currently an uneasy three-way alliance between Morask and the goblin regulars, Oolarg and his berserkers, a band of

swaggering braggarts who regard the scouts stationed here with disdain and are out to make a name for themselves, and Mesifin Styx, the priest of Orcus stationed here, who is looking out for the interests of Hesperix as well as his own. It is possible that characters may be able to get these groups to fight against one another, particularly if characters are captured or the outpost is infiltrated.

Treasure. Most of the inhabitants have some small treasure, and a few of the individuals have items that could be important to the party (such as keys and magic items). These personal items are listed below.

- Goblin scouts have thieves' tools, 1d4 sp, and 1d4 cp.
- Goblin berserkers typically carry 2d10 gp, 1d10 sp, and 1d4-1 10 gp gems.
- Goblin leaders have thieves' tools, 2d4 sp, and 2d4 cp.
- Goblin acolytes of Orcus carry an unholy symbol of Orcus, lantern, *potion of healing*, 3 flasks oil, flint and steel, and an iron key to the door of Area 10B-5.
- Mesifin wears wields a *+1 morningstar*, and carries a *potion of greater healing*, a *scroll of lesser restoration*, an unholy symbol of Orcus, prayer book, 18 pp, 43 gp, a sapphire worth 150 gp, a platinum ring worth 50 gp, a fine black robe emblazoned with the symbol of Orcus, an iron key to door of area 10B-5, and a small gold key to the door at area 10C-6C.
- Oolarg wears *+1 leather armor*, fights with a *+1 war pick*, has 3 javelins, and has 23 pp, 36 gp, and a mithral baton of office worth 500 gp.
- Kamlyss has *+1 chain mail*, a *potion of invisibility*, thieves' tools, 18 gp, 24 sp, 2 aquamarines worth 100 gp, a platinum ring worth 80 gp, and an amber scarab worth 250 gp.
- Morask wears *+2 chain mail*, carries a *+1 shield*, *+1 shortbow*, a *potion of healing*, and has 6,000 gp in assorted gems.

Troop Layout

Although individual areas are described below, attention should be paid to the overall layout of the complex and the general tactics the goblins employ. The goblins run the complex in 3 8-hour shifts. Usually there are 14 goblin scouts on duty at any time, with 14 more sleeping in Area 10B-2, and the last 14 carousing in Area 10B-9 or wandering through the complex. Those on duty are stationed as follows: 3 at each of the entrances to the Bloodways (Area 10B-2 and 10B-3), with 2 on the battlements and 1 behind each gate; 3 in Area 10B-8, with a view throughout the complex; and 2 in Area 10B-13, guarding the connecting passage to Levels 10C and 12A.

There are normally 3 goblin leaders on duty at a time as well, with 1 on the battlements (Area 10B-2), 1 wandering between Areas 10B-7, -8, -9, and -13, and 1 that could be anywhere in the complex.

The priest and acolytes keep to their room in Area 10B-5, though they may be found leading services or administering punishment elsewhere in the outpost. Oolarg and his berserkers have taken over Area 10B-10, and about half can be found there or in Area 10B-9 at any time, with the rest wandering throughout the outpost. Morask often leads patrols of 7 leaders into the Bloodways to keep an eye on things there. There is a 30% chance such a patrol is taking place when the outpost is first assaulted.

Tactics. If an assault occurs, 1 goblin sounds the alarm while those remaining attempt to stall the aggressors. Mesifin Styx and his acolytes

The Goblin Outpost

Level 10B



I square - 5 feet



Battlements (L1)



Ground Floor (L2)



Underground (L3)



To Area 12A-12

Outpost Accesway (L4)



respond 1d3 rounds after an alarm has been sounded, Oolarg and his band take 2d6 rounds to organize and move out, the goblins in Area 10B-9 take 1d4+1 rounds to ready themselves, and the sleeping goblins in Area 10B-4 require 1d8+2 rounds, though they do not take the time to put on armor.

- Oolarg. If given time to position themselves, Oolarg and his berserkers attempt to attack intruders directly, while the scouts stay back and provide missile support. They also make sure that each of the other points of entry into the lair has a pair of alert goblins standing by in case of a flanking attack. The goblin berserkers' traditional melee tactic is to charge.
- When Mesifin is alerted to trouble, he and his acolytes survey the threat and cast whatever buff and protective spells they deem appropriate. Mesifin stays back and casts spells as long as possible.
- Morask and Kamlyss, assuming both are present, move to the source of the disturbance and use their stealth abilities and magic items to make as many sneak attacks as they can, preferably sniping with their bows.

Reinforcements. Characters may engage in a preliminary assault, and then come back later for additional attacks on the outpost. This is fine, but the goblins receive reinforcements at regular intervals to shore up their numbers, so long as the passage to Greznek and the Talon of Orcus remains open. Reinforcements arrive in the following sequence:

- 8 hours after any assault — replacement for the priest and acolytes of Orcus, though the priest is only replaced once and the acolytes twice at a maximum; equipment and supplies are also replenished at this point.
- 12 hours after any assault — enough goblin scouts and leaders to replace any that have fallen — including any goblins from reinforcements listed below.
- 12 hours after second assault — an additional force of 5 leaders and 30 scouts to shore up the defenses; these only show up if at least 20 scouts or 8 leaders in total have been killed.
- 12 hours after third assault — a force of 12 ogres led by an oni arrive to reinforce the outpost; these only show up if at least 30 scouts or 12 leaders have been killed, or if Oolarg and his band have been wiped out.
- 24 hours after fourth assault — a large expeditionary force of 100 goblins, led by 6 goblin priests of Orcus^B arrive to deal with the problem; these only show up if at least 60 goblin scouts, 20 leaders, or half the ogres are killed.

10B-1. Bloodways Approaches

The primary point of defense for the outpost is against these 3 passages, each of which leads directly into Level 9D. Due to the number of hostile creatures that come wandering down this way, and the relative security of the other entrances, most attention toward possible invasion is directed at these areas.

Symbol of Orcus. Sixty feet down the passage from the outpost's 3 gates, an unholy symbol of Orcus is engraved into the stone floor. This symbol has 2 effects: first, it commands any undead not accompanied by a priest of Orcus to go back. Non-intelligent undead get no saving throw against this effect; intelligent undead are allowed a DC 18 Wisdom saving throw to overcome the effect, but most do not bother trying to make the attempt unless they are pursuing tasty prey. The second benefit of the inscribed symbols is to prevent passage of the red mist from the Bloodways.

Defenses. At the entrance to the outpost, the 3 passages open into a 70-foot x 90-foot cavern. Further progress is blocked by a 12-foot-high wall with crenellations at the top. The last 10 feet of the passage forms a stone bridge over a crevasse. Set into the wall is a stout, iron-reinforced gate barred from within. The gate and the wall to either side are fitted with arrow slits, so goblins in the courtyard (Area 10B-3) can fire directly out at intruders. The cavern beyond the wall has a domed ceiling about 50 feet high at its apex. A 20-foot-wide column rises through the center of the cavern and connects to the ceiling. An area near the top (Area 10B-8) is riddled with arrow slits as well, which allow goblins to fire down into the approaches to the outpost, although anyone within 10 feet of the tower has total cover against this missile fire.

Gates. Just inside each gate there is a lever that causes the floor in the 10 feet closest to the gate to drop suddenly, dumping anyone standing there into the snake run (Area 10B-12). This is a 20-foot fall. The goblins direct their fire preferentially at those more than 10 feet from the gate, to encourage them to move onto the trapped section. They then dump victims into the snake run, hoping to separate intruders and allow them time to get their forces into position. Flaming oil is saved for use against creatures particularly susceptible to or fearful of fire.

10B-2. Battlements

Behind the 12-foot-high wall, a ledge, 5 feet wide and 10 feet above the courtyard, runs around the interior periphery of the wall. Where this connects with rooftops it opens out into a larger area where troops can marshal. A trapdoor in the northwest corner opens into stairs in Area 10B-4.

Goblins are positioned as described in the tactics section on this wall. In addition to them, the area over each gate is stocked with 3 replacement shortbows, 120 arrows in 6 quivers, and 6 flasks of oil.

10B-3. Courtyard

A central courtyard connects the 3 gateways; there are usually 2d4 goblin scouts^B and 1d4 goblin berserkers^B wandering around in here at any time, with an 80% chance of 1–2 leaders^B and a 30% chance of Oolarg, Mesifin Styx, or Kamlyss (roll separately for each).

Courtyard. The courtyard is composed of flagged stone, to allow purchase for running goblin feet. There are 3 10-foot-high buildings opening into Areas 10B-4, -5, and -6. In addition, there is a heavily reinforced wooden door that opens into the central stairwell at Area 10B-7.

The walls of this central pillar are studded with both shackles embedded in the stone and arrow slits for missile fire. Corporal punishment of goblins takes place here, witnessed by most of the goblins in the outpost.

10B-4. Barracks

The goblin scouts normally maintain their bedrolls here; the entire place is infested with fleas, lice, and the ripe stench of unwashed goblin. With Oolarg's arrival, the goblin leaders who normally live in Area 10B-10 have been forced to relocate here. In the northwest corner, a set of stairs ascends to a trapdoor that leads to the battlements.

10B-5. Shrine of Orcus

The door to this room is locked but untrapped. The lock can be picked with a successful DC 20 Dexterity check with thieves' tools. The priest Mesifin Styx and his 3 acolyte aides dwell here. Mesifin made the mistake of killing a torture victim prematurely a few months ago, and as punishment his superior appointed him as the current liaison between the Talon of Orcus and the outpost. This has sat poorly with the ambitious Mesifin. He spends an equal amount of time plotting his revenge and whining to his acolytes, who in turn have little love for the egotistical priest.

10B-6. Storage Room

This room holds several weeks' worth of rations for the goblins — mushroom paste, pickled and preserved meats, and 2 tuns of aptly-named Crack-Snout, a potent goblin ale. A pair of cages in the southern end of the room holds 3 kobold slaves used to perform menial work. The keys to the cages hang on a hook on the north wall.

10B-7. Bunker

This room is accessed by a stout, iron-reinforced door, and its walls are riddled with arrow slits. The door has no lock but can be triple-barred from the inside. Once barred, it requires a successful DC 25 Strength check or 80 points of damage against AC 18 to break it down.

LEVEL 10B: THE GOBLIN OUTPOST

In the southwest corner a set of spiral stairs lead up and down, to Areas 10B-8 and -9, respectively. Arrows are in small bins along the walls of the hall, and additional weapons stand in small racks against the walls in several places. When the outpost is not on alert, the sounds of merriment can be heard drifting up from the stairs below.

Tactics. In case of an assault, the goblins retreat to this chamber and try to bar and hold the door as long as they can, while comrades use the arrow slits to riddle opponents with holes.

10B-8. Upper Aerie

The stairs from Area 10B-7 spiral up about 30 feet through solid rock before opening into this chamber. It is outfitted much like the room below, with weapon racks, arrow bins, and the like. There are always several goblins on guard here.

The spiral stairs continue up and end at a large wooden trapdoor that is kept barred from within. On the far side of this trapdoor, the stairs continue, traveling upward several hundred feet before emerging into the back of a small cave that opens out onto a thorn-choked defile located several miles north of Rappan Athuk's main entrance; see Wilderness Area 11.

10B-9. Common Room

This area sees constant use by goblins in the outpost; there are a few tables, fires with pots, and piles of rubbish and dubious refuse piled around the room. Goblins here gamble, brawl, engage in contests of arms, and perform other such activities to unwind.

Spiral stairs enter the room in the middle of the western wall from Area 10B-7 above and continue down to Area 10B-13 below. In addition, there are 2 wooden doors: one leads to Area 10B-10, where the goblin leaders normally live (currently occupied by Oolarg and his berserkers); the other wooden door is locked and opens into Morask's personal quarters (Area 10B-11). The lock can be picked with a successful DC 20 Dexterity check with thieves' tools.

Kamlyss is most often found here, keeping an eye on things and trying to calm down any confrontations between his scouts and the berserkers led by Oolarg. In addition, 2d6 **scouts**^B and 1d4 **leaders**^B lounge here at any given time unless an alarm has been called out.

Treasure. A thorough search through the refuse would take some time and would turn up approximately 50 gp worth of valuables.

10B-10. Leader's Quarters

The goblin leaders once laired here, but it has been taken over by **Oolarg**^B and his band. Half of this group of **goblin berserkers**^B can be found here at any time, with the others in small gangs of 3 or 4 wandering elsewhere in the outpost, bullying scouts. The once neatly-arranged beds in the area are now scattered about and in bad shape thanks to the depredations of the berserkers.

10B-11. Morask's Room

This chamber is set aside for Morask, leader of the outpost. The door is kept locked. The lock can be opened with a successful DC 20 Dexterity check with thieves' tools. The room itself holds a bed, a large, locked chest, a small table and chair, and a cabinet holding several handcasks of dwarven ale. The lock on the chest can be picked with a successful DC 18 Dexterity check with thieves' tools or broken open with a successful DC 20 Strength check.

Secret Closet. In the southern part of the western wall there is a secret door, accessed by pressing a pair of stones in the wall just north of it. The secret door can be noted with a successful DC 17 Wisdom (Perception) check, and the trigger to open it found with a successful DC 18 Intelligence (Investigation) check. This goes into a small closet where the outpost's funds and most valuable equipment are kept. To guard the treasury, a somewhat wimpy **mohrg**^B (as normal but with 50% hp) has been placed within; it leaps out and attacks anyone in the room unless

the secret door is knocked upon thrice before opening it. This mohrg was deemed substandard by the Orcus priests who created it, and they agreed to have it serve here rather than simply discarding it.

Treasure. Inside the chest are Morask's extra clothes, along with a diamond-studded tiara worth 2,500 gp. The closet holds 32 gp, 283 sp, 130 cp, 20 flasks of alchemist's fire, a *potion of greater healing*, and 3 scrolls (*haste*, *slow*, and *confusion*).

10B-12. Snake Run

This circular passageway has no exits except through the 3 openings 20 feet up. Some time ago the goblins lured 2 **shadow hunter**^B serpents into this area, and here they remain, prowling the passage, feeding on anyone dumped into their lair.

In addition to the snakes, the area is filled with the bones of digested victims that litter the floors, sometimes in drifts. The area is harvested of loot soon after a feeding, when the snakes are sluggish as they digest, so there are no valuables to be found down here.

Tactics. In case a character is dropped into this area from above, they attract the attention of the 2 serpents in 1d6 rounds (roll separately for each). The snakes stalk the characters, and attack until reduced to 25% of their maximum hit points, when they retreat to recover.

10B-13. Lower Bunker

The spiral stairs end in this room, located some 30 feet below the common room (Area 10B-9). This room contains a 2-foot diameter well that descends a further 50 feet to an underground stream, a small cart, 8 feet long and 4 feet wide, and a stout, iron-reinforced door that can be barred from either side. Once barred, it requires a successful DC 20 Strength check to get through it. There is also a lever in this room that collapses a 40-foot section of passage in Area 10B-14.

10B-14. Access Tunnel

This 10-foot-wide passage runs north and south. To the north, the passage descends and winds down into the earth until it connects with the goblin city of Greznek (Level 12A, Area 12A-12A); this is a 15-minute journey by foot with a movement of 30 feet, though a running goblin scout can make the trip in just 5 minutes. To the south, the passage travels 300 feet on this level before coming to the entrance to the Talon of Orcus (Area 10C-2).

The passage to Greznek is trapped, though this trap can only be activated by pulling a lever in Area 10B-13 or a lever on the left-hand wall 60 feet down the passage. Pulling the lever collapses the ceiling in the first 40 feet of corridor north of the entrance to 10B-13, dealing 21 (6d6) bludgeoning damage. This serves to seal off access to Greznek in case of dire need.



Level 10C: The Talon of Orcus

To support the nearby Goblin Outpost (Level 10B) and keep an eye on the Bloodways (Level 9D), a small temple to Orcus was established some years past. Over time, as the Bloodwraith's influence in the Bloodways has grown, the temple has been enlarged and expanded. This area is shown on The Talon of Orcus map.

Level 10C

Difficulty Level: Tier 3

Access: Passages from Area 9D-20 in Area 10C-1, passage to Areas 10B-14 and 12A-2 in Area 10C-2.

Wandering Monsters: There are no wandering monsters within the Talon so long as the clerics of Orcus control it. Should the regular staff be eradicated, and not replaced, use the encounter tables for Level 9D, The Bloodways, with the exception that no undead are encountered unless the wards in Area 10C-1 have been disrupted.

General Features

Atmosphere: The entire level is shielded against detection spells. The air is dry and hot.

Ceiling Height: Ceiling height is a uniform 15-foot height throughout, except in Areas 10C-2, -3, and -9, where it rises to 20 feet.

Doors: Unless noted otherwise, all doors are of stone and are lockable. Unlocked doors require a successful DC 10 Strength check to open. All priests and acolytes possess keys as listed in the various area descriptions and under Inhabitants, below.

- **Locked Doors:** Require a successful DC 18 Dexterity check with thieves' tools or DC 22 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: The glyphs at Area 10C-1 which ward against undead, and the entire level is protected from detection effects (*detect magic, detect evil and good, etc.*)

Surfaces: The Talon has been hollowed out from the native limestone with both magic and tools.

Other:

- Celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 50% likely to fail.

- Upon entering this level, good aligned creatures must succeed on a DC 16 Charisma saving throw or be frightened until they leave the level (per the *hallow* spell).

Inhabitants

The Talon of Orcus is overseen by **Hesperix^B**, a cleric of Orcus. Day to day activities are overseen by 12 **priests of Orcus^B**, and run by 20 **acolytes of Orcus^B**. In addition, the Talon is the home of the **Seer^B**, a wizard specializing in scrying magic.

Treasure. The clergy all have some small treasure, and a few of the individuals have items that could be important to the party (such as keys

and magic items). These personal items are listed below.

- Acolyte of Orcus: 3 vials of unholy water, an unholy symbol of Orcus, 3 flasks of oil, and an iron key to door of area 10C-5.

- Priest of Orcus: unholy symbol of Orcus, a prayer book, 1d6 pp, 5d10 gp, a platinum ring worth 50 gp, and a small gold key to door of area 10C-6a, 6b or 6c.

- Hesperix wears +2 *chain mail*, wields *Dacris^{GM}*, has 5 vials of unholy water, an unholy symbol of Orcus, 375 gp, a platinum ring worth 50 gp, an ornate iron key to Area 10C-9, a finely worked copper key to Area 10C-15, and a fine black robe emblazoned with the symbol of Orcus.

Troop Layout and Tactics

The various priests can be encountered throughout the complex. They are most often located around their quarters (Areas 10C-4 to -6), in the Shrouded Shrine conducting services (Area 10C-3) or torturing a prisoner in Area 10C-11. However, they can be encountered almost anywhere except the Seer's lair (Areas 10C-9 and -10) and Hesperix's lair (Areas 10C-14 to -16). They may also be encountered in the Bloodways nearby, or in the passage running between this area and the Goblin Outpost (Level 10B).

Tactics. When intruders are discovered, the priests raise an alarm immediately if they can, and fight defensively, using their environment as best they can to protect themselves, until help arrives. This aid arrives within 1d6 rounds from just about anywhere in the complex. When it comes, the acolytes switch to a more offensive role, while their superiors stay behind the front lines, protecting them and casting spells to weaken the enemy. The Seer does not respond to any alarms, contenting himself with scrying the combat from afar and casting preparation spells if he thinks his sanctum may soon be violated. Hesperix, should he be present in the complex, takes advantage of his underling's holding action to buff himself and summon allies, then blasts the enemy with his most potent spells. Note that Hesperix's scythe, *Dacris*, has the power to cast *word of recall* and is currently set to transport him to the altar at Area 10C-3 should he fall to zero hit points or be petrified, paralyzed, or incapacitated.

Because of the number of clerics occupying the Talon, such a pitched battle almost certainly spells doom for the party. Parties should be prepared to retreat if they wish to survive.

Reinforcements. The Talon of Orcus receives reinforcements at the rate of 2 acolytes and 1 priest per day. The Seer, his apprentice, and Hesperix are not replaced. The temple is only abandoned if the Seer and all priests over 5th level are slain. If needed, Hesperix is also willing to use or pass out items from the trove of magic in the Vault (Area 10C-16).

There is a 15% chance at any given time that Hesperix is away from the lair, either patrolling Level 9D with 4 priests and 8 acolytes or visiting one of the other goblin or priestly complexes in Rappan Athuk.

10C-1. Bloodways Entrances

The doors swing open from the Bloodways proper into each of these 10-foot-wide hallways. Just above the lintel inside the door, the symbol of Orcus is carved into the stone. This symbol blocks entry by the bloodmist and prevents any undead not accompanied by a priest of Orcus from passing. Non-intelligent undead get no saving throw against this effect;

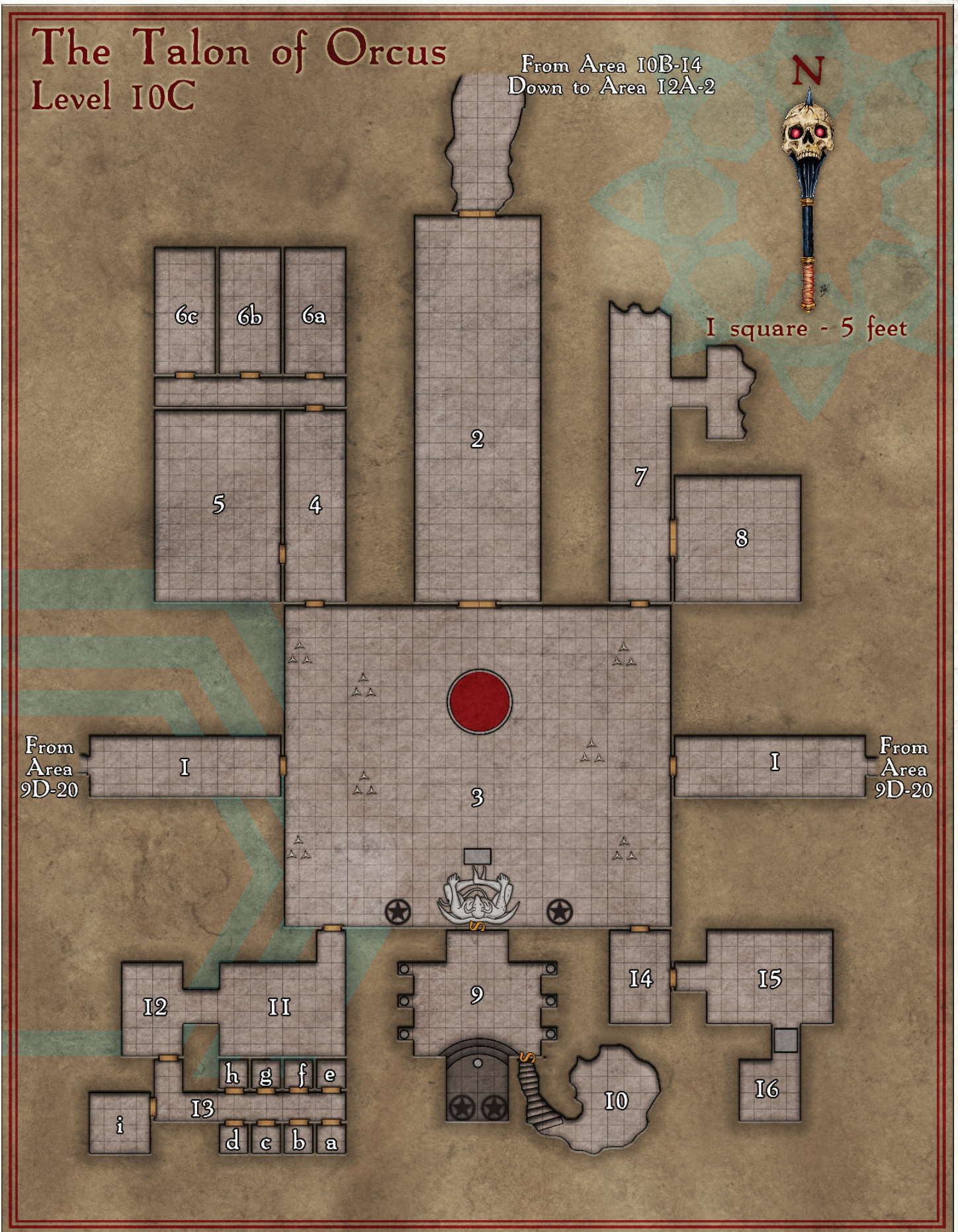
The Talon of Orcus

Level 10C

From Area 10B-14
Down to Area 12A-2



1 square - 5 feet



intelligent undead are allowed a DC 18 Wisdom saving throw to overcome the effect, but most do not bother trying unless they are pursuing prey.

The walls of the hall are decorated in frescoes, similar in style to the frescoes seen in the various Fresco Rooms of the Bloodways, but in much better repair. They depict undead of all types cowering before shadowy men wielding holy symbols of Orcus. Three wall sconces line each wall, though they are empty, and the hall is unlit. These corridors lead directly into the Bloodways. The priests of Orcus only use them when conducting expeditions into the Bloodways (maybe only once every 2–3 weeks), and they are otherwise largely unused.

10C-2. Hall of Chains

This hall connects the passage leading to the Goblin Outpost (Level 10B) and Greznek (Level 12A) with the Talon of Orcus. It is designed to intimidate goblin petitioners and terrify prisoners.

The hall is 20 feet wide, and the walls are stained with layers of blood and gore, so thick that it is sometimes difficult to discern the wall frescoes beneath it depicting goblins being tortured and sacrificed on altars. Chains, many ending in barbed hooks, dangle from the 20-foot-high ceiling, reaching down as far as 15 feet in places. The chains are coated with gore, and gobbets of flesh still adhere to some of the hooks.

Bodies in Chains. There are also a dozen bodies attached to chains and hooks suspended overhead, constantly writhing and moaning softly in agony. Their motions keep the chains gently swinging and clinking against one another. These are 12 **goblin juju zombies^B** who will not free themselves unless attacked or commanded by a priest of Orcus. The hallway is unlit. These zombies serve both to intimidate visitors to the Talon, and as a means of defense. If called upon by any cleric of Orcus, they pull themselves down and attack any intruders.

10C-3. Shrouded Shrine

This large square room is shrouded in perpetual gloom, save for certain key areas that are magically lit. There is a 50% chance each of 1d6 **acolytes of Orcus^B** and 1d3 **priests of Orcus^B** being in this room at any given time, performing maintenance, praying before the altar, or just passing through. There's also a flat 5% chance that a ceremony is underway, involving rituals that require all the priests and acolytes in the temple to be in attendance. The doors to 10C-1 and -2 are flooded with a faint, nauseous yellow radiance. Before the door to Area 10C-2, this glow extends forward into the room, and illuminates a 10-foot diameter pit filled with a roiling deep red slime, like semi-congealed blood.

Shrine. At the far end of the room stands the Talon's main shrine, illuminated with a hellish red light emanating from an unseen point just over the altar, casting lurid shadows on the nearby statues, and throwing the wall behind the statues into darkness. The unlit areas are filled with magical shadow should be considered dimly lit, providing concealment for creatures in these areas. The darkness is considered a 5th level spell for the purposes of countering or dispelling it.

There are 4 doorways leading out from the corners of the room, which require a successful DC 15 Wisdom (Perception) check to notice. In addition, hidden in the darkness at areas indicated on the map are patches of caltrops, designed to be a simple defense against intruders. These caltrops are moved about regularly, and always after any assault. Finally, there is a set of 3 steps leading from the area of the pit up to the location of the altar, and if these steps are not noticed, a person moving past them in the gloom must make a successful DC 12 Dexterity saving throw or stumble and fall, sustaining 3 (1d6) bludgeoning damage. Unless the darkness has been eliminated, noticing the steps prior to falling down them requires a successful DC 14 Wisdom (Perception) check.

The Red Pit. The pit near the southern end of the chamber is filled with a red gelatinous substance that is harmless, but lurking beneath the surface are 2 **blood golems^B**, whose movements cause the surface of the pool to roil. The golems are under the control of the priests of the temple and are under orders to attack anyone who comes within 5 feet of the edge of the pit or emerge and attack if commanded by any of the priests. The pit itself is 20 feet deep, filled nearly to the brim with red slime and the blood golems.

The Altar. The altar is made of obsidian, roughhewn on the side but sharpened into many razor-edged spikes on top. The top is also liberally stained with blood and other exudates from sacrificed creatures, and reeks with a foul charnel smell. Behind the altar, looming 17 feet tall (nearly to the ceiling) is a great statue of Orcus, carved of granite. Flanking the statue of Orcus is a pair of human-sized, cowed statues bearing scythes; the faces within the cowls are skeletal. Despite their ominous appearance, neither the statues nor altar have any unusual magical properties. Behind the statue of Orcus, a cunningly hidden and locked sliding secret door allows access to the Seeing Room, Area 10C-9. Finding the secret door requires a successful DC 20 Wisdom (Perception) check and determining how to work the mechanism that opens it a successful DC 22 Intelligence (Investigation) check.

10C-4. Hall of Victories

Running from a door in the southeast corner of the Shrouded Shrine is a 5-foot wide hallway decorated with more frescoes, these depicting images of victories won by the followers of Orcus. Villages are sacked, paladins and clerics of good gods sacrificed, and exultant priests receive blasphemous blessings from Orcus. The hall is lit by 3 lanterns with red-tinted glass hoods hanging from hooks in the walls.

The door at the end of the hall opens onto another corridor, decorated with more of the frescoes, but these depict priests engaging in foul acts with various corpses, demons, and undead. Doors in the south side of that hall lead into the priests' quarters (Area 10C-6). All these doors are locked, and only the priests and Hesperix possess keys to them. The doors also bear *glyphs of warding* that are triggered if the lock is touched or the door is opened without using the key. One projects a blast of 9 (2d8) cold damage, one 9 (2d8) lightning damage, and the other infects people with mummy rot^{GM} by a *contagion* spell. The *glyphs* can be found with a successful DC 17 Intelligence (Investigation) check and removed with a successful DC 20 Intelligence (Arcana) check. None of the effects allow a saving throw.

Treasure. The hall is lined with small, elegant tables carved with screaming faces, expensive gold lamps with tinted red hoods engraved with leering demons, and other valuable but grim furnishings weighing a total of 1,000 pounds and worth 5,000 gp to a collector who would be interested in buying such dubious items.

10C-5. Acolytes' Quarters

Tiers of bunks line the eastern wall of this room, and the center is taken up by several tables and chairs. Oil lanterns on the north and south walls produce a steady light. Near the southwest corner lies a small, covered circular well; the key to the lid hangs on a hook on the wall next to it. In front of the bunks stand a total of 20 wooden chests. The chests are all unlocked and contain garments and other relatively valueless items.

Unless a ceremony or a pitched battle is taking place in the temple complex, there are always at least 2d4 off duty **acolytes of Orcus^B** in here, sleeping, studying chapbooks of occult lore, or engaging in discussion with one another.

10C-6. Priests' Quarters

The doors to these rooms are locked and warded with magical *glyphs* (see Area 10C-4 for details). Within, each chamber holds 2 sets of bunk beds, a table, chest of drawers, and a small scroll rack cluttered with writings about Orcus, occult lore, and other unsavory topics. Each room is lit by a standard oil lamp hanging from a hook by the doorway. There is a 70% chance each room contains 1d4 **priests of Orcus^B**, unless an alarm has been sounded elsewhere or a ceremony is taking place.

Treasure. A rack in the western chamber (c) contains a *scroll of raise dead*, while the rack in the eastern chamber (a) holds a cursed scroll that

LEVEL 10C: THE TALON OF ORCUS

steals the voice of whoever opens it. A character scanning or reading the scroll must make a successful DC 18 Charisma saving throw. On a failed save, the character is unable to speak until the curse is removed with *remove curse*, *greater restoration*, or a *wish*.

10C-7. Maintenance Wing

This area has been undergoing recent expansion. The door from the Shrouded Shrine opens into a 10-foot-wide hallway that runs about 45–50 feet before ending at an area of construction. There is a door on the western wall, and an opening further south that leads to another room undergoing construction.

In the southern end of this corridor, a total of 7 **skeletons** and 8 **zombies** stand side by side, awaiting orders from the priests or acolytes. The zombies hold mining picks (as war pick), while the skeletons wield warhammers. None attack unless commanded by a priest of Orcus, or unless attacked themselves.

10C-8. Storeroom

This 20-foot square room is lined with shelves, and a cluster of barrels stands in the northwest corner. The shelves contain jars and crates of food, construction and maintenance equipment, 28 flasks of lamp oil, 4 extra lamps, and any other mundane supplies you wish to include here. In the center of the southern wall stands a half-finished stone statue of what appears to be a skeletal figure, being carved from red marble.

10C-9. The Seeing Room

This room is well-lit thanks to *continual flame*-lit torches lining the east and west walls. The room is divided into 2 portions. The entire area is shrouded with a permanent effect that prevents magical detection into or within the room but does not prevent scrying out of the room.

The southern part of the room is 15-feet deep and 20-feet wide. The east and west walls each hold 3 niches, each containing a mummified body with gems where its eyes should be.

Seer's Quarters. In the northwest corner of the room there is a cunningly concealed secret door that leads to the Seer's personal quarters. The secret door is locked but untrapped, and only the Seer has the key. Finding the secret door requires a successful DC 23 Wisdom (Perception) check. The lock can be picked with a successful DC 20 Dexterity check with thieves' tools.

Orcus Alcove. At the center of the northern wall, a series of 3 stone steps lead up into a 10-foot square alcove, holding a basin resting atop a stone altar draped with gold cloth. Behind the altar loom 2 fat statues of Orcus, each clutching a wand in one hand and a humanoid skull in the other. Hesperix, the priests, and the Seer use this room for scrying, as the unholy water font can also be used as a *crystal ball* by worshippers of Orcus. The room is well defended, however, by both the 2 Orcus golems (**stone golems** carved to look like Orcus) and by the **Seer**^B, who resides in this area. Though he does not take part in conflicts in the main temple, any intruders here must face him, and suffer his wrath if they prove hostile.

Tactics. If the Seer is attacked, or feels an attack is a foregone conclusion, he immediately calls the Orcus golems to his aid and positions himself behind the holy water font, using it as cover while he casts spells at the party. The golems attack spellcasters first, though if the Seer is reduced to 50% of his hit points he commands them to return and move between any melee attackers and himself. If reduced to less than 25% of his hit points, he uses *mirror image*, then casts *dimension door* to travel to Area 10C-10, gathers his possessions as quickly as possible, murders his apprentice, and uses his *teleport* spell to escape.

Treasure. The mummified bodies are simply corpses, not undead. The gems can be pruned from their eyes; each is a black opal worth 50 gp, and there are 12 total. The Seer has a +2 *dagger*, a *greater cloak of protection*^{GM}, a *headband of spiritual focus*^{GM}, a *potion of greater healing*, 2 magical copper rings (tied to the Orcus golems) in area 10C-9, wizard's robes worth 100 gp, 3 diamonds worth 500 gp each, and a long, thin golden key to the secret door at Area 10C-10.

10C-10. The Seer's Retreat

Past the locked secret door in Area 10C-9, a crude passage descends via rough stone steps down to a roughly 15-foot diameter cave. The cave contains a large, iron-framed bed, a table, several shelves of books with a fresh skull resting atop it, a small lab table, and a woman in a torn smock chained to the foot of the bed.

Hostage. The chained woman is **Zatalya**^B, the Seer's current apprentice, whom he is still in the process of breaking and molding to suit his needs. She has considerable native talent, but has been reduced to a fearful, cringing wretch, and does little to protect herself other than curl into a fetal ball. If Zatalya is freed and calmed, a charismatic character may be able to get some information from her about the Seer. She does not know his name but does know that he has only come here within the last month or so, muttering something about finding a staff.

Treasure. The books on the shelves deal primarily with scrying, divination, and prophecy. They are worth 2,000 gp to a collector. The Seer's spellbooks are also on one of the shelves, and contains all the spells listed in his repertoire, along with any others you see fit to provide. The skull atop the bookcase is that of Azarthraine, former leader of the adventurer band the Fire Hawks. In addition, the lab table contains 1,000 gp worth of chemicals and reagents, though these are in fragile containers and weigh 20 pounds.

Story Award. Killing Zatalya give no XP and freeing her should earn the characters 250 XP each.

10C-11. Torture Room

The rack, dangling chains, straps, and racks of sharpened blades, pokers, clamps, and other devices all attest to this room's purpose as a torture chamber. Four *continual flame* torches set in sconces on the walls produce a blood-red flame, lending the chamber an infernal look. In the north wall 4 small, barred windows open into cells in Area 10C-13, and the sounds of screaming, sobbing, or insane laughter may be heard from beyond. The priests of Orcus use this room daily, both for religious observances and for pleasure. Prisoners that enter this room and the prison beyond do not leave the area alive.

10C-12. Vestry

Accessed from the western wall of the torture chamber, this room holds religious paraphernalia, including incense, ceremonial knives, candles, candleholders, and similar regalia. A locked, ironbound door to the south opens into the prison block; the steel keys to this door and the cells beyond are attached to a key ring hanging from a hook just east of the door. Without the key, opening the door requires a successful DC 30 Strength check or a DC 20 Dexterity check with thieves' tools.

10C-13. Prison

This prison block is rank with the stench of voided bowels and despair. There is a total of 9 cells. The first 8 are 10-foot cube stone rooms accessed by locked iron doors; the ninth is used for special prisoners and is a 20-foot square with a steel door. The iron doors can be broken open with a successful DC 25 Strength check or their locks picked with a successful DC 18 Dexterity check with thieves' tools. The steel door requires a successful DC 30 Strength check or a DC 25 Dexterity check with thrives' tools.

The contents of the cells are as follows:

- 10C-13a: **Mezuryk**^B, a master thief and once a member of an adventuring group called the Fire Hawks, sits huddled in the corner of this cell, naked save for a thin flea-infested blanket. His body is crisscrossed with lesions and scars, both fresh and old, from his time as a prisoner. Mezuryk immediately rushes over and begs for freedom once he realizes it is not priests of Orcus at the door. He is as informative and helpful as possible, and if healed and equipped, offers to aid the party as best he can. Mezuryk has been tortured and broken by the priests of Orcus,

resulting in multiple-personalities having manifested for Mezuryk. The following are some of the initial personalities he may exhibit:

- **Helpful Mezuryk.** This is his initial personality; it is lawful good in alignment, and endeavors to be as helpful and useful as possible. As time goes on, this personality is increasingly eager to please, until it is little more than a cringing sycophant, fawningly obeying any order given.
- **Demented Mezuryk.** In this state, Mezuryk initially behaves with the intellect of a 5-year-old child; he has a neutral alignment, and an effective intelligence of 3. Over time the mental deterioration continues, his intellect drops, until finally he is a drooling vegetable.
- **Berserk Mezuryk.** This personality is most likely to manifest in battle. He flies into a berserk frenzy that lasts until there are no more enemies within view. Unfortunately, he has trouble distinguishing friend from foe in this state and needs to roll a successful DC 10 Wisdom saving throw to pick the correct target once his current opponent drops. Once all enemies have died, a final DC 10 Wisdom saving throw is required to avoid continuing to attack allies, and to come out of the rage. Over time, the saving throw increases as Mezuryk's mind continues to disintegrate. Mezuryk the berserk is chaotic neutral in alignment.
- **Gretalla the Great, Bard to Kings.** Mezuryk always had a fondness for music, and with this personality his love for music has been twisted so that he believes he is a world-famous elven songstress; he speaks grandiloquently, affecting a husky voice, and flirts outrageously with charismatic male characters. As the mental deterioration continues, the Gretalla personality becomes less coherent, with songs blending one into another or being sung with nonsense words. Gretalla has a neutral good alignment.
- **Mezuryk the psychopath.** Hidden beneath all the other personalities is this one, a lurking monster that maintains a low-grade awareness even when other personalities manifest. It possesses a hatred for everyone, and delights in slaying anyone it can get a drop on. Due to Mezuryk's rogue abilities, this makes him very dangerous when the psychopathic personality comes to the fore. Over time, this personality becomes stronger, able to seize control from another personality. Mezuryk must make a successful DC 10 Wisdom saving throw initially or the psychopath comes to the fore. The DC of this saving throw steadily increases — perhaps +2 per month. The psychopath is chaotic evil.

Other personalities may appear or disappear, but the above represents the dominant personalities contained within his skull.

- 10C-13b: Empty.
- 10C-13c: Holds the corpse of a goblin prisoner. After being tortured for information on nonexistent conspiracies by the goblin Morask (Level 10B) against Hesperix, he was locked in this cell and forgotten. The body has not risen as an undead — yet.
- 10C-13d: Empty.
- 10C-13e: Empty.
- 10C-13f: Contains a **goblin scout**^B that has only begun to be tortured. Nonetheless, the fear of pain has driven him insane, and he now spends most of his waking time shrieking in terror.
- 10C-13g: Empty.
- 10C-13h: A dark-skinned humanoid lies huddled against the far wall of this room, sobbing in fear and pain. The floor of the cell is thick with dirt and debris. This is a **vampire**, captured by the priests in the Bloodways, who have stored it here to keep it out of trouble. The cell serves as the vampire's coffin.
- 10C-13i: Unlike the other cells, this one is currently furnished with a hard, wooden bed covered with a thin straw mattress and a blanket. Lying tied and gagged on the bed is a brown-skinned half-elf who appears asleep or possibly dead. This man is **Setiathet**^B, a priest of the evil god Set. He has traveled from Libynos, hoping to set up contact and possibly an alliance with the church of Orcus; unfortunately for him, the priests of Orcus had little desire for an alliance with some distant power, and so he was imprisoned. However, they have not yet started an interrogation by torture, as they wish to flush out any hidden

allies that Setiathet may have. In fact, Setiathet is operating alone, and faces a grim death at the hands of the priests of Orcus if fate does not intervene. As he is lawful evil, he does his best to cut a deal with any rescuers, promising to assist them in dealing with the temple of Orcus if need be in exchange for his freedom — and he sticks to the letter of any bargains he agrees to. He is only too happy to proselytize his faith if there are any sympathetic people in the group who share a similar world view as his.

10C-14. Sitting Room

This sitting room serves as an antechamber and guard room for Hesperix's private domain. Light floods the chamber from a pair of lanterns enchanted with *continual flame* hanging from brass hooks on the north wall. A black carpet edged in gold covers nearly the entire floor. Against the east wall is an ottoman, in front of which is a low table. A cabinet that holds high-quality liquor stands in the southwest corner.

Trapped Door. The stone door on the western wall is locked, and only Hesperix possesses the key to it. It also has 3 traps upon it, a poison needle trap, a poison gas trap, and a *bestow curse* trap. A character who searches for traps should make 1 Intelligence (Investigation) check. On a score of 15, they discover 1 trap, on a 20 2, and with a 25 all 3. On a 10 or lower the needle trap triggers, on a 5 or lower the poison gas activates, and on a 0 the curse triggers. The poison needle trap can be disarmed with a successful DC 18 Dexterity check with thieves' tools. If triggered, it makes a ranged weapon attack at +10 to hit against a creature within 5 feet of the door. On a hit it does 1 piercing damage and on a failed DC 18 Constitution saving throw, 55 (10d10) poison damage. The poison gas trap can be disarmed with a successful DC 20 Dexterity check with thieves' tools. If it is triggered, all creatures within 10 feet of the door must make a DC 18 Constitution saving throw. Those who fail take 14 (4d6) poison damage while those who succeed take half this amount. The curse can be removed with *dispel magic* against an 8th level spell. If triggered, the creature triggering must make a successful DC 14 Wisdom saving throw. Failure means the creature gains 2 levels of exhaustion, success just one. The exhaustion can be removed only by magical means (*remove curse*, etc.)

The room also holds 4 **black skeletons**^B, lined up along the north wall, each bearing a pair of forward-curved daggers across its body in a ceremonial posture. They attack anyone not wearing an Orcus priest's robe, and otherwise obey only the direct orders of Hesperix.



10C-15. Hesperix's Bedroom

A great 4-poster bed dominates the western end of this 30-foot x 40-foot chamber. The walls to the north and south are lined with bookshelves, a wardrobe, and several tapestries, one depicting the symbol of Orcus, another exhibiting a detailed anatomical study of a dissected human, and a third showing a pastoral surface scene. The floor is covered with wolf pelts to ward away the chill of the stone floor. A small table with a chair stands in the northeast corner, and to the southeast stands an empty manikin of the type used to display armor.

Vault Door. Behind the tapestry displaying the symbol of Orcus on the south wall, one section of stone has been replaced with a smooth, non-reflective jet-black surface. Anyone touching the surface feels a mild electrical jolt, inflicting 2 (1d4) lightning damage per round of direct contact. This black surface blocks access to Area 10C-16. The key to pass this barrier is the black energy blade of Hesperix's scythe *Dacris*. When it contacts the black surface, the barrier melts away, forming a steep set of stairs leading up to the vault beyond. This opening lasts for 1 round before resealing. The black barrier cannot be dispelled, though it can be bypassed or destroyed in the same manner as a *wall of stone*. Even if it is destroyed, the black barrier returns in exactly 1 round.

Treasure. A thorough search of the room turns up 1,000 gp in knickknacks, furnishings, and the like, weighing a total of 250 pounds. The bookshelves primarily contain tomes dealing with necromancy, anatomy, and pro-Orcus doctrine, though 1 shelf does have a copy of *Pirates of the Purple Dawn*, a lurid tale of romance and adventure on the high seas. The wardrobe contains spare clothes for Hesperix.

10C-16. The Vault

This chamber contains the treasury of the Talon of Orcus, along with any valuable possessions looted from captives that have not been sent on to temples deeper within Rappan Athuk. The chamber is 20 feet square, and half the northern wall is a magical black surface that bars access to Area 10C-15. The rest of the walls are lined with shelves, and a pair of chests sits on the floor in the western part of the room.

Treasure. The first chest is unlocked and not trapped, and holds the Talon's funds: 863 gp, 1,043 sp, and 163 cp. The second chest is likewise unlocked and not trapped, and holds funds set aside to be transported to other strongholds of Orcus: 1,300 gp, 83 sp, 5 amethysts worth 50 gp each, and 4 pearls worth 100 gp each.

The shelves hold the following:

- 20 vials of unholy water, all clearly stamped with the symbol of Orcus.
- A small rack containing 3 *potions of healing*, a *potion of giant strength* (stone), and a *potion of gaseous form*; all potion flasks are engraved with cryptic symbols that identify their contents to Hesperix's eyes.
- Another rack holding 7 random scrolls.
- A trio of wands in a small rack: A *wand of enemy detection*, a *wand of fear*, and a *wand of secrets*.
- A weapon rack holding 5 maces and a *+1 morningstar*.
- A set of magical boots resting near one of the chests; these identify as *boots of striding and springing* but are actually *boots of dancing^{GM}*.
- A bundle containing some of Mezuryk's equipment: *+2 leather armor*, thieves' tools, and a *+1 shortsword*; the rest of his equipment has been filed elsewhere in this room, claimed by other priests of the Talon, or sent elsewhere in Rappan Athuk.
- Another bundle containing the remains of Setiathet's gear: a suit of *+2 plate armor*, a *+1 shield*, 2 unmarked vials containing unholy water, a holy symbol of Set, and a small golden magical *Statuette of Set^{GM}*.
- A third bundle composed of items stripped from another prisoner: a *flaming sword* (greatsword), a *+1 longbow*, 40 arrows, and 2 *+2 arrows*.

Although the contents of this treasury are quite valuable, and may seem overbalancing, be sure to have Hesperix make use of these items liberally when defending the Talon or stalking the characters within the Bloodways. Further, if Mezuryk or Setiathet is freed, they insist on regaining their equipment. This chamber is a good location to place maps, diaries, or other hooks for possible future adventures.

Level 11: The Waterfall and Akbeth's Grave

This level contains the final resting place of Akbeth, high priestess of Hecate, who offended her goddess and was transformed into a statue of magical metal, known to the dwarves as living rock. The passage to this area is through the mithral gates from Level 9A, leading from the river to a huge waterfall and finally into a vast underground lake. The area is filled with vermin, as well as the odd troll that gets washed down some uncharted waterway (they cannot die by drowning). A nest of phase spiders finds good hunting here as well. The principle inhabitant of this level is a young neothelid, who feeds on the local vermin. Only one adventuring party ever found its way into these caves, and it never left. The remains of these individuals make up the only treasure present here, except the statue of Akbeth herself, of course. This level is depicted on The Waterfall and Akbeth's Grave map.

Level II

Difficulty Level: Tier 2

Access: Waterfall from Area 9A-3, underwater passage to Area 10A-44, passage to surface at Wilderness Area 12.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1-2	1d6 fire beetles (giant crayfish ^B in the wet caverns)
3	1d4 river trolls ^B
4-5	3d6 giant rats
6	2d6 stirges
7	Neothelid ^B
8	1d3 phase spiders
9-20	No encounter

General Features

Atmosphere: The area is damp and humid, and the sound of the waterfall echoes throughout.

Ceiling Height: Up to 300 feet high.

Doors: None.

Shields and Wards: None.

Surfaces: Natural stone. The floors and ceilings are covered in stalagmites and stalactites.

Other:

- Because the ground is slippery and uneven, each round of melee or running requires a successful DC 12 Dexterity saving throw to avoid falling. Monsters, which are more familiar with the terrain, enjoy normal movement.
- Fungus encrusts most of the surfaces on this level; 20% of the fungus is edible, while 10% is poisonous. Determining which is which requires a successful DC 14 Intelligence (Nature) check. Poisonous fungus is fatal in 1d3 rounds.

II-1. Entrance

This area leads from the mithral gates at Level 9A, Area 9A-3. It consists of a deep, swiftly flowing river leading to Area 11-3.

II-2. Empty Cavern

These caves contain little of interest: a rat skull here, a beetle carcass there, etc. A check for wandering monsters should be made each time an area marked "11-2" is entered.

II-3. The Waterfall

Waterfall. This waterfall is an incredibly impressive structure, towering over the lake below. It consists of a 220-foot drop from Area 11-1 into a pool of water over 100 feet deep. Anyone swept over the edge takes 60 (20d6-10) bludgeoning damage and must succeed at a DC 18 Strength saving throw or be drowned by the weight of water pounding down from above. The pool of water spreads out to fill the cavern, becoming less deep and more still as one moves away from the falls. Vision within 100 feet of the bottom of the falls is heavily obscured beyond 20 feet. Non-magical light sources do not remain lit within 100 feet of the bottom of these falls, due to the spray of water and misty conditions. Anyone inquiring about the area behind the falls should be told that there is a recessed ledge behind the waterfall, leading from shore to shore behind it, but should not be told of the entrance (see below) unless flying or climbing.

Cave Entrance. Approximately 40 feet up, behind the falls (which can be flown or climbed to), is a 6-foot-diameter cave entrance leading to Area 11-4. Climbing the wall requires a successful DC 18 Strength (Athletics) check. Failure results in a fall of 30 feet, causing 7 (3d6-3) bludgeoning damage, and drowning, as above.

II-4. The Hidden Lair of Zaggothma the Neothelid

The cave entrance from Area 11-3 leads to the lair of the young **neothelid**^B, Zaggothma. He was born with an innate ability for magic exceptional even in his race. Zaggothma harkens back to a time when neothelids ruled the world or represents the next step of neothelid evolution. Though Zaggothma has yet to reach full maturity, he already possesses incredible powers. Neothelids are large worm-like creature with tentacle-like tongues sprouting around their maws.

Development. Any time someone comes to the area behind the waterfall, Zaggothma has a 1-in-3 chance to notice and ambush the intruder. If he fails these checks, he is either in his lair (1-4 on 1d6) or out hunting (5-6 on the 1d6 roll). If he is out, there is a 30% chance of him returning every 10 minutes. Zaggothma is the undisputed king of this level and all other creatures avoid him. He selected this lair due to the natural advantages it affords him, and he uses the terrain effects to his advantage. He is a cunning fighter and even lets the characters pillage his lair to gain the advantage of the narrow tunnel and steep drop. The cave itself is a narrow, 12-foot-wide, flat passage, sloping slightly toward the entrance. It provides no cover for those inside, creating a sort of "shooting gallery"

The Waterfall and Akbeth's Grave

Level II



for the neothelid floating outside the cave, using his spells and psychic abilities on the “fish in a barrel” characters.

Tactics. The neothelid levitates 40 feet above the entrance (vision is limited to 20 feet, due to the waterfall) and allows the characters to enter and loot the lair. While they do this he casts *greater invisibility* on himself. He then floats down to the cave entrance, staying 15 feet back, and casts spells into the tunnel. His first action is to use his psychic crush ability against a fighter-type and then follow this with spells such *fireball*. He avoids close combat at all costs, levitating above the ground. Zaggothma uses his mind thrust and psychic crush abilities on fighter-types, focusing on those with missile weapons, but will also use *dispel magic* on any obvious spellcasters, especially those who are flying or levitating, plunging them into the waterfall below. He uses his *telekinesis* to dislodge ropes or other climbing devices to drop characters into the water below.

Treasure. In the cave lair of Zaggothma are the bodies of 6 adventurers who long ago found this lair and passed the mithral gates using a holy symbol of Hecate to turn the hydra aside. The neothelid is a poor housekeeper and merely leaves this stash lying all over the cave floor. The hoard contains 2 suits of plate armor, rusty, but restorable (considered broken until restored), 1 golden holy symbol of Hecate worth 120 gp, a suit of +2 *leather armor*, a *potion of heroism*, a +1 *shield*, 220 gp, 122 sp, 5 small garnets worth 25 gp each, miscellaneous adventuring gear (ropes, spikes, etc.), and *Demonclaw*^{GM}.

II-5. The Great Lake

This huge lake dominates much of this level. Numerous underground springs and rivers lead into and out of it. The lake is alive with fish and crustaceans, all blind and accustomed to the dark cave. Despite the usual Rappan Athuk tradition, most of these creatures are harmless. The one risk of being near the lake is that the trolls, beetles, and other predators present on this level feed here. Wandering monster checks are made every 10 minutes while within 30 feet of the lake. On the south side of the lake, a subsurface channel leads to Level 10A. This channel looks like all the others (there are 12 total) and cannot be distinguished except by magic. Traversing this channel requires a successful DC 18 Strength (Athletics) check. Failure requires a successful DC 18 Constitution saving throw, failure of which indicates death upon arrival at Level 10A.

II-6. The Isle of Akbeth

In the center of the great lake is a small island made of rough stone. The island measures 40 feet in diameter and is adorned with a single feature. The statue of Akbeth stands in the very center of the island.

The Statue of Akbeth. The statue stands nearly 6 feet tall and is composed of ruby-red rock that appears as a sort of rough gemstone material. This material resists in any attempts to harm, enchant, or move (e.g., *teleport*) it. The statue is a perfect image of a 30-ish woman, with long flowing hair and a well-proportioned body. She wears long, flowing robes and has a holy symbol of Hecate dangling from a fine chain around her neck. On her left hand is a large ring of gold set with a huge square cut emerald.

Living Rock. The statue itself is the once-living form of Akbeth, the high priestess of Hecate. She was cursed by her goddess for some long-forgotten transgression and polymorphed into this statue of living rock. This material is effectively 100% magic resistant and can only be cut by magic weapons with a +2 or greater enchantment. Anyone cutting this material must make a successful DC 15 Dexterity saving throw or have the weapon destroyed in the process. A new saving throw must be made each round of cutting.

Anyone attempting to cut the ring off the statue (requires 2 rounds of cutting) or to harm it in any other way must make a successful DC 16 Constitution saving throw or take 75 (10d6 + 40) force damage from a *disintegrate* spell. If the damage takes the creature to zero hit points, it is disintegrated. This last effect is a divine curse on any that would disturb the priestess, or the divine judgment laid upon her by Hecate.

Treasure. The ring, seemingly, is the only part of the statue not made of the strange rock, is worth 100,000 gp. It is highly magical, allowing the wearer to *shapechange* per the spell, once per day.



II-7. The Nexus Cavern

This cavern provides access to the remainder of this level. Long tunnels lead from the lakeshore to caverns containing vermin and other denizens. This nexus looks like the entrance into a maze, as it contains many exits. Most of these are dead ends; however, 3 lead to areas of interest.

II-8. The Spider Caves

A successful DC 12 Wisdom (Survival) check in this area reveals that no beetle or rat tracks are present in the vicinity. This cave area contains a nest of phase spiders. There are finely strung webs covering the entrance to Area 11-8B.

II-8A. Greetings at the Gate

The webs can be seen prior to entry into the first cave on a successful DC 17 Wisdom (Perception) check. If they are not spotted, anyone entering this area trips on them, alerting the 12 **phase spiders** within. All 12 immediately attack. They have no treasure, though many hours could

LEVEL 11: THE WATERFALL AND AKBETH'S GRAVE

be spent searching through their nests and webs, which contain only rat and beetle corpses.

11-8B. The Nest

This area contains numerous caches of spider eggs and mummified corpses of rats and beetles. One cocoon contains a very sick yet still living **river troll**^B, kind of a renewable resource for the spiders, who continue to feed on the trapped beast, even as he continues to regenerate. If freed, the troll, mad with the torture of being constantly fed upon, attacks with great rage. There is no treasure here, though 1d6 baby spiders hatch each week to replace losses unless this nest is destroyed.

11-8C. The Hidden Exit

Hidden behind all the nasty webbing and egg nests is a large boulder. If this boulder is moved, requiring a successful DC 16 Strength check, a long, winding tunnel may be found. This tunnel leads for about 2 miles, winding endlessly, becoming thin and difficult to pass through, and even looking like a dead end on several occasions. If the characters are persistent and follow it to its end, they find themselves outdoors in a small clearing in the woods, a mile from the dungeon.

11-9. The Beetle Caverns

These caverns contain numerous fire beetles, fire beetle nests, and fire beetle eggs. They are filled from wall to wall with the fungus on which these critters feed, and an eerie red light emits from this area from the glowing glands in the beetles' heads.

11-9A. Beetle Tunnels

Leading into and exiting from a large central cave, these tunnels are filled with beetles and discarded carapaces. Once every 10 rounds, 1d3 **fire beetles** attack anyone travelling these tunnels and the main cave.

11-9B. Bugs!

This room contains a forest of fungus and many vermin. Dozens of giant **fire beetles** swarm all over this cave, nibbling at the fungus and hoping for some more "fleshy" morsels. There is a total of 80 giant fire beetles here, though only 2d12 attack every 10 rounds; the others are busy feasting. If beetle bodies (or any other bodies for that matter) are left here, they are devoured in 3d6 rounds.

11-9C. The Crystal Cave

This cavern is filled from floor to ceiling with a vast array of growing, reflective crystals of all shapes, colors, and sizes. The light of the characters' torches reflects weird patterns off all the walls, creating a rainbow hue of colors throughout the area.

The trolls living on this level find this room disturbing and do not willingly enter it. Likewise, if the neothelid attacks while the characters are in this room, any ray spells that miss are reflected at another random target (including the neothelid itself).

Treasure. None of these crystals are particularly valuable, netting anyone trying to market these stones around 5 gp per pound of material.

11-9D. The Lost Altar of Hecate

This area was once the private shrine of Akbeth.

Altar. In the far corner of the cavern is a fungus-covered, brilliantly carved altar dedicated to the goddess of magic. It is not noticed unless someone makes a successful DC 16 Wisdom (Perception) check within 20 feet, due to the current state of disuse. The altar is carved from a block of pure white marble, inlaid with gold and silver. It stands 8 feet tall and is 20 feet wide along the rear of this cave. A large symbol of a many-headed hydra is etched into the back plate above the altar stone. If the altar is cleaned and restored, the goddess blesses all who participate, causing them to automatically succeed on their next saving throw against

any magical effect. The next spell cast by any spellcaster participating automatically has maximum effect. Each of these effects occurs only once per individual.

If a worshipper of Hecate of any class is involved with restoring this altar, that individual gains the benefits of a full rest as well. Likewise, anyone defacing the altar (e.g., prying out the 200 gp worth of precious metals, etc.) suffers the reverse fate (automatically fails next saving throw, next spell is minimum effect, gains 1 level of exhaustion and loses all hit dice until after their next long rest).

11-10. The Wet Caverns

These caverns are either partially or totally flooded, depending on the season. For purposes of the adventure, you should make them accessible the first time they are encountered.

11-10A. Troll Booth

At the entrance to these caves lives a group of 3 **river trolls**^B. These trolls like the steady food source in these caves and fight off any intruders. They do not pursue anyone retreating away from these caves, however, as they have easy prey here and do not desire to fight to get food.

Tactics. These trolls, unlike most of the denizens of this level, actually employ a battle strategy when they fight. They fight until severely wounded, then retreat into the pool at Area 11-10C. The fish and the trolls have an uneasy truce: it bites hard, yet it is afraid of them as well (and they taste terrible). The trolls do not fight to the death unless cornered. Under no circumstances do they pursue opponents out of these caves, unless they may remain in a water area and retain the advantage. They typically grab their opponents and either throw them into the water or jump in while grappling them. This strategy prevents the use of fire against them and simultaneously allows them an opportunity to drown their victims, as it is unlikely that characters can hold their breath as long as a troll can.

11-10B. Crayfish Boil

This area contains a warm, bubbling fumarole that jets hot water from Level 10. The high water temperature results in numerous minerals being deposited along the walls and floor of these pools. It also creates a warm, happy living area for a group of 10 **giant crayfish**^B. These critters are always hungry, mindlessly attacking any that enter the cave.

11-10C. Big Fish, Little Fish

When this area is reached, the tunnel floor drops down and the water deepens to 20 feet. During periods of flooding, this area connects to the lake itself. Also during these periods, some critters normally living in the lake migrate here, only to become trapped later when the water level falls. Recently, a **giant gar**^B traveled from Level 10A to this level and became trapped when the water level declined.

Tactics. The gar is well fed from crayfish and smaller prey, though anyone swimming in this murky water is immediately attacked. The giant gar retreats if wounded for over 50% of its hit points, hiding in an underwater cave jutting back 30 feet under the northern lip of the pool.

11-10D. The Beach

This sandy area rises from Area 11-10C to form a shallow water beach area, no more than 2 feet deep with water at any point. Most of the area is covered with large, clear eggs. Guarding these eggs are 6 **giant crayfish**^B. If the eggs are not destroyed, crayfish are replaced at a rate of 10 per month, though most are eaten while still juveniles by the giant gar at Area 11-10C. The crayfish attack any that invade their nest.

11-10E. The Vein of Mithral

A successful DC 19 Intelligence (Investigation) check of this cave wall reveals a vein of pure mithral along a seam in the wall. There are also always 3d6 **giant bats** here, that attack immediately and relentlessly.

Treasure. This vein contains 12 pounds of pure mithral.

Level 11A: The Gates to the Goblin City and the Vampire Lair

This level contains a lost vampire lair, with a family of vampires imprisoned by the forces of good that attacked this complex many years ago. The entrance to their lair has been warded by the minions of Orcus with two major encounter areas: a corridor trapped to allow swarms of undead to be unleashed upon the party, and a trapped gate, set to release two demons. Finally, this level contains a long-unused back gate to the Goblin City on Level 12A. This level is detailed on The Gates to the Goblin City and Vampire Lair Map.

Level 11A

Difficulty Level: Tier 2

Access: River tunnel from Level 7, huge iron gate to Level 12A

Wandering Monsters: Check once every 12 hours on 1d20.

d20	Encounter
1–2	1d4 acolytes of Orcus ^B
3	2d4 goblin scouts ^B
4–5	2d6 giant rats
6	1d6 stirges
7	1d4 trolls
8–20	No encounter

General Features

Atmosphere: The cavern echoes periodically and is covered with stalactites and stalagmites. Other areas as described.

Ceiling Height: Cavern ceiling up to 80 feet high. Other areas are 10–20 feet high.

Doors: Locked, iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Strength check or DC 20 Dexterity check with thieves' tools to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Natural cavern. Worked areas are surfaced with stone masonry.

11A-1. The Roper Cavern

This cavern appears to be just another of many located in the depths of Rappan Athuk. Numerous stalactites and stalagmites cover the ceiling and floor, and cave critters scurry about. Fungus grows on many surfaces and the damp stench of decay fills the air.

The river flows underground from Level 7 and leads nowhere. The one exception to the norm is that 3 **ropers** have made this out-of-the-way cavern their home. They have little competition for the rats and bats that inhabit their cave, though they are always on the lookout for larger prey. All 3 hide among the stone garden of stalagmites, making them impossible to detect without darkvision. Their usual location is near the river, in the southern half of the cavern, by the exit to Area 11A-3. They attack as soon as over half the party is in range.

Tactics. The ropers each select one victim and attack with 4 strands, hoping to incapacitate one person each before attacking again. Once a victim falls they abandon that victim and attack another. Once all are made helpless, they drag each victim into their maws and devour them. They are too slow to run away, so they fight to the death. They do not pursue if the characters flee, as they have no real hope of catching anything that can run.

Treasure. Each roper has 3d6 gems of various types, each worth 100 gp, in its gullet.

11A-2. Empty Room

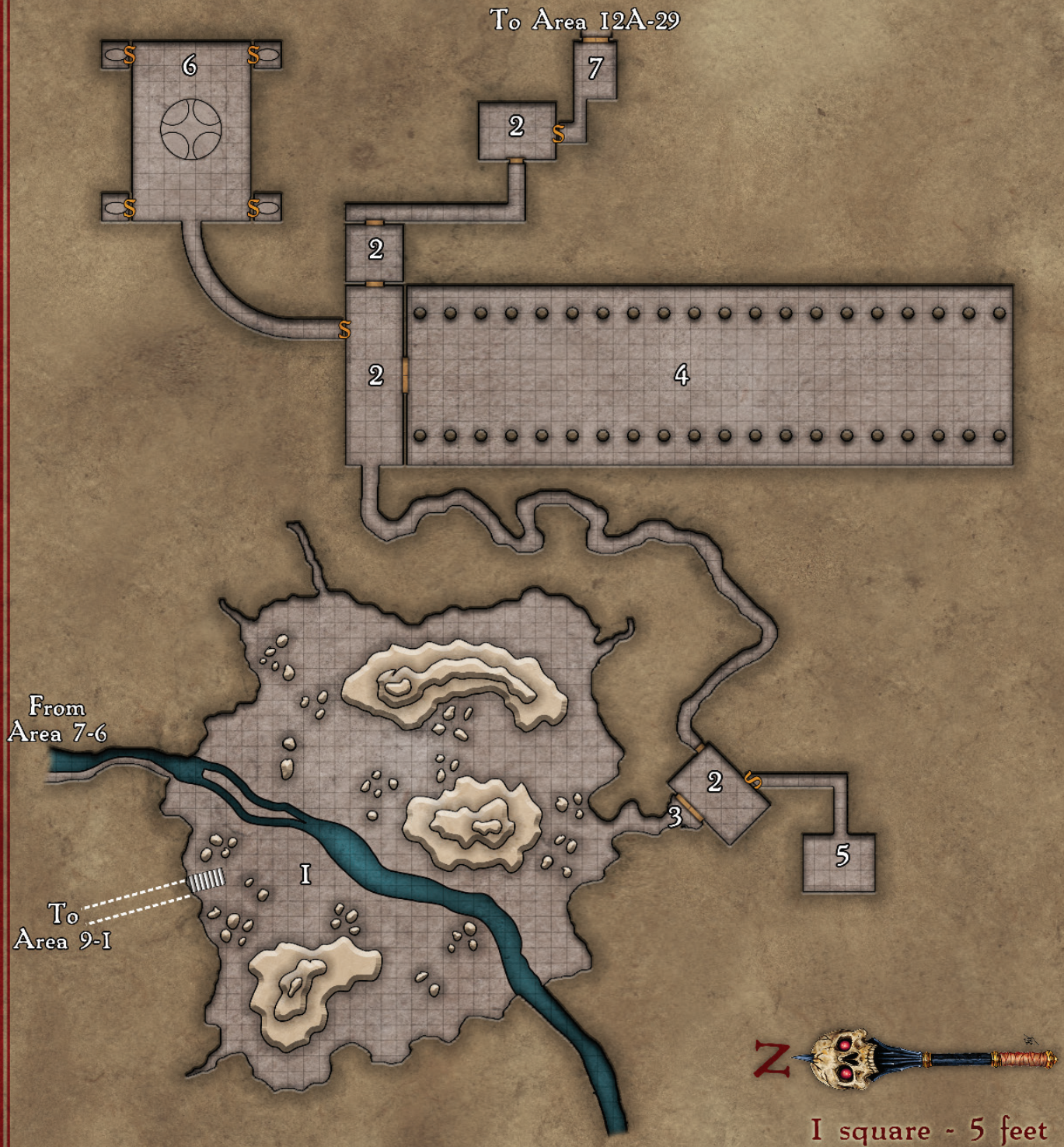
The occasional piece of junk or debris litters those areas marked "11A-2." Roll a wandering monster check each time characters enter areas designated "11A-2."

11A-3. The Demon Gate

The passage from Area 11A-1 leads down a stone corridor and ends in a gate.

The Gate. This gate is forged of solid steel and is adorned with grotesque carvings of demonic figures and faces. It is also locked and trapped. When opened, it summons 2 **glabrezu demons**, and the area to the south may be accessed. The summoning glyphs are noted with a successful DC 20 Intelligence (Investigation) check and identified with a successful DC 22 Intelligence (Arcana) check but can only be removed with a *wish*. The lock can be broken with a successful DC 25 Strength check or picked with a successful DC 24 Dexterity check with thieves' tools.

The Gates to the Goblin City and the Vampire Lair Level 11A



11A-4. The Hall of Heroes

This long hallway appears to be made of brilliant red tiles contrasting with polished granite walls and blue stone columns. Along a central path are inscribed runes that seem to be in some sort of code (gibberish), leading between 2 sets of 20 columns. The hallway leads 200 feet to a dead end.

Pillars. At every 10 feet on either side of a central walkway are 2 pillars. If the characters head south (toward the dead end), nothing happens. Once they begin to walk back toward the door, however, a terrible event happens. When passed from south to north, each column emits a **specter** that attacks. If a character tries to escape by running away, it is possible that up to 40 of these horrors could be faced at once. Examining a pillar with a successful DC 25 Intelligence (Investigation) check reveals the presence of some sort of arcane trigger, and a subsequent successful DC 22 Intelligence (Arcana) check reveals its nature. They cannot be removed short of a *wish*, and each would have to be removed individually.

Tactics. The specters fight until destroyed.

11A-5. The Keys to the Kingdom

Hidden behind a locked secret panel in this otherwise nondescript room is the means of finding the lairs of the vampires in Area 11A-6.

The Panel. This panel is warded with an *antipathy* effect and requires a successful DC 20 Wisdom check to open. It was placed here by the great cleric Bofred to prevent access to the vampire lairs in Area 11A-6. Once the panel is accessed and opened, a small coffer can be found beyond.

Treasure. This coffer contains 4 small objects: a silver spoon, a jade carving of a cat, a lapis earth-mother figurine, and a miniature mithral sword.

11A-6. The Vampire Lair

This room appears to be a simple rectangular room, with no exits other than the corridor leading in. The walls and ceiling are made of simple stone and mortar, crudely finished and indistinguishable from other walls of the dungeon. In the center of the floor is a faded painting of a holy nature, showing deeds of good and law and with an artist's signature reading "Bofred."

The Painting. There are 4 small depressions in this painting, which can only be found if the dirt and dust are swept away. The depressions fit perfectly the silver spoon, the jade carving of a cat, the lapis earth-mother figurine, and the miniature mithral sword found in Area 11A-5. If all 4 objects are placed in the depressions, 4 panels slide aside, and the vampires hidden in the alcoves (A–D) spring forth (see below). They have been imprisoned for nearly 3 centuries (by the ward placed by Bofred) and are very hungry.

Tactics. The vampires are hungry and happy to be free. There is no real bargaining with them, though Itara may pretend to call a truce if she is the only one left, slowly using her spells and powers to confuse, charm, and destroy the characters. If any vampires are slain in their corporeal form, they are forced into a sleep state in their crypts. Here they can be destroyed as usual. Sadly, they have no "hidden" lair to return to and hide if killed.

- **Grezell^B** is a former warrior of great renown. He wears plate armor and normally fights with a longsword. If either Itara or Swoana are killed, he becomes berserk, gaining advantage on attacks but granting advantage on attacks against him for the remainder of the combat. He appears as a holy knight, wearing symbols of Muir, and looking like a paladin with blond hair, blue eyes, and an air of nobility about him. Grezell immediately attacks the closest fighter, attempting to drain and slay with reckless abandon.

- **Mhao^B** was Grezell's squire in life. He is far too mad with thirst to do anything but attack at once. He wears chain mail and is otherwise a common appearing man. He has reddish blond hair and brown eyes.

- **Itara^B** was Grezell's wife in life, a sorceress of some power. She alone retains the will to think rather than just attack. She casts spells according to what is happening, beginning with a *haste* spell on Grezell. She alone uses her charm ability, saving hand-to-hand fighting as a last resort. She is beautiful, looking the part of the noblewoman she was, with light gray eyes and jet-black hair. She wears fine silks and jewels, and only her fangs and pale skin show that she is undead. If Swoana is threatened, she rages and attacks as Grezell above.

- **Swoana^B** was a common human child before her family was changed to vampires. She has the mind of a 10-year old girl and is too hungry to do any thinking; she attacks at once, searching out the smallest victim possible. She looks like Shirley Temple with fangs, dressed in a child's dress and carrying her teddy bear.

Treasure. In each alcove is a simple coffin, made of stone and containing the remains of each vampire.

- Alcove A. This alcove contains the remains of the head vampire, Grezell. He is outfitted with *+1 plate armor*, a *+1 shield*, and carries a *+1 longsword*. There are 4 large pieces of jewelry worth 2,800 gp total, and an iron bound *manual of gainful exercise* hidden in his coffin.

- Alcove B. This alcove contains the remains of a male servitor vampire of Grezell's, named Mhao. He prefers to fight using his bare hands. Mhao has a spear, thieves' tools, and a red diary of the 300 years of hunger the vampires have faced, bound in human skin and penned in Mhao's blood. He leaves the journal and his spear in the coffin when he attacks.

- Alcove C. This alcove contains the remains of Itara, Grezell's mate and lover. Itara wears 8,000 gp of fine jewelry, a *ring of spell turning*, and carries a silver dagger. She leaves nothing in her coffin as she attacks.

- Alcove D. This alcove contains the remains of Grezell and Itara's young daughter vampire Swoana. Swoana has a teddy bear that is enchanted to radiate *protection from evil and good* in a 100-foot radius.

11A-7. The Gates to the Goblin City

This room contains a secret hidden gate to the Goblin City. It is barred from the side of Level 12A with a 2-foot-thick stone slab. This gate cannot be opened from this side, though this room could be accessed from Level 12A if the characters find the gate from the other side. Spells such as *passwall* allow characters to pass through this gate in either direction. The gate radiates a permanent *protection from evil and good* aura. It opens into Area 12A-29, the Hall of the Titan Cyclops. This gate is never used by the goblins, as the goblin priests fear the vampires living on this level and have warded the gates against their intrusion.



3

Level 12: The Slave Pits

There may not be a more wretched and unfortunate place for a stranded adventurer to end up than here. Indeed, death in battle would be preferable to the future that awaits a slave of the powerful goblins that inhabit this level. Perhaps slave is a misnomer, however, as these prisoners are asked to perform no labor; instead, they serve as guinea pigs in the goblins' diabolical experiments in torture, and, eventually, are sacrificed to Orcus himself. The goblins and their human priests are interested in torturing powerful creatures and so most of the slaves are captured adventurers awaiting their ignominious end. The characters themselves could conceivably be brought to this level as slaves, particularly if they made dreadful mistakes on Level 12A. There are two very powerful slaves currently in captivity (Areas 12-21M and -21R). Freeing one or both men might serve as a quest for the party. Details of this level are depicted on the Slave Pits map.

Level 12

Difficulty Level: Tier 3

Access: Spiral staircase from Level 7, twisting tunnel from Level 12A, tar pit ladder from Level 10A, stairs to Level 14.

Wandering Monsters: Check once every 30 minutes on 1d20 in the following areas only: 12-1, -2, -7 through -16, and -18 through -20.

d20	Encounter
1-2	4 troll guards
3-4	1d4+1 goblin guards ^B
5	2 goblin slavers ^B leading 2 human slaves (commoners)
6	Goblin torturer ^{B*}
7-20	No encounter.

*If killed, treat as no encounter

General Features

Atmosphere: Great evil emanates from Areas 12-2, -17, and -25; moderate evil emanates everywhere else. All areas except 12-5, -6, -17, and -25 are unlit.

Ceiling Height: Ceiling height is typically 15 feet high. The tunnel connecting Areas 12-18 and -23 is 3 feet wide. Medium creatures must squeeze to pass through. Large creatures cannot navigate this tunnel unless they are long and slender or flexible. Huge and larger creatures cannot pass at all.

Doors: Iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open. Doors at 12-21D through -21R require a successful DC 23 Dexterity check with thieves' tools or DC 22 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces The walls and floor are cut from the natural rock and are smooth and even.

Other: Clerics of any deity other than Orcus cannot recover spells while on this level.

12-1. Entrance Chamber

Slaves are brought to the pits via the trapdoor leading to Level 7 and the long twisting passage (Area 12-24) to Level 12A. In the northeast corner of the chamber is a wide spiral staircase set in the floor, from which wafts a putrid odor. Prisoners are led directly down these stairs and to their cell (Area 12-21). The guards, 4 trolls (as normal but with maximum hit points, +8 to hit, AC 17, and Challenge 6), are stationed here at all times.

Tactics. The trolls immediately attack anyone not accompanied by goblins or priests of Orcus.

12-2. Curtain of Evil

On the northern wall of this corridor is a 10-foot-wide shimmering black curtain of energy. The curtain emanates evil and strong necromantic magic. Anyone may pass through the energy field, but lawful good characters must succeed at a DC 16 Charisma saving throw or gain a level of exhaustion from the shock of evil. *Dispel evil and good* cast upon the curtain allows it to be passed without harm for the duration of the spell.

12-3. Small Worship Area

Within the curved northern wall are set 3 statues of Orcus, each 2 feet high. The statues are secured on cylindrical bases that descend into the floor, making removing them very difficult. Rotating the statues is possible, however, and is, in fact, the only way to open the secret door in the east. If the leftmost statue is turned to face west, the middle is turned to face north (that is, 180 degrees), and the right is turned to face east, a clicking sound is heard, and the secret door may be opened. A successful DC 25 Intelligence (Investigation) check and 20 minutes allows the character to determine the sequence. There is no other way to open this door aside from powerful magic (e.g., *disintegrate* or similar spells).

12-4. Guard Room

Standing watch over the entrance to the Viewing Area are 6 goblin guards^B. Only high priests are allowed beyond the doors to the north. The iron-bound wooden double doors are locked and very sturdy. They require a DC 25 Strength check to break open. The lock can be picked with a DC 20 Dexterity check with thieves' tools.

Tactics. Characters disguised as goblins are told to leave, and non-goblins are attacked immediately.

Treasure. Each goblin guard has a *potion of healing*, and 25 gp.

12-5. The Viewing Area

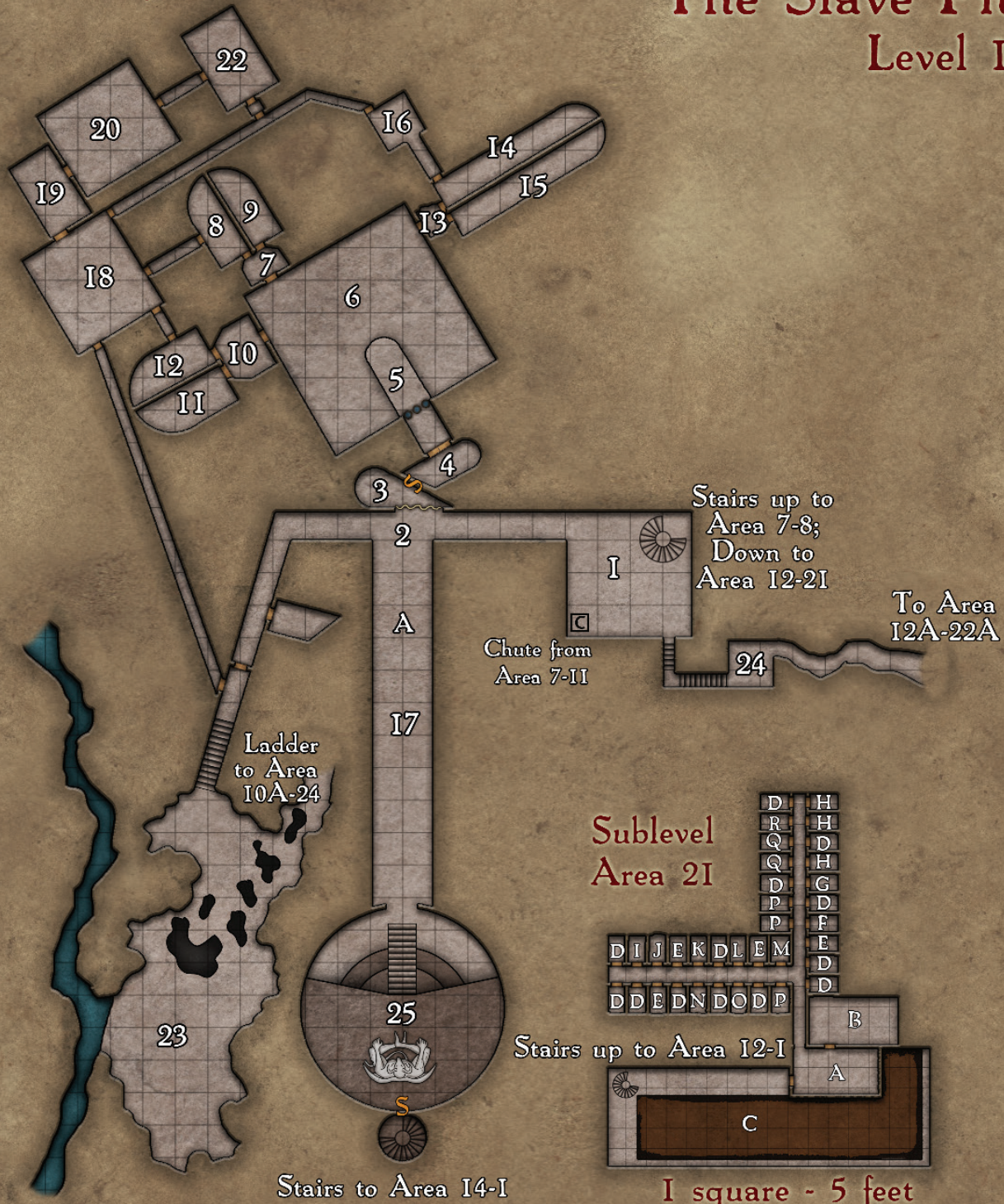
The double doors in the southeast open to reveal a chamber in which the northern portion is blocked by a portcullis. Beyond the portcullis is the

1 square - 10 feet

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Sublevel Area 21



1 square - 5 feet

Viewing Area, a platform with 5 high-back chairs set facing out onto Area 12-6. The portcullis can only be raised by uttering the words “culminis ovary,” succeeding at a DC 20 Strength check, or by casting a *knock* spell.

The actual viewing area stands 5 feet above the chamber that surrounds it. Sconces in the walls contain *continual flame* torches; Area 12-6 is likewise lit. If the occupants of Area 12-6 see anyone other than the high priests enter Area 12-5 they immediately spring into action (see Area 12-6 for tactics.)

12-6. Sacrifice Chamber

This ghastly room contains the methods good-aligned men and women are put to death to feed Orcus’ evil. Attached to the northern wall are 3 sets of manacles. Each set of manacles is placed such that a humanoid could be chained spread-eagle to the wall. Also by the north wall is a steel table containing several cruel-looking knives, needles, razors, and prongs. All these instruments, as well as the floor surrounding the manacles, are bloodstained. Within the chamber are **The Hobgoblin Executioner^b**, **The Goblin Overseer^b**, and 3 **Goblin Enforcers^b**.

The Entrance Rooms. There are 3 entrance chambers, each adversely affecting different character classes. If a character is multi-classed, the class in which the character has the most levels should be used to determine which room affects him or her. If the levels are evenly distributed, then, unfortunately, the character must make a saving throw for each relevant room. Monks and rogues are exempt from all the rooms.

Tactics. If the characters attempt to enter the Sacrifice Chamber via Area 12-5, its occupants take the following actions:

- If they are aware of the characters before the portcullis is raised, the Executioner fires his poisoned bolt (requiring a successful DC 16 Constitution saving throw or be paralyzed for 1d6 rounds), the Overseer casts *blur*, and the Enforcers take up positions by the viewing area.
- If the characters remain trapped behind the portcullis, and no more than 2 of the goblins are killed, the Executioner continues to fire his crossbow and the Enforcers hurl javelins while the Overseer casts spells. What spells the Overseer casts may depend upon what actions the characters take.
- If the characters’ magic and ranged weapons capabilities are such that it appears the goblins are likely to lose even while the portcullis remains closed, they retreat to Area 12-7 to regroup.
- If the characters raise the portcullis, the Overseer casts *invisibility* on the Executioner who, assuming there are enough Enforcers left standing to protect the Overseer, attempts to observe a character (whichever has been dealing the most damage to that point) and then deliver his sneak attack. The Overseer uses his prepared *magic missile* before his *wand*.

There is a 15% chance per round that the occupants of Areas 12-8 and -12 (assuming they are still alive) hear the combat in the Sacrifice Chamber and hurry to investigate (roll separately for each area). If the chamber is entered via Areas 12-7, -10, or -13, the Enforcers rush to form a line of defense while the Overseer casts *invisibility* on the Executioner and so on. The Overseer prefers to cast *blur* before casting offensive spells, but he may not have that luxury depending on how the combat progresses.

Treasure. The execution tools are finely crafted and could fetch 1,000 gp from the right (wrong?) buyer. The Executioner wears +1 *leather armor*, has a +1 *rapier*, a +1 *light crossbow*, 20 bolts coated in poison, and a *ring of protection*. The Overseer has a +2 *dagger*, a *wand of magic missile*, and a crystal worth 100 gp.

Story Award. Good characters who destroy the torture implements gain a 500 XP bonus.

12-7. Arcane Torture Chamber Entrance

This simple room appears to be nothing more than an antechamber between Area 12-6 and Areas 12-8 and -9; however, the entire chamber radiates magic.

Torture. Any arcane spellcaster who sets foot in this chamber must

succeed at a DC 16 Wisdom saving throw or permanently lose 5 (1d6+2) points of Constitution. A character who makes the saving throw must continue to make saving throws each successive time he or she enters this area. A spellcaster can only suffer the effects of this chamber once per day, so once the saving throw has been failed, that spellcaster is safe to pass through this chamber without further harm. Worshipers of Orcus are immune to the effects of this area.

12-8. Arcane Torture Chamber

The goblins and high priests are interested in whether clerics, arcane spellcasters, and warriors succumb to torture differently. Thus, they have built separate torture chambers for each group. This room is dedicated to the torture of arcane spellcasters. Aside from an iron maiden, rack, and whipping post, there is a bench containing alchemy paraphernalia, and a locked hutch. The **Goblin Torturer^b** concocts evil brews to torment the spellcasters. There is only one completed brew on the table, a small vial containing a grayish liquid. Any arcane spellcaster who consumes this vile potion must succeed at a DC 16 Constitution saving throw or go mad, permanently losing 9 (2d6+2) points of Intelligence.

Tactics. If intruded upon, the Torturer casts *false life* followed by *invisibility*, and then swallows his *potion of giant strength* (frost giant). If the party seems sufficiently weak, he casts *haste*, and then attempts to make sneak attacks. If the characters appear very strong, the Torturer casts *alter self* and takes the form of a crippled halfling wizard left here to die. He keeps this ruse up for as long as possible, accepting healing and so on, and even giving false details about the slave pits. If asked, he agrees to accompany the characters, but, of course, looks to escape or sneak attack the first chance he gets. If the Torturer joins the combat in Area 12-6, he prefers to cast *haste* on himself. Once in combat, he uses his *slow* spell, and then attempts his sneak attack.

Treasure. The hutch (1-inch-thick wood) holds a variety of potion-making ingredients contained in small glass vials and jars. In total, there are 40 vials and 22 jars. Each vial weighs 1/4 of a pound, and each jar weighs 1 pound. These ingredients are worth 2,500 gp altogether. If the hutch is broken into by force, however, half the ingredients are lost, and the value drops in half. A successful DC 15 Strength check is sufficient to break into the hutch. Alternatively, it can be unlocked with a successful DC 16 Dexterity check with thieves’ tools. The Torturer possesses a +1 *dagger*, *ring of protection*, and a *potion of giant strength* (frost giant).

12-9. Sorcerer Torture Chamber

This room contains an iron maiden, rack, and whipping post but nothing else.

12-10. Entrance to the Fighter Torture Chamber

This chamber is similar in all ways to Area 12-7 except that fighters, rangers and paladins must succeed at a DC 16 Wisdom saving throw or permanently lose 5 (1d6+2) points of constitution.

12-11. Ranger and Paladin Torture Chamber

This room is identical to Area 12-8, but with the following exception: the torturer here has prepared a special brew for Sir Kingsly (Area 12-21R). On the table is a vial containing a green liquid. If consumed, the imbiber must succeed at a DC 16 Wisdom saving throw or permanently lose 5 (1d6+2) points of Wisdom and 5 (1d6+2) points of Charisma.

Treasure. Like Area 12-8, there is a hutch (1-inch-thick wood) holding a variety of potion-making ingredients contained in small glass vials and jars. In total, there are 40 vials and 22 jars. Each vial weighs 1/4 of a pound, and each jar weighs 1 pound. These ingredients are worth

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2,500 gp altogether. If the hutch is broken into by force, however, half the ingredients are lost, and the value drops in half. A successful DC 15 Strength check is sufficient to break into the hutch.

12-12. Fighter Torture Chamber

This room is identical to Area 12-9, with one exception: There is a dead fighter strapped to the whipping post who the torturers have not yet disposed of. This poor man is stripped to the waist, his back and legs horribly scarred from the lash.

Talking to the Dead. *Speak with dead* reveals the following: His name is Clafford; he has been dead 2 days; he was blindfolded when led from the slave pits to the torture chamber; there are human priests somewhere nearby and the goblins obey them; there is at least 1 powerful human slave he believes he is still alive.

12-13. Entrance to Divine Spellcaster Torture Chamber

This room is identical to Area 12-7 except that clerics and druids must succeed at a DC 16 Wisdom saving throw or permanently lose 5 (1d6+2) points of Constitution.

12-14. Cleric Torture Chamber

This chamber is identical to Area 12-8 except that there is no torturer present, and there is a dead cleric on the rack.

Talking to the Dead. If *Speak with dead* is cast, Sephron, the cleric, reveals the same information as Clafford in Area 12-12, with the following additions: He has been dead 1 day; clerics of good deities cannot regain spells on this level of the dungeon; good humanoids are sacrificed nearby to feed Orcus' strength and evil.

Treasure. Like Area 12-8, there is a hutch (1-inch-thick wood) holding a variety of potion-making ingredients contained in small glass vials and jars. In total, there are 40 vials and 22 jars. Each vial weighs 1/4 of a pound, and each jar weighs 1 pound. These ingredients are worth 2,500 gp altogether. If the hutch is broken into by force, however, half the ingredients are lost, and the value drops in half. A successful DC 15 Strength check is sufficient to break into the hutch. Alternatively, it can be unlocked with a successful DC 16 Dexterity check with thieves' tools.

12-15. Druid Torture Chamber

This room is identical to Area 12-9 except that it is covered in dust. The goblins do not see many druids.

12-16. Guard Post

Three **goblin guards**^B are stationed here. If the characters enter via Area 12-14, 1 guard attempts to run for reinforcements from Area 12-18; if the characters enter via the door in the north, one guard attempts to run for reinforcements from Area 12-14 and Area 12-6.

Treasure. Each guard has a *potion of healing*, and 25 gp.

12-17. Cursed Hall

This long, wide hall leading to the temple has been painted with swirls of red and black and is lit by *continual flame* torches.

Feeling of Doom. Non-evil creatures crossing the spot marked "A" on the map must succeed at a DC 17 Wisdom saving throw or be overcome with a sense of doom and lose 4 (1d6+1) points of Wisdom. The Wisdom can be recovered at a rate of 1 point per long rest once the target is off this level. *Dimension door*, *teleport*, or similar magic avoids this effect; flying does not.

12-18. Goblin Chamber

The goblin guards and their priest are housed here. There are enough beds and footlockers for 12 guards, though only 6 **goblin guards**^B and a **goblin priest**^B are present.

Tactics. Very simply, the guards do everything they can to protect the priest, who focuses on casting spells. If combat is going poorly, the priest steps in and casts *flame strike* and then *inflict wounds*.

Treasure. The footlockers (20 in all) contain the goblin guards' personal effects and a total of 2,500 gp. There is also a locked iron chest that belongs to the priest. It is guarded with a *glyph of warding* that casts *hold person*. The chest can be unlocked with a successful DC 18 Dexterity check with thieves' tools. The *glyph* can be found with a successful DC 16 Intelligence (Investigation) check and removed with a successful DC 16 Intelligence (Arcana) check. The chest contains 1,900 gp, a gold drinking cup worth 1,000 gp, and a *necklace of fireballs*. The guards each have a *potion of healing*, and 25 gp. The goblin priest wears +1 *chain mail* and has a +2 *mace*.

12-19. Human Priests' Chambers

Both doors leading to this well-appointed room are locked. Either can be unlocked with a successful DC 16 Dexterity check with thieves' tools or forced open with a DC 20 Strength check. There is a 4-poster bed, a nightstand, an armoire, and a locked, ironbound chest containing treasure. The chest can be unlocked with a successful DC 15 Dexterity check with thieves' tools or forced open with a DC 20 Strength check. The walls are decorated with 3 paintings plundered from the palaces of kings.

Treasure. The locked chest contains 3,750 gp, a diamond encrusted gold torque worth 2,500 gp, and 3 *scrolls*: *lesser restoration*, *geas*, and *prayer*. Each painting is worth 2,500–5,000 gp, if an appropriate buyer was found, but their dimensions (4 feet by 6 feet) make transporting them difficult. Removing the paintings from their heavy, silver frames (each with a 100 gp value) requires a successful DC 20 Dexterity check to avoid damaging the paintings and thereby diminishing the value by 10% for every 5 points by which the roll was failed.



12-20. Lower Human Priests' Chambers

Both doors to this chamber are locked. There are 4 nice beds — 2 in the north and 2 in the south — 4 chests, 4 nightstands, and a table with 4 chairs in the center of the room. The chests are unlocked and contain various personal effects of the lower priests and their treasure.

Treasure. 2,000 gp, and 7 pearls worth 100 gp each.

12-21. The Slave Pits

This small sub-level — really just Level 12's basement — contains the slave pits themselves. It is reached via the spiral staircase in Area 12-1.

12-21A. The Slavers

Three out of the 4 **slavers**^B who oversee the slave pits are lounging here playing cards around a circular wooden table. The room contains only the table and chairs, and a small side table upon which rests a jug of wine and 4 goblets.

Tactics. If the slavers hear the characters in Area 12-21C, they prepare themselves for combat with a *bless* spell. They alert the 4th slaver patrolling the slave cells, and then, if the characters are still in Area 12-21C, attempt to surprise them. If possible, the slavers start by casting *hold person*. Once in melee, the hobgoblins alternate between sword attacks and *inflict wounds* spells. If combat occurs in Area 12-21A, the 4th slaver arrives 4 rounds after combat starts, having already cast *protection from evil and good*.

Treasure. The kitty for the card game totals 125 gp. The wine is of no value, but the 4 goblets are made of gold and worth 100 gp each. The slavers have pouches with 50 gp each.

12-21B. Slavers' Chambers

Within the room are 4 sturdy beds, 4 locked, iron trunks containing their treasure, and a small iron statue of Orcus against the east wall. The trunks can be opened with successful DC 16 Dexterity checks with thieves' tools or DC 18 Strength checks.

Treasure. Besides the slavers' personal effects, the trunks contain 3,250 gp, and 3 scrolls containing 1 random cleric spell each.

12-21C. The Mass Grave

Piled within this large, 15-foot-deep, L-shaped pit are the bodies of fallen slaves. There are far too many to count, but the putrid stench attests to the volume and longevity of the decay. Characters entering this area must succeed at a DC 16 Constitution saving throw or become nauseous and temporarily lose 6 (1d6+3) points of Strength. The nausea and strength loss last for as long as the characters remain in Area 12-21C, and for 1d6 rounds thereafter. The slavers are immune to the nausea and Strength loss.

12-21D through -21Q. The Slave Cells

Each cell door is made of iron and securely locked. A door can be opened with a successful DC 20 Dexterity check with thieves' tools or a DC 20 Strength check. A hobgoblin **slaver**^B, who patrols this hall, possesses a ring that holds the keys to each cell. All prisoners are chained to the wall of their cells. The slaver's key ring also holds the key to the chains.

Tactics. If the patrolling Slaver is surprised in this area, he attempts to cast *bless* before attacking.

Treasure. The slaver has a pouch with 50 gp.

- 12-21D. Empty Cells. If the characters are thrown into the slave pits, each wind up in one of these cells, chained to the wall.
- 12-21E. Encephalon Gorgers. This cell contains 3 **encephalon gorgers**^B, each at full hit points, even after months of torture, due to their innate healing ability. Although encephalon gorgers would normally shun or attempt to kill the characters, they are smart enough to aid them for as

long as it takes for them to escape the Slave Pits. If the characters decide to befriend the gorgers, they agree to help in the assault on the temple (Area 12-12A), although they flee this or any other combat if their hit points are reduced to half. They know quite a bit about Rappan Athuk and are willing to trade this knowledge for their freedom. If the characters attack, of course, they defend themselves as best they can. If the characters slay the gorgers while they are still in their chains, award no XP.

- 12-21F. Thiris, Elven Fighter-Wizard. This cell contains a wounded elf. If healed and provided with weapons and armor, **Thiris**^B gladly helps the characters in any way he can. Otherwise, he wishes to be returned to the surface as quickly as possible.
- 12-21G. Dryot, Gnome Illusionist. This cell contains a wounded gnome wizard. **Dryot**^B's spellbook has been destroyed. Without it, he is of little use to the party.
- 12-21H. The Fallen Goblins. This cell contains 6 **goblins** who have been declared traitors. These poor souls were once residents of Greznek (Level 12). Now they have been left here to rot and die. If freed, they ask to be returned to the surface.
- 12-21I. Gabriel, Human Cleric. This cell contains **Gabriel**^B, a captured human cleric. If freed and taken from this level, Gabriel immediately prays for spells, heals himself (if the characters have not already), and, if equipped with a weapon and armor, is quite willing to return to the pits to aid in the assault. Otherwise, he wishes to return to the surface as quickly as possible. Remember that he cannot regain spells if he remains on this level.
- 12-21J. Zildjin, Human Wizard. **Zildjin**^B, an imprisoned human wizard, languishes in this cell. Zildjin's spellbook has been destroyed. He lives in Bard's Gate (or a major city of your choice), however, and his master is a powerful **archmage** who gladly rewards the characters with either a lesser magic wand, or the opportunity for a wizard to copy spells from his spellbook.
- 12-21K. Barthum Cobb, Half-Orc Fighter. This cell is the prison of **Barthum Cobb**^B, a half-orc fighter. If the characters can furnish Barthum with a weapon (preferably a battleaxe) and armor, this half-orc gladly helps them in the attack on the temple.
- 12-21L. Silas Barnes, Diamond Exporter. This cell contains a diamond merchant (**commoner**), Silas Barnes, captured in a surface raid. Silas is of little help to the party in the dungeon, but if returned to his home in Bard's Gate (or a large city of your choosing), he gladly rewards each character with a diamond worth 500 gp.
- 12-21M. Elgar, Human Wizard. A heavily-chained human **mage** resides in this cell. Although Elgar's spellbook was destroyed, he has several spell slots remaining (4 level 1, 2 level 2, 2 level 3, 2 level 4, and 1 level 5). The slavers are wary of this cagey old wizard and never permit his hands to go unchained or his mouth to go un gagged at any time. Elgar is itching to exact revenge on his captors and, once healed, gladly joins the characters in their assault on the slave pits. Afterwards, however, he is eager to return to the surface.
- 12-21N. Craven, Human Rogue. Craven, an unwilling **spy** occupies this cell. Even fully healed and equipped with a weapon and armor, Craven is unwilling to aid in the assault; he knows he is in over his head, and he is a bit of a coward anyway.
- 12-21O. Commoners. This cell contains **commoner** slaves.

Development. The slavers do not consider these poor men worth sacrificing or torturing. Thus, they are probably just going to be left in their cells to die of thirst and starvation.
- 12-21P. Dwarven Warriors. This cell contains a pair of dwarven warriors (treat as **commoners**, currently). These 2 brothers are far too weak, even fully healed and equipped with weapons and armor, to be of service to the characters. They each have 4 levels of exhaustion. If returned to the dwarven kingdom from which they were snatched (your choice), however, their king rewards the characters with an *earthen shield*^{GM}.
- 12-21Q. Sir Kingsly. This cell houses a valiant human paladin. **Sir Kingsly**^B is a recent arrival to the slave pits. Because of his lay on hands ability, he is still at full strength (starvation and dehydration have not yet begun to

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deteriorate his constitution). If the characters free and arm Sir Kingsly, he gladly joins them in their efforts against the priests and slavers; in fact, he considers it his holy duty to wipe out this evil cult, and if the characters are not up to the job, he returns to the surface in search of brave companions who are. Sir Kingsly, though not a man to grow attached to earthly possessions, is nonetheless curious as to the whereabouts of his sword, which, he says, “Cannot be held by evil hands” (it is hidden in Area 12-22).

Freeing the Slaves. Obviously, if the characters kill the slavers and get their hands on the keys to the doors and chains, they will have a crowd of tired, hungry people and possibly encephelons gorging on their hands. As noted above, some are willing, eager even, to join in the assault against the occupants of this level. One strategy the characters might pursue is to “store” the weaker freed slaves somewhere relatively safe clear out the rest of the level with the stronger NPCs. This is probably the best strategy. The slaves are weak, however, and in some cases frightened, wishing to be brought to the surface as quickly as possible.

Story Award. A slave that is freed and brought successfully to the surface world is worth half their value in experience points with a minimum of 100 XP. If the characters merely free the slaves and leave them to their own devices — i.e., let them try and escape Rappan Athuk on their own — not only should you not award any experience, it is advised that good characters suffer a loss of 100 XP per slave allowed to fend for themselves in the Dungeon of Graves. As a cruel alternative, you may turn slaves freed in this manner into undead and send them at the party — requiring characters to confront their mistake face-to-face.

12-22. High Priest’s Chambers

This lavishly adorned chamber contains a mahogany 4-poster bed and nightstand, a teak armoire, and a solid oak desk and chair. The western door is flanked by 2 thick stone pillars carved with images of demons, dying virgins, decapitated kings, impaled paladins, and so on. Standing beside the bed is a **stone golem**, which animates and attacks anyone other than a priest of Orcus who enters the room. Both doors to this chamber are locked. The doors can be opened with successful DC 18 Dexterity checks with thieves’ tools or DC 20 Strength checks.

Treasure. Hidden in a secret compartment in the nightstand is a black velvet bag containing 100 pearls worth 50 gp each. The compartment can be found with a successful DC 16 Intelligence (investigation) check. In addition, a secret compartment in the desk contains a scroll inscribed with *antimagic field*. This compartment requires a successful DC 17 Intelligence (Investigation) check to find. Lastly, beneath the bed is a secret trap door. If looking under the bed, the trap door can be found with a successful DC 15 Wisdom (Perception) check. Under the trap door is a narrow depression containing Sir Kingsly’s sword: a *holy avenger*. The sword was taken and hidden here after Kingsly was imprisoned. The priest is searching for a way to destroy it and is contemplating throwing it into the lava pits on Level 10.

12-23. The Tar Pits and Home of Eloh, the Mad Storm Giant

This large cave is home to several pits of stinking, bubbling black tar, as well as Eloh, a mad, corrupted **storm giant**. How Eloh lost his mind and came to be evil is not known exactly. Once the change occurred, however, the giant sought out like-minded souls and ended up here in Rappan Athuk. The priests and goblins leave Eloh alone, and he goes to worship at the temple from time to time. If the temple comes under attack, it is possible that Eloh senses this (25%) and goes to aid the priests. If, on the other hand, Eloh is attacked here in the tar pits, the priests do not come to his aid — frankly, the giant worries them. He is a little crazy, and they are not entirely certain that he will not view them as enemies someday.

Tactics. Though mad and evil, Eloh is not immediately hostile to intruders. Part of his insanity is the belief — well grounded, of course — that he is invincible. Thus, he does not rush to attack the characters. Instead, he waits to see why they have come to pay him homage. Being a storm giant, the characters should not automatically assume he is a potential threat. Have

fun roleplaying this encounter. Eloh is crazy but lucid; he sees nothing odd about being deep beneath the earth surrounded by high-level worshipers of Orcus. He might decide to ask the characters who they are and how they got here. He might grow bored and dismiss them. Of course, any hostile move on the characters’ part draws his immediate wrath.

The Tar Pits. Anyone thrown into the tar pits suffers 3 (1d6) fire damage every round spent in the tar. Once out of the tar, they continue to suffer 3 (1d6) fire damage every round for 1d3 rounds from the heat unless stripped of their armor or clothing.

Treasure. A narrow, 5-foot-deep stream flows through the eastern tip of the cave. Sunken at the bottom of the stream is a steel chest containing 7,568 sp, 5,500 gp, a silver box worth 150 gp that contains 2 emeralds worth 450 gp each, a small gold statue of a mermaid riding a dolphin worth 700 gp, and a *potion of greater healing*. Lifting the chest out of the water requires a successful DC 18 Strength check. This cave may be reached via the “tar pit ladder” in the northern corner (Area 10A-24 on Level 10A).

12-24. Tunnel from Level 12A

Slaves are led to the slave pits from Grezneck by way of a narrow winding tunnel that terminates in a small square chamber. Here they are blindfolded and led down the stairs to Area 12-1, and then into the pits themselves.

12-25. The Temple

A set of wide marble steps ascends 10 feet to a large, black dais dominated by an enormous, 15-foot-high statue of Orcus. Three tiers of bronze “steps” ring the front of the dais on either side of the marble stairs. Within the temple are 5 human priests of Orcus: **Theron^B**, **Celleen^B**, **Tibor^B**, **Relnek^B**, and **Phesor^B**, and 3 **mohrg^B** consorts. Four of the priests are standing atop the dais, and 1 — either Tibor, Relnek, or Phesor — is at the bottom of the steps keeping watch on Area 12-17. These powerful clerics spend their days devoutly worshipping the dark god and attending the occasional sacrifice in Area 12-5. For the most part, the priests are too busy to bother with any disturbances beyond the temple, but if a significant clamor is raised in Areas 12-1, -2, or -17, Theron sends Tibor, Relnek, or Phesor to investigate.

Priest Tactics. Celleen and Theron each cast *bleed* on themselves while the 3 lower-level priests engage the characters. Then, Celleen and Theron cast their more powerful spells, especially *flame strike*, while they have the chance. Tibor, Relnek and Phesor order their mohrg consorts into the fray. It is possible the priests could be made aware of disturbances outside the temple and Area 12-17. For the most part, the monsters in the slave pits do not bother the priests unless absolutely necessary. If the characters attack the slave pits, do significant damage, and then retreat to rest and regain spells, the priests attempt to summon a **balor**, whom they put on guard in Area 12-1.

Summoning the Balor. If necessary, the priests, while in their temple, have the unique ability to summon a balor to aid them. This demon is a gift directly from Orcus, and the summoned demon obeys the priests faithfully until discharged, although he does not remain at their beck and call for more than 3 days. The priests are wary not to overuse this privilege and, whether they wish to or not, they cannot summon the demon more than once a month. To perform this ritual, 3 of the 5 priests must join hands beside the statue of Orcus, each casts *planar ally*, and then the trio begins a series of chants and prayers that lasts 5 rounds. At the end of this ritual, the balor arrives.

Treasure. The only treasure in the temple are the personal items of the priests. Theron wears *+1 plate armor*, has a *+2 flaming mace^{GM}*, and a *greater ring of protection^{GM}*. Celleen wears *+2 chain mail*, has a *frosty weapon^{GM}* (mace), and a *ring of x-ray vision*. Tibor, Relnek, and Phesor each have a *potion of greater healing*.

Stairs to Level 14. Within the left leg of the statue of Orcus is a secret compartment that contains a small lever. The lever can be found with a successful DC 18 Wisdom (Perception) check. If pulled, the lever opens a trapdoor behind the statue, revealing a set of spiral stairs descending into the darkness.

Level 12A: Greznok

The goblin city this chapter details is unusual for the Dungeon of Graves in that it is not necessarily a dangerous place for the characters to explore. In fact, depending upon how the characters deal with the locals, it could serve as a place to rest, prepare spells, and even trade in some hard-won treasures. Should the characters grow hostile, however, Greznok, like all Rappan Athuk, quickly becomes inhospitable and deadly. This is a roleplaying level. If the characters take the time to get to know the natives, they may learn of a curse that has befallen the city. A pyrohydra, sent by the goddess Hecate, has taken up residence in the northernmost cavern. Slaying this beast endears the characters to the goblin clerics and the citizenry of Greznok. This level is depicted on Greznok maps 1 and 2.

Level 12A

Difficulty Level: Tier 2

Access: Stairs from Area 9A-9, entrances to Under Realms in Areas 12A-1 and -29, winding tunnel to Area 12-24, stairs to 12B-1, tunnel to Areas 10B-14 and 13A-1, locked mithral door to Area 11A-7, rivers to the Under Realms.

Wandering Monsters: In the southern part of the city (Areas 12A-1 to -20), goblins are so ubiquitous as to not even be counted as wandering monsters. Assume that, unless a keyed area states otherwise, there are always at least 6 normal **goblins** within earshot of the characters. The wandering monsters for the southern city, then, are unique NPC goblins, higher-level goblins, or creatures present in addition to the low-level goblins. Roll once every 30 minutes on 1d20 in the southern half of the city.

d20	Encounter
1	10 ogres , trading bowls, cups, and silverware they plundered from a human town, perhaps one of the characters' hometowns. This encounter occurs only once; if rolled again treat as no encounter.
2	Fire giant with 4 human slaves (commoners). This encounter occurs only once; if rolled again treat as no encounter.
3	Knoob Chimneybuckles ^B (Area 12A-10) out walking his dire wolves . If dead, treat as no encounter.
4	A hobgoblin trader, with a cargo of fresh fruit (a rarity this far below ground) to sell. This encounter occurs only once; if rolled again treat as no encounter.
5	2d8 goblin thugs ^B looking for a fight (see "Running Greznok").
6-7	A goblin patrol looking for suspicious characters (see "Running Greznok").
8	2 goblin underpriests ^B (Area 12A-37) looking for infidels.
9-20	No encounter.

There are fewer wandering monsters in the northern part of the city (Areas 12A-21 to -36). Check once per 30 minutes on 1d20.

d20	Encounter
1-2	1d4+1 hobgoblin warriors
3	Goblin underpriest ^B
4-5	Ogre guard
6-20	No encounter

There are no wandering monsters in Areas 12A-37 through -45.

General Features

Atmosphere: Evil is detected in the temple at Area 12A-7, Areas 12A-37 to -39, Area 12A-43, and on the Unholy Island at Area 12A-45. Except where specified in text, the entire level is dark.

Ceiling Height: Worked ceiling heights average 8–20 feet high, with some caverns up to 40 feet tall.

Doors: Wooden. Require a successful DC 5 Strength check to open.

- **Locked Doors:** Require a successful DC 18 Dexterity check with thieves' tools or DC 15 Strength check to open.

- **Secret Doors:** Stone, rotate on central axis. Require a successful DC 20 Wisdom (Perception) check to find. Also require a successful DC 17 Intelligence (Investigation) check or DC 18 Strength check to open.

Shields and Wards: None.

Surfaces: Natural and cut stone. Floors have been cut and worn smooth in most places.

Other: In general, the river is between 8 and 12 feet deep, cold, and flows swiftly. Where the river does not pass through caves, assume there is between 6 inches and 2 feet separating the water's surface and the top of the channel. Swimming requires a successful DC 10 Strength (Athletics) check or a swim speed.

Running Greznok

The main consideration when running this level — at least the southern half — is that it is a city, and that its residents assume that if characters are in the city then they were meant to be there. While the characters probably receive some sideways glances or overhear muttered insults, the locals should merely be considered unfriendly.

Reactions. The above assumes, however, that the characters are human or halfling. Elves, half-elves, or dwarves are automatically considered a threat to the citizens of Greznok. Only a human or halfling can convince a patrol or guard that the characters can be trusted. Clerics of any lawful or good religion who display their holy symbols are likewise considered a threat — and no amount of deception or persuasion can convince a patrol that such a cleric can be trusted. Of course, should the characters successfully make their way into Greznok, there is no guarantee that some brave or hot-headed gang of goblins might not decide to pick a fight, nor that a goblin patrol might not decide to single the characters out and give them a hard time. By and large, most of the locals, even a patrol of guards, do not pose much of a threat to the characters. Yet should the characters

kill a large number of goblins — even in self-defense — they are in risk of turning the city hostile (see “If Things Go Wrong” for details). The following groups could pose problems for the party:

- **Goblin Thugs.** These 8 **thugs^B** may decide to challenge the characters, even if the city is generally friendly toward the characters, since challenging “foreigners” is a sign of strength.
- **Goblin Patrols.** Goblin patrols consist of 6 **goblin guards^B** and a **goblin leader^B**, and are often accompanied by 2d4 **worgs**.

If Things go Wrong

When the characters enter Greznek — assuming they are humans or halflings — the city’s residents and patrols are considered unfriendly. Several factors can change this attitude for better or for worse. Characters score points for different actions, and these accumulated points determine the locals’ general attitude toward them. See “Influencing the Goblins.”

The party starts with 10 points when they enter the city.

- If the goblins’ attitude improves to indifferent, then the characters are treated as if they were goblins themselves — which is nothing to be sought after, but better still than where they started.
- Should the goblins’ attitude improve to friendly, the characters are bought rounds in drinking establishments, given advice, perhaps offered marriage into the family.
- Finally, if the goblins are helpful, then the characters are treated like heroes and all but handed a key to the city.
- If, on the other hand, the goblins become hostile, then the characters are marked targets.

In general, the low-level goblins do not attempt to harass the characters — in fact, they avoid them. Word travels fast through the city, however, and unless the characters are in hiding, 2 **patrols** seek out the characters with the intention of killing them or bringing them to the slave pits (via Area 12A-22A). If these goblins fail, 3 **patrols** search the characters out. If these fail, the **underpriests^B** are sent for. Depending on the severity of the characters’ actions and the perceived threat they pose, the clerics either round up the hobgoblins from Area 12A-24 or summon the glabrezu and awaken the Titan Cyclops (see below for details).

12A-1. Entrance Cavern

A wide set of stone stairs from Level 9A descends to a large cave bordered by a stream; the roof arches 18 feet above the cave floor. Across the water, a 12-foot-high cliff face rises into the darkness. Debris is scattered everywhere: shield straps, bones, offal, sword pommels, broken cups, twisted wire, and cracked helmets. With every step the characters take, something old and forgotten crunches under foot.

There are 2 doors leading out of the cave. The eastern door opens into the cave and leads to a tunnel that slopes down at a sharp angle. This natural passage winds downward for approximately half a mile before joining up with Under Realms. You are free to design the portion of the Under Realms to which it is connected, or simply to omit the door entirely.

Entry Door. The second door is made of iron and locked. There is, however, a large, brass knocker placed squarely in the center of the door. Engraved in Goblin above the knocker are the words “*strike thrice to enter*”. Three evenly spaced knocks signal the goblin guards in Area 12A-3A to unlock and open the doors. Should the characters make any effort to open the door without knocking, a small slot below the knocker slides open and one of the guards peeks out and calls (in Goblin), “Oy! What ya’ doin’? Can’t ya’ read? Ya want a mouth full o’ me axe?” and so on.

- **Influencing the Goblins.** If the characters attack or continue to attempt to open the door, a patrol is summoned (–10 points on the “Influencing the Goblins” chart). Unlocking the door requires at least 10 undisturbed rounds and a successful DC 18 Dexterity check with thieves’ tools.

Influencing the Goblins

Goblin reactions are based on “points” accumulated by the characters. When they enter the city, they have 10 points, and goblins are “unfriendly.” The chart below details what actions modify the party’s points and what reaction level the goblins have to the characters. Regardless of points, clerics displaying symbols of lawful or good deities and any elves or dwarves, always earn a “hostile” reaction.

Points	NPC Attitude
Less than 5	Hostile
5 to 14	Unfriendly
15 to 24	Indifferent
25 to 39	Friendly
40+	Helpful

Adjust the characters’ score according to the following actions or situations. Additional modifiers are listed in specific areas where the party might get up to something.

Action or situation	Adjustment
Each lawful or good cleric in party	–10 points
Each elf or dwarf in party	–5 points
Characters overheard speaking disparagingly about goblins	–1 per 5 goblins who overheard remarks
Characters are known to have killed a goblin	–2 per goblin killed
Characters attack a goblin patrol	–20
Characters kill a high-level goblin	–25
Characters insist on speaking Common	–2 points
Each character who speaks Goblin	+2 points
Characters change an individual goblin’s attitude to friendly*	+2 per goblin
Characters change an individual goblin’s attitude to helpful*	+4 per goblin
Characters defeat the hydra in Area 12A-32	+15
Characters are disguised to look like goblins	+10 (though no bonus for speaking Goblin)

*This might occur through roleplaying or could be based on Charisma checks. Depending on circumstances, changing the attitude of an individual goblin from one level to the next (unfriendly to indifferent, e.g.) requires a successful DC 15 Charisma check, while a DC 20 could even move the bar 2 levels. Of course, a failed check might well move its attitude in the opposite direction.

12A-2. The Low-Roofed Cave

The cave's ceiling is a mere 6 feet high, forcing Medium creatures to crouch as they explore. Small weapons (like daggers and shortswords) can be used without penalty here, but the use of larger weapons incurs a –2 penalty on attack and damage rolls, and two-handed weapons such as greatswords and polearms are useless.

The southern portion of the cave is home to 3 **giant scorpions**, which attack if the characters approach within 20 feet

12A-3. The Great Cavern

This huge cavern serves as both Market Square and gathering place for the citizenry of Greznek. Denizens of the Under Realms and Rappan Athuk itself travel here to buy, sell, and trade their wares. Because it is forever midnight in the Under Realms, the market stays open continuously, with a goblin merchant closing his stall only to be quickly replaced by another. When needed, the great cavern is cleared of merchants' stalls and "foreigners," and all the residents of Greznek gather here to solve problems or, more likely, receive instructions from Tribitz.

The Market. Typically, there are approximately 125 **goblins** circulating within this cave, 30 to 40 of whom are merchants. In addition, there are 25 to 50 "foreigners," made up primarily of orcs, goblinoids, giants, and ogres. There is a 25% chance that 1d3 **drow** are present, a 15% chance for the same number of **derro**^B or **duergar**, and a 5% chance for a band of humans, typically (80%) wizards or clerics of Orcus.

Goods. Barter here is done in the goblin tongue, though some (10%) of the merchants speak common (though see above). Most goods from the equipment list are for sale here, though at a 20–50% markup (even more for "foreigners," meaning non-goblins). Characters are free to sell their wares as well, although, they typically receive only 40% of the listed value instead of the customary 50%. Fresh fruit and vegetables, good wine, livestock, and items made entirely of wood are either not for sale at all (90%) or available at exorbitant prices (+200–300%). Should the characters possess any of the above items, they could receive upwards of 150% of the item's listed value. Also for sale are such goblin treats as dried human head, dog's liver, cat eyes, xorn tongue, rat teeth necklaces, mouse stew, bat wing berets, and so on. Feel free to invent whatever prices you wish for these items, should the characters express an interest.

The area is guarded by 2 **goblin patrols**. At the first sign of significant trouble, the guards in Areas 12A-3A, -3B, and -3E also bolt their doors and come running.

Eastern Guard Post. Standing watch at 1 of the 2 main entrances (12A-3A) are 2 well-armored **elite goblin guards**^B. Anyone wishing to leave Greznek may do so without question (assuming the city is not hostile toward them), but a price of 1 gp per non-goblin must be paid to enter. The guards keep a locked iron strongbox by their side, into which they deposit the entrance fees through a small slot.

Treasure. If stolen, the strongbox yields to a successful DC 20 Dexterity check with thieves' tools. It holds between 50–100 gp.

- **Influencing the Goblins.** Attempting to steal the strongbox incurs the wrath of the goblin patrols and a –10 penalty on the Influencing the Goblins chart.

Western Guard Post. Similar in all other ways to Area 12A-3A, Area 12A-3B houses 3 **elite goblin guards**^B and the strongbox contains 100–200 gp.

The Raised Sepulcher. Atop this 15-foot-tall mound at 12A-3C, stands a 6-foot-long, 3-foot-high stone block carved with various images of Orcus in all his bestial glory. Within the top of the block is a curved depression in which rests a gold offering bowl. Goblins or anyone else who so chooses, may climb the mound and place their offering to Orcus in the bowl. A **hobgoblin offering guard**^B stands by the offering bowl. Every 12 hours another hobgoblin arrives to relieve the first, who takes that shift's haul to the clerics in Area 12A-37. The guard only leaves his post if a significant disturbance occurs in the cave below.

- **Influencing the Goblins.** Making an offering of more than 25 gp to Orcus gains the characters a +2 bonus on the Influencing the Goblins chart. Good clerics or paladins who make such an offering, however,

may incur the displeasure of their deity. Stealing or attempting to steal from the offering bowl is an unpardonable, capital offense.

The Amphitheater. In this eastern corner of the cave at Area 12A-3D, a raised stone dais looks out over 3 rows of stone benches. Whenever Tribitz wishes to address the goblins of Greznek, he does so from this vantage point. During "business hours," this area remains more or less ignored, although some goblin children can be found scampering between the benches. The dais, however, remains conspicuously unoccupied.

- **Influencing the Goblins.** Anyone seen mounting the dais is asked to leave it immediately by the patrol. Failure to obey this command results in the use of force by the patrol, and an immediate loss of 10 points on the Influencing the Goblins chart.

Locked Door. This door at 12A-3E is ironbound and well-locked. Only the clerics of Orcus possess keys to this door. Unlocking the door requires a successful DC 20 Dexterity check with thieves' tools and several rounds of work. Breaking it open would also be slow work and requires a successful DC 20 Strength check.

- **Influencing the Goblins.** Anyone other than a cleric of Orcus seen attempting to gain entrance here is arrested by the patrol and made to fight Droog in Area 12A-17.

Fissures. Throughout the cave, several long, narrow fissures (labeled 12A-3F) issue forth hot, dimly glowing steam. These crevasses are between 2–3 feet wide and 10–15 feet deep. The source of the steam is a heated underground lake that roils and steams beneath the cave. Anyone unfortunate enough to fall or be cast into a fissure suffers 7 (2d6) bludgeoning damage from the fall, and 3 (1d6) fire damage each round spent in the super-heated waters. Climbing out is possible but difficult due to the wetness of the stone. It requires a successful DC 20 Strength (Athletics) check. Anyone climbing the wall takes 1 (1d3) fire damage per round spent in the crevasse.

12A-4. Weapons Cache

The goblins store hundreds of rudimentary weapons here in case the city is attacked. In all, there are 75 maces, 35 shortswords, 150 javelins, 80 shields, 30 light crossbows, 20 shortbows, 200 bolts, and 150 arrows piled about the cave. The patrols attempt to apprehend anyone seen trying to enter this area.

12A-5. Magic Weapons Cache

The goblins keep a small number of magic weapons stored here. These include 3 +1 *maces*, 2 +1 *shortswords*, 4 +1 *javelins*, and 3 +1 *shields*. As always, attempting to enter this room draws the immediate attention of the patrols.

12A-6. The Cave of the Hermit

A narrow cave opening abuts the river, before which the current swirls and eddies, allowing a vessel time to moor or a swimmer to climb ashore. **Lothum**^B, a half-goblin rogue and outcast of Greznek, occupies the cave. His meager belongings are strewn about: a lidless chest containing scraps of rags, ratty pants, tattered shirts, broken jewelry, 4 pairs of boots, and some scattered fish bones. The half-goblin is a persona non-grata in Greznek, and he lives in fear that certain higher-powered goblins might find and kill him. He believes his predicament is entirely the work of one goblin, Knoob Chimneybuckles, and Lothum dreams of the day he can exact his revenge.

Tactics. If Lothum hears anyone in or near the cave mouth, he immediately hides and tries to determine the strength and identity of the intruders. This pathetic creature is absolutely uninterested in combat, though if only 1 intruder finds his way into the cave, Lothum attempts, briefly, to scare him off with wild, and ultimately empty, threats. He quickly abandons this ploy, however, if it appears to have no effect or if it elicits a threatening response. If he cannot scare off a lone intruder, or if he is beset by more than one, Lothum pleads for his life and asks to be left alone. If the characters leave him be, he makes them an offer. He tells

Greznok

Level 12A, Map I



them he possesses a powerful magic item that he would give as payment for the head of Knoob Chimneybuckles.

Treasure. Lothum has thieves' tools, and 14 gp. On his right thumb he wears a *ring of water walking*, which has come in very handy while at his current residence, but which he would gladly trade for the death of his nemesis. Lothum is unwilling to show the characters the ring before they have completed their mission, though if pressed he does describe its properties.

The Quest for Knoob. If the characters question Lothum about what Knoob has done to warrant assassination, the half-goblin is vague. "Lied and cheated," he responds. "Smearred my good name!" He is no more exact than this. Should the characters agree to the quest, he tells them that Knoob lives alone in a small cave in the southern corner of Greznek and that he is, much to Lothum's chagrin, very well-liked among the residents. If the characters are successful, Lothum happily gives them the ring. He is also willing to tell them what he knows about the layout of the Greznek, which is as follows:

- There is a temple near the Great Lake where the clerics all live. The clerics are very powerful and rule the city.
- A hydra has recently moved into the northernmost caves.
- There is a chamber near the barracks where the clerics all go with gold and gems.

12A-7. Unholy Bath

Whenever a cleric of Orcus is plagued by good or pure thoughts, he comes to this chamber to cleanse himself and return to a state of utter evil and impurity. The pool is fed by an underground stream and is 12 feet deep. Any good paladin or cleric who enters the water must succeed at a DC 15 Charisma saving throw or gain 1d3 levels of exhaustion. The cave is guarded by 2 **clay golems**, which attack any non-cleric who enters.

Swimming the narrow channel from the river to the pool is possible, yet should the chamber be entered via the pool, as before, all good paladins and clerics must succeed at a saving throw or suffer exhaustion.

12A-8. Empty Caves

These caves contain nothing of interest. As always, the ubiquitous goblin garbage litters the floor, but no amount of searching turns up anything of value. There is a 10% chance that 1d3 common **goblins** are here rummaging about looking for odds and ends.

12A-9. Communal Living Areas

Goblins know nothing of privacy. They live like rats or worms, sprawling beside one another amid their trash and fetid smell. Occasionally, the odd goblin employs a blanket or bedroll of some kind, but more often they simply lie down on the cave floor wherever there is a free spot.

Each cave houses 70 to 80 common **goblins** (except the areas marked "9A," which house only 25 to 40), half of whom are present in the living areas at any given time. It is unusual to see non-goblins in these caves, so the characters are likely to garner many curious looks and perhaps a comment or two — but nothing more.

Treasure. The goblins have learned it is wisest to keep their valuables with them. Thus, they sleep with their coins in their pockets, and their weapons on their belts.

12A-10. Knoob Chimneybuckles' Cave

This well-respected sorcerer lives alone with his 2 **dire wolf** pets. There is a 50% chance that **Knoob**^B is in his living quarters; otherwise, he can be found in Area 12A-3 selling potions. The cave contains a small cot, a locked chest with his belongings (see treasure, below), and a small table with his potion-making supplies. There is nothing else of value here.

Development. If the characters seek to act as diplomats rather than

murderers, they might attempt to talk to Knoob about Lothum. Sadly, Knoob has no recollection of the half-goblin. "Who?" he croaks. "Luthum? Lobum? Oh, Lothum. Never heard of him. What does he want, a potion? Well, tell him he has to pay like everyone else." If the characters explain that Lothum feels Knoob is responsible for his exile, the sorcerer merely shakes his head.

Although Knoob lives alone, the passageways adjacent to his cave are well traveled. Sounds of combat here attract the attention of nearby goblins who immediately alert the patrol. Knoob, of course, protects himself as best he can if the characters attempt to carry out Lothum's paranoid scheme.

Selling Potions. Knoob makes a decent living selling potions. If the characters visit him at Area 12A-3, he assumes they are prospective buyers and immediately begins quoting them prices: a *potion of climbing* for 500 gp, and 3 *potions of giant strength* (hill) for 1,500 gp each. If the characters would like either more *potions of giant strength* or *potions of climbing*, the goblin requires a 50% down payment and time to prepare them. These are the only 2 potions Knoob offers to provide.

Treasure. 750 gp, 3 *potions of giant strength*, 1 *potion of climbing*, and 2 emeralds worth 150 gp each, all in a locked wooden chest. The chest can be unlocked with a successful DC 17 Dexterity check with thieves' tools or broken open with a successful DC 15 Strength check. Using force risks breaking one or more of the potions. Knoob has a silver dagger, and a *scroll of dispel magic*.

12A-11. Kennel

Two dozen **worgs** are kept and fed here. They growl menacingly at any non-goblin who enters and then attack as a pack if the intruders remain for more than 2 rounds. Any combat here draws the attention of the guards in Area 12A-12.

12A-12. Barracks

The **goblin guards**^B and **goblin leaders**^B are stationed here. There are 40 cots along the north and east walls for the guards and another dozen cots along the south wall for the patrol leaders. At any time, half the 20 guards and 6 patrol leaders are on duty patrolling the city, while the other half remain here, sharpening their weapons and fixing their armor. **Trillok**^B, the goblin captain of the guard, is also stationed here. His quarters, Area 12A-12A, contain a cot, a locked chest, a small table, and a stool. Opening the chest requires a successful DC 17 Dexterity check with thieves' tools or a DC 18 Strength check. Only members of the guard or clerics are allowed in the barracks. Anyone else is considered an intruder and given 2 rounds to vacate. The passage to the north leads to Level 10B, Area 10B-14, with a side tunnel leading to Level 13A after 400 yards.

Treasure. The chest contains 2,500 gp, 3 *potions of giant strength* (hill), and 3 *potions of greater healing*. Trillok has a *potion of greater healing*.

12A-13. Guard Post

Two **elite goblin guards**^B are stationed here. No one other than a member of the guard or a cleric is allowed east of this area. Any combat here attracts the attention of the occupants of Area 12A-12, who arrive in 3 rounds.

12A-14. Teleportation Waters

The door to this chamber is made of iron and securely locked. Picking the lock requires a successful DC 20 Dexterity check with thieves' tools, or the door can be broken down with a successful DC 20 Strength check. An **elite goblin guard**^B always stands outside. Only clerics possessing a key to the door can enter this area.

The Amulet and the Pool. The chamber contains 2 pools of water, one larger, one smaller, and a small table, upon which is laid a single gold amulet (like the amulet in Area 12A-38). Donning the amulet and fully immersing oneself in the larger pool teleports the wearer to Area 12A-15.

Entering the smaller pool wearing the amulet or entering the larger pool without the amulet does nothing. Only one person may be teleported at a time; holding hands with or climbing on the back of the person wearing the amulet does not work.

12A-15 Arrival Point

An individual teleported from Area 12A-14 arrives here.

12A-16. Treasure Vault

The clerics hide their most valuable plundered works of art and jewelry in Area 12A-16B. Area 12A-16A, however, contains a **bebilith**^b, on loan from Orcus himself, which attacks any non-cleric who enters.

Leaving the Vault. Any character wishing to leave the treasure vault must possess the amulet from Area 12A-38. If the wearer of the amulet proceeds down the narrow passage to Area 12A-16C, and there, at its terminus, intones the name of Orcus, he or she is instantly teleported to the small pool of water in Area 12A-14. Aside from a *teleport*, *wish*, or similar magic, there is no way to leave the Treasure Vault without the amulet.

Treasure. Piled around Area 12A-16B are hundreds of works of art and pieces of jewelry: framed paintings, gold vases, onyx statues, gem encrusted daggers, silver bowls, and so forth. Nothing is magical. In all, there are 350 works of art and 470 pieces of jewelry. You should roll for the value of any given item, ignoring, results over 100 gp.

12A-17. The Fight Circles

Distributed throughout this large cave are 4 “Fight Circles,” a series of stakes hammered into the cave floor in the form of a circle. A favorite past time for the goblins of Greznek — in fact, the only past time for the goblins of Greznek — is the blood sport called “Circle Fighting.”

Fight Circle. Two contestants are placed — usually by choice — within the circle of stakes, each is handed a club, and the combatants then proceed, cheered on by spectators who wager on the fight’s outcome, to slug it out until only one is left standing. The winner is given a purse of 5 gp, dispersed by a **hobgoblin** who serves as a kind of ringmaster, and the loser is dragged from the ring and piled in Area 12A-17A where he is left to live or die, depending on his luck and constitution. Usually, only 2 or 3 Circles are in use at one time, though occasionally all 4 see action simultaneously. A typical fight has 12 to 25 spectators, normally 100% **goblins**. No goblin willingly steps into the ring with a non-goblin. Only Droog, the ogre in Area 12A-17B challenges non-goblin humanoids. Certain offenses, such as insulting goblins as a race or petty theft, might result in the perpetrator having to face Droog in a blood match. Droog — or conceivably his opponent, though Droog has never lost — receives a purse of 15 gp. Droog is permitted to use his large club, while his opponent is given a standard club.

12A-17A. “Recovery” Room

The bodies of 2–5 fight losers can be found here at any one time, 1–3 of which are dead; the rest are seriously wounded.



12A-17B. Droog's Cave

This **ogre** (as normal, but AC 12 and 76 (9d10 + 27) hit points) makes a living demolishing the odd opponent in a fight circle.

Treasure. The cave contains a pile of furs and skins in one corner (his bed), and bones and refuse everywhere else. He carries 175 gp with him.

12A-18. Cave of the Giant Tigers

These large, jagged caves are home to **Grimb**^B, a goblin ranger, and his 3 pet **tigers**. There is a 25% chance that Grimb and one of his tigers are out hunting, that is, scouring the Under Realms for food for the tigers — derro, orcs, driders, hell hounds, and so on. Grimb and his pets are given high status in Greznek, though the reclusive goblin rarely makes use of it; in fact, he shuns all contact with other goblins, greatly preferring the company of his tigers. Should the city come under attack, however, Grimb and the tigers join the defense, presenting an awesome foursome. The clerics have been trying to convince Grimb to take his tigers and assault the hydra in Area 12A-32, but thus far they have been unsuccessful.

Tactics. Strangers, aside from clerics, are not permitted here. Grimb gives intruders a brief warning, and then sics the tigers on them. If Grimb is out of the cave, the tigers attack without hesitation.

Treasure. Hidden beneath a stone in the area marked 18A is a sack containing 180 pp and 5 diamonds worth 250 gp each. Grimb has a +1 *shortbow*, a silver dagger, and a *potion of healing*.

12A-19. Guard Post

Two **elite goblin guards**^B are stationed here at all times. Non-goblins wishing to proceed beyond this point, either through the door or into Area 12A-17, must first answer a brief series of questions: “Who are you? Where are you from? Why are you coming here?” and, “How long will you stay?” Basically, the goblins expect to hear that the characters have come to trade with the goblins and then leave. Of course, if the characters have other answers, you are free to roleplay this encounter however you wish. Absolutely no non-goblins are permitted into Area 12A-20. A skirmish here draws the attention of that area's occupants.

12A-20. The Flames of Orcus

This cavern contains six 3-foot-wide circular openings in the cave floor. Each opening belches forth a jet of flames every 4 to 5 minutes; thus, because the holes are on different schedules, 1 of the 6 holes is “flaming” about every 45 seconds. The holes lead to 3-foot diameter chutes that drop 30 feet to molten lava. Anyone falling into the lava suffers 100 points of fire damage per round unless protected from the fiery rock by some magical means. There are 2 **goblin underpriests**^B and 4 **elite hobgoblin guards**^B posted here. This cave is a holy place to goblins, and the clerics chant a sacred prayer to Orcus every hour on the hour.

Tactics. Intruders are told to leave; failure to do so immediately results in a swift attack from the goblins and hobgoblins. The only exception to his rule would be if the characters have been hired to kill the hydra in Area 12A-32, in which case one of the hobgoblins brings them to Area 12A-22, where they are then escorted to the hydra. The hobgoblins rush to engage the characters while the clerics cast their spells. When engaged, the clerics look first to use *inflict wounds* spells, starting with the most powerful and then working down.

12A-21. The Stepping Stones

Water from the river flows between a row of stepping stones into the Unholy Lake. Crossing the stones requires a successful DC 16 Dexterity (Acrobatics) check to avoid falling into the swiftly flowing water and, unless a successful DC 16 Strength saving throw is made,

being carried out into the lake. If a rope can be strung across the rocks and secured in Area 12A-22, then no checks are required. Unless the characters are accompanied by a hobgoblin from Area 12A-20, the goblins in Area 12A-22 fire on the characters as they attempt to cross the rocks. If the characters are accompanied by a hobgoblin, one of the fighters from Area 12A-22 paddles across with a boat to ferry the characters to shore.

12A-22. The Docks

This cave is guarded by 1 **goblin underpriest**^B and 8 **goblin guards**^B. The western edge of the chamber is open and faces out to the lake. Two rowboats are tied to a stone dock that juts off this side of the cave. A 10-foot-high natural rock platform stands in the southwestern portion of the cave. Two rope ladders are hung on the north and east faces of the platform, allowing for easy access to its top.

The standard secret doors on the northern wall have been *arcane locked* by Teran from Area 12A-30. The goblins are not yet aware of this.

Tactics. As stated above, unless the characters are accompanied by a hobgoblin guard from Area 12A-20, attempts to cross the stepping stones or gain access to this chamber in any way results in an immediate attack from its occupants. Should the characters have been sent this way to slay the hydra in Area 12A-32, then one of the guards directs them to Area 12A-31. Melee in this chamber gains the attention of the hobgoblins in Area 12A-24, who join the combat in 1-3 rounds.

Four goblins are always stationed atop the platform. If intruders are spotted crossing Area 12A-21, the goblins on the platform sound the alarm while they begin firing. The remaining 4 guards take up positions at the entrance to the cave, at the northern end of the stepping stones, and begin firing as well. The cleric casts his spells, then moves forward to join the goblins on ground level. If the combat is joined in Area 12A-22, the hobgoblins from Area 12A-24 arrive in 1-3 rounds.

12-22A. Tunnel to Level 12

This winding passage descends for about a quarter mile until terminating at Level 12, Area 12-24.

12A-23. Sloping Passage

These narrow winding passages slope down at a dramatic angle of nearly 30 degrees away from Area 12A-22. As well, these passages are damp and littered with loose stones. Characters attempting to run down these tunnels must succeed at a DC 15 Dexterity (Acrobatics) check to avoid falling. Movement up these tunnels is considered difficult terrain.

12A-24. Hobgoblin Cave

A small band of hobgoblins — devout worshipers of Orcus all — has taken up residence here. These warrior-pilgrims traveled to Greznek when their leader, Purbok, received a message in a dream from his dark master to serve the goblin clerics. This the hobgoblins now do without question.

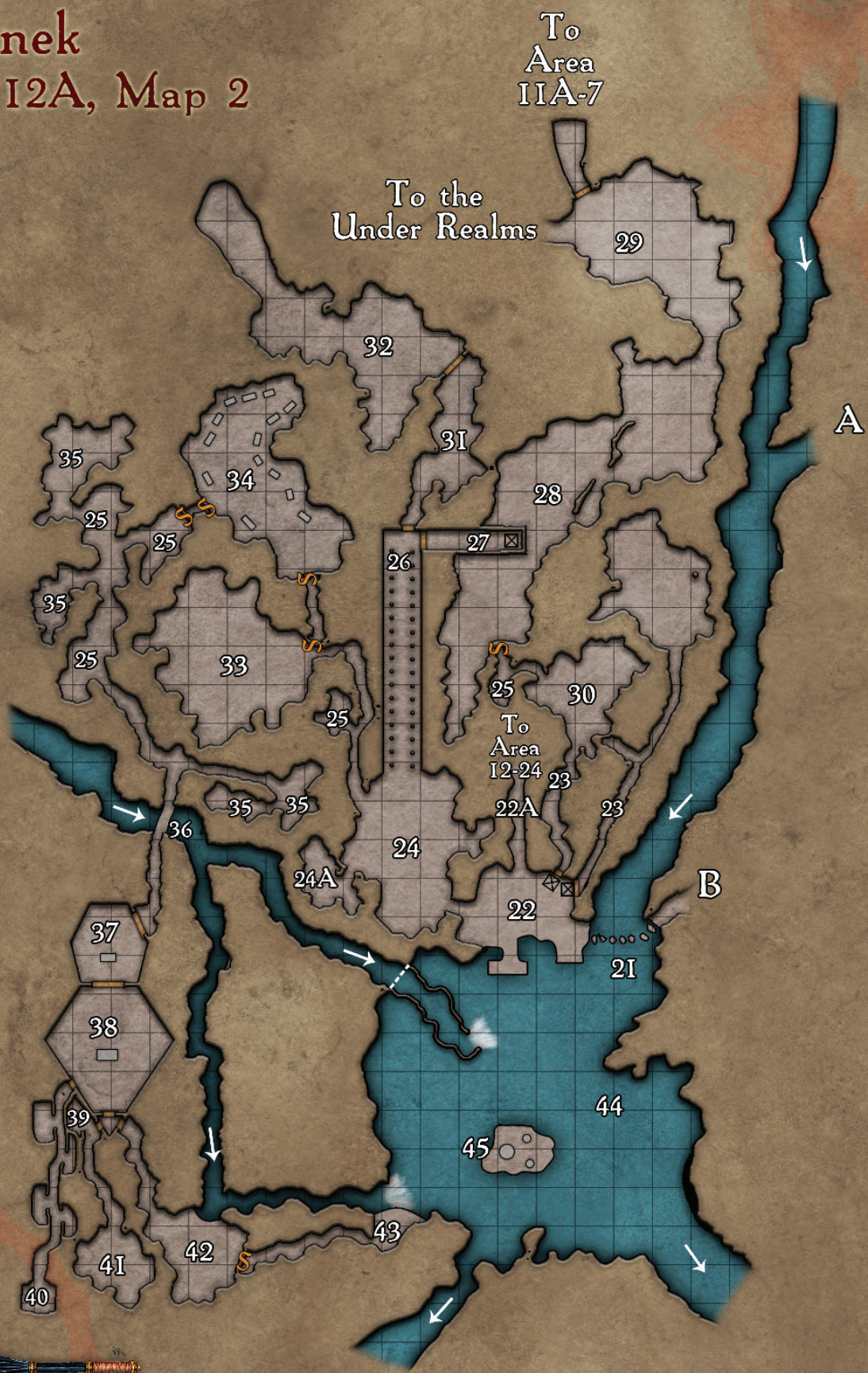
Purbok and his 2 captains camp in Area 12A-24A, while the rest of the hobgoblins are stationed in the main cave. The band comprises 15 **hobgoblins**, 10 **elite hobgoblin**^B soldiers, 5 **hobgoblin lieutenants**^B, 2 **hobgoblin captains**^B, and **Purbok**^B, a hobgoblin priest.

Development. If asked by the high priest, Purbok would willingly lead his troops against the hydra. He fears, rightfully, that doing so would result in the loss of most, if not all, of his foot soldiers. The characters might be able to convince Purbok and his captains to join in their attack on the hydra. If Purbok agrees, he would insist on being the leader of the assault and, once slain, the hydra's treasure be given to the temple of Orcus.

Treasure. The standard hobgoblins have pouches with 10 gp. Elite hobgoblin soldiers have a pouch with 15 gp. Hobgoblin lieutenants have a pouch with 20 gp. Hobgoblin captains each have a pouch with

Greznok

Level 12A, Map 2



Z 
1 square - 5 feet



50 gp. Purbok wears +1 *plate armor*, fights with a +2 *mace*, has a *potion of greater healing*, and a pouch of gems worth 3,000 gp.

12A-25. Empty Caves

These caves are empty except for a few bones and the odd copper piece scattered here and there.

12A-26. Hall of Pillars

This long hall is lined with thick stone pillars carved with images of Orcus. At the end of the passage are a set of locked double doors and an ironbound, bolted door. The double doors can be opened with a successful DC 14 Dexterity check with thieves' tools or a DC 17 Strength check. The other door would require a successful DC 20 Dexterity check with thieves' tools or a DC 20 Strength check to open.

12A-27. Trapped Hall

This hallway appears to be empty and to terminate in a dead end. A deadly trap, however, is set 10 feet from the double doors.

Spear Trap. If even 20 pounds of pressure is placed on the floor, dozens of poisoned spears spring from both walls, impaling the victim from head to toe. Each character within the hall when the trap is triggered must make a DC 20 Dexterity saving throw. Those that fail take 21 (6d6) piercing damage and, on a failed DC 18 Constitution saving throw, 55 (10d10) poison damage. Those that succeed take half the piercing damage and need only succeed on a DC 14 Constitution saving throw to avoid the poison damage.

Trapdoor. At the far end of the passage is a hidden trap door. It has no hinges, however, and lifting the heavy stone out of the floor from its resting place requires a successful DC 18 Strength check. Up to 2 characters may aid the character trying to lift the door. Once open, the trapdoor appears to give way to an abyss. In fact, it is a 65-foot drop from the trap door to the cave floor in Area 12A-25, but, without proper lighting, it is difficult to determine this.

12A-28. Cave of the Xorns

A mated pair of elder **xorns** has taken up residence in this large cavern. They burrow to and fro beneath the cave floor, feasting on the rock and, in general, enjoying their time on the Material Plane. If the characters possess more than 2,000 coins of any kind between them, the xorns smell the potential food and surprise the characters from below. The standard secret door in the southern wall has been sealed with an *arcane lock* spell by Teran of Area 12A-30.

12A-29. Hall of the Titan Cyclops

At the northern end of the 25-foot-tall cavern stands an 18-foot-tall statue of a **titan cyclops**^B. Strong transmutation magic emanates from the statue if detected. On the eastern side of the cave is a 15-foot-tall cliff leading to a natural rock shelf dotted with stalagmites.

Tactics. The statue remains inanimate unless awakened by the high priests (Area 12A-45) or attacked in any way. Once it comes to life, it wrenches stalagmites from the cave shelf and hurls them like huge spears.

12A-30. Strangers in a Strange Land

Several days ago, a failed experiment in teleportation landed 4 unfortunate drow in this cavern. Preliminary scouting by **Vertek**^B revealed that they were pinned between the xorns (with a pocketful of coins, he narrowly avoided being devoured), and the goblins in Area 12A-22. Further investigation by **Teran**^B, using her *wizard eye*, confirmed what she had already suspected, that they were trapped in Greznek, the infamous goblin city. Because **Zerna**^B worships the queen of spiders, a sworn enemy of Orcus, the drow believe there is little hope of parlaying with the goblins. Thus, Teran sealed the 3 secret doors leading to this cavern with *arcane lock* spells, and the drow remain where they are, camped in this large cave, deciding whether they should fight their way back to the Under Realms. **Filtau**^B has been arguing for a bold move but has so far not persuaded the others.

Development. If it would gain their freedom, the drow might be talked into joining the characters in their battle against the hydra, or, possibly, an attack on the city itself. They are suspicious of good characters, of course, so expert roleplaying is required to convince the drow that the characters can be trusted. Indeed, just gaining entrance to the cave without a fight is not easy. The drow are paranoid and on edge, and if the characters just burst in, they are greeted by a volley of poisoned bolts and lightning bolts.

Treasure. Zerna wears *drow chain mail*^{GM}, has a +1 *shield*, fights with a +1 *mace* and a *ring of protection*, has a *scroll of cure wounds* (at 3rd level), and a pouch with 100 gp and 8 rubies worth 300 gp each. Filtau wears *drow chain mail*^{GM}, a +1 *shield*, a +1 *shortsword*, a hand crossbow, and 10 darts. Vertek wears +1 *leather armor*, and has a +1 *hand crossbow*, 10 darts coated in sleep poison, thieves' tools, a sack with 500 sp, and 1,950 gp. Teran wears a *greater ring of protection*^{GM} and has a *wand of lightning bolts* and a *scroll of slow*.

12A-31. Cave of Carnage

This cave contains the bloodied remains of the unfortunate goblins who came to investigate the strange sounds heard coming from Area 12A-32. The hydra devoured its victims once it slew them, but there are a few fingers, toes, eyeballs, teeth, and bits of armor scattered about. A character that searches the area discovers scorch marks on the walls. The doors to Area 12A-32 are ajar.

12A-32. Hydra Lair

A **pyrohydra**^B has taken up residence here. It wandered up via the northern passage, which stretches north for several miles before it connects with a long, wide, east-west tunnel in the Under Realms. The hydra was sent by Hecate, the evil goddess of magic, as a curse against the

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Orcus clerics for corrupting Phalen, one of her prized disciples (see Area 12A-33). The beast can just fit through the double doors in the south, so sustained noise in Area 12A-31 draws its attention. In general, however, the hydra is content to let its victims come to it.

Development. Since the hydra has only taken up residence in the city's outskirts and does not threaten Greznek directly, the clerics are, so far, unwilling to awaken the Titan Cyclops or summon the demons.

Treasure. Piled about the cave are 3,500 gp, various gems and trinkets worth 6,400 gp, a *+1 halberd*, a *tome of clear thought*, and a *wand of haste*^{GM}.

12A-33. Large Burial Chamber

Non-clerical goblins of some renown are buried in small, unmarked graves throughout this large cavern. The goblins bury nothing of value with their dead, so if the characters are of a mind to rob graves, they are sorely disappointed. Hovering nearby, however, is Phalen, the **ghost** of an evil elven wizard. Once a devout worshiper of Hecate, Phalen was corrupted by the Orcus clerics and damned to guard their burial grounds for eternity.

Tactics. The ghost immediately attacks anyone other than a cleric of Orcus seen attempting to use the secret door, or anyone other than a goblin or hobgoblin entering the burial chamber. If destroyed, Phalen regenerates after 1 week. If the characters flee back down the narrow passage to Area 12A-24, Phalen does not follow. If, on the other hand, the characters attempt to flee through the secret door leading to Area 12A-34, Phalen pursues until destroyed.

12A-34. Sacred Burial Chamber

Fifteen goblin-sized stone sarcophagi fill this large cavern, the lids of which are carved with images of goblins adorned in religious vestments. The western secret door requires a successful DC 23 Wisdom (Perception) check to notice.

The Black Mist. Should the sarcophagi be disturbed in any way, a thin black mist begins to form near the cave's ceiling. Unless a character actually states he or she is looking up while the sarcophagi are being tampered with, the black mist goes undetected. Even a character looking up only notices it with a successful DC 25 Wisdom (Perception) check. The mist, which radiates evil and cannot be harmed in anyway, swirls overhead for 5 rounds and then descends. Any character caught within the mist must succeed at a DC 12 Wisdom saving throw or become chaotic evil. Characters whose alignments change do not announce this fact; instead, these characters wait until the proper moment to backstab their companions. Only a *remove curse* or *wish* spell can reverse the effects of this terrible curse.

Treasure. Fourteen of the sarcophagi are empty; one, however, contains a secret compartment that holds a *wand of restoration*^{GM}. The compartment can be found with a successful DC 18 Intelligence (Investigation) check.

12A-35. Barrows

These small burial caves each contain the graves of lower-level clerics. No treasure is buried with these ex-goblins, but a powerful **wraith** guards each cave against intruders.



12A-36. Bridge with Guards

A sturdy rope bridge spans the river here. Stationed on the east side of the bridge are 2 **ogre** guards.

Tactics. The guards attack anyone not accompanied by a cleric of Orcus. Should combat in a barrow cave last more than two rounds, one of the ogres goes to investigate. If he spots the characters in any of the chambers, he returns immediately to the bridge. The 2 guards then cross to the western side of the bridge and ready their spears while calling for help from the clerics in Area 12A-37. The clerics arrive in 2-6 rounds.

Treasure. Each ogre has a pouch containing 400 gp.

12A-37. Outer Temple

In the center of this room is a small, 3-foot-high bronze shrine of Orcus, attended to by 4 **goblin underpriests**^B.

Tactics. If the ogres in Area 12A-36 summon the clerics, 3 join the combat and the remaining cleric fetches the goblin high priest in Area 12A-38. The occupants of Area 12A-38 quickly join the underpriests if the outer temple is attacked.

Treasure. The underpriests each have an unholy symbol, and a pouch with 500 gp.

12A-38. Inner Temple

Tribitz^B, the high priest, and an **underpriest**^B perform sacred rituals around a massive replica of Orcus. This 12-foot-tall stone statue is carved with incredible detail, and its eyes seem to follow one about the room. The statue radiates evil, but, surprisingly, it is not animated. In fact, the only interesting aspect of the statue is a secret compartment in the neck containing the magic amulet that grants exit from Area 12A-16. The compartment can be found with a DC 17 Intelligence (Investigation) check. The door to Area 12A-39 is locked.

Development. Tribitz is eager to be rid of the hydra in Area 12A-32. Although it poses no real threat to the city, its presence somewhat erodes the goblins' confidence in their leader. If no other options present themselves, Tribitz eventually commands the hobgoblins, accompanied by 2 underpriests, to attack the hydra.

If word reaches Tribitz that the characters are willing to attempt to slay the hydra, he sends for them. One underpriest searches them out and leads them to Area 12A-12A. There, Tribitz, surrounded by 6 elite hobgoblin^B guards and 2 underpriests, conducts a serious interview. He has little trust of humans and their allies, and he wants to determine their motivation for slaying the hydra. Tribitz's primary concern is that in order to attack the hydra, the characters must first pass through several "off-limits" areas, namely Areas 12A-22 and -26. Access to these areas is not granted to just anyone. Therefore, when talking to the characters, Tribitz is trying to determine if these adventurers have ulterior motives. If Tribitz decides he does not trust the characters, he thanks them for their offer but explains that this is a goblin problem and should be solved by goblins. Tribitz accepts the explanation that they are adventurers and would like the opportunity to plunder the hydra's treasure. If the characters can convince the high priest that they are worshipers of Orcus and that it is their sacred duty to protect this holy city against an intruder, he requires them to tithe 50% of the treasure to the temple.

Tactics. If possible, Tribitz casts the following spells before entering combat: *prayer*, *blade barrier*, and *protection from evil and good*. Once in combat, Tribitz uses *bleed*, *cause light wounds*, and *contagion*; he casts *silence* near any spellcasters, and *cause serious wounds* before attacking with his morningstar.

Treasure. Tribitz has +2 *plate armor*, a +2 *morningstar*, an unholy symbol of Orcus, a *potion of greater healing*, and the key to area 12A-39 on chain around his neck. The underpriest has an unholy symbol of Orcus and a pouch with 500 gp.

12A-39. Tribitz's Chambers

This small room contains a bed, a dresser, and a locked chest. In a secret compartment in the dresser are 4 keys: one to the door leading to Area 12A-41, one to the door leading to Area 12A-42, one to Area 12A-14, and one to the chest. The secret compartment can be found with a successful DC 15 Intelligence (Investigation) check.

Treasure. The chest contains 7,500 gp, and an onyx scepter that is a *staff of healing*. The chest is trapped with a *glyph of warding*. If triggered, all within 10 feet must make a successful DC 17 Dexterity saving throw. Those that fail take 17 (5d6) lightning damage while those that succeed take half this amount. The *glyph* is noticed with a successful DC 18 Intelligence (Investigation) check and removed with a DC 18 Intelligence (Arcana) check.

12A-40. Underpriests' Chambers

Each of these small, hidden rooms contains 2 beds, 2 trunks, and a small stone statue of Orcus. The trunks contain the underpriests' personal effects. There is nothing else of value here.

12A-41. The House Guests

Three days ago, 3 ophidians arrived in Greznek and were immediately granted special status by Tribitz. They are **Quannall**^B, **Thorillith**^B, and **Pandoran**^B. The high priest is hoping these cunning creatures might be willing to take on the hydra if treated well enough. Thus, he has supplied them with fine beds and 3 meals a day. The serpent-folk have no intention of fighting the hydra, but they are tired and in need of a rest.

Guides. This evil threesome recently fled their home city deep in the Under Realms. They despise humans and their close kin but need help that the characters might be willing to provide. The ophidians are hoping to find their way to the surface and then to an ophidian colony (somewhere in a large forest of your choice). These refugees are willing to trade knowledge about the Under Realms for information about Rappan Athuk and the world above.

Treasure. Quannall possesses a scimitar, longbow, 20 arrows, a *greater ring of protection*^{GM}, a *wand of magic missiles*, a gold necklace with 8 rubies worth 1,500 gp each, and a pouch containing 100 pp. Thorillith wears a chain shirt, carries a shield, a +1 *scimitar*, a longbow, 20 arrows, and a pouch with 200 pp. Pandoran wears a +2 *chain shirt*, carries a steel-shod staff, has a *ring of animal influence*, and has a pouch containing 250 pp.

12A-42. Cave of the Undead Army

Tribitz is gradually assembling a large, unusually skilled undead army. The skeletons and zombies are "stationed" here until needed. In all, there are 100 **army zombies**^B and 85 **army skeletons**^B, packed together in tight, even rows.

Tactics. Anyone entering the chamber that is not a cleric of Orcus or is not accompanied by such a cleric is attacked.

The Idol. In the eastern corner of the cave is an *idol of undead creation*^{GM} in the shape of Orcus. This idol permits Tribitz to create the enhanced undead found in this cave. If the power of the idol is removed, or the idol taken more than 150 feet from the undead, they become normal zombies and skeletons. The small statue is made of solid gold, weighs 50 pounds, and is worth 2,500 gp, if the desecration is removed.

12A-43. The Falls of Hell

The narrow tunnel opens onto a damp precipice standing 30 feet above the Unholy Lake. Steam flows swiftly over the precipice, forming a waterfall that plummets onto jagged rocks below.

The Unholy Waterfall. Devout worshipers of Orcus who immerse themselves in the stream and are carried over the waterfall are teleported to the Unholy Island (Area 12A-45) before striking the rocks below.

Anyone else attempting this feat suffers 21 (6d6) bludgeoning damage when striking the rocks and must succeed at a DC 16 Constitution saving throw or be knocked unconscious and drown.

12A-44. Unholy Lake

This large body of water is 40 feet deep. It is fed from 4 sources, including the waterfall and an underground stream in the north. The water flows out through a wide channel in the southwest, and anyone in the water can attempt a DC 13 Strength (Athletics) check to avoid being carried off by the current. Characters unlucky enough to be swept away in the channel with no means of breathing water eventually drown, as the channel is 10 miles long and has several stretches of more than 2 miles where there is no headspace to permit breathing.

12A-45. Unholy Island

At the east end of this circular island are 3 red pedestals, 1 large and 2 smaller.

The Summoning. If Greznek comes under attack, Tribitz and 2 of his underpriests *teleport* themselves to this island, where they perform a special summoning ritual. While standing atop the pedestals, the clerics chant complex incantations for 10 rounds, after which 4 **glabrezus** appear to defend the city to the death, and the **titan cyclops**^B awakens. These demons have been sent by Orcus himself, and obey the high priest without question. To leave the island, the clerics leap into the pool of water in its center and are teleported to Area 12A-43; the glabrezu know to do this as well. Only demons and clerics of Orcus can *teleport* themselves from the island in this manner.

12A-46. Hobgoblins

This cave houses all the **elite hobgoblin**^B guards that perform the special services for the clerics throughout the city. In all, 30 hobgoblins call this cave home, though only half are ever present here at one time. There are 30 bedrolls, 30 trunks or small chests containing personal belongings, and, in the eastern corner of the cave, a small silver statue of Orcus (see treasure below). At any one time 6 **hobgoblins**, 4 **elite hobgoblin**^B guards, and 4 **hobgoblin offering guards**^B are encountered here.

Tactics. The hobgoblins are alert. If intruders are spotted, the hobgoblin regulars quickly form a battle line at the narrow entrance to the cave, while the elites take up position behind, and the offering guards cast spells and cure the fighters.

Treasure. Searching all the trunks and trash in the cave nets 3,150 gp. The silver statue is worth 500 gp, but radiates powerful evil; however, if *dispel evil and good* is cast upon it, the statue undergoes a transformation. It quickly takes the shape of Hecate and grants the owner one *wish*. Whoever cast *dispel evil and good* is contacted telepathically by the statue and told of this powerful boon. As well, if there are any lawful- or neutral-aligned (but not chaotic), non-good clerics or wizards in the party, these characters gain a +4 bonus to *dispel magic* checks while in possession of the statue. Once transformed, the idol is worth 2,500 gp. The regular hobgoblins have 20 gp. Elite hobgoblin guards 50 gp. The Offering Guards fight with a +1 *battleaxe* and have unholy symbols of Orcus.



Level 12B: Tiamat's Puzzle

This dungeon level contains a series of puzzles culminating in an epic encounter in a temple to the dragon goddess Tiamat. The area is shown on Map RA-12B.

Level 12B

Difficulty Level: Tier 2

Access: Stairs from Area 12A-3, chute to Area 13C-2.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1	Patch of green slime ^B on ceiling
2	Phasma ^B (if killed deduct from Area 12B-4)
3	3d6 giant rats
4	1d2 mustard jellies ^B
5	Slithering tracker ^B
6	Patch of purple moss (normal moss, just weird)
7	2d6 wraiths (deduct any killed from Area 12B-5)
8	1d6 crimson basilisks ^B
9–20	No encounter

General Features

Atmosphere: Faint evil radiates from each door to Area 12B-8

Ceiling Height: All ceilings are 12 feet typical.

Doors: Wooden (Except in 12B-8). Require a successful DC 8 Strength check to open.

- **Locked Doors:** None.

- **Secret Doors:** Secret trap doors in 12B-11 and 12B-12A are stone and require a successful DC 16 Wisdom (Perception) check to find. Once found, they can be opened with a successful DC 12 Strength check.

Shields and Wards: Area 12B-8 is shielded by lead, and its doors each have the equivalent of an *antimagic field* in a 2-foot radius around them.

Surfaces: The floors and ceilings are carved and smooth.

12B-1. Entrance

Staircase leading from Level 12A, Area 12A-3B.

12B-2. Empty Rooms

12B-3. The Spinning Room

This room is circular with walls of rough masonry into which 4 iron-bound doors have been set, equidistant from each other. Starting at knee height and extending to the top of the doors are 5 bands of colored stone

running the entire circumference of the room. Each is 6 inches wide and separated from the next by a hand's span of normal gray masonry and has been chiseled into the shape of large, draconic scales. The bands are — in order from bottom to top — chalky-colored limestone, green hornblende, gritty bluestone, red jasper, and polished onyx.

The Doors. When the room is entered, any open doors slam shut after 1 round. Anyone standing in the doorway must make a successful DC 16 Dexterity saving throw to avoid being struck by a slamming door or take 3 (1d6) bludgeoning damage. The doors seal shut and cannot be opened for 3 rounds by any means, during which time the room suddenly lurches and spins rapidly counterclockwise. After 3 rounds, the room comes to a halt, but the doors have moved 1d3 positions counterclockwise from their starting positions. Once the room has come to a stop, the doors can be opened as normal. If the room is left and then entered again, the process repeats itself.

Colored Bands. The colored bands of stone along the wall are trapped to channel the energy of the type of dragon they represent. Touching one of the bands deals 14 (4d6) points of the appropriate energy damage (cold, acid, lightning, fire, and acid) per round of contact with no saving throw. They are easily avoided, except when the room begins to spin. When that occurs, everyone in the room must make a successful DC 15 Strength saving throw or be thrown against the wall by centrifugal force. Anyone contacting the wall in this way touches 1d3 of the colored bands; Small or smaller creatures touch 1d3–1 bands.

Colored Bands Touched

d10	Color
1–2	White (cold damage)
3–4	Green (acid damage)
5–6	Blue (lightning damage)
7–8	Red (fire damage)
9–10	Black (acid damage)

12B-3A. Corridor of Fiery Torment

Around the second turn in this corridor, the walls are painted with scenes of a fiery, parched desert land with jagged mountains of sharp-edged obsidian. A blood-red sun looks down from above on thousands of naked figures, stooped with heat and fatigue, working to construct immense stepped ziggurats of the knife-edged stone.

Anyone making a successful DC 13 Intelligence (Religion) check recognizes this as a depiction of the underworld, where souls condemned to an eternity of torment toil for the dragon goddess Tiamat.

Heated Hallway. Anyone walking into the east-west portion of the corridor that leads into Area 5 finds that the baking sun and parched winds become all too real — the hall becomes sweltering with waves of heat rising from the baking stone. Every 10 feet that an individual proceeds forward in the last 50 feet of the hallway requires a DC 14 Constitution saving throw. On the first failed saving throw, the victim gains one level of exhaustion. On the next failed saving throw the character takes 3 (1d6)

Tiamat's Puzzle

Level 12B



fire damage. This damage doubles with each failed saving throw until the individual either turns back or makes it into Area 5. Once the damage stops accruing, the fatigue and any damage already suffers remains until recovered from naturally or by magic. The most insidious aspect of this corridor is that if it is entered from the eastern end at Area 5 then the damage starts at 28 (8d6) as if the individual had proceeded all the way from the west and failed their saving throw every 10 feet. However, in this case, on advancement down the corridor east to west the damage diminishes as the inverse of how it is accrued when traveling from west to east. Old damage is not healed, it just uses half of the damage dice with each 10 feet of advancement where a saving throw is failed.

12B-3B. Corridor of Cold Condemnation

Around the turn towards Area 5, this corridor is painted in blacks and grays to resemble an underground corridor descending into the unknown depths. Painted stalactites and stalagmites along the walls give the appearance of many fanged maws waiting to devour anyone daring to make their way down its length, and glowing pairs of inhuman eyes can be seen peering from behind them. The figures of countless naked beings make their way through this dank labyrinth under constant assault from unseen shadowy things.

Anyone making a successful DC 13 Intelligence (Religion) check recognizes this as a depiction of the underworld where souls found wanting are sent before the subterranean court of the dragon goddess Tiamat for judgment.

Freezing Hallway. Anyone walking into the east-west portion of the corridor that leads into Area 5 finds that the dank cold and airless claustrophobia become all too real — the hall chilled with the bitter cold of the underworld. This functions the same as 12B-3A above, except the damage dealt is cold damage rather than fire damage.

12B-4. Consequence of Illusion

This large room is empty except for the 7 desiccated bodies that lie, wrapped in gray robes, in a rough circle on the floor. Their feet all point inward, and their empty eye sockets stare sightlessly at the ceiling above where the faint remains of some runic inscription can just barely be detected.

A group of adventuring clerics calling themselves the Gray Pilgrims made it to this room in the dungeon. Here they all fell to a *phantasmal killer* trap magically inscribed into the ceiling that has long since deteriorated to nothing (the faint runes). Some helpful dungeon denizen looted their corpses and arranged them in their current position. No one has molested them since as 2 have now risen as 2 **phasmas**^B, translucent robed figures sheathed in a pulsing white light.

Tactics. They arise when anyone enters and immediately attack with their phantasmagoria ability.

Treasure. Though they have been looted, one still has a necklace of ancient bronze coins strung together on a silver chain hidden in the heel of its boot. It is worth 155 gp. If the bodies are searched and a successful DC 16 Intelligence (Investigation) check made, the necklace can be found.

12B-5. King E-Head Redux

The interior of this chamber is decorated like a royal tomb. Two gilded doors enter from the west, and the walls are covered with mosaics depicting regal dragons in flight and in rulership over lesser creatures. Engraved columns line the walls and have been carved to resemble palm tree with their fronds extending out over the 40-foot ceiling as vaulting supports. At the far end of the room is a gilded sarcophagus, its top open to reveal the desiccated, perfectly preserved body of a slender boy in his early teens. He wears only a simple loin cloth of white silk. Atop his head is a golden headdress cast with 5 dragon heads extending above it. The top of the sarcophagus is covered by a single sheet of thick glass. Arrayed around the edges of the sarcophagus and attached to its sides are the preserved heads of 5 actual young dragons in colors of red, green, blue, black, and white. These are all in sad shape, having lost many scales and more than a small amount of the sand with which they have been filled.

The boy in the sarcophagus was once a powerful prophet of Tiamat and was interred in this temple at some point in ages past. He now exists as a **greater mummy**^B, sealed within his tomb. The spirits of his advisors were then captured in the dragon heads as 5 **wraiths** to serve him in the afterlife and protect his tomb.

Tactics. As soon as intruders enter the tomb, the wraiths arise from the dragon heads, taking the shape of shadowy dragons in flight, and attack, their incorporeal touch attacks appearing to be close range uses of their breath weapons. They fight until destroyed and are immune to the turn undead attempts if the sheet of glass over the sarcophagus is intact, as is the mummy. The boy-mummy within the sarcophagus is rather frail and does not make any motions or give any signs that it is animate. The only indication that it is casting spells is from a glow that encompasses the corpse as the spell is cast. The spell itself manifests from one of the stuffed dragon heads, though even if these heads are destroyed the spells continue to manifest. To get to the mummy, the sheet of glass sealing it within its tomb must be destroyed. The glass has AC 18 and 60 hp. If this happens, the mummy arises to cast spells normally and enter melee if necessary.

Treasure. The mummy's golden diadem is worth 3,500 gp. A secret compartment lies in the hollow sarcophagus below where the mummy reclined. Ferreting out the compartment requires a successful DC 18 Intelligence (Investigation) check. If it is discovered, it can be opened to reveal a hoard of 12,800 sp, 3,400 gp, and 3 clay urns overflowing with jewels (2,500 gp per urn).

12B-6. Wall Murals

This pentagonal room has a large mural painted in the center of each wall:

- An overgrown swamp filled with black pools, and the barest glimpse of stony ruins through the foliage.
- Mountainous terrain with knife-edged cliffs and bottomless chasms beneath a brilliant blue sky.
- A vast desert of rolling dunes and salt flats. A brazen sun burns overhead in a sky white with heat.
- A thick forest of ancient trees with great, twisted boles and a canopy of green stretching for miles in all directions.
- Ice caverns in a glacier hanging above a northern fjord.

As soon as the door is opened a *magic mouth* announces the cryptic clues (below) to the door order to enter Area 8 — this is a riddle that indicates the order of the colored doors to be entered in 12B-8; white before green, green before blue, blue before red, and red before black.

"The wise traveler leaves the forest for the desert before he braves the mountains. He remembers where he began his journey, in the glacial palace, and dreads the end of his journey, in the foul swamps."

12B-7. False Room

This oddly shaped room is heaped with broken stone and debris that is smeared with dried blood stains. The air bears the stink of sulfur and blood. The entire chamber is considered difficult terrain. A small pool near the back of the room is fed by a spring. The chamber is inhabited by 4 **crimson basilisks**^b that hide among the stony ruin.

The Fuming Pool. The pool at the back of the chamber is a permanent *major image*. Seeing through the illusion requires a successful DC 18 Intelligence (Investigation) check. It is actually a 15-foot-deep pool of fuming sulfuric acid that deals 10 (3d6) acid damage to anyone who touches it, or 35 (10d6) acid damage per round of immersion. The basilisks know better than to try and drink from this pool. Anyone who dives to the bottom of the pool finds a stone trapdoor that opens onto a tunnel leading to Room 7A. It can only be located if someone braves swimming to the bottom of the muck. If opened, it floods Room 7A to a depth of 1 foot but drains the pool.

12B-7A. True Room

This low-ceilinged chamber is 5 feet high and contains a massive stack of silver bars.

Treasure. Each bar weighs 20 pounds and is worth 100 gp. There is a total of 150 of the bars, but they should prove extremely difficult to move from their hiding place to sell.

12B-8. Tiamat's Cathedral

Each door to this chamber is made of an unidentifiable metal of a single color: A — white, B — green, C — blue, D — red, and E — black.

Trapped Doors. The doors radiate faint evil and conjuration magic. In addition, each door has the equivalent of an *antimagic field* extending out from it for 2 feet. As each door is opened, it reveals only solid stone beyond and unleashes a blast of energy into the 10 feet in front of the door dealing 21 (6d6) damage typed as the breath weapon of a dragon of the corresponding color. This occurs each time a door is opened in the wrong order.

Phased Room. The room beyond exists out of phase with the rest of the dungeon complex. To successfully enter the room beyond, the doors must be opened in the proper order as described in Room 6 (white, green, blue, red, and black). If this is done, then when the black door is opened, it reveals Room 8 beyond. Once inside the room, any of the doors can be used as an exit, but once the door has closed the room can only be re-entered by opening the doors in the proper sequence again. Beyond the door is a vast cathedral chamber supported by vaulting pillars. Its walls are lined with lead sheets. Above each of the colored doors is a massive sculpture of the neck and head of the corresponding type of dragon, its mouth agape as if firing its breath weapon towards the center of the room. In the center of the room is a pile of glittering gold and silver coins with several weapons and other items protruding from it — a true dragon's hoard. This hoard is guarded, though. If anyone touches it, 5 **young dragons** instantly appear — 1 each of black, blue, green, red, and white. These dragons immediately attack anyone in the room.

Tactics. The dragons appear in front of their respective doors and take flight to perch high upon the pillars to catch the characters with their breath weapons. If characters take flight or seeks to climb a pillar, the dragons concentrate their attacks on that individual. They fight to the death to protect their queen's hoard.

Treasure. The hoard contains 3,800 gp, 5,500 sp, 19,345 cp, a torc of twisted gold and silver worth 1,200 gp, a brass ring with a large ruby worth 550 gp, a suit of +1 *plate armor*, a silver longsword, a *spear of dragon hunting*^{GM}, and a *staff of the adder*.

12B-9. Far from Home

The door to the chamber is locked. It can be opened with a successful DC 18 Dexterity check with thieves' tools or a DC 30 Strength check. This chamber is largely isolated from the rest of the complex, which is for the best considering it is inhabited by a massive abyssal apelike creature with red fur, twisted horns, and a fanged maw in the center of its chest called a **baregara**^b. How the creature came to be here is a mystery, but it is tasked with guarding the room's treasure, and never leaves its post.

Tactics. As soon as the baregara hears intruders at the door, it begins summoning 1d4 **giant apes** followed by a *hold person* spell once the door opens. Once the apes appear in front of the party, the baregara *teleports* behind them and uses another *hold person*. It then proceeds to attack the rear ranks of the party while the apes deal with the front.

Treasure. Hidden beneath a loose flagstone is a velvet lined cavity. Within this cavity lies *The Sword of Princes and Princesses*^{GM}. The compartment can be found with a successful DC 14 Intelligence (Investigation) check.

12B-10. The Sword in the Stone

A sword is embedded in the center of this room's stone floor. Its golden hilt and 2 feet of shining steel blade are visible. This entire chamber is a trap. The sword is just part of a gilded and painted longsword that was broken and set into the floor. It is valueless and can only be removed with a successful DC 17 Strength check. When anyone steps more than 5 feet into the room, the entire floor electrifies and shocks anyone standing on it for 3 (1d6) lightning damage. There is no saving throw. Flying above the floor does not set off the trap and avoids damage if the trap is activated. Once the trap has been activated, it does not reset until someone touches the hilt of the sword. This immediately resets the trap and activates it if anyone still stands on the floor. This can occur multiple times.

12B-11. The Distorted Maze

This maze is under a powerful magical effect that distorts the distances traveled so that it seems to be approximately 2 miles long and takes the time and resources necessary to cover such a distance to reach the middle. As a result, wandering monsters frequently become trapped in here. Double the frequency of random encounters occurring in this area. The magical distortion can be removed with a *wish*.

Secret Door. The secret door in the floor at its center can be found with a successful DC 16 Wisdom (Perception) check. There is a large pile of crimson basilisk dung that lies on the center of it and will need to be removed to avoid getting it on the characters in a bloody mess. The stone trapdoor can be opened with a successful DC 12 Strength check.

12B-12. The Green Tunnel

The trapdoor in Room 11 drops 5 feet into a 5-foot-high tunnel that extends to another trapdoor 5 feet above, leading into Room 12. The entire tunnel is filled with a massive colony of **green slime**^b (the equivalent of 280 5-foot patches).

Reaching the Trapdoors. Rusted iron rungs are secured to the stone just above the level of the slime to allow the 2 trapdoors to be reached (though each rung has a 50% chance of breaking if any weight is put on it and dumping a climber into the slime below). Moving through this tunnel requires either the ability to pass through the green slime and survive, or the destruction of the accumulated patches. Area spells only affect the top layer patches within their area of effect, since the ones below are shielded by the ones above. Each 5-foot x 5-foot patch is 6 inches thick.

12B-12A. The Hidden Crypt

Beyond the green tunnel is a small airless crypt. Here on a stone bier rests Magerly, the lich necromancer interred centuries ago, who then cultivated

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the green slime to protect the entrance to his lair. Since the room is airless, unless the characters destroyed the green slime and created a way for air to flow here, they are suffocating every round spent here. If an airway has been opened to this room, once the trapdoor is opened, it takes at least an hour before the chamber is sufficiently oxygenated. Until then a saving throw is required every minute for any living creatures in the chamber or they gain a level of exhaustion until receiving sufficient breathable air.

Magerly. Magerly is a lich, with the following changes:

Cantrips (at will): *acid splash, mage hand, ray of frost*

1st level (4 slots): *burning hands, detect magic, magic missile, shield*

2nd level (3 slots): *acid arrow, detect thoughts, invisibility, mirror image*

3rd level (3 slots): *bestow curse, dispel magic, fireball, gaseous form*

4th level (3 slots): *confusion, dimension door*

5th level (3 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, prismatic spray*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

Tactics. Magerly is, of course, unaffected by the lack of air and attacks as creatures attempt to enter through the trapdoor. He first attempts to

clear it out with a *cloudkill* spell and then, if he can cast down the length of the tunnel, he casts a *fireball* towards the far end followed by a *magic missile* or *burning hands* at any close threats. Magerly's phylactery is currently being held by the ogre mage on Level 13B, Area 4 as a trophy, though that creature has no idea what it actually is.

12B-13. Chutes and Ladders (well, Chutes)

A permanent *major image* on this corridor makes it appear to stretch another 60 feet before making a sharp turn to the left. The illusion can be seen through with a successful DC 17 Intelligence (Investigation) check. It dead ends with a pit trap in the floor directly before the blank stone wall. The pit trap is covered by the illusion, so it can only be discovered if the illusion is first detected. Anyone falling through the pit finds themselves on a chute that deposits them (no damage) at Level 13C, Area 1. Climbing back up the chute requires a successful DC 18 Strength (Athletics) check.





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Level 12C: Beetle-Juice?

These caverns are the home to many vermin. There are numerous connections with other caves and caverns within the dungeon, and this level serves as a nexus point. One major encounter area (12C-10 and -11) is significantly more dangerous than the rest of the level. The level is shown on the Beetle-Juice map.

Level 12C

Difficulty Level: Tier 2

Access: Tunnel from Area 0A-2 to Area 12C-1, tunnel to river course in Area 12A-36 from room Area 12C-6, rift in the ceiling to Area 6A-1, south side, in Area 12C-9, chasm to Level 13C in Area 12C-5.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1	1–2 giant stag beetles ^B
2	3d6 fire beetles
3	3d6 giant rats
4	1d2 cave leeches ^B
5	Slithering tracker ^B
6	Patch of purple moss (normal moss, just weird)
7	Tunnel worm ^B (90% chance) or greater medusa ^B (10% chance)
8	1d6 carrion claws ^B
9	1d3 small piercers ^B
10–20	No encounter

General Features

Atmosphere: Faint evil radiates from the bottom of Area 12C-5 (the *zombiestone* from Level 13C). Spider webs cover Area 12C-9. The level is filled with vermin and smells accordingly.

Ceiling Height: The natural caverns have ceiling heights varying from 8–30 feet high.

Doors: None.

Shields and Wards: None.

Surfaces: The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are wet and slippery. Climbing requires a successful DC 15 Strength (Athletics) check.

Other: The level is fungus-filled. 20% is edible while 10% is poisonous. A successful DC 15 Intelligence (Nature) check is required to determine the difference. A character who eats a poisonous mushroom must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

12C-1. Tunnel Entrance

This tunnel leads 500 feet from Area 0A-6 and terminates in a 40-foot diameter cavern. As the cavern is approached from the tunnel, strange, moving red lights can be seen in the distance, dozens of them. This is the



result of a swarm of 20 **fire beetles** that inhabit these chambers. They are all over the walls, floor and ceiling.

Tactics. The beetles attack any who enter the chamber at a rate of 1d6 per round (they are unintelligent and do not attack until they notice “food” is nearby). They have no tactics, so they attack the nearest opponent. Beetles are easily distracted by food thrown near them and allow characters to pass if they are busy eating (2 days of food distracts a single beetle for 2d6 rounds).

12C-2. Empty Caverns

Self-explanatory, although this is a good time to roll for wandering monsters.

12C-3. Parkour?

This vertical zigzag section of corridor consists of a series of 5 walls and crawls that must be bypassed to pass through to the cave beyond.

Obstacles. The first wall is 8 feet high (open at the top), followed by a 5-foot flat area, with a hole to the next section of tunnel at its base (its top connects to the ceiling, open at the bottom). Passed this 10-foot crawlspace, there is a 3-foot flat section, followed by another wall, 12 feet high (open at the top), that must be climbed to move to the next area, also flat with the floor for 7 feet. Then there is another 9-foot-wall with an opening 7 feet up, only 2 feet wide that must be crawled through (it connects both floor and ceiling) that after 8 feet turns sharply down, creating a 20 foot long, 60-degree angle slide into Area 12C-2 beyond. Climbing back up this slide requires a successful DC 16 Strength (Athletics) check.

Getting Stuck. While this area is not difficult to pass through, medium or heavier armors must be removed to do it, and the chance of a wandering monster encounter is a real possibility. Anyone attempting to crawl through in medium armor must make a successful DC 14 Dexterity (Acrobatics) check or become partially stuck (can be freed by friends after 2 rounds). Heavy armor increases this check to DC 17. Failing by 5 or more means the character has become horribly stuck; like cut your armor off and take 3 (1d6) bludgeoning damage while your friends drag you out, crushing you, stuck, at each passage. You should properly warn players that heavily-armored characters just “ain’t likely to make it through the hole.”

12C-4. Bigger Bugs!

This room contains what looks to be several large boulders. These “boulders” are 6 **giant stag beetles**^B and a **goliath beetle**^B.

Beetle-Juice

Level 12C



Tactics. They are simply resting when the players arrive, and 1–2 start attacking each round until all are engaged in combat. They are big, dumb, and hungry, and simply attack the nearest opponent until slain. Beetles are easily distracted by food thrown near them and allow characters to pass if they are busy eating (7 days of food distracts a single beetle for 2d6 rounds).

12C-5. The Chasm to Zombieland

A 5-foot path runs 30 feet along the side of the tunnel. To the north is a deep sinkhole chasm.

Sinkhole. The sinkhole drops down 70 feet to another cave below. If *detect evil and good* is cast, the cavern below (and all of Level 13C) radiates strong evil (from the *Zombiestone of Karsh*). The walls and sides of the upper tunnel are full of large holes and handholds, making passage across the narrow pathway easy. The only problem with the crossing is the 3 cave leeches^B that rest in some of these holes. To avoid being surprised by the leeches, characters must succeed on a DC 20 Wisdom (Perception) check.

Tactics. The leeches attack when the first creature reaches the mid-point of the narrow section. Combat while on the path requires a successful DC 10 Dexterity (Acrobatics) check each round. Failure indicates that either the character has slipped and fallen (50% chance) and suffers 28 (8d6) bludgeoning damage or dropped their weapon (50% chance) down the sinkhole. Anything that dies from the fall, or is dead and cast down the sinkhole, is subject to zombification as noted in Level 13C. The cave leeches attack using their tentacles, keeping their bodies inside the cracks and holes in which they live. This gives them 3/4 cover. Each focuses all its attacks on one individual, trying to kill and pull them into their cave. They have learned over time that hunting in this way can be very easy and successful.

Leech's Lair. One thing about successful hunter monsters is that they accumulate things. The holes in the ceiling are too small to enter by anyone except an unarmored Small creature. Entering them requires flying or a *levitate* spell, or a successful DC 20 Strength (Athletics) check. The tunnels (3 of them) lead back to a 20-foot diameter cave and the cave leeches' nest. Inside the cave leech lair are the remains of an entire adventuring party that was killed 3 months before. Six bodies can be found. All are intact except that they have been completely drained of blood and a little squished and broken from the journey in.

Treasure. The bodies are detailed as follows:

- A human, wearing robes, has a *wand of magic missiles* on his belt. He has a backpack containing a tinderbox, 8 flasks of oil, *scrolls of levitate*, *magic mouth*, and *arcane lock*, 50 feet of rope, 2 weeks rations, 6 iron spikes and a mallet, and his spellbook (all 1st and 2nd level spells, 5 3rd level spells and 3 4th level spells).
- A human wearing +1 *plate armor* has a silver dagger on his belt. His shield is broken and useless. His backpack is torn open and empty; however, gems worth 200 gp are sewn into his tan leather belt.
- A human wearing plate armor has a mace strapped to his side. His shield is also broken. In his pouch are a silver holy symbol of Thyrs, 6 garlic cloves, 4 blocks of incense, 3 vials of holy water (and the shattered remains of 4 additional vials) and a *potion of healing*.
- A dwarf wearing plate armor has a longsword on his belt. His backpack contains a small sack of 200 gp, 6 torches, a tinderbox, 2 weeks rations, and a silver flask worth 20 gp that contains 1 pint of fine whiskey.
- An elf wearing robes has a quiver of arrows on his back. Inside the quiver are 11 arrows and one black *arrow of slaying* (giant). His belt pouch contains a 16 gp and 6 ounces of catnip.
- A human wearing leather armor has 5 daggers — with 6 dagger sheaths — strapped all over his body. His backpack contains 1 week of rations, a wineskin, 2 pounds of soap, thieves' tools, 50 feet of rope, and 30 gp. His belt pouch contains a *potion of growth* and 20 sp. Hidden in a secret lead-lined compartment in his boot is a set of *figurines of wondrous power* (golden lions).

12C-6. Beetles, Beetles Everywhere

This large cavern crawls and moving lights can be seen everywhere. Hundreds of beetles of all shapes and sizes swarm over the area, feasting on the large colonies of fungus (and one another) that cover almost every square inch of wall, floor, and ceiling. Thousands of normal bats nest in the 200-foot-high cavern ceiling. This room is eerily lit with the radiance from scores of fire beetles, and all exits from the tunnels can be seen.

Tactics. The beetles attack any who enter the chamber with 1d6 per round joining in. They are unintelligent and do not attack until they notice “food” is nearby. They have no tactics, and they attack the nearest opponent. Beetles are easily distracted by food thrown near them and allow characters to pass if they are busy eating (2 days of food distracts a single beetle for 2d6 rounds).

The type of beetle attacking the players is randomly generated as follows (roll 1d8):

d8	Beetle Type	No. Appearing
1–3	Swarm of beetles	20 total
4–5	Fire Beetle	40 total
6–7	Giant Stag Beetle ^B	12 total
8	Goliath Beetle ^B	4 total

If the characters are smart, they can toss a bunch of food to one side and quickly pass through as the beetles enter a frenzy to grab it. Alternatively, paths can be cleared using fire or some other area-affecting magic to deter the beetles from attacking.

12C-7. Tunnel to the Great Cavern

The far eastern tunnel from Area 12C-6 leads back 50 feet and then drops off a 20-foot cliff to another wide tunnel leading off 1,600 feet. This tunnel terminates along a river course that leads in from the north side of Level 12A, Area 12A-36. There is no path along the cold, swift-moving river, though it can be waded (it is less than 3 feet deep) all the way to Level 12A.

12C-8. New Bugs

This cave is covered with hundreds of dead beetle shells that appear to have been eaten by something. Examination of the shells reveals each has been cracked by what looks like a spear or several spears. Three rounds after the players enter the room, they are attacked from above by 4 **carrion claws^B**. These creatures are hiding on the ceiling and can be spotted only if their natural stealth is overcome.

Tactics. Surprise attack, grapple, and drag away. These beasts are looking for food, nothing else.

12C-9. Heaven and Hell

This cavern looks like some strange scene out of a diorama or perhaps even a Chinese emperor's tomb. Dozens of intricate stone statues of men, elves, a giant lizard, a giant spider, and even a troll, carved as if by a master craftsman, appear randomly spaced throughout the cave in various poses — some locked in combat, some kneeling, some standing, and some even prone. These statues are the result of encounters with the greater medusa in Area 12C-11. Hundreds of small piles of rubble remain where the medusa has destroyed statues she is tired of or that were “ugly” (hence no dwarves remain). Encounters here are always **giant black widow spiders^B** (1–3 on d6) or Ophidia (4–6 on d6, see Area 12C-10). The medusa always comes here at least once a day to check on her garden. A large hole in the ceiling (120 feet up, 60 feet long and 40 feet wide) leads up to Area 6A-1, south side of the cavern (to a huge sinkhole above on Level 6A). Egress requires flight of some sort, as there is no way to climb up. Occasionally spiders fall through, however.

Treasure. All the items present on the statues are currently made of stone and cannot be retrieved without a *greater restoration* spell or its equivalent, except as noted. It is assumed that all potions etc. have spoiled,

LEVEL 12C: BEETLE-JUICE?

and that each character-statue has 2d4 mundane items of equipment. Notable statues include the following:

- A human (**gladiator**) wearing antique armor and bearing a *+1 shield* (if restored). The man has been a statue for 450 years and is particularly heroic looking (Charisma 18).
- A **troll** locked in combat with a human (**spy**). The rogue wears *+1 leather armor* and is armed with a shortsword. His pack contains 200 gp. Both creatures are released by a spell cast to restore either of them.
- An elven **eldritch archer** shooting a *+2 longbow*.
- A **giant spider**.
- A **medusa**. The former pet of the greater medusa. This statue may lead players to believe the threat has been stopped.
- An elf (**guard**) wearing *+1 chain mail*.
- A human (**priest**) with a *+1 mace*.
- 22 **giant beetles** of various sizes (see table at Area 12C-6, ignoring rolls of 1–3).
- A **giant lizard**.
- A human (**veteran**) wearing splint armor and carrying a shield. The sword on his belt was NOT turned to stone and can be removed by destroying the statue. The statue must be carefully examined to find this sword, with a successful DC 18 Intelligence (Investigation) check, as dust and age have covered its exposed hilt. It radiates strong magic. It is a questionably evil act to destroy the statue to take this sword — as this forever destroys the man. If restored, the fighter gladly gives up the sword to his rescuers (he is free of the curse at this point). The sword is a minor artifact — *The Sword of Kings and Queens^{GM}*.

12C-10. Spiders and Snakes

This cavern has a 70-foot ceiling and looks like a crowded forest of stone pillars. This area is covered with stalactites and columns and contains hundreds of large and small rocks and rubble (50% chance of half-cover at any given location, a maximum 3 creatures can engage in hand to hand combat in any one location due to rubble piles and stalactites). The rubble piles are the remains of statues crushed to dust by Ophidia, the **greater medusa**^B. The things she has not destroyed are 36 giant spider statues, remnants of her victims from Level 6A. The spider statues are piled high against the north wall, effectively blocking it off from view of her lair. There is a 50% chance that she is present here, otherwise she is in Area 12C-11 (40%) or wandering about (10%).

Tactics. Ophidia is armed with a bow (with poison arrows) and uses cover to the best of her ability to avoid hand to hand combat. She tries to move into position to petrify heavily armored foes while using her poisoned arrows on lightly armored foes. She is also armed with the *dragon hook of Eathe^{GM}*, a magical hook that she uses to trip foes or to climb up a column and out of combat. Three such columns exist (30 feet high with a flat top) that can be climbed and used as a missile platform. If Ophidia is warned of the characters' approach, she begins the combat on top of the pillar closest to the entrance.

12C-11. The Slithering Lair

Hidden behind the pile of 36 giant spider statues is a small tunnel leading to the lair of Ophidia. Inside are the tattered remains of fine linens, tapestries and other fineries, long since torn and made filthy by the evil medusa. Hiding within the piles of cloth is a blind **amphisbaena**^B, the pet of the medusa.

Tactics. The amphisbaena attacks as soon as anyone touches the cloth or the medusa's bed. Anybody failing a DC 19 Wisdom (Perception) check is surprised.

Treasure. Strewn about the room are various treasures and mundane items. These include:

- A total of 3,400 gp, 11,000 sp, and 6,000 cp.
- 9 gems (3 beryls worth 80 gp each or 300 gp total as a matched set, a huge chunk of turquoise worth 50 gp, an aquamarine worth 25 gp, a black pearl worth 1,000 gp, a ruby worth 250 gp, an emerald worth 500 gp, and a star sapphire worth 1,200 gp).
- A golden cup picturing a stag hunting scene, encrusted with semiprecious stones worth 1200 gp.
- A tapestry depicting a pastoral scene and a castle worth 800 gp.
- A censer with *continual flame* cast upon it.
- 20 assorted non-magical weapons and 7 sets of non-magical armor.
- 6 books of various titles, worth 10d10 gp each.



Level 13: The Portal of Darkness

This level provides access to the final encounter with the “Master” on Level 15. No other point of access is available to party. While not extensive, there are several key encounters found here, as well as several very nasty traps. The party needs to dig deep into their moral and religious values if they are to have any chance of defeating Orcus on this plane of existence. Travel here is not for the weak-willed or weak-hearted, and only the bravest and most powerful have any hope of survival. Once traversed, they know that the end of their descent into Rappan Athuk, one way or another, is imminent. This level is depicted on The Portal of Darkness map.

Level 13

Difficulty Level: Tier 2

Access: Secret staircase from Area 7-18, magical portal to Level 15.

Wandering Monsters: None.

Atmosphere: The entire area radiates magic, evil, and chaos. No pinpointing of sources is possible on this level.

Ceiling Height: Areas 13-1 and -3 are 30 feet tall. The main chamber is 80 feet tall.

Doors: See descriptions of Areas 13-2 and -3.

Shields and Wards: The entire level is shielded with a permanent *private sanctum* (preventing divination sensors, divination of creatures, teleportation, and planar travel). Teleportation and similar spells can be used normally if no walls or doors are bypassed. In addition, no divine spells involving extraplanar contact of the higher planes, such as summoning or *commune*, operate on this level. Contact with the lower planes of Evil is allowed, however, placing good-aligned characters at a distinct disadvantage.

Surfaces: Tiled with stone of various colors and types.

Other:

- No divine spells may be recovered while resting on this level, due to the proximity to the portal and Level 15.
- All divination spells register ambiguously due to the chaotic aura of the place.

13-1. The Guardian at the Gates

These stairs descend from Level 7. The walls, floor, and ceiling are made of seamless white stone. The staircase opens into a 60-foot x 40-foot room, of the same white stone as before. The room has 2 huge pillars carved in the shape of demons, as well as piles of moldering bones and rusted metal. A wicked looking set of double doors stands before the party, etched with horrific scenes of demons, slaughter, and blood sacrifices to the demon prince, Orcus. Mithral runes are inlaid into the doors in magical script.

History. Igni was a paladin who almost defeated the avatar of Orcus. When Igni was defeated, Orcus concocted a particularly cruel undeath for the man. The demon lord cursed Igni to his current ghost state but also perverted all Igni’s paladin abilities into evil reflections. Under the curse Igni is compelled to slay any who try to open the doors. Because the

change was involuntary, Igni remains lawful good, but cannot act on his alignment, further adding to his torture.

Tactics. Two rounds after the characters enter the room, the **ghost of Igni^B** appears. He attempts to converse with the party, begging them to leave this evil place. He is forbidden to describe the area behind the gates, as well as the gates themselves. He does not attack unless the party persists in trying to open the gates. If the gates are touched in any way, Igni attacks, while sobbing and apologizing. He can be laid to rest only if the avatar of Orcus (on Level 15) is slain on this plane.

Treasure. Igni has +1 *plate armor*, a +1 *shield*, a +2 *longsword*, and a +1 *longbow* honorably laid out in the northwest corner. The items torment him, reminding him of his fall from grace.

13-2. The Demon Gate

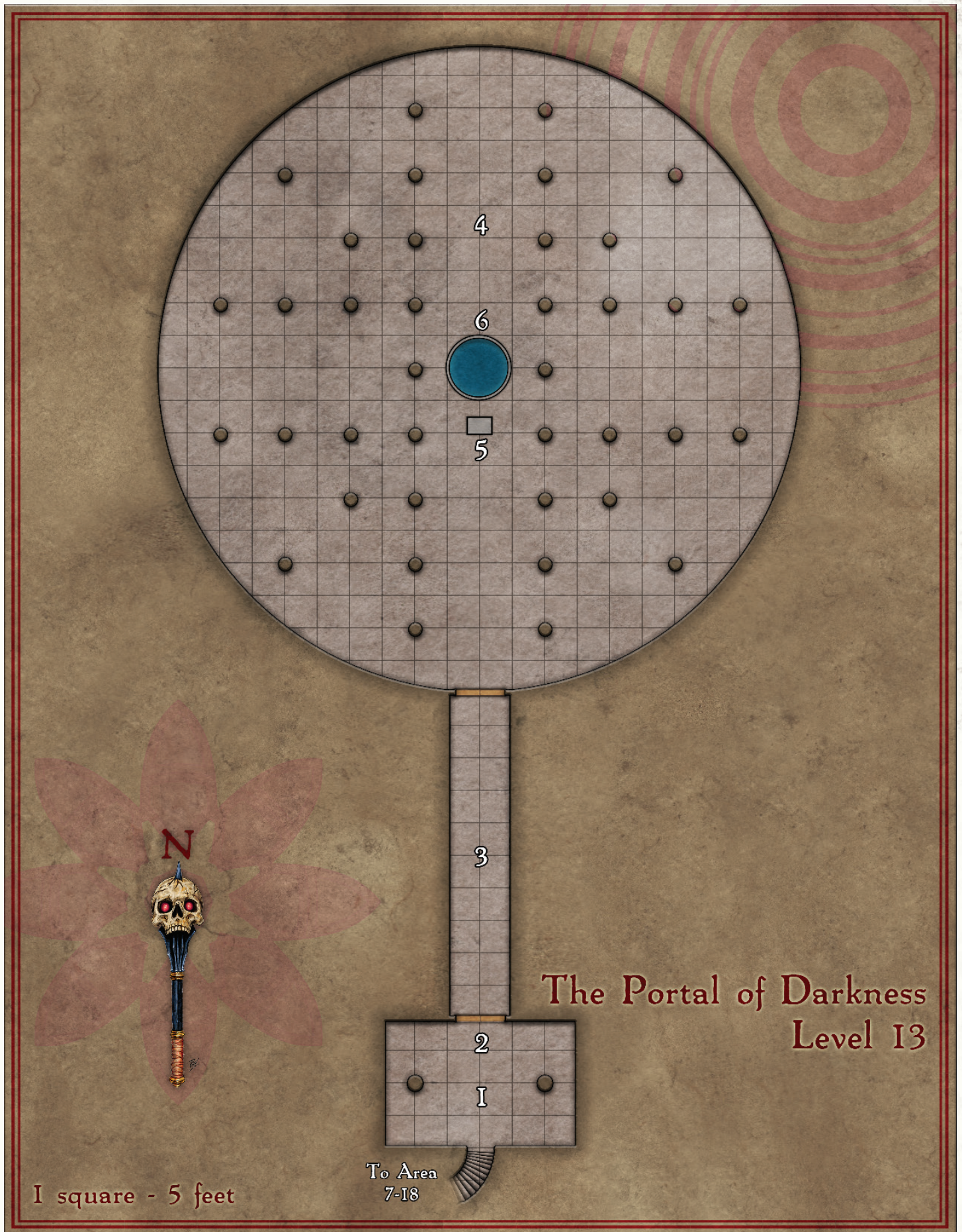
These doors appear as an artistic marvel of depravity. No scene of terror is spared in the carvings and inlays on these doors. Hearts are ripped out of living victims, demons devour babies, men are impaled on spikes, women are dismembered, and other scenes too grisly to describe are carved in detail from floor to ceiling.

The doors are not locked, but they are trapped. The mithral inlay is a set of magical runes. Casting a *comprehend languages* spell or a successful DC 15 Intelligence (Arcana) check can be used to read the runes. They say:

*Beware the crossing,
For those who disturb the Master’s rest
Gain only eternal torment*

When the doors are opened, the 2 **glabrezu** guardians awake and step out of the 2 demonic pillars in front of the door. Anyone passing through the doors is subjected to a curse that traps them in one of the pillars in Area 13-4 until released by a *wish* spell. The curse can be avoided with a successful DC 22 Charisma save. Teleporting past the doors does not trigger the trap. The existence of some sort of teleportation magic tied to the portal can be discovered with a successful DC 25 Intelligence (Arcana) check.

LEVEL 13: THE PORTAL OF DARKNESS



The Portal of Darkness
Level 13

1 square - 5 feet

To Area
7-18

13-3. War and Peace

The corridor beyond the demon gate is set with bricks of pure white on the right side and of glossy red brick on the left. The dividing line running between the two is made of a 2-foot-wide strip of strange greenish metal. Painted on the right wall are pastoral scenes, happy times on the farm, and other peaceful tidings. Painted on the left wall are scenes of war and destruction, fighting and killing. Inscribed on the floor of the room, immediately beyond the demon gate, is the following text:

*The struggles of life for the good are many,
for the evil are few and dictate the path chosen.
War and peace, one and the same,
To fail in war is to lose peace, and war the way
to win it. 'Tis a fine line the good men walk.*

Anyone crossing the room must choose to cross on the left, the right, or on the centerline. Any character crossing the room on the red (war) side is immediately faced in battle by themselves, with the exact same equipment and spells prepared. Anyone who crosses on the white side (peace) is affected by a curse of non-violence. A successful DC 18 Wisdom saving throw avoids the curse. Anyone so cursed cannot commit a violent act until the curse is removed. They are not immediately aware of this situation, however, and should not be told anything other than they feel at peace, with a sense of safety and contentment, until battle begins. Anyone who crosses along the center path (the green metal) is unaffected by the curses. The double doors at the north end of the hall are unadorned stone doors. They are unlocked and not trapped.

13-4. The Chamber of the Portal

This 200-foot diameter room is lit with an eerie golden glow. It contains numerous huge pillars that hold tortured souls imprisoned by the gate passing described in Area 13-2.

Pillar Prisons. Twelve individuals, as well as any characters so imprisoned, are present in the pillars. The horrible sight of men in pain, trapped inside the columns, is enough to bring tears to even the eldest

dwarf's eyes. These individuals can be seen moving and writhing within the stone, but no means short of a *wish* spell frees them. Any NPCs freed from the pillars are assumed to be good characters of 12–15th level (companions of Igni, for instance), and may join or serve the characters as a reward for being freed. You can generate these NPCs if needed. The remaining pillars are empty of souls and are merely nicely carved stone.

The Pit and Altar. In the center of the room is a reflective black circular pit, and in front of it lies an altar covered in blood, with several sponges, knives, and bowls atop its black stone exterior.

13-5. The Altar of Blood

This altar consists of a solid black piece of rock about 6 feet long and 2 feet wide, with one shelf-like protrusion on the south side. On the shelf are 3 silver bowls, coated in dried blood, 3 sharp knives made of obsidian, and 3 sponges stained with the blood of men. The altar is inscribed with words in Common. They read:

*To pass the portal of oblivion
One must cover themselves for the dark god
in only a coat of his own crimson.*

Bloody Altar. If anyone bleeds themselves into one of the silver bowls and then coats their naked body with their own blood, they may pass through the portal unharmed (taking their equipment with them, if desired), and thus pass into Level 15, Area 15-1, where the Master awaits. If the blood of another is used, or if passage is attempted without a blood coating, the character attempting to pass is destroyed utterly as if by dying from a *disintegration* spell, no saving throw. Blood loss inflicts 1d4 points of Constitution damage to generate sufficient quantities for the coating. The Constitution loss is recovered after a long rest.

13-6. The Portal of Darkness

This pure black circle shimmers and reflects all light that touches it. As mentioned above, those who coat their naked bodies with their own blood may pass through the portal unharmed and thus pass into Level 15, Area 15-1, where the Master awaits.



Level 13A: The Goblin Barracks

This small level contains additional barracks for the goblins of Greznek. Within it are many low-level goblin warriors, a handful of elite goblin fighters, Herzord, the Captain of the guard — a ruthless half-hobgoblin with high ambitions, and Herzord's hobgoblin lieutenants. The characters may approach this level in one of two ways: hack-and-slash or roleplaying. Obviously, they can simply attempt to storm the barracks and let the goblin blood flow. On the other hand, Herzord has designs on Greznek's throne, and who better to carry off this coup d'état than the party? A description of this level appears on The Goblin Barracks map.

Level 13A

Difficulty Level: Tier 2

Access: Chute from Area 10-10 and Area 12B-2, stairs from Area 12A-2, river trapdoor from Area 8A-7.

Wandering Monsters: There are no wandering monsters in the barracks, though goblin warriors are common throughout.

General Features

Atmosphere: Because Herzord's darkvision is only 10 feet, all areas, except the caves, are lit by torches secured in sconces.

Ceiling Height: Ceiling heights are typically 12 feet tall for rooms, 8–15 feet tall in caves.

Doors: Iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Most of the rooms on this level are made of cut stone. Caves are rough-hewn.

Other: This river is particularly swift, 15 feet deep, and cold. Anyone falling into the river must succeed at a DC 16 Strength (Athletics) check or be swept downstream. The river channel has only minimal headroom, and soon after exiting the map there is none. A character carried that far can be presumed dead unless able to breathe under water.

13A-1. Stairs from Level 12A

The steep stairs from Level 12A terminate in a landing blocked by a solid iron portcullis at Area 13A-3.

13A-2. Chute from Level 10

The chute from Level 10 empties out into this small cavern. A curving ramp leads up to Area 13A-1.

13A-3. Portcullis and Guard

One **elite goblin guard**^B stands watch on the north side of the portcullis.

The Portcullis. The winch and pulley for the portcullis are on the eastern wall just south of the door to Area 13A-4. Bending the bars enough to slip through requires 2 successful DC 25 Strength checks. Lifting the portcullis directly requires a successful DC 30 Strength check. At the sound of approaching footsteps, the guard readies his heavy crossbow and prepares to alert the guards in Area 13A-4. If the creatures approaching the portcullis are not immediately hostile, he waits to learn why they have come. The guard speaks Goblin and Dwarf, but prefers Goblin (+1 to Charisma checks if spoken to in Goblin). If the characters have disguised themselves as goblins and have a reasonably plausible explanation as to why they need to enter the barracks, they might be able to bluff their way through. Typically, this requires a successful DC 18 Charisma check of some sort. Characters not disguised as goblins face a harder time, but still might be able to convince the guard they have business here. If they mention Herzord by name or that they have some business with the captain, they receive a +4 bonus to their reaction check. Remember, however, that elves and dwarves are not allowed into the barracks under any circumstances.

Tactics. If the characters are trying to storm the gates, the elite guard and the 2 goblin fighters from Area 13A-4 attempt to hold off the intruders with their crossbows while they call for help from Area 13A-5. The occupants of Area 13A-5 arrive in 1d4+1 rounds, but not before sending one of their numbers to warn Herzord, his lieutenants, and the goblin warriors. If the combat is going poorly, or if the intruders are capable of powerful ranged attacks, the goblins take up defensive positions in Area 13A-5, using over-turned tables as cover.

13A-4. Guard Rooms

Each room contains a small table, a stool, and a barrel holding 50 normal crossbow bolts. Two **goblin warriors**^B armed with heavy crossbows stand guard here.

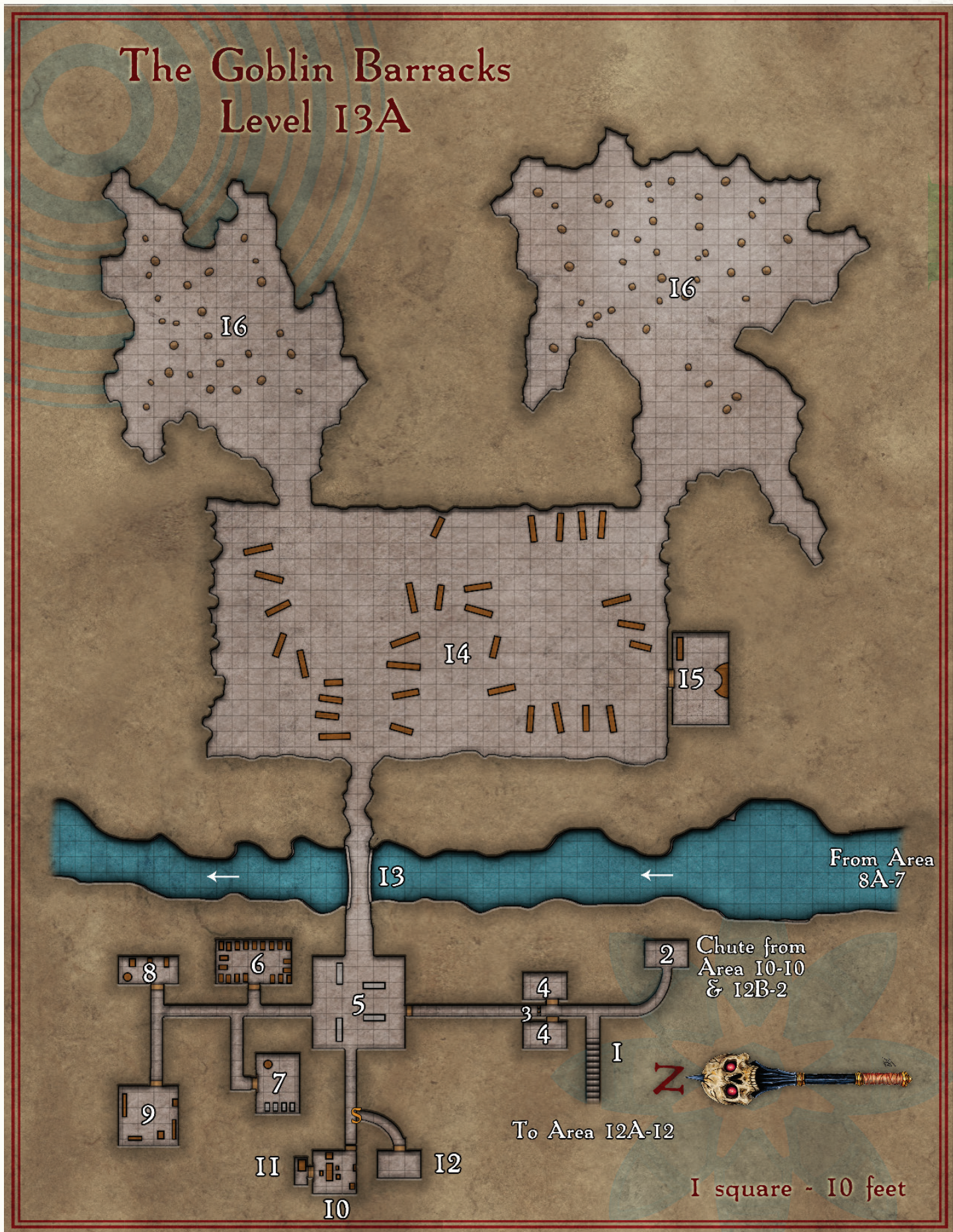
Tactics. The goblin warriors are not particularly alert, however, and have disadvantage on Perception checks. If either goblin hears combat in Area 13A-3, they immediately investigate. If there is trouble at the portcullis, and intruders are still on the south side of the gate, the goblins fire their crossbows through the arrow slits until the enemy is out of range, at which point they head for Area 13A-3.

13A-5. Elite Common Room

This large room serves as a gathering place for the elite members of the barracks. There are 4 long wooden tables, dozens of wooden chairs, and a keg of ale and several pewter mugs on a wooden table in the northeast. Currently, 8 **elite goblin guards**^B and a **hobgoblin lieutenant**^B are lounging about here, drinking ale and belching.

Tactics. They are not particularly alert but are fully armored and capable of being ready for combat in 3 rounds. If combat is joined here, they call for help from Areas 13A-6, -7, and -8, and attempt to alert Herzord.

The Goblin Barracks Level 13A



13A-6. Goblin Warriors' Chambers

Twenty goblin warriors are housed here. There are 20 cots, 20 trunks, 2 small tables, and trash everywhere. Currently 12 **goblin warriors**^b are resting in this chamber. They are unarmored now (AC 12) but require only 1 minute to don their armor hastily.

Treasure. Most of the trunks contain only personal belongings and a spare dagger here and there. One, however, has a false bottom and contains a gold necklace with a jade tiger pendant worth 500 gp. The false bottom can be found with a successful DC 15 Intelligence (Investigation) check.

13A-7. Elite Guards' Chambers

This room houses 4 elite goblin guards. There are 4 cots, 4 trunks, and a table with 4 chairs. Currently 3 **elite goblin guards**^b relax here.

Tactics. They are fully armored and can be ready for combat immediately. They are not particularly alert, however, and have disadvantage on Perception checks to notice infiltrators.

13A-8. Lieutenants' Chambers

Herzord's 3 hobgoblin lieutenants are housed here. The room contains 3 beds, 3 locked trunks (each lieutenant has a key), a table with a jug of wine and 3 goblets upon it, and 3 wooden chairs. At the moment, 2 **hobgoblin lieutenants**^b are relaxing here.

Treasure. The iron trunks contain the lieutenants' personal belongings. In one trunk is a winter cloak, in the pocket of which is a diamond ring worth 1,250 gp. The trunks can be unlocked with the keys, or with a successful DC 16 Dexterity check with thieves' tools or a DC 20 Strength check.

13A-9. Armory

The door to this chamber is locked. The room contains spare weapons and armor stored on racks, in crates, and just piled about.

Treasure. In all there are 15 shortswords, 50 morningstars, 250 javelins, 4 heavy crossbows, 300 crossbow bolts, 5 +1 *crossbow bolts*, 5 Small suits of chain mail, 40 Small suits of leather armor, and 5 shields.

13A-10. Herzord's Office

Herzord^b keeps the door to his office locked when he is away and unlocked when he is present. This room serves as an office and meeting area, and it contains a wooden table (Herzord's desk), a lamp, and 5 wooden chairs. A whip hangs on a hook on the western wall, directly behind the desk. Herzord makes frequent use of the whip when patrolling the ranks, and it is entirely possible the characters might come upon the Captain in the midst of disciplining a foot soldier. On the table are a quill pen and several sheets of vellum with information about the troops and their general state of readiness. Although statistics for Herzord are given here, it is not necessary he remain in his chambers while the characters explore the barracks. Herzord is an active leader and likes to wander among his troops, sniffing out slackers, instilling discipline, and even, from time to time, attempting to keep up morale.

Development. Herzord has ambitions to assume the seat of power in Greznek. He despises and distrusts Tribitz and is himself revered by most of the citizenry of the city. Unfortunately for Herzord, his troops, including his lieutenants, do not share his distrust of Tribitz. In fact, the high priest is viewed with a kind of divine awe by the goblins in the barracks, which only incites Herzord further. It is well known that the quickest way to taste Herzord's whip is to sing Tribitz's praises within earshot of the Captain. Herzord would like to see Tribitz dead. If the high priest and several of his underpriests were to meet an untimely end, Herzord would be the natural successor to the throne of Greznek. Since his troops are loyal to Tribitz, he cannot do this himself. If, on the other hand, some adventurers were to take on the job, he would be blameless and free to assume power. Thus, if possible, Herzord (who speaks Common, Goblin, and Dwarf) seeks to

parlay with the characters, assuming — since they have made it this deep into Rappan Athuk — that they are quite powerful. This exchange occurs in private, in Area 13A-10.

The Deal. Herzord offers the characters a deal: for the head of Tribitz and his underpriests, he will reward them 5,000 gp. If you wish, Tribitz might feel similarly toward Herzord. Although the Captain's might and authority are useful for maintaining a ready fighting force, Tribitz senses Herzord's treachery and knows that he must strike first. Thus, Tribitz could hire the characters to slay Herzord, for which he would reward them with a *gem of seeing*. This item would be in Area 12A-16B, if Tribitz were interested in offering this deal. Otherwise, the room's contents would be as written.

Tactics. Herzord will not likely face the characters on his own. Should this occur, however, he fights ferociously. If he is reduced to half his hit points, he attempts to drink a *potion of invisibility* and escape. If encountered with his troops, no goblin or hobgoblin flees the combat, no matter how dire the odds, until Herzord himself is dead. Herzord has a key ring with 4 keys, and a *potion of invisibility*.

13A-11. Herzord's Bedchamber

This room contains a 4-poster bed, a nightstand, an armoire, and an oak trunk. On the walls are tapestries depicting goblinoids felling scores of men in battle.

Treasure. The trunk is locked (Herzord has the key) and holds many fine winter cloaks, fine leather boots, a dress sword (a silver rapier), and several nice wool hats. The armoire holds 3 capes, a suit of silvered chain mail, a halberd, and a heavy crossbow.

13A-12. Herzord's Treasure Room

The door to this secret room is locked (Herzord has the key). It is also trapped. The lock can be picked with a successful DC 17 Dexterity check with thieves' tools. The trap can be found with a successful DC 17 Intelligence (Investigation) check and disarmed with a successful DC 18 Dexterity check with thieves' tools. Failing the check by 5 or more triggers the trap. The trap is not triggered if Herzord's key is used. If the trap is triggered, all within 20 feet of the door must make a DC 16 Constitution saving throw. Those that fail take 82 (15d10) poison damage.

Treasure. The room has a small unlocked iron chest containing 6,750 gp.

13A-13. The Bridge and River

A solid stone bridge spans the river, connecting the 2 portions of the barracks. While unlikely to break, the bridge is without sides or handrails and slightly damp. To move at full speed and avoid falling into the water requires a successful DC 14 Dexterity (Acrobatics) check. Movement at half speed does not require a Dexterity check.

13A-14. Common Room

The mass of goblin warriors gathers here to eat, argue, brawl, and complain. There are 24 long wooden tables and over a hundred small wooden stools scattered about this large chamber. At present, 100 **goblin warriors**^b are engaged in all the above listed activities. The place is foul smelling and utterly filthy. From time to time, Herzord or one of his lieutenants comes through and commands the warriors to clean the place up, but this has not happened recently.

Tactics. The goblins here do not automatically assume the characters are hostile. They grow suspicious, however, if the characters attempt to enter Area 13A-16, and a band of 20 or so quickly demand some explanations. If, however, the characters simply poke their heads into the common room to investigate, the goblins take notice but ignore them. Without a leader to rally or guide them, the warriors really have no battle plan. If attacked, they charge their assailants. If the characters prove too formidable, they retreat to the caves, where they are joined by the rest of the warriors and stage a last defense. If the goblins hear combat in Area 13A-5, a group of

LEVEL 13A: THE GOBLIN BARRACKS

20 goes to investigate. These warriors are not very alert, however, thus requiring a very loud combat to draw their attention. Note: the wholesale slaughter of low-level goblins by high-level characters should not be rewarded with a pile of experience points.

13A-15. Kitchen

The food for the entire barracks is prepared here by 6 common goblins (hp 3 each, non-combatants). The room contains a large fireplace with an enormous pot suspended over it, a wide wooden table for cutting and chopping, and several cleavers and chefs' knives hung on the wall. These goblins have absolutely no interest in fighting and cower in the corner if they hear any trouble in Area 13A-14.

13A-16. The Warriors' Caves

Both these large caves house the barracks' 200 goblin warriors. Presently, 50 **goblin warriors**^B are relaxing in each cave. These areas are unlit and are scattered with debris and piles of cloth and hides that might or might not be bedding.

Tactics. The goblins, as they are wont to do, simply lie down wherever it seems comfortable at the time. As in Area 13A-14, these goblins are not alert, although they question anyone they do not recognize. Unless successfully bluffed, they become hostile. If attacked, they defend themselves as best they can. If combat breaks out in Area 13A-14, 4d6 of these goblins grab their weapons and run to investigate. The rest arrive 10 rounds later, if combat continues.



Level 13B: The Dark River

This dungeon level contains a deep dark river that runs through territory controlled by a tribe of hostile mites. This level is depicted on the Dark River map.

Level 13B

Difficulty Level: Tier 2

Access: River tunnel coming from Area 13C-14, river tunnel running to a portion of the Under Realms called the Cyclopean Deep.

Wandering Monsters: Check once every hour on 1d20 (see “The Dark River” below for water encounters):

d20	Encounter
1	1d4+1 doombats ^B
2	2d4 pesties ^B
3	1d4+2 mites ^B riding giant spiders
4	1d6 fuath gremlins ^B
5	1d6+2 giant spiders
6	1d3 giant crabs
7	2 gray oozes
8	Invisible oni
9–20	No encounter

General Features

Atmosphere: The floors and ceilings are natural stone formations and tend to be cramped and convoluted.

Ceiling Height: The tunnels are typically 5–7 feet tall. Tunnels between caves are a squeeze for Medium creatures. Ceilings are up to 50 feet tall in the caverns.

Doors: None

Shields and Wards: None.

Surfaces: Caverns have many stalactites and stalagmites on the ceilings and floors respectively.

The Dark River

The river flowing through this level is swift and deep. Swimming requires a successful DC 19 Strength (Athletics) check. Its dark waters descend 20 feet to its pebble-strewn floor, and the stalactite-laden ceiling rises 20 feet above with at least one stalactite extending down to within 10 feet of the water’s surface in every 10-foot square. The water flows at a speed of 20 feet per round. Climbing the condensation-slick walls or stalactites of the river tunnels requires a successful DC 18 Strength (Athletics) check.

At the southern end of the level is an old rock fall that partially dams the river and creates a 30-foot waterfall. Anyone going over the falls takes 17 (5d6) bludgeoning damage from battering on the rocks. The catch basin below the falls forms a whirlpool and a sort of sump that traps most of the heavy particles that come over the falls before the water continues its way into the Under Realms. The water of this basin is 30 feet deep,

and the floor of it is strewn with broken bones and equipment of those who have gone over the falls in ages past. Swimmers in this pool suffer 3 (1d6) bludgeoning damage each round from the buffeting. A failed DC 14 Strength saving throw results in 10 (3d6) bludgeoning damage per round.

Treasure. Caught within this swirling pool is a still functional, though half-submerged, *folding boat* in its rowboat form. Searching the bottom of this pool, which requires a successful DC 19 Strength (Athletics) check, can turn up the following items:

- A split leather backpack spilling 155 gp.
- An ogre skull with a still-serviceable *arrow of slaying* (demons) protruding from its forehead.
- A pair of gauntlets chased with silver and electrum worth 120 gp.
- A brass spittoon worth 5 gp, with *Sweep*, *Shroud*, and *Stow* engraved on it. These are the command words for the *folding boat*.
- A gold ring with a flawed emerald, worth 75 gp.
- Half-buried skeletal legs still wearing *boots of elvenkind*

Wandering monsters are not encountered for those boating on the river, but as soon as someone enters the water, roll 1d6 and consult the table below for the natural denizens of the water that attack swimmers. These creatures are accustomed to the current and can move freely about in it without danger of being swept away.

d6	Encounter
1	Gulper eel ^B
2	1d4+1 giant crabs
3	3d4 fuath gremlins ^B
4–6	No encounter

13B-1. River Landing

The river slows slightly here as it washes up on a gravel beach. All sorts of detritus have washed up on this beach above the waterline.

Small Fishing Boats. Just past this line of debris 3 small coracles made of some sort of lizard hide are stretched over the wing appendages of some massive breed of bat. Each can hold up to 2 Small creatures, though the mites that use them for fishing know to use hooked 10-foot poles (4 are stacked just inside the nearby tunnel entrance next to a heap of fishing nets) to catch the lower-hanging stalactites to check their progress and not be swept downriver. Doing this without practice requires an improvised weapon attack against AC 14. The coracles are overturned, and under each one is a poisoned arrow trap left by the mites who use them for fishing the Dark River. If a coracle is moved, an arrow launches from underneath, making a ranged weapon attack against one target at +4 to hit. The range is 20/60 feet. On a hit, the arrow does 4 (1d8) piercing damage and, on a failed DC 15 Constitution saving throw, 33 (6d10) poison damage.

13B-2. Empty Areas

This is a good time to roll for wandering monsters.

The Dark River Level 13B



13B-3. Crabs and Mites

A group of 5 **mites**^B — small, bulging-eyed, ugly humanoids with pointed ears and bulbous noses — sit around a small pit of smoldering coals over which they roast soft-shelled cave crabs for their dinner. Near one wall are 3 **giant crabs** that serve the strange little creatures as steeds and guardians scuffling over the rotting corpse of a well-gnawed giant rat.

Treasure. Between them the mites have a total of 7 gp worth of treasure, mostly in copper coins. One of the crabs has a chunk of quartz crystal, worth 25 gp, lodged in its shell.

13B-4. Solitary Vigil

Seated atop a boulder in a side alcove off this chamber is a single mite, apparently lost in thought.

Don't Judge a Book by its Cover. This creature is an **oni** using its change shape ability to appear as the mite. The corpse of another mite lies in the center of the floor, bisected cleanly in half (the handiwork of the oni). The oni is part of a small band of his fellows that have infiltrated the mite tribe to usurp it and use it for their own nefarious ends. The fact that the mites are generally rather dim-witted and are more than over-awed by the power of these new members of the tribe has prevented them from detecting the duplicity themselves.

Ceiling Structure. The ceiling of the chamber is 40 feet high and masked in shadow by the proliferation of large stalactites. Many of these have been partially sawn through, so that they hold on by only a small bit of stone. Any area effect spells that deal energy damage (fire, lightning, cold, thunder, force) is sufficient to cause the stones in their area of effect to snap off and drop in a massive deadfall trap. Any creatures beneath must attempt a DC 14 Dexterity saving throw. Those that fail take 35 (10d6) bludgeoning damage while those that succeed take half this amount. Each such area can only be affected once before all the stalactites in that area have been cleared. Once the trap has been activated, the squares beneath it are considered difficult terrain.

Tactics. The ogre mage is easily annoyed by the mites of the tribe and has retreated here for some solitude. One of the irritating fey that followed him was recently on the receiving end of the oni's glaive for its troubles. When the mite/oni spots intruders, it immediately turns *invisible* and flies straight up in the air to ceiling level. It then unleashes its *cone of cold* above the party so that the stalactites along the length of this *cone* fall upon the characters below. It then flies among the remaining stalactites and turns *invisible* again to try and provoke the characters in unleashing more area effect spells above them that could bring down more of the stone missiles. Individual attacks are insufficient to knock down enough of the stalactites to make attacks on people below. If reduced to below 10 hp, the oni retreats to Area 5 to try and lead the characters into an ambush.

Treasure. The oni wears a gold and jade pectoral worth 350 gp and carries a bag with 212 gp. Also in the bag is a small, leather tobacco pouch that has been stitched shut with copper wire and is filled with some sort of dry, shifting substance (the ash from a cremated heart). This seemingly fragile item is quite hardy, being the phylactery of the lich on Level 12B, Area 12A, that was located by the oni in a small hollow beneath the boulder that it sits upon. It has determined that the pouch is magical and nigh indestructible but has not figured out its true purpose. Searching around the boulder locates the same hollow and, with a successful DC 14 Wisdom (Perception) check, detects a second hollow below, into which a small iron chest has been wedged (left by the lich and unnoticed by the ogre mage). The chest is unlocked and contains 4 tiger's eye agates worth 1,000 gp each.

13B-5. The Grand Trap Room

This vast cavern is littered with a field of boulders and debris from many ceiling collapses over the ages, and the ceiling 50 feet above is lost in darkness. The floor is so strewn with large pieces of rock that the terrain is difficult for Medium and larger creatures. Small creatures can pick out paths between the piles of rubble. The west corridor leads to the "Winding Passage" (see below) and has a large stack of round boulders,

each approximately the size of a human's head, set beside it.

Debris Field. In addition to the nearly indiscernible paths through the rubble, the floor of the cavern is likewise honeycombed with tunnels that allow small creatures passage but are a squeeze for those of Medium size. Large creatures must move at half speed, and even larger creatures cannot pass. These tunnels are accessible through 2 hidden openings (one near the south entrance and one at the far end of the Winding Passage). Likewise, several concealed ledges have been cut into the rock of the ceiling. These features serve to make the room the perfect ambush for the mite tribe that inhabits this level. Always on guard in this room are 12 **mites**^B, 10 **pesties**^B (the slightly taller, mute cousins of the mites), their trained Medium **giant centipede** (with AC 14 and 11 hit points) and 4 **cave fishers**^B. A pestie lookout always keeps watch on the northern and western passages, so an approaching party is likely to be detected and ambushed.

The Winding Passage. Opening off to the west of Area 5, this passage winds back and forth making progress frustrating for creatures of Medium size or larger, due to its narrow confines. One of the crawl tunnels from Area 5 runs underneath this passage and opens at its southern end. The entire passage has a detectable slope to the southwest. When intruders are detected in this passage, the mites in Area 5 push the round boulders over, and they begin to roll down the passage (speed of 40 feet per round), violently colliding with the walls, each other, and anything that gets in their way. This continues for 5 rounds until all the boulders have been exhausted and have collected down at the intersection between Areas 2 and 3. Each round someone remains in this passage while the boulders are rolling, they must make a successful DC 17 Dexterity saving throw or take 17 (5d6) bludgeoning damage and be knocked prone. If knocked prone they must make an additional DC 15 Dexterity (Acrobatics) check to stand up before the next wave of boulders arrives. Prone characters have disadvantage on these saving throws.

While the characters are dealing with the boulders, the pesties in Area 5 make attacks through small holes in the floor against any characters who have fallen prone. Up to 2 pesties can attack a single prone character. The holes are too small to make effective attacks back against the pesties (though simply standing up prevents the pesties from being able to effectively attack either). If the secret entrance to the crawl tunnel is discovered, the pesties quickly retreat to Area 5.

Tactics. When intruders enter, if the mites and pesties have not had warning, then they are sitting about throwing things at their centipede's armored back for sport, while it sits curled up snoozing. The cave fishers remain on their ledges. If warning has been given, then 5 of the mites ride atop the centipede flinging their darts. They each carry bags of 20 additional darts. The centipede is unhindered by the rubble on the floor due to its immense size and many legs. The rest of the mites and the pesties hide in their crawl spaces beneath the floor.

At many places in the room the floor has been weakened over the crawl space so that the mites can remove supports (as an action) and cause characters to fall through into shallow spiked pits. Each round of combat that a character moves, there is a 20% chance that it is over such a pit. If any mites remain beneath the floor to activate the trap, then the character breaks through and potentially falls upon the spikes. Characters that fail a DC 14 Dexterity saving throw and falls is considered prone in the pit and is immediately swarmed by pesties that rush from their small burrows. Up to 4 pesties attack a single character in this manner to try and finish them with sneak attacks. The mites remain hidden. Once 5 such pits have been activated, the remaining mites come forth from their tunnels to do battle alongside their allies. For creatures willing to enter the crawl-tunnels, consider them to have direct access under any square in the room, though they are squeezing if Medium or larger as mentioned above.

The cave fishers remain on their ledges throughout the battle attempting to snare and devour individual characters. If 15 total mites and pesties as well as the centipede are killed, then the survivors attempt to climb up to these ledges to make their last stand.

Treasure. Searching the room uncovers the mites' small cache of treasure totaling 23 gp worth of various coins, and a pair of yellowed ivory tusks taken from a strange Under Realms fish caught in the river years ago. These tusks are worth 120 gp each.

LEVEL 13B: THE DARK RIVER



gulper eels^B writhe around the base of the net looking for something to eat. Two small rafts composed of bits of broken wood (doors, shields, etc.) that have drifted down the river are pulled up on shore here.

The Pool and a Tunnel. In the center of the cave is a small 5-foot-deep pool, the bottom of which opens into a tunnel that leads to Area 10. Any light source brought into the cave reflects off the surface of the pool and makes the tunnel invisible from above due to the glare. It is easily discernible with darkvision. The narrow tunnel itself is water-filled, requiring anyone using it to hold their breath if they are unable to breathe underwater. A successful DC 15 Intelligence (Investigation) check reveals a rock-filled niche in one wall of the cavern at floor level. Inside it are 4 old wineskins that have been thoroughly oiled and made airtight for use as breathing devices. Anyone inflating one can use it to draw 3 additional breaths of air while swimming through the passage beneath as the pesties do.

Tactics. The gulper eels attack anyone who enters the water around the net.

13B-9. Oni Conclave

Approaching this room, the characters smell the sulfurous gas that fills the halls in the vicinity of Area 11, though they suffer no harmful effects. See that area for more details.

This bare chamber is where the oni who have taken over the mite tribe meet to make their plans in secret. It is guarded by 2 **spirit oni^B** that lurk in the shadows near the ceiling. Tacked to one wall is a crude map of Level 5A. They have come to believe that a great treasure is hidden somewhere on that level with a dangerous guardian and are trying to figure out how to use their pathetic minions to recover it. You should feel free to give as much or as little detail on this map as desired.

13B-10. Pestie Ambush

This small tunnel is air-filled and connects to the river cavern just above water level. In addition, a small pool in one corner is a water-filled tunnel that connects to Area 8. Two of the well-oiled wineskins are stacked nearby to allow the pesties to safely come and go through the tunnel. The river outside is watched by 6 **fuath gremlins^B**, distant cousins to the pesties and mites.

Tactics. The gremlins watch through the hidden openings for anyone traveling along the river. They attack anyone who passes by in a boat and attempt to drown them using their congeal water ability. Any who don't succumb are the targets of a *web* spell followed by an attempt to tip their boat. There are also 5 **pesties^B** in this small chamber. If an attack occurs, they slip through the water tunnel to Area 8 to kill any survivors that wash downstream and salvage any goods from the net there.

13B-11. Poison Cavern

The passages around this room are filled with noxious fumes. These are the concentrated exhalations of the **catoblepas^B** that dwells in this poorly ventilated room. This creature is exceedingly old and vile but has grown lethargic with age. Its cave is a swamp-like mud pit fed by a seep from the river, in which all manner of fungi and molds grown in a fetid stew.

Tactics. The creature lurks in this muck and rarely emerges, content to feed on this swill rather than going to hunt. The passages within 20 feet of this room and the entire room itself is filled with a weaker form of the creatures' stench and requires a successful DC 11 Constitution saving throw each round that a creature remains within it to avoid becoming poisoned. In addition, the catoblepas's own stench requires a saving throw when it appears. The oni have heard the creature moving its bulk around at times in the past but have not worked up the courage to brave the poison gas and see what sort of beast lives within it.

13B-12. Lost Treasure Cache

Hanging above the entrance to this chamber are 3 wind chimes: a corroded copper, a rusted iron, and a tarnished silver chime. A wooden

13B-6. Tribal Den

This room is a mess of rotten food, discarded trash, soiled clothing, and other detritus of habitation by creatures of little intelligence and less cleanliness. There is a total of 17 **mites^B** in here along with another 33 noncombatant females and young (worth 0 XP). With them are 5 **giant spiders** that serve as guards and beasts of burden.

Tactics. The combatants and spiders immediately move to face any intruders, while the rest cower against the southeast wall. The mites here fight to the death. A small passageway in the floor near the west wall can be found with a successful DC 18 Wisdom (Perception) check, but none of the mites use it to try to escape, too fearful of their "bosses with their scary masks" that stay down there.

Treasure. Spread out among the junk and recoverable with an hour of careful sifting are a total of 32 gp, 117 sp, 833 cp, and a set of bronze bangles worth 10 gp.

13B-7. Treasury

Heaped around this elongated cave are several old chests, now rotten and broken open, from which spill coins and gems. Hanging on the walls are 6 fiendish masks. Seated at a small table at the center of the room are 2 mites. These creatures are 2 **oni** using their change shape ability like the one in Area 4. In addition, the masks are 6 **spirit oni^B** that they have brought in to use as spies and enforcers over their mite underlings.

Tactics. Realizing their ruse has been discovered by the arrival of the characters, they fight to the death.

Treasure. The chests contain the treasures the oni have collected during their time on the Dark River. These treasures total 2,290 gp, 6,586 sp, 17,050 cp, and assorted gems worth a total of 2,500 gp.

13B-8. Pestie Beach

A net stretches across the river here just below water level so that it does not catch boats but does catch anything submerged in the water. The pesties use this to scavenge for valuables and edible items. Currently 3

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sign also hangs on the nearby wall and is so faded, it requires careful scrutiny to make out what it says (written in a dialect of the Abyssal tongue), “*The gift of stars and teat of sow grants safe passage. Sound the chime before going within.*” The correct chime to sound is the one made of iron, a metal known to be found in both meteoritic deposits and smelted in the form of pig iron. A treasure was placed in this chamber long ago with a **sepia snake**^b (the namesake of the infamous spell) set to guard it. However, after the catoblepas moved into Area 11 and flooded the surrounding chambers with its noxious breath, nothing has come here. The gas does not reach this room, and the flying anaconda-like serpent has remained herein in a somnolent state. The strange creature is wingless and has 2 glowing orbs for eyes. Its tail ends in a vicious stinger.

Tactics. The sepia snake comes instantly awake as soon as it hears someone moving about in the tunnel outside its lair. Its orders are to attack any intruders that fail to sound the iron chime before entering. It recognizes that chime’s distinctive tone and knows if the wrong one was sounded. If either of the other 2 chimes is sounded or intruders enter without sounding any chime, it fires its cocoon web at anyone in the doorway. It then uses its gaze attack on those who escape its web. It fights to the death to defend its treasure. If the iron chime was sounded, it lets the characters enter the

room with impunity and take whatever they like, though if attacked it immediately becomes hostile and attempts to kill the intruders.

Treasure. The treasure in this chamber is stored in 7 copper cauldrons, worth 30 gp each. They contain the following:

- 7,305 cp.
- 10,550 sp.
- 15,000 gp.
- Five royal outfits of black silk worth 200 gp each and accompanying jewelry worth a total of 800 gp.
- 8,030 cp.
- A marble bust of the arch-devil Gorson, known as The Blood Duke. The statuette has twisting horns of hammered bronze, bloodstone eyes, and a mane of spun gold thread. It is worth 7,000 gp and weighs 245 pounds.
- A satchel holding 4 scrolls: (1—false life, silent image; 2—dark-vision; 3—clairvoyance, dispel magic, sepia snake sigil^{PG}; 4—conjure minor elementals) and a silver ewer worth 75 gp, filled with small seed pearls worth 250 gp total.



River from Area- I3C-I4



I2

2



Level 13C: Zombieland

This level contains an evil artifact, the *zombiestone of Karsh*. This artifact causes any creature that is killed within 500 yards to re-animate as a zombie creature. The closer to the stone, the more powerful the zombie. Zombies near the stone are so tough in fact, that they must be physically hacked to pieces or burned to destroy them. The area is shown on the Zombieland map.

Level 13C

Difficulty Level: Tier 3

Access: Chasm in ceiling to Area 12C-5, river tunnel from Area 10A-44, tunnel from Area 0A-11, river tunnel to Area 13B-1.

Wandering Monsters: Check once every hour on 1d20. With zombies, consult distance to the *zombiestone*^B to determine properties.

d20	Encounter
1	1d6 partially hacked apart human zombies
2	2d6 zombie fire beetles ^B
3	3d6 zombie giant rats ^B
4	1–2 troll zombies ^B
5	Slithering tracker ^B (alive)
6	Patch of green slime ^B
7	1d6 violet fungi
8	Otyugh zombie ^B
9	1d3 piercers ^B (large, alive)
10–20	No encounter

General Features

Atmosphere: Magic and extreme evil can be detected from Area 13C-11, strong divine magic from the statues and pool in Area 13C-10. Random fungus and dripping water are everywhere, and a stench of decay permeates the air. The *zombiestone* has several effects on the living detailed in Appendix B.

Ceiling Height: Ceilings are up to 30 feet in caverns. Tunnels are 6–10 feet tall.

Doors: None.

Shields and Wards: Area 13C-13 is shielded against all divination magic with a permanent *private sanctum*.

Surfaces: The floors and ceilings are covered with stalagmites and stalactites. Walls, columns, and other features on this level are dry.

Other:

- The area is fungus-filled. 20% is edible while 10% is poisonous. A successful DC 15 Intelligence (Nature) check is required to determine the difference. A character who eats a poisonous mushroom must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

- Any creature slain on this level immediately rises as a zombie in 1d3 rounds, except in Areas 13C-9 and -10. The zombie has hit dice equal to the base hit dice of the creature plus 1d3. See the *zombiestone* for

more information.

- Zombies have no tactics; they mindlessly follow and attack any living creature. Anyone becoming a zombie-creature cannot be *raised* or *resurrected* by any power short of a *wish*. Native zombies are terrifying in appearance. They are maggots ridden, and never actually de-animate unless burned to ashes. Bits and pieces of them continue to wiggle and crawl about even if the whole is hacked to tiny bits. All zombies immediately cease to be animate if the *zombiestone* is destroyed.
- Zombies in 13C-1 through -6 are resistant to bludgeoning, piercing, and slashing damage, and have the turn resistance trait, granting them advantage on saving throws against effects that turn undead.
- Zombies in 13C-7 and -8 are resistant to all damage due to their proximity to the *zombiestone*. These zombies also have the turn immunity trait making them immune to any effects that turn undead.
- The zombies in 13C-11 cannot be turned (turn immunity trait) and are resistant to all damage and immune to non-magical weapons.

13C-1. Chasm from Above

Above this deep chasm is a sinkhole. The sinkhole rises 70 feet to a cave above (see Area 12C-5). Strange undead bugs crawl around on the floor (harmless, but surprisingly difficult to squash).

Tactics. Three rounds after the room is entered, 6 humanoid **zombies** and a **giant crayfish zombie**^B rise and attack from the river. They appear as bloated, rotting corpses, with chunks taken out of them. Due to the water saturation, these zombies take half damage from fire. All zombie creatures here are resistant to bludgeoning, piercing, and slashing damage and have the turn resistance trait (the zombies have advantage on saving throws against any effect that turns undead).

13C-2. Empty Rooms

Self-explanatory, although this is a good time to roll for wandering monsters.

13C-3. Thriller!

This room contains a veritable army of zombie-creatures. A total of 32 zombie-creatures are here and attack anyone that gets within 30 feet of the room. There is a total of 14 **giant rat zombies**^B, 8 **giant beetle zombies**^B, an **otyugh zombie**^B, 7 goblin and humanoid **zombies** (one with AC 19 and a +1 *halberd*), a **basilisk zombie**^B (scary, but its gaze does not work), and a **troll zombie**^B.

Tactics. These zombies attack relentlessly, following the party until slain. All zombie creatures here are resistant to bludgeoning, piercing, and slashing damage and have the turn resistance trait (the zombies have advantage on saving throws against any effect that turns undead).

Treasure. Three of the humanoid zombies still have useful gear. These are mostly intact and appear more freshly “made” than the rest.

- A human wearing +1 *plate armor* and carrying a +1 *halberd*. In his pack are 22 gp, 123 sp, and *potions of healing*, *resistance* (fire), and *heroism*.

Zombieland

Level 13C



- An elf wearing a *greater cloak of protection*^{GM} and carrying a staff. His pack contains a bloodstained spellbook (1d6 spells each of level 1–5 are still readable), 11 gp, 44 sp and 22 cp. Imbedded in his back is a *sword of biting*^{GM} (shortsword).
- A goblin wearing a *greater ring of spell storing*^{GM} (currently contains *water breathing*, *web*, and *invisibility*)

13C-4. The Fungus Garden

This side of the river appears at first to be zombie free. Heavy growths of fungus cover the area, hanging from the roof and walls in thick, multi-colored clumps. The fungus is mostly harmless, except on the far south side of the cavern.

Deadly Garden. This section is covered with a large colony of **yellow mold**^B. Moreover, rotting in the mold is a **yellow mold encrusted troll zombie**^B.

Tactics. Every blow inflicted on the troll zombie releases a cloud of mold spores until the creature is burned for 10 points of damage (slays mold, even if the troll-zombie is still “alive”) or subjected to a *lesser restoration* spell. The troll zombie is resistant to bludgeoning, piercing, and slashing damage and has the turn resistance trait (the zombie have advantage on saving throws against any effect that turns undead).

13C-5. Sinkhole to Safety?

This sinkhole descends at a 60-degree angle, 30 feet below the floor of this cavern. Rubble on the floor blocks a small crawlspace. If the rubble is moved aside, a 3-foot diameter tunnel leading to Area 13C-9 is found. The good news is no zombie creatures have found Areas 13C-9 and -10 beyond this tunnel. No set encounters are present in this cavern; however, a wandering monster check is appropriate upon first entering the chamber.

13C-6. Zombie King

Several years ago, a particularly tough adventuring group journeyed down into these depths and encountered a behir that had taken up residence in these caves. After a long battle, they slew the beast, only to have it rise again and destroy them. The tunnel leading to this area is scarred with lightning burns and melted sections of rock (the behir found that lightning destroyed the zombies that harassed it). Large broken rocks litter the floor, and about halfway up the tunnel, under a large boulder, a human hand protrudes, grasping at any that walk by (no effective attacks). This zombie’s arm and hand continues to live its undead existence, even though crushed to pulp under two tons of rock.

In the cavern itself are the **behir zombie**^B and the 4 adventurers who killed it (all **zombies**, but 1 with AC 18), now allied in an unknowing, un-living alliance. All zombie creatures here are resistant to bludgeoning, piercing, and slashing damage and have the turn resistance trait (the zombies have advantage on saving throws against any effect that turns undead).

Treasure. All 4 of the adventurers still carry their gear (detailed below). In addition, the behir had a large treasure of unrefined gold and silver. Gold ore weighing 2,000 pounds (contains 11,000 gp of gold once refined) and 22,000 pounds of silver (contains 220,000 sp of silver once refined) is piled in a mixed heap in the far corner of the cavern.

The dead humans carry the following:

- Human wearing plate armor (slightly rusty, AC 18), possesses a shield (on ground, not carried), wears a belt pouch containing 12 gp, 23 sp, 3 vials of holy water, and a *potion of healing*, and wears *boots of striding and springing*.
- Human wearing plate armor (slightly rusty, AC 18), has a mace on his belt, wears *bracers of brachiation*^{GM}, has a backpack containing 6 flasks of lamp oil, a tinderbox, and wears a holy symbol of Thyr.
- Dwarf wearing plate armor (slightly rusty, AC 18), carries a *+1 battleaxe*, wears a backpack containing a sack of 120 gp, a *scroll of pro-*



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tection (fiends), 6 torches, and a small cask of cheap whiskey (3 pints left) worth 11 gp.

- Human wearing robes covered with stars and moons (and blood), carries a *wand of fireballs* in a belt sheath, wears a backpack containing his spellbook (contains 8 spells each of level 1–3, 4 at level 4, 3 at level 5, and 2 level 6 spells), on his right hand is a *greater ring of protection*^{GM}, and on his left hand is a silver ring set with three moonstones (a *ring of protection from lycanthropy*^{GM}).

13C-7. Ain't Nothing gonna Keep Me Down!

This room teems with zombies of all sizes. The cavern itself is full of detritus and rubble and is considered difficult terrain. The zombies move normally, as they are immune to pain, sprains and twisted ankles, etc. There are a total of 41 zombie-creatures in this room: 12 **giant rat zombies**^B, 9 **fire beetle zombies**^B, 11 goblin and humanoid **zombies**, 7 **troll zombies**^B, a **black dragon zombie**^B, and a **purple worm zombie**^B.

Tactics. The zombies attack anyone who enters the area, and fight to their destruction. The real problem with these is that they are very close to the *zombiestone*, and thus are resistant to all damage, as well as having the turn immunity trait (the zombies are immune to effects that turn undead).

13C-8. They Just Won't Die!

This cavern is also crawling with maggot-ridden undead. This room contains 12 goblin and humanoid **zombies**, 4 **troll zombies**^B, 6 **fire beetle zombies**^B, a **rhinoceros beetle zombie**^B, and a **gray render zombie**^B. Also in this cavern is a large patch of 10 **violet fungi** (in the western spur of the room).

Tactics. The good news for the characters is that there is a way to easily dispose of zombies, as they can be drawn close to the fungus and rotted away. The fungus attacks the nearest creature, and zombies are not immune to its effects. Characters making a successful DC 13 Wisdom (Perception) check note that moldering, inanimate carcasses of several zombie-creatures lie about these large mushrooms, which may give them a hint about how to dispose of the zombies. Getting past the fungi without getting attacked by 1d4 tendrils requires a successful DC 18 Dexterity (Acrobatics) check. Once bypassed, a 20-foot “safe area” exists in the far western spur of the room, where the fungi cannot reach. The zombies, of course, pursue any living creatures wherever they go — including through the fungus patch. If all characters move to the safe zone, the zombies politely file through the fungus patch to them, effectively destroying themselves.

Treasure. One of the moldering corpses covers a golden crown (a *major circlet of blasting*^{GM}). The crown can be found with a successful DC 15 Intelligence (Investigation) check.

13C-9. The Secret Tunnel

The tunnel from Area 13C-5 opens into the bottom of yet another sinkhole. The walls can be climbed easily, and at the top is a rough-hewn cavern.

Cave Murals. Strange murals and cave paintings adorn the walls, painted with red ochre and charcoal. The paintings depict cavemen and old, now extinct beasts like mastodons, diamotheres, and sabre-tooth tigers (well, maybe not totally extinct). To the south, the sound of running water can be heard. The murals look as if they are alive and are quite well drawn. Translation of the pictograms (using *comprehend languages*) gives primitive prayers and chants to various deities unknown in current times. The names do not even make sense, but rough understanding of their animal totem (bears, lions, and mastodons) can be associated with each. Sadly, before this can all be examined, the party must deal with the **gorgimera**^B that broke free of its chains on Level 0A and wandered here. No zombie-creature can enter this room, due to the power of the Temple of the Elder Gods in Area 13C-10. Likewise, those killed here are not raised as zombies.

13C-10. The Lost Temple

Seemingly sculpted by natural processes, this cavern contains 4 large, crudely carved statues of a sabre-tooth tiger, a cave bear, a mastodon, and a wooly rhinoceros. They are arranged on a nearly perfect rectangle around a small natural spring of bubbling water.

The Temple Pool. This is an ancient temple of long-dead cavemen, and the animal totems represent the gods they worshipped (see Level 7B for more information). This temple area is safe, if no desecration or other insulting behavior towards the pool or statues is performed. The magic of the pool is divine in nature, and anyone submerged in the pool is transported as follows:

d20	Location	Time
1	Outside the dungeon near the Mausoleum (Level 0)	Present
2–7	To Level 11, Area 11-1	Present
8–13	To Level 10A, Area 10A-1	Present
14–15	To the seacoast near the entrance to Level 0A	Present
16–18	To the area near the Mausoleum	20,000 years in the past (no Mausoleum is present)
19	To this room	20,000 years in the past (with cavemen present, fleeing immediately)
20	To another plane in front of these god-totems, who then judge the players, possibly killing them, polymorphing them, or even rewarding them (your discretion)	Present

Tactics. If anyone desecrates the pool or the statues, each animates and attacks. These animal totems animate as a **sabre-tooth tiger**, a **cave bear**^B, a **mammoth**, and a **wooly rhinoceros**^B, having maximum hit points, advantage on all saving throws, and immunity to bludgeoning, piercing and slashing damage from non-magical weapons.

13C-11. The Zombiestone of Karsh

This cavern glows from a hellish purple light radiating from a small block of stone in its center.

The Zombiestone. The evil and magic of the stone can be felt as a deep sense of dread and a sharp chill down any living creature's spine within 100 feet of the stone. Any living beings here feel uncomfortable, and want to get away from the stone, badly. Within this chamber are 13 zombies: 6 goblin and humanoid **zombies**, 2 **troll zombies**^B, 3 **fire beetle zombies**^B, a **rhinoceros beetle zombie**^B, and a **vrock demon zombie**^B.

Tactics. Seems simple except for the fact that they cannot be turned (turn immunity trait) and are resistant to all damage and immune to non-magical weapons. One of the humanoid zombies wears a *brooch of shielding*. No other treasure exists in this hellish place.

13C-12. Behind the Rocks

The cavern wall here collapsed in a rockfall. If cleared (takes one person 20 minutes), a 2-foot wide, 6-foot-high passage can be opened leading to Area 13C-13. The passageway slopes slightly downward, and the entrance is protected by a permanent *wall of stone*.

Legend of Karsh

Karsh was a high-level priest in the service of Orcus who was slain when he battled Zelkor's army at the gates of this place. He was utterly destroyed (*disintegrated*) during the battle, and all the secrets of his greatest creation died with him. Forged from the blood of Orcus himself, and imbued with the power that that wrought, the *zombiestone* was created for the armies of evil to carry with them like an unholy Ark of the Covenant. The plan was to create an unending supply of soldiers by animating the fallen on both sides and creating nearly unstoppable troops that would horrify the troops that laid siege to this place.

The only problem was that the undead created by the stone were uncontrollable, even by the priests of Orcus. Once the dead began to walk, they attacked everyone, friend or foe, inflicting horrific losses on the evil army as well. The battle commanders moved away from the *zombiestone* for fear of losing their still living troops, and it was not until some months later that the stone was retrieved and brought here by Orcus' priests.

The second guardian is a **lich**, except:

- Increase its challenge rating to 23 (50,000 XP)
- It is referred to as wizard-lich in the sections below.
- It has an AC of 25.
- It has an additional +2 bonus on all saving throws beyond those listed in the SRD.

Special Equipment. The lich wears a *ring of spell turning*, *superior bracers of defense^{GM}*, a *greater ring of protection^{GM}*, and carries a *staff of the magi*.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *poison spray*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*

4th level (3 slots): *black tentacles*, *dimension door*, *wall of fire*

5th level (3 slots): *cloudkill*, *cone of cold*

6th level (1 slot): *chain lightning*, *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *incendiary cloud*, *power word stun*

9th level (1 slot): *prismatic wall*

13C-13. You Don't Always Like What You Find

Unfair Fight. This encounter area is likely far beyond the power of most characters. After all, this is Rappan Athuk, and if we didn't include a ridiculously unbalanced and overpowered monster at least somewhere, it wouldn't be right. One should not always bother things one finds here, and a warning should dissuade most from proceeding down this tunnel. The *wall of stone* was the first clue. Taking down the *wall of stone* awakens the 2 sleeping guardians.

The first guardian is a former cleric and is a **lich**, except:

- Increase its challenge rating to 24 (62,000 XP)
- It is referred to as cleric-lich in the sections below.
- It has an AC of 26.
- It has a Strength score of 17 (+3).
- It has a Wisdom score of 21 (+5).
- It has an Intelligence score of 14 (+2).
- It has an additional +3 bonus on all saving throws beyond those listed in the SRD.
- +3 *Mace*. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit*: 9 (1d6 + 6) bludgeoning damage.

Special Equipment. The lich wears +3 *plate armor*, carries a +3 *shield*, wields a +3 *mace*, and wears a *superior cloak of protection^{GM}*, a *ring of shooting stars*, and carries a *staff of striking* on its belt.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 21, +15 to hit with spell attacks). It has the following spells prepared:

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

1st level (4 slots): *bane*, *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *hold person*, *silence*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *clairvoyance*, *meld into stone*, *protection from energy*

4th level (3 slots): *banishment*, *guardian of faith*

5th level (3 slots): *contagion*, *insect plague*

6th level (1 slot): *blade barrier*, *harm*

7th level (1 slot): *firestorm*, *etherealness*

8th level (1 slot): *antimagic field*, *(un)holy aura* (works against living creatures)

9th level (1 slot): *gate*

Tunnel and Cavern. The 2-foot-wide tunnel is intricately carved with moving, animated shapes of human skulls and dead and rotting bodies grinning in soundless screams and leering at any who pass. A terrible sense of foreboding permeates the corridor. Upon entering the hall for the first time, a creature must make a successful DC 15 Wisdom saving throw or be affected as if by a *fear* spell for 10 rounds (or until succeeding on a saving throw). At the 60-foot mark is the first layer of a *prismatic wall*, with another layer every 10 feet until the chamber at Area 13C-13 is reached. The saving throw DC for all wall effects is 20. The cavern at the end of the tunnel contains an elaborate crypt carved of inlaid ivory, lapis, silver, and gold inlays, almost completely covering the walls, floor, and ceiling of the chamber (total value 200,000 gp in materials). Two large sarcophagi stand on a raised dais in the center of the chamber. Each coffin contains one of the liches.

Tactics. Due to the proximity of the *zombiestone*, these foul creatures are immune to being turned, are immune to non-magical weapons, and resistant to all damage. This lich pair has no desire to be disturbed in any way and try to immediately slay any intruders. They also don't want to bother with any intruders, so anyone leaving the tunnel (empty handed, and without taking any of the liches' things), are left alone. Before the characters "exit stage right", the pair shower down spells with an intention of destroying any who disturb them. The wizard-lich immediately casts *prismatic wall*, followed by a series of attack spells: *lightning bolt*, *fireball*, and *disintegrate*. He then uses whatever spell you think will have the best effect and kill the most characters. The cleric-lich begins the combat with a *blade barrier*, followed by targeted *silence* spells. Anyone that gets near him is targeted by an *inflict wounds* or *bestow curse* spell, probably cast using a higher level spell slot. It should not require a great deal of imagination on your part to end this rapidly. Don't forget they also have powerful magic items at their disposal.

Treasure. In addition to the 200,000 gp of inlay, the pair has amassed 120,000 gp of various gems and jewelry. The wizard-lich wears a *ring of spell turning*, *superior bracers of defense^{GM}*, a *greater ring of protection^{GM}* and carries a *staff of the magi*. The cleric-lich wears +3 *plate armor*, carries a +3 *shield*, wields a +3 *mace*, and wears a *superior cloak of protection^{GM}* and a *ring of shooting stars*. On his belt he carries a *staff of striking*.

13C-14. Passage Down

This river passage leads down to Level 13B, Area 13B-1. Conveniently, someone has stashed a small boat here. This boat is magically enchanted to never capsize or sink. The boat holds up to 8 passengers and contains a pair of oars that are locked in place in gunwales.



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Level 14: The Chapel of Orcus

This level contains the last of the three power centers for the evil temple of Orcus in the dungeon of Rappan Athuk. If the characters are to have any hope of expunging the evil forces of this place, they must first succeed in the destruction of this place. The power of this final temple is far greater than that of the two above. Note that this level may only be accessed by the secret door on Level 5, and that that door may only be opened by the key held by the high priest on Level 9. This level is depicted on The Chapel of Orcus map.

Level 14

Difficulty Level: Tier 3

Access: Ladder from Area 5-11, and from Area 12-25 (co-located entrance), passage from Area 14A-5, teleportal to Level 5, Area 27 of the Stoneheart Mountain Dungeon.

Wandering Monsters: Check once every hour on 1d20.

d20	Encounter
1	2d3 acolytes of Orcus ^B
2	1d6 shadows
3	1d6 specters
4-5	1d3 priests of Orcus ^B and 1d4 acolytes of Orcus ^B
6	1d2 vrock demons
7-20	No encounter

General Features

Atmosphere: Strong evil emanates everywhere on the level. Humanoid bones litter all halls and rooms, crushed and gnawed on by some evil being.

Ceiling Height: Ceilings rise to 20–50 feet in rooms; halls are 8 feet.

Doors: Locked, iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** Stone. Require a successful DC 16 Wisdom (Perception) check to find. Also require a successful DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Well-dressed cut stone.

Other:

- Undead have advantage on saving throws to resist being turned or destroyed. Undead automatically succeed on these saving throws in Area 14-8, as channel divinity effects do not work in this area.

- Celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 50% likely to fail.

- Upon entering this level, good-aligned creatures must succeed on a DC 16 Charisma saving throw or be frightened until they leave the level (per the *hallow* spell).

14-1. Entrance

This steep drop from Level 5 seems to go on forever. The ladder descends fully 90 feet into a foul smelling black pit of a room, reeking of decay and filth. As the ladder is descended, the air warms then suddenly cools, as alternating currents of hot and cold air waft about. The tunnel continues to Level 12.

14-2. Empty Areas

The occasional piece of junk or debris litters those areas marked 14-2.

14-3. The Great Golden Idol

This room contains a huge statue, made of solid gold, in the form of a demonic, bloated toad (Tsathogga).

The Evil Idol. The statue radiates evil to such a degree that anyone attempting to use a spell or ability to detect such must make a successful DC 16 Wisdom saving throw or be stunned for 2d4 hours from sheer mental overload. The statue itself is all but indestructible, only being harmed by +3 or more powerful weapons. Anyone damaging it is cursed (successful DC 18 Wisdom saving throw avoids) with a wasting disease similar to mummy rot^{GM}, but removable only by a *wish* spell. Even paladins and other beings immune to disease are affected. This statue allows chaotic evil priests and demons to *commune* with Tsathogga in cases where a "second opinion" is needed. Aid from this demon lord was needed to seal the crypt of Bofred. This vile deed required the powers of both avatars (Orcus and Tsathogga).

Story Award. If the statue is somehow disenchanting or destroyed (your discretion, but should be a major campaign accomplishment), a story award of 10,000 XP should be given to the party. The gold in the statue carries the curse as well (permanently), so while worth almost 1 million gp, it is truly of no value.

14-4. The Seven Seals

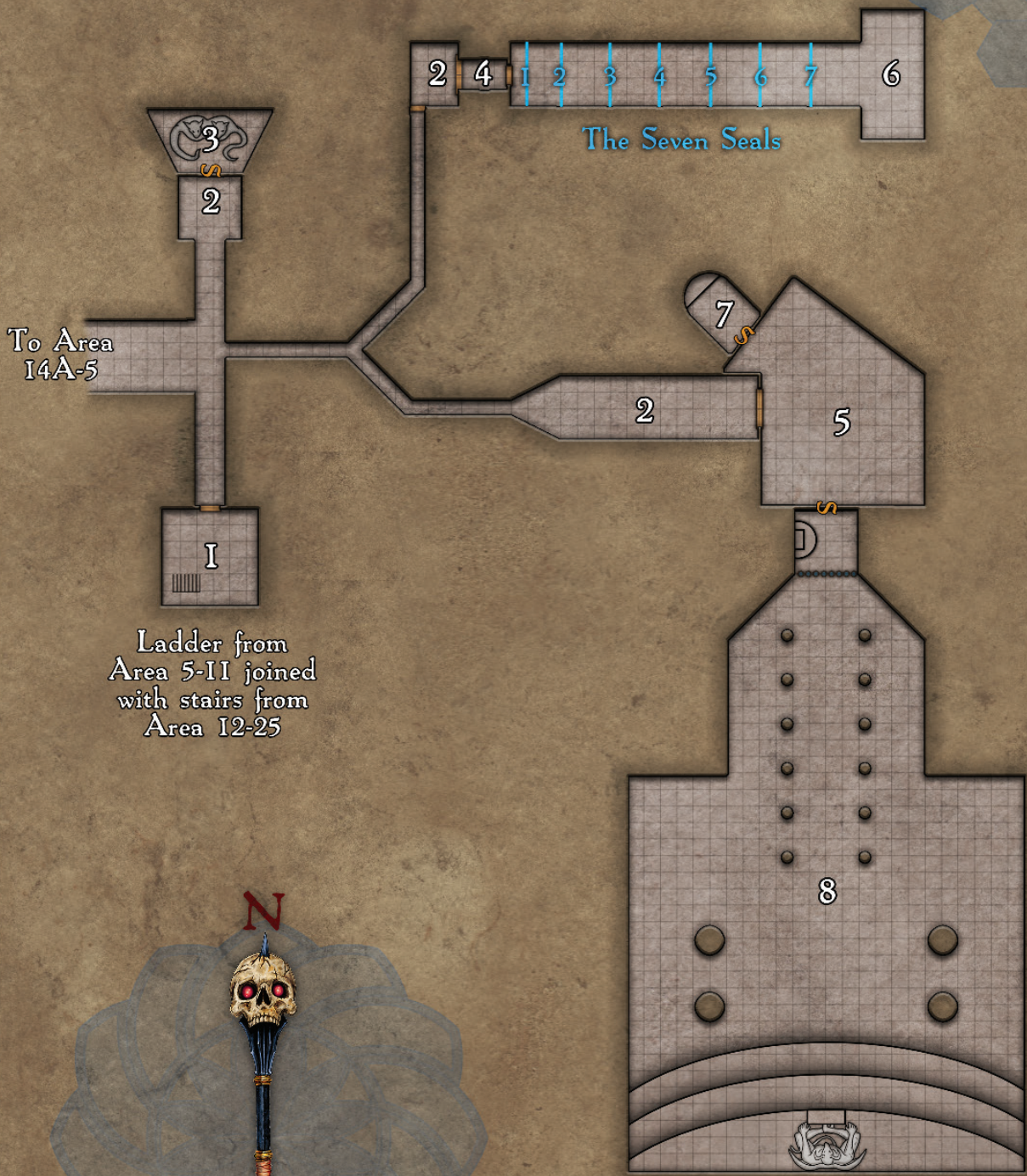
When the demon princes finally defeated Bofred, the high priest of Cuthbert, they created a nearly impenetrable set of wards to prevent his escape. Bofred was an extraordinarily powerful priest, and while neither avatar could alone defeat him, Orcus and Tsathogga were able finally to entrap and imprison him behind 7 binding seals, breakable only by people of diverse backgrounds and abilities. Bofred remained alive for many years in this prison, finally succumbing to old age and joining his god in the Seven Heavens. Writing on the floor provides some clue as to the opening of each seal. Written in fine lettering along the edges of the room in silver script is the following:

*The first is passed by the quick and disorderly, selfish in his own right
The second by the seer who has studied the books to pass the colors, yet
only through order and self may the colors be faded*

*The third may be broken asunder by the man of the greenwood. Only a
good man may succeed.*

*The fourth barrier may only be crossed by the servant of nature. He
alone may pass the fires of hell with a mere touch of his hand.*

The Chapel of Orcus Level 14



To Area I4A-5

The Seven Seals

Ladder from Area 5-II joined with stairs from Area 12-25



1 square - 5 feet

*The fey warrior of no allegiance may sunder the fifth seal; only his songs may quiet the waves of chaos
The sixth seal is broken by the humble hands of the willing servant of his god and of humankind.
Only through slavery to his principles may a man break this seal
The last may be crossed by the blood of its creator's servants*

The Seals. Each seal has an area behind it that can be passed into once the curse is triggered. Each curse affects everyone once. No method of bypassing the seals is allowed, due to the power of the binding put down by the demon lords. Remember, these seals contained a powerful priest! Not even a *wish* spell can bypass them. The seven seals' effects and methods of breaking are as follows:

- Seal #1: The first seal is a door with a lock, warded to allow only a rogue of chaotic alignment to open by picking it with a successful DC 18 Dexterity check with thieves' tools. Anyone else of an alternate class or alignment crossing the seal is cursed (a successful DC 14 Wisdom saving throw avoids) with weakness (–6 to Strength), removable only by a *heal* or *wish* spell.
- Seal #2: The second seal is a *prismatic wall* warded to allow only a lawful wizard to cast the *counterspell* that can bring it down. Anyone else of an alternate class or alignment crossing the seal is cursed (a successful DC 15 Wisdom saving throw avoids) with a curse of stupidity (–6 to Intelligence) removable only by a *heal* or *wish* spell. This curse is in addition to the effects of the wall.
- Seal #3: The third seal is a simple fence created from wood, which allows only a ranger of lawful alignment to chop down safely. Anyone else of an alternate class or alignment crossing the seal is cursed (a successful DC 16 Wisdom saving throw avoids) with clumsiness (–6 to Dexterity), removable only by a *heal* or *wish* spell.
- Seal #4: The fourth seal is an illusion of a *wall of fire*, which can only be passed by a druid. Having the druid simply touch the *wall of fire* dispels it. Anyone else of an alternate class crossing the seal is cursed (a successful DC 17 Wisdom saving throw avoids) with ugliness (–6 to Charisma), removable only by a *heal* or *wish* spell.
- Seal #5: The fifth seal is a wall of rushing air, creating a loud noise. Only a bard of neutral alignment chanting or singing loudly may break a hole in this wall of sound. Anyone else of an alternate race or alignment crossing the seal is cursed (a successful DC 18 Wisdom saving throw avoids) with illness (–6 to Constitution), removable only by a *heal* or *wish* spell.
- Seal #6: The sixth seal is a solid wall of stones, bricks set without mortar. Only a lawful cleric may dismantle the wall and cross the threshold. This is easy and takes about 20 minutes. Anyone else of an alternate class or alignment crossing the seal is cursed (a successful DC 19 Wisdom saving throw avoids) with foolishness (–6 to Wisdom), removable only by *heal* or *wish* spell.
- Seal #7: The seventh seal is a cloth curtain of pure white. It can only be passed by soiling it with the blood of a chaotic evil creature. Anyone attempting to pass the curtain without doing this finds themselves transported to the Astral plane (a successful DC 20 Wisdom saving throw avoids, but does not allow anyone past the curtain), with no way to return. If the cloth is coated in chaotic evil blood, it may easily be passed, and Area 14-6 accessed.

14-5. Shadow Boxing

This room contains many niches and wall cracks. The walls and ceilings look unstable and the occasional trickle of loose dirt falls from the roof. The room is unnaturally dim and shadowy, partly from the inherent darkness of the cave-like setting, but mostly from the presence of the 24 **shadows** that inhabit this area.

Tactics. The shadows attack immediately. Remember, undead have advantage on saving throws to resist being turned on this level. These nasties are trained by their masters to attack in groups. Six attack one individual, attempting to drain that person prior to attacking someone else. They fight until slain, only retreating in the face of a *continual flame* spell

or its equivalent. If forced to flee, the shadows hang on the edges of the light effect, waiting until the spell wears off before resuming the attack.

14-6. Bofred's Tomb

This room contains the final resting place of Bofred, the high priest of Thyr who led the mighty army of light to destroy this place. Bofred nearly succeeded in this feat but was imprisoned by the combined demonic forces of Tsatogga and Orcus, and his tomb sealed by the wards described in Area 14-4. The room is simple, containing only a pile of moldering bones, some rusty metal, and dust.

Contacting Bofred. Bofred has been dead for many years, his soul happily at peace at the right hand of his god. *Speak with dead* spells fail to contact him, though *commune* spells allow contact with this great priest. If contacted, he warns the party of the Avatar of Orcus present on Level 15 and warns that only by praying to the fell god may one enter into his abode and finally slay the demon on this plane (see Level 13).

Treasure. Hidden in the room and warded with magic that prevents all non-good individuals from touching it, is *Thyr's Gavel^{GM}*, a powerful artifact.

14-7. Transport to the Stoneheart Mountain Dungeon

The wall at the end of this corridor shimmers with a silvery light. The surface appears to be polished steel, and little flashes of electric energy pulse constantly over the mirror. This wall is a teleportal to Level 5, Area 27 of the Stoneheart Mountain Dungeon, detailed in *The Lost Lands - Stoneheart Valley* by **Frog God Games**. Anyone touching the wall is instantly teleported to that location. The priests of Orcus from Rappan Athuk have expansion plans and are seeking a great power contained in the Stoneheart Mountain Dungeon: A black monolith of ancient evil.

14-8. The Chapel of Orcus

The final temple to Orcus in Rappan Athuk is manned by one of his demonic lieutenants, **Maphistal^B**, and his retinue of demons, undead, and priests. Unlike the other temples, the entrance to the Chapel of Orcus appears unguarded, and no gates or doors prohibit entrance into it.

The Interior. This chamber appears to be a 40-foot deep room, ending in an ornate altar to Orcus. This is a permanent illusion intended to confuse. Seeing through the illusion requires a successful DC 23 Intelligence (Investigation) check. The room is a 100-foot x 180-foot long hall, ending in a vast onyx altar coated with blood and gore. The altar is flanked by pillars of pure bronze, and the tile inlaid floor contains scenes of horror and malaise, evil deeds beyond comprehension. There is a total of 8 **wraiths**, 12 **shadows**, 8 **acolytes of Orcus^B**, 4 **priests of Orcus^B**, 2 high priests of Orcus (**Wharaz^B** and **Gernaldra^B**), and 2 **marilith** demons here.

Tactics. If the room is entered, the shadows and wraiths attack — appearing to come right through the walls — giving the priests and demons a few rounds to cast spells. Then evil priests and demons seem just to appear from nowhere, passing through the illusory walls to attack. The chapel is under the effects of a permanent *hallow* spell. Creatures who are not followers of Orcus must succeed on a DC 18 Charisma saving throw upon entering the room or be frightened until they leave. In addition, celestials, elementals, and fey cannot enter the

Shrines of Power

The unholy shrines in this dungeon, of which this is the third, provide power to the demon prince Orcus and his avatar, the "Master." To cleanse the area of evil, characters must destroy and then cast *dispel evil and good* upon each unholy shrine. Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on Level 15.

LEVEL 14: THE CHAPEL OF ORCUS

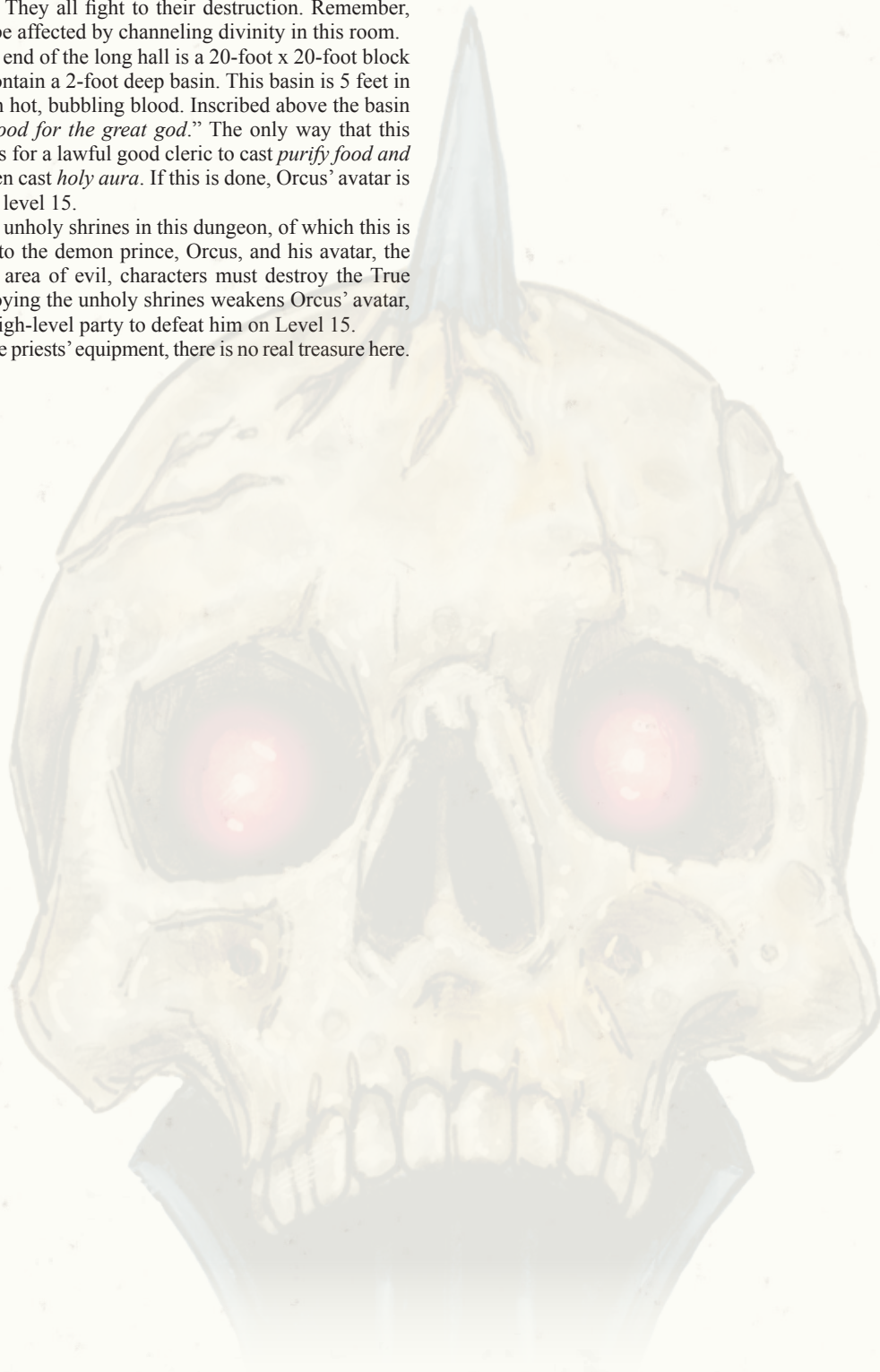
area. Each pillar radiates an unholy aura, as does the altar itself and the statue of Orcus.

All clergy and demons use spells to delay and hamper characters, focusing on spellcasters. Maphistal avoids combat until all his servitors are slain. The priests cast all their protective spells before entering combat if possible. The acolytes relying on their god's protection then wade into the fray. The priests' actions parallel that of the acolytes, but they also cast *bless* before joining combat. When the opportunity presents itself, each priest uses their *hold person* spell. As befits their chaotic nature, the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with characters). The mariliths relish melee, and rush in when the characters are all engaged with the acolyte fodder. The wraiths and shadows simply attack until slain. None of the creatures in this room offers quarter or retreats. They all fight to their destruction. Remember, undead creatures cannot be affected by channeling divinity in this room.

The True Altar. At the end of the long hall is a 20-foot x 20-foot block of solid onyx carved to contain a 2-foot deep basin. This basin is 5 feet in diameter and is filled with hot, bubbling blood. Inscribed above the basin is the following: "*Pure food for the great god.*" The only way that this shrine may be destroyed is for a lawful good cleric to cast *purify food and drink* on the blood and then cast *holy aura*. If this is done, Orcus' avatar is weakened as described in level 15.

Shrines of Power. The unholy shrines in this dungeon, of which this is the third, provide power to the demon prince, Orcus, and his avatar, the "Master." To cleanse the area of evil, characters must destroy the True Altar. Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on Level 15.

Treasure. Other than the priests' equipment, there is no real treasure here.



Level 14A: The Refugees of Tsar

Many, many years ago, the last great army of Tsar was locked in battle with the forces in the army of Light. Untold numbers fell on both sides, and as the army of Light saw victory within their grasp, the fallen soldiers on both sides began rising to continue the warfare for the forces of evil. Redoubling their efforts, bolstered by the fact that if they lost, good would be expunged from the earth and eventually from existence, the army of Light summoned their full might and threw themselves at the citadel of Tsar to crush the evildoers once and for all. The forces of light and good brought all their power to bear, and it was enough, for as the army of Light neared exhaustion, the last denizen of the army of Twilight fell in defeat. But total victory was not to be had. The Grand Cornu, high priest of Orcus in Tsar, had foreseen the fall of his army, and planned to transport his remaining forces to a place of safety and security, so that he might rebuild, and plan a counterattack to destroy the holy warriors and regain control of the surrounding areas. However, the Grand Cornu's plan was not without flaws...

This level is the location where shattered remnants of the army of Tsar ultimately retreated to after the fall of that great citadel (for more information on the city of Tsar, see *The Slumbering Tsar Saga* from *Frog God Games*). This level is depicted on The Refugees of Tsar, maps 1 and 2.

Level 14A

Difficulty Level: Tier 4

Access: Teleportal at 14A-1A, ramp from surface at Wilderness Area 28, promenade to Area 14-1, teleportal at Area 14A-3 to Area 14C-1.

Wandering Monsters: In Areas 14A-3, -4, and -5 only, check once every 15 minutes on 1d20.

d20	Encounter
1	1d3 vampire harlots
2	1d6 shadows
3	1d2 specter noblemen
4	1 lich
5	1 devourer ^b
6	1 nalfeshnee demon
7	2d4 shadows
8	1d6 wraiths
9	1d3 underpriests of Orcus ^b
10-20	No encounter

General Features

Atmosphere: Strong evil emanates from the entire level.

Ceiling Height: Varies.

Doors: Locked, iron-reinforced wood. Require a successful DC 8 Strength check to open.

- **Locked Doors:** Require a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.

- **Secret Doors:** None.

Shields and Wards The entire level is shielded with a permanent

private sanctum (preventing divination sensors, divination of creatures, teleportation, planar travel), and no means of magical transport functions beyond the Black Garrison (Area 14A-2), except in very specific areas (the Mall, Area 14A-3, and the stage bearing the High Altar at Area 14A-4). This also means that no creatures can be conjured into the level except in those areas. In addition, no divine spells involving extraplanar contact of the non-evil planes, such as *conjure* or *commune*, operate on this level. Contact with the lower planes of Evil is allowed, however, placing good characters at a distinct disadvantage.

Surfaces: Smooth, seamless black stone. Climbing requires a successful DC 30 Strength (Athletics) check.

Other:

- Celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 50% likely to fail.

- Upon entering this level, good aligned creatures must succeed on a DC 16 Charisma saving throw or be frightened until they leave the level (per the *hallow* spell).

- This is a powerful and dangerous area. The possible actions of the characters at this level are too varied to plan for, so the level is much less structured than other locations. There are a lot of wandering groups on this level, and it is supposed to feel like an area in flux, where anything may change when you go around a corner. Please plan out a few encounters but let the chips fall where they may. If the characters are lucky, they may be able to walk away unscarred!

14A-1. Grand Arrival

This cavernous area is the location the besieged army of Tsar retreated to after the fall of that great edifice.

Atmosphere. Pitch black, foreboding, and vast of proportion, the entire area appears to be built to withstand some monumental cataclysm. The ceiling soars some 100 feet or better in the air. The air is chill, with faint, conflicting reeks of rotting flesh, old blood, a dank musty odor, and less identifiable scents. The dark stone walls and floor are oddly pliable and strangely smooth, and seem to absorb sound, making any that travel here feel even more insignificant. Should the characters use a non-magical light source, the dark stone drinks in the light, causing all mundane light sources to shed their radiance in half the normal radius. Magical light sources shed light to their full extents but are somewhat less brilliant (no game effect).

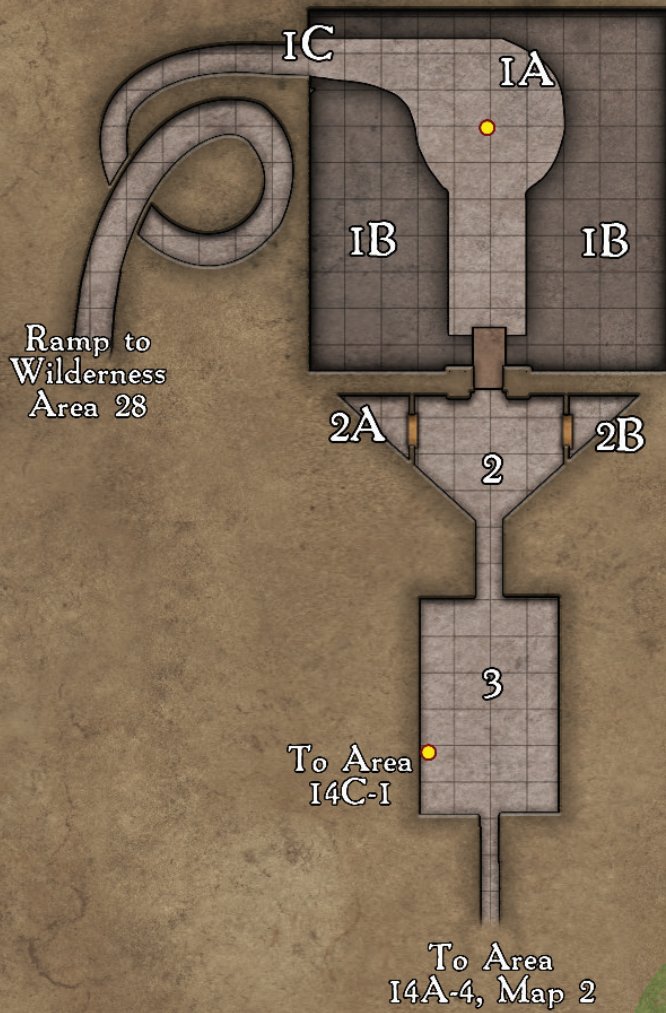
Teleportal. The central teleportal (Area 14A-1A) is the one-way arrival point from Tsar (your discretion if this portal may be linked to other places in the world) the army of Twilight used to establish their base here at Rappan Athuk. The arrival point is surrounded by black stone pillars capped with small bowls filled with some unknown substance which gives off reddish steam and a ghastly red glow; these pillars light up a 40-foot-wide path that leads directly to the Black Garrison (Area 14A-2) across an immense 60-foot-long, 50-foot-wide iron-bound oak drawbridge. The pillars stop at the edge of the drawbridge.

<<insert level 14A map, part 1>>

The Pits. A massive sunken pit roughly 10 feet deep surrounds the center of the chamber. This depression (Area 14A-1B) is the domain of

The Refuges of Tsar Level 14A, Map I

● Teleportal



N



1 Square - 50 Feet

the haunted choir. These poor souls, survivors of the retreat but not their master's cruelty, have each offended one of the clergy of Orcus in some way. The haunted choir, all mindless zombies moaning in unison, fill the area with a dreadful dirge that causes any non-chaotic evil living being to make a successful DC 15 Wisdom saving throw or be stricken with fear for 1d6 rounds.

Ramp to the Surface. To the northwest a 50-foot-wide ramp rises gently in a vast spiral, corkscrewing its way to the surface (to Wilderness Area 28, currently buried under 50 feet of earth and stone). Originally planned as the access route for the rebuilt army of Twilight, the Spiral to the Light (Area 14A-1C on Level 14A map) has since been abandoned, awaiting the day when the dark hordes of Orcus are once again ready to rise from the depths of Rappan Athuk to plague the world with a new age of darkness. While it can be accessed from the surface, it would take days of excavation to clear a 10 feet passage through the debris, assuming it could even be found.

The Haunted Choir. There are 2 **zombie hordes^B** (both Areas marked 14A-1B on Level 14A map) in the room waiting to greet the visitors. They attack mindlessly and relentlessly.

14A-2. The Black Garrison

This enormous gatehouse has been carved out of the strange black stone of the cavern itself; no seams or joints can be found along its face.

Walls and Courtyard. The towering, 50-foot walls are nearly impossible to scale, requiring a successful DC 30 Strength (Athletics) check. The walls are 25 feet thick, and topped with machicolated battlements, offering an excellent view of the surrounding area for the 12 **black skeletons^B** lurking atop them. The massive drawbridge is tethered by huge iron chains, each link half the height of a man. The drawbridge is down unless an alarm has been sounded.

The courtyard behind the garrison leads to buildings to the east (2B) and west (2A), and to the Great Mall (Area 14A-3).

- Area 2A: The building to the west serves as the headquarters of the Black Garrison. It has 3 stories, is much more elaborate than the eastern barracks, and is designed with a decorative style reminiscent of a noble's tomb. The first floor is the office of **Patrol Captain Luther^B**, a dwarf graveknight who controls the skeleton and zombie troops that patrol the courtyard (Area 14A-2) and makes certain nothing arriving at the teleportal (Area 14A-1A) gets by the drawbridge.

- The second floor is a wide-open floor plan; the inhabitant is a **marilith** demon known as Blayze. She personally leads the elite black skeleton troops, deploying the archers along the battlements before meeting with her infantry to repel anyone in the courtyard. The third floor is a magnificently appointed greatroom, with maps of the wilderness for miles in all directions adorning the walls. Several tables show what look to be miniature scale troop movements in unknown lands. This area is the domain of the garrison captain, **Lord Naphrathoth^B**, the fallen empyreal, and former lieutenant to General Nimrod (see *The Slumbering Tsar Saga* from *Frog God Games*). Turned at the battle of Tsar and tasked to keep the "back door" into Rappan Athuk secure, Naphrathoth takes his station VERY seriously. He would rather die than lose this garrison position and fights any force to his utter destruction.

- Area 2B: The 4-story building to the east holds undead troops of various types, ready to deploy at any time. As the occupants have no need of rest or refreshment, the building functions as a giant warehouse; consisting of 4 floors, each completely open with no furnishings other than weapons stored along the perimeter of the room. Each floor is dedicated to a different type of undead troop. Packed in like terra-cotta soldiers, the first floor of the barracks contains 100 normal **skeletons**, while the second floor is more sparsely populated with 50 normal **zombies**. The third floor houses the elite guard, 50 **black skeletons^B**, and the fourth floor holds another 30 **black skeletons^B** armed with various missile weapons. The fourth floor has a staircase to the roof of the building, which in turn has a staircase to the battlements along the wall.

Treasure. These troops care nothing for mundane treasure and have little beyond their weapons and armor. The headquarters furnishings could fetch a combined total of 25,000 gp, with a total weight of 500 pounds.

Luther has a +2 *frostbrand battleaxe*, +2 *demon armor* (Luther is immune to the curse), and a *belt of giant strength* (storm giant).

14A-3. The Great Mall

This area is simply a vast open square with hundreds of beings milling about. Large abhorrent murals decorate the walls, with all manner of atrocities depicted. The depravity of the art is like none the characters have ever seen (really play up the obscenity of the decoration here).

Shops. Small kiosks litter the area, some for trading goods, some for selling slaves, body parts, magic items, books, poisons or even less savory items. Nearly any "evil" item may be found here, and evil magic items may be acquired or sold as well.

Inhabitants. Groups of cowed figures gather together, hatching schemes and plots against their fellow conspirators; occasionally, lesser priests of Orcus have gathered throngs of observers to hear their litany. Vampires rub shoulders with lichs; demons push past undead as if they didn't exist; monstrous humanoids perform dark deals with underground denizens. In all, the place is too vast and the throng too varied to describe accurately; you are free to determine the specifics the characters may find here.

This is a central meeting and gathering place for the faithful of Orcus, and all manner of undead, daemons, demons, humans, humanoids, and other less-easily-defined being wander this area.

Teleportal. Located along the southwestern wall, part of the hideous mural depicts a great horned being with a gaping mouth. Anyone who comes within 10 feet of the mural must make a successful DC 16 Wisdom saving throw or avoid the area like the plague. The area wards away ALL creatures, fueled by the *anima engine* on Level 14C. The mouth is a teleportal to Level 14C, The Architect's Workshop.

14A-4. Grand Cathedral of Orcus

The seat of the High Altar of Orcus (the Demon Lord's primary point of worship), this area is the grandest temple anywhere in Rappan Athuk. With towering arched ceilings, gilt fixtures, and lavish appointments everywhere to be seen, this sanctuary overflows with opulence. Lit by multitudes of black candles giving off shadows that dance and frolic as if they were alive (or undead), the cathedral looks like some deranged artist's nightmarish rendition of a gothic chapel.

The Cathedral before Mass. Usually, the cathedral appears empty save for the 6 **underpriests of Orcus^B** tasked to replace the candles and keep the chamber immaculate. A score of **zombies**, swaying hypnotically in the northwest corner act as a morbid choir, replicating the loathsome cacophony of the haunted choir (Area 14A-1B). These zombies have orders to maintain this "singing," but will attack en masse if threatened or ordered by the underpriests.

The Cathedral during Mass. Should the characters appear in the cathedral during one of Orcus's unholy days, or when the Grand Cornu Lorvius is exhorting his congregation, the scene is much different; intelligent undead line up in ordered rows, all eyes facing the High Altar, in rapt awe. The characters have advantage on Stealth checks and the audience disadvantage on Perception checks if the Grand Cornu is in mid-sermon when they arrive; Lorvius can capture a crowd! However, should even one creature notice the characters, heads slowly begin turning in their direction, as a ripple across a very still pond. As the last head turns, the characters may notice the Grand Cornu has stopped speaking and is staring directly at them. Time to run!

The Altar. Area 14A-4A is the High Altar itself. This massive, jet-black, sarcophagus is roughly 4 feet tall, fully 20 feet long and nearly 10 feet wide, and looks like nothing so much as a giant ebony coffin. Upon closer inspection (within 10 feet of the altar), an observer notices that the top of the altar is a lid. Any being of non-chaotic evil alignment approaching the altar within 5 feet must make a successful DC 16 Wisdom saving throw or flee in absolute panic for 10 rounds (as the *fear* spell). Anyone except the Grand Cornu of Orcus who attempts to raise the lid of the altar must make a successful DC 16 Wisdom saving throw or flee the entire level (beings of good alignment suffer a -6 penalty to the saving throw). The lid is heavy and requires a successful DC 20 Strength check for anyone besides the Grand Cornu; for him, the lid rises easily.

The Refugees of Tsar

Level 14A, Map 2

To Area
I4A-3, Map I



To Area I4-I

To Area I4B-I

1 square - 5 feet



Inside the altar is a most unusual sight; it is a delicate, desiccated elven corpse. What may have once been a beautiful drow noblewoman is now a dried and leathery husk. Silver jewelry and gossamer veils drape the body, with iron manacles at wrists and ankles. A silver dagger protrudes from the corpse's chest, acid slowly eating away at the body, but never fully destroying it, as if the corpse continues to fend off annihilation.

Whatever this being once was, she must have great importance to the clergy of Orcus.

Pillar of Orcus. Behind the altar, a massive stone pillar bears a great, horned skull. Hellish light glows within the hollow pits of its eyes, and it seems to stare directly at anyone who enters the chamber.

Inhabitants. The cathedral is never empty. Forty **shadows** fill nearly all the nooks in the ceiling, flickering in and out of sight as they please. As one of Orcus's favored undead, they enjoy some freedom of action, although they tend to stay close to the perimeter of the temple.

Tactics. Depending on the make-up of the congregation, battle tactics can vary wildly. If intelligent undead are in attendance, they order and control the lesser undead to attack the characters in an organized assault. Mindless undead simply attack any living thing. All undead here fight until their destruction.

Treasure. All the gold appointments are highest quality, and worth a king's ransom (various candelabra, vessels, dishes, goblets, tapestries,

etc. easily worth more than 200,000 gp, but weighing 5,000 pounds). However, most have been bathed in evil for centuries, and retain the taint of wickedness. Anyone removing treasure or furnishings from this cathedral must make a successful DC 14 Wisdom saving throw or be subject to terrible nightmares that disrupt one's sleep (and ability to heal naturally or regain spells) until the items are returned or destroyed. If the items are given away or sold, the new owner suffers the nightmare effect (let the buyer beware!). If the items are destroyed in a temple dedicated to a lawful good deity by a priest of at least 12th level, the nightmares stop.

14A-5. Promenade

This wide corridor is painted with images of Orcus, various demons and undead, and scenes of atrocities galore. The scenes seem to become less abhorrent as one approaches Level 14, almost as if intentionally noting that Level 14A is more sinister and terrible. **Wraiths** haunt this promenade in packs (1d3+4), eagerly waiting for any non-priests to torment. The wraiths do not approach anyone wearing the unholy garb of Orcus.

14A-6. The High Reliquary

This dismal vault hangs heavy with an uneasy pall; something here drains the very life out of the air.

The Relics. Shelves made of solid, black wood line the walls and each of the 3-foot risers. Every shelf contains grisly and bizarre trophies: a skull here, a necklace made of bones there, goblets encrusted with blood and tissue, weapons of every make, a seemingly freshly-severed hand, etc. These items are the holy relics of the clergy of Orcus, gathered from across the land. Many of these items hold only “sentimental” or nostalgic value, but a few items are more powerful.

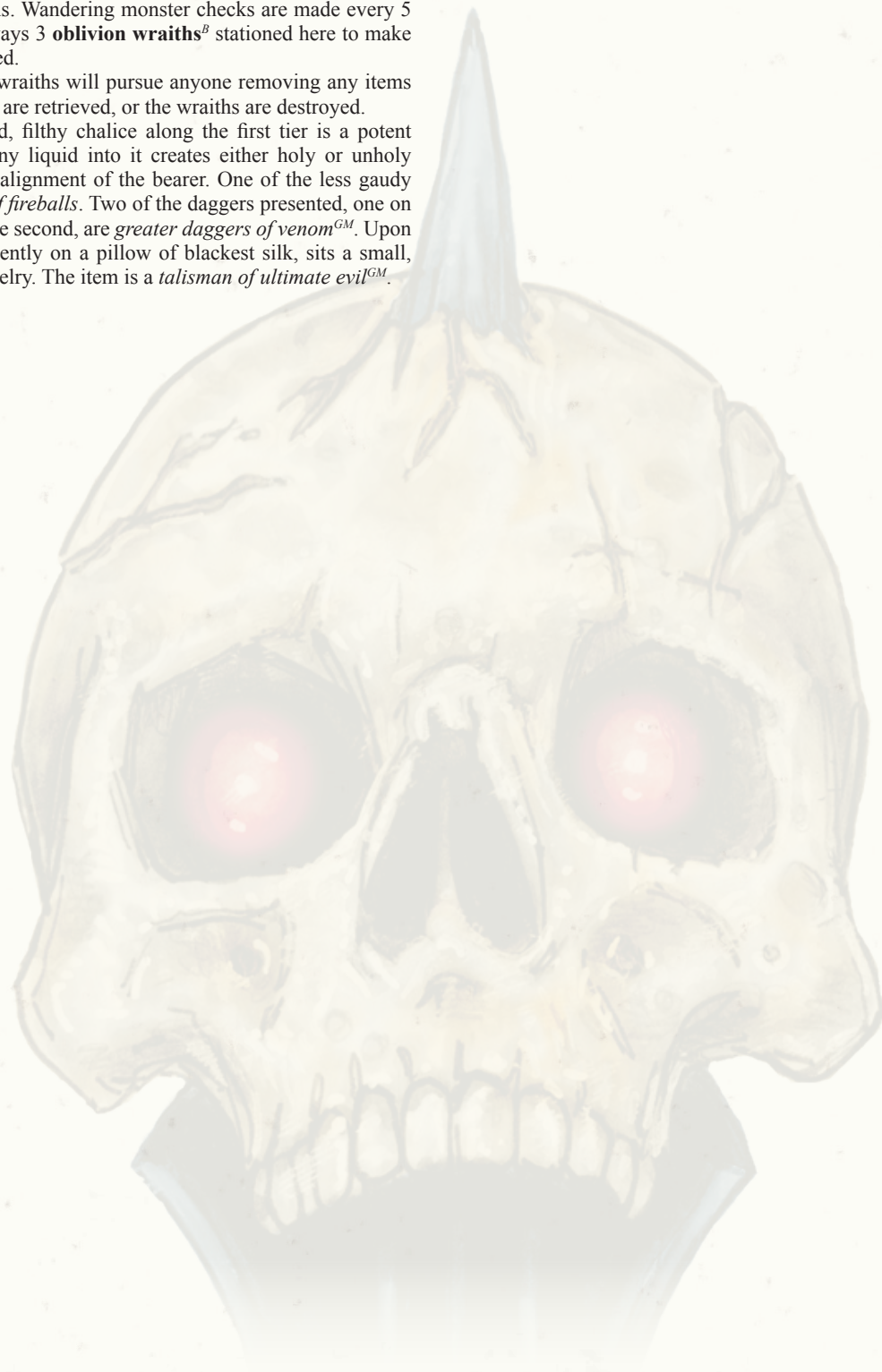
The reliquary is a very popular location on this level, as many wish to bask in the glory of Orcus. Wandering monster checks are made every 5 rounds, and there are always 3 **oblivion wraiths**^B stationed here to make sure items are not removed.

Tactics. The oblivion wraiths will pursue anyone removing any items from this room until they are retrieved, or the wraiths are destroyed.

Treasure. A blackened, filthy chalice along the first tier is a potent magical item. Pouring any liquid into it creates either holy or unholy water, depending on the alignment of the bearer. One of the less gaudy necklaces is a *necklace of fireballs*. Two of the daggers presented, one on the first tier and one on the second, are *greater daggers of venom*^{GM}. Upon the third tier, lying reverently on a pillow of blackest silk, sits a small, non-descript piece of jewelry. The item is a *talisman of ultimate evil*^{GM}.

14A-7. Stairs to Level 14B

These stairs lead down to the High Cornu’s private suites. Each step is engraved with foul symbols, images, prayers to Orcus, and the like. If magic is checked for, no auras are discerned due to a magical “mask” cast over the area. This mask hides the 2 *symbols of death* inscribed upon the third and the final steps of the staircase; both are triggered if a good-aligned creature passes over the step. The creature triggering the *symbols* must make a successful DC 20 Wisdom saving throw or take 110 (20d10) necrotic damage, each (220 points if both failed).



Level 14B: The Grand Cornu of Orcus

In the clergy of Orcus, there are many high priests, beings holding power, prestige, and above all, an affinity for death and destruction. These high priests are often the most frightening and terrible forces of their area, combining and leading divergent masses bent only on spreading evil and atrocity. Taking down a high priest of Orcus and thwarting their plans is often the goal of an adventuring group, whatever their party's moral code. Evil fights evil, as well as everyone else. Only the strongest, smartest, and most ruthless reach the upper echelon of this clergy. And above all these demented individuals sits the Grand Cornu of Orcus, the supreme authority of Orcus's will on the material plane. The area is shown on The Grand Cornu of Orcus map.

Level 14B

Difficulty Level: Tier 4

Access: Stairs down from Area 14A-7 at Area 14B-1.

Wandering Monsters: None.

General Features

Atmosphere: Strong evil and magic emanates from the entire level.

Ceiling Height: Ceiling heights tower to 20-40 feet.

Doors: Locked, iron-bound wood. Require a successful DC 12 Strength check to open.

- **Locked Doors:** Require a successful DC 24 Dexterity check with thieves' tools or DC 30 Strength check.
- **Secret Doors:** Special — see 14B-8.

Shields and Wards: The entire level is shielded with a permanent *private sanctum* (preventing divination sensors, divination of creatures, teleportation, planar travel), and no means of magical transport functions except in very specific areas (the teleportal at Area 14B-3 and the attuned teleportals in the Torturatorium at Area 14B-2). This also means that no creatures can be conjured into the level except in those areas. In addition, no divine spells involving extraplanar contact of the non-Evil planes, such as *gate* or *commune*, operate on this level. Contact with the lower planes of Evil is allowed (and encouraged!), placing good characters at a distinct disadvantage. The Grand Cornu alone is not subject to the teleportation shielding, as he may use *word of recall* as normal to return to his chambers.

Surfaces: Tightly fit stone masonry, surfaced with painted plaster.

Other:

- Invisibility is dispelled on this level.
- Celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 50% likely to fail.
- Upon entering this level, good-aligned creatures must succeed on a DC 16 Charisma saving throw or be frightened until they leave the level (per the *hallow* spell).

The Grand Cornu

The current Grand Cornu, **Lorvius**^B, has held the position since shortly after the fall of Tsar and the retreat to Rappan Athuk by the army of Twilight. Opening the gateway, thus allowing the army to get to their new garrison

at Rappan Athuk, proved to be too much for then-Cornu Jeravix (see *The Slumbering Tsar Saga* from **Frog God Games** for more information on Jeravix), and as the gate closed, and neither the Grand Cornu, nor any of the Voices of the Master arrived, then-Canon Lorvius took control of the situation. As second in command to the Seneschal of Tsar, Lorvius had tasted power in the past, and looked forward to solidifying his position.

After some immediate preparation, the army of Light found where the survivors of Tsar had fled. In their haste, the army of Light split their forces; some remained in Tsar to cleanse that wicked place, while the rest pursued the refugees. Not knowing Jeravix's plan all along was to send the army of Twilight to Rappan Athuk, the army of Light was woefully unprepared for what awaited them upon their arrival.

After the defeat of the army of Light, Lorvius celebrated as only he knew how. Always a sadomasochistic and deviant, he did not allow the army of Light to rest after death. Animating their bodies, Lorvius positioned many of the fallen army to posts in Rappan Athuk. Over time, as other undead and despicable beings were drawn to the Dungeon of Graves, Lorvius lost track of the army, and now only on occasion can a former soldier of the army of Light be recognized by a scrap of armor or a standard.

During the rebuilding, the Archbishop of Orcus, Pagonis, came to Rappan Athuk. Having attempted to create a center of worship in the city of Tircople, Pagonis was not part of the evacuation, and was looked upon as an "outsider" in Lorvius's eyes. In the years Lorvius served Seneschal Vrius, Pagonis had always lorded his status over Lorvius and all the other disciples. Now that Lorvius had secured Rappan Athuk, and was preparing the coronation ceremony for the next Grand Cornu, who was Pagonis to come in and take control? Lorvius planned a very clever assassination to remove his rival. Successful, Lorvius had the archbishop's body brought to the Cathedral (Area 14A-4) and before his body was cold, Lorvius bathed the new High Altar with the former archbishop's blood, thus elevating himself to High Cornu of Orcus.

After the ceremony, and upon returning to his own personal level of the dungeon, Grand Cornu Lorvius retired to his private lounge for relaxation. Upon entering, he was horrified to find the shadowy figure of Archbishop Pagonis standing there waiting for him. Upon his death, Orcus had decided to send the archbishop back to the material plane to act as an "advisor" to the new Grand Cornu and maintain his position as Archbishop is his "new and improved" form. The archbishop is rarely far away from the Grand Cornu, always offering advice and observing his actions.

As the Canon of Orcus in Tsar, Lorvius could feed his taste for self-torture, mutilation, and other deviant acts. After his ascension to Grand Cornu, his devotion to personal abuse was elevated to a new level. Cornu Lorvius tests new concepts on victims in the Torturatorium (Area 14B-2) before trying them out on himself, always seeking the next level of "devotion".

As an extremely busy man, Lorvius moves around this complex frequently. Consult the table below to determine his whereabouts or place him as you want.

d20	Room	Area#
1-10	Torturatorium	Area 14B-2
11-15	Library	Area 14B-5
16-17	Lounge	Area 14B-6
18	Here	

LEVEL 14B: THE GRAND CORNU OF ORCUS

d20	Room	Area#
19-20	GM's discretion	

The Grand Cornu is never alone while on this level; the Dark Archbishop, Pagonis, is always near him offering advice on how to avoid being assassinated, how to run the clergy, etc., much to the Grand Cornu's chagrin. Lorvius is extremely cautious about anyone meeting him on this level (fear of assassinations) and never meets with outsiders without his retinue of 4 wraith bodyguards he specifically created for the task and that never leave his side.

14B-1. Entry

These stairs lead down from Level 14A. Each step is gravened with foul symbols, images, prayers to Orcus, and the like. If magic is checked for, no auras are discerned other than those present throughout the level. This mask hides the 2 *symbols of death* (as described in 14A-7) inscribed upon the third and the final steps of the staircase; both are triggered if a good-aligned creature passes over the step.

14B-2. Torturarium

The current Grand Cornu of Orcus, Lorvius, has a long history of sadomasochism and deeply deviant behavior. Much of this abuse is self-directed, but ever the vanguard of mutilation, Lorvius has been directing his attentions lately to testing new theories of torment on others before inflicting the punishment on himself. To this end, he has enlisted the aid of a being called "Doctor Tremble", an **interlocutor chain devil**^B. The "doctor" has worked with Lorvius and the master trapsmith Sourfang to develop this torture testing-ground for Lorvius's entertainment and enlightenment.

Central Chamber. In the central chamber stand 6 pillars, each 3 feet tall, with a dark, smoothly polished crystal lens approximately the size of a shield affixed to the top of each. These crystals are magical scrying devices allowing those activating them to gaze into the specialized torture rooms (Areas 14B-2A through -2F; see below). The crystals are permanently attached to the pillars; removing them destroys their magic. Each pillar bears a pair of hidden buttons concealed upon it. One button activates and deactivates the scrying crystal; the other activates or deactivates an effect within each associated chamber. This can be discovered and understood with a successful DC 16 Intelligence (Investigation) check.

Alcoves. The 6 alcoves indicated on the map each holds a teleportal that transports any creature entering the alcove to the corresponding torture room. These teleportals are one-way transports.

In addition to Doctor Tremble, there are always 4 **chain devil** aides in the room to "help" anyone with their observations and to try out any room they like.

Development. If any of the characters are so unlucky as to be brought before the Grand Cornu, he initially tries to determine the character's weaknesses (with the aid of the doctor) and find a perfect torture for them. After a torture area is determined, the character is placed on the attuned teleportal and shifted into the trap. Their reactions are then observed by anyone viewing the attuned crystal in Area 14B-2.

- It is important to remember, the entire area is shielded (see Level 14B, Shielding), so no teleportation or planar travel is possible out of the traps.

Tactics. If the opposition from any intruders seems minimal, Doctor Tremble and his aides seek to immobilize their opponents, either through grappling or by trying to force them into one of the teleportal alcoves. Should they face more serious opposition, they animate the chains hanging throughout the room to cause general mayhem while Doctor Tremble focuses his attentions on one threat at a time. Any combat within this area can be heard throughout the level, and likely brings the swift attention of the Grand Cornu if he is not already present.

- Area 14B-2A, Bathophobia: Once the target is placed upon the teleportal, they are immediately transported into a room, 20 feet long and wide, and 200 feet deep. The receiving point of the teleportal is in-

scribed on the ceiling of the room, and the target immediately begins to fall. At roughly 1 inch below the receiving teleportal, an *antimagic field* fills the room. As the target reaches the bottom, they notice another outlined teleportal fast approaching. Again, roughly 1 inch above the floor, the *antimagic field* stops, allowing the falling target to contact the opposite teleportal, only to be transported back to the top of the room! Not normally possible (without the use of the *anima engine* on Level 14C), the trap continues to cycle the target through as many revolutions as necessary to suffer a heart attack, or eventually starve to death. Once the target has expired, the *antimagic field* is suppressed by means of one of the hidden buttons on the scrying crystal pillar attuned to this chamber, and the body is removed.

- Area 14B-2B, Demophobia: Creatures placed upon the teleportal are transported into a room, 30 feet long, wide, and deep. The receiving point of the teleportal is again inscribed on the ceiling of the room, and the target immediately falls to the floor, taking 10 (3d6) bludgeoning damage. One inch below the teleportal the entire room is covered by an *antimagic field*. The stench of this room is so overwhelming the target must make a successful DC 16 Constitution saving throw or become poisoned while remaining in the room. Except for a 5-foot diameter area directly beneath the teleportal, the floor of the chamber is packed by a horrible mass of shambling, moaning **zombies** in a horde. The instant the target lands, the zombies move forward with their grasping, rotted hands, seeking to tear the new arrival limb from limb.

- Area 14B-2C, Aquaphobia: The teleportal accessing this area transports the target to a 20-foot square room filled with water. The target may attempt to hold its breath, but eventually begins to drown. Once the target has perished, the water is drained away by means of a hidden scrying pillar button (see 14-2A, above) and refilled from some unseen source.

- Area 14B-2D, Achulophobia: Like other areas, the teleporter transports the target to a location on the ceiling, dropping the target to the floor 20 feet below for 7 (2d6) bludgeoning damage. One inch below the teleporter location, an *antimagic field* fills the room. This room is quite large (a 40-foot cube) and lit with shadowy illumination from an unknown source in the ceiling. It is the home of 24 **shadows** that love nothing more than to add to their ranks. Any targets killed by the shadows join their ranks in this room forever. The hidden button on the scrying pillar associated with this area (see 142A, above) activates and deactivates the *antimagic field*.

- Area 14B-2E, Autophobia: The teleporter transfers the target into a featureless room, well-lit from an unseen source. However, by means of the button on the scrying pillar, a section of wall can slide open, revealing a *mirror of opposition*^{GM}. There is nowhere in the chamber to avoid being reflected by the mirror. Any creature reflected within the mirror causes it to activate, producing an exact duplicate of the target, which emerges from the mirror and attacks its double using the best tactics possible, and fights to the death. If the reflection should win, it vanishes upon the death of its counterpart. However, if the victim survives, they might be released from the chamber and tortured in some other fashion...or the wall might be reactivated, causing another reflection to appear. Those viewing the fun in this chamber always close the wall back over the *mirror* after activating it.

- Area 14B-2F, Claustrophobia: This teleporter transfers the target to a 2 1/2-foot-wide x 2 1/2-foot-deep by 7-foot-tall space. The teleporter point is on an adamantine grate with 1-inch square spaces. Every round the target is in the space, the ceiling lowers 3 inches on initiative 20. For Medium targets, they are safe for approximately 8 to 10 rounds. Depending on armor worn, items carried, etc. the target runs out of space after this time. The ceiling can be slowed with a successful DC 18 Dexterity check with thieves' tools, slowing the rate of descent to 1 inch per round. The target is eventually squeezed completely through the grate, and the ground fluid and tissue is transported to other places in the dungeon. The hidden button on the scrying pillar activates and deactivates the crushing ceiling. As this chamber is only effective on Medium or smaller creatures, Lorvius is currently considering having an additional chamber created to hold larger victims.

14B-3. Teleportal

The floor of this room is dominated by a massive circle of lines and runes permanently etched into the floor and inlaid with platinum, obviously a summoning circle of some kind. The chamber is guarded by 8 **bodak**^B priests who defend it against any unauthorized intrusion.

Summoning Circle. The area within this circle is one of the few locations on the level not shielded against magical transport. The circle inscribed in the floor is frequently used in conjunction with *protection from evil and good* when Lorvius wishes to try to lure or force a good outsider into his domain, as a precursor to binding it and trying out his latest torture experiments upon it.

14B-4. Grand Cornu's Office

Entering this area from the previous debauchery is quite a shock to the senses; this is a very ordered and business-like den. A large darkwood desk sits along the southern wall, with just enough space for the overstuffed chair behind it, and a 10-foot x 15-foot tapestry showing the landscape of Tsar. Paintings and tapestries cover the other walls, lending a warm, pleasant feel to the room. A large fireplace sits in the western wall, with a warm fire blazing merrily within. A dozen rather uncomfortable chairs are arrayed in a semicircle about the center of the room, surrounding a large bas relief set into the floor depicting a massive angelic figure, bound and suffering from the gleeful tortures of surrounding demons.

Meetings. Lorvius only meets important underlings in this room for private conversations and official business requiring face-to-face discussion. If the Cornu wishes to meet with someone in a less formal manner, he meets them at the Torturarium (Area 14B-2) and they conduct their business there. Lorvius remembers well the path he took to gain his position as the Grand Cornu and is ever vigilant with his protections and defenders.

Tactics. The **animated darkwood desk**^B itself is a bodyguard, a group of 6 **shadows** lurk in the corners, and the bas relief set in the center of the floor is a **stone golem**. In addition, the fireplace is an illusion that covers a *symbol of death* (Lorvius is attuned to the symbol, thus immune to its effect); it activates immediately should the fireplace be dispelled or disbelieved and the symbol seen. The illusion can be seen through with a successful DC 18 Intelligence (Investigation) check. The tapestry behind Lorvius's chair covers another *symbol of death*, a *symbol of discord*, and a *symbol of stunning* (again, Lorvius is attuned to all of them and immune to their effects). A DC 19 Constitution or Wisdom saving throw negates the symbol's effect.

Treasure. The 8 paintings are all masterpieces and fetch 1,000 to 4,000 gp each from a collector. The 10 tapestries are all large and well-made and are worth 200 to 1,200 gp each. The paintings weigh 20 pounds each while the tapestries each weigh 40 pounds.

14B-5. Library

This area is crammed with many tomes, folios, scrolls, and other media. There is a dizzying amount of information in this place. Floor to ceiling bookshelves groan under the weight of all the books.

Accumulated Knowledge. Volumes dedicated to torture, pain, healing, and alchemy compete with books of clerical dogma and humanoid sacrificial rites, while strange metal plates engraved with numerical ciphers lie stacked against stone tablets with etched indecipherable scratches. A small stack of parchment sheets and several journals lie on the floor near the center of the room, arranged in a small circle (Lorvius prefers to kneel on the hard, stone floor to relax while reading). Two of the journals are written in strange, twisted sigils (Daemonic), while 3 others are written in Draconic, Aklo, and a third language of strange, serpentine script (Yithian). All these journals and notes seem to reference something known as the "Pain Trade," although it is unclear what that is referring to. Many of the parchments are notes trying to knit together bits and pieces of the journals, but it is difficult to see if there is any success. Another of the notes looks like a half-completed draft of some sort, written in the Common tongue, with many scrapes and revisions visible on it (see

The Rise of the Cornu

It is with the uttermost sense of [scraped off] satisfaction that I chronicle the rise of Our Leader, the Grand Cornu Lorvius, the High Atrociter, the Hand of Orcus, the Dark Archbishop. Grand Cornu Lorvius began his rise to power in the far city of Tsar, lo these many years ago. A [scraped off] man of humble beginnings, his rise to the High Altar has come not from privilege or station, but by the strict adherence to the doctrine of Orcus. The Horned Father selected the High Atrociter many years ago, and [scraped off] personally guided his growth and promotion through the ranks of His clergy.

[large area scraped off]

...and after the Canon led the advance guard from the treachery of Tsar at the hands of the Unnamed Heretic, the High Atrociter began to build, with [scraped off] only his faith in Our Horned Father, the new High Altar of Orcus in the depths below the Forest of Light.

Luring the remnants of the Fool's Errand to the fortification, the High Atrociter and His Twilight Army decimated their foes, converting some to the One True Faith, while utterly annihilating the Unbelieving. It was over the course of many months, but final victory was assured.

After the Great Purge, when naught were left of the Fool's Errand, but perhaps a few stragglers saved for later use, the High Atrociter declared the consecration of the High Altar to be nigh. The Time of Blackest Night was upon us, the greatest of holy days to Our Horned Father. The High Atrociter sought the Sign of Orcus in the sky, the waning moon with the Face of Death upon it, when he noticed [scraped off] the Betrayer returned to fortified Rappan Athuk!

Seeking to steal the High Altar and supplant our High Atrociter in the eyes of the Horned Father, the Betrayer made his intentions of becoming the new Grand Cornu known. Upon hearing the proclamation, our Leader knew the time for action in the name of Orcus was upon him. Seeing the Betrayer not as a challenge to his authority and rightful place as Grand Cornu, but as a gift from the Horned Father to be used in consecration of the High Altar, the High Atrociter used his [scraped off] righteous might to subdue the Betrayer, lash him to the Altar, and offer his soul to the Horned Father in supplication. The Blood Ceremony complete, the High Atrociter placed the Horned Crown upon his brow, declaring himself the new Grand Cornu of Orcus!

[Another large area scraped off]

These facts are documented for my Lord; the High Atrociter; the Hand of Orcus; the Will of Our Horned Father; the Dark Archbishop; the Flayed Canon; Lorvius, the Grand Cornu of Orcus

—Ashfallen, Annalist of the Grand Cornu

sidebox). Deciphering all this information in the library may be a difficult task, as the characters are not alone!

The Librarian. The librarian makes an appearance 1d6 rounds after anyone enters the library, teleporting in. The current librarian, **Ashfallen**^B, appears as a human-sized, cowed figure wearing a veiled face-wrap, his only clearly visible body parts being the wickedly sharp claws extending from his loose robes. Ashfallen is tasked with maintaining order here and documenting the Grand Cornu's rise to power. He is not immediately hostile, although he is quite surprised to find the characters here alone. Ashfallen is an ally of Glazerel on Level 14C, and possesses a *warden ring*, allowing him to *teleport* or *plane shift* while on this level (Lorvius keeps Ashfallen around for this reason; he still doesn't understand how the annalist can perform this feat). If the characters somehow manage to successfully befriend him, Ashfallen may be a useful source of information. Ashfallen has no loyalty to Lorvius but uses his position to gather information for himself and Glazerel. If the characters manage to make Ashfallen helpful, he may even allow the characters draws from his *deck of many things*, if they are so inclined.

The Grand Cornu of Orcus Level 14B



1 square - 5 feet

Treasure. Ashfallen wears *greater bracers of defence*^{GM}, has a *deck of many things*, and a *warden ring*^{GM}.

14B-6. The Lounge

Decorated in the plush style of the desert genies, the room is covered in lush throw rugs, satin pillows of various sizes, hanging draperies of gossamer silk, with iron braziers and golden stools punctuating the perimeter. Smoke drifts from the incense smoldering in the braziers, filling the air with stifling heat and cloying, exotic smells.

Chamber of Deviants. This area is the Grand Cornu's relaxation chamber, for his less abusive indulgences. While not on the level of his typical atrocities, the usual inhabitants of this room are no less deviant. Twelve **chain devils** typically inhabit this room, indulging their own brand of abuses and abhorrent behaviors. Should the characters enter this room unattended by the Grand Cornu or one of his minions, they are considered "fair game" by the chain devils, and they ply their expert ministrations upon the party.

Treasure. The silks, golden furnishings, and tapestries are worth a combined total of 20,000 gp, double that to a macabre collector. All the items combined weigh 500 pounds.

14B-7. The Grand Cornu's Suite

This is the bedchamber of Lorvius, although the furnishings certainly indicate a decorator of suspect taste and decorum.

Décor. A raised platform, 2 feet off the ground, is actually a bed of barbed nails; a large vanity mirror and table look to be coated in a sticky, coppery substance resembling dried blood; a 15-foot-tall statue of Orcus in the center of the room is alternately coated in blood, tissue, and what looks like flowers. Scourges, whips, fine fillet knives, branding irons, braziers, and other hideous implements litter the room.

Treasure. The contents of the room, while disturbing, are all excellent quality and quite valuable. In bulk, if all the implements of torture were gathered and removed from here, the characters could fetch 15,000 gp from a collector of such items. Good-aligned clerics and paladins should surely frown on distributing these items outside this accursed place.

14B-8. Vault

Due to Grand Cornu Lorvius's increasing paranoia, he had his own personal vault created, and after its construction, he slew the builders and tasked their undead forms to guard the treasures within.

Vault Door. The massive iron door of this vault is hidden behind a stone panel and has 3 locks (the keys are always with Lorvius) and each is protected with a *wizard lock*. Seeing the secret panel requires a successful DC 20 Wisdom (Perception) check. Once found, it can be swung open with ease, revealing the vault door behind it. Each lock can be picked with a successful DC 25 Dexterity check with thieves' tools.

The Entry. The vault door opens into a 20-foot hallway, and terminates at a shimmering, rainbow-colored wall. This is a permanent *prismatic wall* that reforms 1 hour after all layers are disabled. The saving throw DC for the *prismatic wall* spell is 22. Beyond the wall is the entrance to the Grand Cornu's treasury.

The Treasury. Vast wealth fills this 30-foot x 50-foot chamber. Suits of armor, weapons and oddly-shaped items are stacked and placed upon the racks, stands, and shelves that cover the walls. Coins, gems, statuettes, and even more obscure jewelry items litter the floor, are piled upon tables, and are swept into corners. The value of this trove is obvious to anyone who sees it; indeed, it almost seems to whisper invitations to gather as much as one can carry away.

The treasure within the chamber is protected by the *grand curse*^{PG}. Anyone entering the room, except Lorvius, must make a successful DC 17 Wisdom saving throw or be compelled to gather all the treasure they can. The compulsion is so strong that friends turn on friends, partner fights partner, and a group of adventurers kill each other to be the last one to leave with everything.

In addition to the magical wards in the room, the former builders of



the room are very angry with anyone able to bypass their protections and enter without Lorvius. The 10 builders have become powerful **allips**^B, and the wizard who created the *prismatic wall* is bound here as a horribly malignant **ghost**.

Tactics. As all their bones were ground to powder and included in the finishing touches of the room, their restless spirits cannot leave the room, nor pursue beyond the vault door. None of the undead can be turned. They fight to their destruction.

Treasure. It takes hours to gather all the items in this room, but the area contains the following:

- Gems and jewelry worth a total of 60,000 gp.
- 20,000 gp in fine clothing, furnishings, and art objects.
- Coins, both loose and in stacks; in total there are 300,000 cp, 120,000 sp, 45,000 gp.

In addition, Lorvius has amassed a sizable hoard of magical items, mixed in within the valuables listed above:

- Magic weapons: +1 *quarterstaff*, +2 *shortsword*, +3 *spear*, 2 +1 *light crossbows*, and a +3 *longsword*.
- Magic armor: +2 *plate armor*, +2 *chain mail*, +1 *plate armor*, +1 *leather armor* and 3 +1 *shields*.
- 6 wands (choose randomly.)
- 2 rings (choose randomly.)
- 10 potions (choose randomly.)
- 2 scrolls (choose randomly.)
- Miscellaneous items: *greater bracers of defence*^{GM}, a pair of *figurines of wondrous power* (golden lions), a *carpet of flying* (5 feet by 7 feet), and a crystal jar holding a single red mushroom with yellow spots magically preserved within (the jar loses its magic if opened; the mushroom within is one of the famous "mushrooms of youth" from Area 6-14 of Level 6.)

You should feel free to place additional items here as desired, especially if they are tied in with a quest or unexplored location elsewhere within Rappan Athuk. For example, one of the dagger-keys unlocking the vault door that seals Level 3B could have found its way into the vault.

  2F



Level 14C:

The Architect's Workshop

This level is very sparsely described; only the most basic of detail is given about the rooms and their inhabitants. This is not done to “pass off” the work to you, but to allow for customized expansion appropriate to the individual campaign. Players reaching this level should be seasoned, and their characters are worthy of respect and challenge. Each of the rooms gives a basic description of design intent, and a table for some beginning encounters, but you are encouraged to tailor this level to make it interesting and distinct for your own specific campaign.

The structure of Rappan Athuk (except for the natural caverns, which were used as a basis for expansion) was created by one creature, the half-devil Glazerel. This area is shown on The Architect's Workshop map.

Level 14C

Difficulty Level: Tier 4

Access: Teleportation mural at Area 14A-3.

Wandering Monsters: Check once every 90 minutes on 1d20.

Roll	Encounter
1–4	2 iron golems and 1 lilin sorceress ^B , patrolling the hallways
5–6	4 yithians ^B
7–8	1d3 pixies ^B
9	Moon beast ^B with 2d4 denizen of Leng ^B minions
10	Eremit ^B , only occurs once
11	1d2 interlocutor chain devils ^B with 8 chain devil aids
12–13	Brass golem ^B
14	Roll again on this table. 1d3 mercane ^B haggling with the secondary result
15–17	1d6 ophidian ^B technicians
18	Glazerel ^B
19–20	No encounter

General Features

Atmosphere: Strong evil and magic emanate from the entire level. There is no odor, almost no noise, and a faint light shines from the walls and ceiling. It is very clean.

Ceiling Height: The ceiling soars to a height of 60 feet in the main area, 30 feet in the surrounding hallway. Each demiplane is different.

Doors: Smooth solid metal. Open when a rune is touched, except for the door to 14C-2 which requires a *wardtoken*^{GM}.

Shields and Wards: The entire level is shielded with a permanent *private sanctum* (preventing divination sensors, divination of creatures, teleportation, planar travel), and no means of divination or magical or planar transport functions except in Area 14C-1. Each of the workshop demiplanes has its own features.

Surfaces: The main area of this level has a tight-fitting flagstone floor.

14C-1. The Arrival

As the characters arrive at the teleportal receiver, the first thing they notice is a set of vast, 30-foot tall x 40-foot wide double doors directly ahead of them. Made of some kind of polished metal (the door is hardened mercury), the doors have no handles or obvious method of opening. A single seam runs vertically down the center, denoting the doors do, in fact, open.

Hallway. In addition to the metal doors, a large 20-foot x 20-foot x 30-foot tall hallway runs to the left and right. Crafted of tight-fitting flagstone, the hallway is not the typical dungeon affair; it is very clean, with no trace of dust or grime of any kind. Ambient light radiates from unseen locations giving the walkway an even, almost pleasant glow. The absence of any odor (even the stones forming the hallway) is slightly unsettling, and druids and rangers may find this disconcerting. Any animals certainly balk at the strange sterility of the level. No sounds are immediately apparent, although listening at the doors reveals a slight hum.

Welcoming Committee. If the characters do not move from this position, or spend time investigating the doors ahead, a patrol of 2 **iron golems** and a **lilin sorceress**^B happens by after 2 minutes.

Tactics. The lilin is not immediately hostile, as her job is to prevent stragglers from the workshops from wreaking havoc on this level. On the rare occasion when a being happens to find the portal from one of the “open workshops” back to this level, the lilin either directs the being to where they need to go, encourages them to return to their own land, or attacks.

If spoken to, the lilin may direct the characters to the door-portal they are seeking (if they know of one) with a successful DC 15 Charisma check. If the character fails, the lilin is unhelpful, and annoyed with the characters. Further information about the level and its contents should be role-played out, with the characters having an uphill battle on their hands!

If the characters attempt to open the doors to 14C-2, she wastes no time and orders the golems to attack. The lilin stays back and uses her fire spells to bolster the iron golems. The golems simply go forth and crush!

14C-2. The Anima Engine

Warded Doors. The central work area of this level, this area is secured by smooth metal doors. There is no keyhole, handle or any other obvious means of entry or opening the doors. The doors are opened with special *wardtokens*^{GM}; besides using the tokens, the door is magically warded (immune to *knock* and any transmutation-type spells less than 8th level) and fortified to be near-impregnable (1,000 hp, AC 20; requires a successful DC 35 Dexterity check with thieves' tools to bypass).

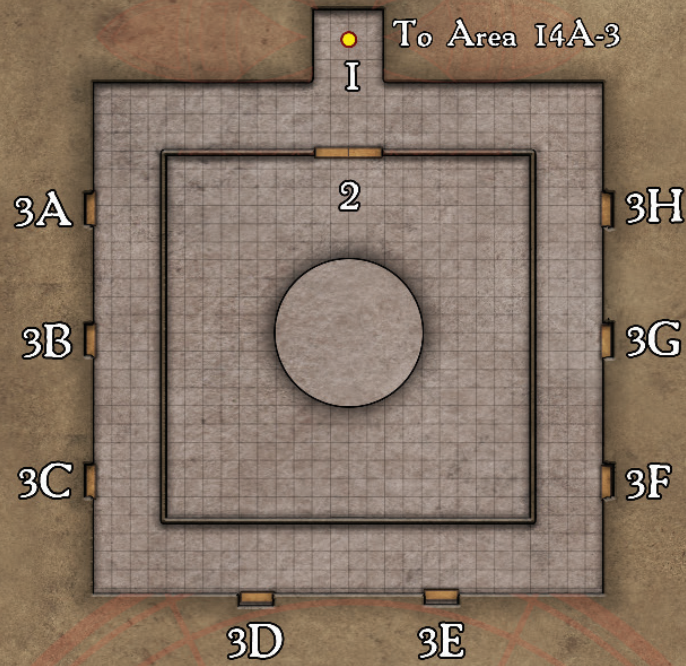
The Anima Engine. As the shimmering portal opens, before them is an incredible sight: a huge, looming geometric shape — the *anima engine*^{GM}. Reaching 40 feet in diameter, it appears to be a misshapen sphere, the sides ground down into facets, somewhat resembling a gemstone, with 20 or more sides. The object looks to be formed of a jumble of materials; steel, glass, crystal and more are fused together to fashion the sphere. Towering metal scaffolding surrounds the orb, with ladders and stairs at various locations. Catwalks cross above and to the sides of the object, granting access to all sides of it. Around the base, various box-like containers surround the structure.

The Workroom. The room itself is dim, as if light is being drawn into the orb. Excepting the large structure in the center of the room, the area seems unoccupied and unfurnished. This workroom is quite spacious,

The Architect's Workshop

Level 14C

• Teleportal



1 square - 5 feet



LEVEL 14C: THE ARCHITECT'S WORKSHOP

roughly 100 feet square, with a 60-foot ceiling. The area is dimly lit from unseen sources. There is a 20% chance that Glazerel is here working with the engine. If Glazerel is not here, there are 6 **iron golems** under the direction of a single **lilin sorceress**^b guarding the structure.

Tactics. Glazerel is not happy intruders have breached this workroom. His first action is to ask, "By who's authority do you enter?" This is simply to catch the characters off-guard; Glazerel cares not for anyone else's authority here! He initially throws a few high-level spells at the characters, to assess their strengths (as possible tools later?) If an easy victory is possible, the Architect defeats the party, has the lilin take them away to be used later and gets back to work. If they seem a challenge, Glazerel simply *teleports* away to come back after his minions and security have driven the outsiders away. He does not fear for the *engine*; he assumes the characters incapable of harnessing its power.

The lilin and iron golems attack immediately if Glazerel is not present. The lilin supports the golems with fire spells, and the golems try to "gang-up" on one target before moving to another. If attacked, they focus on their target, possibly taking damage in their singular focus on one target.

14C-3. The Workshops

Each of the workrooms beyond their respective doors is a self-contained demiplane. The rooms were created by Glazerel and may be morphed and changed as the room "owner" desires to facilitate their individual experiments and research (within reason; a demiplane controller could not simply "crush all intruders" once they enter the plane).

Beyond the Entry. Entering each of these rooms is a simple process. Approach the door, touch the rune in the center of the door, and it simply melts away into nothingness for 3 rounds. If the party needs more time, the next person in line can simply touch the door again and have it open. Any attempts to break the door or bash it down are futile; the doors are anchored in time and space and are impervious to any harm (as long as the *anima engine* is functioning).

Each of the following areas is accompanied by several paragraphs of description, but these are merely designed as starting points. Characters with the power and experience needed to reach this level may desire specific or non-traditional gaming to interest them, and this is an excellent opportunity to add personal twists to Rappan Athuk. Many of these levels are below the power level of the party if they can travel to Level 14C. Treat these levels as a pleasant distraction to the horror of Rappan Athuk and allow the characters a chance to embrace their "explorer spirit" and have some fun! The sub-rooms are:

14C-3A. The Beginning of Time

The door opens on a high mountainside, affording the characters an excellent view of the verdant valley below. Lush tropical foliage and huge plants stretch as far as the eye can see. Large bodies of deep blue water and an occasional rock hillock break up the blanket of greenery. The heat and humidity are staggering, and anyone not prepared immediately begins perspiring profusely. Dehydration is a serious threat here, even with the abundance of water everywhere. Occasional movement catches the eye as enormous lizards and gigantic mammals travel about the valley. These massive creatures seem like ordinary versions but are of colossal size. The overall view is breathtaking, just for the sheer amount of life represented here.

First Contact. If the party descends to the floor of the valley, they happen upon what looks like a campsite not far from where they descend. Several conical tents are erected near a rather large, but unlit, bonfire. If the characters approach, they are greeted by an emerging group of curious **ophidians**^b, armed with spears and shields. The ophidians are not immediately hostile, and if some form of communication can be established, they are quite helpful while the characters are here. The ophidians are technicians and scientists, digging nearby to unearth a technological device (beyond the comprehension of the characters).

Second Contact! While the technicians are trying to communicate their needs with the characters a **tyrannosaurus rex** (with maximum hit points) comes to investigate and perhaps have some lunch!

Development. This realm is a generally low-technology land of giant dinosaurs and their ilk. The few native races are barely above the creation of fire and primitive tool building. The group of ophidian technicians is not from this land; how they arrived here is unknown, and they have a difficult time explaining it. They did not come through the portal from Level 14; they arrived in a flying ship. They have been searching for a device to repower their craft so they can return home, but until they can locate the device (the power source), they are marooned here. They welcome all help and can in turn offer help surviving in the prehistoric environment.

Should the characters help the ophidians find their power source, and repair the flying ship, the technicians will offer them a "fuel rod" in compensation. The fuel rod is a 1-foot-long x 3-inch glass tube filled with glowing green light. It emits a strange form of energy; arcane spellcasters have a 15% chance of harnessing this power to add 4 levels to any spell they cast. The fuel rod can be used once per hour. Glazerel knows about the technology on the flying ship, and that is why he sealed the portal back to Level 14C.

The environment here, while beautiful, is harsh. If you desire, in addition to environmental challenges and the frequent dinosaur encounters, the characters may run across new strains of diseases, exotic poisonous plants, strange semi-intelligent fungi, etc.



14C-3B. The Hospital

Entering past this doorway is a shock to the senses. Bright light is everywhere, and the floor and walls are made of close-fitting white tiles, very different from the flagstone of the previous hallway. The effect is a very bright area; even cleaner than the rest of the level. A 10-foot hallway leads 20 feet past the door and turns a corner. Characters notice a strange smell in the air, a stinging, acrid odor reminiscent of cat urine (antiseptic and bleach). As the party proceeds around the corner, the scene changes drastically; blood stains the floor in wide swaths, with spatter covering the walls and ceilings. Flesh and chunks of tissue are tossed away into corners, and the entire hallway looks like an abattoir. As the party absorbs the scene, they hear a distant, distorted voice come from an indeterminate location, "Paging Doctor Chance; Doctor Chance, proceed to admitting; Doctor Chance, please proceed to admitting".

Triage. The characters have many options at this point. Retreating into Level 14C is not one of them. If the characters advance further and continue down the hallway, on each side of the hallway they see large doors (10 feet tall, 5 feet wide) with small glass windows in them. Peering into the rooms offers a variety of grisly scenes: humanoid forms secured to strange metal tables with wheels (gurneys), covered in blankets with widening wet marks, fluids dripping on the floor to pool, large cabinets with various drawers (alchemical and medical supplies), with bloody handprints and ghastly streaks of some unpleasant substance on them, and darkened rooms that house unseen creatures bumping and thrashing about.

The Ward. As the characters observe the interiors of the rooms, they hear approaching footsteps, as the doctor comes to admit new patients. An experimental ward dealing with the manipulations of flesh, this area is the home of "Doctor Chance" an elite **chain devil** (with maximum hit points, and advantage on all attacks and saving throws) that loves nothing

more than teasing new forms out of his subjects. Fascinated with n'gathau workmanship and a practitioner of their art, the doctor takes pride in reconfiguring his patients and assembling them to his questionable vision of "perfection." Dr. Chance struck a deal with Glazerel to give the devil information and research on his work, but even Glazerel became disgusted with the doctor's work, and trapped him and his staff here. The chain devils have discovered they may not leave this plane by any means (the *anima engine* binds them here). The doctor has thus been experimenting on patients to find out how to manipulate a fleshy form to bypass the wards and escape (no one said he was sane!)

The hallways of the hospital are a never-ending maze; there is no escape to the "outside." The characters must find an exit in one of the ward rooms, as the door back to Level 14C cannot be opened from this side (this is a "closed ward"). There are additional portals and gates in some of the rooms, but they have special activation requirements (blood, human sacrifice, etc.). These gates may take the characters back to their home, they may take them to other lands tortured by the doctor's influence, or they may open to the Plane of Agony itself.

14C-3C. Chuck's Bar-n-grill

The area on the other side of this door is the grandest restaurant and bar the characters have ever encountered. As far as the character can see are patrons of every race, sitting around tables of all sizes, enjoying a quiet drink in a booth, laughing, crying, shouting, kissing, and performing a hundred other acts.

Atmosphere. Dimly lit, various dancing, magical lights and magical effects keep the place from seeming too dark. The smell of roasted meats and freshly baked bread instantly makes the mouth water. If this were not in the lower levels of Rappan Athuk, one might think this the greatest place on earth! A vastly long ebony bar is situated along one wall. Seemingly endless, hundreds of patrons line its length. Exotic, beautiful members of both sexes serve drinks and food to the seated patrons, but for spirits, one must approach the bar. Behind the bar, a tall, robust blue-skinned "man" cleans a wide glass with an impeccable white towel, gives the characters a wry glance and says, "What'll ya' have?"

Development. This restaurant is Glazerel's experiment in race relations and manipulation. It is a completely neutral ground for anyone to meet with anyone; there is a general sense of passivity here, and while fights do happen, they are quite rare (considering the clientele).

Any race you want to introduce may be here, and the proprietor of the establishment and head bartender is a **mercane**^B, a race of dimensional merchants, named Chuck. A very pleasant fellow, he has a great fondness for art, and looks favorably on artists that don't mind "talking shop" about any new works. Chuck also has a vast array of magical and mundane wares for sale (as all mercane do) and is always willing to make a deal. "I founded this place to get customers to come to me. I'm too old to go around chasing the deal," is one of Chuck's favorite statements. The mercane seems very happy here and has a steady stream of "regulars" from many lands. Few patrons exit the demiplane into Level 14C, probably due to the sign over the door that reads "Employees Only." Glazerel frequently sends a lilin to Chuck to gain some rare item that only a mercane could procure, thus there is currently a tenuous beneficial relationship. Should one side tip the balance however, it could be full-out war very quickly.

Bar Brawl. On the rare occasions when a bar-brawl does break out, Chuck has a very capable security team of 12 **valkyries**^B, led by a **rock troll**^B head bouncer with the bizarre name of "Suga."

Treasure. The Valkyries are each outfitted with +1 *plate armor* and a +1 *spear*. Suga has a *potion of greater healing*, a *greater cloak of protection*^{GM}, and a *figuring of wondrous power* (golden lion).

14C-3D. Arachnophobia

Entering this dark, cavernous area, lit only with the ambient light of the doorway, there is a sudden chill, which may or may not be from the local temperature. Enormous webs hang from floor to ceiling. Draping like decorations, the strands of webbing are as thick as a human arm; whatever spun these webs was big. After the initial observation, the characters notice what looks to be a tunnel leading away into darkness. Fully 30



LEVEL 14C: THE ARCHITECT'S WORKSHOP

feet in diameter, anyone possessing darkvision notices that the sides of the tunnel teem with movement. Hundreds of insects, spiders, scorpions and other unidentifiable crawlies skitter along much of the surface of the tunnel. In the distance, a shout is heard, and the voice sounds human!

Development. This colossal tunnel complex is filled with insect and arachnid life, most of gigantic proportions. The wandering monsters here are unusually massive, with only the “babies” or particularly venomous varieties being normal size. There is no natural light in these tunnels, and the temperature is quite cool, but very dry.

The master of this area is Aleavix, a **gharros demon**^B who grew weary of his demonic overlord's instruction, so one day he slaughtered his lord and took his treasure. He then struck out on his own, until he eventually struck a deal with Glazerel. Aleavix was granted mastery of this demiplane to breed and care for his beloved verminous “children,” cultivating them to distil more and more powerful venoms, which he then trades back to Glazerel. Aleavix is very protective of the insects here, considering them his “children”, and will come for any intruders harming them.

Aleavix has recently discovered one of his giant spider breeds can produce a venom that affects demons and devils alike (a fact he has not informed Glazerel about) but has not gathered a large supply. If peaceful contact is somehow reached, he may be interested in selling the venom to characters.

Treasure. Aleavix has a +2 *battleaxe*, 2 doses of purple worm poison, and 2 doses of drow poison.

14C-3E. The Siphon

Beyond the door to this area, what looks to be a vast empty space is broken by 9 vertical shafts of light in the distance, each of different diameters surrounding a tenth, much smaller beam in the center. The light beams are too bright to look directly at, but a quick look discerns the width of each beam varies from a few feet to 2 score or more. No walls or ceiling is visible in the room; no floor can be made out, although the footing is solid. The air is cool, with a slight ozone taste in the air, reminiscent of a fall night after a lightning storm.

Light Beams. The closest beam is massive, easily 30 feet in diameter; and as the characters near, the brightness of the light diminishes, and it is possible to make out a form in the light. Soon they realize they are face to face with a dragon! And not just any dragon, an immense, jet black specimen that turns its massive head to stare back at them. As the party investigates the other pillars, they recognize other figures in the beams:

- A spiny, serpentine creature roughly twice the height of a man, its body is a colorful blend of red and orange tones, with a white underbelly and ridges of black horns along its sides and back. Its head is draconic, with a wide, toothed maw and eyes with slitted pupils that glitter with intelligence. A crown formed from glowing runes of light floats above its head (a **chaos wurm**^B).
- A 6-armed creature formed from blue stone, its lower body is a series of slowly spinning rings of metal. It hovers in the beam of light just off the ground and is roughly the size of a large ogre or small hill giant. Wings with feathers like steel blades jut from its rocky back (a **lhaksharut**^B).
- A powerful bipedal humanoid standing nearly 40 feet tall wears ornate armor. Bony protrusions jut from his thick, muscular hide and crown his massive head (an **akvan**^B).
- This humanoid creature is a strange blend of serpentine and draconic, with great wings and sweeping horns. It is clothed in robes of flowing white with glittering runes woven along the fringes and stands nearly 10 feet tall (a **agathion**^B).
- This large cowed figure at first appears to be some sort of shadow entity trapped by the beam, but on closer inspection, lights glitter within its dark frame, as if it were not truly a creature at all, but a portal to the night sky (an **aeon**^B).
- This figure appears to be a normal human woman in modest clerical robes, bearing a holy symbol of Muir (**Sister Macry**^B, human high priestess of Muir).
- This being floats in the light beam on a fluffy cushion. It appears

to be a man at first, dressed in the finest bejeweled silks, but on closer inspection his hands bend backward, and flanking his face on either side are additional faces of various beasts — those of a bear, a panther, a tiger, and a dragon (a **maharajah rakshasa**^B).

- Easily the largest of the creatures imprisoned within the illuminated fields, this giant stands nearly 70 feet tall. He has dusky skin with a slightly reddish hue and is clad in silver armor. His hands, the size of a large cart, could easily crush a troll with a single blow (an **elysian titan**^B).
- The sleek, black dragon, nearly 30 feet tall, has jet-black scales and wings like curtains of utter darkness (an ancient **umbral dragon**^B).

Development. This room is one of Glazerel's early attempts to funnel magical energy with the “aid” of powerful and unique beings. Designed in conjunction with a mad mage from another world, Glazerel eventually abandoned the experiment after several failed attempts, and the *anima engine* began to show promise. Now more a storage facility or “prison,” the creatures contained herein have been largely forgotten. Few come here from the outside, and the contained creatures cannot leave of their own power. Due to the extremely dangerous nature of the inhabitants, there are always 9 **iron golems** stationed here, just in case any of the beams weaken and one of the captives escapes. The golems do not attack anyone else in the area, unless attacked first.

How power was to be drained from the captured beings is not clear, but characters may be able to make the room function again in a limited capacity. A spellcaster can stand in the central beam of light and concentrate on focusing power from the surrounding prison beams. With a DC 15 Intelligence (Arcana) check, the caster in the center beam draws energy directly from the prisoners; power courses through the targets' veins healing all wounds as well as curing any disease and removing any toxin. If the roll is 20 or higher, the character's level increases by 1 for 1 week. If the roll is 25 or higher, the character can open the portal between planes; for 1 round, travel is possible using the portal to Level 14C. Use of the beam is considered an evil act, and any good-aligned cleric or paladin using the beam in such a fashion is immediately stripped of all class abilities until they receive a *greater restoration* spell cast by a 16th level good-aligned cleric.

Captives. Should any of the captives escape confinement, the focusing power of the light beams is corrupted, and no longer functions. This is a fail-safe designed by Glazerel; if a captive breaks out of their prison, they still cannot escape the demiplane (in theory — these are powerful beings!)

The Key. Sister Macry is a special prisoner; as the first being captured by Glazerel many years ago, she understands what must be done to allow the characters to escape. She explains the use of the light beams in a rudimentary fashion and informs the characters that one of them must stand in the central beam and concentrate on opening the portal back to Level 14C. They must focus on draining power from her beam only and take all the power she can offer (+5 bonus on check to use the beam). She does this willingly, sacrificing herself so that good may return to the material plane. This results in killing Sister Macry (and releases her soul, which bypasses the *anima engine*, although the characters won't know that!), but opening the portal back to Level 14C. This should be a dramatic scene for the characters; they know what they must do, but they must perform a heinous act to do it. This is an excellent opportunity for roleplaying and should be rewarded thusly. Good-aligned characters should have a major moral dilemma on their hands but suffer no ill effects if they go through with opening the portal with Sister Macry's blessing.

Due to the long-term and remote confinement, Sister Macry has lost access to most of her class abilities and to spellcasting. This does not diminish her resolve but does greatly reduce her personal power.

Opening the Portal. If the characters open the portal, and Sister Macry is drained, the light beam matrix fails, and the characters have 5 rounds to get out! The other light beams flicker briefly, and then all prisoners are released. Most of the former prisoners begin fighting amongst themselves, but a few single out the characters to vent their wrath. Should any of the other prisoners escape out the portal, the characters may gain a powerful future adversary (or friend, your discretion).

14C-3F. DragonHome

When the party breaches this doorway, they are greeted with a blast of chilly mountain air. Entering a large cavern, observant characters notice a cave opening 100 yards distant. Approaching the cave mouth, the panorama comes into full view. Over the landscape is a breathtaking sight. A vast mountain range stretches as far as the horizon. Gigantic stone masses compete for space, and not a patch of flat ground can be seen anywhere. Towering spires reach for the heavens; bold and craggy precipices dominate the skyline, many formed into cones bearing impossibly sharp peaks. Between the herculean outcroppings, abyssal crevasses sink into gloom. Travel in this land appears to be either by air, or on a slope of some kind (have any goats?) Land travel looks difficult at best.

A Bridge. Lower down the slope bearing the cave entrance, there is an impressive structure — a massive suspension bridge. A track down from the cave mouth to one side of the bridge appears to be passable, if steep. Viewing the bridge from a distance did not do its workmanship justice. The ropes supporting the bridge are made up of individual strands as thick as a human waist; a dozen or so make up each of the 4 cables supporting each side of the bridge. The ropes are anchored to the side of the mountain under piles of boulders and slabs of rock.

The planks that form the walkway are split tree-trunks, each 6–10 feet in width. Close-set, the entire bridge looks more stable than many roads. Considering the constant wind, the bridge does not sway or even seem to notice the breeze. Whoever or whatever built this structure, they wanted it to be sturdy.

From the base of the bridge, in the far distance, what looks like another bridge can just be made out. Farther below, deeper into the abyssal crevasse, another can be seen as well. It seems there are people here interested in ground travel.

Development. This land was developed to mine rare minerals and metals in a waystation between the material plane and the plane of earth. Not desiring to enter that plane and deal with its denizens, Glazerel created his own version. Forgoing the laws of physics, he shaped the mountains as he saw fit, and seeded the land with giant servitors to mine the precious stones he needed. While creating the connection to the plane of earth, a

“splinter connection” was formed tying into the plane of air (hence the great winds). All in all, this is something of an inhospitable place for those not native to the planes of earth or air.

The demiplane became another “prison” when Glazerel decide to house one of his experiments gone awry here. In an attempt to draw forth the soul of an ancient gold dragon named **Auriferous**^B, the beast was instead turned in to a vampire. Being unwilling to deal with the creature, Glazerel placed it here.

Inhabitants. Additional portals have opened in this land (possibly from the stone giants, possibly just from the tenuous connections to the elemental planes), as stone giant mining clans and cave giants have formed a kind of society, and various avian monstrosities have found their way here over the years. A few tribes of barbaric humans eke out an existence here, their days being dominated by avoiding the spectrum of deadly predators that come from any direction. Sliding off the edge of a mountain into the vast divides housing who-knows-what is a constant threat.

Denizens from the planes of earth and air come here to trade with the giants, as there are minerals and metals here in unusual abundance due to Glazerels tinkering with the laws of physics. All arrivals placate Auriferous with magical treasures, as he considers minerals or coins worthless (he has plenty!)

Guards. Four **iron golem** guards and a **lilin sorceress**^B are posted near this doorway. They do not interfere with anyone entering the portal from the Rappan athuk side; they attack anyone entering from the demiplane side who is not wearing a *wardtoken*^{GM}.

Treasure. Auriferous’ horde contains several items Glazerel is concerned about. Auriferous possesses 3 items the half-devil knows of and fears; 6 *arrows of slaying* (devils), a *fiend destroyer*^{GM}, and a *sphere of annihilation*.

14C-3G. The Plateau

Four **iron golem** guards and a **lilin sorceress**^B are posted near this doorway. They do not interfere with anyone entering the portal from the Rappan Athuk side; they attack anyone entering from the workshop side who is not wearing a *wardtoken*^{GM}. Any of the native denizens of the demiplane are swiftly repelled by the security forces on this side.



LEVEL 14C: THE ARCHITECT'S WORKSHOP

Additional security arrives in 3 rounds, if called for by the lilin.

Atmosphere. Cold desolation greets the characters on the other side of this portal. A frigid moon hangs over the entire landscape, casting an eerie luminescence to the alien terrain. A gusting tempest blows across the wasted plateau, with little in the way of shelter in sight. Rolling dunes and occasional gullies offer the only relief from the scouring wind. Rocky outcroppings rise from the sand, only to be swallowed up moments later.

The Plane. This desolate area is an alternate material plane, reached when Glazerel experimented with the *anima engine* to create a demiplane. A tear in the fabric of space was opened, and this portion of the alternate universe was drawn in. Horrible creatures from nightmare and dream live here amongst disfigured humanoid and creatures beyond all mortal recognition. Trekking across the desolation, the characters may encounter **Leng spiders^B**, **shining children^B**, **shantaks^B**, a **mu spore^B**, a tribe of **ghuls^B**, a caravan of **denizens of Leng^B** transporting slaves (of myriad races and forms) and more.

The Outpost. Off in one direction, the characters can vaguely make out what looks to be a modest structure — a forlorn monastery, possibly here to provide shelter to waylaid travelers approximately a half-mile in the distance. Hazy waves blur accurate perception of the place, and the distance plays tricks on the eye. One moment, the structure appears angular and “right”; in the next moment it appears curved and misshapen, as if the place were made of some kind of oozing, flexible surface.

The small structure is the home to a **moon beast^B** lord, served by his **denizen of Leng^B** servants, and assorted other beings held in slavery. What the lord's purpose for being here is, one cannot even fathom.

The Broken City. In the opposite direction, a rising glow can be seen from what may be a town, but the distance is difficult to judge. The rolling dunes confuse the mind, and either structure may be a mirage.

As the party approaches the larger town (a journey of no more than 1 day), characters trained in Survival notice that the moon never changes position, and that time does not appear to flow the same as they are used to (this is incorrect; time flows the same, but the moonscape and lighting conditions never change). Upon reaching the city, they discover more examples of alien architecture. Large, brick buildings are tightly packed, with narrow alleyways slicing up the entire city. No broad streets are seen anywhere; the widest passage is a mere 10 feet at most. Slick cobblestones pave the alleys, damp as if from a recent rainstorm. Sewer grates dot the alleys at regular intervals, and odd chattering can be heard from their depths. **Ghoul**, **juju-zombies^B**, **worms that walk^B**, and even more hideous creatures roam the crossing streets, eager to feast on the “new arrivals.”

The characters quickly realize the entire town is just a series of alleyways; without climbing to the rooftop of a building and getting a better perspective, they are essentially trapped in a maze. What greets them at the top is far more unsettling. Looking out across the city, the characters estimate the town is formed as a 5-mile-wide arc around the perimeter of a dark lake, the buildings roughly a half-mile deep. The lake gives off a terrible feel, as if it is the edge of infinity.

The Amber Prince. In one of the taller buildings lives the Amber Prince, a being of immense magical power (determine the Amber Prince's abilities to fit the campaign). The Prince wrested control of the plane from Glazerel and has designs to use this area as a staging ground for an assault on the material plane. When the Prince becomes aware of the party's presence, he observes them to discover their motives, and lays plans on how to use his “new tools” against Glazerel.

14C-3H. The Garden

Six **iron golem** guards and a **lilin sorceress^B** are posted near this doorway. They do not interfere with anyone entering the portal from the Rappan Athuk side; they attack anyone entering from the workshop side who is not wearing a *wardtoken^{GM}*. Any of the native denizens of the demiplane are swiftly repelled by the security forces on this side. Additional security arrives in 3 rounds, if called for by the lilins.

The Glade. This doorway opens onto a lush meadow with thick forest off in the distance. A wide stone ring dominates the meadow. A large stone slab lies in the center of the huge menhirs, giving a sense that whoever built this scene meant it to last. Flickering lights dance in and out of the circle, answered by similar lights on the edge of the forest. Who or what is

Glazerel, The Architect

Known as the Architect, Glazerel is a master artist and engineer known throughout the multiverse for his creations. The son of Cheshimiboth, Armorer of the Hells, Glazerel took his place in the diabolic hierarchy early on. His mechanical aptitude was clear, and Asmodeus himself ordered Glazerel the finest education the lower planes had to offer. He excelled in creating new and unique devices for use in the Hells, and eventually left the plane to seek out other projects and works. One of his greatest projects was the creation of a vast apparatus designed to draw the soul from a being and convert it to pure magical energy. The *anima engine*, as the device is known, was instrumental in the creation of Rappan Athuk, and in the powering of some of the odd effects in the dungeon. There is no known limit to what the *anima engine* can do, and no one knows the correct way to operate it besides Glazerel (a fail-safe when dealing with Orcus; he remains useful). Glazerel himself is often away from the level, conducting experiments and creating even more astonishing things elsewhere, but he does come back to this level often to check up on progress.

creating the light is unknown.

A large white stag emerges from the forest some distance away. It raises its head, seemingly in the party's direction. Staring for a moment, the stag slowly shakes its head, as if in disapproval. It stares hard at the group for another moment, then retreats to the forest.

If the characters enter the meadow, they discover the portal door is the center of the grassy area. The meadow radiates out from the door some 300 yards to reach the encircling forest. There does not appear to be any roads or track through either the meadow or the forest.

Once around the side of the portal, the characters see a mushroom circle, each of the fungi the size of a human chair. Perched atop a toadstool is a gnomish-looking man, with a dark crimson cap. Several of his fellows sit under the mushroom in a circle, playing some sort of game with sticks and twigs. The fellow hops down from his seat and approaches the party. After surveying them briefly he says, “Nope, you ain't supposed to be here. What'dya doin' here?” The little man waits sternly for a reply.

No matter what the party's response, the **redcap^B** thug leaps to the attack. His 11 brothers join in as soon as they see the scuffle commence.

Treasure. Each redcap has +2 *chain mail*, a tiny +2 *halberd*, and a *ring of spell storing* with the spell *haste* stored in it. They use this last as combat commences.

War of the Roses. The redcaps are one faction in this fanciful land fighting to gain control of the *summerstone*, a fey artifact thought to control the seasons and grant dominion over the Fey Court. All manner of fey creature may be encountered in this land, and although none of them may leave by the portal door, there are faerie rings than can take a traveler to even more fanciful and remote lands. Should the characters make an ally and aid that faction in the war for the *summerstone*, it is possible the characters may be able to found their own faerie kingdom!

When Glazerel first created this demiplane and populated it with fey (to learn the secrets of their specific brand of magic), he did not count on the “pathetic” faeries usurping control of the land! A constant struggle between fey and evil alike has ensued since, with alternate routes and portals to the demiplane being created by the inhabitants. Strangely enough, the “pathetic faeries” have created some powerful effects here, many of which Glazerel is unaware of (and unprepared for). Should the faerie realm become united, they could be a threat to Glazerel's base.

Lady Elan^B, a druidess nymph is the “controller” of this area. Although she can manipulate the lands, she is loath to do so, feeling it is “unnatural” (considering it was entirely created by magic).

Lady Elan is completely neutral regarding each faction living here and does not interfere with their struggles. She alone knows the location of the *summerstone*, and does not reveal it to anyone, for fear they will use it to overthrow the realm. Lady Elan may show an interest in the characters, perhaps trying to forge an alliance to destroy Glazerel or sunder his hold over the demiplane completely.

Treasure. Lady Elan sports a *staff of command*.

Level 15:

The Den of the Master

This level is the final page of adventure within the halls of Rappan Athuk. In its history as a campaign location, it has never been reached, let alone conquered. This level should be treated as the epic finale of many years of play. It is neither forgiving nor fair. Here in this small pocket plane, connected to both the Prime Material plane and the Abyss itself, the party encounters the avatar of a demon prince with its full powers and many servants. This level is incredibly dangerous, and no one may survive travel here even without encountering Orcus himself. The characters are not supposed to win. If they have survived this far, they are powerful and foolhardy. Yet Orcus' avatar should prove more than a match for them. This is the end. Good luck! This level is shown on The Den of the Master map, and your nightmares.

Level 15

Difficulty Level: All but impossible — Tier 4+

Access: Teleportal from Level 13.

Wandering Monsters: None.

Atmosphere: Evil. Pure evil. The entire area radiates evil, magic, and chaos. No pinpointing of sources is possible on this level. The entire level is shadowy, with vision limited to half normal distances, but giving advantage on any Stealth checks (but only from the character's viewpoint!)

Ceiling Height: Infinite.

Doors: None.

Shields and Wards: The entire level is shielded, and no means of magical transport such as *teleport*, *dimension door*, etherealness, and so forth functions at all, though this does not apply to demons! Magical flight and *levitation* likewise do not function in any form. The only exception is a druid's wildshape ability, to change form to a flying creature, as this ability is attuned to nature and thus functions normally.

Surfaces: All floors are made of smooth, seamless stone.

Other:

- No divine spells may be recovered on this level.
- All divination spells register ambiguously due to the chaotic aura of the place.
- Celestials, elementals, and fey have disadvantage on attack rolls and cannot charm, frighten, or possess others. Conjuring any of these types of creatures is 75% likely to fail.
- Upon entering this level, good-aligned creatures must succeed on a DC 16 Charisma saving throw or be frightened until they leave the level (per the *hallow* spell).
- All walls drop off into the Abyss. Anyone falling off a wall to the maze below is lost forever.
- All demons and undead creatures have advantage on attacks and saving throws on this level.

15-1. The Maze

The teleportal from Level 13 deposits characters on a flat stone pathway. **Abyssal Maze.** Before the characters stretches a vast, flat maze. The pathway appears to be the top of the maze walls, and the sides of the pathway drop down into utter darkness and oblivion (transport to eternal torment in the Abyss). No sign or means of return is present. Only by

defeating the demon prince's avatar may the characters return to the world. Along the back edge of the maze are several paths that may be taken further into it.

Sounds of Torment. The screams and shrieks of the damned fill the sulfurous, hot air. Any good-aligned characters of level 9–12 are deafened for 1d6 x 10 minutes, those between level 5–8 are stunned for 2d10 x 10 minutes, and those of less than level 5 are slain outright. There is no saving throw.

Random Evil Events. While in the maze area, characters are plagued by random evil events.

While in the maze, there is a 66 percent chance (1–4 on 1d6) each hour that a random evil event occurs. If one does occur, roll 1d10 on the following table:

d10	Random Evil Event
1	A random member of the party must make a successful DC 15 Charisma saving throw or lose 1 point of Wisdom permanently
2	The entire party is affected by great despair. Each must succeed at a DC 15 Wisdom saving throw or suffer a –2 penalty to all attacks, damage, saving throws, and skill checks for 2 days.
3	A glabrezu demon is gated in and attacks the party.
4	The party is affected by a reverse <i>locate object</i> spell. A successful DC 16 saving throw avoids this. Give false directions (left = right, etc.) to all affected.
5	The entire party is <i>teleported</i> to the initial entrance area (no save).
6	Each character must make a successful DC 18 Constitution saving throw or be stunned by an explosive force for 1d4 + 1 rounds. Roll again on this table, ignoring this result.
7	One randomly determined party member must make a successful DC 18 Wisdom saving throw or be affected by a <i>confusion</i> spell.
8	A skeleton with a large container of <i>oil of slipperiness</i> appears in front of the party and breaks the vial on the pathway, covering a 25-foot square (the width of the pathway). Anyone attempting to cross the area must make a successful DC 17 Dexterity saving throw or fall prone and slide off the side. The skeleton slides off screaming in demonic glee after them.
9	The entire party must make a successful DC 16 Wisdom saving throw or be affected by a <i>symbol of discord</i> .
10	12 shadows attack the party, rising from the pits along the corridor. They cannot be turned.

The Den of the Master

Level 15

Gate from Area 13-6

I

The Abyss

The Abyss



I Square - 25 Feet





15-2. The Demon Greeting

At the end of the maze, 2 of Orcus' **marilith** consorts confront the party, *teleporting* in to attack as soon as the first character ascends the steps leading out of the maze exit (some characters may still be on the stairs, and unable to aid their comrade!) Once the demons are defeated, the area may be examined.

Hallway. The entrance to Area 15-3 is a long corridor, filled with thousands of bones, crushed and powdered with age and abuse. Moldering corpses and rusty, rotted gear of all kinds litter the hallway. It leads 400 feet to the final room.

Tactics. The demons do not fight to the death, as their only purpose is to "soften up" the characters before the final encounter. These demons are Orcus' personal servants, and do not count toward his ability to summon demons for the day! These demons wade into combat, casually insulting the characters as they do so. When wounded over 50% of their hit points, they *teleport* to their lord's side and prepare for the final battle. These demons have advantage on all attacks and saving throws.

15-3. The Den of the Master

This is it, the final encounter. You should very carefully prepare for this battle prior to initiating combat. Even if the characters have destroyed all 3 shrines, it is highly unlikely that they will defeat the demon prince.

The Evil Shrine. This room is a huge shrine, dedicated to all that is dark and evil. It is the den and living quarters for the foul presence of the Avatar of Orcus himself. The room itself is huge, a wedge of Hellish landscape fully 500 feet long and 250 feet at its widest, with an evil, pulsating altar of the demon lord carved of entwined bones in the shape of a throne. The throne itself seems to scream and writhe as if in pain. Treasure is heaped about in piles, and the bones of previous victims are liberally strewn among piles of weapons, armor, and gold. Seated on the throne is the **Avatar of Orcus**^β himself. As the party stares in disbelief, he stands and approaches. In addition to the Avatar, the room also contains 2d6 **skeletons**, 1d8 **zombies**, 1d6 **ghouls**, 1d3 **ghasts**, 1d6 **shadows**, 1d3 **wights**, and 1d2 **vampires**.

Tactics. Now the fight begins! The undead minions cannot be turned or destroyed by turn checks while in the presence of Orcus and have advantage on all attacks and saving throws. The altar radiates an *unholy aura*^{GM}, as does Orcus himself. This affect is not calculated into his stats. The Avatar spends 2 rounds taunting the characters. The undead attack immediately. The demons take up defensive positions between heavily-armored foes and the Orcus. Orcus prefers to summon shadows, as he can summon many of them, they are unturnable, and gang up on his enemies and drain their Strength. He also likes to summon vampires. If pressed, he summons more mariliths, though he is loath to do so.

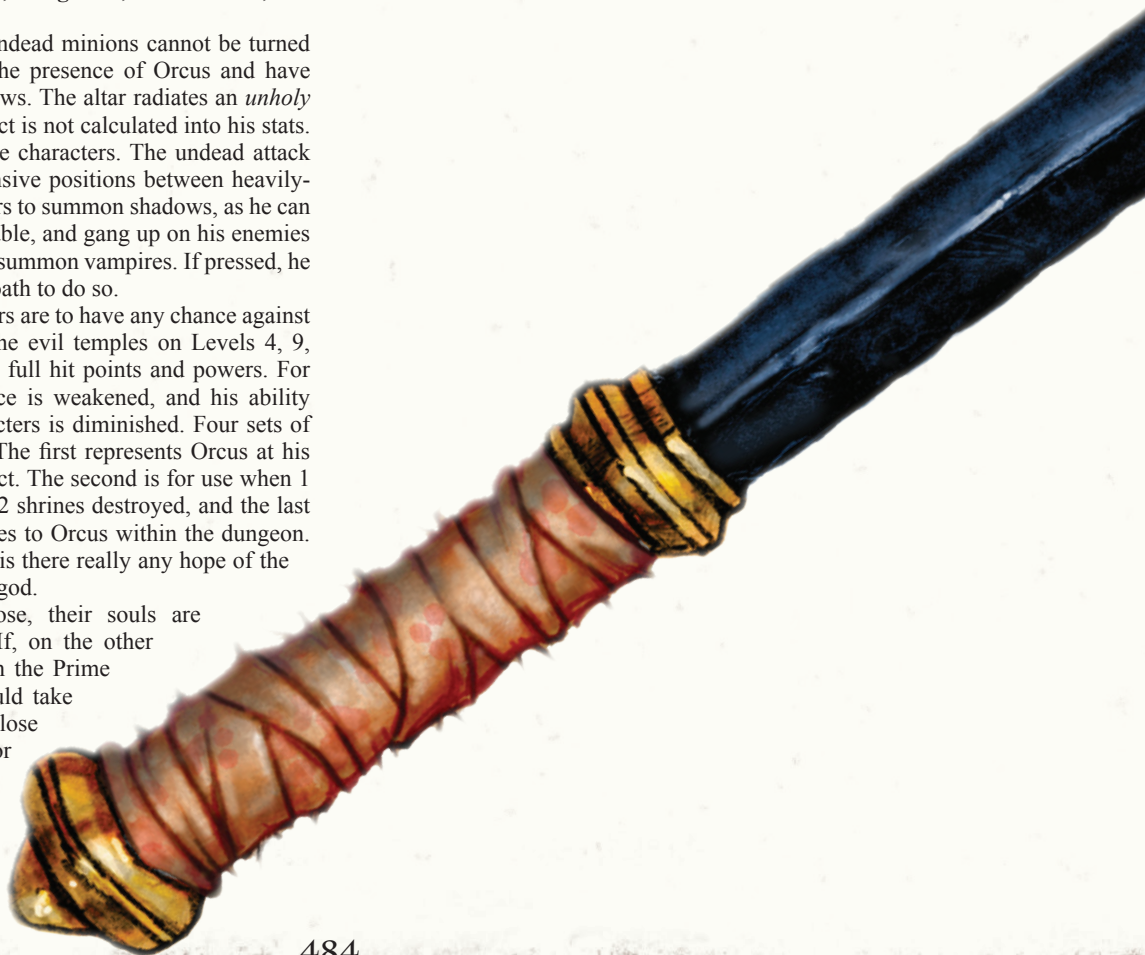
The Shrines of Power. If the characters are to have any chance against the Avatar, they must have destroyed the evil temples on Levels 4, 9, and 14. If they have not, the avatar has full hit points and powers. For each shrine destroyed, the demon prince is weakened, and his ability to hold mortal form and fight the characters is diminished. Four sets of monster statistics are given for Orcus. The first represents Orcus at his full potential, with all 3 evil shrines intact. The second is for use when 1 shrine has been destroyed, the third for 2 shrines destroyed, and the last is if the characters destroyed all 3 shrines to Orcus within the dungeon. Only if all three shrines were destroyed is there really any hope of the characters ridding the planet of this evil god.

Repercussions. If the characters lose, their souls are devoured, and they are forever dead. If, on the other hand, they win, Orcus is banished from the Prime Material plane for 666 years. You should take care with this, as all the priests of Orcus lose their ability to cast spells of 3rd level or higher for 666 years! This event has a dramatic effect on global politics and power struggles.

Treasure. If you are reading this, ask yourself . . . "Did I give this away too easily?" If the answer is

no, well then, it's time to reward the characters! Orcus' lair contains a vast hoard. In addition to the *wand of Orcus*^{GM}, it contains the following: 2,500,000 gp worth of various coins, some ancient and other very rare; 1,200,000 gp worth of gemstones of various shapes, sorts, and sizes; 200,000 gp worth of objects of art and jewelry of various sorts and sizes; a suit of *fiery plate armor*^{GM}; a *staff of the magi*; an *apparatus of the crab*; a *deck of many things*; an *efreeti bottle*; 9 randomly determined +1 to +3 *weapons* or *armor* with no special abilities; and a planar gate, which allows transport back to the Portal of Darkness, Level 13, Area 13-4. The planar gate cannot be moved. It is positioned at the far end of the den, behind the main altar. Good luck getting to it with Orcus around!

Story Award. It is left to you to award experience for this encounter, as there are too many variables. Encountering Orcus, even if the characters manage to flee through the planar gate, should be worth enough experience to gain a level.





Appendix A: Bestiary

The Beasts of Rappan Athuk

This chapter includes all the living (and non-living!) encounters found in *Rappan Athuk V* that are not available in the Fifth Edition SRD. At the end of this chapter, there is also a collection of hazards such as green slime, rot grubs, and brown mold. We have done our best to organize this collection of several hundred creatures. Most creatures are listed exactly as they appear in the adventure. This includes named creatures that could be found in a subset (so Agathion is found under his name rather than grouped with dragons). Unnamed creatures that are part of a group (like the various types of goblins) are grouped together under the group. This includes some creatures with only one representative in this *Bestiary* but with others in the SRD (for example, the Giant Carnivorous Ape is listed under Ape). For some, we may have mis-guessed how you will search—is the zombie troll in the troll group or the zombie group? We chose zombie, but can easily imagine somebody searching under troll.

All the rules information necessary for these creatures appears below. *Tome of Horrors* by **Frog God Games** contains additional descriptive information about many of these creatures, and of course many creatures that do not appear in *Rappan Athuk*.

Abbot Grosso

Medium humanoid (human), neutral evil

Armor Class 7

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	14 (+2)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Con +5, Wis +6

Skills History +4, Nature +4, Religion +6

Damage Resistances cold

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Abyssal Blessing of Orcus. Abbot Grosso gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Grosso's turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Spellcasting. Grosso is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, cure wounds, detect magic, detect poison and disease, sanctuary*

2nd level (3 slots): *augury, enthrall, hold person, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse*

4th level (3 slots): *divination, ice storm*

5th level (2 slots): *contagion, scrying*

Actions

+2 **Sickle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Acolyte of Orcus

Medium humanoid (any race), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	9 (-1)	15 (+2)	10 (+0)

Saving Throws Con +2, Wis +4

Skills Medicine +4, Religion +1

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 2 (450 XP)

Abyssal Blessing of Orcus. The acolyte of Orcus gains 5 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Darkvision. Initiates of Orcus are gifted with darkvision.

Unholy Strike. Once on each of the acolyte's turns when it hits a creature with a weapon attack, the acolyte can cause the attack to deal an extra 4 (1d8) necrotic damage to the target.

Spellcasting. The acolyte of Orcus is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, protection from evil and good*

2nd level (2 slots): *blindness/deafness, enhance ability*

Actions

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) necrotic damage, and the target's Strength score is reduced by 1d3. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the acolyte's control, unless the humanoid is restored to life or its body is destroyed. The acolyte can have no more than two shadows under its control at one time.

Acolyte of Tsathogga

Medium humanoid (any race), chaotic evil

Armor Class 14 studded leather, shield)

Hit Points 27 (5d8 + 5)

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Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	9 (-1)	15 (+2)	9 (-1)

Saving Throws Con +3, Wis +4
Skills Perception +4, Survival +4
Senses passive Perception 14
Languages Common
Challenge 2 (450 XP)

Breath of the Swamp. The blessed of Tsathogga can breathe air and water.

Fetid Shroud of the Frog God. The acolyte of Tsathogga is surrounded by a fetid, swirling shroud of foul corruption. At the start of each of the acolyte's turns, each creature within 5 feet of it takes 7 (2d6) acid damage. A creature that touches the acolyte or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

Fetid Strike. Once on each of the acolyte's turns when it hits a creature with a weapon attack, the acolyte can cause the attack to deal an extra 4 (1d8) acid damage to the target.

Spellcasting. The acolyte of Tsathogga is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *acid splash, guidance, resistance, thaumaturgy*
 1st level (4 slots): *bane, cure wounds, jump, protection from evil and good*
 2nd level (2 slots): *acid arrow, blindness/deafness, enhance ability, hold person*

Actions

Sickle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage plus 3 (1d6) acid damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. Hit: 4 (1d8) piercing damage plus 3 (1d6) acid damage.

Plague of Frogs (Recharges after a Short or Long Rest). The acolyte magically calls 1d4 giant frogs, provided that the acolyte is within 100 feet of a body of water large enough to cover a Medium creature (GM discretion). The called creatures arrive within 1d4 rounds, acting as allies of the acolyte, and obeying its spoken commands. The beasts remain for 1 hour, until the acolyte dies, or until the acolyte dismisses them as a bonus action.

Aeon

Large celestial, neutral
 Armor Class 22
Hit Points 212 (17d10 + 119)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Dex +11, Con +13, Int +10, Wis +12, Cha +13

Skills Arcana +10, Insight +12, Medicine +12, Nature +10, Perception +12, Religion +10

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing damage

Damage Immunities cold, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 22

Languages —

Challenge 20 (25,000 XP)

Extension of All. The aeon can never fail an Intelligence check, including ones such as opposed checks while using *detect thoughts*, as long as it is not inside an *antimagic field* or is otherwise trapped within a space that blocks divination effects, such as an *imprisonment* spell.

Innate Spellcasting. The aeon's innate spellcasting ability is Charisma (spell save DC21, +13 to hit with spell attacks). It can cast the following spells without material components.

At will: *create food and water, detect thoughts, major image, mending, stone shape, telekinesis*

5/day each: *creation, darkness, daylight, freedom of movement, plane shift, plant growth, remove curse*

3/day each: *blight, disintegrate*

1/day: *wish*

Legendary Resistance (3/day). If the aeon fails a saving throw, it can choose to succeed instead.

Spellcasting. The aeon is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC20, +12 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *guidance, mending, sacred flame*

1st level (4 slots): *command, detect evil and good, detect magic, protection from evil and good*

2nd level (3 slots): *calm emotions, hold person, lesser restoration*

3rd level (3 slots): *clairvoyance, dispel magic, remove curse, sending*

4th level (3 slots): *banishment, divination, locate creature*

5th level (3 slots): *dispel evil and good, greater restoration, scrying*

6th level (2 slots): *forbiddance, heal*

7th level (2 slots): *divine word, regenerate*

8th level (1 slot): *antimagic field*

9th level (1 slot): *gate*

Void Form. While not incorporeal, the aeon's form is only a semi-tangible manifestation of something greater. Its AC includes its Constitution bonus.

Actions

Energy Touch. *Melee Spell Attack:* +13 to hit, reach 10 ft., one target. Hit: 74 (15d8 + 7) radiant or necrotic damage (aeon's choice).

Sphere of Creation (Recharges after a Short or Long Rest). The aeon summons a 2-foot diameter sphere of white energy in an unoccupied space next to it. The sphere remains summoned for 1 minute. As a bonus action, the aeon can move the sphere in any direction up to 15 feet away, out to a maximum range of 300 feet.

Wherever the sphere travels, it warps and bends existing matter, reforming it into new matter. All objects, structures, or creatures that come into contact with the sphere are also transformed. Any creature that touches the sphere or starts its turn within 5 feet of the sphere must succeed on a DC 19 Constitution saving throw. On a failed save, the creature's body begins to change and reform into random materials, reshaping it, inflicting 45 (10d8) force damage on the creature in the process. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is completely transformed. A creature that is transformed dies and can only be returned to normal with a *wish* spell.

Sphere of Oblivion (Recharges after a Short or Long Rest). The aeon summons a 2-foot-diameter sphere of utter darkness in an unoccupied space within 5 feet of it. The sphere remains summoned for 1 minute. As a bonus action, the aeon can move the sphere in any direction up to 15 feet away, out to a maximum range of 300 feet.

The sphere disintegrates all matter it passes through and all matter then passes through it. Any creature that touches the sphere or starts its turn within 5 feet of the sphere must succeed on a DC 19 Constitution saving throw. On a failed save, the target takes 85 (10d6 + 50) necrotic damage, or half as much on a success. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to pile of fine gray dust. The creature can be restored to life only by means of *true resurrection* or a *wish* spell.

Legendary Actions

The aeon 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 aeon regains spent legendary actions at the start of its turn.

Cast a spell. The aeon can cast one spell.

Move Sphere (Costs 2 Actions). The aeon can move one sphere it has summoned up to 15 feet, up to its maximum range of 300 feet away from the aeon.

Summon Spheres (Costs 3 Actions). The aeon summons one or both of its unsummoned spheres.

Animated Darkwood Desk

Large construct, unaligned
Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +3, Stealth +5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons not made of adamantite

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

False Appearance. While it remains motionless, the darkwood desk is indistinguishable from what it is built to resemble.

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

Actions

Multiaction. The darkwood desk makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit:* 19 (3d10 + 3) bludgeoning damage.

Afrit

Large fiend, chaotic evil
Armor Class 14 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	6 (-2)	17 (+3)	9 (-1)

Saving Throws Dex +5, Con +8

Skills Perception +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Infernal

Challenge 6 (2,300 XP)

Keen Sight. Afrit has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. Afrit has advantage on saving throws against spells and other magical effects.

Actions

Multiaction. Afrit makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Reactions

Parry. The afrit adds 3 to its AC against one melee attack that would hit it. To do so, the afrit must see the attacker and be wielding a melee weapon.

Agamemnon

Medium undead, neutral evil
Armor Class 20 (Butcher)
Hit Points 246 (29d8 + 116)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	28 (+9)	14 (+2)	23 (+6)

Saving Throws Dex +12, Wis +9, Cha +15

Skills Arcana +16, Deception +13, History +16, Perception +9

Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Giant, Terran, Undercommon

Challenge 21 (33,000 XP)

Esoteric Recovery (1/day). Agamemnon can regain one spell slot up to 7th level at will.

Spellcasting. Agamemnon is a 19th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, light, prestidigitation, ray of frost, shocking grasp, true strike*

1st level (4 slots): *color spray, feather fall, grease, magic missile, unseen servant*

2nd level (3 slots): *acid arrow, detect thoughts, ray of enfeeblement, scorching ray, see invisibility, web*

3rd level (3 slots): *bestow curse, blink, fly, haste, lightning bolt, slow, stinking cloud*

4th level (3 slots): *arcane eye, black tentacles, faithful hound, locate creature, polymorph, resilient sphere*

5th level (3 slots): *arcane hand, cloudkill, cone of cold, scrying, telekinesis*

6th level (2 slots): *chain lightning, circle of death, eyebite, globe of invulnerability, true seeing*

7th level (1 slot): *finger of death, forcecage, prismatic spray, symbol*

8th level (1 slot): *demiplane, incendiary cloud, maze*

9th level (1 slot): *meteor swarm, wish*

Shapechanger. If Agamemnon isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

While in bat form, Agamemnon can't speak, its walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Agamemnon can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and

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Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Legendary Resistance (3/day). If Agamemnon fails a saving throw, he can choose to succeed instead.

Misty Escape. When he drops to 0 hit points outside his resting place, Agamemnon transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Agamemnon regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Agamemnon takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Agamemnon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Agamemnon has the following flaws:

Forbiddance. Agamemnon can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Agamemnon takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Agamemnon's heart while he is incapacitated in his resting place, he is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Agamemnon takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). Agamemnon makes two melee attacks, only one of which can be a bite attack.

Butcher (Vampire Form Only). *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. Hit: 19 (3d6 + 9) slashing damage.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one willing creature that is grappled by Agamemnon, incapacitated, or restrained. Hit: 8 (1d6 + 5) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Agamemnon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Agamemnon's control.

Charm. Agamemnon targets one humanoid he can see within 30 feet of it. If the target can see Agamemnon, the target must succeed on a DC 19 Wisdom saving throw against this magic or be charmed by Agamemnon. The charmed target regards Agamemnon as a trusted friend to be heeded and protected. Although the target isn't under Agamemnon's control, it takes Agamemnon's requests or actions in the most favorable way it can, and it is a willing target for Agamemnon's bite attack. Each time Agamemnon or Agamemnon's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Agamemnon is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

Children of the Night (1/day). Agamemnon magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Agamemnon can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Agamemnon and obeying his spoken commands. The beasts remain for 1 hour, until Agamemnon dies, or until Agamemnon dismisses them as a bonus action.

Legendary Actions

Agamemnon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Agamemnon regains spent legendary

actions at the start of his turn.

Move. Agamemnon moves up to his speed without provoking opportunity attacks.

Butcher. Agamemnon makes one attack with *Butcher*.

Bite (Costs 2 Actions). Agamemnon makes one bite attack.

Agathion

Large dragon, neutral good

Armor Class 19 (natural armor)

Hit Points 228 (24d10 + 96)

Speed 40 ft., fly 120 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	16 (+3)	22 (+6)	18 (+4)

Saving Throws Dex +8, Con +10, Wis +12, Cha +10

Skills Arcana +9, Insight +12, Nature +9, Religion +9,

Perception +12

Damage Resistances poison

Damage Immunities lightning; see Celestial Focus below

Condition Immunities petrified

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 22

Languages Celestial, Draconic, Infernal; telepathy 120 ft.

Challenge 20 (25,000 XP)

Celestial Focus. An agathion's color indicates aspects of its power and attunement to the powers of the good planes. Use the following table to determine the agathion's breath weapon type, the additional damage type of its bite and claw attacks, and additional resistances and immunities.

Color	Immunities	Breath Weapon Damage Type
Black	fire damage	60 ft. cone, 18d6 fire damage
Green	cold damage	60 ft. cone, 12d8 cold damage
Red	fire damage	60 ft. cone, 18d6 fire damage
White	cold damage	60 ft. cone, 12d8 cold damage
Yellow	acid damage	60 ft. line that is 5 feet wide, 12d8 acid damage

Innate Spellcasting. The agathion's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The agathion can cast the following spells without requiring any material components.

At will: *detect magic, identify, light, protection from evil and good, thaumaturgy*

3/day each: *cure wounds* (as 3rd level spell), *detect thoughts, lesser restoration, remove curse*

1/day each: *control water, control weather, heal, plane shift* (self only)

Legendary Resistance (3/day). If the agathion fails a saving throw, it can choose to succeed instead.

Regeneration. An agathion regains 10 hit points at the start of each of its turns. If the agathion takes necrotic damage, this regeneration does not function at the start of the agathion's next turn.

Spellcasting. The agathion is a 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at-will): *guidance, mending, resistance, sacred flame*

1st level (4 slots): *bless, command, detect evil and good, identify*

2nd level (3 slots): *aid, augury, hold person, lesser restoration, silence, suggestion*

3rd level (3 slots): *clairvoyance, dispel magic, speak with dead, spiritual weapon, tongues*

4th level (3 slots): *arcane eye, banishment, confusion, locate creature*

5th level (2 slots): *greater restoration, legend lore, planar binding, raise dead, scrying*

- 6th level (1 slot): *forbiddance*
- 7th level (1 slot): *regenerate*
- 8th level (1 slot): *holy aura*
- 9th level (1 slot): *true resurrection*

Actions

Multiattack. The agathion makes one bite attack and two claw attacks.
Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage, plus 4 (1d8) damage of the agathion's color.
Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, plus 4 (1d8) damage of the agathion's color.
Breath Weapon (Recharge 5-6). The agathion exhales its devastating breath weapon. Any creatures in the affected area must make DC 19 Dexterity saving throws. On a failed save, they take damage based on the agathion's color.

Legendary Actions

The agathion can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The agathion regains spent legendary actions at the start of its turn.
Detect. The agathion makes a Wisdom (Perception) check.
Cast a Cantrip. The agathion can cast one cantrip that it knows.
Cast an Innate Spell. The agathion can cast one of the spells it knows through its Innate Spellcasting trait.

Akvan

Gargantuan fiend, neutral evil
 Armor Class 18 (natural armor)
Hit Points 409 (21d20 + 189)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	25 (+7)	29 (+9)	19 (+4)	23 (+6)	26 (+8)

Saving Throws Dex +13, Con +15, Wis +12, Cha +14
Skills Deception +14, Insight +12, Intimidation +14, Perception +12, Persuasion +14
Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 22
Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 120 ft.
Challenge 20 (25,000 XP)

Innate Spellcasting. The akvan's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can cast the following spells without material components:

- At will: *detect magic, magic circle, telekinesis*
- 3/day each: *dispel magic, forcecage, protection from energy*
- 1/day each: *geas, plane shift*

Legendary Resistance (3/day). If the akvan fails a saving throw, it can choose to succeed instead.

Aura of Fear. An unhealthy, jaundiced light radiates out from the akvan in a 10-foot radius. Any non-evil creature in this area must succeed on a DC 17 Wisdom saving throw or become paralyzed with dread 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. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the akvan's Aura of Fear for the next 24 hours.

Shake Faith. A creature that touches the akvan or hits it with a melee attack while within 5 feet of it takes 10 (3d6) psychic damage and must succeed on a DC 17 Constitution saving throw or be blinded until the end of their next turn.

Actions

Multiattack. The akvan makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. A target creature of Large size or smaller must succeed on a DC 20 Dexterity saving throw or be swallowed by the akvan. A swallowed creature is blinded and restrained and takes 28 (8d6) acid damage at the start of each of the akvan's turns. The akvan can have up to two creatures swallowed at one time.

If the akvan takes 50 damage or more in a single turn from a creature it has swallowed, it must succeed on a DC 20 Constitution saving throw or regurgitate all swallowed creatures, who land prone within 10 feet of the akvan. If the akvan dies, a swallowed creature is no longer restrained, and can escape the corpse by spending 10 feet of movement, exiting prone.

Claw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage. The target is grappled (escape DC 24) if the akvan isn't already grappling a creature, and the target is restrained until this grapple ends.

Tail. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 26 (3d10 + 10) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Legendary Actions

The akvan 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 akvan regains spent legendary actions at the start of its turn.

Move. The akvan moves up to half its speed, using any movement mode it wishes.

Tail Attack. The akvan makes a tail attack.

Furious Howl (Costs 3 actions). All creatures within a 60-foot cone that can hear the akvan must succeed on a DC 17 Constitution saving throw or take 21 (6d6) force damage and be stunned until the end of the akvan's next turn. On a successful save, the target takes half the force damage and isn't stunned.

Aldeth the Spider Queen

Medium monstrosity, neutral evil
 Armor Class 17 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	19 (+4)	15 (+2)	17 (+3)

Skills Deception +11, Insight +10, Perception +10
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 20
Languages Abyssal, Common, Deep Speech, Draconic, Undercommon
Challenge 10 (5,900 XP)

Aura of Despair. Those that approach too close to Aldeth the Spider Queen are overwhelmed by feelings of despair. Any creature that starts its turn within 10 feet of Aldeth must succeed on a DC 16 Wisdom saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Spider Climb. Aldeth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, Aldeth knows the exact location of any other creature in contact with the same web.

Web Walker. Aldeth ignores movement restrictions caused by webbing.
Spellcasting. Aldeth is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She can cast

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the following spells:

- Cantrips (at will): *acid splash, dancing lights, mage hand, resistance*
 1st level (4 slots): *charm person, disguise self, fog cloud, shield*
 2nd level (3 slots): *darkness, mirror image, ray of enfeeblement, see invisibility*
 3rd level (3 slots): *gaseous form, haste, slow, stinking cloud, vampiric touch*
 4th level (3 slots): *confusion, fire shield, greater invisibility, stoneskin*
 5th level (2 slots): *dominate person, mislead, wall of force*
 6th level (1 slot): *circle of death, mass suggestion*

Actions

+2 Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Web (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Allip

Medium undead, chaotic evil

Armor Class 11

Hit Points 30 (6d8 + 3)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	16 (+3)

Skills Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Deep Speech

Challenge 2 (450 XP)

Babble. The allip incoherently mutters to itself, creating a hypnotic effect. All creatures within 30 ft. that aren't incapacitated must succeed on a DC 11 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Madness. Anyone targeting an allip with a spell or effect that would make direct contact with its tortured mind must succeed on a DC 11 Wisdom saving throw or take 7 (2d6) points of psychic damage.

Actions

Touch of Insanity. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) psychic damage.

Amalgamation

Gargantuan construct, neutral

Armor Class 16 (natural armor)

Hit Points 435 (30d20 + 120)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	2 (-4)	15 (+2)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Challenge 14 (11,500 XP)

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

Item Use. The amalgamation can use any of the items contained within its bulk. Items with limited uses, such as potions, scrolls, or wands, are expended normally.

Magic Resistance. The amalgamation has advantage on saving throws against spells and other magical effects.

Magic Weapons. The amalgamation's weapon attacks are magical.

Swarm Attack. The amalgamation can occupy another creature's space and vice versa, damaging the creature with the flying weapons and objects composing its bulk. Any creature that starts their turn in the same space as the amalgamation must succeed on a DC 18 Dexterity saving throw or take 21 (6d6) slashing damage.

Actions

Multiattack. The amalgamation makes four melee attacks.

Sword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Mace. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.



Amphisbaena

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 20 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	14(+2)	2(-4)	12(+1)	2(-4)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Split. The amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half of the original amphisbaena's current hit points. The split amphisbaena can rejoin its two halves after completing a short or long rest. If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of 1d4 + 2 weeks.

Actions

Multiaction. The amphisbaena makes two bite attacks (one with each head).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

Amurru

Medium undead, lawful neutral

Armor Class 21 (plate, shield, ring of protection)

Hit Points 234 (36d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	15 (+2)	18 (+4)	29 (+9)	21 (+5)

Saving Throws Con +8, Wis +15, Int +10

Skills Arcana +10, History +10, Perception +15, Religion +10

Damage Resistances acid, fire, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 120 ft., darkvision 60 ft., passive Perception 25

Languages All

Challenge 20 (25,000 XP)

Magic Resistance. Amurru has advantage on saving throws against spells and other magical effects.

Polymath. Amurru casts cleric, druid, and wizard spells at equal levels of power.

Rejuvenation. Amurru gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of Amurru's heart.

Spellcasting. Amurru is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). It can cast the following spells:

- Cantrips (at will): *message, prestidigitation, shocking grasp*
- 1st level (4 slots): *burning hands, detect magic, fog cloud, sanctuary, shield*
- 2nd level (3 slots): *calm emotions, enhance ability, hold person, mirror image, silence*
- 3rd level (3 slots): *bestow curse, darkness, fireball, haste, magic circle,*

tongues

4th level (3 slots): *black tentacles, blight, fire shield, freedom of movement, greater invisibility*

5th level (3 slots): *antilife shell, cone of cold, scrying, wall of stone*

6th level (1 slot): *globe of invulnerability, harm*

7th level (1 slot): *divine word, symbol, teleport*

8th level (1 slot): *holy aura, power word stun, regenerate*

9th level (1 slot): *meteor swarm, time stop, wish*

Ring of Protection. Amurru has a +1 bonus to AC and saving throws while wearing the *ring of protection*.

Actions

Mace. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Dreadful Glare. Amurru targets one creature it can see within 60 feet of it. If the target can see Amurru, it must succeed on a DC 19 Wisdom saving throw against this magic or become frightened until the end of the Amurru's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare from mummies of all types for the next 24 hours.

Teleport Other (1/day). As an action, Amurru can teleport all creatures within 50 feet of it to a randomly determined location. A creature affected by the Amurru's Teleport Other must make a DC 19 Wisdom saving throw to avoid being teleported.

An affected creature is teleported to a random location within the complex (roll 1d6: 1 — **3B-8**; 2 — **3B-14**; 3 — **3B-15**; 4 — **3B-1**; 5 — middle of the maze to **3B-17**; 6 — **3B-1**). Roll randomly for each creature that fails its saving throw.

If a creature's saving throw is successful, the creature is immune to Amurru's Teleport Other ability for the next 24 hours.

Legendary Actions

Amurru can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Amurru regains spent legendary actions at the start of its turn.

Attack. Amurru makes one melee attack or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around Amurru. Each creature within 5 feet of Amurru must succeed on a DC 19 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). Amurru utters a blasphemous word. Each non-undead creature within 10 feet of Amurru that can hear the magical utterance must succeed on a DC 19 Constitution saving throw or be stunned until the end of Amurru's next turn.

Channel Negative Energy (Costs 2 Actions). Amurru magically unleashes negative energy. Creatures within 60 feet of Amurru, including ones behind barriers and around corners, can't regain hit points until the end of Amurru's next turn.

Whirlwind of Sand (Costs 2 Actions). Amurru magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, Amurru is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Amurru remains in its possession.

Ape, Giant Carnivorous

Huge beast, neutral evil

Armor Class 14

Hit Points 172 (15d12 + 75)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	20 (+5)	7 (-2)	16 (+3)	14 (+2)

Skills Athletics +9, Perception +6

APPENDIX A: BESTIARY

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Actions

Multiattack. The giant carnivorous ape makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

Apprentice Mage

Medium humanoid (any), any alignment

Armor Class 10 (13 with mage armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice mage is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*

1st level (2 slots): *burning hands, mage armor, shield*

Actions

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

Archbishop Pagonis

Medium undead, chaotic evil

Armor Class 18

Hit Points 255 (34d8 + 102)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	16 (+3)	16 (+3)	24 (+7)	14 (+2)

Saving Throws Int +8, Wis +12

Skills Arcana +8, Religion +13, Stealth +11 (+16 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal, Common, Goblin

Challenge 15 (13,000 XP)

Amorphous. Pagonis can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, Pagonis can take the

Hide action as a bonus action.

Sunlight Weakness. While in sunlight, Pagonis has disadvantage on attack rolls, ability checks, and saving throws.

Death God's Proxy. The AC of Pagonis includes its Wisdom bonus. Undead creatures have disadvantage on attack rolls against Pagonis.

Actions

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 32 (9d6 + 1) necrotic damage, and the target's Strength score is reduced by 1d8. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse 1d4 hours later.

Ashfallen

Medium aberration (denizen of Leng), chaotic evil

Armor Class 17 (natural armor)

Hit Points 237 (25d8 + 125)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	20 (+5)	23 (+6)	20 (+5)	30 (+10)

Saving Throws Con +10, Int +11, Wis +10, Cha +15

Skills Arcana +11, Deception +15, Insight +10, Perception +10, Stealth +10

Damage Resistances cold, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

Languages all

Challenge 14 (11,500 XP)

Polyglot. Ashfallen is fluent in all languages.

Regeneration. Ashfallen regains 10 hit points at the start of its turn if it has at least 1 hit point and its planar connection to its homeworld of Leng isn't interrupted. If its ability to *plane shift* (or other form of planar travel) is suppressed, this trait doesn't function at the start of Ashfallen's next turn.

Rejuvenation. If Ashfallen dies in a location not on its homeworld, it returns to life in 4d6 hours on its homeworld of Leng, regaining all its hit points and becoming active again.

Sneak Attack (1/turn). Ashfallen deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of its allies that isn't incapacitated, and the Ashfallen doesn't have disadvantage on the attack roll.

Innate Spellcasting. Ashfallen's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Ashfallen can innately cast the following spells, requiring no material components:

3/day each: *detect thoughts, hypnotic patter, levitate, minor image*

1/day each: *locate object, plane shift* (self only)

Spellcasting. Ashfallen is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *fire bolt, mage hand, mending, prestidigitation, ray of frost*

1st level (4 slots): *burning hands, detect magic, magic missile, unseen servant*

2nd level (3 slots): *alter self, blindness/deafness, ray of enfeeblement, scorching ray*

3rd level (3 slots): *blink, dispel magic, fireball, gaseous form, nondetection*

4th level (3 slots): *blight, confusion, dimension door, greater invisibility*

5th level (2 slots): *arcane hand, cone of cold, legend lore, wall of stone*

6th level (1 slot): *eyebite, irresistible dance, mass suggestion*

7th level (1 slot): *forcecage, prismatic spray, teleport*

Actions

Multiattack. Ashfallen makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage and the target must succeed on a DC 15 Constitution saving throw or incur one level of exhaustion.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage.

Assassin Vine

Large plant, unaligned
Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	9 (-1)

Damage Resistances cold, fire
Damage Immunities lightning
Senses blindsight 30 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Actions

Multiattack. The assassin vine can make two melee attacks: two slams or one slam and one constrict.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. The target is grappled (escape DC 15) if the assassin vine isn't already grappling a creature. The grappled target is restrained until the grapple ends.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature grappled by the assassin vine. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Auriferous

Gargantuan undead (dragon), chaotic evil
Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +10, Con +17, Wis +11, Cha +17
Skills Insight +11, Perception +19
Senses darkvision 60 ft., passive Perception 29
Languages —
Challenge 26 (90,000 XP)

Legendary Resistance (3/day). If Auriferous fails a saving throw, it can choose to succeed instead.

Regeneration. Auriferous regains 30 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If Auriferous takes radiant damage or damage from holy water, this trait doesn't function at the start of Auriferous's next turn.

Soul Consumption. When a creature dies within 30 feet of Auriferous, that creature must succeed on a DC 18 Wisdom saving throw or that creature's soul is torn from its body and pulled into Auriferous's gaping maw. Auriferous gains a number of temporary hit points equal to the dead creature's Hit Dice. Creatures that die in this manner can only be restored to life by a *true resurrection* or *wish* spell.

Spellcasting. Auriferous is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, fire bolt, mage hand, mending, prestidigitation, ray of frost*

1st level (4 slots): *burning hands, magic missile, protection from evil and good, thunderwave*

2nd level (3 slots): *blindness/deafness, flaming sphere, ray of enfeeblement, scorching ray*

3rd level (3 slots): *blink, dispel magic, fireball, gaseous form, gust of wind, haste*

4th level (3 slots): *confusion, fire shield, greater invisibility, wall of fire*

5th level (3 slots): *arcane hand, cone of cold, mislead, wall of stone*

6th level (1 slot): *chain lightning, circle of death, irresistible dance*

7th level (1 slot): *forcecage, prismatic spray*

8th level (1 slot): *control weather, maze*

9th level (1 slot): *foresight, time stop*

Actions

Multiattack. Auriferous can use its Frightful Presence and make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Auriferous regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage. The target is grappled (escape DC 24) if Auriferous isn't already grappling a creature, and the target is restrained until this grapple ends.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the Auriferous's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Auriferous's Frightful Presence for the next 24 hours.

Change Shape. Auriferous magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Breath Weapons (Recharge 5-6). Auriferous uses one of the following breath weapons.

Fire Breath. Auriferous exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 82 (15d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. Auriferous exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

Legendary Actions

Auriferous 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. Auriferous regains spent legendary actions at the start of its turn.

Detect. Auriferous makes a Wisdom (Perception) check.

Tail Attack. Auriferous makes a tail attack.

Wing Attack (Costs 2 Actions). Auriferous beats its wings. Each creature within 15 ft. of Auriferous must succeed on a DC 25 Dexterity saving throw or take 20 (3d6 + 10) bludgeoning damage and be knocked prone. Auriferous can then fly up to half its flying speed.

Avatars of Orcus (various strengths)

Avatar of Orcus (Full Strength)

Huge fiend (demon), chaotic evil

Armor Class 25 (natural armor)

Hit Points 825 (50d12 + 500)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	27 (+8)	27 (+8)	30 (+10)

Saving Throws Dex +15, Con +20, Wis +18, Cha +20

Skills History +18, Perception +18, Religion +18

Damage Resistances acid, cold, fire

Damage Immunities lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 28

Languages all, telepathy 360 ft.

Challenge 35 (330,000 XP)

Aura of Death. Each non-undead creature that starts its turn within 20 feet of Orcus takes 17 (5d6) necrotic damage.

Wand of Orcus. The wand has 20 charges, and any of its properties that require a saving throw have a save DC of 17. While holding it, Orcus can use an action to cast *blight*, *darkness*, or *speak with dead*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *bestow curse* (1 charge), *contagion* (2 charges), or *power word kill* (5 charges). The wand regains all charges daily at dawn.

While in his lair, Orcus can use the wand to summon an undead army that consists of:

- 10 skeletons
- 5 zombies
- 3 ghouls
- 3 specters
- 2 wights
- 1 mummy

These undead magically rise up from the ground or otherwise form in unoccupied spaces within 100 feet of Orcus and obey his commands until they are destroyed or until he dismisses them as an action. Orcus can only use the wand in this manner once every 24 hours.

The wand functions differently from this description for any creature other than Orcus.

Innate Spellcasting. Orcus's spellcasting ability is Charisma (spell save DC 28, +20 to hit with spell attacks). Orcus can innately cast the following spells, requiring no material components:

At will: *animate dead*, *chill touch* (17th level), *detect magic*

7/day: *create undead*

5/day: *eyebite*

3/day each: *circle of death*, *finger of death*

Legendary Resistance (3/day). If Orcus fails a saving throw, it can choose to succeed instead. **Lord of the Grave.** Orcus always casts *animate dead* or *create undead* at maximum level and without any restrictions. Creatures created by these spells remain under his control indefinitely.

Magic Resistance. Orcus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Orcus's attacks are magical.

Actions

Multiattack. Orcus makes two Wand of Orcus attacks.

Wand of Orcus. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage and the target must succeed on a

DC 17 Charisma saving throw or drop to 0 hit points. On a success, the target takes 21 (6d6) necrotic damage.

Tail. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) piercing damage plus 22 (4d10) poison damage and the target must succeed on a DC 20 Strength check or be knocked prone.

Aura of Enfeeblement (Recharge 5-6). Black beams of negative energy surround Orcus in a 20-foot radius centered on him. Each creature in this area must make a DC 24 Constitution saving throw. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute. A weakened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Orcus's Aura of Enfeeblement for the next 24 hours.

Teleport. Orcus magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

Orcus 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. Orcus regains spent legendary actions at the start of his turn.

Tail. Orcus makes one tail attack.

Devouring Darkness (Costs 2 Actions). Orcus chooses a point that he can see within 100 feet of him. A cloud of darkness erupts from that point and lasts for 1 minute. The area is heavily obscured and each creature in the area must make a DC 24 Constitution saving throw, taking 28 (8d6) necrotic damage on a failure, or half as much damage on a success. Creatures slain by the devouring darkness rise as ghouls under the command of Orcus within 1d4 rounds.

Charnel Wind (Costs 3 Actions). A putrid, carrion wind erupts from Orcus in a 30-foot radius centered on him and lasts until the end of Orcus's next turn. All non-undead creatures within this area must succeed on a DC 24 Constitution saving throw against disease or be poisoned until the end of Orcus's next turn. While poisoned in this way, the creature can take either an action or a bonus action on its turn, not both, and it can't take reactions.

Lair Actions

On Initiative count 20 (losing initiative ties), Orcus can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

Bone Cage. Orcus causes all bones within the lair to form tight cages around two creatures of his choice. The cages can be attacked and destroyed (AC 15; hp 30; vulnerability to bludgeoning damage; resistance to piercing, poison, slashing, and psychic damage). Until they are destroyed, creatures within the cages have a movement of 0.

Fountain of Blood. Orcus chooses a point on the ground that he can see within 100 feet of him. A geyser of caustic blood erupts from the ground at that point and rains down in a 40-foot high, 10-foot cylinder. Each creature in that area must succeed on a DC 24 Dexterity saving throw, taking 24 (7d6) acid damage on a failure, or half as much damage on a success.

Avatar of Orcus (One Shrine Destroyed)

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 682 (44d12 + 396)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	21 (+5)	28 (+9)	25 (+7)	25 (+7)	28 (+9)

Saving Throws Dex +14, Con +18, Wis +16, Cha +18

Skills History +16, Perception +16, Religion +16

Damage Resistances acid, cold, fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 26

Languages all, telepathy 360 ft.

Challenge 32 (210,000 XP)

Aura of Death. Each non-undead creature that starts its turn within 20 feet of Orcus takes 14 (4d6) necrotic damage.

Wand of Orcus. The wand has 20 charges, and any of its properties that require a saving throw have a save DC of 17. While holding it, Orcus can use an action to cast *blight*, *darkness*, or *speak with dead*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *bestow curse* (1 charge), *contagion* (2 charges), or *power word kill* (5 charges). The wand regains all charges daily at dawn.

While in his lair, Orcus can use the wand to summon an undead army that consists of:

- 10 skeletons
- 5 zombies
- 3 ghouls
- 3 specters
- 2 wights
- 1 mummy

These undead magically rise up from the ground or otherwise form in unoccupied spaces within 100 feet of Orcus and obey his commands until they are destroyed or until he dismisses them as an action. Orcus can only use the wand in this manner once every 24 hours.

The wand functions differently from this description for any creature other than Orcus.

Innate Spellcasting: Orcus's spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). Orcus can innately cast the following spells, requiring no material components:

At will: *animate dead*, *chill touch* (17th level), *detect magic*

7/day: *create undead*

5/day: *eyebite*

3/day each: *circle of death*, *finger of death*

Legendary Resistance (3/day). If Orcus fails a saving throw, he can choose to succeed instead. **Lord of the Grave.** Orcus always casts *animate dead* or *create undead* at maximum level and without any restrictions. Creatures created by these spells remain under his control indefinitely.

Magic Resistance. Orcus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Orcus's attacks are magical.

Actions

Multiattack. Orcus makes two Wand of Orcus attacks.

Wand of Orcus. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. **Hit:** 23 (4d6 + 9) bludgeoning damage and the target must succeed on a DC 17 Charisma saving throw or drop to 0 hit points. On a success, the target takes 21 (6d6) necrotic damage.

Tail. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. **Hit:** 23 (4d6 + 9) piercing damage plus 22 (4d10) poison damage and the target must succeed on a DC 19 Strength check or be knocked prone.

Aura of Enfeeblement (Recharge 5-6). Black beams of negative energy surround Orcus in a 20-foot radius centered on him. Each creature in this area must make a DC 23 Constitution saving throw. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute. A weakened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Orcus's Aura of Enfeeblement for the next 24 hours.

Teleport. Orcus magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

Orcus 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. Orcus regains spent legendary actions at the start of his turn.

Tail. Orcus makes one tail attack.

Devouring Darkness (Costs 2 Actions). Orcus chooses a point that he can see within 100 feet of him. A cloud of darkness erupts from that point and lasts for 1 minute. The area is heavily obscured and each creature in the area must make a DC 23 Constitution saving throw, taking 24 (7d6) necrotic damage on a failure, or half as much damage on a success. Creatures slain by the devouring darkness rise as ghouls under the command of Orcus within 1d4 rounds.

Charnel Wind (Costs 3 Actions). A putrid, carrion wind erupts from Orcus in a 30-foot radius centered on him and lasts until the end of Orcus's next turn. All non-undead creatures within this area must succeed on a DC 23 Constitution saving throw against disease or be poisoned until the end of Orcus's next turn. While poisoned in this way, the creature can take either an action or a bonus action on its turn, not both, and it can't take reactions.

Lair Actions

On Initiative count 20 (losing initiative ties), Orcus can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

Bone Cage. Orcus causes all bones within the lair to form tight cages around two creatures of his choice. The cages can be attacked and destroyed (AC 15; hp 30; vulnerability to bludgeoning damage; resistance to piercing, poison, slashing, and psychic damage). Until they are destroyed, creatures within the cages have a movement of 0.

Fountain of Blood. Orcus chooses a point on the ground that he can see within 100 feet of him. A geyser of caustic blood erupts from the ground at that point and rains down in a 40-foot high, 20-foot cylinder. Each creature in that area must succeed on a DC 23 Dexterity saving throw, taking 21 (6d6) acid damage on a failure, or half as much damage on a success.

Avatar of Orcus (Two Shrines Destroyed)

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 493 (34d12 + 272)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	26 (+8)	23 (+6)	23 (+6)	26 (+8)

Saving Throws Dex +12, Con +16, Wis +14, Cha +16

Skills History +14, Perception +14, Religion +14

Damage Resistances acid, cold

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 360 ft.

Challenge 28 (120,000 XP)

Aura of Death. Each non-undead creature that starts its turn within 20 feet of Orcus takes 14 (4d6) necrotic damage.

Wand of Orcus. The wand has 20 charges, and any of its properties that require a saving throw have a save DC of 17. While holding it, Orcus can use an action to cast *blight*, *darkness*, or *speak with dead*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *bestow curse* (1 charge), *contagion* (2 charges), or *power word kill* (5 charges). The wand regains all charges daily at dawn.

While in his lair, Orcus can use the wand to summon an undead army that consists of:

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- 10 skeletons
- 5 zombies
- 3 ghouls
- 3 specters
- 2 wights
- 1 mummy

These undead magically rise up from the ground or otherwise form in unoccupied spaces within 100 feet of Orcus and obey his commands until they are destroyed or until he dismisses them as an action. Orcus can only use the wand in this manner once every 24 hours.

The wand functions differently from this description for any creature other than Orcus.

Innate Spellcasting: Orcus's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). Orcus can innately cast the following spells, requiring no material components:

At will: *animate dead*, *chill touch* (17th level), *detect magic*

7/day: *create undead*

5/day: *eyebite*

3/day each: *circle of death*, *finger of death*

Legendary Resistance (3/day). If Orcus fails a saving throw, he can choose to succeed instead. **Lord of the Grave.** Orcus always casts *animate dead* or *create undead* at maximum level and without any restrictions. Creatures created by these spells remain under his control indefinitely.

Magic Resistance. Orcus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Orcus's attacks are magical.

Actions

Multiattack. Orcus makes two Wand of Orcus attacks.

Wand of Orcus. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage and the target must succeed on a DC 17 Charisma saving throw or drop to 0 hit points. On a success, the target takes 21 (6d6) necrotic damage.

Tail. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage plus 16 (3d10) poison damage and the target must succeed on a DC 16 Strength check or be knocked prone.

Aura of Enfeeblement (Recharge 5-6). Black beams of negative energy surround Orcus in a 20-foot radius centered on him. Each creature in this area must make a DC 22 Constitution saving throw. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute. A weakened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Orcus's Aura of Enfeeblement for the next 24 hours.

Teleport. Orcus magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

Orcus 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. Orcus regains spent legendary actions at the start of his turn.

Tail. Orcus makes one tail attack.

Devouring Darkness (Costs 2 Actions). Orcus chooses a point that he can see within 100 feet of him. A cloud of darkness erupts from that point and lasts for 1 minute. The area is heavily obscured and each creature in the area must make a DC 22 Constitution saving throw, taking 21 (6d6) necrotic damage on a failure, or half as much damage on a success. Creatures slain by the devouring darkness rise as ghouls under the command of Orcus within 1d4 rounds.

Charnel Wind (Costs 3 Actions). A putrid, carrion wind erupts from Orcus in a 30-foot radius centered on him and lasts until the end of Orcus's next turn. All non-undead creatures within this area must succeed on a DC 22 Constitution saving throw against disease or be poisoned until the end of Orcus's next turn. While poisoned in this way, the creature can take either an action or a bonus action on its turn, not both, and it can't take reactions.

Lair Actions

On Initiative count 20 (losing initiative ties), Orcus can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

Bone Cage. Orcus causes all bones within the lair to form tight cages around two creatures of his choice. The cages can be attacked and destroyed (AC 15; hp 30; vulnerability to bludgeoning damage; resistance to piercing, poison, slashing, and psychic damage). Until they are destroyed, creatures within the cages have a movement of 0.

Fountain of Blood. Orcus chooses a point on the ground that he can see within 100 feet of him. A geyser of caustic blood erupts from the ground at that point and rains down in a 40-foot high, 20-foot cylinder. Each creature in that area must succeed on a DC 22 Dexterity saving throw, taking 21 (6d6) acid damage on a failure, or half as much damage on a success.

Avatar of Orcus (Three Shrines Destroyed)

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 445 (33d12 + 231)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	24 (+7)	21 (+5)	21 (+5)	24 (+7)

Saving Throws Dex +10, Con +15, Wis +13, Cha +15

Skills History +13, Perception +13, Religion +13

Damage Resistances acid

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 360 ft.

Challenge 26 (90,000 XP)

Aura of Death. Each non-undead creature that starts its turn within 20 feet of Orcus takes 10 (3d6) necrotic damage.

Wand of Orcus. The wand has 20 charges, and any of its properties that require a saving throw have a save DC of 17. While holding it, Orcus can use an action to cast *blight*, *darkness*, or *speak with dead*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *bestow curse* (1 charge), *contagion* (2 charges), or *power word kill* (5 charges). The wand regains all charges daily at dawn.

While in his lair, Orcus can use the wand to summon an undead army that consists of:

- 10 skeletons
- 5 zombies
- 3 ghouls
- 3 specters
- 2 wights
- 1 mummy

These undead magically rise up from the ground or otherwise form in unoccupied spaces within 100 feet of Orcus and obey his commands until they are destroyed or until he dismisses them as an action. Orcus can only use the wand in this manner once every 24 hours.

The wand functions differently from this description for any creature other than Orcus.

Innate Spellcasting: Orcus's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Orcus can innately cast the following spells, requiring no material components:

At will: *animate dead*, *chill touch* (17th level), *detect magic*

7/day: *create undead*

5/day: *eyebite*

3/day each: *circle of death*, *finger of death*

Legendary Resistance (3/day). If Orcus fails a saving throw, he can choose to succeed instead. **Lord of the Grave.** Orcus always casts *animate dead* or *create undead* at maximum level and without any restrictions. Creatures created by these spells remain under his control indefinitely.

Magic Resistance. Orcus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Orcus's attacks are magical.

Actions

Multiaction. Orcus makes two Wand of Orcus attacks.

Wand of Orcus. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage and the target must succeed on a DC 17 Charisma saving throw or drop to 0 hit points. On a success, the target takes 21 (6d6) necrotic damage.

Tail. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 11 (2d10) poison damage and the target must succeed on a DC 15 Strength check or be knocked prone.

Aura of Enfeeblement (Recharge 5-6). Black beams of negative energy surround Orcus in a 20-foot radius centered on him. Each creature in this area must make a DC 21 Constitution saving throw. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute. A weakened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Orcus's Aura of Enfeeblement for the next 24 hours.

Teleport. Orcus magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

Orcus 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. Orcus regains spent legendary actions at the start of his turn.

Tail. Orcus makes one tail attack.

Devouring Darkness (Costs 2 Actions). Orcus chooses a point that he can see within 100 feet of him. A cloud of darkness erupts from that point and lasts for 1 minute. The area is heavily obscured and each creature in the area must make a DC 21 Constitution saving throw, taking 14 (4d6) necrotic damage on a failure, or half as much damage on a success. Creatures slain by the devouring darkness rise as ghouls under the command of Orcus within 1d4 rounds.

Charnel Wind (Costs 3 Actions). A putrid, carrion wind erupts from Orcus in a 30-foot radius centered on him and lasts until the end of Orcus's next turn. All non-undead creatures within this area must succeed on a DC 21 Constitution saving throw against disease or be poisoned until the end of Orcus's next turn. While poisoned in this way, the creature can take either an action or a bonus action on its turn, not both, and it can't take reactions.

Lair Actions

On Initiative count 20 (losing initiative ties), Orcus can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

Bone Cage. Orcus causes all bones within the lair to form tight cages around two creatures of his choice. The cages can be attacked and destroyed (AC 15; hp 30; vulnerability to bludgeoning damage; resistance to piercing, poison, slashing, and psychic damage). Until they are destroyed, creatures within the cages have a movement of 0.

Fountain of Blood. Orcus chooses a point on the ground that he can see within 100 feet of him. A geyser of caustic blood erupts from the ground at that point and rains down in a 40-foot high, 20-foot cylinder. Each creature in that area must succeed on a DC 21 Dexterity saving throw, taking 14 (4d6) acid damage on a failure, or half as much damage on a success.

Azraggad the Vampire

Medium undead, lawful evil

Armor Class 18 (plate)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	18 (+4)

Saving Throws Dex +9, Wis +10, Int +8, Cha +9

Skills Perception +10, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 20

Languages Common, Celestial

Challenge 15 (13,000 XP)

Shapechanger. If Azraggad isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

While in bat form, Azraggad can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Azraggad can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Legendary Resistance (3/day). If Azraggad fails a saving throw, he can choose to succeed instead.

Misty Escape. When he drops to 0 hit points outside his resting place, Azraggad transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Azraggad regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Azraggad can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Azraggad has the following flaws:

Forbiddance. Azraggad can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Azraggad takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Azraggad's heart while he is incapacitated in his resting place, Azraggad is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Azraggad takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Spellcasting. Azraggad is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *blindness/deafness, enhance ability, hold person, silence, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, spirit guardians*

4th level (3 slots): *divination, freedom of movement*

5th level (2 slots): *contagion, hallow, planar binding*

6th level (1 slot): *blade barrier, forbiddance*

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Actions

Multiattack (Vampire Form Only). Azraggad makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Azraggad can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature that is grappled by Azraggad, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Azraggad regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Azraggad's control.

Charm. Azraggad targets one humanoid it can see within 30 feet of it. If the target can see Azraggad, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by him. The charmed target regards Azraggad as a trusted friend to be heeded and protected. Although the target isn't under Azraggad's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for Azraggad's bite attack. Each time Azraggad or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Azraggad is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/day). Azraggad magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Azraggad can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying his spoken commands. The beasts remain for 1 hour, until Azraggad dies, or until he dismisses them as a bonus action.

Legendary Actions

Azraggad can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Azraggad regains spent legendary actions at the start of its turn.

Move. Azraggad moves up to his speed without provoking opportunity attacks.

Unarmed Strike. Azraggad makes one unarmed strike.

Bite (Costs 2 Actions). Azraggad makes one bite attack.

Bandit Lord

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (breastplate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +4, Wis +2

Skills Athletics +5, Deception +4, Intimidation +4

Senses passive Perception 10

Language Any two languages

Challenge 4 (1,100 XP)

Pack Tactics. The band lord has advantage on attack rolls against a creature if at least one of the bandit lord's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. A bandit lord makes three melee or ranged attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit:

10 (2d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

The bandit lord can be found in *Tome of Beasts* by **Kobold Press**.

Banshee

Medium undead, chaotic evil

Armor Class 13

Hit Points 81 (18d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7

Skill Perception +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elven, Sylvan

Challenge 6 (2,300 XP)

Incorporeal Movement. The banshee 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.

Life Sense. The banshee can innately sense all living creatures within a 5-mile radius of it.

Actions

Chilling Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 3) necrotic damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Horrorific Visage. Each non-undead creature within 60 feet of the banshee that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this banshee's Horrorific Visage for the next 24 hours.

Keening Wail (1/day). The banshee releases a terrible, keening wail, provided that it isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 60 feet of the banshee that can hear it must make a DC 15 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 21 (6d6) psychic damage.

Banth

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	18 (+4)	13 (+1)	8 (-1)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

RAPPAN ATHUK

Senses passive Perception 11

Languages Common, Deep Speech, Draconic, Infernal, Undercommon

Challenge 9 (5,000 XP)

Spellcasting. Banth is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He can cast the follow spells:

Cantrips (at will): *dancing lights*, *light*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *burning hands*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level (3 slots): *alter self*, *mirror image*, *misty step*, *rope trick*, *see invisibility*

3rd level (3 slots): *blink*, *dispel magic*, *gaseous form*, *haste*

4th level (3 slots): *greater invisibility*, *polymorph*, *stoneskin*

5th level (2 slots): *arcane hand*, *cone of cold*, *modify memory*

6th level (1 slots): *chain lightning*, *wall of ice*

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Barthum Cobb

Medium humanoid (half-orc), chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 85 (10d8 + 40)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	8 (-1)	9 (-1)	8 (-1)

Saving Throws Str +8, Con +6

Skills Athletics +8

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 4 (1,100 XP)

Brutal Critical. Barthum can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Reckless. At the start of his turn, Barthum can gain advantage on all melee weapon attack rolls that turn but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Barthum makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d2 + 6) bludgeoning damage.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Basilisk, Crimson

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	10 (+0)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP)

Blood Frenzy. The crimson basilisk has advantage on attack rolls against any creature that doesn't have all its hit points.

Wounding Gaze. If a target starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the target to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the target takes 7 (2d6) necrotic damage as blood weeps from the victim's eyes, ears, nose, and mouth. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target takes an additional 7 (2d6) necrotic damage and will continue to take recurring damage at the end of each of its turns unless the basilisk is incapacitated or the effect is ended by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the creature until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and 7 (2d6) acid damage. In addition, nonmagical armor or a shield being worn or carried is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Bats

Doombat

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Yip. Doombats constantly yip while in combat, and the noise interferes with the concentration of those attempting to cast spells. All creatures within a 30-foot radius that are maintaining concentration on a spell when the doombat yips must succeed on a DC 10 Constitution saving throw or lose concentration on that spell.

Actions

Multiattack. The doombat makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Shriek (Recharge 5-6). The doombat emits a piercing shriek. All creatures within a 60-foot radius must succeed on a DC 13 Wisdom saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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Stone Bat

Small construct, neutral
Armor Class 14 (natural armor)
Hit Points 27 (5d6 + 10)
Speed fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	2 (-4)	1 (-5)	1 (-5)

Senses darkvision 60 ft., passive Perception 5
Languages —
Challenge 1 (200 XP)

Regeneration. The stone bat regains 10 hit points at the start of its turn.
Rejuvenation. The stone bat reforms within 24 hours if it is destroyed. It appears within 5 feet of where it was destroyed.

Actions

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

Bear, Cave

Large beast, unaligned
Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bebilith

Huge fiend, chaotic evil
Armor Class 15 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	23 (+6)	10 (+0)	13 (+1)	13 (+1)

Saving Throws Dex +5, Con +10
Skills Perception +5, Stealth +5
Damage Resistances acid, lightning
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Telepathy 120 ft. (Abyssal only)
Challenge 11 (7,200 XP)

Keen Smell. A bebilith has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The bebilith has advantage on saving throws against spells and other magical effects.

Magic Weapons. A bebilith's weapon attacks are magical.

Rend Armor. When a bebilith hits a creature wearing nonmagical armor or carrying a shield with both claw attacks in the same round, the armor or shield takes a permanent -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to +0 bonus is destroyed. A damaged shield or suit of armor can be repaired by a blacksmith.

Actions

Multiattack. A bebilith makes three attacks: one with its bite and two with its claws

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease. If the saving throw fails, the target takes 22 (4d10) poison damage immediately and becomes poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw and reduce its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Beetles

Giant Rhinoceros Beetle

Large beast, unaligned
Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	1 (-5)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Trample. If the giant rhinoceros beetle moves at least 20 feet straight toward a creature 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 giant rhinoceros beetle can make one slam attack against it as a bonus action.



Actions

Multiattack. The giant rhinoceros beetle makes one bite attack and one gore attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage.

Giant Stag Beetle

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft, passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Trample. If the giant stag beetle moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the giant stag beetle can make one slam attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) piercing damage.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

Goliath Beetle

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	18 (+4)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft, passive Perception 11

Languages —

Challenge 10 (5,900 XP)

Trample. If the goliath beetle moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the beetle can make one Slam attack against it as a bonus action.

Actions

Multiattack. The beetle makes one bite attack and one gore attack.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) piercing damage.

Gore. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 26 (3d12 + 7) piercing damage.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) bludgeoning damage.

Beetlor

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	17 (+3)	10 (+0)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., tremorsense 60 ft., passive

Perception 10

Languages —

Challenge 6 (2,300 XP)

Confusion. When a creature starts its turn within 30 feet of the beetlor and is able to see the beetlor's multi-faceted eyes, the beetlor can force the creature to make a DC 15 Charisma saving throw if the beetlor isn't incapacitated. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the beetlor until the start of its next turn, when it can avert its eyes again. If the creature looks at the beetlor in the meantime, it must immediately make the save.

Tunneler. The beetlor can burrow through solid rock leaving a 6 foot-wide, 10-foot-high tunnel in its wake.

Actions

Multiattack. The beetlor makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (3d4 + 6) slashing damage.

Beoric the Whale

Medium humanoid (human), chaotic neutral

Armor Class 12 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	13 (+1)	8 (-1)	12 (+1)

Saving Throws Str +6, Con +4

Skills Athletics +8

Senses passive Perception 9

Languages Aquan, Common

Challenge 2 (450 XP)

Actions

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

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Reactions

Parry. Beoric adds 3 to his AC against one melee attack that would hit him. To do so, Beoric must see the attacker and be wielding a melee weapon.

Berserker

Medium humanoid (any), any alignment

Armor Class 14 (chain shirt)

Hit Points 105 (10d12+30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	9 (-1)	16 (+3)	10 (+0)

Saving Throws Str +7, Con +5

Skills Acrobatics +5, Athletics +9, Performance +4, Survival +7

Senses passive Perception 13

Languages Any one language

Challenge 3 (700 XP)

Brutal Critical. The berserker can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls that turn but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. A berserker makes two greataxe attacks per turn.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Blood Orchids

Blood Orchid

Large aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Stealth +4

Damage Resistances acid, cold, lightning, fire

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 5 (1,800 XP)

Hyper-Awareness. A blood orchid cannot be surprised.

Telepathic Bond. Blood orchids have a telepathic link to other blood orchids that are within 120 feet.

Actions

Multiattack. The blood orchid uses Blood Drain and make up to three attacks with its tentacles.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. The target is also grappled (escape DC 11). Until this grapple ends the creature is restrained, and the blood orchid can't use this tentacle on another target. The blood

orchid has three tentacles that it can attack with.

Blood Drain. The blood orchid feeds on the creature it is grappling. The creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by 5 (1d10). This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Blood Orchid Grand Savant

Huge aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Stealth +5

Damage Resistances acid, cold, lightning, fire

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 120 ft.

Challenge 9 (5,000 XP)

Spellcasting. The blood orchid grand savant is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *dancing lights, fire bolt, light, mage hand*

1st level (4 slots): *burning hands, color spray, detect magic, magic missile*

2nd level (3 slots): *darkness, ray of enfeeblement, scorching ray*

3rd level (3 slots): *lightning bolt, vampiric touch*

4th level (1 slot): *fire shield*

Hyper-Awareness. A blood orchid cannot be surprised.

Telepathic Bond. Blood orchids have a telepathic link to other blood orchids that are within 120 feet.

Actions

Multiattack. The blood orchid uses Blood Drain and makes up to three attacks with its tentacles.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. The target is also grappled (escape DC 15). Until this grapple ends the creature is restrained, and the blood orchid can't use this tentacle on another target. The blood orchid has three tentacles that it can attack with.

Blood Drain. The blood orchid feeds on the creature it is grappling. The creature must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by 5 (1d10). This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Blood Orchid Savant

Large aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	13 (+1)	16 (+3)	18 (+4)

Skills Stealth +5

Damage Resistances acid, cold, lightning, fire

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 120 ft.

Challenge 7 (2,900 XP)

Spellcasting. The blood orchid savant is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *dancing lights, fire bolt, light, mage hand*

1st level (4 slots): *burning hands, color spray, detect magic, magic missile*

2nd level (3 slots): *darkness, ray of enfeeblement, scorching ray*

Hyper-Awareness. A blood orchid cannot be surprised.

Telepathic Bond. Blood orchids have a telepathic link to other blood orchids that are within 120 feet.

Actions

Multiattack. The blood orchid uses Blood Drain and makes up to three attacks with its tentacles.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. The target is also grappled (escape DC 12). Until this grapple ends the creature is restrained, and the blood orchid can't use this tentacle on another target. The blood orchid has three tentacles that it can attack with.

Blood Drain. The blood orchid feeds on the creature it is grappling. The creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by 5 (1d10). This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bodaks

Bodak

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Con +7, Wis +6

Skills Perception +6, Stealth +8

Damage Resistances acid, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common

Challenge 9 (5,000 XP)

Aura of Obliteration. As a minion of Orcus, the bodak is surrounded by an annihilating aura of obliteration. All creatures other than undead and fiends that start their turn within 30 feet of the bodak take 9 (2d8) necrotic damage. The bodak can emit or suppress this aura using a bonus action.

Gaze of Orcus. If a creature starts its turn within 30 ft. of the bodak and the two of them can see each other, the bodak can force the creature to make a DC 12 Constitution saving throw if the bodak isn't incapacitated. On a failed save, the creature drops to 0 hit points, unless it is immune to the frightened condition. On a success, the creature takes 22 (4d10) psychic damage. A creature that is slain by the bodak's Gaze rises as a bodak 24 hours later unless restored to life by magical means.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the bodak until the start of its next turn, when it can avert its eyes again. If it looks at the bodak in the meantime, it must immediately make the save.

Sunlight Antipathy. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The bodak can use its Scornful Glare and makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage and 13 (3d8) necrotic damage.

Scornful Glare (Recharge 4-6). The bodak targets one creature it can see within 60 feet of it. If the target can see the bodak, it must attempt a DC 12 Wisdom saving throw. The creature takes 22 (4d10) necrotic damage and is frightened for 1 minute on a failed save. On a successful save, the creature takes half as much damage and is not frightened.

Bodak Priest

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	8 (-1)	25 (+7)	20 (+5)

Saving Throws Con +6, Wis +11

Skills Perception +11, Stealth +8

Damage Resistances acid, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Abyssal, Common

Challenge 12 (8,400 XP)

Abyssal Blessing of Orcus. The bodak priest gains 10 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Aura of Obliteration. As a minion of Orcus, the bodak is surrounded by an annihilating aura of obliteration. All creatures other than undead and fiends that start their turn within 30 feet of the bodak take 9 (2d8) necrotic damage. The bodak can emit or suppress this aura using a bonus action.

Gaze of Orcus. If a creature starts its turn within 30 ft. of the bodak and the two of them can see each other, the bodak can force the creature to make a DC 12 Constitution saving throw if the bodak isn't incapacitated. On a failed save, the creature drops to 0 hit points, unless it is immune to the frightened condition. On a success, the creature takes 22 (4d10) psychic damage. A creature that is slain by the bodak's Gaze rises as a bodak 24 hours later unless restored to life by magical means.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the bodak until the start of its next turn, when it can avert its eyes again. If it looks at the bodak in the meantime, it must immediately make the save.

Sunlight Antipathy. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Spellcasting. The bodak priest is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

Actions

Multiattack. The bodak can use its Scornful Glare and makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage and 13 (3d8) necrotic damage.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies

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if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Scornful Glare (Recharge 4-6). The bodak targets one creature it can see within 60 feet of it. If the target can see the bodak, it must attempt a DC 12 Wisdom saving throw. The creature takes 22 (4d10) necrotic damage and is frightened for 1 minute on a failed save. On a successful save, the creature takes half as much damage and is not frightened.

Bone Crawler

Huge aberration, neutral

Armor Class 16 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	9 (-1)	15 (+2)	9 (-1)

Skills Perception +7

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses blindsight 60 ft., passive Perception 17

Languages Deep Speech

Challenge 13 (10,000 XP)

Spiked Bone Armor. The bone crawler is encased in a shell of iron-hard bones that can absorb 150 hit points worth of damage. Against area of effect attacks, the bone crawler's bone armor will still take damage regardless of whether the bone crawler succeeded on the save. If the bone crawler succeeds on the save, the armor takes half the total damage dealt by the attack. If the bone crawler fails its saving throw, the armor takes double damage from the area effect.

For every 10 hit points of damage the armor takes, the armor gains an additional bone spike. A creature that starts its turn within 5 ft. of the bone crawler takes damage due to the bone spikes. For every bone spike the armor has accumulated, the adjacent creatures take 1d4 piercing damage.

The bone crawler can repair its armor over a 24 hour period by absorbing additional bones into its hulking mass. As the bone crawler absorbs bones, it secretes a substance that will harden, coating the bones, and create the iron-hard shell. For every 3 hit points of bone absorbed by the crawler, 1 hit point of damage is repaired on the armor. For example, if the crawler absorbs the skeleton of a creature that had 75 hit points it would repair 25 hit points of damage on its armor.

False Appearance. While motionless, a bone crawler is indistinguishable from a mound of bones.

Improved Critical. The bone crawler's bone blade attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack. The crawler can make up to 6 attacks using its bone blades and bone whips.

Bone Blade. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Bone Whip. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

Whirling Frenzy (Recharge 5-6). The bone crawler spins its bone blades in a swirling storm of sharpened edges. Creatures within 10 feet of the crawler must succeed on a DC 15 Dexterity saving throw, taking 15 (2d8 + 6) slashing damage on a failure, or half as much damage on a successful one.

Bone Reaper Reflection

Large construct, neutral

Armor Class 17 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 0 ft., fly 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft, passive Perception 10

Languages understands Abyssal and Infernal but can't speak

Challenge 10 (5,900 XP)

Fire Absorption. Whenever the reflection is subjected to fire damage, it takes no damage and instead gains a number of hit points equal to the fire damage dealt.

Immutable Form. The bone reaper reflection is immune to any spell or effect that would alter its form.

Lightning Disruption. If the bone reaper reflection takes lightning damage, the bone reaper reflection is slowed until the end of its next turn. While slowed, the reflection can only move at half speed, cannot take reactions, and can only make one Claw attack on its turn.

Magic Resistance. The bone reaper reflection has advantage on saving throws against spells or other magical effects.

Magic Weapons. The bone reaper reflection's weapon attacks are magical.

Reflection. The bone reaper reflection is only visible through mirrors, and can only be directly attacked by viewing its reflection and striking blindly at where it would be from that view. Attack rolls against the bone reaper reflection have disadvantage. *True seeing* or *see invisibility* has no effect on the reflection's visibility.

The reflection's anchor is the statue, of which the monster attacking is merely a reflection. Damage dealt to the statue is inflicted on the bone reaper reflection, and vice versa. If there are no reflective surfaces within 60 feet of a given target creature, or if the creature does not give off a reflection either naturally or magically, the bone reaper reflection cannot make attacks against that creature.

Actions

Multiattack. The bone reaper reflection makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage.

Bone Warrior

Medium undead, neutral

Armor Class 18 (chain mail, shield)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	2 (-4)	10 (+0)	14 (+2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Deathless. A slain bone warrior reforms and animates 1 hour after being slain. Only a *disintegrate* spell or equivalent destructive force can completely destroy a bone warrior.

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Actions

Multiattack. The bone warrior makes two attacks: one with its longsword or battleaxe and one shield bash.

Longsword or Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Bonesucker

Large aberration, neutral evil
Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +3

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech

Challenge 4 (1,100 XP)

All Around Vision. A bonesucker can see in all directions at once and cannot be surprised.

Magic Weapons. The bonesucker's weapon attacks are magical.

Actions

Multiattack. The bonesucker makes four melee attacks.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage. The target is grappled (escape DC 14) if the bonesucker isn't already grappling a creature, and the target is restrained until the grapple ends.

Liquify Bones. If the bonesucker is grappling a creature at the start of its turn, it can feed on the creature. The grappled creature's Strength score is reduced by 1d4. The target dies if this reduces its Strength score to zero. Otherwise, the reduction lasts until the target finishes a long rest or *lesser restoration* or better is used on the target.

Boris the Retriever

Huge construct, chaotic evil
Armor Class 18 (natural armor)
Hit Points 170 (20d12 + 40)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	15 (+2)	3 (-4)	11 (+0)	1 (-5)

Skills Perception +10

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 20

Languages understands the languages of its creator but can't speak

Challenge 13 (10,000 XP)

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

Web Sense. While in contact with a web, the retriever knows the exact location of any other creature in contact with the same web.

Web Walker. The retriever ignores movement restrictions caused by webbing.

Actions

Multiattack. The retriever makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, and the target must succeed on a DC 17 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Eye Rays. The retriever's eyes produce four different magical rays, each of which can only be used once every four rounds. The retriever can only fire a single ray each round, choosing one target it can see within 90 feet of it:

Cold Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much on a successful one.

Fire Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much on a successful one.

Lightning Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much on a successful one.

Petrification Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Brass Man

Large construct, neutral
Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	2 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities cold

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Challenge 9 (5,000 XP)

Fire Absorption. Whenever the brass man is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Magic Resistance. The brass man has advantage on saving throws against spells and other magical effects.

Magic Weapons. The brass man's weapon attacks are magical.

Actions

Multiattack. The brass man makes one greatsword attack and one slam attack.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Molten Breath (Recharge 6). The brass man exhales molten brass in a 25-foot line. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.

Brigands

Brigand Leader

Medium humanoid (any race), neutral evil

Armor Class 16 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4, Wis +4

Skills Deception +4, Intimidation +4, Perception +4, Stealth +4

Senses passive Perception 14

Language Common, Goblin

Challenge 2 (450 XP)

Pack Tactics. The brigand leader has advantage on attack rolls against a creature if at least one of the brigand leader's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. A brigand leader makes three melee attacks: two with its rapier and one with its dagger.

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

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Parry. The brigand leader adds 3 to its AC against one melee attack that would hit it. To do so, the brigand leader must see the attacker and be wielding a melee weapon.

Brigand Sorcerer

Medium humanoid (any), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +4, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 12

Languages Common, Draconic, Goblin

Challenge 5 (1,800 XP)

Verdant Bloodline. The brigand sorcerer can innately cast druidic magic.

Innate Spellcasting. The brigand sorcerer's innate spellcasting ability is Charisma (spell save DC 14, +16 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *guidance*, *produce flame*

3/day each: *entangle*, *faerie fire*, *longstrider*

1/day each: *barkskin*, *speak with plants*

Spellcasting. The brigand sorcerer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *dancing lights*, *mage hand*, *prestidigitation*, *ray of*

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frost

1st level (4 slots): *color spray*, *detect magic*, *mage armor*, *magic missile*

2nd level (3 slots): *barkskin*, *blindness/deafness*, *ray of enfeeblement*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *slow*

4th level (3 slots): *dimension door*, *greater invisibility*

5th level (1 slot): *dominate person*

Actions

Quarterstaff. *Melee:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Dagger. *Melee or ranged attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Bugjuice

Medium humanoid (human), chaotic good

Armor Class 15 (chain shirt)

Hit Points 85 (10d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Perception +3, Survival +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when Bugjuice hits with it (included in the attack).

Reckless. At the start of her turn, Bugjuice can gain advantage on all melee weapon attack rolls that turn, but attack rolls against her have advantage until the start of her next turn.

Actions

Multiattack. Bugjuice makes two greatsword attacks per turn.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Cadavers

Cadaver

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	2 (–4)	10 (+0)	10 (+0)

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Reanimation. When reduced to 0 hit points, the cadaver falls inert and begins the process of reanimating. While in this state, the cadaver regenerates 1 hit point per round. Hit points lost to magical weapons or

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radiant damage are not regained during this process. When the creature reaches its full hit point total less any magical weapon or radiant damage, it rises, ready to fight again.

A fallen cadaver can be prevented from reanimating by salting and burning the bones, casting *gentle repose* on it, or bathing the bones in cleansing *sacred flame*.

Actions

Multiattack. The cadaver makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Cadaver Lord

Medium undead, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 310)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	13 (+1)	10 (+0)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Innate Spellcasting. The cadaver lord's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The cadaver lord can innately cast each of the following spells 1/day, requiring no material components: *darkness*, *fear*, *create undead*.

Create Cadaver. A humanoid slain by a cadaver lord rises 24 hours later as a cadaver under the cadaver lord's control. The cadaver lord can have no more than three cadavers under its control at one time.

Magic Resistance. The cadaver lord has advantage on saving throws against spells and other magical effects.

Reanimation. When reduced to 0 hit points, the cadaver falls inert and begins the process of reanimating. While in this state, the cadaver regenerates 1 hit point at the start of its turn. Hit points lost to magical weapons or radiant damage are not regained. When the creature reaches its full hit point total less any magical weapon or radiant damage suffered, it rises, ready to fight again.

A fallen cadaver can be prevented from reanimating by salting and burning the bones, casting *gentle repose* on it, or bathing the bones in cleansing *sacred flame*.

Actions

Multiattack. The cadaver lord makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11

(2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Captain

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail and shield)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +6, Con +4

Skills Athletics +6, Perception +5, Intimidation +7

Senses passive Perception 15

Languages Common, Dwarven

Challenge 4 (1,100 XP)

Brave. The captain has advantage on all saving throws against fear.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Actions

Multiattack. The captain makes three melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400, one target. *Hit:* 5 (1d10) piercing damage.

Carrion Claw

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	11 (+0)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 9 (5,000 XP)

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

Magical Light Sensitivity. While in magical light, the carrion claw has disadvantage on attack rolls, and opponents have advantage on attack rolls against it.

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Actions

Multiattack. The carrion claw makes one bite attack and three claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature other than undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Caryatid Column

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	1 (-5)

Damage Resistances piercing and slashing damage from nonmagical weapons that aren't adamantine

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

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

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

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

Shatter Weapons. Whenever a character strikes a caryatid column with a non-adamantine, nonmagical weapon, the character must succeed on a DC 14 Strength saving throw or the weapon shatters into pieces.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Cat, Feral Undead

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for

1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caterprism

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	4 (-3)	13 (+1)	11 (+0)

Skills Perception +4

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Crystalline Mandibles. The caterprism's mandibles ignore resistance to slashing damage. In addition, when the caterprism attacks a creature with at least one head with its bite attack and rolls a natural 20 on the attack roll, it cuts off one of the creature's heads. The creature dies if it cannot survive without the lost head. A creature is immune to this ability if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for the head to be cut off with this attack. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

Tunneler. Caterprism can burrow through solid rock at 5 feet per round leaving a 5 foot-wide, 8-foot-high tunnel in its wake.

Actions

Multiattack. The caterprism makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the caterprism scores a critical hit, it rolls damage dice four times, instead of twice.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Crystal Breath (Recharge 5-6). The caterprism spews forth a crystalline silk-like substance in a 30-foot cone that instantly hardens into razor sharp crystalline spears. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.

Catoblepas

Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	5 (-3)	15 (+2)	10 (+0)

Senses darkvision 60 ft. passive Perception 12

Languages —

Challenge 12 (8,400 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

Charge. If the catoblepas moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed

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on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Multiattack. The catoblepas makes three attacks: one with its hooves, one gore, and one with its tail.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be pushed 10 feet away from the catoblepas and knocked prone.

Poison Breath (Recharge 5-6). The catoblepas exhales its horrid, stinking breath in a 60-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 63 (14d8) poison damage. The target dies if reduced to 0 hit points by this breath.

Stench. Any creature that starts its turn within 10 feet of the catoblepas must succeed on a DC 12 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling and is poisoned until the start of its next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a successful saving throw, the creature is immune to the catoblepas's stench for 24 hours.

Cave Fisher

Large monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Actions

Multiattack. The cave fisher makes two claw attacks.

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

Filament. *Ranged Attack:* +3 to hit, range 60 ft., one target. *Hit:* the target is restrained by the filament and must succeed on a DC 13 Strength saving throw or be pulled up to 25 feet toward the cave fisher. As an action, the restrained target can make a DC 13 Strength check, breaking free of the filament on a success. The filament can also be attacked and destroyed (AC 12; hp 5; immunity to bludgeoning, piercing, and psychic damage). A cave fisher can create a new filament in 1 minute, but can only have one active filament at a time.

Celleen

Medium humanoid (human), chaotic evil

Armor Class 20 (+2 chain mail, shield)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	13 (+1)	20 (+5)	18 (+4)

Saving Throws Int +5, Wis +9, Cha +8

Skills Deception +8, Perception +9, Religion +5

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Common

Challenge 12 (8,400 XP)

Abyssal Blessing of Orcus. Celleen gains 20 temporary hit points when she reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Celleen's turns when she hits a creature with a weapon attack, she can cause the attack to deal an extra 18 (4d8) necrotic damage to the target.

Spellcasting. Celleen is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
1st level (4 slots): *bane, bless, charm person, cure wounds, detect magic, sanctuary*
2nd level (3 slots): *blindness/deafness, darkness, enhance ability, silence*
3rd level (3 slots): *animate dead, bestow curse, dispel magic, spirit guardians*
4th level (2 slots): *blight, divination, guardian of faith*
5th level (2 slots): *contagion, commune, flame strike*
6th level (1 slot): *blade barrier, creature undead, planar ally*
7th level (1 slot): *fire storm, symbol*

Actions

Frosty Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and 3 (1d6) cold damage and target's speed is reduced by 10 ft. until the start of Celleen's next turn.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) necrotic damage, and the target's Strength score is reduced by 1d8. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the priest's control, unless the humanoid is restored to life or its body is destroyed. Celleen can have no more than four shadows under her control at one time.

Chaos Beast

Medium aberration, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	7 (-2)

Skills Perception +7

Damage Resistances acid, necrotic, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses darkvision 60 ft., passive Perception 17

Languages None

Challenge 6 (2,300 XP)

Amorphous. The chaos beast can move through a space as narrow as 1 inch wide without squeezing.

Destabilize. A creature that touches the chaos beast or hits it with a melee attack while within 5 feet of it must make a DC 15 Constitution saving throw or be poisoned for 1 minute. A creature poisoned in this way takes 21 (6d6) necrotic damage each turn that it fails on the saving throw, and the creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the chaos beast's Destabilize effect for the next 24 hours.

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Actions

Multiattack. The chaos beast makes two claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 10 (3d6) necrotic damage. The creature must make a DC 15 Constitution saving throw or be affected by the Destabilize effect.

Chaos Wurm

Large aberration, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 310 (27d10 + 162)

Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	23 (+6)	20 (+5)	24 (+7)	23 (+6)

Saving Throws Dex +7, Con +12, Wis +13

Skills Acrobatics +7, Deception +12, Intimidation +12, Perception +13, Persuasion +12

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid

Condition Immunities exhaustion, frightened, paralyzed, petrified, restrained

Senses darkvision 120 ft. passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

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

Innate Spellcasting. The chaos wurm's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The chaos wurm can innately cast the following spell, requiring no material components:

At will: *detect evil and good*, *dispel magic*, *tongues*, *vicious mockery*

3/day each: *confusion*, *mirage arcane*

1/day each: *prismatic spray*, *weird*

Magic Resistance. The chaos wurm has advantage on saving throws against spells and other magical effects.

Magic Weapons. The chaos wurm's weapon attacks are magical.

Actions

Multiattack. The chaos wurm makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) bludgeoning damage.

Swirling Chaos (Recharge 5-6). The chaos wurm unleashes a wave of swirling chaos in a 60-foot cone that tears at reality, causing its victims blinding pain. Each creature in that area takes 45 (10d8) psychic damage, or half damage with a successful DC 18 Wisdom saving throw. Targets that fail this saving throw must also succeed on a DC 14 Constitution saving throw or be blinded for 1d4 rounds.

Teleport. The chaos wurm magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Coffer Corpse

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	6 (-2)	13 (+1)	14 (+2)

Damage Resistances necrotic, poison; bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Deceitful Death. When a coffer corpse is struck for 6 or more hit points of damage in a single round, it slumps to the ground, seemingly destroyed. If it has a target in its Death Grip, it releases the hold when it falls. A DC 16 Wisdom (Perception) check sees through the ruse. On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability.

Fear. A creature that witnesses a coffer corpse rise after it uses Deceitful Death must succeed on a DC 13 Wisdom saving throw or be frightened 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. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the coffer corpse's Fear for the next 24 hours.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. The target is grappled (escape DC 13) if it is a Medium or smaller creature and the coffer corpse doesn't have another creature grappled.

Death Grip. The coffer corpse chokes the life from one grappled creature. The creature takes 7 (1d8 + 3) bludgeoning damage and is grappled and restrained.

Commander

Medium humanoid (any race), any alignment

Armor Class 19 (splint, shield)

Hit Points 110 (17d8+34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +7, Con +5

Skills Animal Handling +5, Athletics +7, Insight +5, Perception +5

Senses passive Perception 15

Languages Common, Dwarven

Challenge 5 (1,800 XP)

Indomitable (1/day). The commander rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the commander can regain 10 hit points.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the commander can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

Actions

Multiattack. The commander makes three melee attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400, one target. *Hit:* 6 (1d10 + 1) piercing damage.

Corrak the Doppelganger

Medium monstrosity (shapechanger), neutral evil

Armor Class 15 (leather armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	12 (+1)	17 (+3)	12 (+1)	13 (+1)

Saving Throws Dex +7, Int +6

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +10

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Orc, Undercommon

Challenge 5 (1,800 XP)

Shapechanger. Corrak can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. In the first round of a combat, Corrak has advantage on attack rolls against any creature it has surprised.

Cunning Action. On each of its turns, Corrak can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, Corrak deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Corrak that isn't incapacitated and Corrak doesn't have disadvantage on the attack roll.

Surprise Attack. If Corrak surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. Corrak makes two attacks with its claws or two attacks with its rapier per turn.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Read Thoughts. Corrak magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Corrak can continue reading its thoughts, as long as Corrak's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Corrak has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Crayfish, Giant

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	2 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Amphibious. The giant crayfish can breathe air and water.

Actions

Multiattack. The giant crayfish makes two attacks with its pincers.

Pincers. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13). The crayfish has two claws, each of which can grapple only one target.

Crimson Death

Medium aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 60 ft. (30 ft. after feeding)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	17 (+3)	16 (+3)	16 (+3)

Saving Throws Wisdom +6

Skills Athletics +6, Perception +9, Stealth +10

Damage Resistance bludgeoning, slashing and piercing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 19

Languages Deep Speech (can't speak)

Challenge 6 (2,300 XP)

Torpor. After draining a creature's hit points to zero, the crimson death, sated from its feeding, moves at half its normal speed and performs Dexterity (Stealth) checks at disadvantage (because it flushes crimson, hence the name). Attacks against the crimson death are made at advantage. These effects last for one hour.

Actions

Multiattack. The crimson death makes two attacks with its tentacles.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 +4) bludgeoning damage.

Engulf. If one or more tentacles hit a target, the crimson death may use a bonus action to move into the same space as the target. Whenever the crimson death enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet or back or to the side of the crimson death. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the crimson death enters the creature's space and the creature takes 4 (1d8) bludgeoning and 4 (1d8) necrotic damage. The engulfed creature cannot breathe, is restrained, and takes 22 (5d8) necrotic damage at the start of each of the crimson death's turns. When the crimson death moves, the creature moves with it. A crimson death can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters an unoccupied space of its choice within 5 feet of the crimson death.

Crypt Thing

Medium undead, neutral

Armor Class 15 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Magic Weapons. The crypt thing's weapon attacks are magical.

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Actions

Multiattack. The crypt thing makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage and 10 (3d6) necrotic damage.

Teleport Other (1/day). As an action, the crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. A creature affected by the crypt thing's Teleport Other must make a DC 15 Wisdom saving throw to avoid being teleported.

An affected creature is teleported in a random direction and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw.

If the affected creature would arrive in a place already occupied by an object or another creature, the affected creature takes 14 (4d6) force damage and is not teleported.

Daarog

Medium humanoid (half-orc), neutral evil

Armor Class 14 (chain shirt)

Hit Points 85 (10d8 + 40)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	6 (-2)	7 (-2)	13 (+1)

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin, Orc

Challenge 4 (1,100 XP)

Brutal Critical. Daarog can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Reckless. At the start of his turn, Daarog can gain advantage on all melee weapon attack rolls that turn but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Daarog makes two attacks: one with his shortsword and one with his spear, or two with his longbow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Dam-thing

Huge construct, unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +3, Stealth +5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons not made of adamantite

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 8 (3,900 XP)

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

False Appearance. While it remains motionless, the dam-thing is indistinguishable from what it is built to resemble, a dam that holds back a small amount of water.

Immutable Form. The dam-thing is immune to any spell or effect that would alter its form.

Sleep Vulnerability. Built into the construct is a susceptibility to the *sleep* spell. If the dam-thing is subjected to the effects of a *sleep* spell, it is automatically affected by the spell, regardless of the amount of hit points the dam-thing still has.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 18 (4d6 + 4) piercing damage. If the attack hits, the dam-thing can use a bonus action to Constrict the target.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) bludgeoning damage, and the target is grappled (escape DC16). Until this grapple ends, the creature is restrained, and the construct can't constrict another target.

Death

Large undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Dex +8, Con +9, Int +10, Wis +10, Cha +10

Skills History +15, Deception +10, Insight +10, Perception +10, Persuasion +10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 240 ft., passive Perception 20

Languages all, telepathy 240 ft.

Challenge 13 (10,000 XP)

Incorporeal Movement. Death 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.

Inevitable. Death always goes last in any combat round and always hits, regardless of the target.

Actions

Reaping. Death touches one creature within 5 feet of it. If the creature is not undead or a construct, the target takes 21 (6d6) psychic damage and must make a DC 20 Constitution saving throw. On a failure, the creature's hit point maximum is reduced by an amount equal to the psychic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The Sound of Inevitability (1/day). Death comes for everyone within 30 feet of it. All creatures other than constructs and undead must succeed on a DC 20 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 35 (10d6) psychic damage.

Decapus

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 10 ft., climb 30 ft.

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

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech, Sylvan

Challenge 5 (1,800 XP)

Brachiation. A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

Mimicry. The decapus can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Multiattack. The decapus makes up to four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The decapus has many tentacles but can only grapple two targets at any given time.

Defender Globe

Small elemental, neutral

Armor Class 14 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	14 (+2)

Damage Resistance cold, fire

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Hyper-Awareness. The defender globe cannot be surprised.

Flight. The defender globe's ability to fly is magical in nature and does not work in areas where an antimagic effect is active.

Actions

Electrical Bolt. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) lightning damage.

Demilich, Advanced

Tiny undead, neutral evil

Armor Class 21 (natural armor)

Hit Points 172 (23d4 + 115)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	20 (+5)	23 (+6)	20 (+5)	23 (+6)

Saving Throws Con +12, Int +13, Wis +12

Skills Arcana +13, History +13, Perception +12, Religion +13



Damage Resistances bludgeoning, piercing, and slashing from magic weapons

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 22

Languages All, telepathy 120 ft.

Challenge 24 (62,000 XP)

Annulment. If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (3/day). If the demilich fails a saving throw, it can choose to succeed instead.

Turn Immunity. The demilich is immune to effects that turn undead.

Spellcasting. The demilich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 28, +20 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *acid arrow, detect thoughts, invisibility, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door*

5th level (3 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

Actions

Drain Life. Each non-undead creature within 10 feet of the demilich must make a DC 17 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failure, and the demilich regains hit points equal to the total dealt to all targets.

Soul Shatter (Recharge 6). The demilich emits a string of vile words of power. All creatures within 30 feet of the demilich that it can see must

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succeed on a DC 17 Constitution saving throw or drop to 0 hit points. On a successful save, the creature takes 22 (4d10) psychic damage and is frightened until the end of its next turn.

Legendary Actions

The demilich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The demilich regains spent legendary actions at the start of its turn.

Flight. The demilich can move up to its full movement speed and does not invoke opportunity attacks while doing so.

Bone Dust. Blinding bone dust swirls magically around the demilich. Each creature within 5 feet of the demilich must succeed on a DC 17 Constitution saving throw or be blinded until the end of the creature's next turn.

Frightening Glare (Costs 2 Actions). The demilich targets one creature it can see within 60 feet of it. If the target can see the demilich, it must succeed on a DC 17 Wisdom saving throw against this magic or become frightened until the end of the demilich's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare effect for the next 24 hours.

Profane Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on ability checks, attack rolls, and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

Demons

Baregara

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	20 (+5)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Dex +8, Con +9

Skills Perception +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The baregara's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The baregara can innately cast the following spells, requiring no material components:

At will: *dispel magic*

3/day: *disguise self*, *hold person*, *invisibility* (self only)

1/day: *conjure fiend*^{GM}, *entangle*, *phantasmal force*

Magic Resistance. The baregara has advantage on saving throws against spells and other magical effects.

Reckless. At the start of its turn, the baregara can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The baregara's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Actions

Multiaction. The baregara makes up to four attacks: one with its bite, two with its claws, and one gore attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). The baregara can grapple one target at a time.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) piercing damage.

Teleport. The baregara magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Gharros

Large fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 270 (20d10 + 160)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	26 (+8)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Con +13, Wis +9, Cha +10

Skills Athletics +13, Perception +9, Survival +9

Damage Resistance cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Innate Spellcasting. The demon's spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells requiring no material components:

At will: *darkness*, *detect evil and good*, *detect magic*, *mirror image*

3/day each: *hallow*, *telekinesis*, *teleport*

1/day: *conjure fiend*^{GM}

Rampage. When the Gharros reduces a creature to 0 hit points with a melee attack on its turn, the demon can take a bonus action to move up to half its speed and make a halberd attack.

Improved Critical. The demon's attacks score a critical hit on a roll of 19 or 20.

Actions

Multiaction. Gharros makes three attacks: one halberd attack and two sting attacks.

Halberd. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) slashing damage.

Sting. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Pestilenzi

Small fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	9 (-1)	15 (+2)	12 (+1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

RAPPAN ATHUK

Languages Abyssal, telepathy 120 ft.

Challenge 3 (700 XP)

Innate Spellcasting. The pestilenzi demon's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The demon can innately cast the following spells, requiring no material components:

At will: *teleport*, *invisibility* (self only)

3/day each: *grease*, *gust of wind*

1/day: *fear*

Pestilenzi Rot. The pestilenzi demon is suffused with rot and decay, its bite carrying horrid infections that prevent hit points from being regained while slowly withering the infected creature to a dried husk.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the creature must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured and unable to regain hit points. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum and the inability to regain hit points lasts until the disease is cured.

Summon Demon (1/day). The demon has a 20 percent chance of summoning 1d4 dretches or one pestilenzi demon.

Lord Maphistal

Large fiend (demon), chaotic evil

Armor Class 21 (natural armor)

Hit Points 400 (32d10 + 224)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	24 (+7)	18 (+4)	20 (+5)	23 (+6)

Saving Throws Con +15, Wis +13, Cha +14

Skills Deception +14, Intimidation +14, Perception +13

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Innate Spellcasting. Maphistal's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells requiring no material components:

At will: *circle of death*, *detect evil and good*, *detect magic*, *dispel magic*

3/day: *animate dead*, *blight*, *hallow*, *suggestion*, *telekinesis*

1/day: *conjure fiend^{GM}*, *fire storm*, *power word stun*

Legendary Resistance (3/day). If Maphistal fails a saving throw, it can choose to succeed instead.

Magic Resistance. Maphistal has advantage on saving throws against spells and other magical effects.

Magic Weapon. Maphistal's melee attacks are magical

Rampage. When Maphistal reduces a creature to 0 hit points with a melee attack on its turn, Maphistal can take a bonus action to move up to half its speed and make a bite attack.

Unholy Aura. Malevolent shadows swirl around Maphistal and radiate out from it in a 30-foot radius. Non-evil creatures in this area have disadvantage on attack rolls against Maphistal and its allies.

Actions

Multiattack. Maphistal makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured. The disease can be magically cured by a *greater restoration* or *heal* spell.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage. If the target is a creature, it must make a DC 20 Constitution saving throw. On a failure, the target's Dexterity score is reduced by 1d4. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Teleport. Maphistal magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

Maphistal 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. Maphistal regains spent legendary actions at the start of its turn.

Attack. Maphistal makes one claw attack.

Circle of Death. Maphistal casts *circle of death*.

Teleport. Maphistal uses its Teleport action.

Denizen of Leng

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	19 (+4)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Con +7, Int +7, Cha +8

Skills Arcana +7, Deception +8, Insight +6, Perception +6, Stealth +7

Damage Resistances cold, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages all

Challenge 5 (1,800 XP)

Regeneration. The denizen of Leng regains 5 hit points at the start of its turn if it has at least 1 hit point and its planar connection to its homeworld of Leng isn't interrupted. If its ability to *plane shift* (or other form of planar travel) is suppressed, this trait doesn't function at the start of the denizen of Leng's next turn.

Rejuvenation. If the denizen of Leng dies in a location not on its homeworld, it returns to life in 4d6 hours on its homeworld of Leng, regaining all its hit points and becoming active again.

Sneak Attack (1/turn). The denizen of Leng deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of its allies that isn't incapacitated and the denizen of Leng doesn't have disadvantage on the attack roll.

Innate Spellcasting. The denizen of Leng's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The denizen of Leng can innately cast the following spells, requiring no material components:

3/day each: *detect thoughts*, *hypnotic patter*, *levitate*, *minor image*

1/day each: *locate object*, *plane shift* (self only)

Actions

Multiattack. The denizen of Leng makes three attacks: one with its bite and two with its claws.

APPENDIX A: BESTIARY

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or incur one level of exhaustion.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Derro

Small humanoid (derro), chaotic evil

Armor Class 14 (natural armor)

Hit Points 30 (4d6 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	18 (+4)	10 (+0)	5 (-3)	16 (+3)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 7

Languages Undercommon

Challenge 2 (450 XP)

Innate Spellcasting. The derro's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The derro can innately cast the following spells, requiring no material components:

At will: *minor illusion, thaumaturgy*

1/day each: *color spray, darkness*

Insane. The derro is immune to all spells and magical effects that impact the mind.

Shadow Stealth. While in dim light or darkness, the derro can take the Hide action as a bonus action.

Sneak Attack (1/turn). The derro deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of the derro's allies that isn't incapacitated and the derro doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight

Actions

Multiattack. The derro makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and 3 (1d6) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Deserach

Tiny undead, neutral evil

Armor Class 21 (natural armor)

Hit Points 195 (26d4 + 130)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	20 (+5)	23 (+6)	20 (+5)	23 (+6)

Saving Throws Con +12, Int +13, Wis +12

Skills Arcana +13, History +13, Perception +12, Religion +13

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 22

Languages All, telepathy 120 ft.

Challenge 24 (62,000 XP)

Abyssal Blessing of Orcus. The power of Orcus imbues Deserach with additional spell slots.

Eschewal. If Deserach is subjected to an effect that allows her to make a saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Magic Resistance. Deserach has advantage on saving throws against spells and other magical effects.

Spellcasting. Deserach is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *acid arrow, detect thoughts, invisibility, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door*

5th level (3 slots): *cloudkill, scrying*

6th level (2 slot): *disintegrate, globe of invulnerability*

7th level (2 slot): *finger of death, plane shift*

8th level (2 slot): *dominate monster, power word stun*

9th level (2 slot): *power word kill, prismatic wall*

Turn Immunity. Deserach is immune to effects that turn undead.

Actions

Devour Soul. Each non-undead creature within 10 feet of Deserach must make a DC 17 Constitution saving throw against this magic, taking 14 (4d6) necrotic damage on a failure, and Deserach regains hit points equal to the total dealt to all targets.

Soul Shatter (Recharge 6). Deserach emits a string of vile words of power. All creatures within 30 feet of her that she can see must succeed on a DC 17 Constitution saving throw or drop to 0 hit points. On a successful save, the creature takes 33 (6d10) psychic damage and is frightened until the end of its next turn.

Legendary Actions

Deserach can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Deserach regains spent legendary actions at the start of her turn.

Flight. Deserach can move up to her full movement speed and does not invoke opportunity attacks while doing so.

Bone Dust. Blinding bone dust swirls magically around Deserach. Each creature within 5 feet of her must succeed on a DC 17 Constitution saving throw or be blinded until the end of the creature's next turn.

Cast Spell (Costs 2 Actions). Deserach casts a spell.

Curse of Corruption (Costs 3 Actions). Deserach targets one creature she can see within 30 feet of her. The target must succeed on a DC 17 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls made against Deserach, and on saving throws and ability checks made with one ability score (GM choice). The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

Devils

Interlocuter Chain

Large fiend (devil), lawful evil

Armor Class 20 (natural armor)

Hit Points 273 (26d10 + 130)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	20 (+5)	24 (+7)	21 (+5)	20 (+5)

Saving Throws Con +10, Int +12, Wis +10, Cha +10

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Skills Deception +15, Insight +15, Medicine +10, Nature +12, Perception +10

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Polyglot. The devil is fluent in all languages.

Tortmentor. The devil is extremely gifted in the methods of torture and causing excruciating pain.

Surgical Strikes. The devil scores a critical hit on a roll of 18, 19, or 20.

Innate Spellcasting. The devil's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The devil can innately cast the following spells, requiring no material components:

At will: *acid splash, plane shift, shocking grasp, spare the dying*

3/day each: *cure wounds, greater restoration*

1/day: *revivify*

Actions

Multiattack. The devil makes three melee attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage, and the target must succeed on a DC 18 Constitution saving throw or be incapacitated by excruciating pain until the end of the devil's next turn.

Chain. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. The target is grappled (escape DC 18) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained, and must succeed on a DC 18 Constitution saving throw or be incapacitated by excruciating pain, and the target takes 10 (3d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its turn.

Lilin Sorceress

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 228 (24d8 + 120)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+5)	17 (+3)	18 (+4)	29 (+9)

Saving Throws Dex +10, Con +10, Cha +14

Skills Arcana +8, Deception +14, Perception +9, Persuasion +14

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Infernal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The lilin's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). The lilin can innately cast the following spells, requiring no material components:

At will: *charm person, suggestion*

3/day: *animate dead*

1/day: *conjure fiend^{GM}*

Spellcasting. The lilin is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, fire bolt, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *burning hands, detect magic, false life, magic missile, shield*

2nd level (3 slots): *darkness, flaming sphere, ray of enfeeblement, scorching ray*

3rd level (3 slots): *dispel magic, fireball, haste, stinking cloud*

4th level (3 slots): *confusion, fire shield, greater invisibility, wall of fire*

5th level (3 slots): *cloudkill, dominate person, wall of stone*

6th level (1 slot): *circle of death, eyebite*

7th level (1 slot): *fire storm*

Actions

Multiattack. The lilin makes two attacks with its claws.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Teleport. The lilin magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Devourer

Large undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 172 (23d10 + 46)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	15 (+2)	19 (+4)	16 (+3)	20 (+5)

Skills Perception +8, Stealth +8

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Celestial, Common, Infernal

Challenge 14 (11,500 XP)

Innate Spellcasting. The devourer's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The devourer can innately cast the following spells, requiring no material components:

At will: *animate dead*

3/day each: *chill touch, inflict wounds, ray of enfeeblement*

1/day each: *create undead, true seeing*

Devour Soul. When the devourer reduces a creature to 0 hit points, that creature must succeed on a DC 18 Wisdom saving throw or the devourer consumes the creature's soul. Creatures that die in this manner can only be

restored to life by a *true resurrection* or *wish* spell.

Actions

Multiattack. The devourer makes one bite attack and two attacks with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 17 (2d8 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 15 (2d6 + 8) slashing damage.

Torment Soul (Recharge 6). The devourer creates a howling whirlwind of necrotic energy in a 20-foot radius centered on itself. Each creature in that area that is not undead or a construct must succeed on a DC 18 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.

Devouring Mist

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 123 (19d10 + 19)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	13 (+1)	8 (-1)	16 (+3)	16 (+3)

Skills Perception +7, Stealth +8

Damage Resistance acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 10 (5,900 XP)

Mist Form. The devouring mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. The mist moves through water as if it were difficult terrain. The mist can't use objects in any way that requires hands; it can apply simple force only.

Blood Sense. The devouring mist can sense living creatures that have blood or similar vital fluids in a radius of 60 feet.

Sunlight Hypersensitivity. The devouring mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks

Actions

Blood Drain. One creature other than a construct or undead that is in the devouring mist's space must make a DC 16 Constitution saving throw. On a failed save, the target takes 28 (8d6) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. In addition, the mist regains hit points equal to that amount. This reduction to the target's hit point maximum lasts until the target finishes a long rest. It dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the mist's control, unless the humanoid is restored to life or its body is destroyed. The mist can have no more than twelve zombies under its control at one time.

Dragons

Adult Umbral

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +11, Cha +11

Skills Perception +11, Stealth +12

Damage Resistances necrotic

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 17 (18,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The dragon can innately cast the following spells at will, requiring no material components: *detect evil and good*, *darkness*, *ray of exhaustion*^{PG}.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic or radiant.

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dragon can use its Frightful Presence and make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 10 (3d6) necrotic damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shadow Breath (Recharge 5–6). The dragon exhales shadowy flames in a 60-foot cone. Each creature in the that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and act immediately after the dragon in the initiative count. The shadow is under the dragon's control.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each

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creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Umbral

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	23 (+6)	24 (+7)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +14, Cha +13

Skills Perception +14, Stealth +14

Damage Resistances necrotic

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 24 (62,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic or radiant.

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The dragon can innately cast the following spells at will, requiring no material components: *detect evil and good, darkness*.

Actions

Multiattack. The dragon can use its Frightful Presence and make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 14 (4d6) necrotic damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shadow Breath (Recharge 5–6). The dragon exhales shadowy flames in a 90-foot cone. Each creature in the that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Drusilla

Medium humanoid (human), neutral

Armor Class 14 (leather)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Int +6, Wis +8

Skills Animal Handling +8, Medicine +12, Nature +10, Perception +8, Survival +12

Senses passive Perception 18

Languages Common, Aquan, Druidic, Sylvan

Challenge 9 (5,000 XP)

Spellcasting. Drusilla is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

2nd level (3 slots): *barkskin, hold person*

3rd level (3 slots): *call lightning, meld into stone, water breathing*

4th level (3 slots): *dominate beast, locate creature, wall of fire*

5th level (3 slots): *insect plague, tree stride*

6th level (1 slot): *heal, sunbeam*

7th level (1 slot): *fire storm*

Actions

+3 Club. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

Change Shape (2/Short or Long Rest). Drusilla magically polymorphs into a beast or elemental with a challenge rating of 6 or less and can remain in this form for up to 9 hours. Drusilla can choose whether her equipment falls to the ground, melds with her new form, or is worn by the new form. Drusilla reverts to her true form if she dies or falls unconscious. Drusilla can revert to her true form using a bonus action on her turn.

While in a new form, Drusilla retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks. She can cast her spells with verbal or somatic components in her new form. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Dryot

Small humanoid (gnome), chaotic good

Armor Class 12 (15 with mage armor)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	10 (+0)	11 (+0)

Saving Throws Int. +4, Wis +2

Skills Arcana +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Gnome, Sylvan

Challenge 3 (700 XP)

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Spellcasting. Dryot is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *dancing lights, mage hand, minor illusion, poison spray*
1st level (4 slots): *color spray, disguise self, mage armor, magic missile*
2nd level (3 slots): *blur, darkness, invisibility*
3rd level (3 slots): *major image, phantom steed*

Illusionist. Dryot can cast the *silent image* spell at will and can cast the *mirror image* spell once without expending a spell slot. He regains the use of this ability when he takes a long rest.

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 1 (1d2) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Duke Aerim, The Bloodwraith

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	15 (+2)	14 (+2)	17 (+3)	21 (+5)

Saving Throws Con +6, Wis +7, Cha +9

Skill Insight +7, Perception +7, Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Celestial, Common

Challenge 12 (8,400 XP)

Incorporeal Movement. Duke Aerim 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.

Rejuvenation. Duke Aerim reforms within its lair 2d4 days after being slain, regaining all its hit points and becoming active again.

Sunlight Sensitivity. While in sunlight, Duke Aerim has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sacrilegious Aura. Duke Aerim exudes an aura of desecration out to a radius of 30 feet. Duke Aerim and any undead within the defiled area have advantage on saving throws against effects that turn undead.

Actions

Multiaction. Duke Aerim can use Malevolence or Limited Teleport and make one attack with Life Drain.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 26 (5d8 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Devouring Mist (3/day). Duke Aerim coughs, expelling a devouring mist in an unoccupied space within 10 feet of it. The devouring mist is under Duke Aerim's control. Duke Aerim can have no more than three devouring mists under its control at one time.

Create Sword Wight. Duke Aerim targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target

risers as a sword wight in the space of its corpse or in the nearest unoccupied space. The sword wight is under the Duke Aerim's control. Duke Aerim can have no more than seven sword wights under its control at one time.

Malevolence (Recharge 5-6). The Bloodwraith has a limited ability to possess a creature that is in possession of any portion of its remains, any of the objects within its tomb, or any items that belonged to it in life and within 30 feet of it. A creature that meets these criteria must succeed on a DC 16 Charisma saving throw or be possessed by the Duke Aerim; Duke Aerim disappears and the target is incapacitated and loses control of its body. Duke Aerim now controls the body but doesn't deprive the target of awareness. Duke Aerim can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunities and resistances. Duke Aerim otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, Duke Aerim ends it as a bonus action, or Duke Aerim is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, Duke Aerim appears in an unoccupied space within 5 feet of the body. The target is immune to Duke Aerim's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Limited Teleport. Duke Aerim magically teleports, along with any equipment it is wearing or carrying, up to 150 feet to an unoccupied space it can see that is adjacent to its remains, an object from its lair, or an object that it possessed in life.

Dungie, The Dung Monster

Large aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses blindsight 90 ft., darkvision 60 ft., passive Perception 15

Languages —

Challenge 9 (5,000 XP)

Magic Resistance. Dungie has advantage on saving throws against spells and other magical effects.

Shapechanger. Dungie can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). Dungie adheres to anything that touches it. A Huge or smaller creature adhered to Dungie is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While Dungie remains motionless, it is indistinguishable from an ordinary object.

Grappler. Dungie has advantage on attack rolls against any creature grappled by it.

Rejuvenation. If destroyed, Dungie gains a new body in 24 hours, regaining all its hit points and becoming active again. The new body appears in the room latrine in Rappan Athuk.

Actions

Multiaction. Dungie makes three attacks: two slams with its pseudopod and one with its bite.

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Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 18 (4d8) acid damage.

Engulf. Dunge moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever Dunge enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of Dunge. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, Dunge enters the creature's space, and the creature takes 14 (4d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of Dunge's turns. When Dunge moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 18 Strength check. On a success, the creature escapes and enters an unoccupied space of its choice within 5 feet of Dunge.

Eel, Electric

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (3d6 + 12)

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	19 (+4)	1 (-5)	10 (+0)	6 (-2)

Skills Perception +4

Damage Immunities lightning

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Water Breathing. The eel can only breathe underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) lightning damage.

Eel, Gulper

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 112 (15d10 + 30)

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	2 (-4)

Skills Perception +3, Stealth +4

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

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

Water Breathing. The eel can only breathe underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 20 (5d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the eel can bite only the grappled creature and has advantage on attack rolls to do so.

Swallow. The eel makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the

grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the eel, and it takes 10 (3d6) acid damage at the start of each of the eel's turns. The eel can have only one target swallowed at a time.

If the eel takes 25 damage or more on a single turn from the creature inside of it, the eel must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the eel. If the eel dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Eldritch Archer

Medium humanoid (elf), neutral

Armor Class 16 (chain mail)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	16 (+3)	16 (+3)	12 (+1)

Saving Throws Dex +8, Int +6

Skills Perception +6, Stealth +8, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elven

Challenge 7 (2,900 XP)

Eldritch Arrow. Once per turn, the eldritch archer can apply an eldritch effect to an arrow fired from its longbow. The eldritch effect does 4 (1d8) damage. The damage type can be either acid, cold, fire, lightning, or poison.

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

Keen Hearing and Sight. The elf has advantage on Wisdom (Perception) checks related to hearing or sight.

Spellcasting. The elf is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *fire bolt, mage hand, mending, prestidigitation*

1st level (4 slots): *burning hands, expeditious retreat, shield*

2nd level (3 slots): *darkness, enhance ability, silence*

3rd level (2 slots): *blink, gaseous form*

Actions

Multiattack. The eldritch archer makes two melee or three ranged attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

+2 **Longbow.** *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Elementals

Common Time Elemental

Medium elemental, neutral

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	14 (+2)	14 (+2)	11 (+0)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, grappled, paralyzed,

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petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 7 (2,900 XP)

Cell Death. Damage dealt by the elemental can only be healed magically. In addition, a creature that is slain by a time elemental can only be restored to life by a *true resurrection* or *wish* spell.

Foresight. A time elemental can see a few seconds into the future. This ability prevents it from being surprised.

Immunity to Temporal Magic. Time elementals are immune to all time-related spells and effects that are not cast by other time elementals.

Actions

Multiattack. The time elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Multi-Manifestation (Recharge 5-6). The time elemental summons 1d4 duplicate manifestations of itself from alternate dimensions. Each of these manifestations has the same statistics of the time elemental but can only use melee attacks. Attacks that deal damage to one manifestation deal the same damage to the elemental and the other manifestations. The manifestations can attack on the turn they are summoned, and attack on the time elemental's initiative.

The elemental can have no more than four manifestations under its control at any time. The manifestations disappear at the start of the elemental's next turn.

Time Jaunt. A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *teleport*. This ability transports the time elemental and up to four other creatures of the elemental's choice that are within a 30 feet of it. Unwilling creatures must succeed on a DC 15 Wisdom saving throw to avoid being carried away.

Noble Time Elemental

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	18 (+4)	18 (+4)	15 (+2)

Saving Throws Con +9, Wis +9, Cha +7

Skills Insight +9, Perception +9, Stealth +10

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 19

Languages telepathy 120 ft.

Challenge 13 (10,000 XP)

Cell Death. Damage dealt by the elemental can only be healed magically. In addition, a creature that is slain by a time elemental can only be restored to life by a *true resurrection* or *wish* spell.

Foresight. A time elemental can see a few seconds into the future. This ability prevents it from being surprised.

Immunity to Temporal Magic. Time elementals are immune to all time-related spells and effects that are not cast by other time elementals.

Actions

Multiattack. The time elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Alter Age (1/day). The elemental can attempt to age a target creature

within 5 feet of it. The target must make a DC 17 Constitution saving throw or be aged 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Multi-Manifestation (Recharge 5-6). The time elemental summons 1d4 duplicate manifestations of itself from alternate dimensions. Each of these manifestations have the same statistics of the time elemental but can only use melee attacks. Attacks that deal damage to one manifestation deal the same damage to the elemental and the other manifestations. The manifestations can attack on the turn they are summoned, and attack on the time elemental's initiative.

The elemental can have no more than four manifestations under its control at any time. The manifestations disappear at the start of the elemental's next turn.

Temporal Displacement (1/day). The time elemental can remove a target creature from the current timeline. The target must succeed on a DC 18 Constitution saving throw, or disappear in a flash of white energy. For a number of minutes equal to the time elemental's Wisdom modifier, it is as if the displaced creature never existed. The creature is completely undetectable while in this state.

A displaced creature can use its action to attempt to end the displacement. When it does so, it makes a DC 18 Intelligence check. If it succeeds, it escapes, and the effect ends.

When the effect ends, the creature reappears in the same space it was in before being displaced. If the space is occupied when the creature returns, it appears in the nearest open space and takes no damage.

Time Jaunt. A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *teleport*. This ability transports the time elemental and up to four other creatures of the elemental's choice that are within a 30 feet of it. Unwilling creatures must succeed on a DC 17 Wisdom saving throw to avoid being carried away.

Royal Time Elemental

Large elemental, neutral

Armor Class 20 (natural armor)

Hit Points 380 (40d10 + 160)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	21 (+5)	21 (+5)	20 (+5)

Saving Throws Con +10, Wis +11, Cha +11

Skills Insight +11, Perception +11, Stealth +11

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 21

Languages telepathy 120 ft.

Challenge 17 (18,000 XP)

Cell Death. Damage dealt by the elemental can only be healed magically. In addition, a creature that is slain by a time elemental can only be restored to life by a *true resurrection* or *wish* spell.

Foresight. A time elemental can see a few seconds into the future. This ability prevents it from being surprised.

Immunity to Temporal Magic. Time elementals are immune to all time-related spells and effects that are not cast by other time elementals.

Actions

Multiattack. The time elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Alter Age (1/day). The elemental can attempt to age a target creature within 5 feet of it. The target must make a DC 17 Constitution saving throw or be aged 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Multi-Manifestation (Recharge 5-6). The time elemental summons

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1d4 duplicate manifestations of itself from alternate dimensions. Each of these manifestations have the same statistics of the time elemental but can only use melee attacks. Attacks that deal damage to one manifestation deal the same damage to the elemental and the other manifestations. The manifestations can attack on the turn they are summoned, and attack on the time elemental's initiative.

The elemental can have no more than four manifestations under its control at any time. The manifestations disappear at the start of the elemental's next turn.

Temporal Displacement (1/day). The time elemental can remove a target creature from the current timeline. The target must succeed on a DC 18 Constitution saving throw, or disappear in a flash of white energy. For a number of minutes equal to the time elemental's Wisdom modifier, it is as if the displaced creature never existed. The creature is completely undetectable while in this state.

A displaced creature can use its action to attempt to end the displacement. When it does so, it makes a DC 18 Intelligence check. If it succeeds, it escapes, and the effect ends.

When the effect ends, the creature reappears in the same space it was in before being displaced. If the space is occupied when the creature returns, it appears in the nearest open space and takes no damage.

Time Jaunt. A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *teleport*. This ability transports the time elemental and up to four other creatures of the elemental's choice that are within a 30 feet of it. Unwilling creatures must succeed on a DC 18 Wisdom saving throw to avoid being carried away.

Embodiments of the Eleven Profane Tides

Medium elemental, chaotic evil

Armor Class 16 (chain mail)

Hit Points 127 (17d8 + 51)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Common

Challenge 7 (2,900 XP)

Magic Resistance. The embodiment has advantage on saving throws against spells and other magical effects.

Magic Weapons. The embodiment's weapon attacks are magical.

Actions

Multiaction. The embodiment makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Encephalon Gorger

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	20 (+5)	15 (+2)	15 (+2)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 7 (2,900 XP)

Alien Mind. Encephalon gorgers can maintain concentration on 3 simultaneous spell effects.

Mindsense. The encephalon gorger is aware of the presence of creatures within 300 feet of it that have an Intelligence of 3 or higher. It knows the relative distance and direction of each creature, as well as the creature's approximate Intelligence score (within 3 points). Creatures under the effects of magic that protects the mind cannot be detected by the encephalon gorger.

Mind Screen. The mind of an encephalon gorger is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorger (with *detect thoughts*, telepathy, or the like), it must succeed on a DC 15 Intelligence saving throw or be driven insane, gaining a flaw from the Indefinite Madness table (see the SRD). On a successful save, the creature is confused for 1 minute (as the *confusion* spell).

Actions

Multiaction. The encephalon gorger makes two attacks with its claws and uses Mindfeed if it has a creature grappled.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the encephalon gorger can only use its Mindfeed on the grappled creature and has advantage on attack rolls to do so.

Mindfeed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature that is grappled by the encephalon gorger. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 15 Intelligence saving throw, or take 33 (6d10) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Adrenal Surge (2/day). The encephalon gorger surges with adrenaline until the end of its turn. While under this effect, it gains a +2 bonus to its AC, it has advantage on Dexterity saving throws, and it gains an additional action on its turn (as the *haste* spell).

Eremitte

Medium fiend, lawful evil

Armor Class 20 (natural armor)

Hit Points 310 (23d8 + 207)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	26 (+8)	29 (+9)	21 (+5)	20 (+5)	30 (+10)

Saving Throws Dex +16, Con +17, Cha +18

Skills Arcana +13, Deception +18, Medicine +13, Nature +13, Perception +13

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages Common, Infernal; telepathy 120 ft.

Challenge 25 (75,000 XP)

Legendary Resistance (3/day). If the eremite fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The eremite's innate spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). It can cast the following spells without material components.

At will: *telekinesis*

3/day: *plane shift*

1/day each: *forcecage*, *symbol*

Graft Flesh. As an action, the eremite can graft to its own body the

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viscera it harvests using its Evisceration ability. Doing so heals the eremite as if a *heal* spell were cast on it.

Painbringer. The eremite's attacks inflict excruciating pain.

Actions

Multiattack. The eremite makes four attacks: one with its bite, two with its claws, and one with its wings.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be incapacitated by excruciating pain until the end of the eremite's next turn.

Claws. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 25 (3d10 + 9) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or be incapacitated by excruciating pain until the end of the eremite's next turn. The target is also grappled (escape DC 23). Until this grapple ends, the creature is restrained, and the eremite can't grapple another target.

Wings. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 22 (2d12 + 9) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be incapacitated by excruciating pain until the end of the eremite's next turn.

Evisceration. Melee Weapon Attack: +17 to hit, reach 5 ft., one creature that is grappled by the eremite. *Hit:* 25 (3d10 + 9) slashing damage, and the target's Constitution score is reduced by 1d6. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the target finishes a long rest.

The creature must also succeed on a DC 19 Constitution saving throw or be knocked unconscious from excruciating pain as the eremite excises flesh or an internal organ from the creature.

Unnerving Gaze. A creature of the eremite's choice that is within 60 feet of the eremite and aware of it must succeed on a DC 19 Wisdom saving throw or be paralyzed for 1 minute. The paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a failure, the creature's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Teleport. The eremite magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

The eremite 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 eremite regains spent legendary actions at the start of its turn.

Move. The eremite moves up to its speed without provoking opportunity attacks.

Attack. The eremite makes one bite attack or one wing attack.

Graft Flesh (Costs 3 Actions). The eremite uses its Graft Flesh ability.

Faerie Dragon

Tiny dragon, chaotic good

Armor Class 15 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 10 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13 (+1)	16 (+3)	14 (+2)	18 (+4)

Skills Arcana +5, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Draconic, Sylvan, telepathy 60 ft. (faerie dragons only)

Challenge 2 (450 XP)

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries turns invisible with it.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, mage hand, minor illusion*

3/day each: *color spray, mirror image, suggestion*

1/day each: *major image, hallucinatory terrain, polymorph*

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d2 + 3) piercing damage.

Breath of Confusion (Recharge 5-6). The dragon exhales a puff of gas at one creature within 5 feet of it. The target must succeed on a DC 12 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior during the turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for the target.

Fear Guard

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	18 (+4)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages understands all languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Innate Spellcasting. The fear guard's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The fear guard can innately cast the following spells at will, requiring no material components: *darkness, ray of enfeeblement*

Incorporeal Movement. The fear guard 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.

Sunlight Sensitivity. While in sunlight, the fear guard's speed is halved and it has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Ethereal Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Create Fear Guard. The fear guard targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a fear guard in the space of its corpse or in the nearest unoccupied space. The fear guard is under the fear guard's control. The fear guard can have no more than two fear guards under its control at one time.

Felrara

Medium humanoid (human), neutral evil

Armor Class 15 (scale mail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	15 (+2)	8 (-1)	9 (-1)

Skills Athletics +7

Senses passive Perception 9

Languages Common, Giant, Halfling

Challenge 1 (200 XP)

Actions

+1 Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320, one target. *Hit:* 4 (1d6 + 1) piercing damage.

Fedorla

Large giant, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 207 (18d10 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	10 (+0)	16 (+3)	9 (-1)

Saving Throws Con +11, Wis +8

Skills Perception +8, Religion +5

Senses darkvision 60 ft., passive Perception 18

Languages Giant

Challenge 14 (11,500 XP)

Keen Smell. Fedorla has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. Fedorla regains 10 hit points at the start of her turn. If Fedorla takes acid or fire damage, this trait doesn't function at the start of her next turn. Fedorla dies only if she starts her turn with 0 hit points and doesn't regenerate.

Spellcasting. Fedorla is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Fedorla has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, cure wounds, detect magic, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, hold person*

3rd level (3 slots): *animate dead, dispel magic, spirit guardian*

4th level (3 slots): *death ward, freedom of movement, guardian of faith*

5th level (2 slots): *flame strike, hallow*

Actions

Multiattack. Fedorla makes three attacks: one with her bite and two with her claws or two with her maul.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Maul. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Fidele Angel

Medium celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40 ft., fly 40 ft. (angelic form), or 10 ft., fly 80 ft. (eagle form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +5, Int +5, Wis +6, Cha +7

Skills Insight +6, Perception +6

Damage Resistances fire, lightning, poison; bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities acid, cold

Condition Immunities charmed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Celestial, Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Shapechange. The angel can change between winged celestial form, its original mortal form, and that of a Medium-sized eagle. Its statistics are the same in each form, with the exception of its attacks in eagle form.

Ever Touching. Fidele angels maintain awareness of their mate's disposition and health. Damage taken by one is split evenly between both, with the original target of the attack taking the extra point when damage doesn't divide evenly. Any other baneful effect, such as ability damage, affects both equally.

Innate Spellcasting. The angel's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance, light, purify food and drink, spare the dying*

3/day: *cure wounds, scorching ray* (5 rays)

1/day: *bless, daylight, detect evil and good, enhance ability, hallow, protection from evil and good*

Magic Resistance. The angel has advantage on saving throws against spells and other magical effects.

Magic Weapons. The angel's weapon attacks are magical while it is in eagle form.

To My Lover's Side. If separated from its mate, each fidele angel can use both *plane shift* and *teleport* 1/day to reunite.

Unshakeable Fidelity. Fidele angels are never voluntarily without their partners. No magical effect or power can cause a fidele angel to act against its mate, and no charm or domination effect can cause them to leave their side or to change their feelings of love and loyalty toward each other.

Actions

Multiattack. The angel makes two longsword attacks or two longbow attacks; in eagle form, it instead makes two talon attacks and one beak attack.

+1 Longsword (Mortal or Angel Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands.

+1 Longbow (Mortal or Angel Form Only). *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Beak (Eagle Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Talons (Eagle Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

The Fidele Angel can be found in **Tome of Beasts** by Kobold Press.

Fire Crabs

Large Fire Crab

Huge elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2 (-4)	16 (+3)	2 (-4)

Skills Athletics +10

Damage Vulnerabilities cold

Damage Immunities fire

Condition Immunities charmed

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages understands Ignan but can't speak

Challenge 10 (5,900 XP)

Heated Body. A creature that touches the large fire crab or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Actions

Multiattack. The large fire crab makes two claw attacks

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage plus 14 (4d6) fire damage. If both claw attacks hit in the same turn and the target is huge sized or smaller, target is grappled (escape DC 16). While grappled, a target takes 14 (4d6) fire damage at the start of its turn. The fire crab can only grapple one target at a time and cannot perform a claw attack while grappling a target.

Constrict. If a target is grappled, the large fire crab squeezes it and the target takes 12 (1d12 + 6) bludgeoning damage and 14 (4d6) fire damage.

Medium Fire Crab

Medium elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	14 (+2)	2 (-4)

Skills Athletics +7

Damage Vulnerabilities cold

Damage Immunities fire

Condition Immunities charmed

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages understand Ignan but can't speak

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the medium fire crab or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Multiattack. The medium fire crab makes two claw attacks

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) fire damage. If both claw attacks hit in the same turn and the target is Large size or smaller, the target is grappled (escape DC 15). While grappled, the target is restrained and takes 7 (2d6) fire damage at the start of their turn. The fire crab can only grapple one target at a time and cannot perform a claw attack while



grappling a target.

Constrict. If a target is grappled, the medium fire crab squeezes it and the target takes 8 (1d8 + 4) bludgeoning damage and 7 (2d6) fire damage.

Small Fire Crab

Small elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 20 ft., swim 20 ft.

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

Damage Vulnerabilities cold

Damage Immunities fire

Condition Immunities charmed

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages understand Ignan but can't speak

Challenge 2 (450 XP)

Heated Body. A creature that touches the small fire crab or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Multiattack. The small fire crab makes two claw attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) fire damage.

Fiilaar

Medium humanoid (human, shapechanger), neutral evil

Armor Class 14 (leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Acrobatics +5, Perception +4, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 14

Languages Common, Goblin, Orc

Challenge 2 (450 XP)

Shapechanger. Fiilaar can use her action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. It reverts to its true form if she dies.

Keen Smell. Fiilaar has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack. Once per turn, Fiilaar deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Fiilaar that isn't incapacitated and Fiilaar doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). Fiilaar makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

Rapier (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Filtau

Medium humanoid (drow elf), chaotic evil

Armor Class 19 (drow chain mail^{GM}, +1 shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +7, Con +7, Wis +6

Skills Athletics +7, Perception +6, Stealth +7

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 9 (5,000 XP)

Drow Chain. Filtau has advantage on stealth checks as long as he is not in sunlight.

Fey Ancestry. Filtau has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Filtau's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, Filtau has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Filtau makes four attacks: three with his shortsword and one with his shield.

+1 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 10 (3d6) poison damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. If the creature fails the saving throw by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Flumphs

Flumph

Small aberration, lawful good

Armor Class 15 (natural armor)

Hit Points 10 (3d6)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	10 (+0)	14 (+2)	10 (+0)

Skills Stealth +7

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 3 (1d6) acid damage.

Stench Spray (Recharge 5-6). When the flumph unleashes its stench spray, all creatures within a 20-foot radius of it must succeed on a DC 11 Dexterity saving throw or be covered in a disgusting, oily fluid. A covered creature is poisoned for 1d4 hours, and any creature within 5 feet of it is also poisoned. Creatures poisoned in this manner also have disadvantage on Dexterity (Stealth) checks. The fetid flumph musk can only be removed by vigorously bathing in lamp oil or kerosene. The smell wears off once the creature is no longer poisoned.

Flumph Hunter

Small aberration, lawful good

Armor Class 17 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	15 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 3 (700 XP)

Keen Hearing and Sight. The flumph has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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Actions

Multiattack. The flumph makes two stinging dart attacks.

Stinging Dart. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and 3 (1d6) acid damage.

Stench Spray (Recharge 5-6). When the flumph unleashes its stench spray, all creatures within a 20-foot radius of it must succeed on a DC 11 Dexterity saving throw or be covered in a disgusting, oily fluid. A covered creature is poisoned for 1d4 hours, and any creature within 5 feet of it is also poisoned. Creatures poisoned in this manner also have disadvantage on Dexterity (Stealth) checks. The fetid flumph musk can only be removed by vigorously bathing in lamp oil or kerosene. The smell wears off once the creature is no longer poisoned.

Flumph Leader

Small aberration, lawful good

Armor Class 16 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	12 (+1)	18 (+4)	16 (+3)

Skills Arcana +5, Perception +6, Stealth +6

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 4 (1,100 XP)

Spellcasting. The flumph is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *light, mage hand, ray of frost, resistance*

1st level (4 slots): *burning hands, color spray, magic missile*

2nd level (3 slots): *blindness/deafness, enlarge/reduce, see invisibility*

3rd level (3 slots): *hypnotic pattern, slow*

4th level (1 slot): *hallucinatory terrain, phantasmal killer*

Actions

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 10 (3d6) acid damage.

Stench Spray (Recharge 5-6). When the flumph unleashes its stench spray, all creatures within a 20-foot radius of it must succeed on a DC 13 Dexterity saving throw or be covered in a disgusting, oily fluid. A covered creature is poisoned for 1d4 hours, and any creature within 5 feet of it is also poisoned. Creatures poisoned in this manner also have disadvantage on Dexterity (Stealth) checks. The fetid flumph musk can only be removed by vigorously bathing in lamp oil or kerosene. The smell wears off once the creature is no longer poisoned.

Flumph Master Hunter

Small aberration, lawful good

Armor Class 17 (natural armor)

Hit Points 82 (15d6 + 30)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	15 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7, Survival +6

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 4 (1,100 XP)

Keen Hearing and Sight. The flumph has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Spellcasting. The flumph is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells:

1st level (3 slots): *alarm, fog cloud, hunter's mark*

Actions

Multiattack. The flumph makes two stinging dart attacks.

Stinging Dart. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and 3 (1d6) acid damage.

Stench Spray (Recharge 5-6). When the flumph unleashes its stench spray, all creatures within a 20-foot radius of it must succeed on a DC 11 Dexterity saving throw or be covered in a disgusting, oily fluid. A covered creature is poisoned for 1d4 hours, and any creature within 5 feet of it is also poisoned. Creatures poisoned in this manner also have disadvantage on Dexterity (Stealth) checks. The fetid flumph musk can only be removed by vigorously bathing in lamp oil or kerosene. The smell wears off once the creature is no longer poisoned.

Flumph Protector

Small aberration, lawful good

Armor Class 15 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	18 (+4)	15 (+2)

Skills Perception +6, Stealth +6

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 2 (450 XP)

Spellcasting. The flumph is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *light, mage hand, ray of frost, resistance*

1st level (4 slots): *burning hands, color spray, magic missile*

2nd level (3 slots): *blindness/deafness, enlarge/reduce, see invisibility*

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 10 (3d6) acid damage.

Stench Spray (Recharge 5-6). When the flumph unleashes its stench spray, all creatures within a 20-foot radius of it must succeed on a DC 13 Dexterity saving throw or be covered in a disgusting, oily fluid. A covered creature is poisoned for 1d4 hours, and any creature within 5 feet of it is also poisoned. Creatures poisoned in this manner also have disadvantage on Dexterity (Stealth) checks. The fetid flumph musk can only be removed by vigorously bathing in lamp oil or kerosene. The smell wears off once the creature is no longer poisoned.

Footman

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The footman makes two attacks with its spear or two attacks with its longsword.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) piercing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Frogs

Giant Blind Albino Cave Frog

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	1 (-5)	14 (+2)	6 (-2)

Senses blindsight 30 ft., tremorsense 120 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Amphibious. The frog can breathe air and water.

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

Standing Leap. The frog's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 10 (4d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Killer Frog

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	5 (-3)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Amphibious. The giant killer frog can breathe air and water.

Keen Smell. The giant killer frog has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The giant killer frog's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The giant killer frog makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Killer Frog

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	2 (-4)	9 (-1)	6 (-2)

Skills Perception +3

Senses passive Perception 3

Languages —

Challenge 1/4 (50 XP)

Amphibious. The killer frog can breathe air and water.

Keen Smell. The killer frog has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The killer frog's long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The killer frog makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

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Frog Spawn of Tsathogga

Small aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	1 (-5)	8 (-1)	6 (-2)

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Amphibious. The frog spawn can breathe air and water.

Keen Smell. The frog spawn has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The frog spawn has advantage on an attack roll against a creature if at least one of the frog spawn's allies is within 5 feet of the creature and the ally isn't incapacitated.

Standing Leap. The frog spawn's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Swarm Characteristics. The frog spawn can occupy another creature's space and vice versa.

Actions

Multiattack. The frog spawn makes two attacks: one with its bite and one with its tongue.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 4 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tongue. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage and 3 (1d6) poison damage.

Frogemoth

Huge monstrosity, neutral

Armor Class 14

Hit Points 175 (14d12 + 84)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	23 (+6)	2 (-4)	13 (+1)	4 (-3)

Saving Throws Con +10, Wis +5

Skills Perception +9, Stealth +5

Damage Immunities fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 12 (8,400 XP)

Amphibious. The frogemoth can breathe air and water.

Shock Sickness. Taking lightning damage causes the frogemoth to go into a torpor, mimicking the effects of the *slow* spell. This effect lasts until the end of the frogemoth's next turn.

Actions

Multiattack. The frogemoth makes up to two attacks with its tentacles, and it can use its bite or its tongue.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target.

Hit: 24 (4d8 + 6) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 16). While grappling a creature, the frogemoth cannot use that tentacle. The frogemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the frogemoth, and takes 14 (4d6) acid damage at the start of each of the frogemoth's turns.

The frogemoth can hold up to 2 Medium or smaller creatures in its gullet. If the frogemoth takes 30 damage or more during a single turn from a creature inside it, the frogemoth must succeed on a DC 20 Constitution saving throw at the end of its turn or disgorge all swallowed creatures, each of which falls prone within 20 feet of the frogemoth. If the frogemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, and the target must succeed on a DC 18 Strength saving throw or be pulled up to 25 feet to an unoccupied space adjacent to the frogemoth. The frogemoth can then make a bite attack against the creature as a bonus action.

Frogman, The

Medium aberration, neutral

Armor Class 14 (natural armor)

Hit Points 84 (8d8 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	22 (+6)	14 (+2)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Frogman, Undercommon

Challenge 4 (1,100 XP)

Amphibious. The frogman can breathe air and water.

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

Standing Leap. The frogman's long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The frogman makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

Fungus Men

Fungus Man

Small plant, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +3

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion

Senses darkvision 60 ft., passive Perception 13

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Languages —
Challenge 1/4 (50 XP)

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage.

Spore Cloud. The fungus man releases a cloud of spores in a 10-foot radius. All creatures in this area must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fungus Man King

Medium plant, unaligned
Armor Class 14 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	9 (–1)	12 (+1)	10 (+0)

Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities blinded, deafened, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

Spore Cloud. The fungus man king releases a cloud of spores in a 10-foot radius. All creatures in this area must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fwand

Large monstrosity, neutral evil
Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (–3)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +6
Skills Athletics +8, Perception +7, Stealth +5
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 17
Languages Deep Speech
Challenge 5 (1,800 XP)

Blinded by Silence. The effects of a silence spell render Fwand effectively blind. Fwand automatically fails any ability check that requires the hearing. Attack rolls against Fwand have advantage, and the Fwand attacks with disadvantage.

Actions

Multiattack. Fwand makes three attacks: one with its bite and two slam attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage

Gabriel

Medium humanoid (human), neutral good
Armor Class 10
Hit Points 31 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	9 (–1)	16 (+3)	15 (+2)

Skills Medicine +7, Religion +3
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Spellcasting. Gabriel is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bleed, cure wounds, healing word, shield of faith*
2nd level (3 slots): *aid, continual flame, lesser restoration*
3rd level (3 slots): *beacon of hope, magic circle, speak with dead*

Actions

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d2 + 2) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if used with two hands.

Gambado

Medium aberration, chaotic neutral
Armor Class 12 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (–2)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

False Appearance. While motionless, the gambado is indistinguishable from a mundane skull.

Actions

Multiattack. The gambado makes three attacks: two with its claws and one bite.

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

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

Gar, Giant

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 112 (9d12 + 54)

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	22 (+6)	2 (-4)	13 (+1)	2 (-4)

Skills Athletics +12, Perception +7

Senses passive Perception 17

Languages —

Challenge 6 (2,300 XP)

Water Breathing. The giant gar can only breathe underwater.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 30 (6d6 + 9) piercing damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the gar can't bite another target.

Swallow. The gar makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gar, and it takes 21 (6d6) acid damage at the start of each of the gar's turns. The gar can have only one target swallowed at a time.

If the gar dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Gargoyle, Green Guardian

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Terran

Challenge 4 (1,100 XP)

Diving Charge. If the green guardian flies at least 20 feet straight towards a target and then hits with its gore attack, the target takes an additional 7 (2d6) piercing damage. If the target is a creature, it must make a DC 13 Strength saving throw or be knocked prone.

False Appearance. While the gargoyle remains motionless, it is undistinguishable from an inanimate statue.

Magic Weapons. The gargoyle's attacks are magical.

Reanimation. The eyes of a green guardian gargoyle are made of two pieces of jet (500 gp each) that detect as both magic (faint conjuration) and evil. After being destroyed, a green guardian automatically reanimates in 1d8+2 days unless the eye gems are crushed and disenchanting with both *dispel magic* and *remove curse*.

Swoop. If the green guardian flies at least 20 feet straight towards a target and then hits it with gore attack on the same turn, the target takes an additional 9 (2d8) piercing damage. If the target is a creature, it must make a DC 13 Strength saving throw or be knocked prone.

Actions

Multiaction. The green guardian makes four attacks: two with its claws and one with its bite and one with its gore.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If both claws attacks hit the same target, then it is grappled (escape DC 12) and restrained. At the start of the gargoyle's next turn, it will attempt to fly off with the target.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Gelver the Lunatic

Medium humanoid (human), neutral good

Armor Class 15 (chain shirt, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	10 (+0)	5 (-3)	8 (-1)

Senses passive Perception 7

Languages Common

Challenge 1/2 (100 XP)

Insane. Gelver is immune to all spells and magical effects that impact the mind.

Unstable. Gelver's psyche is shattered. He shrieks wildly and as loud as possible at the first sign of confrontation.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Gernalda

Medium humanoid (human), chaotic evil

Armor Class 20 (plate, shield)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	11 (+0)	18 (+4)	15 (+2)

Saving Throws Con +6, Wis +8, Cha +6

Skills History +8, Religion +8

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 11 (7,200 XP)

Abyssal Blessing of Orcus. Gernalda gains 15 temporary hit points when she reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of the Gernalda's turns when she hit a creature with a weapon attack, she can cause the attack to deal an extra 18 (4d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Gernalda is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy, true strike*

1st level (4 slots): *bane, bless, cure wounds, detect magic, false life, inflict wounds*

2nd level (3 slots): *aid, enhance ability, hold person, prayer of healing, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, prayer^{GM}*

4th level (3 slots): *blight, death ward, freedom of movement*

5th level (2 slots): *flame strike, geas, scrying*

6th level (1 slot): *blade barrier, planar ally*

7th level (1 slot): *symbol*

Actions

Unholy Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Gernalda's control, unless the humanoid is restored to life or its body is destroyed. Gernalda can have no more than four shadows under her control at one time.

Ghotan

Medium humanoid (bugbear), neutral evil

Armor Class 15 (+2 leather armor)

Hit Points 123 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	13 (+1)	13 (+1)	10 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Goblin

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when Ghotan hits with it (included in the attack).

Brutal Critical. Ghotan can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Surprise Attack. If Ghotan surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Multiattack. Ghotan makes two melee attacks with his morningstar.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Ghost of Igni

Medium undead, lawful good

Armor Class 20 (spectral plate, spectral shield)

Hit Points 161 (19d8 + 76)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	13 (+1)	20 (+5)

Saving Throws Con +9, Wis +6, Cha +10

Skills Perception +6, Religion +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Celestial, Common

Challenge 15 (13,000 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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.

Spellcasting. Igni is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells:

Cantrips: *chill touch, shocking grasp*

1st level (4 slots): *command, false life, hellish rebuke, inflict wounds*

2nd level (3 slots): *aid, darkness, ray of enfeeblement*

3rd level (3 slots): *bestow curse, dispel magic, fear*

Actions

Multiattack. Igni makes two attacks with his spectral longsword and one spectral shield bash.

Spectral Longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage plus 14 (4d6) necrotic damage.

Spectral Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 14 (4d6) necrotic damage.

Aura of Dread (Recharges after Short or Long Rest). Igni radiates an aura of unadulterated terror. Each enemy within 30 feet of the ghost must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from Igni, the target can repeat the saving throw, ending the effect on itself with a success.

Etherealness. Igni enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that Igni can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the ghost; Igni then disappears, and the target is incapacitated and loses control of its body. Igni now controls the body but doesn't deprive the target of awareness. Igni can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

APPENDIX A: BESTIARY

The possession lasts until the body drops to 0 hit points, *Igni* ends it as a bonus action, or *Igni* is turned or forced out by an effect like the *dispel evil and good spell*. When the possession ends, *Igni* reappears in an unoccupied space within 5 feet of the body. The target is immune to *Igni*'s Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Ghost of Kor the Storm Giant

Huge undead, chaotic good
Armor Class 16 (natural armor)
Hit Points 272 (32d12 + 64)
Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	16 (+3)	20 (+5)	19 (+4)

Saving Throws Int +8, Wis +10, Cha +9

Skills Perception +10

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 20

Languages Auran, Common, Draconic, Giant

Challenge 14 (11,500 XP)

Ethereal Sight. The ghost of Kor can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost of Kor 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.

Innate Spellcasting. Kor's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, feather fall, levitate, light*

3/day each: *control weather, water breathing*

Strength of the Titans. When attacking with the *Mattock of the Titans*, Kor is filled with the strength of the titans, granting it a Strength score of 29 (+9) as when it was alive.

Actions

Multiattack. Kor makes two melee attacks.

Mattock of the Titans. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 26 (4d6 + 12) piercing damage.

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 30 (8d6 + 2) necrotic damage.

Etherealness. The ghost of Kor enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horriying Visage. Each non-undead creature within 60 feet of the ghost of Kor that can see it must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horriying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost of Kor can see within 5 feet of it must succeed on a DC 18 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead,

and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost of Kor ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good spell*. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Ghul

Medium undead, chaotic evil
Armor Class 15 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	15 (+2)	16 (+3)	18 (+4)

Skills Perception +6, Stealth +5

Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Ignan, Infernal

Challenge 5 (1,800 XP)

Elemental Demise. If the ghul dies, its body disintegrates into a warm, putrid breeze, leaving behind only the equipment the ghul was wearing or carrying.

Genie-kin. Ghuls are undead djinn and are considered genies even though their type is undead.

Magic Weapons. The ghul's attacks are magical.

Shapechange. The ghul can use an action to polymorph into the shape of a hyena, or back into its true form. Any equipment it carries is subsumed into the hyena form. While in this form, the ghul does not detect as undead to any effect which detects undead, such as the spell *detect evil and good*, but is still vulnerable to spells and other effects that affect undead, such as a cleric's Turn Undead ability.

Actions

Multiattack. The ghul makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the target takes an additional 7 (2d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Giant, Cave

Huge giant, chaotic evil
Armor Class 14 (natural armor)
Hit Points 137 (11d12 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

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Languages Giant
Challenge 6 (2,300 XP)

Actions

Multiattack. The cave giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 20/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Giant Ants

Giant Ant

Large beast, unaligned
Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	2 (-4)

Senses blindsight 60 ft., passive Perception 9

Languages —
Challenge 2 (450 XP)

Keen Smell. The giant ant has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The giant ant makes one bite attack and one sting attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the giant ant can't bite a different target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

The giant ant can be found in the *Tome of Beasts* by Kobold Press.

Giant Ant Queen

Large beast, unaligned
Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Senses blindsight 60 ft., passive Perception 10

Languages —
Challenge 4 (1,100 XP)

Keen Smell. The giant ant queen has advantage on Wisdom (Perception) checks that rely on smell.

Queen's Scent. Giant ants defending the queen have advantage on all attack rolls.

Actions

Multiattack. The giant ant queen makes two bite attacks and one sting attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the giant ant can't bite a different target.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

The giant ant queen can be found in the *Tome of Beasts* by Kobold Press.

Giant Ant Warrior

Large beast, unaligned
Armor Class 14 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	1 (-5)	12 (+1)	2 (-4)

Senses blindsight 60 ft., passive Perception 11

Languages —
Challenge 5 (1,800 XP)

Keen Smell. The giant ant warrior has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The giant ant warrior has advantage on attack rolls if at least one of the giant ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Rampage. When the giant ant warrior reduces a creature to 0 hit points with a melee attack on its turn, the giant ant can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The giant ant warrior makes one bite attack and one sting attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the giant ant can't bite a different target.

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Giant Ant Worker

Large beast, unaligned
Armor Class 13 (natural armor)
Hit Points 45 (7d10 + 7)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	1 (-5)	7 (-2)	2 (-4)

Senses blindsight 60 ft., passive Perception 8

Languages —
Challenge 1 (200 XP)

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Keen Smell. The giant ant worker has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Giant Tick

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d6)

Speed 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	2 (-4)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

Red Ache. Creatures bitten by a giant tick must make a DC 15 Constitution saving throw or become infected with this disease. Within 4 hours of infection, the infected creature will develop red welts that are hot to the touch all over its skin. Its joints will swell and its bones will ache painfully. While infected, the creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. The saving throw can be repeated after every long rest and if successful in 2 consecutive tries (two long rests in a row), the creature is cured and the effects of the disease end. A *greater restoration* spell will also cure the disease.

Actions

Blood Drain. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage and the tick attaches to the target. While attached, the tick doesn't attack. Instead, at the start of each of the ticks's turns, the target loses 2 (1d4) hit points due to blood loss.

The tick can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the tick.

Gibbering Abomination

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	24 (+7)	10 (+0)	6 (-2)	19 (+4)

Saving Throws Con +12, Cha +9

Skills Perception +8, Stealth +8

Damage Resistance lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 18

Languages Deep Speech

Challenge 16 (15,000 XP)

Innate Spellcasting. The gibbering abomination's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can cast

the following spells at will, requiring no material components: *blur*, *color spray*, *confusion*, *dispel magic*, *fear*, *ray of frost*, *ray of enfeeblement*, *telekinesis*.

Amorphous. The gibbering abomination can move through a space as narrow as 1 inch wide without squeezing.

Arcane Frenzy. The gibbering abomination can use its innate spellcasting more frequently than other creatures. During a single turn, the gibbering abomination can use its action and bonus action to innately cast a spell. The gibbering abomination cannot cast the same spell twice during its turn.

Deathless. Unless the gibbering abomination is slain by a disintegrate spell or its remains are completely incinerated, the abomination returns to life with 1 hit point in 1 hour.

Hyper-Awareness. The gibbering abomination can't be surprised.

Pain Immunity. The gibbering abomination is immune to any effect or condition caused as a result of extreme pain or agony. This ability does not protect it against damage the abomination would suffer.

Regeneration. The abomination regains 20 hit points at the start of its turn if it has at least 1 hit point. If the abomination has taken cold damage, this trait doesn't function at the start of the abomination's next turn.

Actions

Multiattack. The gibbering abomination makes up to three bite attacks, and uses Blood Drain on grappled creatures.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage, and the target is grappled (escape DC 14), and it is restrained until this grapple ends. While grappling the target, the abomination has advantage on attack rolls against it. The abomination can grapple up to three creatures.

Blood Drain. Each creature that is not a construct or undead, and that is grappled by the abomination must make a DC 18 Constitution saving throw. On a failed save, the target takes 10 (3d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the abomination regains hit points equal to that amount. This reduction to the target's hit point maximum lasts until the target finishes a long rest. It dies if this effect reduces its hit point maximum to 0.

Disruptive Cacophony (Recharge 5-6). The abomination emits a horrible quasi-arcane chanting that can disrupt spellcasters within 90 feet of it. Any creature attempting to cast a spell that can hear the abomination's Disruptive Cacophony must succeed on a DC 18 Constitution saving throw or the spell fails. The disruption lasts until the start of the abomination's next turn.

Gibbering Orbs

Lesser Gibbering Orb

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	20 (+5)	14 (+2)	21 (+5)

Skills Perception +12

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages all

Challenge 14 (11,500 XP)

Hyper-Awareness. A lesser gibbering orb can see in all directions at once and cannot be surprised.

Flyby. The lesser gibbering orb doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Gibbering. The lesser gibbering orb babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the orb and can hear the gibbering orb must succeed

on a DC 16 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Esoteric Theft. When a creature dies by being swallowed whole (or when a creature killed by the lesser gibbering orb in some other fashion is eaten by it), the lesser gibbering orb absorbs the creature's known spells, prepared spells, and innate magic abilities. The orb can use one of the absorbed abilities per turn as a bonus action. Each originates from an eye that is not producing an eye ray that round. Stolen spells and innate magic abilities are lost after 24 hours.

Actions

Multiattack. The lesser gibbering orb makes three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage. The target is grappled (escape DC 13) if the lesser gibbering orb isn't already grappling a creature, and the target is restrained until the grapple ends.

Swallow. The lesser gibbering orb makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gibbering orb, and it takes 10 (3d6) acid damage at the start of each of the lesser gibbering orb's turns. The gibbering orb can have only one target swallowed at a time.

If the gibbering orb takes 30 damage or more on a single turn from the swallowed creature, the gibbering orb must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the orb. If the lesser gibbering orb dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Eye Rays. The orb casts three of the following spells as eye rays at random (reroll duplicates), choosing one to three targets it can see within 150 ft. of it. The spells have a save DC of 16 and a +8 to hit.

d20	Eye Ray
1	acid arrow
2	blindness/deafness
3	chill touch
4	color spray
5	enthrall
6	dispel magic
7	flaming sphere
8	grease
9	hypnotic pattern
10	inflict wounds
11	bestow curse
12	magic missile
13	ray of enfeeblement
14	ray of frost
15	shatter
16	sleep
17	slow
18	scorching ray
19	lightning bolt
20	hideous laughter

Gibbering Orb

Huge aberration, chaotic evil
Armor Class 26 (natural armor)
Hit Points 420 (29d12 + 232)
Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	26 (+8)	30 (+10)	23 (+6)	21 (+5)

Saving Throws Int +19, Wis +15, Cha +14

Skills Arcana +19, Perception +15

Damage Resistance cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 25

Languages all

Challenge 30 (155,000 XP)

Hyper-Awareness. A gibbering orb can see in all directions at once and cannot be surprised.

Flyby. The gibbering orb doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Gibbering. The gibbering orb babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the orb and can hear the gibbering must succeed on a DC 16 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Magic Resistance. The gibbering orb has advantage on saving throws against spells and other magical effects.

Esoteric Theft. When a creature dies by being swallowed whole (or when a creature killed by the gibbering orb in some other fashion is eaten by it), the gibbering orb absorbs the creature's known spells, prepared spells, and innate magic abilities. The orb can use one of the absorbed abilities per turn as a bonus action. Each originates from an eye that is not producing an eye ray that round. Stolen spells and innate magic abilities are lost after 24 hours.

Actions

Multiattack. The gibbering orb makes six bite attacks.

Bites. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage. The target is grappled (escape DC 25) if the gibbering orb isn't already grappling a creature, and the target is restrained until the grapple ends.

Swallow. The gibbering orb makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gibbering orb, and it takes 21 (6d6) acid damage at the start of each of the gibbering orb's turns. The gibbering orb can have only one target swallowed at a time.

If the gibbering orb dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Eye Rays. The orb casts three of the following spells as eye rays at random (reroll duplicates), choosing one to three targets it can see within 150 ft. of it. The spells have a save DC of 18 and a +10 to hit.

d20	Eye Ray
1	acid arrow
2	blindness/deafness

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d20	Eye Ray
3	chill touch
4	prismatic spray
5	forcecage
6	dispel magic
7	irresistible dance
8	feeblemind
9	hypnotic pattern
10	inflict wounds
11	bestow curse
12	magic missile
13	ray of enfeeblement
14	ray of frost
15	finger of death
16	disintegrate
17	slow
18	scorching ray
19	lightning bolt
20	power word stun

Gilth, Priest of Orcus

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	19 (+4)	21 (+5)	19 (+4)

Saving Throws Wis +9, Cha +8

Skills Arcana +8, Perception +9, Religion +9

Damage Resistances cold

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Common, Deep Speech, Draconic, Ignan

Challenge 10 (5,900 XP)

Alien Mind. Gilth can maintain concentration on 3 simultaneous spell effects.

Mindsense. Gilth is aware of the presence of creatures within 60 feet of it that have an Intelligence of 4 or higher. It knows the relative distance and direction of each creature, as well as the creature's approximate Intelligence score (within 3 points). Creatures under the effects of magic that protects the mind cannot be detected by the encephalon gorger.

Mind Screen. The mind of Gilth is an alien and dangerous place. Should a creature attempt to scan the mind or read its thoughts (with *detect thoughts*, telepathy, or the like), it must succeed on a DC 16 Intelligence saving throw or be driven insane, gaining a flaw from the Indefinite Madness table (see the fifth edition SRD). On a successful save, the creature is confused for 1 minute (as the *confusion* spell).

Abyssal Blessing of Orcus. Gilth gains 10 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Gilth's turns when it hits a creature with a melee attack, it can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Spellcasting. Gilth is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
 1st level (4 slots): *bane, bless, charm person, cure wounds, detect magic, shield of faith*
 2nd level (3 slots): *darkness enhance ability, hold person, silence*
 3rd level (3 slots): *animate dead, bestow curse, dispel magic, prayer*^{PG}
 4th level (3 slots): *blight, death ward*
 5th level (2 slots): *flame strike, mass cure wounds*
 6th level (1 slot): *create undead*

Actions

Multiattack. Gilth can use its Mindfeed and make two attacks with its claws.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and Gilth can only use its Mindfeed on the grappled creature and has advantage on attack rolls to do so.

Mindfeed. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature that is grappled by the encephalon gorger. **Hit:** 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 16 Intelligence saving throw, taking 33 (6d10) psychic damage on a failed save, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Adrenal Surge (2/day). Gilth surges with adrenaline until the end of its turn. While under this effect, it gains a +2 bonus to its AC, it has advantage on Dexterity saving throw, and it gains an additional action on its turn (as the *haste* spell).

Glazerel

Medium fiend (half-devil), lawful evil

Armor Class 21

Hit Points 195 (23d8 + 92)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	23 (+6)	20 (+5)	30 (+10)

Saving Throws Int +13, Wis +12, Cha +17

Skills Arcana +13, Perception +12, Persuasion +17

Damage Resistances cold, fire, lightning; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 22

Languages all; telepathy 120 ft.

Challenge 24 (62,000 XP)

Fiendish Blessing. Glazerel's AC includes its Charisma bonus.

Magic Resistance. Glazerel has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Glazerel's spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). Glazerel can innately cast the following spells, requiring no material components:

At will: *charm person, suggestion*

3/day each: *darkness, detect magic, detect thoughts*

1/day: *plane shift* (self only)

Spellcasting. Glazerel is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, fire bolt, mage hand, mending, prestidigitation, ray of frost*

1st level (4 slots): *burning hands, false life, magic missile, protection from evil and good, thunderwave*

2nd level (3 slots): *blindness/deafness, flaming sphere, misty step, ray of enfeeblement, scorching ray*

3rd level (3 slots): *dispel magic, fireball, haste, hypnotic pattern,*

stinking cloud

4th level (3 slots): *black tentacles, confusion, fire shield, greater invisibility, wall of fire*

5th level (3 slots): *arcane hand, cloudkill, dominate person, planar binding, wall of stone*

6th level (2 slots): *chain lightning, contagion, irresistible dance, magic jar*

7th level (2 slots): *arcane sword, finger of death, prismatic spray, teleport*

8th level (1 slot): *demiplane, incendiary cloud*

9th level (1 slot): *gate, time stop, wish*

Mage's Evasion. If Glazerel is reduced to 0 hit points, fails a hostile Constitution or Wisdom saving throw, comes under the effect of the *silence* spell, or utters the safe word "Diabalaire," it is immediately transported to its private demiplane sanctuary where its retinue of servants attend to its recovery.

Polyglot. Glazerel is fluent in all languages.

Unholy Aura. Malevolent shadows swirl around Glazerel and radiate out from it in a 30-foot radius. Non-evil creatures in this area have disadvantage on attack rolls against Glazerel and its allies.

Actions

Multiattack. The half-devil makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage.

Hellfire (1/day). A wave of black fire expands outwards from Glazerel in a 60-foot radius, spreading around corners, and turning flammable objects to ash. All creatures in this area must make a DC 20 Dexterity saving throw. A creature takes 42 (12d6) fire damage and 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. Glazerel magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Gloom Crawler

Huge monstrosity, neutral

Armor Class 17

Hit Points 136 (13d12 + 52)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	18 (+4)	4 (-3)	12 (+1)	2 (-4)

Skills Perception +11, Stealth +12

Senses darkvision 60 ft., passive Perception 21

Languages —

Challenge 13 (10,000 XP)

Panoptic. The gloom crawler has advantage on Wisdom (Perception) checks and on saving throws against being blinded.

Actions

Multiattack. The gloom crawler makes three tentacles attacks and one bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage, and the target is grappled (escape DC 19). At the beginning of the gloom crawler's turns, it can choose to pull a grappled creature 15 feet to its mouth, or constrict its tentacles to deal 10 (1d10 + 5) bludgeoning damage to the grappled target. The gloom crawler can grapple up to three different targets.

Goblins

Goblin Berserker

Small humanoid (goblin), neutral evil

Armor Class 15 (studded leather)

Hit Points 51 (6d6 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	8 (-1)

Skills Athletics +7, Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Goblin

Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Reckless. At the start of its turn, the goblin 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.

Sneak Attack (1/turn). The goblin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two attacks with its war pick.

War Pick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Goblin Elite Guard

Small humanoid (goblin), neutral evil

Armor Class 18 (scale mail, shield)

Hit Points 130 (20d6 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

Skills Perception +3, Stealth +8

Senses darkvision 60 ft., passive Perception 13

Languages Goblin

Challenge 5 (1,800 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the goblin can regain 15 hit points.

Actions

Multiattack. The goblin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Reactions

Parry. The goblin adds 3 to its AC against one melee attack that would hit it. To do so, the goblin must see the attack and be wielding a weapon.

Goblin Enforcer

Small humanoid (goblin), neutral evil

Armor Class 16 (chain mail)

Hit Points 112 (15d6 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	6 (-2)

Saving Throws

Skills Perception +7, Stealth +9

Senses darkvision 60 ft., passive Perception 17

Languages Goblin

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die roll of its damage when the goblin hits with it (included in the attack).

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Reckless. At the start of its turn, the goblin 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

Multiattack. The goblin makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Parry. The goblin adds 3 to its AC against one melee attack that would hit it. To do so, the goblin must see the attack and be wielding a weapon.

Goblin Guard

Small humanoid (goblin), neutral evil

Armor Class 16 (chain mail)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Goblin

Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin guard makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Goblin Leader

Small humanoid (goblin), neutral evil

Armor Class 17 (studded leather)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	12 (+1)	8 (-1)	10 (+0)

Skills Perception +3, Sleight of Hand +9, Stealth +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 3 (700 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/turn). The goblin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two attacks with its dagger.

+1 Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Goblin Lieutenant

Small humanoid (goblin), neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (10d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Perception +4, Sleight of Hand +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/turn). The goblin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two attacks with its handaxe and one attack with its dagger.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or

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range 20/60 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.

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

Short Bow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Goblin Miner

Small humanoid (goblin), neutral evil

Armor Class 15 (leather)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/turn). The goblin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two attacks with its mace.

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

Light Crossbow. *Ranged Weapon Attack*: +6 to hit, range 80/320 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Goblin Overseer, The

Small humanoid (goblin), neutral evil

Armor Class 15 (ring of protection)

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	20 (+5)	16 (+3)	11 (+0)

Saving Throws Int +9, Wis +7

Skills Arcana +9, Investigation +9, Perception +7, Stealth +8

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Giant, Goblin, Orc, Undercommon

Challenge 9 (5,000 XP)

Nimble Escape. The Overseer can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. The Overseer is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, mage hand, message, poison spray, ray of frost*

1st level (4 slots): *detect magic, false life, mage armor, magic missile, shield*

2nd level (3 slots): *blur, darkness, invisibility, mirror image, ray of enfeeblement*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, haste, lightning bolt, slow*

4th level (3 slots): *black tentacles, dimension door, wall of fire*

5th level (2 slots): *cone of cold, dominate person*

Ring of Protection. The Overseer has a +1 bonus to AC and saving throws while wearing the ring of protection.

Actions

+2 Dagger. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 8 (1d4 + 6) piercing damage.

Curse of the Grave (1/day). The Overseer chooses one target within 60 feet of it that it can see to make a Wisdom saving throw. On a failed saving throw, the target is cursed by the goblin for 1 minute. The cursed target has vulnerability to necrotic damage. The curse can be ended early with spells such as *remove curse*.

Goblin Priest of Orcus

Small humanoid (goblin), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	10 (+0)	20 (+5)	17 (+3)

Saving Throws Con +5, Wis +8

Skills Arcana +3, Investigation +3, Perception +8, Religion +3, Stealth +4

Senses truesight 120 ft., passive Perception 18

Languages Abyssal, Goblin

Challenge 7 (2,900 XP)

Abyssal Blessing of Orcus. The goblin priest of Orcus gains 15 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Unholy Strike. Once on each of the priest's turns when it hits a creature with a weapon attack, the priest can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The goblin priest of Orcus is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds, shield of faith*

2nd level (3 slots): *enhance ability, hold person, silence, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, magic circle*

4th level (3 slots): *blight, death ward, guardian of faith*

5th level (2 slots): *dispel evil and good, mass cure wounds*

Actions

Unholy Mace. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage. If the target is a creature other than an

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elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the priest's control, unless the humanoid is restored to life or its body is destroyed. The priest can have no more than four shadows under its control at one time.

Goblin Scout

Small humanoid (goblin), neutral evil

Armor Class 16 (studded leather)

Hit Points 40 (9d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	8 (-1)	10 (+0)	10 (+0)

Skills Acrobatics +6, Perception +4, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP)

Keen Hearing and Sight. The goblin scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Nimble Escape. The goblin scout can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/turn). The goblin scout deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two melee attacks or two ranged attacks.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Short Bow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Goblin Scout, Crazy

Small humanoid (goblin), neutral evil

Armor Class 15

Hit Points 40 (9d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	10 (+0)	0 (-5)	4 (-3)

Skills Acrobatics +7, Perception -1, Stealth +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Goblin Gout. A crazy creature no longer desires magical trinkets such as weapons, armor, or magic items. Instead, it seeks only to take trophies from those it kills, such as teeth or ears. It leaves behind anything of actual value. Typically, a crazy creature possesses one weapon and shabby leather armor.

Insane. The crazy goblin is immune to all spells and magical effects that impact the mind.

Reckless. At the start of its turn, the crazy goblin can gain advantage on all melee weapon attack rolls that turn but attack rolls against it have

advantage until the start of its next turn.

Unpredictable. Opportunity attacks against the crazy goblin are made with disadvantage.

Actions

Multiattack. The goblin makes two attacks: one with its bite and one with its handaxe.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d3 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or contract goblin gout.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Goblin Shaman

Small humanoid (goblin), neutral evil

Armor Class 17 (studded leather, +1 shield)

Hit Points 54 (12d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	10 (+1)	16 (+3)	10 (+0)

Skills Perception +5, Religion +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The goblin shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The goblin shaman has the following spells prepared:

Cantrips (at will): *guidance*, *ray of frost*, *thaumaturgy*

1st level (4 slots): *bless*, *cure wounds*, *detect magic*, *protection from evil and good*

2nd level (3 slots): *augury*, *enhance ability*, *ray of enfeeblement*

3rd level (2 slots): *fear*, *speaking with dead*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Goblin Slaver

Small humanoid (goblin), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 90 (12d6 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	8 (-1)	18 (+4)	8 (-1)

Saving Throws Con +8, Wis +8

Skills Athletics +9, Perception +8, Religion +7

Senses truesight 120 ft., passive Perception 18

Languages Common, Goblin

Challenge 9 (5,000 XP)

Abysal Blessing of Orcus. The goblin slaver gains 15 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Nimble Escape. The goblin slaver can take the Disengage or Hide action as a bonus action on each of its turns.

Unholy Strike. Once on each of the slaver's turns when it hits a creature with a weapon attack, the slaver can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Spellcasting. The goblin slaver is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can

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cast the following spells:

- Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
- 1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds, shield of faith*
- 2nd level (3 slots): *enhance ability, hold person, silence, spiritual weapon*
- 3rd level (3 slots): *animate dead, bestow curse, dispel magic, magic circle*
- 4th level (3 slots): *blight, death ward, guardian of faith*
- 5th level (2 slots): *dispel evil and good, mass cure wounds*

Actions

Multiattack. The slaver makes three attacks with its longsword.

Unholy Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the slaver's control, unless the humanoid is restored to life or its body is destroyed. The slaver can have no more than four shadows under its control at one time.

Goblin Thug

Small humanoid (goblin), neutral evil

Armor Class 15 (leather, shield)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	9 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. The goblin thug can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Morningstar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Goblin Torturer

Small humanoid (goblin), chaotic evil

Armor Class 15 (18 with mage armor)

Hit Points 72 (16d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Int +8, Wis +4

Skills Arcana +8, Intimidation +9, Perception +8, Stealth +9

Senses darkvision 60 ft., passive Perception 18

Languages Common, Draconic, Giant, Goblin, Orc,

Undercommon

Challenge 12 (8,400 XP)

Nimble Escape. The Torturer can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/turn). The Torturer deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Spellcasting. The Torturer is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, mage hand, message, poison spray, ray of frost*

1st level (4 slots): *detect magic, false life, mage armor, magic missile, shield*

2nd level (3 slots): *alter self, blur, darkness, invisibility, ray of enfeeblement*

3rd level (3 slots): *bestow curse, dispel magic, haste, lightning bolt*

Actions

Multiattack. The Torturer makes three attacks: two with its shortsword and one with its dagger.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

+1 Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Goblin Underpriest of Orcus

Small humanoid (goblin), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 56 (16d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Medicine +7, Perception +7, Religion +4, Stealth +4

Senses truesight 120 ft., passive Perception 17

Languages Dwarven, Goblin

Challenge 6 (2,300 XP)

Abyssal Blessing of Orcus. The goblin underpriest of Orcus gains 10 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of the underpriest's turns when it hit a creature with a weapon attack, the priest can cause the attack to deal an extra 9 (2d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The goblin underpriest of Orcus is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

3rd level (2 slots): *death ward, guardian of faith*

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Actions

Unholy Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the underpriest's control, unless the humanoid is restored to life or its body is destroyed. The underpriest can have no more than three shadows under its control at one time.

Goblin Warrior

Small humanoid (goblin), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin warrior can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Short Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Golems

Blood Golem

Large aberration, neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	2 (-4)	14 (+2)	1 (-5)

Damage Vulnerabilities cold

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened,

paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP)

Amorphous. The blood golem can move through a space as narrow as 1 inch wide without squeezing.

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Blood Ooze. The blood golem takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the blood golem's Engulf and has disadvantage on the saving throw.

Creatures inside the blood golem can't be seen and have total cover.

A creature within 5 feet of the blood golem can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) necrotic damage.

The blood golem can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Blood Sense. The blood golem can magically sense the presence of blood in living creatures up to 1 mile away. It knows the general direction they're in but not their exact locations.

Blood Splatter. Any time the golem is hit in combat, a gout of blood erupts from its body. All creatures within 10 feet of the golem must succeed on a DC 15 Dexterity saving throw or be blinded until the end of the creature's next turn.

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

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Split. When a blood golem reaches its maximum hit points for its Hit Dice, it splits into two identical golems. Each golem has hit points equal to half the maximum hit points of the original golem. New golems are one size smaller than the original golem.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the target takes plus 14 (3d6 + 4) necrotic damage, its hit point maximum is reduced by the amount equal to that amount, and the blood golem regains hit points equal to that amount. The reduction in the target's hit point maximum lasts until the target finishes a long rest. The target dies if this reduces its hit point maximum to 0.

Engulf. The blood golem moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the blood golem enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the blood golem. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the blood golem enters the creature's space, and the creature takes 10 (3d6) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) necrotic damage at the start of each of the blood golem's turns. When the blood *golem* moves, the engulfed creature moves with it.

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An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the blood golem.

Brass Golem

Huge construct, neutral

Armor Class 18 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	3 (-4)	10 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 16 (15,000 XP)

Death Throes. When the brass golem dies, it explodes, and each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

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

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two melee attacks.

Brass Greatsword. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) slashing damage plus 10 (3d6) fire damage.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage plus 10 (3d6) fire damage.

Cinder Cloud (Recharge 5-6). The golem exhales a swirling cloud of smoke and white-hot embers in a 20-foot radius cloud in front of it. The cloud spreads around corners and everything within it is heavily obscured. The cloud persists for 1 minute or until wind of 10 miles per hour or greater disperses it.

When the cloud appears, each creature in that area must make a DC 15 Dexterity saving throw. A creature takes 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the cloud's area for the first time or ends its turn there. A creature can only take damage from the cloud once on each of its turns.

Greater Stone Golem

Huge construct, neutral

Armor Class 17 (natural armor)

Hit Points 406 (28d12 + 224)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	28 (+8)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 18 (20,000 XP)

Immutable Form. The greater stone golem is immune to any spell or effect that would alter its form.

Magic Resistance. The greater stone golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The greater stone golem's weapon attacks are magical.

Actions

Multiattack. The greater stone golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 32 (5d8 + 10) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 19 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Necromantic Golem

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	1 (-5)

Damage Immunities lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

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

Magic Resistance. The necromantic golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The necromantic golem's weapon attacks are magical.

Regeneration. A necromantic golem heals 10 hit point at the start of its turn if it has at least 1 hit point. If the necromantic golem takes radiant damage or damage from holy water, this trait doesn't function at the start of the necromantic golem's next turn.

Actions

Multiattack. The necromantic golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 18 (4d8) necrotic damage.

Enervating Ray (1/day). A necromantic golem can unleash a ray of negative energy in a 30-foot line. All creatures along the line take 14 (4d6) necrotic damage and lose 2d4 Constitution. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Unholy Blast (Recharge 5-6). A necromantic golem can unleash a blast of negative energy in a 20-foot cone. All creatures in the area must make a DC 16 Dexterity saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much on a successful one.

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Orcus Golem

Medium construct, neutral
Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	15 (+2)	2 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Fortified with Adamantine. Any critical hit against the Orcus golem becomes a normal hit.

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

Magic Resistance. The Orcus golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Orcus golem's weapon attacks are magical.

See Invisible. The Orcus golem can see invisible creatures and objects as if they were visible.

Actions

Multiattack. The Orcus golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Dimensional Step. The Orcus golem magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Rope Golem

Medium construct, neutral
Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

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

Magic Resistance. The rope golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The rope golem's weapon attacks are magical.

Actions

Multiattack. The rope golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the golem can't constrict another target.

Gorgimera

Large monstrosity, neutral
Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	4 (-3)	13 (+1)	10 (+0)

Saving Throws Dex +6, Con +9

Skills Perception +11

Senses darkvision 60 ft., passive Perception 21

Languages Draconic

Challenge 13 (10,000 XP)

Roll a d10 and refer to the table below for the color of the gorgimera's dragon head.

d10	Head Color	Breath Weapon
1-2	Black	40-foot long, 5-foot wide line of acid
3-4	Blue	40-foot long, 5-foot wide line of lightning
5-6	Green	20-foot cone of poisonous gas
7-8	Red	20-foot cone of fire
9-10	White	20-foot cone of cold

Flyby. The gorgimera doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

Charge. If the gorgimera moves at least 20 feet straight towards a creature and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Multiattack. The gorgimera makes five melee attacks: two with its claws, two bites, and one gore attack. Alternatively, it can use its two breath weapons in place of the bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Dragon Breath (Recharge 5-6). The dragon head exhales its breath based on the results from the table above. Each creature in the area affected must make a DC 18 Dexterity saving throw, taking 31 (7d8) damage on a failed save, of half as much on a successful one. Damage type determined by the table above.

Gorgon Breath (Recharge 5-6). The gorgon head exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 18 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.

Grawlic

Medium humanoid (dwarf), lawful neutral

Armor Class 16 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	6 (-2)

Saving Throws Dex +6, Int +2

Skills Acrobatics +6, Perception +4, Sleight of Hand +6, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarven

Challenge 3 (700 XP)

Cunning Action. On each of his turns, Grawlic can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Grawlic is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Once per turn, Grawlic deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Grawlic that isn't incapacitated and Grawlic doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself.

Gremlin, Fuath

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 20 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Aquan

Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the gremlin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Water Breathing. The fuath gremlin can only breathe underwater.

Actions

Multiaattack. The fuath gremlin makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Congel Water (1/day). One creature of the fuath gremlin's choice within 30 feet of it must succeed on a DC 10 Dexterity saving throw or be coated in a thick, viscous coating of clinging water-like fluid for 1 minute.

While coated in this substance, the target is restrained and must hold its breath to keep from drowning (reference the SRD for Suffocating rules). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Grezell

Medium undead, chaotic evil

Armor Class 22 (+1 plate armor, +1 shield)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	18 (+4)	17 (+3)	18 (+4)	18 (+4)

Saving Throws Dex +9, Con +9, Wis +9, Cha +9

Skills Athletics +11, Perception +9, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 19

Languages Common, Celestial

Challenge 16 (15,000 XP)

Berserk. If Itara or Swoana are slain, Grezell goes berserk and gains advantage on all melee weapon attack rolls, but all attack rolls against him have advantage. This effect lasts until he is slain or combat ends.

Blood Starvation. Grezell has been imprisoned within this room and his crypt for almost three centuries, deprived of bloody sustenance for the entirety of his imprisonment. His Legendary Resistance and Regeneration traits are limited until he feeds.

Bound by Death. The ward placed by Bofred binds Grezell to the immediate vicinity of this room and to his crypt. If his corporeal form is slain, he reappears in a comatose state within his crypt.

Shapechanger. If Grezell isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

While in bat form, Grezell can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Grezell can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage, except the damage he takes from sunlight.

Legendary Resistance (3/day). Once Grezell feeds he can then choose to succeed on a saving throw that he has failed.

Regeneration. Grezell regenerates 10 hit points (until he feeds at which point he regenerates 20 hit points) at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Grezell takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Grezell can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Grezell has the following flaws:

Forbiddance. Grezell can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Grezell takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Grezell's heart while he is incapacitated in his resting place, Grezell is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Grezell takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

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Actions

Multiaction (Vampire Form Only). Grezell makes three attacks, only one of which can be a bite attack.

+1 Longsword (Vampire Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage or 12 (1d10 + 7) slashing damage if used with two hands.

Shield Bash (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (2d4 + 6) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of Grezell's next turn.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature that is grappled by Grezell, incapacitated, or restrained. Hit: 9 (1d6 + 6) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Grezell regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Grezell's control.

Charm. Grezell targets one humanoid it can see within 30 feet of it. If the target can see Grezell, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by it. The charmed target regards Grezell as a trusted friend to be heeded and protected. Although the target isn't under Grezell's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for Grezell's bite attack. Each time Grezell or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Grezell is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

Children of the Night (1/day). Grezell magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Grezell can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as Grezell's allies and obeying its spoken commands. The beasts remain for 1 hour, until Grezell dies, or until he dismisses them as a bonus action.

Legendary Actions

Grezell can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Grezell regains spent legendary actions at the start of his turn.

Move. Grezell moves up to his speed without provoking opportunity attacks.

Longsword. Grezell makes one greatsword attack.

Bite (Costs 2 Actions). Grezell makes one bite attack.

Grigs

Fiddler Grig

Tiny fey, neutral good

Armor Class 14 (natural armor)

Hit Points 45 (13d4 + 13)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Acrobatics +4, Perception +3, Performance +7, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Innate Spellcasting. The grig fiddler's innate spellcasting ability is Charisma (spell save DC13, +5 to hit with spell attacks). It can cast the following spells innately, without requiring material components.

At will: *druidcraft*

3/day each: *entangle, invisibility*

Spellcasting. The grig fiddler is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC13, +5 to hit with spell attacks). It can cast the following bard spells.

Cantrips (at will): *dancing light, minor illusion, vicious mockery*

1st level (4 slots): *animal friendship, charm person, comprehend languages*

2nd level (3 slots): *blindness/deafness, hold person, see invisibility*

3rd level (2 slots): *dispel magic, speak with plants*

Surprise Attack. If the grig surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

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

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

Fiddle (Recharge 5-6). The grig begins playing with its legs in a lively tune. Creatures within 30 feet that can hear the grig must make a DC 14 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute. While charmed by the grig, it uses its action to dance in place, capering comically. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the saving throw is successful, or the effect ends for it, the creature is immune to that grig's Fiddle ability for 24 hours.

Grig

Tiny fey, neutral good

Armor Class 13 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 30 ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Acrobatics +4, Perception +3, Performance +6, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The grig's innate spellcasting ability is Charisma (spell save DC12, +4 to hit with spell attacks). It can cast the following spells innately, without requiring material components.

At will: *druidcraft*

3/day each: *disguise self, entangle, invisibility*

Surprise Attack. If the grig surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

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

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

Fiddle (Recharge 5-6). The grig begins playing with its legs in a lively tune. Creatures within 30 feet that can hear the grig must make a DC13 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute. While charmed by the grig, it uses its action to dance in place, capering comically. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the saving throw is successful, or the effect ends for it, the creature is immune to that grig's Fiddle ability for 24 hours.

RAPPAN ATHUK

Grimb

Small humanoid (goblin), neutral evil

Armor Class 15 (chain shirt)

Hit Points 63 (14d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Animal Handling +6, Perception +6, Survival +4, Stealth +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin

Challenge 2 (450 XP)

Deadeye. As a bonus action, Grimb can add 1d6 to his next attack or damage roll with a longbow or shortbow.

Keen Hearing and Sight. Grimb has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiaction. Grimb makes three melee attacks or two ranged attacks.

Shortsword. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Silver Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

+1 Short Bow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Redirect Attack. When a creature Grimb can see targets him with an attack, Grimb chooses another goblin with fewer hit dice within 5 feet of it. The two swap places, and the chosen goblin becomes the target instead.

Grim Jester

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +10, Con +8, Cha +9

Skills Acrobatics +10, Deception +9, Perception +7, Performance +9, Sleight of Hand +10, Stealth +10

Damage Resistances cold

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Celestial, Common, Gnomish, telepathy 60 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting. The jester's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells requiring no components:

At will: *disguise self*, *grease*, *inflict wounds*, *magic mouth*, *misty step*
3/day each: *contagion*, *mirror image*

1/day each: *delayed blast fireball*, *finger of death*, *mislead*, *seeming*

Last Laugh. Unless it is destroyed in a manner amusing to the god of death that created it, the grim jester is brought back after 1d20 days in a

place of the god's choosing.

Mock the Dying. Death saving throws made within 60 feet of the jester have disadvantage.

Turn Resistance. The jester has advantage on saving throws against any effect that turns undead.

Actions

Joker's Shuffle (recharge 6). The jester forces one Medium or Small humanoid within 60 feet to make a DC 17 Charisma saving throw. If the saving throw fails, the jester and the target exchange locations via teleportation and an illusion causes them to swap appearance: the jester looks and sounds like the target, and the target looks and sounds like the jester. The illusion lasts for 1 hour unless it is dismissed earlier by the jester as a bonus action, or dispelled (DC 17).

Killing Joke (recharge 6). The jester performs an ancient, nihilistic joke of necromantic power. This joke has no effect on undead or constructs. All other creatures within 60 feet of the jester must make a DC 17 Wisdom saving throw. Those that fail fall prone in a fit of deadly laughter. The laughter lasts 1d4 rounds, during which time the victim is incapacitated and unable to stand up from prone. At the end of its turn each round, an incapacitated victim must make a successful DC 17 Constitution saving throw or be reduced to 0 hit points. The laughter can be ended early by rendering the victim unconscious or with *greater restoration* or comparable magic.

Reactions

Ridicule Hope (recharge 4-6). When a spell that restores hit points is cast within 60 feet of the jester, the jester can cause that spell to inflict damage instead of curing it. The damage equals the hit points the spell would have cured and is necrotic.

Guardian Cimota

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 91 (14d8 + 28)

Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	14 (+2)	14 (+2)	21 (+5)

Skills Deception +8, Perception +5, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances acid, fire, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal

Challenge 6 (2,300 XP)

Innate Spellcasting. The guardian cimota's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The cimota can innately cast the following spells at will, without the need for material spell components: *darkness*, *blur*, *plane shift*

Magic Resistance. The guardian cimota has advantage on saving throws against spells and other magical effects.

Actions

Multiaction. The guardian cimota makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage.

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Gudmund

Medium humanoid (human), chaotic evil

Armor Class 24 (+2 plate, +2 shield)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	20 (+5)	13 (+1)

Saving Throws Con +6, Wis +9

Skills History +5, Investigation +5, Medicine +9, Religion +5

Senses truesight 120 ft., passive Perception 15

Languages Abyssal, Common

Challenge 9 (5,900 XP)

Abyssal Blessing of Orcus. Gudmund gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Gudmund's turns when he hits a creature with a weapon attack, the priest can cause the attack to deal an extra 18 (4d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Gudmund is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *aid, enhance ability, hold person, silence, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, prayer*^{PG}, *protection from energy*

4th level (3 slots): *blight, death ward, guardian of faith*

5th level (2 slots): *dispel evil and good, flame strike, hallow*

6th level (1 slot): *blade barrier, create undead, heal*

Actions

+2 Unholy Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Gudmund's control, unless the humanoid is restored to life or its body is destroyed. Gudmund can have no more than four shadows under its control at one time.

Gug

Huge giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	10 (+0)	8 (-1)	14(+2)

Saving Throws Str +11, Dex +4, Con +11, Cha +6

Skills Athletics +11, Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities confusion, exhaustion, paralysis, poisoned

Senses darkvision 240 ft., passive Perception 13

Languages Deep Speech, Giant, Undercommon

Challenge 12 (8,400 XP)

Towering Strength. A gug can lift items up to 4,000 pounds as a bonus action.

Actions

Multiattack. The gug makes two slam attacks, two stomp attacks, or one of each.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If a creature is hit by this attack twice in the same turn, the target must make a successful DC 19 Constitution saving throw or gain one level of exhaustion.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage.

Legendary Actions

A gug can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. A gug regains spent legendary actions at the start of its turn.

Move. The gug moves up to half its speed.

Attack. The gug makes one slam or stomp attack.

Grab. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* the target is grappled (escape DC 17).

Swallow. The gug swallows one creature it has grappled. The creature takes 26 (3d12 + 7) bludgeoning damage immediately plus 13 (2d12) acid damage at the start of each of the gug's turns. A swallowed creature is no longer grappled but is blinded and restrained, and has total cover against attacks and other effects from outside the gug. If the gug takes 75 points of damage in a single turn, the swallowed creature is expelled and falls prone next to the gug. When the gug dies, a swallowed creature can crawl from the corpse by using 10 feet of movement, exiting prone.

Throw. The gug throws one creature it has grappled. The creature is thrown a distance of 2d4 times 10 feet in the direction the gug chooses, and takes 20 (2d12 + 7) bludgeoning damage (plus falling damage if they are thrown into a chasm or off a cliff). A gug can throw a creature up to Large size. Small creatures are thrown twice as far, but the damage is the same.

The gug can be found in *Tome of Beasts* by **Kobold Press**.

Gundar

Large aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	14 (+2)	17 (+3)	17 (+3)

Saving Throws Con +8, Wis +7, Cha +7

Skills Deception +11, Perception +11, Stealth +7

Senses darkvision 60 ft., passive Perception 21

Languages Common, Deep Speech, Undercommon

Challenge 11 (7,200 XP)

All-Around Vision. Gundar's eye stalks allows it to see in all directions at once. It cannot be surprised.

Stun Cone. Gundar's central eye produces a cone extending straight ahead from its front to a range of 30 feet. At the start of each of its turns, the eye of the deep decides which way the cone faces and whether the cone is active. All creatures in this area must succeed on a DC 17 Constitution saving throw or be stunned 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.

Flyby. Gundar doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Amphibious. Gundar can breathe both air and water.

Actions

Multiattack. Gundar makes three attacks: two with its pincers and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Pincers. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. The target is grappled (escape DC 17) if Gundar isn't already grappling a creature, and the target is restrained until the grapple ends.

Eye Rays. Each of Gundar's two eye stalks can produce a magical ray once per round. The creature can aim both of its eye rays in any direction and they have a range of 150 feet.

Enfeeblement Ray Using its right eye, the eye of the deep unleashes a powerful ray of enfeeblement. The target must make a DC 17 Wisdom saving throw or deal half damage with all attacks that use Strength 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.

Major Image. The eye of the deep concentrates its eye rays together to project a *major image* illusion. The illusion is generated at any point within range and in the eye of the deep's line of sight.

Paralytic Ray. Using its left eye, the eye of the deep unleashes a powerful paralytic beam. The target must make a DC 17 Wisdom saving throw or be paralyzed 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.

Harmek the Shaman

Medium humanoid (goblinoid), lawful evil

Armor Class 9

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Medicine +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, Harmek can deal an extra 7 (2d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Harmek that isn't incapacitated.

Spellcasting. Harmek is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Harmek has the following spells prepared:

Cantrips (at will): *guidance, ray of frost, thaumaturgy*

1st level (4 slots): *bane, cure wounds, detect magic, protection from evil and good*

2nd level (3 slots): *augury, enhance ability, scorching ray*

3rd level (2 slots): *fear, speak with dead*

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Headless Horror

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +6

Skills Athletics +8, Perception +7, Stealth +8

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 17

Languages Deep Speech

Challenge 5 (1,800 XP)

Blinded by Silence. The effects of a silence spell render the headless horror effectively blind. The headless horror automatically fails any ability check that requires the hearing. Attack rolls against the headless horror have advantage, and the headless horror attacks with disadvantage.

Actions

Multiattack. The headless horror makes three attacks: one with its bite and two slam attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Herald of Darkness

Large fiend, neutral evil

Armor Class 15 (chain shirt)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	15 (+2)	20 (+5)

Saving Throws Str +8, Con +8, Cha +8

Skills Athletics +8, Deception +8, Perception +8

Damage Resistances bludgeoning, thunder

Damage Immunities cold, lightning, necrotic, poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 200 ft., passive Perception 18

Languages Common, Elvish, Goblin, Infernal, Sylvan

Challenge 7 (2,900 XP)

Corrupting Touch. A herald of darkness can destroy any wooden, leather, copper, iron, or paper object by touching it as a bonus action. A mundane item is destroyed automatically; a magical item survives if its owner makes a successful DC 16 Dexterity saving throw.

Gift of Darkness. A herald of darkness can transform any fey, human, or goblin into one of the shadow fey, if the target willingly accepts this transformation.

Shadow Form. A herald of darkness can become incorporeal as a shadow as a bonus action. In this form, it has a fly speed of 10 feet, it can enter and occupy spaces occupied by other creatures, it gains resistance to all nonmagical damage, it has advantage on physical saving throws, it can pass through any gap or opening, and it can't attack, interact with physical objects, or speak. It can return to its corporeal form as a bonus action.

Actions

Multiattack. The herald of darkness uses Majesty of the Abyss, if it is available, and makes one melee attack.

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Embrace Darkness. *Melee Weapon Attack:* +8 to hit, reach 5 ft., all creatures in reach. *Hit:* 6 (1d12) necrotic damage and targets are paralyzed until the start of the herald's next turn. Succeeding on a DC 17 Constitution saving throw negates the paralysis.

Majesty of the Abyss (Recharge 4-6). The herald of darkness emits a sinister burst of infernal power. All creatures within 30 feet and in direct line of sight of the herald take 19 (3d12) necrotic damage and must make a DC 17 Constitution saving throw. Those who fail the saving throw are blinded for 2 rounds; those who succeed are frightened for 2 rounds.

Shadow Sword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

The Herald of Darkness can be found in *Tome of Beasts* by Kobold Press.

Hesperix

Medium humanoid (human), chaotic evil

Armor Class 18 (+2 chain mail)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Con +7, Wis +8

Skills History +6, Investigation +6, Medicine +8, Religion +6

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Common, Goblin

Challenge 10 (5,900 XP)

Abyssal Blessing of Orcus. Hesperix gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Hesperix's turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 18 (4d8) necrotic damage to the target.

Spellcasting. Hesperix is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He can cast the following spells:

- Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
- 1st level (4 slots): *bane, bless, charm person, command, cure wounds, detect magic, sanctuary*
- 2nd level (3 slots): *aid, blindness/deafness, enhance ability, hold person, silence*
- 3rd level (3 slots): *animate dead, bestow curse, dispel magic, prayer^{PG}*
- 4th level (3 slots): *blight, death ward, guardian of faith*
- 5th level (2 slots): *flame strike, insect plague*
- 6th level (1 slot): *create undead, harm*
- 7th level (1 slot): *fire storm*

Actions

Dacris. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Hesperix's control, unless the humanoid is restored to life or its body is destroyed. Hesperix can have no more than four shadows under his control at one time.

Herzord

Medium humanoid (hobgoblin), lawful evil

Armor Class 18 (plate armor)

Hit Points 199 (21d8 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	14 (+2)	12 (+1)	8 (-1)

Saving Throws Str +11, Con +9

Skills Athletics +11, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarven, Goblin, Undercommon

Challenge 9 (5,000 XP)

Martial Advantage. Once per turn, Herzord can deal an extra 21 (6d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Herzord that isn't incapacitated.

Second Wind (2/day). As a bonus action, Herzord can regain 20 hit points.

Actions

Multiattack. Herzord makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Reactions

Parry. Herzord adds 4 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Hobgoblins

Hobgoblin Captain

Medium humanoid (hobgoblin), lawful evil

Armor Class 19 (half plate, shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Int +4, Wis +4, Cha +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 5 (1,800 XP)

Martial Advantage. Once per turn, the hobgoblin captain can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin captain makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Parry. The hobgoblin captain adds 3 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.

Hobgoblin Elite Guard

Medium humanoid (hobgoblin), lawful evil

Armor Class 19 (half plate, shield)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	12 (+1)	13 (+1)	13 (+1)

Saving Throws Con +7, Wis +4

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin elite guard can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the hobgoblin elite guard can regain 20 hit points.

Actions

Multiattack. The hobgoblin elite guard makes three melee attacks: two with its longsword and one shield bash.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Parry. The hobgoblin elite guard adds 3 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.

Hobgoblin Executioner, The

Medium humanoid (hobgoblin), chaotic evil

Armor Class 17 (+1 leather)

Hit Points 157 (21d8 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	16 (+3)	16 (+3)	10 (+0)	11 (+0)

Saving Throws Dex +9, Int +7

Skills Acrobatics +9, Deception +8, Perception +8, Stealth +13

Senses darkvision 60 ft., passive Perception 18

Languages Common, Dwarf, Goblin, Orc

Challenge 11 (7,200 XP)

Assassinate. During its first turn, the Executioner has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Executioner scores against a surprised creature is a critical hit.

Evasion. If the Executioner is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, the Executioner instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/turn). The Executioner deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of the Executioner's allies that isn't incapacitated, and the Executioner doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Executioner makes three attacks: two with its rapier and one with its dagger.

+1 Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

+1 Light Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Hobgoblin Lieutenant

Medium humanoid (hobgoblin), lawful evil

Armor Class 17 (scale mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin lieutenant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin lieutenant makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hobgoblin Offering Guard

Medium humanoid (hobgoblin), lawful evil

Armor Class 19 (breastplate, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Con +5, Wis +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 4 (1,100 XP)

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Abyssal Blessing of Orcus. The hobgoblin offering guard gains 5 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of the hobgoblin offering guard's turns when it hits a creature with a weapon attack, the hobgoblin offering guard can cause the attack to deal an extra 4 (1d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The hobgoblin offering guard is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, protection from evil and good*

2nd level (2 slots): *blindness/deafness, enhance ability*

Actions

Multiattack. The hobgoblin offering guard makes two attacks with its battleaxe.

Unholy Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) necrotic damage, and the target's Strength score is reduced by 1d3. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the hobgoblin offering guard's control, unless the humanoid is restored to life or its body is destroyed. The guard can have no more than two shadows under its control at one time.

Hobgoblin Shaman

Medium humanoid (hobgoblin), lawful evil

Armor Class 16 (breastplate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +1

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin shaman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spellcasting. The hobgoblin shaman is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The hobgoblin has the following cleric spells prepared:

Cantrips (at will): *mending, resistance, sacred flame*

1st level (4 slots): *bless, detect magic, divine favor, shield of faith*

2nd level (3 slots): *aid, hold person, spiritual weapon*

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Hobgoblin Witchdoctor

Medium humanoid (hobgoblin), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	17 (+3)

Skills Arcana +3, Religion +4, Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 4 (1,100 XP)

Spellcasting. The hobgoblin witchdoctor is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The hobgoblin witchdoctor can cast the following spells:

Cantrips (at will): *chill touch, guidance, poison spray, vicious mockery*

1st level (4 slots): *bane, detect magic, inflict wounds, mage armor*

2nd level (3 slots): *augury, darkness, hold person, ray of enfeeblement*

3rd level (3 slots): *bestow curse, conjure animals, dispel magic, stinking cloud*

4th level (1 slot): *black tentacles*

Venomous Hex. As a bonus action, the hobgoblin witchdoctor curses one creature that it can see within 90 feet of it for 1 minute. Until the curse is removed, the hobgoblin witchdoctor deals an extra 7 (2d6) poison damage to the target whenever the hobgoblin hits it with an attack.

If the target drops to 0 hit points before the curse ends, the hobgoblin can use a bonus action on a subsequent turn to curse a new creature.

A *remove curse* spell will end the curse early.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Spew Spiders (Recharges after a short or long rest). The hobgoblin witchdoctor exhales venomous spiders in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. The spiders die after the resolution of the hobgoblin's turn.

Human, Crazy Cannibal

Medium humanoid (human), neutral

Armor Class 13 (hide armor)

Hit Points 85 (9d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	12 (+1)	0 (-5)	8 (-1)

Skills Perception -1

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the crazy cannibal hits with it (included in the attack).

Insane. The crazy cannibal is immune to all spells and magical effects that impact the mind.

Actions

Multiattack. The crazy cannibal makes two attacks: one with its bite and one with its greatsword.

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Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 5 (1d3 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Rusted Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 14 (3d6 + 4) slashing damage.

Hunter

Medium humanoid (any), any alignment

Armor Class 16 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Nature +4, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Draconic

Challenge 3 (700 XP)

Deadeye. As a bonus action, the hunter can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Keen Hearing and Sight. The hunter has advantage on Wisdom (Perception) checks related to hearing or sight.

Actions

Multiattack. The hunter can make two attacks each round with either longbow or longsword.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

Inaed

Tiny fey, neutral

Armor Class 14 (natural armor)

Hit Points 10 (3d4 + 3)

Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	11 (+0)	13 (+1)	18 (+4)

Skills Arcana +2, Perception +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but cannot speak

Challenge 1/8 (25 XP)

Book Haunt. An inaed inhabiting a book or other object is entirely impervious to nonmagical melee attacks. The book absorbs the damage instead. If the book is destroyed, the inaed appears in an unoccupied space within 5 feet and immediately attempts to enter the nearest book. Entering a book takes 1d4 rounds. During this time, the creature is visible but still incorporeal. Books that have been freed of any inaed and books that have been sanctified by a cleric are immune to infestation.

Incorporeal Movement. The inaed 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 that is not a book.

Innate Spellcasting. The inaed's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The inaed can innately cast the following spells 2/day each, requiring no material components: *major image, sleep, suggestion*.

Magic Resistance. The inaed has advantage on saving throws against spells and other magical effects.

Actions

Invisibility. The inaed magically becomes invisible until it casts a spell or begins entering a book.

Intellect Devourer

Tiny aberration, lawful evil

Armor Class 13

Hit Points 36 (8d4 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	20 (+5)

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 60 ft.

Challenge 3 (700 XP)

Mindsense. The intellect devourer is aware of the presence of creatures within 300 feet of it that have an Intelligence of 3 or higher. It knows the relative distance and direction of each creature, regardless of physical barriers. Creatures under the effects of magic that protects the mind cannot be detected by the intellect devourer.

Actions

Multiattack. The intellect devourer makes one attack with its claws and uses Consume Mind.

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

Consume Mind. The intellect devourer chooses one creature it can see within 30 feet of it that has an Intelligence of 3 or higher. The target must succeed on a DC 13 Intelligence saving throw or take 16 (3d10) psychic damage. If the target fails the saving throw by 5 or more, its Intelligence score is reduced to 0. The target is incapacitated until it regains at least 1 point of Intelligence (either from completing a long rest or from a *lesser restoration* spell).

Body Snatcher. The intellect devourer chooses one incapacitated creature within 5 feet of it and engages it in a contest of Intelligence. The intellect devourer overpowers the creature's mental defenses if it beats the target on a contested Intelligence check. The intellect devourer magically consumes the creature's brain and teleports into its skull, taking full control of the target's body. While inside the creature's skull, the intellect devourer has total cover against attacks and other effects outside of the host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its comprehension of language, its telepathy, and its traits. Otherwise, it inherits the target's statistics, memories and knowledge, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave the host. It can also be magically forced from the host's body by means of a *protection from evil and good* spell being cast on the host. If the host's devoured brain is restored (only possibly with a *wish* spell), the intellect devourer is forced out of the host. The intellect devourer can choose to leave the host at any time by spending 5 feet of its movement and then

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teleporting to an unoccupied space within 15 feet of the target. Unless its brain is restored within 1 round, the body dies.

Iron Cobra

Small construct, neutral

Armor Class 13 (natural armor)

Hit Points 24 (6d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	5 (-3)	12 (+1)	1 (-5)

Skills Perception +3, Stealth +4

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

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

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Find Target. The iron cobra knows the location of a specific target creature as long as that creature is within 1 mile of it. If the creature is moving, it knows the direction of that creature's movement. If the target is beyond this distance, the iron cobra can't locate the target creature.

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

Magic Resistance. The iron cobra has advantage on saving throws against spells and other magical effects.

Magic Weapon. The iron cobra's weapon attacks are magical.

Poison. The iron cobra contains enough venom for three attacks. After that, it does not deal the poison damage listed in its bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed saving throw, or half as much damage on a successful one

Irtuk

Large elemental, chaotic evil

Armor Class 13 (16 with *mage armor*)

Hit Points 448 (39d10 + 234)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	23 (+6)	12 (+1)	18 (+4)	24 (+7)

Saving Throws Dex +11, Con +14, Wis +12, Cha +15

Skills Arcana +9, Deception +15, Insight +12, Perception +12, Religion +9

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire

Senses darkvision 60 ft., passive Perception 22

Languages Common, Ignan

Challenge 26 (90,000 XP)

Heated Body. A creature that touches Irtuk or hits it with a melee attack while within 5 feet of him takes 14 (4d6) fire damage.

Heated Weapons. Any metal melee weapon Irtuk wields deals an extra 14 (4d6) fire damage on a hit (included in the attack).

Innate Spellcasting. Irtuk's innate spellcasting ability is Charisma

(spell save DC 23, +15 to hit with spell attacks). Irtuk can cast the following spells without requiring any material components.

3/day each: *burning hands, fireball, flaming sphere, wall of fire*

1/day each: *dispel magic, conjure elemental*

Spellcasting. Irtuk is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can cast the following spells:

Cantrips: *chill touch, dancing lights, fire bolt, mage hand, prestidigitation, true strike*

1st level (4 slots): *burning hands, charm person, mage armor, shield*

2nd level (3 slots): *acid arrow, hideous laughter, hold person, scorching ray, see invisibility*

3rd level (3 slots): *fireball, haste, protection from energy, vampiric touch*

4th level (3 slots): *black tentacles, confusion, fire shield, wall of fire*

5th level (2 slots): *cloudkill, conjure elemental, dominate person*

6th level (1 slot): *chain lightning, disintegrate, irresistible dance*

7th level (1 slot): *delayed blast fireball, finger of death, forcecage, teleport*

8th level (1 slot): *antimagic field, feeblemind*

9th level (1 slot): *time stop*

Actions

Multiattack. Irtuk makes two attacks: one with its spear and one with its tail.

+2 **Spear.** *Melee or Ranged Weapon Attack:* +16 to hit, reach 10 ft. or range 20 ft./60 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage, or 21 (3d8 + 8) piercing damage if used with two hands to make a melee attack, plus 14 (4d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, Irtuk can automatically hit the target with its tail, and Irtuk can't make tail attacks against other targets.

Itara

Medium undead, chaotic evil

Armor Class 15 (18 with *mage armor*)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	18 (+4)	15 (+2)	20 (+5)	22 (+6)

Saving Throws Dex +10, Int +7, Wis +10, Cha +11

Skills Arcana +7, Deception +11, Insight +10, Perception +10, Stealth +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal, Celestial, Common, Draconic, Infernal

Challenge 15 (13,000 XP)

Berserk. If Grezell or Swoana are slain, Itara goes berserk and gains advantage on all melee weapon attack rolls, but all attack rolls against her have advantage. This effect lasts until she is slain or combat ends.

Blood Starvation. Itara has been imprisoned within this room and her crypt for almost three centuries, deprived of bloody sustenance for the entirety of her imprisonment. Her *Legendary Resistance* and *Regeneration* traits are limited until she feeds.

Bound by Death. The ward placed by Bofred binds Itara to the immediate vicinity of this room and to her crypt. If her corporeal form is slain, she reappears in a comatose state within her crypt.

Spellcasting. Itara is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She can cast the following spells:

Cantrips: *chill touch, dancing lights, mage hand, prestidigitation, ray of frost, true strike*

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1st level (4 slots): *burning hands, detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *alter self, darkness, hold person, mirror image, ray of enfeeblement, web*

3rd level (3 slots): *fear, fireball, fly, haste, lightning bolt*

4th level (3 slots): *blight, confusion, dimension door, fire shield, greater invisibility*

5th level (2 slots): *cone of cold, telekinesis*

6th level (1 slot): *chain lightning, circle of death*

Shapechanger. If Itara isn't in sunlight or running water, she can use her action to polymorph into a Tiny bat or a Medium cloud of mist, or back into her true form.

While in bat form, Itara can't speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies.

While in mist form, Itara can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage, except the damage she takes from sunlight.

Legendary Resistance (3/day). Once Itara feeds she can then choose to succeed on a saving throw that she has failed.

Regeneration. Itara regenerates 10 hit points (until she feeds at which point she regenerates 20 hit points) at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Itara takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spider Climb. Itara can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Itara has the following flaws:

Forbiddance. Itara can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Itara takes 20 acid damage if she ends her turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Itara's heart while she is incapacitated in her resting place, she is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Itara takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). Itara makes three attacks, only one of which can be a bite attack.

Silver Dagger (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, Itara can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature that is grappled by Itara, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Itara regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Itara's control.

Charm. Itara targets one humanoid she can see within 30 feet of it. If the target can see Itara, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by her. The charmed target regards Itara as a trusted friend to be heeded and protected. Although the target isn't under Itara's control, it takes Itara's requests or actions in the most favorable way it can, and it is a willing target for her bite attack. Each time Itara or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect

lasts 24 hours or until Itara is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

Children of the Night (1/day). Itara magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, she can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as Itara's allies and obeying her spoken commands. The beasts remain for 1 hour, until Itara dies, or until she dismisses them as a bonus action.

Legendary Actions

Itara can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Itara regains spent legendary actions at the start of her turn.

Move. Itara moves up to her speed without provoking opportunity attacks.

Unarmed Strike. Itara makes one silver dagger attack.

Bite (Costs 2 Actions). Itara makes one bite attack.

Jackalwere

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 14

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	12 (+1)	12 (+1)	10 (+0)

Skills Deception +4, Perception +5, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 15

Languages Common (can't speak in jackal form)

Challenge 2 (450 XP)

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

Pack Tactics. The jackalwere has advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Rampage. When the jackalwere reduces a creature to 0 hit points with a melee attack on its turn, the jackalwere can take a bonus action to move up to half its speed and make a bite attack.

Shapechanger. The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form, which is a jackal. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack (Jackal or Hybrid Form Only). The jackalwere makes two attacks: one with its battleaxe and one with its bite.

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 4) piercing damage.

Battleaxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

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Jarvik

Medium humanoid (human, shapechanger), neutral evil

Armor Class 15 (studded leather)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 13

Languages Common, Goblin

Challenge 3 (700 XP)

Shapechanger. Jarvik can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Smell. Jarvik has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack. Once per turn, Jarvik deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Jarvik that isn't incapacitated and Jarvik doesn't have disadvantage on the attack roll.

Poisoned Weapons. Jarvik's shortsword and a single arrow are coated with purple worm poison (DC 15 Constitution saving throw to avoid 28 (8d6) poison damage). The poison on his shortsword is expended after the first two successful hits with the weapon.

Actions

Multiattack (Humanoid or Hybrid Form Only). Jarvik makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Jedra

Small humanoid (goblinoid), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Con +3, Wis +4

Skills Medicine +4, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 2 (450 XP)

Abyssal Blessing of Orcus. Jedra gains 10 temporary hit points when she reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Jedra's turns when she hits a creature with a weapon attack, she can cause the attack to deal an extra 4 (1d8) necrotic damage to the target.

Unholy Weapon.

Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Jedra is a 3rd-level spellcaster. Jedra's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Jedra has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, protection from evil and good*

2nd level (2 slots): *blindness/deafness, enhance ability*

Actions

Unholy Warhammer. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Jel

Medium humanoid (half-orc), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 54 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Str +4, Dex +4

Skills Intimidation +4, Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Orc

Challenge 2 (450 XP)

Brutal Critical. Roll one additional weapon damage die when determining the extra damage when Jel scores a critical hit with a melee attack.

Keen Hearing and Sight. Jel has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Relentless Endurance (Recharges after a Short or Long Rest). If Jel takes damage that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Actions

Multiattack. Jel makes two melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

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

Jokune

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 149 (13d10 + 78)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +4, Con +9, Wis +5, Cha +7

Skills Arcana +5, Deception +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant

Challenge 8 (3,900 XP)

Innate Spellcasting. Jokune's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Jokune can innately cast the following spells, requiring no material components:

At will: *darkness, fly, invisibility*

1/day each: *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. Jokune's weapon attacks are magical.

Regeneration. Jokune regains 10 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Jokune makes two attacks, either with his claws or his glaive.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage, or 11 (1d10 + 6) slashing damage in Small or Medium form.

Change Shape. Jokune magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into his true form. Other than his size, his statistics are the same in each form. The only equipment that is transformed is his glaive, which shrinks so that it can be wielded in humanoid form. If Jokune dies, he reverts to his true form, and his glaive reverts to his normal size.

Lhaksharut

Huge construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	22 (+6)	14 (+2)	21 (+5)	20 (+5)

Saving Throws Dex +7, Con +16, Wis +11

Skills Arcana +14, Insight +11, Perception +11

Damage Resistances acid, cold, lightning, fire, thunder

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

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

Senses truesight 120 ft., passive Perception 21

Languages all

Challenge 20 (25,000 XP)

Elemental Charge. Whenever the lhaksharut makes a weapon attack or uses its Energy Ray ability, it deals additional acid, cold, fire, or lightning damage (included in the attacks below). The lhaksharut makes the choice of the damage type when it makes the attack or uses the ability.

Immutable Form. The lhaksharut is immune to any effect that would change its form.

Innate Spellcasting. The lhaksharut's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells without expending any material components.

At will: *detect magic, identify, sending*

3/day each: *banishment, counterspell, disintegrate, dispel evil and good, dispel magic, plane shift, wall of force*

Legendary Resistance (3/day). If the lhaksharut fails a saving throw, it can choose to succeed instead.

Magic Resistance. The lhaksharut has advantage on saving throws against spells and magical effects.

Magic Weapons. The lhaksharut's weapon attacks are considered magical for the purposes of damage resistance.

Reactive. The lhaksharut can take one reaction on every turn in combat.

Regeneration. The lhaksharut regains 15 hit points at the start of each of its turns.

Actions

Multiattack. The lhaksharut makes four attacks, in any combination of its longsword, mace, spear, or slam attacks.

Longsword. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 14 (4d6) acid, cold, fire, or lightning damage.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 14 (4d6) acid, cold, fire, or lightning damage.

Spear. *Melee or Ranged Weapon Attack:* +13 to hit, reach 15 ft. or range 20/60ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 14 (4d6) acid, cold, fire, or lightning damage.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 14 (4d6) acid, cold, fire, or lightning damage.

Energy Ray (Recharge 5-6). Up to 2 targets within 120 feet of the lhaksharut must make a DC 19 Dexterity saving throw or take 56 (16d6) acid, cold, fire, or lightning damage.

Legendary Actions

The lhaksharut can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lhaksharut regains spent legendary actions at the start of its turn.

Attack. The lhaksharut can make one weapon attack.

Teleport. The lhaksharut magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Shield of Law (Costs 3 Actions). Each creature within 20 feet of the lhaksharut must make a DC 19 Constitution saving throw. On a failed save, aberrations, celestials, elementals, fey, or fiends are stunned for 1 minute. Other creatures not of those types are frightened. Affected creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Kamlyss

Small humanoid (goblin), lawful evil

Armor Class 19 (+1 chain mail, shield)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +6, Int +6

Skills Acrobatics +6, Perception +4, Sleight of Hand +6, Stealth +9

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 6 (1,800 XP)

Keen Hearing and Sight. Kamlyss has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Nimble Escape. Kamlyss can take the Disengage or Hide action as a bonus action on each of his turns.

Sneak Attack (1/turn). Kamlyss deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Actions

Multiattack. Kamlyss makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

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Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Redirect Attack. When a creature Kamlyss can see targets it with an attack, Kamlyss chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Kazleth the Phase Minotaur King

Large monstrosity, chaotic evil

Armor Class 16 (chain mail)

Hit Points 287 (25d10 + 150)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +12 Dex +6, Con +11

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Giant

Challenge 14 (11,500 XP)

Charge. If Kazleth moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 27 (6d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Ethereal Ambusher. In the first round of a combat, Kazleth has advantage on attack rolls against any creature it has surprised.

Ethereal Jaunt. As a bonus action, Kazleth can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Labyrinthine Recall. Kazleth can perfectly recall any path it has traveled.

Reckless. At the start of its turn, Kazleth can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Vorpal Weapon. Kazleth wields a vorpal greataxe. If Kazleth rolls a natural 20 on an attack roll, Kazleth severs the creature's head. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

Actions

Multiattack. Kazleth makes two attacks: one with its greataxe and one with its gore.

Vorpal Greataxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (4d12 + 7) slashing damage.

Gore. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Kelzurn

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	13 (+1)

Saving Throws Dex +6, Con +6

Skills Athletics +9, Perception +4, Stealth +9

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 14

Languages Deep Speech

Challenge 7 (2,900 XP)

Blinded by Silence. The effects of a silence spell render Kelzurn effectively blind. Kelzurn automatically fails any ability check that requires the hearing. Attack rolls against Kelzurn have advantage, and Kelzurn attacks with disadvantage.

Actions

Multiattack. Kelzurn makes three attacks: one bite attack and two slam attacks.
Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Kerberus

Large giant, chaotic evil

Armor Class 11 (hide)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 5 (1,800 XP)

Three Heads. Kerberus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. Kerberus makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

King Elmander

Tiny fey, neutral good

Armor Class 16

Hit Points 67 (15d4 + 30)

Speed 20ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	16 (+3)	16 (+3)	18 (+4)

Skills Deception +6, Insight +7, Nature +7, Perception +7, Persuasion +8, Stealth +9

Senses passive Perception 17

Languages Common, Sylvan

Challenge 3 (700 XP)

Magic Resistance. King Elmander has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. King Elmander's innate spellcasting ability is Charisma (spell save DC14, +6 to hit with spell attacks). He can cast the following spells, requiring only his pixie dust as a component:

At will: *druidcraft*, *greater invisibility* (self only)

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *polymorph*, *sleep*

Actions

+3 **Mithril Shortsword**. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 11 (1d6 + 8) piercing damage.

Shortbow. *Ranged Weapon Attack*: +7 to hit, range 80/320ft., one target. *Hit*: 8 (1d6 + 5) piercing damage.

King Goov

Medium undead, chaotic evil

Armor Class 16 (gold dragon scale mail)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	17 (+3)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Con +7, Wis +7, Cha +6

Skills History +4, Perception +7, Religion +4

Damage Resistances fire

Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 10 (5,900 XP)

Magic Resistance. King Goov has advantage on saving throws against spells and other magical effects.

Rejuvenation. King Goov gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of Goov's heart.

Innate Spellcasting. King Goov's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). King Goov can innately cast *symbol* 3/day, requiring no material components.

Actions

Multiattack. King Goov can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 21 (3d8 + 8) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot^{GM}. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Exhale Swarm (Recharge 5-6). King Goov exhales a swarm of stinging insects in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one.

Dreadful Glare. King Goov targets one creature it can see within 60 feet of it. If the target can see King Goov, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the King Goov's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare from mummies of all types for the next 24 hours.

Summon Scorpions (1/day). King Goov magically calls 2d4 swarms of scorpions (same as a swarm of centipedes). The creatures arrive in 1d4 rounds, acting as allies of King Goov and obeying its mental commands. The beasts remain for 1 hour, until King Goov dies, or until King Goov dismisses them as a bonus action.

Knoob Chimneybuckles

Small humanoid (goblin), chaotic evil

Armor Class 11 (14 with mage armor)

Hit Points 24 (7d6)

Speed 30 ft.

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

Saving Throws Int. +3, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Undercommon

Challenge 3 (700 XP)

Spellcasting. Knoob is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *dancing lights*, *fire bolt*, *mending*, *minor illusion*, *shocking grasp*, *thaumaturgy*

1st level (4 slots): *detect magic*, *disguise self*, *mage armor*, *magic missile*

2nd level (3 slots): *acid arrow*, *invisibility*, *ray of enfeeblement*

3rd level (3 slots): *fear*, *lightning bolt*

Actions

Dagger. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 3 (1d4 + 1) piercing damage.

Kobold Chieftan

Small humanoid (kobold), lawful evil

Armor Class 17 (studded leather, shield)

Hit Points 82 (15d6 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Intimidation +6, Stealth +5

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 4 (1,100 XP)

Sunlight Sensitivity. While in sunlight, the kobold chieftain has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold chieftain has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The kobold chieftain makes 2 attacks.

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Shortbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Inspiring Presence (Recharge after Short or Long Rest). The

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chieftain chooses up to six allied kobolds it can see within 30 feet. For the next minute, the kobolds gain immunity to the charmed and frightened conditions and add the chieftain's Charisma bonus to attack rolls.

Reactions

Springspike Shield (5/rest). When the kobold chieftain is hit by a melee attack within 5 feet, the kobold chieftain can fire one of its shield spikes at the attacker. The attacker takes 3 (1d6) piercing damage plus 3 (1d6) poison damage.

The kobold chieftain can be found in *Tome of Beasts* by Kobold Press.

Knight Gaunt

Medium undead, chaotic evil

Armor Class 16 (chain mail)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	11 (+0)	13 (+1)	15 (+2)

Skills Intimidation +4, Perception +5

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 2 (450 XP)

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Smite Good (1/day). As a bonus action, the knight gaunt chooses one target within sight. If this target is good aligned, the knight gaunt adds an extra 9 (2d8) necrotic damage to attacks it makes against that target. The smite good remains in effect until the target of the smite is dead or until 24 hours have passed.

Kupra

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	18 (+4)	10 (+0)	14 (+2)

Saving Throws Int +4, Wis +3

Skills Arcana +4, History +4

Senses passive Perception 10

Languages Abyssal, Common, Draconic, Elven, Orc

Challenge 2 (450 XP)

Spellcasting. Kupra is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *dancing lights, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *color spray, disguise self, expeditious retreat, mage armor*

2nd level (3 slots): *arcane lock, hold person, invisibility, web*

Actions

+1 *Silver Dagger.* *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Lady Elan

Medium fey (nymph), neutral

Armor Class 21

Hit Points 212 (25d8 + 100)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	18 (+4)	16 (+3)	20 (+5)	22 (+6)

Saving Throws Int +9, Wis +11

Skills Animal Handling +17, Arcana +9, Insight +11, Nature +17, Perception +11, Persuasion +12

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 21

Languages Common, Druidic, Elven, Infernal, Sylvan

Challenge 20 (25,000 XP)

Special Equipment. Lady Elan wields the magic item *staff of the woodlands*. The bonuses of this magic item are included in her statistics below.

Blinding Beauty. The AC of the Lady Elan includes her Charisma bonus.

Innate Spellcasting. Lady Elan's innate spellcasting ability is Charisma (spell save DC20, +12 to hit with spell attacks). She can cast the following spells at will without requiring material components: *animal friendship, animal messenger, druidcraft, speak with animals*.

Land's Stride. Lady Elan does not suffer from nonmagical difficult terrain and can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or similar hazards. She also has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Legendary Resistance (3/day). If Lady Elan fails a saving throw, she can choose to succeed instead.

Spellcasting. Lady Elan is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC19, +11 to hit with spell attacks). She has the following druid spells prepared.

Cantrips (at will): *guidance, mending, poison spray, shillelagh*
 1st level (4 slots): *cure wounds, entangle, faerie fire, thunderwave*
 2nd level (3 slots): *barkskin, hold person, spider climb*
 3rd level (3 slots): *call lightning, conjure animals, meld into stone, plant growth, water breathing*
 4th level (3 slots): *divination, dominate beast, freedom of movement, locate creature, stoneskin, wall of fire*
 5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
 6th level (1 slot): *heal, heroes' feast*
 7th level (1 slot): *fire storm*

Actions

Staff of the Woodlands. *Melee Weapon Attack:* +6 to hit (+11 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands, or 9 (1d8 + 5) bludgeoning damage with *shillelagh*.

Blinding Flash (Recharge 5-6). All creatures that can see Lady Elan within 30 feet of her must make a DC20 Constitution saving throw. On a failed save, the target is blinded for 1 minute. At the end of that minute, it can repeat the saving throw. On a success, the effect ends. On a failed save, the effect is permanent.

A creature can use its reaction to attempt to avert its gaze from Lady Elan's flashing beauty to grant it advantage on the first saving throw.

Change Shape (2/day). Lady Elan magically polymorphs into a beast with a challenge rating of 1 or less, and can remain in this form for up to

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7 hours. She can choose whether her equipment falls to the ground, melds with her new form, or is worn by the new form. Lady Elan reverts to her true form if she dies or falls unconscious. Lady Elan can revert to her true form using a bonus action on her turn.

While in a new form, Lady Elan retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks.

Inspiration (1/day). Lady Elan can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). For as long as the nymph wishes and as long as the creature carries her's token, the creature adds the Lady Elan's Charisma bonus to its Wisdom saving throws, its Charisma (Performance) checks, and any Intelligence skill check to craft an object using artisan tools. Lady Elan can end this bonus at any time as a free action, and can only inspire one creature at a time in this manner.

Stunning Glance. Lady Elan chooses one creature she can see within 30 feet of her to make a DC20 Constitution saving throw. On a failed save, the creature is stunned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature who succeeds on the saving throw, or if the effect ends on it, is immune to Lady Elan's Stunning Glance for 24 hours.

Legendary Actions

Lady Elan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used as a time and only at the end of another creature's turn. Lady Elan regains spent legendary actions at the start of its turn.

Attack. Lady Elan makes a melee attack with her *staff of the woodlands*.

Stunning Glance. Lady Elan uses her Stunning Glance ability.

Summon Woodland Friends (Costs 3 Actions). Lady Elan uses this legendary action to cast the spell *conjure animals* as a 5th-level spell. Doing this does not require concentration on her part, and does not require the use of a spell slot. She cannot use this legendary action again if she has any woodland allies remaining.

Lava Child

Medium humanoid (elemental), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +4

Damage Vulnerability cold

Damage Resistances force

Damage Immunities fire; bludgeoning, piercing, and slashing from metal weapons

Senses darkvision 60 ft., passive Perception 14

Languages Ignan, Lava Child

Challenge 2 (450 XP)

Heated Body. A creature that touches the lava child or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Metal Immunity. Lava children are unaffected by metal. They can walk through solid metal doors as if the door wasn't there. Metal weapons, even magical, have no effect on lava children. Lava children makes all attacks with advantage against foes wearing metal armor.

Water Vulnerability. For every 1 gallon of water splashed on a lava child, it takes 3 cold damage.

Actions

Multiattack. The lava child makes one bite attack and one attack with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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

Leech, Cave

Medium monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	17 (+3)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +4, Stealth +3

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Actions

Multiattack. The cave leech makes up to four tentacle attacks and can use blood drain on a grappled creature.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage. The target is grappled (escape DC 12) if the leech isn't already grappling a creature, and the target is restrained until the grapple ends. While grappling a creature, the leech can't use that tentacle. The leech has four tentacles

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one creature. *Hit:* 9 (2d6+2) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of the leech's turns, the target loses 9 (2d6 + 2) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 25 hit points of blood from the target or the target dies. A creature, including the target, can use its action to make a DC 12 Strength check to rip the leech off and make it detach.

Leech, Giant

Medium beast (aquatic), unaligned

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	1 (-5)

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Vulnerability to Salt. A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 acid damage per use.

Actions

Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft. one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of the leech's turns, the target loses 5 (1d8 + 1) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 25 hit points of blood from the target or the target dies. A creature, including the target, can use its action to make a DC 10 Strength check to rip the leech off and make it detach.

Leucrotta

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	17 (+3)

Skills Deception +6, Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Gnome

Challenge 5 (1,800 XP)

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

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Powerful Bite. When the leucrotta scores a critical hit with its bite, it rolls damage dice three times, instead of twice.

Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

Actions

Multiattack. The leucrotta makes three attacks: one with its bite and two with its hooves.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Lizard, Fire

Huge monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	2 (-4)	11 (+0)	10 (+0)

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 12 (8,400 XP)

Rampage. When the fire lizard reduces a creature to 0 hit points with a melee attack on its turn, the fire lizard can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The fire lizard makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Fire Breath (Recharge 5-6). The fire lizard exhales a blast of fire in a 20-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.

Lost Goblins, The

Gurran

Small humanoid (goblinoid), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	17 (+3)	8 (-1)	12 (+1)

Saving Throws Int +6, Wis +2

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic, Goblin, Orc

Challenge 5 (1,800 XP)

Nimble Escape. Gurran can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. Gurran is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, web*

3rd level (3 slots): *counterspell, fireball, stinking cloud*

4th level (3 slots): *black tentacles, greater invisibility*

5th level (1 slot): *cone of cold*

Actions

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

Reactions

Redirect Attack. When a creature Gurran can see targets it with an attack, Gurran chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Org

Small humanoid (goblin), neutral evil

Armor Class 18 (breastplate, shield)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	12 (+1)	10 (+0)	6 (-2)

Skills Athletics +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Nimble Escape. Org can take the Disengage or Hide action as a bonus action on each of his turns.

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) if used with two hands.

Reactions

Redirect Attack. When a creature Org can see targets it with an attack, Org chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Ostler

Small humanoid (goblin), lawful evil

Armor Class 16 (leather)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	12 (+1)	10 (+0)	6 (-2)

Skills Perception +4, Sleight of Hand +9, Stealth +9

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 3 (700 XP)

Nimble Escape. Ostler can take the Disengage or Hide action as a bonus action on each of his turns.

Sneak Attack (1/turn). Ostler deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ostler that isn't incapacitated and Ostler doesn't have disadvantage on the attack roll.

Actions

Multiattack. Ostler makes two attacks with his shortsword.

+1 Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Short Bow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Zagros

Small humanoid (goblinoid), chaotic evil

Armor Class 16 (breastplate)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Con +5, Wis +6

Skills Arcana +4, Medicine +6, Religion +4

Senses truesight 120 ft., passive Perception 13

Languages Common, Goblin

Challenge 5 (1,800 XP)

Abyssal Blessing of Orcus. Zagros gains 10 temporary hit points when she reduces a hostile creature that is not undead to 0 hit points.

Nimble Escape. Zagros can take the Disengage or Hide action as a bonus action on each of her turns.

Unholy Strike. Once on each of Zagros's turns when she hits a creature with a weapon attack, she can cause the attack to deal an extra 9 (2d8) necrotic damage to the target.

Spellcasting. Zagros is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (1 slot): *blight*

Actions

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

Zim

Small humanoid (goblin), lawful evil

Armor Class 17 (+1 studded leather)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	6 (-2)

Skills Acrobatics +8, Perception +4, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 3 (700 XP)

Nimble Escape. Zim can take the Disengage or Hide action as a bonus action on each of his turns.

Sneak Attack (1/turn). Zim deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Zim that isn't incapacitated and Zim doesn't have disadvantage on the attack roll.

Actions

Multiattack. Zim makes three attacks: two with his +3 shortsword and one with his shortsword.

+3 Shortsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Lord Naphrathoth

Large celestial, chaotic evil

Armor Class 20

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	21 (+5)	18 (+4)	18 (+4)	23 (+6)

Saving Throws Con +11, Wis +10, Cha +12

Skills Insight +10, Perception +10

Damage Resistances necrotic, lightning, fire; bludgeoning, piercing, slashing from nonmagical weapons.

Damage Immunities acid, cold

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Aura of Hopelessness. Lord Naphrathoth can activate or deactivate this feature as a bonus action. While active, all creatures within 30 feet of it suffer 10 (3d6) necrotic damage and must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Demonic Weapons. Lord Naphrathoth's weapon attacks are magical. When Lord Naphrathoth hits with any weapon, the weapon deals an extra 18 (4d8) necrotic damage (included in the attack).

Innate Spellcasting. Lord Naphrathoth's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Lord Naphrathoth can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, darkness, dispel magic, fear, invisibility, plane shift, bestow curse*
5/day: *inflict wounds*

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3/day each: *blade barrier, flame strike, scorching ray*

1/day each: *circle of death, create undead*

Magic Resistance. Lord Naphrathoth has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Lord Naphrathoth makes two greatsword attacks and two slam attacks.

Unholy Greatsword. *Melee weapon attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 18 (4d8) necrotic damage.

Slam. *Melee weapon attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Anguish (Recharge 6). Lord Naphrathoth unleashes a wave of pure anguish in a 20-foot radius centered on itself. Each creature in that area that is not undead or a construct must succeed on a DC 19 Intelligence saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Lord Navarre

Medium undead, chaotic evil

Armor Class 20 (+2 plate)

Hit Points 294 (31d8 + 155)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +11, Int +10, Wis +11, Cha +10

Skills Deception +10, Insight +11, Intimidation +10, Perception +11

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Abyssal, Common

Challenge 20 (25,000 XP)

Innate Spellcasting. Lord Navarre's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells without requiring material components:

At will: *detect evil and good, detect magic, see invisibility, wall of ice*

3/day: *dispel magic, fear, fireball*

1/day: *power word kill, symbol*

Spellcasting. Lord Navarre is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells:

1st level (4 slots): *bane, false life, hellish rebuke, protection from evil and good*

2nd level (3 slots): *blindness/deafness, darkness, enhance ability, hold person*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, fear*

4th level (1 slot): *blight, death ward, confusion*

Aura of Hate Lord Navarre and any fiends or undead creatures of its choice within 30 feet of it can add Lord Navarre's Charisma modifier to saving throws against effects that would turn undead or banish fiends.

Magic Resistance. Lord Navarre has advantage on saving throws against spells and other magical effects.

Magic Weapon. Lord Navarre's weapon attacks are considered magical for the purposes of damage resistance.

Actions

Multiattack. Lord Navarre makes two greatsword attacks.

+1 Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 18 (4d8) poison damage.

Breath of Corruption (Recharge 5-6). Lord Navarre releases a 10-foot cone of necrotic breath. Creatures in the area must make a DC 15

Constitution saving throw. On a failed saving throw, a creature takes 28 (8d6) necrotic damage. If a humanoid creature is slain by this damage, it rises as a shadow demon under the command of Lord Navarre. The shadow demon remains enslaved to Lord Navarre until its death and cannot summon demons of its own. Lord Navarre can only have two shadow demons under its command.

Summon Demon (1/day). Lord Navarre has a 75 percent chance of summoning 1 glabrezu. The summoned demon appears in an unoccupied space within 60 feet. It cannot summon further demons and remains for 1 minute, until Lord Navarre is slain, or until the Lord Navarre dismisses it as an action.

Lorvius, Grand Cornu of Orcus

Medium humanoid (human), chaotic evil

Armor Class 22 (+3 adamantine breastplate, +1 shield)

Hit Points 241 (23d8 + 138)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	22 (+6)	12 (+1)	27 (+8)	22 (+6)

Saving Throws Con +12, Wis +14, Cha +12

Skills Arcana +7, History +13, Medicine +14, Perception +14, Religion +13

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 24

Languages Abyssal, Common

Challenge 17 (18,000 XP)

Abyssal Blessing of Orcus. Lorvius gains 20 temporary hit points when a hostile creature that is not undead and is within 30 feet of him is reduced to 0 hit points.

Unholy Strike. Once on each of Lorvius's turns when he hits a creature with a weapon attack, Lorvius can cause the attack to deal an extra 27 (6d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze.

Spellcasting. Lorvius is a 19th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
1st level (4 slots): *bane, bless, cure wounds, detect magic, false life, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (3 slots): *blight, divination, guardian of faith, locate creature*

5th level (3 slots): *dispel evil and good, greater restoration, scrying*

6th level (2 slots): *forbiddance, heal*

7th level (1 slot): *divine word, regenerate*

8th level (1 slot): *antimagic field*

9th level (1 slot): *gate*

Actions

Multiattack. Lorvius makes three melee attacks.

+3 Unholy Morningstar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* the target must succeed on a DC 19 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, the creature takes 35 (6d8 + 8) necrotic damage, and the target's Strength score is reduced by 1d8. The target dies

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if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Lorvius's control, unless the humanoid is restored to life or its body is destroyed. Lorvius can have no more than four shadows under his control at one time.

Lothum

Small humanoid (half-goblin), neutral evil

Armor Class 14 (leather)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Acrobatics +5, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. Lothum can take the Disengage or Hide action as a bonus action on each of his turns.

Sneak Attack (1/turn). Lothum deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lothum that isn't incapacitated and Lothum doesn't have disadvantage on the attack roll.

Actions

Multiattack. Lothum makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Redirect Attack. When a creature Lothum can see targets it with an attack, Lothum chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Lynx

Small beast, unaligned

Armor Class 12

Hit Points 16 (3d6 + 6)

Speed 50 ft., climb 40 ft.

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

Skills Perception +6, Stealth +6

Senses passive Perception 16

Languages —

Challenge 1 (200 XP)

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

Pounce. If the lynx moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the lynx can make one bite attack against it as a bonus action.

Actions

Multiattack. The lynx makes three attacks: one bite attack and two claw attacks.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Magmoid

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	4 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, lightning, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

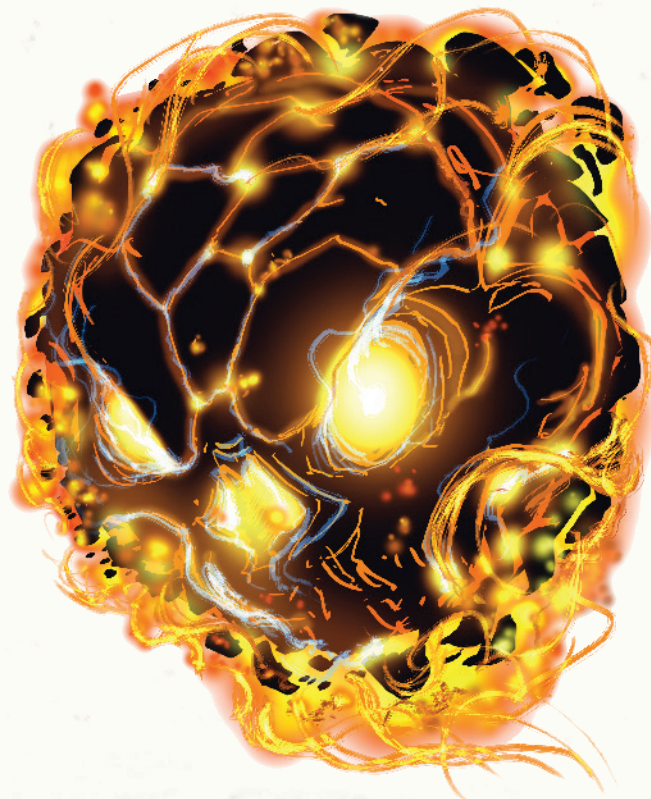
Languages Ignan, Terran

Challenge 8 (3,900 XP)

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Magma Form. The magmoid can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the magmoid or hits it with a melee attack while within 5 feet of it takes 9 (2d8) fire damage. In addition, the magmoid can flow into a hostile creature's space and stop there. The first time it enters a hostile creature's space on a turn, that creature takes 9 (2d8) fire damage and catches fire; until someone takes an action to douse the flames, the creature takes 4 (1d8) fire damage at the start of each of its turns.

Melt Weapons. Any nonmagical weapon made of metal that hits the magmoid melts. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon



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is destroyed. Nonmagical ammunition made of metal or other flammable material is melted or burned and is destroyed after dealing damage.

Siege Monster. The magmoid deals double damage to objects and structures.

Actions

Multiattack. The magmoid makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and 9 (2d8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

Magma Blast (Recharge 6). The magmoid hurls a blast of magma in a 60-foot line that is 5-foot-wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failure and half as much damage on a success. In addition, any creature or a flammable object in the line ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

Marthek the Madman

Medium humanoid (human), chaotic evil

Armor Class 14 (hide)

Hit Points 95 (10d8 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	20 (+5)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +11

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when Marthek hits with it (included in the attack).

Insane. Marthek is immune to all spells and magical effects that impact the mind.

Reckless. At the start of his turn, Marthek can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Marthek makes two melee attacks.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Meat Puppets

Human Meat Puppet

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Actions

Multiattack. The human meat puppet makes two melee attacks.

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage. The target is grappled (escape DC 13) if the meat puppet isn't already grappling another creature. Until this grapple ends, the target is restrained and takes 12 (2d8 + 3) bludgeoning damage at the start of each of its turns.

Otyugh Meat Puppet

Large undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 104 (16d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	13 (+1)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 6 (2,300 XP)

Actions

Multiattack. The otyugh meat puppet makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 15 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Medusa, Greater

Large monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 250 (20d10 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	24 (+7)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Con +12, Wis +7, Cha +9

Skills Deception +9, Insight +7, Perception +7, Stealth +9

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 14 (11,500 XP)

Magic Resistance. The greater medusa has advantage on saving throws against spells and other magical effects.

Magic Weapons. The greater medusa's weapon attacks are magical.

Petrifying Gaze. When a creature that can see the greater medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make

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a DC 17 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the greater medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks — one with its snake hair and two with its greatsword — or two ranged attacks with its longbow

Snake Hair. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 18 (4d8) poison damage.

Greatsword. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Longbow. Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 13 (3d8) poison damage.

Mephit, Tar

Small elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	6 (–2)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Death Burst. When the mephit dies, it explodes in a burst of scalding tar. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary bubbling puddle of tar.

Innate Spellcasting (1/day). The mephit can innately cast *tar arrow* (as *acid arrow* but with fire damage) (spell save DC 10, +2 to hit with spell attacks), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) fire damage.

Tar Breath. The mephit exhales a 15-foot cone of scalding tar. Each creature in that area must make a DC 11 Dexterity saving throw or take 7 (2d6) fire damage and its speed is reduced by 10 feet until the end of the creature's next turn. The creature takes half as much damage on a successful save and does not suffer a reduction in speed.

Mercane

Large aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	20 (+5)	17 (+3)	15 (+2)

Skills Arcana +7, History +7, Insight +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 120 ft.

Challenge 3 (700 XP)

Magic Resistance. The mercane has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The mercane's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mercane can innately cast the following spells, requiring no material components:

3/day each: *dimension door*, *invisibility* (self only)

1/day: *plane shift*

Actions

Multiattack. The mercane makes two melee attacks.

Greatsword. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Mesifin Styx

Medium humanoid (half-orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Con +5, Wis +6

Skills Intimidation +3, Medicine +6, Perception +6, Religion +5

Senses truesight 120 ft., passive Perception 16

Languages Abyssal, Common, Goblin, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, Mesifin can move up to his speed toward a hostile creature that he can see.

Destructive Aura. Mesifin and all allies within 10 feet of him can add his Charisma modifier to weapon damage rolls (included in the damage below).

Unholy Strike. Once on each of Mesifin's turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 9 (2d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Mesifin is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *bless*, *cure wounds*, *detect magic*, *inflict wounds*

2nd level (3 slots): *enhance ability*, *hold person*, *silence*

3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*

Actions

+1 Unholy Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a creature other

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than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mezuryk

Medium humanoid (human), chaotic neutral

Armor Class 14 (17 with +2 leather)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	13 (+1)	15 (+2)	14 (+2)	11 (+0)

Saving Throws Dex +8, Int +6

Skills Acrobatics +8, Athletics +6, Deception +4, Perception +6, Stealth +8

Senses passive Perception 16

Languages Common, Elven, Undercommon

Challenge 9 (5,000 XP)

Assassinate. During his first turn, Mezuryk has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Mezuryk scores against a surprised creature is a critical hit.

Cunning Action. On each of his turns, Mezuryk can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Mezuryk is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Insane. Marthek is immune to all spells and magical effects that impact the mind.

Multiple Personalities. Mezuryk has been broken by the priests of Orcus and has developed multiple personalities. Which personality manifests is situationally dependent and should be determined by the GM.

Sneak Attack. Once per turn, Mezuryk deals an extra 28 (8d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Mezuryk that isn't incapacitated and Mezuryk doesn't have disadvantage on the attack roll.

Actions

Multitattack. Mezuryk can make three melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d2 + 2) bludgeoning damage.

+1 Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Mhao

Medium undead, chaotic evil

Armor Class 16 (breastplate)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	11 (+0)	6 (-2)	10 (+0)

Saving Throws Dex +7, Con +7

Skills Acrobatics +10, Athletics +12

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 8 (3,900 XP)

Berserk. Mhao immediately goes berserk and gains advantage on all melee weapon attack rolls, but all attack rolls against him have advantage.

This effect lasts until Mhao is slain or combat ends.

Blood Starvation. Mhao has been imprisoned within this room and his crypt for almost three centuries, deprived of bloody sustenance for the entirety of his imprisonment. His Regeneration trait is limited until he feeds.

Bound by Death. The ward placed by Bofred binds Mhao to the immediate vicinity of this room and to his crypt. If his corporeal form is slain, he reappears in a comatose state within his crypt.

Regeneration. Mhao regenerates 5 hit points (until he feeds at which point he regenerates 10 hit points) at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Mhao takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Mhao can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Mhao has the following flaws:

Forbiddance. Mhao can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Mhao takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Mhao's heart while he is incapacitated in his resting place, Mhao is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Mhao takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Actions

Multitattack. Mhao makes three attacks, only one of which can be a bite attack.

Spear. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 16).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature that is grappled by Mhao, incapacitated, or restrained. *Hit:* 9 (1d6 + 6) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Mhao regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mimic, Undead

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +5

Skills Perception +5, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 5 (1,800 XP)

Shapechanger. The undead mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The undead mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Weeping Discharge. An undead mimic constantly leaks and oozes its foul adhesive in a 20-foot-radius area around its body. The area quickly becomes coated in the fluids and is considered difficult terrain. Undead mimics are not hampered by this secretion (their own or that of another undead mimic). The slimy coating lasts for 1 hour before becoming inert.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Soul Drain. When the undead mimic kills a creature within 5 feet of it, the undead mimic can use a bonus action to devour the soul of that creature unless the creature succeeds on a DC 15 Wisdom saving throw. On a failure, the creature's soul is devoured, it can only be returned to life by a *resurrection*, *true resurrection*, or *wish* spell. Each time the mimic devours a soul it gains 1d6 temporary hit points and its Strength score increases by 2. The temporary hit points and Strength last for 1 hour.

Minotaur, Phase

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal, Giant

Challenge 5 (1,800 XP)

Charge. If the phase minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Ethereal Ambusher. In the first round of a combat, the phase minotaur has advantage on attack rolls against any creature it has surprised.

Ethereal Jaunt. As a bonus action, the phase minotaur can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Labyrinthine Recall. The phase minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the phase minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The phase minotaur makes two attacks: one with its greataxe and one with its gore.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Mirror Fiend

Medium construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	18 (+4)	16 (+3)	15 (+2)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

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

Magic Resistance. The mirror fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The mirror fiend's weapon attacks are magical.

Mirror Gaze. If a creature starts its turn by looking into the mirror, that creature must make a DC 14 Intelligence saving throw or be sucked into the dimensional pocket with the mirror fiend. That creature is at disadvantage on its first attack after entering the dimensional pocket. The only way out of this dimensional pocket is to kill the mirror fiend. The victim's body is immobilized outside of the mirror while its soul is trapped in the dimensional pocket.

Actions

Multiattack. The mirror fiend makes two melee or ranged attacks.

Mirrorblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Mirrorbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) psychic damage.

Mite

Small fey, lawful evil

Armor Class 11

Hit Points 7 (2d6)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	8 (-1)	13 (+1)	10 (+0)

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 1/4 (50 XP)

Hatred. Mites have advantage on attacks versus dwarves, gnomes, and deep gnomes.

Innate Spellcasting. The mite's spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

1/day: *fear*

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

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

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Vermin Empathy (1/ day). The mite can summon a swarm of bats, a swarm of rats, or a swarm of insects once per day. The summoned creatures arrive in 1d4 rounds, acting as allies of the mite and obeying its spoken commands. The beasts remain for 1 hour, until the mite dies, or until the mite dismisses them as a bonus action.

Mohrg

Medium undead, chaotic evil

Armor Class 12

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	10 (+0)	8 (-1)

Damage Immunities poison

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

Senses darkvision 60ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Create Spawn. Any humanoid creature slain by the mohrg rises as a zombie at the beginning of the mohrg's next turn. If this occurs, the mohrg regains 10 hit points, and the mohrg can immediately make one slam attack as a reaction.

Actions

Multiattack. The mohrg makes two slam attacks, and one attack with its tongue.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled and restrained (escape DC15), and the mohrg can't grapple another creature or use its slam attack.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The target must make a DC 16 Constitution saving throw. On a failed save, the target takes 21 (6d6) necrotic damage, and is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Moigil

Large monstrosity (water naga), neutral evil

Armor Class 17 (natural armor)

Hit Points 157 (21d10 + 42)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +6, Wis +6, Cha +8

Skills Arcana +7, Persuasion +8

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 11 (7,200 XP)

Serpentfriend. Moigil can speak with reptilian animals at will, including various forms of dinosaurs, lizards, and other cold-blooded creatures.

Spellcasting. Moigil is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC16, +8 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *acid splash*, *chill touch*, *fire bolt*, *message*, *poison spray*, *ray of frost*

1st level (5 slots): *charm person*, *detect magic*, *magic missile*, *shield*

2nd level (6 slots): *alter self*, *hold person*, *invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*

4th level (3 slots): *confusion*, *stone shape*

5th level (2 slots): *dominate person*

6th level (1 slot): *eyebite*

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC17 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

Tail Slap. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must make a DC17 Dexterity saving throw or be knocked prone.

Moon Beast

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	19 (+4)	18 (+4)	20 (+5)

Skills Arcana +8, Insight +8, Perception +8

Damage Resistances lightning

Damage Immunities cold, poison

Condition Immunities blinded, poisoned

Senses blindsight 90 ft., passive Perception 18

Languages understands Deep Speech but can't speak; telepathy 300 ft.

Challenge 11 (7,200 XP)

Amorphous. The flexible, malleable hide of the moon beast allows the creature to add its Constitution modifier to its Armor Class (included above).

Compression. The moon beast can move through any space large enough for a Small creature, although it must squeeze to do so.

Innate Spellcasting. The moon beast's innate spellcasting ability is Charisma (spell save DC17, +9 to hit with spell attacks). It can cast the following spells innately without requiring material components.

At will: *detect thoughts*, *levitate*

3/day each: *charm person*, *dispel magic*, *dominate person*

1/day each: *confusion*, *geas*, *major image*, *mind blank*, *mirage arcana*, *plane shift* (self only)

Actions

Multiattack. The moon beast can make two attacks with its claws and four attacks with its tentacles.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, plus the creature must make a DC17 Intelligence saving throw or take 7 (2d6) psychic damage. The moon beast regains a number of hit points equal to half the psychic damage dealt by its tentacles.

Morask

Small humanoid (goblin), neutral evil

Armor Class 21 (+2 chain mail, +1 shield)

Hit Points 58 (13d6 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +6, Int +3

RAPPAN ATHUK

Skills Acrobatics +6, Athletics +4, Perception +4, Stealth +9

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 7 (2,900 XP)

Keen Hearing and Sight. Morask has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Nimble Escape. Morask can take the Disengage or Hide action as a bonus action on each of his turns.

Sneak Attack (1/turn). Morask deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Morask that isn't incapacitated and Morask doesn't have disadvantage on the attack roll.

Actions

Multiattack. Morask makes two melee attacks or two ranged attacks.

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d6 + 1) slashing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

+1 Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Redirect Attack. When a creature Morask can see targets it with an attack, Morask chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Mordnaissant

Tiny undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 67 (15d4 + 30)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	15 (+2)	7 (-2)	14 (+2)	16 (+3)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

Death Curse. If a mordnaissant dies, it releases a death curse on all creatures within 30 feet of it. Those creatures must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature cannot regain hit points from spending hit dice and it has disadvantage on all saving throws for 24 hours. A *remove curse* or greater magic is necessary to end this curse early.

Shield of Agony. The mordnaissant's Armor Class includes its Charisma modifier (included above).

Actions

Lash of Fury. Ranged Spell Attack: +5 to hit, range 30 ft., one target. **Hit:** 23 (5d8 + 2) necrotic damage and the target must make a DC 14 Constitution saving throw or lose 1d4 points of Intelligence. The target

becomes incapacitated if this reduces its Intelligence to 0. The reduction lasts until the target finishes a long rest.

Pain Wail. The mordnaissant releases a wail. Creatures within 20 ft. that can hear the mordnaissant must make a DC 14 Wisdom saving throw. On a failed saving throw, the target is stunned until the end of its next turn.

Moorlock

Medium humanoid, chaotic evil

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	5 (-3)	14 (+2)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common

Challenge 1 (200 XP)

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

Light Sensitivity. While in bright light, the morlock has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Pounce. If the morlock moves at least 15 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the morlock can make another bite attack against it as a bonus action.

Martial Advantage. Once per turn, the morlock can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the morlock that isn't incapacitated.

Actions

Multiattack. The morlock makes two melee attacks: one with its bite and one with its club.

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

Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) bludgeoning damage.

Mummies

Greater Mummy

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 156 (24d8 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Con +7, Wis +7, Cha +10

Skills Perception +7

Damage Vulnerabilities fire

Damage Resistances acid, cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 16 (15,000 XP)

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Magic Resistance. The greater mummy has advantage on saving throws against spells and other magical effects.

Rejuvenation. The greater mummy gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy's heart.

Turn Resistance. The greater mummy has advantage on saving throws against any effect that turns undead.

Spellcasting. The greater mummy is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *dancing lights, message, poison spray, ray of frost, true strike*

1st level (4 slots): *burning hands, detect magic, fog cloud, magic missile*

2nd level (3 slots): *arcane lock, ray of enfeeblement, scorching ray, web*

3rd level (3 slots): *counterspell, lightning bolt, stinking cloud*

4th level (3 slots): *confusion, ice storm, wall of fire*

5th level (1 slot): *arcane hand, cone of cold*

Actions

Multiattack. The greater mummy can use its Dreadful Glare and make one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be cursed with mummy rot^{GM}.

Dreadful Glare. The greater mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 19 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare from mummies of all types for the next 24 hours.

Legendary Actions

The greater mummy can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mummy regains spent legendary actions at the start of its turn.

Attack. The greater mummy makes one melee attack or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the greater mummy. Each creature within 5 feet of the mummy must succeed on a DC 19 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The greater mummy utters a blasphemous word. Each non-undead creature within 10 feet of the mummy that can hear the magical utterance must succeed on a DC 19 Constitution saving throw or be stunned until the end of the mummy's next turn.

Channel Negative Energy (Costs 2 Actions). The greater mummy magically unleashes negative energy. Creatures within 60 feet of the mummy, including ones behind barriers and around corners, can't regain hit points until the end of the mummy's next turn.

Whirlwind of Sand (Costs 2 Actions). The greater mummy magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy remains in its possession.

Guardian Mummy

Medium undead, lawful neutral

Armor Class 16 (breastplate)

Hit Points 149 (23d8 + 46)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	15 (+2)	6 (-2)	16 (+3)	15 (+2)

Saving Throws Con +6, Wis +7, Cha +6

Skills Perception +7

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Resistance. The guardian mummy has advantage on saving throws against fire, spells, and other magical effects.

Actions

Multiattack. The guardian mummy makes three attacks with its khopesh, or two attacks with its khopesh and one rotting fist attack.

Khopesh. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Rotting Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 17 (5d6) necrotic damage. If the target is a creature it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot^{GM}.

Dreadful Glare. The guardian mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of mummies of all types for the next 24 hours.

Mummy of the Deep

Medium undead (aquatic), neutral evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	6 (-2)	14 (+2)	15 (+2)

Saving Throws Con +5, Wis +5

Skills Athletics +6, Perception +5, Stealth +3

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Amphibious. Mummies of the deep can breathe air and water.

Innate Spellcasting. The mummy of the deep can innately cast *control water* 1/day, requiring no material components. Its innate spellcasting ability is Wisdom

Actions

Multiattack. The mummy of the deep can use its Dreadful Glare and make one attack with its necrotizing strike.

Necrotizing Strike. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with necrotic fever. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to pluff mud. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy of the deep targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare for all mummies (but no mummy lords) for the next 24 hours.

Drowning Breath. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The creature is grappled (escape DC 13). If the creature has not broken the mummy's grapple by the start of the mummy's next turn, the mummy of the deep uses its next action to press its lips against the creature's and regurgitates seawater into the creature's lungs. The creature immediately begins suffocating (see the fifth edition SRD for more information on suffocation). While suffocating, the creature can only use its actions to try and cough the seawater up, requiring a successful DC 12 Constitution saving throw to do so.

Mummy Priest of Orcus

Medium undead, chaotic evil

Armor Class 18 (+2 chain mail)

Hit Points 175 (27d8 + 54)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	15 (+2)	10 (+0)	23 (+6)	18 (+4)

Saving Throws Con +7, Int +5, Wis +11, Cha +9
Skills Arcana +5, History +5, Perception +11, Religion +5
Damage Resistances fire (ring of fire resistance (fire))
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common
Challenge 13 (10,000 XP)

Abyssal Blessing of Orcus. The mummy priest of Orcus gains 15 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of the mummy priest's turns when it hits a creature with a weapon attack, the mummy priest can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The mummy priest is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells:

- Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
- 1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*
- 2nd level (3 slots): *darkness, enhance ability, hold person, silence*
- 3rd level (3 slots): *animate dead, bestow curse, dispel magic, hallow*
- 4th level (3 slots): *blight, death ward, guardian of faith*
- 5th level (2 slots): *flame strike, insect plague, wall of stone*

Actions

Multiattack. The mummy priest can use its Dreadful Glare and make one attack with its rotting fist or with its mace.

Unholy Mace. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rotting Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be cursed with mummy rot^{GM}.

Dreadful Glare. The mummy priest targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 19 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare from mummies of all types for the next 24 hours.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the mummy priest's control, unless the humanoid is restored to life or its body is destroyed. The mummy priest can have no more than four shadows under its control at one time.

Mu Spore

Gargantuan plant, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	25 (+7)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +14, Wis +9, Cha +11
Skills Insight +9, Nature +11, Perception +9
Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhaustion, paralyzed, poisoned, stunned
Senses blindsight 240 ft., passive Perception 19
Languages Common, Deep Speech, Terran, Undercommon
Challenge 23 (50,000 XP)

Freedom of Movement. The mu spore ignores difficult terrain, and magical effects can't reduce its speed or cause it to be paralyzed or restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled. Being underwater imposes no penalties on the mu spore's movement or attacks.

Grasping Tendrils. Sticky, arm-length tendrils cover the mu spore. Whenever a creature begins its turn within 5 feet of the mu spore, the creature must make a DC 20 Dexterity saving throw or be grappled (escape DC 20). The mu spore has no limit to the number of creatures it can grapple in this fashion and it does not suffer from the grappled condition while grappling other creatures with its grasping tendrils. A tendril can also be attacked and severed (AC 15; hp 10; immunity to acid, poison, and nonmagical bludgeoning, piercing, and slashing damage).

Legendary Resistance (3/day). If the mu spore fails a saving throw, it can choose to succeed instead.

Siege Monster. The mu spore does double damage to objects and structures.

Actions

Multiattack. The mu spore makes three attacks: one with its bite and two with its tendrils.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the mu spore, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the mu spore, and it takes 42 (12d6) acid damage at the start of each of the mu spore's turns. A mu spore can have four creatures swallowed at a time.

If the mu spore takes 50 damage or more on a single turn from a creature inside it, the mu spore must succeed on a DC 28 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mu spore. If the mu spore dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

Tendrils. *Melee Weapon Attack:* +17 to hit, reach 40 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained. The mu spore has 10 feeder tendrils, each of which can grapple a target.

Fling. One Large or smaller object held or creature grappled by the mu spore is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Spore Cough (Recharge 5-6). The mu spore releases a cloud of burrowing spores in a 120-foot cone. Creatures in the affected area must make a DC 20 Constitution saving throw or take 90 (20d8) poison damage, or half as much damage on a successful save.

Legendary Actions

The mu spore can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mu spore regains spent legendary actions at the start of its turn.

Tendril Attack or Fling. The mu spore makes one tendril attack or uses its Fling.

Constrict (Costs 2 Actions). All creatures grappled by the mu spore must make a DC 20 Constitution saving throw. On a failed save, they take 24 (4d6 + 10) bludgeoning damage, or half as much damage on a successful one.

Spore Blast (Costs 3 Actions). The mu spore releases a large blast of spore-laden air from itself in all directions. Creatures within 15 feet of the mu spore that aren't grappled by it must make a DC 21 Strength saving throw or be pushed back 15 feet and knocked prone.

Nadroj the Wraith-Wizard

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (19d8 + 38)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	15 (+2)	19 (+4)	19 (+4)	19 (+4)

Saving Throws Int +8, Wis +8

Skills Arcana +8, History +8, Perception +8, Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Common, Ignan, Infernal

Challenge 9 (5,000 XP)

Spellcasting. Nadroj is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, ray of frost, shocking grasp*

1st level (4 slots): *false life, fog cloud, mage armor, magic missile*

2nd level (3 slots): *blindness/deafness, darkness, scorching ray, web*

3rd level (3 slots): *bestow curse, fireball, slow*

4th level (1 slot): *black tentacles, confusion*

Incorporeal Movement. Nadroj 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.

Sunlight Sensitivity. While in sunlight, Nadroj has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sacrilegious Aura. Nadroj exudes an aura of desecration out to a radius of 30 feet. Nadroj and any undead within the defiled area have advantage on saving throws against effects that turn undead.

Actions

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. Nadroj targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under Nadroj's control. Nadroj can have no more than seven specters under its control at one time.

Naughty Trolls, The

Gurang, The Speedy Troll

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 175 (13d10 + 104)

Speed 30 ft. (60 ft. when using *boots of speed*), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	26 (+8)	8 (-1)	9 (-1)	4 (-3)

Skills Athletics +10, Perception +2

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 8 (3,900 XP)

Amphibious. Gurang can breathe both air and water.

Keen Smell. Gurang has advantage on Wisdom (Perception) checks that rely on smell.

Poison Skin. Gurang's skin contains a powerful poison. Any time the creature touches another creature, the creature takes 10 (3d6) poison damage.

Regeneration. Gurang regains 10 hit points at the start of its turn as long as it is at least partially submerged in water; strong rainfall also allows the troll's regeneration to function. If the troll takes acid, fire, or lightning damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Gurang makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage plus 10 (3d6) poison damage.

Warsach, The Sneaky Troll

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 162 (13d10 + 91)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	24 (+7)	6 (-2)	13 (+1)	4 (-3)

Skills Athletics +10, Perception +5, Stealth +8

Damage Resistances fire

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 9 (5,000 XP)

Amphibious. Warsach can breathe both air and water.

Keen Smell. Warsach has advantage on Wisdom (Perception) checks that rely on smell.

Poison Skin. Warsach's skin contains a powerful poison. Any time the creature touches another creature, the creature takes 10 (3d6) poison damage.

Regeneration. Warsach regains 10 hit points at the start of its turn as long as it is at least partially submerged in water; strong rainfall also allows the troll's regeneration to function. If the troll takes acid, fire, or lightning damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Sneak Attack (1/turn). Warsach deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Warsach that isn't incapacitated and Warsach doesn't have disadvantage on the attack roll.

Actions

Multiattack. Warsach makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 10 (3d6) poison damage.

Zoolbing, The Scary Troll

Large giant, chaotic evil

Armor Class 18 (natural armor, +1 shield)

Hit Points 216 (16d10 + 128)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	27 (+8)	8 (-1)	9 (-1)	4 (-3)

Saving Throws Dex +5, Con +12

Skills Intimidation +5, Perception +7

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 17

Languages Giant

Challenge 11 (7,200 XP)

Amphibious. Zoolbing can breathe both air and water.

Keen Smell. Zoolbing has advantage on Wisdom (Perception) checks that rely on smell.

Poison Skin. Zoolbing's skin contains a powerful poison. Any time the creature touches another creature, the creature takes 10 (3d6) poison damage.

Regeneration. Zoolbing regains 10 hit points at the start of its turn as long as it is at least partially submerged in water; strong rainfall also allows the troll's regeneration to function. If the troll takes acid, fire, or lightning damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Zoolbing makes three attacks: one with its bite, one with its gauntlet of rust^{GM}, and one shield bash.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) piercing damage plus 10 (3d6) poison damage.

Gauntlet of Rust. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 9) bludgeoning damage. If the target is wearing metal armor (including shield), the armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to +0 bonus is destroyed. If the target is wielding a metal weapon and it comes into contact with the gauntlet, the weapon corrodes as described in the Rust Metal trait of the Rust Monster.

Shield Bash. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d4 + 9) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Neothelid

Gargantuan aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 313 (19d20 + 114)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	7 (-2)	23 (+6)	9 (-1)	17 (+3)	10 (+0)

Saving Throws Int +4, Wis +8, Cha +5

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 15 (13,000 XP)

Mindsense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence of 3 or higher. It knows the distance and direction of each creature, as well as the creature's approximate Intelligence (within 3 points), regardless of physical barriers. Creatures under the effects of magic that protects the mind or protects from divination cannot be detected by the neothelid.

Innate Spellcasting. The neothelid's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells requiring no components:

At will: *clairvoyance*, *detect thoughts*, *levitate*, *suggestion*

1/day each: *charm monster*, *confusion*, *feeblemind*, *telekinesis*

Magic Resistance. The neothelid has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The neothelid makes two tentacular tongue attacks.

Tentacular Tongue. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning damage plus 18 (4d8) psychic damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 42 (12d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 40 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Acid Breath (Recharge 5-6). The neothelid exhales acid in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

Consume Mind. The neothelid chooses one creature it can see within 30 feet of it that has an Intelligence of 3 or higher. The target must

APPENDIX A: BESTIARY

succeed on a DC 13 Intelligence saving throw or take 16 (3d10) psychic damage. If the target fails the saving throw by 5 or more, its Intelligence score is reduced to 0. The target is incapacitated until it regains at least 1 point of Intelligence (either from completing a long rest or from a *lesser restoration* spell).

Night Terror

Small aberration, chaotic evil

Armor Class 19

Hit Points 35 (10d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	15 (+2)	16 (+3)	14 (+2)

Skills Perception +6, Stealth +12

Damage Immunities fire, lightning

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Common, Deep Speech

Challenge 6 (2,300 XP)

Feed on Fear. The night terror regains 10 hit points at the start of its turn if it has at least 1 hit point and a creature within 30 feet of it has the fear condition.

Incorporeal Movement. The night terror 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.

Illumination. The night terror sheds dim light in a 5- to 20-foot radius. The night terror can alter the radius as a bonus action.

Light Sensitivity. While in bright light, the night terror has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Limited Magic Immunity. The night terror can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Chill. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d6 + 9) cold damage, and the target must succeed on a DC 15 Wisdom saving throw or be frightened 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.

Invisibility. The night terror and its light magically become invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Nightcrawler

Gargantuan undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 188 (13d20 + 52)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	24 (+7)	15 (+2)	20 (+5)

Saving Throws Dex +8, Con +10, Wis +8, Cha +11

Skills Arcana +13, Athletics +10, Insight +8, Nature +13, Religion +13

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 12

Languages Abyssal, Common, Infernal; telepathy 100 ft.
Challenge 18 (20,000 XP)

Desecrating Aura. Undead within 30 feet of the nightcrawler, including the nightcrawler itself, have advantage on saving throws against turn undead.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma (spell save DC19, +11 to hit with spell attacks). It can cast the following spells without components:

At will: *detect magic, levitate*

3/day each: *cone of cold, confusion, hold monster*

1/day each: *finger of death, plane shift*

Light Aversion. If a nightcrawler begins its turn in an area of bright light, it must make a DC18 Constitution saving throw or be poisoned until the start of its next turn. It makes the saving throw with disadvantage if it is in an area of bright light that counts as sunlight.

Actions

Multiattack. The nightcrawler can make one attack with its Bite and one attack with its Sting.

Bite. Melee Weapon Attack: +10 to hit, reach 15ft., one creature. *Hit:* 17 (3d8 + 4) piercing damage, and the target must make a DC19 Dexterity saving throw or be grappled (escape DC19). If the target is a Large or smaller creature and is grappled by the nightcrawler's pincers, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the nightcrawler, and at the start of each of the nightcrawler's turns, the swallowed creature takes 17 (5d6) cold damage and 17 (5d6) necrotic damage, and it must make a DC19 Constitution saving throw. On a failed save, its maximum hit points are reduced by the amount of necrotic damage it took.

If the nightcrawler takes 50 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightcrawler. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

Sting. Melee Weapon Attack: +10 to hit, reach 15ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC19 Constitution saving throw. On a failed save, the target is poisoned for 1 minute; on a successful save, there is no further effect. At the beginning of each of its turns while it remains poisoned, it takes 17 (5d6) necrotic damage and has its maximum hit points reduced by half the amount of necrotic damage it took that turn. At the end of its turn, it can repeat the saving throw, ending the effect on a success.

Summon (1/day). As an action, the nightcrawler can summon 1d6 greater shadows. These summoned creatures cannot summon or create further thralls or undead, and disappear after being dropped to 0 hit points, or after 1 minute.

These greater shadows use the statistics of a shadow, save that they have a Challenge Rating of 3 (700 XP), their hit points are 38 (7d8 + 7), their Strength Drain ability has a +5 to hit and deals 16 (4d6 + 2) necrotic damage in addition to their normal reduction to the target's Strength score.

Ophidian

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3, Stealth +5

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Ophidian

RAPPAN ATHUK

Challenge 3 (700 XP)

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

Actions

Snake Hands. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour.

Blinding Spray (Recharge 5-6). The ophidian spews forth a 20-foot cone of viscous liquid. All creatures in this area must succeed on a DC 12 Dexterity saving or be blinded for 1 minute. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Oolarg

Small humanoid (goblinoid), chaotic evil

Armor Class 15 (+1 leather, shield)

Hit Points 119 (14d6 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	8 (-1)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +8

Skills Perception +8, Stealth +7, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Goblin

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when Oolarg hits with it (included in the attack).

Brutal Critical. Oolarg can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Nimble Escape. Oolarg can take the Disengage or Hide action as a bonus action on each of his turns.

Reckless. At the start of his turn, Oolarg can gain advantage on all melee weapon attack rolls that turn but attack rolls against him have advantage until the start of his next turn.

Sneak Attack (1/turn). Oolarg deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Oolarg that isn't incapacitated and Oolarg doesn't have disadvantage on the attack roll.

Actions

Multiaction. Oolarg makes two attacks with his war pick.

+1 War Pick. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Redirect Attack. When a creature Oolarg can see targets it with an attack, Oolarg chooses another goblin with fewer hit dice within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Oozes

Crimson Jelly

Large ooze, unaligned

Armor Class 8

Hit Points 69 (6d10 + 36)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	23 (+6)	8 (-1)	14 (+2)	3 (-4)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Amorphous. The crimson jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The crimson jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a crimson jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Ebon Ooze

Huge ooze, neutral evil

Armor Class 8

Hit Points 150 (12d12 + 72)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	23 (+6)	8 (-1)	14 (+2)	3 (-4)

Damage Immunities acid, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Amorphous. The ebon ooze can move through a space as narrow as one inch without squeezing.

Negative Energy Affinity. An ebon ooze is healed by negative energy attacks and harmed by positive energy. When an ebon ooze is subjected to necrotic damage, instead of losing hit points, it heals a number of hit points equal to the damage dealt, up to its hit point maximum. Casting a healing spell on the ebon ooze inflicts an amount of damage equal to the number of hit points the spell would have healed.

Slimy Doom. A creature that touches the ebon ooze or hits it with a melee attack while within 5 feet of it takes 10 (3d6) necrotic damage and must make a DC 15 Constitution saving throw. On a failure, the creature begins to bleed uncontrollably and has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after three successful saving throws. The disease can also be cured by a *greater restoration* or *heal* spell.

Sunlight Sensitivity. While in sunlight, the ebon ooze has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

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Actions

Pseudopod. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 20 (4d6 + 6) bludgeoning damage and 18 (4d8) necrotic damage. The creature must succeed on a DC 15 Constitution saving throw or be infected with slimy doom.

Mustard Jelly

Large ooze, unaligned

Armor Class 14 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	21 (+5)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +6, Stealth +6

Damage Resistance cold

Damage Immunities force, lightning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Amorphous. The mustard jelly can move through a space as narrow as 1 inch wide without squeezing.

Energy Absorption. A mustard jelly is immune to force and lightning damage. If the jelly would have taken force or lightning damage, it is instead healed for the same amount it would have taken in damage.

Magic Weapons. The mustard jelly's attacks are magical.

Spider Climb. The mustard jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Poison Aura. At the start of each of the mustard jelly's turns, each creature within 10 feet of it takes 10 (3d6) poison damage. A creature that touches the jelly or hits it with a melee attack while within 5 feet of it takes 10 (3d6) poison damage.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 12 (3d6 + 2) bludgeoning damage and 10 (3d6) acid damage.

Undead Ooze

Huge undead, neutral evil

Armor Class 5

Hit Points 67 (9d12 + 9)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	1 (-5)	13 (+1)	2 (-4)	12 (+1)	10 (+0)

Damage Immunities cold, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Amorphous. The undead ooze can move through a space as narrow as one inch without squeezing.

Ooze Mass. The undead ooze takes up most of its space. Other creatures can enter the space, but a creature that does so is subjected to the undead ooze's engulf and has disadvantage on the saving throw. Creatures inside the undead ooze can be seen but have total cover.

A creature within 5 feet of the ooze can take an action to pull a creature or object out of the ooze. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 9 (2d8) necrotic damage. If a skeleton is pulled out, it animates as if the ooze's skeletons ability was used.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. **Hit:** 14 (3d8 + 1) bludgeoning damage and 9 (2d8) necrotic damage.

Engulf. The undead ooze moves up to its speed. While doing so, it can enter Large or smaller creature's spaces. Whenever the ooze enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the undead ooze enters the creature's space, and the creature takes 18 (4d8) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (6d8) necrotic damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Skeletons. An undead ooze can expel 1d6 skeletons from its mass, each appearing within 5 feet of the ooze. Skeletons can act in the round they are expelled. Slain skeletons are engulfed by the undead ooze and can be reanimated and expelled again in 1d2 hours. An undead ooze's form holds up to 10 skeletons of Medium size. They remain active even if the ooze is killed. Some undead oozes have unusual or larger skeletons inside of them.

Oracle, The

Tiny fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 42 (12d4 + 12)

Speed fly 10ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	29 (+9)	20 (+5)	12 (+1)

Skills Arcana +13, History +13, Nature +13, Religion +13

Damage Resistances acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages all

Challenge 4 (1,100 XP)

Magic Immunity. The Oracle is immune to all spells and other magical effects.

Flyby. The Oracle doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Knowledge (1/Week). The Oracle can contact a greater power from the Outer Planes as per the *contact other plane* spell. The Oracle is not subjected to the saving throw to avoid insanity as per the spell.

The Oracle can ask the entity up to five questions. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear." The Oracle is not required to be truthful with the characters when relaying the answers to the questions.

Lore Master. The Oracle has advantage on Intelligence (Arcana, History, Nature, and Religion) checks.

Actions

Brain Drain. The Oracle targets a single creature that it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or the target's Wisdom is reduced by 1d6. The target dies if this reduces

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its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Overmind, The

Large aberration, lawful evil

Armor Class 10

Hit Points 230 (20d10 + 120)

Speed 5 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	22 (+6)	27 (+8)	21 (+5)	22 (+6)

Saving Throws Int +14, Wis +11, Cha +12

Skills Arcana +16, Deception +12, Insight +11, Persuasion +12

Damage Immunities acid, cold, fire, force, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses blindsight 120 ft., passive Perception 15

Languages Understands Common, Deep Speech,

Undercommon but cannot speak, telepathy 5 miles

Challenge 18 (20,000 XP)

Boon of the Overmind. All encephalon gorgers within 120 feet of the Overmind gain a +2 bonus to AC and have advantage on Charisma-based skills and saving throws.

Hivemind. The Overmind can maintain telepathic communication with up to 8 creatures at a time. Each of these creatures, through the Overmind, can telepathically communicate with each other.

Mindsense. The Overmind is aware of the presence of creatures within 60 feet of it that have an Intelligence of 4 or higher. It knows the precise distance and direction of each creature, as well as the creature's exact Intelligence score. Creatures under the effects of magic that protect the mind cannot be detected by the Overmind.

Mind Fortress. The mind of the Overmind is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of the Overmind (with *detect thoughts*, telepathy, or the like), it takes 28 (8d6) psychic damage and must succeed on a DC 18 Intelligence saving throw. On a failed save, the creature is under the effects of the *feeblemind* spell. On a successful save, the creature is under the effect of the *confusion* spell for 1 minute.

Synaptic Aura. Any creature that comes into physical contact with the Overmind takes 9 (2d8) lightning damage and cannot take reactions until the start of its next turn.

Actions

Mind Blast. The Overmind magically emits psychic energy. All creatures within 20 feet of the Overmind must succeed on a DC 18 Intelligence saving throw or take 27 (5d10) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pandoran

Medium monstrosity, neutral evil

Armor Class 17 (+2 chain shirt)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	20 (+5)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Int +8, Wis +9, Cha +8

Skills Perception +9, Religion +8

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 19

Languages Common, Deep Speech, Draconic,

Undercommon, telepathy 120 ft.

Challenge 9 (5,000 XP)

Keen Smell. Pandoran has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. Pandoran's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks), and Pandoran requires no material components for the following spells:

At will: *disguise self*, *minor illusion*

1/day each: *blur*, *mirror image*, *suggestion*

Spellcasting. Pandoran is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *bless*, *cure wounds*, *detect magic*, *shield of faith*

2nd level (3 slots): *aid*, *blindness/deafness*, *enhance ability*, *invisibility*, *silence*

3rd level (3 slots): *bestow curse*, *dispel magic*, *magic circle*, *tongues*

4th level (3 slots): *banishment*, *divination*, *guardian of faith*

5th level (1 slot): *flame strike*, *hallow*

Actions

Multiattack. Pandoran makes three melee attacks: two with its steelshod staff and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour.

Steelshod Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage if used with two hands.

Spit Venom. (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 13 (3d8) poison damage and the target must succeed on a DC 13 Dexterity saving throw or be blinded for 1 minute. The blinded target can repeat the saving throw at the end of each of its turns, ending the blinded effect on itself on a success.

Patrol Captain Luther

Medium undead (dwarf), neutral evil

Armor Class 18 (+2 demon armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Dwarven, Goblin

Challenge 15 (13,000 XP)

Channel Destruction. Luther deals an additional 21 (6d6) necrotic damage when it hits with a weapon attack (included in the attacks below).

Innate Spellcasting. Luther's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells without requiring material components.

At will: *phantom steed*

1/day: *animate dead*

Magic Resistance. Luther has advantage on saving throws against spells and other magical effects.

Magic Weapon. Luther's weapon attacks are considered magical for the purposes of damage resistance.

Rejuvenation. In death, Luther's spirit is bound to the armor rather than the physical body. If Luther is dropped to 0 hit points but the armor is not destroyed, the armor will regenerate the body at full hit points over the course of 5 (1d10) days.

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Sacrilegious Aura. Luther exudes an aura of desecration in a 60-foot radius. Luther and any undead (including Luther) within the defiled area have advantage on saving throws against effects that turn undead.

Actions

Multiattack. Luther makes two melee attacks.

+2 **Frostbrand Battleaxe.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 7) slashing damage and 21 (6d6) necrotic damage plus 3 (1d6) cold damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, plus 21 (6d6) necrotic damage.

Devastating Blast (Recharge 5-6). Luther unleashes a 30-foot cone of violent energy. Creatures in this area must make a DC18 Constitution saving throw, taking 72 (16d8) necrotic damage on a failure, or half as much on a successful save.

Pestie

Small fey, lawful evil

Armor Class 13

Hit Points 10 (3d6)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (+0)	6 (-2)	13 (+1)	10 (+0)

Skills Acrobatics +5, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 1/2 (100 XP)

Hatred. Pesties have advantage on attacks versus dwarves, gnomes and deep gnomes.

Innate Spellcasting. The pestie's spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

1/day: *fear*

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

Sneak Attack (1/turn). The pestie deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pestie that isn't incapacitated and the pestie doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Petrus Kolvio

Medium humanoid (human), neutral

Armor Class 15 (chain shirt)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Actions

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

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

Reactions

Parry. Petrus adds 2 to his AC against one melee attack that would hit him. To do so, Petrus must see the attacker and be wielding a melee weapon.

Phasma

Medium undead, chaotic evil

Armor Class 15

Hit Points 117 (18d8 + 36)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	15 (+2)	15 (+2)	17 (+3)	20 (+5)

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 15 (13,000 XP)

Innate Spellcasting. The phasma's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*

3/day each: *dispel magic, protection from evil and good*

1/day each: *banishment, (un)holy aura*

Flyby. The phasma doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Incorporeal Movement. The phasma 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.

Sunlight Sensitivity. While in sunlight, the phasma has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The phasma makes two phantom touch attacks.

Phantom Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 41 (8d8 + 5) necrotic damage, and the target's Wisdom score is lowered by 1d6 and the phasma gains 5 temporary hit points. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a long rest. In addition, the target must make a DC 18 Wisdom saving throw. On a failure, the target can't take reactions and must roll a d10 at the start of each of its turns to determine the behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

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Phantasmagoria (Recharge 6). The phasma taps into the nightmares of each creature it can see that is within 30 feet of it, creating an illusory manifestation of each target's deepest fears, visible only to that creature. Each creature must make a DC 18 Wisdom saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one. A creature that succeeds on the saving throw is immune to the phasma's Phantasmagoria for the next 24 hours.

Phesor

Medium humanoid (human), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	18 (+4)	14 (+2)

Saving Throws Con +6, Wis +8

Skills Religion +5

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 9 (5,900 XP)

Abyssal Blessing of Orcus. The priest of Orcus gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of the Phesor's turns when he hits a creature with a weapon attack, Phesor can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Phesor is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, sanctuary*

2nd level (3 slots): *blindness/deafness, darkness, enhance ability, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*

4th level (2 slots): *blight, death ward*

5th level (2 slots): *flame strike*

Actions

Unholy Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d8. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Phesor's control, unless the humanoid is restored to life or its body is destroyed. Phesor can have no more than four shadows under its control at one time.

Piercers

Large Piercer

Large Monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +7

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 3 (700 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

Actions

Drop. *Melee Weapon Attack:* +5 to hit, one creature directly underneath the piercer. *Hit:* 4 (1d8) piercing damage per 10 feet fallen, up to 22 (5d8). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

Medium Piercer

Medium Monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	16(+3)	1(-5)	7(-2)	3(-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

Actions

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 14 (4d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

Small Piercer

Small Monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

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Actions

Drop. *Melee Weapon Attack:* +2 to hit, one creature directly underneath the piercer. *Hit:* 2 (1d4) piercing damage per 10 feet fallen, up to 7 (3d4). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

Pixie

Tiny fey, neutral good

Armor Class 15

Hit Points 17 (5d4 + 5)

Speed 20ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	12 (+1)	16 (+3)	15 (+2)	16 (+3)

Skills Deception +5, Nature +5, Perception +6, Stealth +9

Senses passive Perception 16

Languages Common, Sylvan

Challenge 1 (200 XP)

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC13, +5 to hit with spell attacks). It can cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*, *greater invisibility* (self only)

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *polymorph*, *sleep*

Actions

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Plantoids

Plantoid King

Medium plant, unaligned

Armor Class 14 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	16 (+3)	16 (+3)

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, exhaustion

Senses passive Perception 13

Languages telepathy 120 ft. (only with other plantoids)

Challenge 3 (700 XP)

Magic Resistance. The plantoid king has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The plantoid king can use its Control and make up to three attacks with its tendrils.

Tendrils. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, and the target is grappled (escape DC 13). Until this grapple ends the creature is restrained, and the plantoid can't use this tendrils on another target. The plantoid has three tendrils that it

can attack with.

Control. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target grappled by the plantoid, incapacitated or restrained. *Hit:* 7 (1d8 + 3) piercing damage, and the creature must make a DC 13 Wisdom saving throw or be charmed by the plantoid for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The king plantoid can communicate with the controlled creature telepathically to a distance of 30 feet. If the plantoid maintains contact with the creature it can attempt to exert control indefinitely after five successful Control attempts. The indefinitely controlled creature must repeat the Wisdom saving throw every 4 hours, ending the effect on itself after two consecutive successes. Creatures that remain under the control of the plantoid for longer than 5 days become mindless servitors permanently.

Plantoid

Medium plant, unaligned

Armor Class 12 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 0 ft., fly 40 ft.

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

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, exhaustion

Senses passive Perception 13

Languages telepathy 120 ft. (only with other plantoids)

Challenge 2 (450 XP)

Actions

Multiattack. The plantoid can use its Control and make up to two attacks with its tendrils.

Tendrils. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage. If the target is a Medium or smaller creature, the target is grappled (escape DC 11). Until this grapple ends the creature is restrained, and the plantoid can't use this tendrils on another target. The plantoid has two tendrils that it can attack with.

Control. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target grappled by the plantoid, incapacitated or restrained. *Hit:* 4 (1d6 + 1) piercing damage, and the creature must make a DC 12 Wisdom saving throw or be charmed by the plantoid for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The plantoid can communicate with the controlled creature telepathically to a distance of 30 feet. If the plantoid maintains contact with the creature it can attempt to exert control indefinitely after five successful Control attempts. The indefinitely controlled creature must repeat the Wisdom saving throw every 4 hours, ending the effect on itself after two consecutive successes. Creatures that remain under the control of the plantoid for longer than 5 days become mindless servitors permanently.

Plantoid Servitor

Medium plant, unaligned

Armor Class 12 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Condition Immunities blinded, deafened, exhaustion

Senses passive Perception 10

Languages telepathy 120 ft. (only with other plantoids)

Challenge 1 (200 XP)

Actions

Multiattack. The servitor can use its bite and make up to two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends the creature is restrained. The servitor can grapple only one target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target grappled by the servitor, incapacitated or restrained. *Hit:* 5 (1d6 + 2) piercing damage. The creature must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A paralyzed creature can be grappled and controlled by the nearest plantoid.

Plethor

Medium undead, neutral evil
Armor Class 17 (natural armor)
Hit Points 208 (32d8 + 64)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	15 (+2)	10 (+0)	21 (+5)	19 (+4)

Saving Throws Con +8, Int +6, Wis +11, Cha +10
Skills Arcana +6, History +6, Perception +11, Religion +6
Damage Vulnerabilities fire
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common
Challenge 18 (20,000 XP)

Abysal Blessing of Orcus. Plethor gains 15 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Plethor's turns when it hits a creature with a weapon attack, Plethor can cause the attack to deal an extra 18 (4d8) necrotic damage to the target.

Magic Resistance. Plethor has advantage on saving throws against spells and other magical effects.

Rejuvenation. Plethor gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of Plethor's heart.

Spellcasting. Plethor is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells:

- Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
- 1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*
- 2nd level (3 slots): *enhance ability, hold person, silence*
- 3rd level (3 slots): *animate dead, bestow curse, dispel magic, wind wall*
- 4th level (3 slots): *blight, death ward, guardian of faith*
- 5th level (2 slots): *contagion, flame strike, insect plague*
- 6th level (1 slot): *blade barrier, disintegrate, harm*
- 7th level (1 slot): *fire storm, regenerate*
- 8th level (1 slot): *earthquake*

Actions

Multiattack. Plethor can use its Dreadful Glare and makes one attack with its rotting fist or with its mace.

+2 **Mace.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

Rotting Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If

the target is a creature, it must succeed on a DC 19 Constitution saving throw or be cursed with mummy rot^{GM}. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. Plethor targets one creature it can see within 60 feet of it. If the target can see Plethor, it must succeed on a DC 19 Wisdom saving throw against this magic or become frightened until the end of Plethor's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare from mummies of all types for the next 24 hours.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Plethor's control, unless the humanoid is restored to life or its body is destroyed. Plethor can have no more than four shadows under its control at one time.

Legendary Actions

Plethor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Plethor regains spent legendary actions at the start of its turn.

Attack. Plethor makes one melee attack or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around Plethor. Each creature within 5 feet of Plethor must succeed on a DC 19 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). Plethor utters a blasphemous word. Each non-undead creature within 10 feet of Plethor that can hear the magical utterance must succeed on a DC 19 Constitution saving throw or be stunned until the end of Plethor's next turn.

Channel Negative Energy (Costs 2 Actions). Plethor magically unleashes negative energy. Creatures within 60 feet of Plethor, including ones behind barriers and around corners, can't regain hit points until the end of Plethor's next turn.

Whirlwind of Sand (Costs 2 Actions). Plethor magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, Plethor is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Plethor remains in its possession.

Porcupine, Giant

Medium beast, unaligned
Armor Class 11 (natural)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +4, Survival +3
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Quills. Any creature that makes a melee attack within 5 feet of the giant porcupine must make a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage. Any creature that attempts to grapple the porcupine takes 7 (2d6) piercing damage when they make the attempt and at the start of each of their turns they maintain the grapple.

Actions

Multiattack. The giant porcupine makes one attack with either its bite or claws, and makes an attack with its Tail Slap.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Tail Slap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Priest of Orcus

Medium humanoid (human), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Con +4, Wis +7

Skills History +3, Investigation +3, Medicine +7, Religion +3

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Abyssal Blessing of Orcus. The priest of Orcus gains 15 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Deadsight. The most blessed of Orcus are gifted with truesight.

Unholy Strike. Once on each of the priest's turns when it hits a creature with a weapon attack, the priest can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The priest of Orcus is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, false life, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (2 slots): *blight, guardian of faith*

Actions

+1 Unholy Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the priest's control, unless the humanoid is restored to life or its body is destroyed. The priest can have no more than four shadows under its control at one time.

Priest of Tsathogga

Medium humanoid (any race), chaotic evil

Armor Class 15 (+1 studded leather, shield)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	19 (+4)	12 (+1)

Saving Throws Con +4, Wis +7

Skills Insight +7, Medicine +7, Persuasion +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Breath of the Swamp. The blessed of Tsathogga can breathe air and water.

Fetid Shroud of the Frog God. The priest of Tsathogga is surrounded by a fetid, swirling shroud of foul corruption. At the start of each of the priest's turns, each creature within 5 feet of it takes 14 (4d6) acid damage. A creature that touches the priest or hits it with a melee attack while within 5 feet of it takes 14 (4d6) acid damage.

Fetid Strike. Once on each of the priest's turns when it hits a creature with a weapon attack, the priest can cause the attack to deal an extra 13 (3d8) acid damage to the target.

Spellcasting. The priest of Tsathogga is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *acid splash, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, jump, protection from evil and good*

2nd level (3 slots): *acid arrow, blindness/deafness, enhance ability, hold person*

3rd level (3 slots): *animate dead, bestow curse, spirit guardians, water walk*

4th level (2 slots): *giant insect, guardian of faith*

Actions

+1 Sickle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 7 (2d6) acid damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage plus 7 (2d6) acid damage.

Plague of Frogs (Recharges after a Short or Long Rest). The priest magically calls 1d4 + 3 giant frogs, provided that the priest is within 100 feet of a body of water large enough to cover a Medium creature (GM discretion). The called creatures arrive within 1d4 rounds, acting as allies of the priest, and obeying its spoken commands. The beasts remain for 1 hour, until the priest dies, or until the priest dismisses them as a bonus action.

Priestess Ilya

Medium humanoid (human), chaotic evil

Armor Class 22 (+1 plate, +1 shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Con +5, Wis +7

Skills Perception +7, Religion +6

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 17

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Languages Common
Challenge 8 (3,900 XP)

Breath of the Swamp. Priestess Ilya can breathe air and water.

Fetid Shroud of the Frog God. Priestess Ilya is surrounded by a fetid, swirling shroud of foul corruption. At the start of each of her turns, each creature within 5 feet of her takes 10 (3d6) acid damage. A creature that touches Priestess Ilya or hits her with a melee attack while within 5 feet of her takes 10 (3d6) acid damage.

Fetid Strike. Once on each of Priestess Ilya's turns when she hits a creature with a weapon attack, she can cause the attack to deal an extra 9 (2d8) acid damage to the target.

Spellcasting. Priestess Ilya is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *acid splash, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, jump, protection from evil and good*

2nd level (3 slots): *acid arrow, blindness/deafness, enhance ability, hold person*

3rd level (3 slots): *animate dead, bestow curse, spirit guardians, water walk*

4th level (2 slots): *banishment, guardian of faith*

Actions

Fists of Chaos. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage plus 10 (3d6) acid damage. If the creature is lawful, it suffers an additional 3 (1d6) necrotic damage.

Staff of the Python. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 10 (3d6) acid damage, or 6 (1d8 + 2) bludgeoning damage plus 10 (3d6) acid damage if used with two hands.

Plague of Frogs (Recharges after a Short or Long Rest). Priestess Ilya magically calls 1d4+4 giant frogs, provided that she is within 100 feet of a body of water large enough to cover a Medium creature (GM discretion). The called creatures arrive within 1d4 rounds, acting as her allies, and obeying her spoken commands. The beasts remain for 1 hour, until she dies, or until she dismisses them as a bonus action.

Purbok

Medium humanoid (hobgoblin), lawful evil

Armor Class 21 (+1 plate, shield)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Con +7, Wis +7, Cha +5

Skills Athletics +7, Perception +7, Religion +4

Senses truesight 60 ft., passive Perception 17

Languages Common, Goblin

Challenge 9 (5,000 XP)

Abysal Blessing of Orcus. Purbok gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Purbok's turns when he hits a creature with a weapon attack, Purbok can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Spellcasting. The Purbok is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (2 slots): *blight, guardian of faith*

Martial Advantage. Once per turn, Purbok can deal an extra 14 (4d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Purbok that isn't incapacitated.

Actions

Multiattack. Purbok makes two melee attacks.

+2 **Mace.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Pyrohydra, Twelve-headed

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +10

Senses darkvision 60 ft., passive Perception 20

Damage Immunities fire

Languages —

Challenge 14 (11,500 XP)

Hold Breath. The pyrohydra can hold its breath for 1 hour.

Multiple Heads. The pyrohydra has twelve heads. While it has more than one head, the pyrohydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the pyrohydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the pyrohydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The pyrohydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the pyrohydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the pyrohydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The pyrohydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage and 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The pyrohydra exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. Each head has its own recharge counter.

Quanall

Medium monstrosity, neutral evil

Armor Class 17 (*greater ring of protection*^{GM})

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Dex +9, Int +8, Cha +9

Skills Investigation +8, Perception +8

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 18

Languages Common, Deep Speech, Draconic,

Undercommon, telepathy 120 ft.

Challenge 10 (5,900 XP)

APPENDIX A: BESTIARY

Keen Smell. Quanall has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. Quanall's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks), and it requires no material components for the following spells:

At will: *disguise self, minor illusion*

1/day each: *blur, mirror image, suggestion*

Spellcasting. Quanall is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *dancing lights, fire bolt, message, resistance, shocking grasp*

1st level (4 slots): *alarm, burning hands, charm person, detect magic, magic missile*

2nd level (3 slots): *acid arrow, blur, levitate, suggestion*

3rd level (3 slots): *haste, hypnotic pattern, lightning bolt, protection from energy*

4th level (3 slots): *dimension door, fire shield, greater invisibility*

5th level (1 slot): *dominate person, insect plague*

Greater Ring of Protection. Quanall has a +2 bonus to AC and saving throws while wearing the *greater ring of protection*^{GM}.

Actions

Multiattack. Quanall makes three melee attacks: two with its scimitar and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Spit Venom (Recharge 5-6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 13 (3d8) poison damage and the target must succeed on a DC 13 Dexterity saving throw or be blinded for 1 minute. The blinded target can repeat the saving throw at the end of each of its turns, ending the blinded effect on itself on a success.

Queen Kaja

Tiny fey, neutral good

Armor Class 15

Hit Points 49 (11d4 + 22)

Speed 20ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

Skills Deception +8, Insight +6, Nature +7, Perception +6, Persuasion +8, Stealth +9

Senses passive Perception 16

Languages Common, Sylvan

Challenge 3 (700 XP)

Magic Resistance. Queen Kaja has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Queen Kaja's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring only its pixie dust as a component:

At will: *druidercraft, greater invisibility* (self only)

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, polymorph, sleep*

Actions

Mithril Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

+3 Shortbow. *Ranged Weapon Attack:* +10 to hit, range 80/320ft., one target. *Hit:* 11 (1d6 + 8) piercing damage.

Rakshasa, Maharaja

Medium fiend, lawful evil

Armor Class 24 (natural armor)

Hit Points 310 (23d8 + 207)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	27 (+8)	29 (+9)	24 (+7)	21 (+5)	28 (+9)

Saving Throws Dex +15, Con +16, Wis +12, Cha +16

Skills Arcana +14, Deception +16, Insight +12, Perception +12, Persuasion +16, Stealth +15

Damage Resistances cold; bludgeoning and slashing from nonmagical weapons

Damage Immunities poison; piercing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 22

Languages all

Challenge 22 (41,000 XP)

Be Quick or Be Dead. The maharaja rakshasa has advantage on initiative rolls.

Limited Magic Immunity. The maharaja rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Polyglot. The maharaja rakshasa is fluent in all languages.

Innate Spellcasting. The maharaja rakshasa's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, clairvoyance*

3/day: *charm person*

1/day: *plane shift*

Spellcasting. The maharaja rakshasa is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *dancing lights, mage hand, minor illusion, resistance, shocking grasp*

1st level (4 slots): *color spray, detect magic, fog cloud, magic missile*

2nd level (3 slots): *darkness, hold person, see invisibility, spider climb*

3rd level (3 slots): *bestow curse, dispel magic, nondetection, vampiric touch*

4th level (3 slots): *confusion, dimension door, greater invisibility, phantasmal killer*

5th level (3 slots): *dominate person, mislead, modify memory, scrying*

6th level (1 slot): *irresistible dance, mass suggestion, programmed illusion*

7th level (1 slot): *prismatic spray, project image, teleport*

8th level (1 slot): *feeblemind, mind blank*

9th level (1 slot): *prismatic wall, weird*

Actions

Multiattack. The rakshasa makes four bite attacks and one greatsword attack.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

Ravager Forms

Ravager Brawler Form

Gargantuan monstrosity, neutral

Armor Class 27 (natural armor)

Hit Points 738 (36d20 + 360)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	30 (+10)	6 (-2)	24 (+7)	23 (+6)

Saving Throws Dex +15, Con +19

Skills Perception +16

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 26

Languages —

Challenge 30 (155,000 XP)

Charge. If the ravager moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 25 Strength saving throw or be knocked prone. If the target is prone, the ravager can make one claw attack against it as a bonus action.

Form-Shifting. The ravager can physically alter its physiology to take on one of the three listed forms: the crawler, the brawler, or the flier. Doing so takes one minute, and during this period it cannot take any other actions, though it is not considered incapacitated.

Improved Critical. The ravager's bite and claws score a critical hit on a roll of 19 or 20.

Legendary Resistance (3/day). If the ravager fails a saving throw, it can choose to succeed instead.

Magic Disruption. Every time the ravager comes into contact with magical effects, there is a chance that it disrupts it. This effect functions as the *dispel magic* spell cast using a 7th level spell slot with a +7 spellcasting ability modifier.

Magic Weapons. The ravager's melee attacks are magical.

Rampage. When the ravager reduces a creature to 0 hit points with a melee attack on its turn, the ravager can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The ravager regains 15 hit points at the start of its turn. If the ravager takes damage from an artifact or from a legendary action, this trait doesn't function at the start of the ravager's next turn. The ravager only dies if it starts its turn at 0 hit points and doesn't regenerate.

Tunneler. The ravager can burrow through solid rock at half of its burrowing speed leaving a 10 foot-wide, 16-foot-high tunnel in its wake.

Vampiric Healing. Whenever the Ravager hits with a melee attack, it regains hit points equal to half the damage it inflicts on its opponent, up to its hit point maximum.

Actions

Multiattack. The ravager makes one bite and four claw attacks. It can also make a smash attack if it is grappling a creature.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 34 (7d6 + 10) piercing damage.

Claws. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 45 (10d6 + 10) slashing damage and the target is grappled (Escape DC 23). Until this grapple ends, the creature is restrained.

Smash. If a target is grappled at the beginning of its turn, the ravager may smash it into the ground for 37 (6d8 + 10) bludgeoning damage.

Legendary Actions

The ravager can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ravager regains spent legendary actions at the start of its turn.

Attack. The ravager makes one claw or bite attack.

Move. The ravager moves up to half of its speed.

Charge. The ravager charges at a target of its choice.

Ravager Crawler Form

Gargantuan monstrosity, neutral

Armor Class 27 (natural armor)

Hit Points 984 (48d20 + 480)

Speed 50 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	30 (+10)	6 (-2)	24 (+7)	23 (+6)

Saving Throws Dex +15, Con +19

Skills Perception +16

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 26

Languages —

Challenge 30 (155,000 XP)

Charge. If the ravager moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 25 Strength saving throw or be knocked prone. If the target is prone, the ravager can make one claw attack against it as a bonus action.

Form-Shifting. The ravager can physically alter its physiology to take on one of the three listed forms: the crawler, the brawler, or the flier. Doing so takes one minute, and during this period it cannot take any other actions, though it is not considered incapacitated.

Improved Critical. The ravager's bite and claws score a critical hit on a roll of 19 or 20.

Legendary Resistance (3/day). If the ravager fails a saving throw, it can choose to succeed instead.

Magic Disruption. Every time the ravager comes into contact with magical effects, there is a chance that it disrupts it. This effect functions as the *dispel magic* spell cast using a 7th level spell slot with a +7 spellcasting ability modifier.

Magic Weapons. The ravager's melee attacks are magical.

Rampage. When the ravager reduces a creature to 0 hit points with a melee attack on its turn, the ravager can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The ravager regains 15 hit points at the start of its turn. If the ravager takes damage from an artifact or from a legendary action, this trait doesn't function at the start of the ravager's next turn. The ravager only dies if it starts its turn at 0 hit points and doesn't regenerate.

Tunneler. The ravager can burrow through solid rock at half of its burrowing speed leaving a 10 foot-wide, 16-foot-high tunnel in its wake.

Vampiric Healing. Whenever the Ravager hits with a melee attack, it regains hit points equal to half the damage it inflicts on its opponent, up to its hit point maximum.

Actions

Multiattack. The ravager makes one bite and four claw attacks.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 34 (7d6 + 10) piercing damage.

Claws. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 45 (10d6 + 10) slashing damage.

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Legendary Actions

The ravager can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ravager regains spent legendary actions at the start of its turn.

Attack. The ravager makes one claw or bite attack.

Move. The ravager moves up to half of its speed.

Charge. The ravager charges at a target of its choice.

Ravager Flier Form

Gargantuan monstrosity, neutral

Armor Class 27 (natural armor)

Hit Points 738 (36d20 + 360)

Speed 20 ft., fly 140 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	6 (-2)	24 (+7)	23 (+6)

Saving Throws Dex +19, Con +19

Skills Perception +16

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 26

Languages —

Challenge 30 (155,000 XP)

Charge. If the ravager moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 25 Strength saving throw or be knocked prone. If the target is prone, the ravager can make one claw attack against it as a bonus action.

Flyby. The ravager doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Form-Shifting. The ravager can physically alter its physiology to take on one of the three listed forms: the crawler, the brawler, or the flier. Doing so takes one minute, and during this period it cannot take any other actions, though it is not considered incapacitated.

Improved Critical. The ravager's bite and claws score a critical hit on a roll of 19 or 20.

Legendary Resistance (3/day). If the ravager fails a saving throw, it can choose to succeed instead.

Magic Disruption. Every time the ravager comes into contact with magical effects, there is a chance that it disrupts it. This effect functions as the *dispel magic* spell cast using a 7th level spell slot with a +7 spellcasting ability modifier.

Magic Weapons. The ravager's melee attacks are magical.

Rampage. When the ravager reduces a creature to 0 hit points with a melee attack on its turn, the ravager can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The ravager regains 15 hit points at the start of its turn. If the ravager takes damage from an artifact or from a legendary action, this trait doesn't function at the start of the ravager's next turn. The ravager only dies if it starts its turn at 0 hit points and doesn't regenerate.

Tunneler. The ravager can burrow through solid rock at half of its burrowing speed leaving a 10-foot-wide, 16-foot-high tunnel in its wake.

Vampiric Healing. Whenever the Ravager hits with a melee attack, it regains hit points equal to half the damage it inflicts on its opponent, up to its hit point maximum.

Actions

Multiattack. The ravager makes one bite and four claw attacks.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 34 (7d6 + 10) piercing damage.

Claws. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 45 (10d6 + 10) slashing damage.

Legendary Actions

The ravager can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ravager regains spent legendary actions at the start of its turn.

Attack. The ravager makes one claw or bite attack.

Move. The ravager moves up to half of its speed.

Charge. The ravager charges at a target of its choice.

Ravager Spawn (Brawler Form)

Huge monstrosity, neutral

Armor Class 24 (natural armor)

Hit Points 450 (36d12 + 216)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	23 (+6)	5 (-3)	24 (+7)	18 (+4)

Saving Throws Dex +12, Con +13

Skills Perception +14

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 24

Languages —

Challenge 23 (50,000 XP)

Charge. If the ravager moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 25 Strength saving throw or be knocked prone. If the target is prone, the ravager can make one claw attack against it as a bonus action.

Form-Shifting. The ravager can physically alter its physiology to take on one of the three listed forms: the crawler, the brawler, or the flier. Doing so takes one minute, and during this period it cannot take any other actions, though it is not considered incapacitated.

Improved Critical. The ravager's bite and claws score a critical hit on a roll of 19 or 20.

Legendary Resistance (3/day). If the ravager fails a saving throw, it can choose to succeed instead.

Magic Disruption. Every time the ravager comes into contact with magical effects, there is a chance that it disrupts it. This effect functions as the *dispel magic* spell cast using a 5th level spell slot with a +5 spellcasting ability modifier.

Magic Weapons. The ravager's melee attacks are magical.

Rampage. When the ravager reduces a creature to 0 hit points with a melee attack on its turn, the ravager can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The ravager regains 10 hit points at the start of its turn. If the ravager takes damage from an artifact or from a legendary action, this trait doesn't function at the start of the ravager's next turn. The ravager only dies if it starts its turn at 0 hit points and doesn't regenerate.

Tunneler. The ravager can burrow through solid rock at half of its burrowing speed leaving a 10-foot-wide, 16-foot-high tunnel in its wake.

Vampiric Healing. Whenever the Ravager hits with a melee attack, it regains hit points equal to half the damage it inflicts on its opponent, up to its hit point maximum.

Actions

Multiattack. The ravager makes one bite and four claw attacks. It can also make a smash attack if it is grappling a creature.

Ravager Spawn (Flier Form)

Huge monstrosity, neutral

Armor Class 26 (natural armor)

Hit Points 450 (36d12 + 216)

Speed 20 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	25 (+7)	23 (+6)	5 (-3)	24 (+7)	18 (+4)

Saving Throws Dex +14, Con +13

Skills Perception +14

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 24

Languages —

Challenge 22 (41,000 XP)

Charge. If the ravager moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 25 Strength saving throw or be knocked prone. If the target is prone, the ravager can make one claw attack against it as a bonus action.

Flyby. The ravager doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Form-Shifting. The ravager can physically alter its physiology to take on one of the three listed forms: the crawler, the brawler, or the flier. Doing so takes one minute, and during this period it cannot take any other actions, though it is not considered incapacitated.

Improved Critical. The ravager's bite and claws score a critical hit on a roll of 19 or 20.

Legendary Resistance (3/day). If the ravager fails a saving throw, it can choose to succeed instead.

Magic Disruption. Every time the ravager comes into contact with magical effects, there is a chance that it disrupts it. This effect functions as the *dispel magic* spell cast using a 7th level spell slot with a +7 spellcasting ability modifier.

Magic Weapons. The ravager's melee attacks are magical.

Rampage. When the ravager reduces a creature to 0 hit points with a melee attack on its turn, the ravager can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The ravager regains 10 hit points at the start of its turn. If the ravager takes damage from an artifact or from a legendary action, this trait doesn't function at the start of the ravager's next turn. The ravager only dies if it starts its turn at 0 hit points and doesn't regenerate.

Tunneler. The ravager can burrow through solid rock at half of its burrowing speed leaving a 10-foot-wide, 16-foot-high tunnel in its wake.

Vampiric Healing. Whenever the Ravager hits with a melee attack, it regains hit points equal to half the damage it inflicts on its opponent, up to its hit point maximum.

Actions

Multiattack. The ravager makes one bite and four claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 29 (6d6 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 36 (8d6 + 8) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) piercing damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 38 (8d6 + 10) slashing damage and the target is grappled (Escape DC 21).

Smash. If a target is grappled at the beginning of its turn, the ravager may smash it into the ground, doing 31 (6d6 + 10) bludgeoning damage.

Ravager Spawn (Crawler Form)

Huge monstrosity, neutral

Armor Class 25 (natural armor)

Hit Points 558 (36d12 + 324)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	29 (+9)	5 (-3)	24 (+7)	18 (+4)

Saving Throws Dex +12, Con +16

Skills Perception +14

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 24

Languages —

Challenge 23 (50,000 XP)

Charge. If the ravager moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 25 Strength saving throw or be knocked prone. If the target is prone, the ravager can make one claw attack against it as a bonus action.

Form-Shifting. The ravager can physically alter its physiology to take on one of the three listed forms: the crawler, the brawler, or the flier. Doing so takes one minute, and during this period it cannot take any other actions, though it is not considered incapacitated.

Improved Critical. The ravager's bite and claws score a critical hit on a roll of 19 or 20.

Legendary Resistance (3/day). If the ravager fails a saving throw, it can choose to succeed instead.

Magic Disruption. Every time the ravager comes into contact with magical effects, there is a chance that it disrupts it. This effect functions as the *dispel magic* spell cast using a 5th level spell slot with a +5 spellcasting ability modifier.

Magic Weapons. The ravager's melee attacks are magical.

Rampage. When the ravager reduces a creature to 0 hit points with a melee attack on its turn, the ravager can take a bonus action to move up to half its speed and make a bite attack.

Regeneration. The ravager regains 10 hit points at the start of its turn. If the ravager takes damage from an artifact or from a legendary action, this trait doesn't function at the start of the ravager's next turn. The ravager only dies if it starts its turn at 0 hit points and doesn't regenerate.

Tunneler. The ravager can burrow through solid rock at half of its burrowing speed leaving a 10-foot-wide, 16-foot-high tunnel in its wake.

Vampiric Healing. Whenever the Ravager hits with a melee attack, it regains hit points equal to half the damage it inflicts on its opponent, up to its hit point maximum.

Actions

Multiattack. The ravager makes one bite and four claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 31 (6d6 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 38 (8d6 + 8) slashing damage.

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Redcap

Medium fey, neutral evil
Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	8 (-1)

Saving Throws Con +6

Skills Athletics +8, Intimidation +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan, Undercommon

Challenge 6 (2,300 XP)

Clomping Boots. The redcap has disadvantage on Dexterity (Stealth) checks.

Red Cap. The redcap must soak its cap in the blood of a humanoid killed no more than an hour ago at least once every three days. If it goes more than 72 hours without doing so, the blood on its cap dries and the redcap gains one level of exhaustion every 24 hours. While the cap is dry, the redcap can't remove exhaustion by any means. All levels of exhaustion are removed immediately when the redcap soaks its cap in fresh blood. A redcap that dies as a result of this exhaustion crumbles to dust.

Solid Kick. The redcap can kick a creature within 5 feet as a bonus action. The kicked creature must make a successful DC 15 Strength saving throw or fall prone.

Actions

Multiattack. The redcap makes two pike attacks and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the creature is bleeding profusely. A bleeding creature must make a successful DC 15 Constitution saving throw at the start of its turn or take 10 (3d6) necrotic damage and continue bleeding. On a successful save the creature takes no necrotic damage and the effect ends. A creature takes only 10 necrotic damage per turn from this effect no matter how many times it's been bitten, and a single successful saving throw ends all bleeding. Spending an action to make a successful DC 15 Wisdom (Medicine) check or any amount of magical healing also stops the bleeding. Constructs and undead are immune to the bleeding effect

Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

The redcap can be found in *Tome of Beasts* by Kobold Press.

Relnek

Medium humanoid (human), chaotic evil
Armor Class 18 (chain mail, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	18 (+4)	14 (+2)

Saving Throws Con +6, Wis +8

Skills Religion +5

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 9 (5,900 XP)

Abyssal Blessing of Orcus. Relnek gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Relnek's turns when he hits a creature with a weapon attack, Relnek can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Relnek is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*
 1st level (4 slots): *bane, bless, cure wounds, detect magic, sanctuary*
 2nd level (3 slots): *blindness/deafness, darkness, enhance ability, spiritual weapon*
 3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*
 4th level (2 slots): *blight, death ward*
 5th level (2 slots): *flame strike*

Actions

Unholy Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d8. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Relnek's control, unless the humanoid is restored to life or its body is destroyed. Relnek can have no more than four shadows under his control at one time.

Revirax

Huge fiend, lawful evil
Armor Class 18 (natural armor)
Hit Points 294 (28d12 + 112)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	18 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Dex +8, Con +11, Wis +8

Skills Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 24 (62,500 XP)

Devil's Sight. Magical darkness doesn't impede Revirax's darkvision.
Keen Hearing and Smell. Revirax has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If Revirax fails a saving throw, it can choose to succeed instead.

Magic Resistance. Revirax has advantage on saving throws against spells and other magical effects.

Multiple Heads. Revirax has three heads. While it has more than one head, Revirax has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. Whenever Revirax takes 40 or more damage in a single turn, one of its heads dies. If all its heads die, Revirax dies.

Languages Common
Challenge 1 (200 XP)

Actions

Multiattack. Revirax makes one bite attack for each of its surviving heads and one claw attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Fire Breath (Recharge 5-6). One of Revirax's heads releases a 60-foot cone of flames. Each creature in the area must make a DC18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful saving throw. Each head has its own recharge counter.

Legendary Actions

Revirax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Revirax regains spent legendary actions at the start of its turn.

Open/Close the Gate. Revirax causes the Gate of Hell to open if it is closed, or close if it is open.

Bite. Revirax makes a Bite attack.

Fire Breath (Costs 2 Actions). Revirax uses its Fire Breath ability, even if it has not recharged.

Rhinoceros, Wooly

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 172 (15d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	3 (-4)	13 (+1)	2 (-4)

Skills Perception +7

Senses passive Perception 17

Languages —

Challenge 6 (2,300 XP)

Improved Critical. Gore attacks score a critical hit on a roll of 19 or 20.

Keen Smell. The wooly rhinoceros has advantage on Wisdom (Perception) checks that rely on smell.

Charge. If the wooly rhinoceros moves at least 20 feet straight toward a creature and then hits it with a gore attack, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the wooly rhinoceros can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Riko Jaskin

Medium humanoid (human), chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	11 (+0)	8 (-1)	13 (+1)

Senses passive Perception 9

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Reactions

Parry. Riko adds 2 to his AC against one melee attack that would hit him. To do so, Riko must see the attacker and be wielding a melee weapon.

Sahuagins

Sahuagin Acolyte

Medium humanoid (sahuagin), lawful evil

Armor Class 13 (chain shirt)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +4, Religion +2

Senses darkvision 120 ft., passive Perception 14

Languages Sahuagin

Challenge 1 (200 XP)

Blood Frenzy. The sahuagin acolyte has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin acolyte can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin acolyte can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin acolyte is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bles, detect magic, guiding bolt*

2nd level (2 slots): *hold person, spiritual weapon* (trident)

Actions

Multiattack. The sahuagin acolyte makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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

Sahuagin Four-Armed

Large humanoid (sahuagin), lawful evil

Armor Class 15 (scale mail)

Hit Points 171 (18d10 + 72)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +9, Con +8, Wis +4

Skills Athletics +9, Perception +4

Senses darkvision 120 ft., passive Perception 14

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Languages Sahuagin
Challenge 10 (5,900 XP)

Blood Frenzy. The four-armed sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The four-armed sahuagin can breathe air and water, but need to be submerged at least once every 4 hours to avoid suffocating.

Actions

Multiattack. The four-armed sahuagin makes one bite attack, two claw attacks, and one with each trident.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Sahuagin High Priest

Medium humanoid (sahuagin), lawful evil

Armor Class 17 (half plate, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Int +5, Wis +8, Cha +6

Skills History +5, Perception +8, Religion +8

Senses darkvision 120 ft., passive Perception 18

Languages Sahuagin

Challenge 6 (2,300 XP)

Blood Frenzy. The sahuagin high priest has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin high priest can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Serpent Hood. The sahuagin high priest has advantage on Stealth checks and, as a reaction, the sahuagin can make a bite attack against an opponent that moves within 5 ft. of it, whether or not the opponent has disengaged.

Shark Telepathy. The sahuagin high priest can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin high priest is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy, sacred flame, spare the dying*

1st level (4 slots): *bles, detect magic, guiding bolt, sanctuary*

2nd level (3 slots): *aid, hold person, spiritual weapon* (trident), *warding bond*

3rd level (3 slots): *glyph of warding, mass healing word, spirit guardians, tongues*

4th level (3 slots): *death ward, divination, locate creature*

5th level (2 slots): *greater restoration, mass cure wounds*

Actions

Multiattack. The sahuagin high priest makes two attacks: one with its bite and one with its coral mace.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

Sahuagin Lord

Large humanoid (sahuagin), lawful evil

Armor Class 17 (half plate)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	15 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +5, Con +6, Int +5, Wis +4

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 5 (1,800 XP)

Blood Frenzy. The sahuagin lord has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin lord can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin lord can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin lord makes three attacks: one with its bite and two with its claws or its trident.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Sahuagin Shaman

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (breastplate)

Hit Points 44 (8d8 + 8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	13 (+1)	17 (+3)	12 (+1)

Skills Perception +5, Religion +3

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 3 (700 XP)

Blood Frenzy. The sahuagin shaman has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin shaman can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin shaman can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin shaman is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bles, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon* (trident)

3rd level (3 slots): *mass healing word, tongues*

Actions

Multiattack. The sahuagin shaman makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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

Salamanders

Salamander Noble

Large elemental, chaotic evil
Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +12
Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 22
Languages Common, Ignan
Challenge 10 (5,900 XP)

Heated Body. A creature that touches the noble salamander or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Heated Weapons. Any metal melee weapon the noble salamander wields deals an extra 10 (3d6) fire damage on a hit (included in the attack).

Innate Spellcasting. The noble salamander's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The salamander can cast the following spells without requiring any material components.

3/day each: *burning hands, fireball, flaming sphere, wall of fire*
 1/day each: *dispel magic, conjure elemental*

Actions

Multiattack. The noble salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 20 ft./60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) fire damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 10 (3d6) fire damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Salamander Noble Priest

Large elemental, chaotic evil
Armor Class 15 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	23 (+6)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Con +12, Wis +11, Cha +10
Skills Arcana +9, Insight +11, Perception +11, Religion +9
Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 21

Languages Common, Ignan
Challenge 18 (20,000 XP)

Heated Body. A creature that touches the noble priest salamander or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Heated Weapons. Any metal melee weapon the noble priest salamander wields deals an extra 14 (4d6) fire damage on a hit (included in the attack).

Innate Spellcasting. The noble priest salamander's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The salamander can cast the following spells without requiring any material components.

3/day each: *burning hands, fireball, flaming sphere, wall of fire*
 1/day each: *dispel magic, conjure elemental*

Spellcasting. The noble priest salamander is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells:

Cantrips: *guidance, sacred flame, fire bolt* (3d10 fire damage), *resistance, true strike*
 1st level (4 slots): *bless, cure wounds, detect magic, healing word, shield of faith*
 2nd level (3 slots): *aid, blindness/deafness, enhance ability, hold person, spiritual weapon*
 3rd level (3 slots): *beacon of hope, bestow curse, fireball, mass healing word*
 4th level (3 slots): *blight, death ward, fire shield, freedom of movement*
 5th level (2 slots): *flame strike, mass cure wounds*

Actions

Multiattack. The noble priest salamander makes two attacks: one with its spear and one with its tail.

+2 Spear. *Melee or Ranged Weapon Attack:* +13 to hit, reach 10 ft. or range 20 ft./60 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage, or 11 (1d8 + 7) piercing damage if used with two hands to make a melee attack, plus 14 (4d6) fire damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Saracek the Fallen

Medium undead, chaotic evil
Armor Class 14 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	15 (+2)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Con +5, Wis +5
Skills Perception +5, Religion +4
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Celestial, Common
Challenge 8 (3,900 XP)

Magic Resistance. Saracek has advantage on saving throws against spells and other magical effects.

Magic Weapon. Saracek's weapon attacks are considered magical for the purposes of damage resistance.

Spellcasting. Saracek is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

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Cantrips: *chill touch, shocking grasp*

1st level (4 slots): *command, false life, hellish rebuke, inflict wounds*

2nd level (3 slots): *aid, darkness, ray of enfeeblement*

3rd level (3 slots): *bestow curse, dispel magic, fear*

Actions

Multiaction. Saracek makes three attacks with its greatsword.

Greatsword of Wounding. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Aura of Dread (Recharges after short or long rest). Saracek radiates an aura of unadulterated terror. Each enemy within 30 feet of Saracek must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from Saracek, the target can repeat the saving throw, ending the effect on itself with a success.

Control Undead (1/day). Saracek targets one undead that it can see within 30 feet of it. The target must make a DC16 Wisdom saving throw. On a failed save, the target must obey Saracek's commands for the next 24 hours, or until Saracek attacks the target.

Devastating Blast (Recharge 5-6). Saracek unleashes a 30ft. cone of energy. Creatures in this area must make a DC18 Constitution saving throw. Targets in the area take 72 (16d8) necrotic damage, or half as much on a successful save.

Scarl

Medium humanoid (bugbear), chaotic evil

Armor Class 14 (shield, ring of protection)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	17 (+3)

Saving Throws Con +5, Cha +5

Skills Intimidation +7, Perception +4, Religion +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Goblin

Challenge 4 (1,100 XP)

Curse of Wasting. Scarl's body appears to be slowly rotting, with patches of fur missing and decayed-looking skin. This effect gives him advantage on Charisma (Intimidation) checks but also bestows disadvantage on other Charisma-based ability checks.

Unholy Strike. Once on each of the Scarl's turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 9 (2d8) necrotic damage to the target.

Spellcasting. Scarl is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Scarl has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, spare the dying*

1st level (4 slots): *bane, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *aid, hold person, silence, spiritual weapon*

3rd level (2 slots): *animate dead, bestow curse*

Ring of Protection. Scarl has a +1 bonus to AC and saving throws while wearing the ring of protection.

Keen Smell. Scarl has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Scramge

Medium fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 161 (17d8 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	20 (+5)	18 (+4)	17 (+3)	23 (+6)

Saving Throws Dex +9, Wis +8

Skills Deception +11, Insight +8, Perception +8, Persuasion +11, Stealth +9

Damage Resistances cold

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Common, Elven, Ignan, Infernal, Terran

Challenge 15 (13,000 XP)

Limited Magic Immunity. Scramge can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Scramge's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Scramge can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing.*

Spellcasting. Scramge is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *dancing lights, message, resistance*

1st level (4 slots): *color spray, expeditious retreat, fog cloud, magic missile*

2nd level (3 slots): *blur, hold person, see invisibility, spider climb*

3rd level (3 slots): *bestow curse, blink, nondetection*

4th level (3 slots): *confusion, dimension door, fire shield, greater invisibility, phantasmal killer*

5th level (2 slots): *dominate person, mislead, modify memory, seeming*

6th level (1 slot): *irresistible dance, mass suggestion, programmed illusion*

7th level (1 slot): *project image, teleport*

8th level (1 slot): *feeblemind, mind blank*

Actions

Multiaction. Scramge makes three attacks: two with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Seer, The

Medium humanoid (human), lawful evil

Armor Class 15 (greater cloak of protection^{GM})

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	23 (+6)	14 (+2)	19 (+4)

Saving Throws Int +10, Wis +6

Skills Arcana +10, History +10, Insight +6, Perception +6

Senses passive Perception 16

Languages Abyssal, Common, Draconic, Elven, Goblin,

Infernal
Challenge 11 (7,200 XP)

Spellcasting. The Seer is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *fire bolt, minor illusion, prestidigitation, shocking grasp, true strike*

1st level (4 slots): *color spray, detect magic, grease, magic missile, shield*

2nd level (3 slots): *acid arrow, detect thoughts, mirror image, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, dispel magic, fly, see invisibility, slow, stinking cloud*

4th level (3 slots): *blight, confusion, dimension door, greater invisibility, stonework*

5th level (2 slots): *dominate person, scrying, wall of stone*

6th level (1 slots): *true seeing*

7th level (1 slots): *teleport*

Greater Cloak of Protection. The Seer has a +2 bonus to AC and saving throws while wearing the *greater cloak of protection*^{GM}.

Actions

+2 **Dagger.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Seraficer

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (19d10 + 57)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +5

Skills Athletics +9, Perception +8, Stealth +7

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 18

Languages Deep Speech

Challenge 7 (2,900 XP)

Blinded by Silence. The effects of a silence spell render Seraficer effectively blind. Seraficer automatically fails any ability check that requires the hearing. Attack rolls against Seraficer have advantage, and Seraficer attacks with disadvantage.

Spellcasting. Seraficer is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, eldritch blast, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, fog cloud, protection from evil and good*

2nd level (3 slots): *blur, enhance ability, hold person, mirror image*

3rd level (3 slots): *bestow curse, dispel magic, mass healing word*

4th level (1 slots): *hallucinatory terrain*

Actions

Multiattack. Seraficer makes three attacks: one with its bite and two slam attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Setiathet

Medium humanoid (half-elf), lawful evil

Armor Class 11 (23 with +2 plate, +1 shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	13 (+1)	19 (+4)	17 (+3)

Saving Throws Con +6, Wis +7

Skills History +4, Medicine +7, Perception +7, Religion +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elven, Goblin

Challenge 7 (2,900 XP)

Serpentine Shroud of Set. Setiathet is surrounded by a poisonous shroud or shadowy, writhing serpents. A creature that touches the priest or hits it with a melee attack while within 5 feet of it takes 10 (3d6) poison damage.

Spear of Darkness. Setiathet can use its action to create a spear of darkness that appears in its empty hand. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The spear grants the priest a +1 bonus to attack and damage rolls and deals piercing and poison damage.

The spear disappears if it is more than 5 feet away from the priest for 1 minute or more, or if the priest dies. Setiathet can dismiss the spear at will (no action required). This feature cannot be used to summon a new spear while Setiathet already is in possession of a summoned spear.

Spellcasting. Setiathet is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *guidance, light, resistance, sacred flame, true strike*

1st level (4 slots): *command, cure wounds, detect poison and disease*

2nd level (3 slots): *darkness, prayer of healing, shatter, zone of truth*

3rd level (3 slots): *dispel magic, prayer^{PG}, speak with dead, tongues*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (1 slots): *flame strike, hallow*

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d2) bludgeoning damage.

Spear of Darkness. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 10 (3d6) poison damage, or 5 (1d8 + 1) piercing damage plus 10 (3d6) poison damage if used with two hands.

Touch of the Serpent God (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute.

Shadow Hunters

Shadow Hunter Hatchling

Medium monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., climb 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	5 (-3)	10 (+0)	3 (-4)

Skills Perception +5, Stealth +3

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

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Languages —
Challenge 2 (450 XP)

Keen Smell. The shadow hunter hatchling has advantage on Wisdom (Perception) checks that rely on smell.

Shadow Stealth. While in dim light or darkness, the shadow hunter hatchling can take the Hide action as a bonus action.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 10 (3d6) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

Shadow Hunter

Huge monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft., climb 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	5 (–3)	14 (+2)	3 (–4)

Skills Perception +6, Stealth +6

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Keen Smell. The shadow hunter has advantage on Wisdom (Perception) checks that rely on smell.

Shadow Stealth. While in dim light or darkness, the shadow hunter can take the Hide action as a bonus action.

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage and 27 (6d8) poison damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the shadow hunter can't constrict another target.

Shadow Rat

Tiny undead, neutral

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	13 (+1)	2 (–4)	12 (+1)	12 (+1)

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow rat can move through a space as narrow as 1 inch wide without squeezing.

Keen Smell. The shadow rat has advantage on Wisdom (Perception) checks that rely on smell.

Shadow Stealth. While in dim light or darkness, the shadow rat can take the Hide action as a bonus action.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target's Strength score is reduced by 1d4. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, the target's Strength score is reduced by 1d4 and its hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum or Strength score drops to 0 as a result of this disease, the target dies.

Shantak

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	19 (+4)	8 (–1)	17 (+3)	10 (+0)

Skills Perception +6

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech

Challenge 8 (3,900 XP)

Flyby. The shantak doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Alien Physiology. Shantaks do not require oxygen and are immune to effects that require breathing.

Share Defenses. The shantak can extend the benefits of its alien physiology and cold immunity to one creature within 10 feet of it that it can touch. The shantak can activate or deactivate this feature at will; this does not require an action.

Slippery. A creature that attempts to grapple the shantak does so with disadvantage.

Starflight. The shantak can survive in the vacuum of out space.

Actions

Multiattack. The shantak makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Claws. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage and the target is grappled (escape DC 17) if it is a Large or smaller creature. The shantak has two claws, each of which can grapple only one target.

Sheriff

Medium humanoid (any race), any alignment

Armor Class 17 (chain shirt, shield)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Str +5, Dex +4, Wis +3

Skills Insight +5, Perception +5

Senses passive Perception 15

Languages Common, Giant, Goblin

Challenge 2 (450 XP)

Actions

Multiattack. The sheriff makes three melee attacks: two with its longsword and one with its shortsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Parry. The sheriff adds 2 to its AC against one melee attack that would hit it. To do so, the sheriff must see the attacker and be wielding a melee weapon.

Sheriff Ostland

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail and shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Skills Insight +5, Perception +5, Persuasion +5

Senses passive Perception 15

Languages Common, Elven, Giant, Goblin

Challenge 2 (450 XP)

Leadership (Recharges after a Short or Long Rest). For 1 minute, Sheriff Ostland can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Sheriff Ostland. A creature can benefit from only one Leadership die at a time. This effect ends if Sheriff Ostland is incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400, one target. *Hit:* 7 (1d10 + 2) piercing damage.

Shining Child

Medium aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	15 (+2)	11 (+0)	20 (+5)

Skills Arcana +10, Nature +6, Religion +6, Perception +4

Damage Resistances cold, thunder

Damage Immunities fire, poison, radiant

Condition Immunities blinded, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting. The shining child's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells without material components:

At will: *light, major image*

3/day each: *daylight, dispel magic, mirage arcana*
1/day: *plane shift* (self only), *sunbeam*

Radiant Armor. The AC of the shining child includes its Charisma bonus.

Radiance. The shining child sheds bright light out to 10 feet, and dim light an additional 10 feet. Dexterity (Stealth) checks made in this area automatically fail.

Actions

Multiattack. The shining child uses its Blinding Light ability and makes one Burning Touch or Searing Ray attack.

Blinding Light. The shining child shines with blinding light in a 60-foot radius, with an additional 60 feet of dim light beyond. Any creature who can see the shining child must make a DC17 Constitution saving throw. On a failed save, the creature is blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If, after one minute, an affected creature has not ended the blinded condition on itself through either succeeding on the saving throw or using magic, it is permanently blinded.

A creature can use its reaction to shield its eyes by making a DC 17 Dexterity saving throw. If successful, it is blinded until the start of its next turn, but does not have to make the Constitution saving throw to avoid blindness as above. On a failed Dexterity save, it must immediately make the Constitution saving throw.

Burning Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) radiant damage plus 19 (4d6 + 5) fire damage, and target must make a DC 17 Constitution saving throw. On a failure, the target begins to radiate, shedding bright light in a 60-foot radius centered on it.

While under this effect, the target automatically fails Dexterity (Stealth) checks. The target can repeat the saving throw at the end of each of its turns, taking an additional 14 (4d6) fire damage on a failure, or ending the effect on itself on a success.

The Burning Touch effect can be extinguished by magical darkness, a *greater restoration* or *heal* spell.

Searing Ray. *Ranged Spell Attack:* +9 to hit, range 120/300 ft., one target. *Hit:* 42 (12d6) radiant damage, or 63 (18d6) radiant damage if the target is undead.

Slithering Tracker

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	15 (+2)

Skills Stealth +8

Damage Resistances cold, fire

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages understands languages it knew in its previous form

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

APPENDIX A: BESTIARY

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

Sigma

Medium humanoid (human), chaotic evil

Armor Class 16 (breastplate, shield)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	10 (+0)	19 (+4)	15 (+2)

Saving Throws Con +4, Wis +7

Skills Insight +7, Perception +7, Religion +6

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 17

Languages Common

Challenge 6 (2,300 XP)

Breath of the Swamp. Sigma can breathe air and water.

Fetid Shroud of the Frog God. Sigma is surrounded by a fetid, swirling shroud of foul corruption. At the start of each of his turns, each creature within 5 feet of him takes 10 (3d6) acid damage. A creature that touches Sigma or hits him with a melee attack while within 5 feet of him takes 10 (3d6) acid damage.

Fetid Strike. Once on each of Sigma's turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 9 (2d8) acid damage to the target.

Spellcasting. Sigma is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *acid splash, guidanceresistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, jump, protection from evil and good*

2nd level (3 slots): *acid arrow, blindness/deafness, enhance ability, hold person*

3rd level (3 slots): *animate dead, bestow curse, spirit guardians, water walk*

4th level (1 slot): *banishment, guardian of faith*

Actions

+1 Mace. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) acid damage.

Plague of Frogs (Recharges after a Short or Long Rest). Sigma magically calls 1d4+4 giant frogs, provided that he is within 100 feet of a body of water large enough to cover a Medium creature (GM discretion).

The called creatures arrive within 1d4 rounds, acting as his allies, and obeying his spoken commands. The beasts remain for 1 hour, until he dies, or until he dismisses them as a bonus action.

Simrath the Vampire

Medium undead, lawful evil

Armor Class 18 (plate)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Celestial

Challenge 15 (13,000 XP)

Shapechanger. If Simrath isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

While in bat form, Simrath can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Simrath can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage, except the damage he takes from sunlight.

Legendary Resistance (3/day). If Simrath fails a saving throw, he can choose to succeed instead.

Misty Escape. When he drops to 0 hit points outside his resting place, Simrath transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach its resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Simrath regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Simrath takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Simrath can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Simrath has the following flaws:

Forbiddance. Simrath can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Simrath takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Simrath's heart while he is incapacitated in his resting place, Simrath is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Simrath takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). Simrath makes two attacks, only one of which can be a bite attack.

RAPPAN ATHUK

Greatsword (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature that is grappled by Simrath, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Simrath regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Simrath's control.

Charm. Simrath targets one humanoid it can see within 30 feet of it. If the target can see Simrath, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Simrath. The charmed target regards Simrath as a trusted friend to be heeded and protected. Although the target isn't under Simrath's control, it takes Simrath's requests or actions in the most favorable way it can, and it is a willing target for Simrath's bite attack. Each time Simrath or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Simrath is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

Malevolent Children of the Night (1/day). Simrath magically calls 4d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 worgs instead. The called creatures arrive in 1d4 rounds, acting as allies of Simrath and obeying its spoken commands. The beasts remain for 1 hour, until Simrath dies, or until Simrath dismisses them as a bonus action.

Legendary Actions

Simrath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Simrath regains spent legendary actions at the start of his turn.

Move. Simrath moves up to his speed without provoking opportunity attacks.

Greatsword Attack. Simrath makes one greatsword attack.

Bite (Costs 2 Actions). Simrath makes one bite attack.

Sir Kingsly

Medium humanoid (human), lawful good

Armor Class 11

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	17 (+3)	18 (+4)

Saving Throws Con +7, Wis +7, Cha +8

Skills Medicine +7, Perception +7

Senses passive Perception 17

Languages Common

Challenge 11 (7,200 XP)

Aura of Protection. An aura of protection surrounds Sir Kingsly. Sir Kingsly and his allies within 10 feet of him can add his Charisma bonus to saving throws.

Aura of Courage. Sir Kingsly and his allies that are within 10 feet of him cannot be frightened.

Divine Health. Sir Kingsly is immune to disease.

Divine Sense. Sir Kingsly is aware of the location of any celestial, fiend, or undead within 60 feet. Within the same radius he can also detect the presence of any place or object that has been consecrated or desecrated.

Divine Strike. Whenever Sir Kingsly hits a creature with a melee attack, the creature takes an extra 1d8 radiant damage (included in below).

Lay on Hands. As an action, Sir Kingsly can touch a creature, healing it for a maximum of 60 hit points. After he has healed a total of 60 hit points, he can't use this ability again until after a short or long rest.

Spellcasting. Sir Kingsly is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

1st level (4 slots): bless, cure wounds, divine favor, shield of faith

2nd level (3 slots): *aid, branding smite, lesser restoration*

3rd level (3 slots): *create food and water, remove curse, revivify*

Actions

Multiattack. Sir Kingsly makes three melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 4 (1d2 + 3) bludgeoning damage and 4 (1d8) radiant damage.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, and 4 (1d8) radiant damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage and 4 (1d8) radiant damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Siren

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	16 (+3)	19 (+4)

Skills Deception +8, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Flyby. The siren doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The siren's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells 1/day each, requiring no material components: *charm person, fog cloud, greater invisibility, polymorph* (self only).

Luring Song. The siren sings a magical melody. Every humanoid and giant within 300 feet of the siren that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn toward the siren by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

Magic Resistance. The siren has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The siren makes two attacks with its talons.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Sister Macry

Medium humanoid (human), lawful good

Armor Class 10

Hit Points 188 (29d8 + 58)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	12 (+1)	24 (+7)	23 (+6)

Saving Throws Con +7, Wis +12, Cha +11

Skills History +11, Insight +12, Persuasion +11, Religion +11

Damage Resistances necrotic

Condition Immunities frightened

Senses passive Perception 17

Languages Celestial, Common

Challenge 15 (13,000 XP)

Diminished Power. Due to the longterm and remote confinement, Sister Macry has lost access to Blessing of Muir, Protective Shroud of Muir, and Blessed Strike, and has no spells prepared. (The information provided below is in case she has a chance to recover her connection with Muir.)

Blessing of Muir. Sister Macry is resistant to necrotic damage and immune to the frightened condition.

Protective Shroud of Muir. Sister Macry is surrounded by a brilliant aura of radiant energy. At the start of each of her turns, any undead and fiends within 20 feet of her takes 10 (3d6) radiant damage. An undead or fiend that touches Sister Macry or hits her with a melee attack takes 10 (3d6) radiant damage and must succeed on a DC 15 Strength saving throw or be knocked back 10 feet.

Blessed Strike. Once on each of Sister Macry's turns when she hits a creature with a weapon attack, she can cause the attack to deal an extra 18 (4d8) radiant damage to the target.

Spellcasting. The Sister Macry is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*

1st level (4 slots): *bless, cure wounds, detect magic, healing word, protection from evil and good, shield of faith*

2nd level (3 slots): *aid, enhance ability, lesser restoration, prayer of healing, spiritual weapon, zone of truth*

3rd level (3 slots): *beacon of hope, daylight, remove cure, revivify, spirit guardians*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (3 slots): *dispel evil and good, flame strike, greater restoration, mass cure wounds*

6th level (2 slots): *blade barrier, forbiddance, heal, heroes' feast*

7th level (2 slots): *conjure celestial, fire storm, symbol*

8th level (1 slot): *earthquake, holy aura*

9th level (1 slot): *mass heal*

Actions

Multiattack. Sister Macry makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage plus 10 (3d6) radiant damage, or 6 (1d10 + 1) slashing damage plus 10 (3d6) radiant damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage plus 10 (3d6) radiant damage.

Slaver

Medium humanoid (any race), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	8 (-1)	18 (+4)	8 (-1)

Saving Throws Con +8, Wis +8

Skills Athletics +9, Perception +8, Religion +7

Senses truesight 120 ft., passive Perception 18

Languages Abyssal, Common, Goblin

Challenge 9 (5,000 XP)

Abyssal Blessing of Orcus. The slaver gains 15 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of the slaver's turns when it hit a creature with a weapon attack, the slaver can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The slaver is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds, shield of faith*

2nd level (3 slots): *enhance ability, hold person, silence, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, magic circle*

4th level (3 slots): *blight, death ward, guardian of faith*

5th level (2 slots): *dispel evil and good, mass cure wounds*

Actions

Multiattack. The slaver makes three attacks with its flail.

Unholy Flail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the slaver's control, unless the humanoid is restored to life or its body is destroyed. The slaver can have no more than four shadows under its control at one time.

Slavish

Medium undead, lawful evil

Armor Class 21 (natural armor)

Hit Points 240 (37d8 + 74)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	15 (+2)	14 (+2)	26 (+8)

Saving Throws Con +9, Int +9, Wis +9, Cha +15

Skills Arcana +16, History +9, Insight +9, Perception +9, Religion +9

Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Common, Elven, Infernal
Challenge 23 (50,000 XP)

Legendary Resistance (3/day). If Slavish fails a saving throw, it can choose to succeed instead.

Metamagic Savant. Slavish can twist magic to its needs. Slavish can spend extra spell slots to manipulate the effects of its spells.

Heightened Spell. When Slavish casts a spell that forces a creature to make a saving throw to resist its effects, the lich can spend an extra spell slot of the same level to give one target of the spell disadvantage on its first saving throw made against the spell.

Twinned Spell. When Slavish casts a spell that targets only one creature and doesn't have a range of self, Slavish can spend an extra spell slot of the same level to target a second creature in range with the same spell.

Rejuvenation. If it has a phylactery, Slavish gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. Slavish is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *acid splash, chill touch, ray of frost, shocking grasp, prestidigitation*

1st level (4 slots): *alarm, detect magic, fog cloud*

2nd level (3 slots): *acid arrow, detect thoughts, hold person, scorching ray, suggestion*

3rd level (3 slots): *fireball, fly, haste, lightning bolt*

4th level (3 slots): *blight, greater invisibility, phantasmal killer, stone shape*

5th level (2 slots): *arcane hand, cone of cold, dominate person, telekinesis*

6th level (2 slot): *chain lightning, flesh to stone, mass suggestion*

7th level (2 slot): *delayed blast fireball, prismatic spray, sequester*

8th level (1 slot): *dominate monster, feeblemind, power word stun*

9th level (1 slot): *meteor swarm, time stop*

Turn Resistance. Slavish has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. *Melee Spell Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Slavish can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Slavish regains spent legendary actions at the start of its turn.

Cantrip. Slavish casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Slavish uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Slavish fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Slavish's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of Slavish must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Skeletons

Army Skeleton

Medium undead, neutral evil

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Turn Resistance. The army skeleton has advantage on saving throws against any effect that turns undead.

Actions

Multiaction. The army skeleton makes two claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Black Skeleton

Medium undead, chaotic evil

Armor Class 17 (chain shirt)

Hit Points 71 (13d8 + 13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	13 (+1)	13 (+1)	10 (+0)	14 (+2)

Skills Perception +4, Stealth +6

Damage Vulnerabilities bludgeoning, radiant

Damage Resistances cold

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Shortsword Masters. Black skeletons gain defensive bonuses (+2 to AC) and bonuses to attack (+2 to hit) when wielding dual shortswords (included in the statistics).

Actions

Multiaction. The black skeleton makes two claw attacks or two shortsword attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Slime Crawler, Larval

Medium aberration, neutral
Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	1 (-5)	12 (+1)	6 (-2)

Saving Throws Wis +3
Skills Athletics +5, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 1 (200 XP)

Keen Smell. The larval slime crawler has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. The target is grappled (escape DC 11) if the larval slime crawler isn't already constricting a creature, and the target is restrained until the grapple ends.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Slime Crawler, Mature

Large aberration, neutral
Armor Class 15 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 30 ft., climb 15 ft.

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

Saving Throws Wis +4
Skills Athletics +6, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 3 (700 XP)

Keen Smell. The mature slime crawler has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The mature slime crawler makes three attacks: two with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving or be paralyzed for. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.



Snake, Sepia

Huge monstrosity, neutral
Armor Class 16 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	4 (-3)	13 (+1)	19 (+4)

Saving Throws Dex +7, Con +8
Skills Perception +9, Stealth +7
Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned, prone
Senses darkvision 120 ft., passive Perception 19
Languages —
Challenge 9 (5,000 XP)

Flyby. The sepia snake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Gaze. When a creature that can see the sepia snake's eyes starts its turn within 30 feet of the sepia snake, the snake can force it to make a DC 16 Constitution saving throw if the sepia snake isn't incapacitated and can see the creature. On a failure, the creature is frightened for 1 minute.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the sepia snake until the start of its next turn, when it can avert its eyes again. If the creature looks at the sepia snake in the meantime, it must immediately make the save. While averting its eyes, any attacks on the sepia snake are done at disadvantage.

Actions

Multiattack. The sepia snake makes two melee attacks: one with its bite and one with its tail sting.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. The target is grappled (escape DC 16) if the sepia snake isn't already grappling a creature, and the target is restrained until the grapple ends.

Tail Sting. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage and 27 (6d8) poison damage, and the target must make a DC 16 Constitution saving throw or is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Cocoon (Recharge 5-6). A sepia snake can fire a line of webbing to a range of 20 feet. Creatures in this area must make a DC 16 Dexterity saving throw. On a failure, the creature is restrained by webbing. If a creature is completely covered in webbing, it must make a successful DC 16 Constitution saving throw or be placed in a state of magical suspended animation 1d4 + 12 days. During this time, the creature does not need food or water.

In one round, the sepia snake can spit enough webbing to cover one Medium or smaller creature. For each size category larger than Medium, the snake must fire another line of webbing to completely encase an opponent.

As an action, creatures hit by the webbing but not completely covered can make a DC 16 Strength check, bursting the webbing on a success. A creature that is completely wrapped in the webbing cannot break free and must rely on others to remove the webs. The webbing can be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Socrates

Medium humanoid (human), lawful good

Armor Class 17 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	18 (+4)	14 (+2)

Skills Acrobatics +5, Insight +6, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 3 (700 XP)

Slow Fall. Socrates reduces any falling damage by 30. If he does not take damage from a fall, he does not drop prone.

Actions

Multiattack. Socrates can make three attacks with his unarmed strike. He can use his Flurry of Blows or Stunning Strike ability in place of one of the unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Flurry of Blows (3/day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target suffers one of the following effects of its choice:

Prone. The target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Pushed. The target must make a successful DC 14 Strength saving throw or be pushed up to 15 feet away from Socrates.

Agog. The target can't take reactions until the end of the Socrates's next turn.

Stunning Strike (3/day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Socrates's next turn.

Reactions

Deflect Missiles. If Socrates has one hand free, he can use his reaction in response to being hit with a ranged weapon attack. Socrates reduces the damage by 14 (1d10 + 9). If he reduces the damage to 0, he can catch the missile if it is small enough for him to hold with one hand.

Spiders

Albino Cave Spider

Tiny beast, unaligned

Armor Class 15 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., climb 10 ft.

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

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., tremorsense 60 ft., passive

Perception 14

Languages —

Challenge 1/2 (100 XP)

Spider Climb. The albino cave spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the albino cave spider knows the exact location of any other creature in contact with the same web.

Web Walker. The albino cave spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw and on failure taking 1 (1d3) poison damage. If the target misses its saving throw by 5 or more, it is poisoned for 1 hour.

Giant Black Widow Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	2 (-4)	10 (+0)	2 (-4)

Skills Stealth +6

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Spider Climb. The giant black widow spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the giant black widow spider knows the exact location of any other creature in contact with the same web.

Web Walker. The giant black widow spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The giant black widow spider makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) poison damage. If the target is a

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creature, it must succeed on a DC 15 Constitution saving throw or become poisoned until it is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The poison is cured on a success. The target dies if the poison reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the poison is cured.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* 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. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Ghostwalk Spider

Large monstrosity, neutral evil

Armor Class 15

Hit Points 119 (14d10 + 42)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	9 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +9, Wis +6

Skills Perception +6

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages understands Undercommon but can't speak

Challenge 9 (5,000 XP)

Ghostwalk. As a bonus action, the ghostwalk spider becomes invisible and intangible. Attacking doesn't end this invisibility. While invisible, the ghostwalk spider has advantage on Dexterity (Stealth) checks and gains the following:

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities paralyzed, petrified, prone, restrained, stunned

The ghostwalk ends when the spider chooses to end it as a bonus action or when the spider dies.

Incorporeal Movement (During Ghostwalk Only). The ghostwalk spider 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.

Spider Climb. The ghostwalk spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The ghostwalk spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The ghostwalk spider makes two bite attacks. It can make a ghostly snare attack in place of one of its bites.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 13 (3d8) poison damage, or half poison damage with a successful DC 15 Constitution saving throw. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned and paralyzed for 1 hour, even after regaining hit points. While using Ghostwalk, the spider's bite and poison do half damage to targets that aren't affected by Ghostly Snare (see below).

Ghostly Snare (During Ghostwalk Only, Recharge 5-6). *Ranged Weapon Attack:* +9 to hit, range 40/160 ft., one target. *Hit:* The target is restrained by ghostly webbing. While restrained in this way, the target is invisible to all creatures except ghostwalk spiders, and it has resistance to acid, cold, fire, lightning, and thunder damage. A creature restrained by Ghostly Snare can escape by using an action to make a successful DC 14 Strength check, or the webs can be attacked and destroyed (AC 10; hp 5).

The Ghostwalk Spider can be found in *Tome of Beasts* by Kobold Press.

Spider of Leng

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	17 (+3)	10 (+0)	10 (+0)

Saving Throws Dex +6, Con +6, Int +6

Skills Athletics +5, Perception +3, Stealth +6

Damage Resistances poison

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 240 ft., passive Perception 13

Languages Common, Void Speech

Challenge 7 (2,900 XP)

Eldritch Understanding. A spider of Leng can read and use any scroll.

Innate Spellcasting. The spider of Leng's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *comprehend languages*, *detect magic*, *shocking grasp*
3/day each: *shield*, *silence*

1/day each: *arcane eye*, *confusion*, *hypnotic pattern*, *stoneskin*

Poisonous Blood. An attacker who hits a spider of Leng with a melee attack from within 5 feet must make a successful DC 15 Dexterity saving throw or take 7 (2d6) poison damage and be poisoned until the start of its next turn.

Shocking Riposte. When a spider of Leng casts shield, it can also make a shocking grasp attack for 9 (2d8) lightning damage against one enemy within 5 feet as part of the same reaction.

Actions

Multiattack. The spider of Leng makes two claw attacks, two staff attacks, or one of each.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage plus 4 (1d8) poison damage.

Spit Venom. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) poison damage, and the target must make a successful DC 14 Constitution saving throw or be poisoned and blinded until the end of its next turn.

Staff of Leng. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 13 (2d12) psychic damage, and the target must make a successful DC 15 Wisdom saving throw or be stunned until the start of the spider's next turn.

The Spider of Leng can be found in *Tome of Beasts* by Kobold Press.

Spiker, The

Medium humanoid (tiefling), chaotic evil

Armor Class 14 (leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	6 (-2)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Goblin

Challenge 4 (1,100 XP)

Grappler. The Spiker has advantage on attack rolls against any creature grappled by him.

Spiked Armor. The Spiker wears viciously spiked armor. As a bonus action, he can make a melee attack with his spiked armor against a target within 5 feet of him. The spikes deal 3 (1d6) piercing damage, and

the Spiker's Strength modifier is used on the attack and damage rolls. Additionally, when grappling a creature, the Spiker's armor deals 3 piercing damage to the creature if the grappling attempt succeeds.

Spiker's Curse. The character that deals the killing blow to the Spiker must immediately succeed on a DC 20 Wisdom saving throw or be cursed, becoming the new Spiker. This effect can only be reversed by a *wish* spell.

Actions

Multiattack. The Spiker makes two attacks: one with his heavy hammer and one with his 3-foot iron spike.

Heavy Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

3-Foot Iron Spike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Spiker's Gaze. The Spiker targets one creature it can see within 60 feet of it. If the target can see the Spiker, it must succeed on a DC 13 Wisdom saving throw against this magic or become enthralled and walk to the nearest walk or stable surface and stand there until the end of the Spiker's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed upon reaching the wall for the same duration. A target that succeeds on the saving throw is immune to the Spiker's Gaze for the next 24 hours.

Spirit Oni

Tiny aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	12 (+1)	13 (+1)	12 (+1)	15 (+2)

Skills Deception +6, Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Giant

Challenge 2 (450 XP)

Innate Spellcasting. The spirit oni's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only), *mage hand*

1/day each: *command*, *sleep*

1/week: *commune*

Mask Symbiosis. A willing Small or Medium creature can wear the spirit oni as a mask. While wearing the mask, the creature sees through the spirit oni's eyes and speaks through its mouth, and has advantage on Wisdom (Insight) checks. The spirit oni cannot act independently while being worn as a mask.

Actions

Multiattack. The spirit oni makes two attacks: one with its bite and one with its gore.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour.

Statue of Wishes

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed Off.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	17 (+3)	10 (+0)	10 (+0)	16 (+3)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Immutable Form. The statue of wishes is immune to any spell or effect that would alter its form.

Innate Spellcasting. The statue of wishes can cast *magic missile* using a 5th level spell slot at will without requiring material components.

Magic Resistance. The statue of wishes has advantage on saving throws against spells and other magical effects.

Regeneration. The statue of wishes regains 1 hit points at the beginning of each of its turns. If the Statue is dropped to 0 hit points, it will continue to regenerate hit points, returning to full function once its hit points have been fully regained.

Actions

Grant Wish (2/day). The statue of wishes is capable of granting two requests to any one creature placed in the circle in front of it. Firstly, it can grant an experience bonus to the target, giving the character enough experience to reach the next level. Secondly, the statue of wishes can cast the *raise dead* spell on the target inside the circle without requiring material components.

However, each time a request is made, either to *raise dead* on a creature in the circle or grant bonus experience, roll 1d100. On the result of a 20 or less, or if the request is for anything other than reawakening or experience, the Statue of Wishes decides that the creature inside the circle does not receive a wish. In this case, that creature must make a DC15 Strength saving throw. On a failed saving throw, that creature takes 10 (3d6) bludgeoning damage and is pulled into the statue of wishes' open mouth. The mouth then closes.

A creature who is trapped inside the statue of wishes can survive for up to 1d6 hours on the available air inside. Rescuing a creature inside requires killing the statue, as the mouth cannot be pried open while it is alive.

Stingrays

Large Stingray

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 93 (11d10 + 33)

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	17 (+3)	1 (-5)	16 (+3)	2 (-4)

Senses tremorsense 100 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Water Breathing. The large stingray can breathe only underwater.

Keen Smell. The large stingray has advantage on Wisdom (Perception) checks that rely on smell.

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Actions

Multiattack. The large stingray makes two attacks: one with its sting and one with its wing.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

Wing. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Medium Stingray

Medium beast, unaligned

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+0)	14 (+2)	13 (+1)	1 (-5)	14 (+2)	2 (-4)

Senses tremorsense 100 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Water Breathing. The medium stingray can breathe only underwater.

Keen Smell. The medium stingray has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour.

Small Stingray

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	1 (-5)	12 (+1)	2 (-4)

Senses tremorsense 100 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Water Breathing. The small stingray can breathe only underwater.

Keen Smell. The small stingray has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour.

Stone Roper

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	12 (+1)

Skills Perception +6, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 6 (2,300 XP)

False Appearance. While the stone roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The stone roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The stone roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stony Hide. The stone roper's tough hide is resistant to nonmagical damage.

Actions

Multiattack. The stone roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

Petrifying Venom (3/day). The stone roper can release a petrifying through its tendrils. A creature grappled by the stone roper must succeed on a DC 15 Constitution saving throw. On a failed save, the creature begins to turn to stone. The creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Swarms

Bone Swarm

Medium swarm of Tiny undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	2 (-4)	10 (+0)	10 (+0)

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled,

RAPPAN ATHUK

paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Swarm. The bone swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Shred. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) slashing damage.

Stirge Swarm

Medium swarm of Tiny beasts, unaligned

Armor Class 15 (natural armor)

Hit Points 58 (13d8)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	10 (+0)	1 (-5)	12 (+1)	6 (-2)

Skills Perception +7

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 5 (1,800 XP)

Swarm. The stirge swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (6d4 + 4) piercing damage, and the some stirges attache to the target. While attached, the stirges don't attack. Instead, at the start of each of the stirge's turns, the target loses 19 (6d4 + 4) hit points due to blood loss.

The stirge swarm can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge swarm.

Undead Hummingbird Swarm

Medium swarm of Tiny undead, chaotic evil

Armor Class 16

Hit Points 27 (6d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	21 (+5)	10 (+0)	1 (-5)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +9

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Swarm. The undead hummingbird swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large

enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Pierce. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 piercing damage. If the target is a creature, the wound bleeds for 1 necrotic damage on each subsequent turn. The wound continues to bleed until it is cured by magical healing.

Swoana

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	13 (+1)	8 (-1)	18 (+4)

Saving Throws Dex +9, Wis +4, Cha +9

Skills Perception +4, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 14

Languages Common

Challenge 13 (10,000 XP)

Berserk. Swoana immediately goes berserk and gains advantage on all melee weapon attack rolls, but all attack rolls against her have advantage. This effect lasts until she is slain or combat ends.

Blood Starvation. Swoana has been imprisoned within this room and his crypt for almost three centuries, deprived of bloody sustenance for the entirety of her imprisonment. Her Legendary Resistance and Regeneration traits are limited until she feeds.

Bound by Death. The ward placed by Bofred binds Swoana to the immediate vicinity of this room and to her crypt. If her corporeal form is slain, she reappears in a comatose state within her crypt.

Shapechanger. If Swoana isn't in sunlight or running water, she can use her action to polymorph into a Tiny bat or a Medium cloud of mist, or back into her true form.

While in bat form, Swoana can't speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies.

While in mist form, Swoana can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage, except the damage she takes from sunlight.

Legendary Resistance (3/day). Once Swoana feeds she can then choose to succeed on a saving throw that she has failed.

Regeneration. Swoana regenerates 10 hit points (until she feeds at which point she regenerates 20 hit points) at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. Swoana can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Swoana has the following flaws:

Forbiddance. Swoana can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Swoana takes 20 acid damage if she ends her turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Swoana's heart while she is incapacitated in her resting place, she is paralyzed until the stake is removed.

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Sunlight Hypersensitivity. Swoana takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). Swoana makes three attacks, only one of which can be a bite attack.

Claws (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature that is grappled by Swoana, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Swoana's control.

Charm. Swoana targets one humanoid she can see within 30 feet of it. If the target can see her, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards Swoana as a trusted friend to be heeded and protected. Although the target isn't under Swoana's control, it takes her requests or actions in the most favorable way it can, and it is a willing target for Swoana's bite attack. Each time Swoana or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Swoana is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

Children of the Night (1/day). Swoana magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Swoana can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as her allies and obeying her spoken commands. The beasts remain for 1 hour, until Swoana dies, or until she dismisses them as a bonus action.

Legendary Actions

Swoana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Swoana regains spent legendary actions at the start of her turn.

Move. The vampire moves up to her speed without provoking opportunity attacks.

Unarmed Strike. Swoana makes one greatsword attack.

Bite (Costs 2 Actions). Swoana makes one bite attack.

Syanngg

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Con +9, Int +9, Wis +6, Cha +7

Skills Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, prone

Senses darkvision 120 ft., passive Perception 20

Languages Common, Deep Speech, Undercommon

Challenge 12 (8,400 XP)

Magic Resistance. The syanngg has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The syanngg can make up to 4 bite attacks and fire 3 eye rays.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Eye Rays. The syanngg shoots three of the following magical eye rays at random from the table below (reroll duplicates), choosing one to three targets it can see within 120 feet of it.

d6 Ray

1 Slowing Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2 Lightning Bolt. A lightning bolt arcs from the syanngg's eye, forming a 5-foot-wide line that is 120 feet long. Each creature in this area must make a DC 16 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much on a successful one.

3 Antimagic Ray. The syanngg's eye creates an area of antimagic, as in the antimagic field spell, in a 120-foot cone.

4 Petrification Ray. The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

5 Paralyzing Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6 Charm Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the syanngg for 1 hour, or until the syanngg harms the creature.

Tall Jack Rat

Medium humanoid (human), neutral evil

Armor Class 13 (leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Skill Acrobatics +4, Deception +1, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Sneak Attack (1/turn). Tall Jack deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of Jack's allies that isn't incapacitated and Jack doesn't have disadvantage on the attack roll.

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Actions

Multiaction. Tall Jack makes two attacks: one with his rapier and one with his dagger.

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

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tangtal

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 4 (1,100 XP)

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

Pounce. If the tangtal moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tangtal can make one bite attack against it as a bonus action.

Actions

Multiaction. The tangtal makes three melee attacks, one bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Duplicate (1/day). A tangtal can create up to 8 illusory duplicates of itself. These duplicates behave exactly like those created by a *mirror image* spell.

Teran

Medium humanoid (drow elf), lawful evil

Armor Class 15 (*greater ring of protection*^{GM})

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Dex + 6, Int + 7, Wis + 4

Skills Arcana +7, History +7, Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Elven, Giant, Goblin

Challenge 7 (2,900 XP)

Fey Ancestry. Teran has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Teran's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Sunlight Sensitivity. While in sunlight, Teran has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. Teran is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *acid splash, fire bolt, mage hand, mending, message*

1st level (4 slots): *charm person, detect magic, magic missile, silent image*

2nd level (3 slots): *alter self, mirror image, suggestion, web*

3rd level (3 slots): *blink, fireball, haste, stinking cloud*

4th level (3 slots): *arcane eye, fire shield, greater invisibility*

5th level (1 slot): *cone of cold, dominate person*

Greater Ring of Protection. Teran has a +2 bonus to AC and saving throws while wearing the *greater ring of protection*^{GM}.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Theron

Medium humanoid (human), chaotic evil

Armor Class 23 (+1 plate armor, shield, *greater ring of protection*^{GM})

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	13 (+1)	21 (+5)	16 (+3)

Saving Throws Int + 6, Wis + 10, Cha + 8

Skills Perception +10, Religion +6

Senses truesight 120 ft., passive Perception 20

Languages Abyssal, Common

Challenge 13 (10,000 XP)

Abyssal Blessing of Orcus. Theron gains 20 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Theron's turns when he hits a creature with a weapon attack, Theron can cause the attack to deal an extra 18 (4d8) necrotic damage to the target.

Spellcasting. The priest of Orcus is a 16th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (2 slots): *blight, death ward, guardian of faith*

5th level (2 slots): *commune, flame strike, insect plague*

6th level (1 slot): *blade barrier, creature undead, heal*

7th level (1 slot): *fire storm, symbol*

8th level (1 slot): *antimagic field*

Greater Ring of Protection. Theron has a +2 bonus to AC and saving throws while wearing the *greater ring of protection*^{GM}.

Actions

Flaming Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 4 (1d8) fire damage.

Cares of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage, and the target's Strength score is reduced by 1d8. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Theron's control, unless the humanoid is restored to life or its body is destroyed. Theron can have no more than four shadows under his control at one time.

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Thiris

Medium humanoid (elf), lawful neutral
 Armor Class 12
 Hit Points 65 (10d8 + 20)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Str +4, Dex +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish
Challenge 2 (450 XP)

Actions

Multiattack. Thiris makes two melee attacks.
Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d2 + 2) bludgeoning damage.
Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) piercing damage if used with two hands.
Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Thorillith

Medium monstrosity, neutral evil
 Armor Class 17 (chain shirt, shield)
 Hit Points 152 (16d8 + 80)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	20 (+5)	16 (+3)	17 (+3)	15 (+2)

Saving Throws Dex +11, Con +9, Wis +7
Skills Perception +7, Survival +7
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 17
Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.
Challenge 10 (5,900 XP)

Pinpoint Accuracy. A melee or ranged weapon deals one extra die roll of its damage when Thorillith hits with it (included in the attack).

Slayer. Once per turn, Thorillith can do an extra 1d8 damage to a creature that is below its hit point maximum.

Keen Hearing and Sight. Thorillith has advantage on Wisdom (Perception) checks related to hearing or sight.

Innate Spellcasting. Thorillith's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks), and he requires no material components for the following spells:

At will: *disguise self*, *minor illusion*

1/day each: *blur*, *mirror image*, *suggestion*

Spellcasting. Thorillith is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

1st level (4 slots): *alarm*, *fog cloud*, *hunter's mark*, *longstrider*

2nd level (3 slots): *lesser restoration*, *pass without trace*, *spike growth*

3rd level (2 slots): *plant growth*, *wind wall*

Actions

Multiattack. Thorillith makes four attacks, only one of which can be a bite.
Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour.

+1 **Scimitar.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage

Spit Venom. (Recharge 5-6). *Ranged Weapon Attack:* +11 to hit, range 30/60 ft., one target. *Hit:* 13 (3d8) poison damage and the target must succeed on a DC 13 Dexterity saving throw or be blinded for 1 minute. The blinded target can repeat the saving throw at the end of each of its turns, ending the blinded effect on itself on a success.

Thoqqua

Medium elemental, neutral
 Armor Class 13 (natural armor)
 Hit Points 52 (8d8 + 16)
 Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Skills Perception +3
Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages understands Ignan but can't speak
Challenge 3 (700 XP)

Molten Body. A creature that touches the thoqqua or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. In addition, at the start of each of its turns, the thoqqua deals 10 (3d6) fire damage to any creature grappling it.

Any nonmagical weapon made of metal or wood that hits the thoqqua melts or burns. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the thoqqua is destroyed after dealing damage.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage, plus 10 (3d6) fire damage.

Tibor

Medium humanoid (human), chaotic evil
 Armor Class 16 (chain mail)
 Hit Points 91 (14d8 + 28)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	18 (+4)	14 (+2)

Saving Throws Con +6, Wis +8
Skills Religion +5
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, Common
Challenge 9 (5,900 XP)

Abyssal Blessing of Orcus. Tibor gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Tibor's turns when he hits a creature with a weapon attack, Tibor can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing

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their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Tibor is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): chill touch, guidance, resistance, thaumaturgy
 1st level (4 slots): *bane, bless, cure wounds, detect magic, sanctuary*
 2nd level (3 slots): *blindness/deafness, darkness, enhance ability, spiritual weapon*
 3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*
 4th level (2 slots): *blight, death ward*
 5th level (2 slots): *flame strike*

Actions

Unholy Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cares of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d8. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Tibor's control, unless the humanoid is restored to life or its body is destroyed. Tibor can have no more than four shadows under his control at one time.

Titan, Elysian

Gargantuan celestial (titan), chaotic good

Armor Class 19 (natural armor)

Hit Points 574 (28d20 + 280)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	20 (+5)	27 (+8)	23 (+6)

Saving Throws Str +17, Int +12, Wis +15, Cha +13

Skills Insight +15, Persuasion +13

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened, poisoned

Senses truesight 120 ft., passive Perception 18

Languages all, telepathy 300 ft.

Challenge 24 (62,000 XP)

Innate Spellcasting. The elysian titan's innate spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *divination, dispel magic, levitate, mind blank, sending*
 3/day each: *bestow curse, scrying, heal, mass suggestion*
 1/day each: *freedom of movement, planar ally, meteor swarm*

Trampling Charge. If the elysian titan moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, that target must succeed on a DC 24 Strength saving throw or be knocked prone. If the target is prone, the elysian titan can make one stomp attack against it as a bonus action.

Actions

Multiattack. The construct makes two slam attacks.

Maul of the Titans. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 41 (7d8 + 10) bludgeoning damage.

Slam. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage, and all creatures within 20 feet of the titan must succeed on a DC 20 Dexterity saving throw or be knocked prone as the titan causes the ground to heave.

Titan Cyclops

Huge construct, neutral

Armor Class 16 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	24 (+7)	2 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 15 (13,000 XP)

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

Magic Resistance. The construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The construct's weapon attacks are magical.

Actions

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Stalagmite. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 31 (6d6 + 10) bludgeoning damage.

Slow (Recharge 5-6). The construct targets one or more creatures it can see within 10 feet of it. Each target must make a DC 18 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Topiary Beast

Large monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	13 (+1)	14 (+2)

Skills Athletics +9, Perception +4, Stealth +6

Damage Resistance cold, fire

Condition Immunities prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP)

False Appearance. While the topiary beast remains motionless, it is indistinguishable from common plants or fungus.

Camouflage. The topiary beast has advantage on Dexterity (Stealth) checks made to hide in any terrain with ample surrounding plant life.

Actions

Multiattack. The topiary beast makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

Swallow. The topiary beast makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the topiary beast, and it takes 14 (4d6) bludgeoning damage at the start of each of the topiary beast's turns. A topiary beast can have only one creature swallowed at a time.

If the topiary beast takes 30 damage or more on a single turn from the swallowed creature, the topiary beast must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the topiary beast. If the topiary beast dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Trapper

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	19 (+4)	14 (+2)	15 (+2)	15 (+2)

Skills Perception +8, Stealth +7

Damage Resistance cold, fire

Condition Immunities prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18

Languages —

Challenge 7 (2,900 XP)

False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

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

Actions

Buffet. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Envelop. One Large or up to 4 medium creatures within 5 feet of the trapper must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15). Until the grapple ends, the target takes 17 (4d6 + 3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and can't breathe.

Treant, Stone

Huge elemental, neutral

Armor Class 14 (natural armor)

Hit Points 403 (26d12 + 234)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	29 (+9)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +4, Wis +8

Skills Perception +8, Stealth +4

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons that are not adamantine.

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 18

Languages Sylvan, Terran

Challenge 15 (13,000 XP)

Acidic Blood. Anyone striking the stone treant with a melee attack that inflicts piercing or slashing damage releases a gout of acidic blood. Each creature within 5 feet of the treant must attempt a DC 18 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much on a successful one.

Rampage. When a stone treant reduces a creature to 0 hit points with a melee attack on its turn, the stone treant can take a bonus action to move up to half its speed and make a slam attack.

Radial Symmetry. Because of its shape, the stone treant can bring no more than two of its slam attacks to bear on any one target. However, this symmetry prevents the treant from being surprised.

Trampling Charge. If the stone treant moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the stone treant can make one slam attack against it as a bonus action.

Actions

Multiattack. The stone treant makes three slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 32 (5d8 + 10) bludgeoning damage.

Tribitz

Small humanoid (goblin), chaotic evil

Armor Class 22 (+2 plate, shield)

Hit Points 110 (17d6 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	17 (+3)	12 (+1)	20 (+5)	14 (+2)

Saving Throws Con +7, Wis +9, Int +5

Skills Perception +9, Religion +5

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Goblin

Challenge 10 (5,900 XP)

Abyssal Blessing of Orcus. Tribitz gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Tribitz's turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 13 (3d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze.

RAPPAN ATHUK

Spellcasting. Tribitz is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy, true strike*

1st level (4 slots): *bane, bless, cure wounds, detect magic, false life, divine favor, sanctuary*

2nd level (3 slots): *blindness/deafness, darkness, enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, spirit guardians*

4th level (3 slots): *blight, death ward, guardian of faith*

5th level (2 slots): *dispel evil and good, flame strike*

6th level (1 slot): *blade barrier*

Actions

+2 Unholy Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 1) piercing damage.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Tribitz's control, unless the humanoid is restored to life or its body is destroyed. Tribitz can have no more than four shadows under his control at one time.

Trillok

Small humanoid (goblin), neutral evil

Armor Class 18 (chain mail, shield)

Hit Points 97 (15d6 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	17 (+3)	12 (+1)	11 (+0)	8 (-1)

Saving Throws Dex +5, Con +5

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Goblin

Challenge 4 (1,100 XP)

Improved Critical. Trillok scores a critical hit with a melee weapon on a roll of 19 or 20.

Martial Advantage. Once per turn, Trillok can deal an extra 10 (3d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Trillok that isn't incapacitated.

Nimble Escape. Trillok can take the Disengage or Hide action as a bonus action on each of his turns.

Actions

Multiattack. Trillok makes two attacks with his longsword and one shield bash.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft.,

one target. *Hit:* 8 (1d10 + 3) piercing damage.

Reactions

Parry. Trillok adds 3 to his AC against one melee attack that would hit him. To do so, Trillok must see the attack and be wielding a melee weapon.

Trolls

River Troll

Large humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	6 (-2)	9 (-1)	7 (-2)

Skills Athletics +5, Perception +1

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 4 (1,100 XP)

Amphibious. The river troll can breathe both air and water.

Keen Smell. The river troll has advantage on Wisdom (Perception) checks that rely on smell.

Poison Skin. The river troll's skin contains a powerful poison. Any time the river troll touches another creature, that creature takes 7 (2d6) poison damage.

Regeneration. The river troll regains 10 hit points at the start of its turn as long as it is at least partially submerged in water; strong rainfall also allows the troll's regeneration to function. If the troll takes acid or lightning damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The river troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) poison damage.

Rock Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 150 (12d10 + 84)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	6 (-2)	9 (-1)	6 (-2)

Skills Perception +3

Damage Resistances force, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 11 (7,200 XP)

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

Regeneration. The rock troll regains 10 hit points at the start of its turn if it has at least 1 hit point and is underground touching earth or rock. If

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the rock troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn.

Rend. If the troll hits the target with both claws on the same turn, the troll rends the target, dealing an additional 22 (4d10) slashing damage to the target.

Sunlight Vulnerability. The rock troll begins to turn to stone and its speed is halved when it starts its turn in true sunlight (magical light does not have the same effect). The rock troll must make a DC 17 Constitution saving throw at the end of its next turn. If it fails this saving throw, it completely turns to stone and is petrified. The troll must repeat the saving throw for each turn it remains in sunlight. The petrified effect is permanent unless dispelled (but only if done out of direct sunlight).

Tough Hide. The rock troll has extremely thick, tough skin that protects it from nonmagical weapons.

Actions

Multiattack. The rock troll makes three melee attacks: one with bite and two claws. If both claw attacks hit the same target on the same turn, the troll rends the creature with its claws, inflicting additional slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Tsathar

Tsathar

Medium monstrosity (aquatic), chaotic evil

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

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

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Tsathar

Challenge 1/2 (100 XP)

Amphibious. The tsathar can breathe air and water.

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

Slimy. Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple a tsathar do so with disadvantage.

Standing Leap. The tsathar's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The tsathar makes two melee attacks: one with its bite and one with its claws, or one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or become the living host to a tsathar egg, which over the course of the egg maturing, migrates to the chest cavity of the host. The host creature must make another DC 13 Constitution saving throw after 24 hours of the egg having been implanted. A failed saving throw results in the host becoming violently ill, followed by a deep coma-like state that lasts 2d6 + 2 days. At the end of each day, the host can attempt another saving throw with a success indicating that its body has managed to destroy the egg through normal immune response. At the end of the incubation period, the host awakes to excruciating pain as the young

tsathar, freed from its egg, tears its way out of the host, who is reduced to 0 hit points in the process.

A DC 16 Wisdom (Medicine) check can be attempted to surgically extract an egg from the host. A *lesser restoration* spell will also cure the condition and purge the host of the egg.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make the melee attack.

Tsathar Monk

Medium monstrosity (aquatic), chaotic evil

Armor Class 15 (frog hide)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +5, Perception +5, Religion +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Tsathar

Challenge 2 (450 XP)

Amphibious. The tsathar monk can breathe air and water.

Keen Smell. The tsathar monk has advantage on Wisdom (Perception) checks that rely on smell.

Slimy. Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple a tsathar does so with disadvantage.

Standing Leap. The tsathar monk's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The tsathar monk can make three melee attacks: two with its claws and one bite. It can use its Flurry of Blows or Stunning Strike ability in place of one of the claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or become the living host to a tsathar egg, which over the course of the egg maturing, migrates to the chest cavity of the host. The host creature must make another DC 13 Constitution saving throw after 24 hours of the egg having been implanted. A failed saving throw results in the host becoming violently ill, followed by a deep coma-like state that lasts 2d6 + 2 days. At the end of each day, the host can attempt another saving throw with a success indicating that its body has managed to destroy the egg through normal immune response. At the end of the incubation period, the host awakes to excruciating pain as the young tsathar, freed from its egg, tears its way out of the host, who is reduced to 0 hit points in the process.

A DC 16 Wisdom (Medicine) check can be attempted to surgically extract an egg from the host. A *lesser restoration* spell will also cure the condition and purge the host of the egg.

Flurry of Blows (3/day). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target suffers its choice of one of the following:

Prone. The target must succeed on a Dexterity saving throw (DC 14) or be knocked prone.

Pushed. The target must make a Strength saving throw or be pushed up to 15 feet away from the tsathar.

Agog. The target can't take reactions until the end of the tsathar's next turn.

Stunning Strike (3/day). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the tsathar's next turn.

Reactions

Deflect Missiles. If the tsathar monk has one hand free, it can use its reaction in response to being hit with a ranged weapon attack. It reduces the damage by 14 (1d10 + 9). If it reduces the damage to 0, it can catch the missile if it is small enough for it to hold with one hand.

Tsathar Priest

Medium monstrosity (aquatic), chaotic evil

Armor Class 13 (frog hide)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	17 (+3)	11 (+0)

Skills Nature +5, Perception +5, Religion +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Tsathar

Challenge 4 (1,100 XP)

Amphibious. The tsathar priest can breathe air and water.

Keen Smell. The tsathar priest has advantage on Wisdom (Perception) checks that rely on smell.

Slimy. Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple a tsathar does so with disadvantage.

Standing Leap. The tsathar priest's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Fetid Shroud of the Frog God. The tsathar priest of Tsathogga is surrounded by a fetid, swirling shroud of foul corruption. At the start of each of the priest's turns, each creature within 5 feet of it takes 7 (2d6) poison damage. A creature that touches the priest or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

Fetid Strike. Once on each of the tsathar priest's turns when it hits a creature with a weapon attack, it can cause the attack to deal an extra 9 (2d8) poison damage to the target.

Spellcasting. The tsathar priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *bestow curse, dispel magic, stinking cloud*

Actions

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

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or become the living host to a tsathar egg, which over the course of the egg maturing, migrates to the chest cavity of the host. The host creature must make another DC 13 Constitution saving throw after 24 hours of the egg having been implanted. A failed saving throw results in the host becoming violently ill, followed by a deep coma-like state that lasts 2d6 + 2 days. At the end of each day, the host can attempt another saving throw with a success indicating that its body has managed to destroy the egg through normal immune response. At the end of the incubation period, the host awakes to excruciating pain as the young tsathar, freed from its egg, tears its way out of the host, who is reduced to 0 hit points in the process.

A DC 16 Wisdom (Medicine) check can be attempted to surgically extract an egg from the host. A *lesser restoration* spell will also cure the condition and purge the host of the egg.

Tsathar Sorcerer

Medium monstrosity (aquatic), chaotic evil

Armor Class 13 (frog hide)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	15 (+2)

Skills Nature +3, Perception +2, Survival +3

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Tsathar

Challenge 2 (450 XP)

Spellcasting. The tsathar sorcerer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *dancing lights, light, prestidigitation, ray of frost, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, shield*

2nd level (3 slots): *scorching ray, spider climb*

3rd level (2 slots): *lightning bolt*

Amphibious. The tsathar sorcerer can breathe air and water.

Keen Smell. The tsathar sorcerer has advantage on Wisdom (Perception) checks that rely on smell.

Slimy. Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple a tsathar do so with disadvantage.

Standing Leap. The tsathar sorcerer's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 4) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or become the living host to a tsathar egg, which over the course of the egg maturing, migrates to the chest cavity of the host. The host creature must make another DC 13 Constitution saving throw after 24 hours of the egg having been implanted. A failed saving throw results in the host becoming violently ill, followed by a deep coma-like state that lasts 2d6 + 2 days. At the end of each day, the host can attempt another saving throw with a success indicating that its body has managed to destroy the egg through normal immune response. At the end of the incubation period, the host awakes to excruciating pain as the young tsathar, freed from its egg, tears its way out of the host, who is reduced to 0 hit points in the process.

A DC 16 Wisdom (Medicine) check can be attempted to surgically extract an egg from the host. A *lesser restoration* spell will also cure the condition and purge the host of the egg.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make the melee attack.

Tunnel Worm

Huge monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	21 (+5)	1 (-5)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

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Languages —

Challenge 5 (1,800 XP)

Rend Armor. When the tunnel worm hits a creature wearing nonmagical armor or carrying a shield with its bite attack, the armor or shield takes a permanent –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to +0 bonus is destroyed. A damaged shield or suit of armor can be repaired by a blacksmith.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The tunnel worm can bite only the grappled creature and has advantage on attack rolls to do so.

Turane

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Int +8, Wis +5

Skills Arcana +11, History +8, Nature +8

Senses passive Perception 12

Languages Common, Draconic, Giant, Goblin, Infernal

Challenge 5 (1,800 XP)

Spellcasting. Turane is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*

1st level (4 slots): *charm person, mage armor, mirror image*

2nd level (3 slots): *hold person, invisibility, suggestion*

3rd level (3 slots): *fireball, fly, haste*

4th level (3 slots): *confusion, dimension door*

5th level (1 slot): *dominate person*

Actions

Dagger. *Melee or ranged attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Ubar

Small humanoid (goblinoid), neutral evil

Armor Class 16 (bracers of defense)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	18 (+4)	14 (+2)	13 (+1)

Saving Throws Int +7, Wis +5

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Goblin, Terran, Undercommon

Challenge 6 (2,300 XP)

Spellcasting. Ubar is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *fire bolt, minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *color spray, fog cloud, magic missile, shield*

2nd level (3 slots): *acid arrow, invisibility, misty step, scorching ray*

3rd level (3 slots): *blink, dispel magic, haste, lightning bolt, slow*

4th level (3 slots): *greater invisibility, ice storm, stoneskin*

5th level (1 slot): *cone of cold, conjure elemental*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Underpriest of Orcus

Medium humanoid (human), chaotic evil

Armor Class 16 (breastplate, shield)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	18 (+4)	13 (+2)

Saving Throws Con +3, Wis +6

Skills Arcana +2, Perception +8, Religion +4

Senses truesight 120 ft., passive Perception 18

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Abyssal Blessing of Orcus. The underpriest of Orcus gains 10 temporary hit points when it reduces a hostile creature that is not undead to 0 hit points.

Deadsight. The most blessed of Orcus are gifted with truesight.

Unholy Strike. Once on each of the underpriest's turns when it hits a creature with a weapon attack, the priest can cause the attack to deal an extra 9 (2d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. The underpriest of Orcus is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

Actions

Unholy Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cares of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under the underpriest's control, unless the humanoid is restored to life or its body is destroyed. The underpriest can have no more than three shadows under its control at one time.

Urovok, The Roach-Man

Medium monstrosity (coprophagi), chaotic neutral

Armor Class 16 (natural)

Hit Points 75 (10d8 + 30)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Coprophagi, Goblin

Challenge 5 (1,800 XP)

Extreme Resilience. Urovok is immune to all non-magical diseases and has advantage on saving throws against poisons. Additionally, Urovok is not subject to the exhaustion effects of temperature extremes.

Four-Armed. Roachfolk possess two middle limbs and two smaller upper limbs. As a bonus action, when it makes a successful melee attack against a target, Urovok can attempt to grapple its foe.

Sneak Attack (1/turn). Urovok deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Urovok that isn't incapacitated and Urovok doesn't have disadvantage on the attack roll.

Spider Climb. Urovok can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sure-footed. Urovok is able to use its extra limbs to assist with balance. It has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Winged. Urovok has undersized wings tucked beneath its back carapace. It gains a fly speed of 40 feet but is not able to hover. It must land at the end of any round in which it flies or fall, taking 1d6 bludgeoning damage for every 10 feet it falls.

Actions

Multiaction. Urovok makes three attacks: two with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Valkyrie

Medium celestial, neutral

Armor Class 18 (chain mail, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	19 (+4)	18 (+4)

Saving Throws Str +12, Dex +12, Con +11, Int +5, Wis +8, Cha +12

Skills Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses truesight 60 ft., passive Perception 18

Languages Common, Dwarvish, Giant, and see Gift of Tongues

Challenge 11 (7,200 XP)

Asgardian Weapons. The valkyrie's weapon attacks are magical. When she hits with any weapon, it does an extra 11 (2d10) radiant damage (included in attacks listed below).

Cloak of Doom. Any living creature that starts its turn within 60 feet of a valkyrie senses her unsettling presence and must succeed on a DC 16 Charisma saving throw or be frightened for 1d4 rounds. Those who succeed are immune to the effect for 24 hours. The valkyrie can suppress this aura at will.

Gift of Tongues. Valkyries become fluent in any language they hear spoken for at least 1 minute, and they retain this knowledge forever.

Innate Spellcasting. The valkyrie's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *bane*, *bless*, *invisibility*, *sacred flame*, *spare the dying*, *speak with animals*, *thaumaturgy*

5/day each: *gentle repose*, *healing word*, *warding bond*

3/day each: *beacon of hope*, *mass healing word*, *revivify*

1/day each: *commune*, *death ward*, *freedom of movement*, *geas*

Actions

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands, plus 11 (2d10) radiant damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 11 (2d10) radiant damage.

Legendary Actions

A valkyrie can take 3 legendary actions, choosing from the options below. Only one option can be used at a time and only at the end of another creature's turn. A valkyrie regains spent legendary actions at the start of her turn.

Cast a Cantrip. The valkyrie casts one spell from her at will list.

Spear or Longsword Attack. The valkyrie makes one longsword or spear attack.

Harvest the Fallen (Costs 2 Actions). A valkyrie can take the soul of a newly dead body and bind it into a weapon or shield. Only one soul can be bound to any object. Individuals whose souls are bound can't be raised by any means short of a *wish* or comparable magic. A valkyrie can likewise release any soul that has been bound by another valkyrie, or transfer a bound soul from one object to another. Once bound, the soul grants the item a +1 bonus for every 4 character levels of the soul (maximum of +3), and this replaces any other magic on the item. At the DM's discretion, part of this bonus can become an appropriate special quality (a fire giant's soul might create a flaming weapon, for example).

The valkyrie can be found in *Tome of Beasts* by Kobold Press.

Vampire Warlord

Medium undead, lawful evil

Armor Class 18 (plate)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Celestial

Challenge 15 (13,000 XP)

Shapechanger. If the vampire warlord isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

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While in bat form, the vampire warlord can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire warlord can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/day). If the vampire warlord fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire warlord transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire warlord regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire warlord can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire warlord has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiaction (Vampire Form Only). The vampire warlord makes three attacks, only one of which can be a bite attack.

Maul (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire warlord regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire warlord targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire warlord is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

Malevolent Children of the Night (1/day). The vampire warlord magically calls 4d4 swarms of bats or rats, provided that the sun isn't

up. While outdoors, the vampire can call 3d6 worgs instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

The vampire warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire warlord moves up to its speed without provoking opportunity attacks.

Melee Attack. The vampire warlord makes one with its maul.

Bite (Costs 2 Actions). The vampire warlord makes one bite attack.

Vertek

Small humanoid (drow elf), lawful evil

Armor Class 18 (+1 leather)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +10, Int +6

Skills Acrobatics +10, Perception +5, Stealth +10

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 9 (5,000 XP)

Fey Ancestry. Vertek has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Vertek's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Vertek can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, Vertek has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Assassinate. During his first turn, Vertek has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Vertek scores against a surprised creature is a critical hit.

Evasion. If Vertek is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Once per turn, Vertek deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Vertek doesn't have disadvantage on the attack roll.

Actions

Multiaction. Vertek makes three melee attacks: two with his rapier and one with his whip.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage and 10 (3d6) poison damage.

Barbed Whip. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

+1 Hand Crossbow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. If the creature fails the saving throw by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

War Leader Jang

Medium humanoid (goblinoid), neutral evil

Armor Class 14 (studded leather)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	8 (-1)	10 (+0)	13 (+1)

Skills Athletics +9

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 4 (1,100 XP)

Martial Advantage. Once per turn, War Leader Jang can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of War Leader Jang that isn't incapacitated.

Actions

Multiattack. War Leader Jang makes two melee attacks.

+1 Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Water Weird

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +6

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages Aquan

Challenge 4 (1,100 XP)

Ambusher. In the first round of a combat, the water weird has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the water weird surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Water Invisibility. The water weird is completely invisible while fully submerged in water.

Water Bound. If the pool to which it is bound is destroyed, or the water weird leaves the pool, it dies.

Actions

Multiattack. The water weird makes two attacks: one slam attack and one to constrict.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14) and pulled 10 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

Waytt Family, The

Brayce Waytt

Medium humanoid (half-orc), chaotic evil

Armor Class 15 (+1 leather)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	18 (+4)	13 (+1)	17 (+3)

Saving Throws Dex +5, Int +6

Skills Deception +7, Insight +5, Intimidation +5, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Giant, Goblin, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, Brayce can move up to his speed toward a hostile creature that he can see.

Cunning Action. On each of his turns, Brayce can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Brayce is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Once per turn, Brayce deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Brayce doesn't have disadvantage on the attack roll.

Actions

Multiattack. Brayce makes three melee attacks: two with his shortsword and one with his dagger.

+1 Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lilyandra Waytt

Medium humanoid (half-elf), chaotic evil

Armor Class 16 (+1 leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	9 (-1)	20 (+5)

Saving Throws Dex +7, Int +4

Skills Acrobatics +7, Deception +11, Perception +2, Persuasion +8, Stealth +8

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, Giant

Challenge 8 (3,900 XP)

Assassinate. During her first turn, Lilyandra has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Lilyandra scores against a surprised creature is a critical hit.

Evasion. If Lilyandra is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack. Once per turn, Lilyandra deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the

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attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and Lilyandra doesn't have disadvantage on the attack roll.

Actions

Multiattack. Lilyandra makes two attacks: one with her rapier and one with her dagger.

+1 Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

+1 Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Luug Waytt

Medium giant (half-ogre), chaotic evil

Armor Class 12 (+1 leather)

Hit Points 135 (18d8 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +8, Con +6

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when Luug hits with it (included in the attack).

Reckless. At the start of his turn, Luug can gain advantage on all melee weapon attack rolls that turn but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Luug makes two melee attacks with his halberd.

+1 Halberd. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Mamma Agga Waytt

Medium humanoid (human), neutral evil

Armor Class 6

Hit Points 49 (9d8 + 9)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	3 (-4)	13 (+1)	15 (+2)	20 (+5)	16 (+3)

Saving Throws Con +4, Wis +8

Skills Arcana +8, History +5, Insight +11, Persuasion +9, Religion +8

Senses truesight 120 ft., passive Perception 15

Languages Common, Deep Speech, Giant

Challenge 5 (1,800 XP)

Black Aura. Any creature hostile to Mamma Agga that starts its turn within 20 feet of her must make a DC 14 Wisdom saving throw, unless

Agga is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Agga's Black Aura for the next 24 hours.

Blessing of the Black Mother. When any creature within 10 feet of Mamma Agga is reduced to 0 hit points, Mamma Agga gains 10 temporary hit points.

Spellcasting. Mamma Agga is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bless, cure wounds, purify food and drink, sanctuary*

2nd level (3 slots): *enthrall, hold person, spiritual weapon*

3rd level (3 slots): *animate dead, create food and water, remove curse*

4th level (2 slots): *blight*

Actions

Touch of the Black Mother. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage. If the target is a creature other than an undead or construct, it must succeed on a DC 14 Constitution saving throw at the start of each of its turns or lose 5 (1d10) hit points as it begins to bleed profusely. A successful DC 14 Wisdom (Medicine) check, or magical healing, will stop the blood loss.

Urk Waytt

Medium giant (half-ogre), chaotic evil

Armor Class 12 (+1 leather)

Hit Points 123 (19d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	7 (-2)

Saving Throws Str +10, Con +5

Skills Intimidation +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 5 (1,800 XP)

Brutal Critical. Urk can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Brute. A melee weapon deals one extra die of its damage when Urk hits with it (included in the attack).

Actions

Multiattack. Urk makes two brutal fist attacks.

Brutal Fist. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Roddick Waytt

Medium humanoid (human), neutral evil

Armor Class 8 (11 with *mage armor*)

Hit Points 40 (9d8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	6 (-2)	10 (+0)	19 (+4)	17 (+3)	8 (-1)

Saving Throws Int +6, Wis +5

Skills Arcana +8, History +8, Nature +8, Perception +5, Religion +8

Senses passive Perception 15

Languages Common, Deep Speech, Draconic

Challenge 4 (1,100 XP)

RAPPAN ATHUK

Spellcasting. Roddick is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *dancing lights, fire bolt, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *charm person, detect magic, fog cloud, mage armor, magic missile, silent image*

2nd level (3 slots): *blindness/deafness, hold person, scorching ray*

3rd level (3 slots): *dispel magic, fireball, slow*

4th level (3 slots): *black tentacles, dimension door*

5th level (1 slot): *arcane hand*

Actions

+1 Dagger. *Melee or ranged attack:* +1 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (2d4 – 1) piercing damage.

Wharaz

Medium humanoid (human), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	11 (+0)	19 (+4)	12 (+1)

Saving Throws Con +7, Wis +8

Skills History +8, Religion +8

Senses truesight 120 ft., passive Perception 14

Languages Common

Challenge 10 (5,900 XP)

Abyssal Blessing of Orcus. Wharaz gains 15 temporary hit points when he reduces a hostile creature that is not undead to 0 hit points.

Unholy Strike. Once on each of Wharaz's turns when he hits a creature with a weapon attack, Wharaz can cause the attack to deal an extra 18 (4d8) necrotic damage to the target.

Unholy Weapon. Orcus bolsters his follower's strikes in battle, imbuing their weapons with the ability to paralyze a foe (included in the attack). In the hands of any but a true follower of Orcus, an unholy weapon loses its power to paralyze a foe.

Spellcasting. Wharaz is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, false life, inflict wounds*

2nd level (3 slots): *blindness/deafness, enhance ability, hold person, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (3 slots): *blight, death ward, guardian of faith*

5th level (2 slots): *flame strike, hallow*

6th level (1 slot): *blade barrier*

Actions

Unholy Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Caress of Orcus (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse in 24 hours under Wharaz's control, unless the humanoid is restored to life or its body is destroyed. Wharaz can have no more than four shadows under his control at one time.

Wights

Barrow Wight

Medium undead, chaotic evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons that are not silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the language it knew in life

Challenge 3 (700 XP)

Insanity Gaze. If a creature starts its turn within 30 feet of the barrow wight and the two of them can see each other, the barrow wight can force the creature to make a DC 13 Wisdom saving throw if the barrow wight is not incapacitated. On a failed save, the creature is affected by a short term madness effect for 1 minute. Determine the effect from the table below.

d100 Effect (lasts 1 minute)

01-20	The target retreats into its mind and becomes paralyzed. The effect ends if the creature takes any damage.
21-30	The creature is incapacitated, and can only scream, laugh, or weep hysterically.
31-40	The creature is frightened and must use its actions to flee from the source of its fear.
41-50	The creature babbles incoherently and cannot speak normally or cast spells.
51-60	The creature must use its action to attack the nearest creature.
61-70	The creature hallucinates vividly, incurring disadvantage on all ability checks.
71-75	The creature does whatever anyone tells it to do that isn't obviously self-destructive.
76-80	The creature experiences an overpowering urge to eat something strange, such as dirt, offal, or slime.
81-90	The creature is stunned.
91-00	The creature falls unconscious.

The target can repeat the saving throw at the end of each of its turns. A successful save ends the effect and renders the target immune to the same barrow wight's insanity gaze for 24 hours.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the barrow wight until the start of its next turn, when it can avert its eyes again. If the creature looks at the barrow wight in the meantime, it must immediately make the save.

Resurrection Vulnerability. Casting a *raise dead* or *resurrection* spell on the barrow wight destroys it unless it makes a Wisdom saving throw.

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Sunlight Sensitivity. While in sunlight, the barrow wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Slam Melee weapon attack: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) bludgeoning damage plus 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target takes a long rest. The target dies if this effect reduces their hit point maximum to zero.

A humanoid slain by this attack rises 1d4 rounds later as a barrow wight under the control of the wight that killed it, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than three barrow wights under its control at one time.

Sword Wight

Medium undead, lawful evil

Armor Class 16 (chain mail)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	11 (+0)	13 (+1)	15 (+2)

Skills Perception +4, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons that are not silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Improved Critical. Greatsword attacks score a critical hit on a roll of 19 or 20.

Magical Weapons. Weapon attacks by the sword wight are considered to be magical.

Sunlight Sensitivity. While in sunlight, the sword wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Weapon Master. When using its greatsword attack, a sword wight may reroll any 1 on damage dice, keeping the second result.

Actions

Multiattack. The sword wight makes two greatsword attacks or two longbow attacks. It can use its Life Drain in place of one greatsword attack.

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage and 3 (1d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the sword wight's control, unless the humanoid is restored to life or its body is destroyed. The sword wight can have no more than twelve zombies under its control at one time.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the sword wight's control, unless the humanoid is restored to life or its body is destroyed. The sword wight can have no more than twelve zombies under its control at one time.

Reactions

Parry. The sword wight adds 2 to its AC against one melee attack that would hit it. To do so, the sword wight must see the attacker and be wielding a melee weapon.

Wilderness Knight

Medium humanoid (any race), any alignment

Armor Class 17 (half plate, shield)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Skills Animal Handling +5, Perception +3, Survival +5

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Brave. The wilderness knight has advantage on saving throws against being frightened.

Keen Hearing and Sight. The wilderness knight has advantage on Wisdom (Perception) checks that rely on hearing and sight.

Actions

Multiattack. The wilderness knight can make two longsword attacks or one attack with its lance.

Lance. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) piercing damage if used with two hands.

Witchlights

Elder Witchlight

Tiny construct, neutral

Armor Class 14

Hit Points 28 (8d4 + 8)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	13 (+1)	10 (+0)	16 (+3)	7 (-2)

Skills Perception +5

Damage Immunities poison, radiant

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

Senses darkvision 60 ft., passive Perception 15

Languages understands the language of its creator but can't speak

Challenge 1/2 (100 XP)

Dispel Magic Weakness. Casting *dispel magic* on an elder witchlight paralyzes it for 1 minute.

Luminance. An elder witchlight normally glows as brightly as a torch. The creature can dim itself to the luminosity of a candle, but it cannot extinguish its light. Because of its glow, the witchlight has disadvantage

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on Dexterity (Stealth) checks.

Thin As Light. While an elder witchlight is not incorporeal, it can pass through any opening that light can pass through.

Actions

Light Ray. Ranged Weapon Attack: +6 to hit, range 30 ft., one target. Hit: 8 (1d8 + 4) radiant damage.

Flash (Recharge 5–6). The elder witchlight emits a bright burst of light that blinds all sighted creatures within 30 feet for 1 minute unless they succeed on a DC 12 Constitution saving throw.

Witchlight

Tiny construct, neutral

Armor Class 14

Hit Points 10 (4d4)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	18 (+4)	10 (+0)	10 (+0)	13 (+1)	7 (–2)

Skills Perception +3

Damage Immunities poison, radiant

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

Senses darkvision 60 ft., passive Perception 13

Languages understands the language of its creator but can't speak

Challenge 1/4 (50 XP)

Dispel Magic Weakness. Casting *dispel magic* on a witchlight paralyzes it for 1d10 rounds.

Luminance. A witchlight normally glows as brightly as a torch. The creature can dim itself to the luminosity of a candle, but it cannot extinguish its light. Because of its glow, the witchlight has disadvantage on Dexterity (Stealth) checks.

Thin As Light. While a witchlight is not incorporeal, it can pass through any opening that light can.

Actions

Light Ray. Ranged Weapon Attack: +6 to hit, range 30 ft., one target. Hit: 6 (1d4 + 4) radiant damage.

Flash (Recharge 5–6). The witchlight emits a bright burst of light that blinds all sighted creatures within 30 feet for 1d4 rounds unless they succeed on a DC 10 Constitution saving throw.

The witchlight can be found in *Tome of Beasts* by Kobold Press.

Worm That Walks

Medium swarm of Tiny beasts, chaotic evil

Armor Class 14

Hit Points 137 (25d8 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	13 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +10, Wis +7

Skills Arcana +10, Athletics +3, History +10, Nature +10

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, restrained, stunned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Abyssal, Aklo, Common, Infernal

Challenge 14 (11,500 XP)

Regeneration. The worm that walks regains 10 hit points at the start of its turn, as long as it does not begin its turn in an area of strong wind. The worm that walks is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The worm that walks is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The worm that walks has the following wizard spells prepared.

Cantrips (at will): *acid splash, mage hand, poison spray, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *acid arrow, misty step, web*

3rd level (3 slots): *fireball, stinking cloud*

4th level (3 slots): *black tentacles, blight*

5th level (2 slots): *cloudkill, conjure elemental*

Actions

Discorporate. The worm that walks collapses into a shapeless swarm of worms, or reverts to its true form. All held, worn, and carried items fall to the ground. In this form, the worm that walks is Large-sized, can fit through any space large enough for a Tiny creature to pass through without squeezing, and can occupy the same space as another creature and vice versa.

While in this form, the worm that walks cannot use its Slam attack. Any creature who enters the same space as the discorporated worm that walks, or starts its turn in the same space, must make a DC 18 Constitution saving throw. On a failed saving throw, that creature takes 36 (8d8) poison damage and 36 (8d8) necrotic damage.

If the worm that walks drops to 0 hit points, it immediately gains 24 temporary hit points and uses this ability as a reaction. Until it regains at least 1 hit point, it cannot revert to its normal form.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 18). The worm that walks can only grapple one target at a time, and must remain within 5 feet of the grappled target. If the worm that walks moves more than 5 feet from the grappled creature, the grappled ends. At the beginning of each of the worm that walks' turns, the grappled creature takes 18 (4d8) poison damage and 18 (4d8) necrotic damage.

Wraith, Oblivion

Large undead, lawful evil

Armor Class 18

Hit Points 209 (22d10 + 88)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	27 (+8)	18 (+4)	17 (+3)	18 (+4)	23 (+6)

Skills Perception +8, Stealth +12

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Common, Giant

Challenge 12 (8,400 XP)

Incorporeal Movement. The oblivion wraith 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.

Sunlight Sensitivity. While in sunlight, the oblivion wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Chill of the Grave. The oblivion wraith radiates an aura of unnatural cold in a 60-foot radius. All creatures in this area must succeed on a DC 14 Constitution saving throw or have their speed reduced by half. A creature that touches the oblivion wraith or hits it with a melee attack while within 5 feet of it takes 10 (3d6) cold damage.

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Life Drain. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 26 (4d8 + 8) necrotic damage and 21 (6d6) cold damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The oblivion wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the oblivion wraith's control. The oblivion wraith can have no more than ten specters under its control at one time.

Xillin

Medium undead, lawful evil

Armor Class 17 (natural armor, *greater ring of protection*^{GM})

Hit Points 240 (37d8 + 74)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	15 (+2)	21 (+5)	8 (-1)	19 (+4)

Saving Throws Con +8, Int +11, Cha +10

Skills Arcana +11, History +11, Perception +11, Religion +11

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 21

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal, Orc, Sylvan, Terran, Undercommon

Challenge 17 (18,000 XP)

Magic Resistance. Xillin has advantage on saving throws against spells and other magical effects.

Rejuvenation. Xillin gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of Xillin's heart.

Spellcasting. Xillin is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *acid splash, chill touch, ray of frost, shocking grasp, prestidigitation*

1st level (4 slots): *detect magic, fog cloud, grease, silent image, hideous laughter*

2nd level (3 slots): *gust of wind, misty step, ray of enfeeblement, web*

3rd level (3 slots): *fly, protection from energy, stinking cloud, vampiric touch*

4th level (3 slots): *black tentacles, blight, fire shield, ice storm*

5th level (2 slots): *arcane hand, cone of cold, dominate person, telekinesis*

6th level (1 slot): *chain lightning, disintegrate, mass suggestion*

7th level (1 slot): *finger of death, forcecage*

8th level (1 slot): *feeblemind, maze*

Greater Ring of Protection. Xillin has a +2 bonus to AC and saving throws while wearing the *greater ring of protection*^{GM}.

Actions

Multiattack. Xillin can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be cursed with mummy rot^{GM}. The cursed target can't regain

hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. Xillin targets one creature it can see within 60 feet of it. If the target can see Xillin, it must succeed on a DC 19 Wisdom saving throw against this magic or become frightened until the end of the Xillin's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare from mummies of all types for the next 24 hours

Legendary Actions

Xillin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Xillin regains spent legendary actions at the start of its turn.

Attack. Xillin makes one melee attack or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around Xillin. Each creature within 5 feet of Xillin must succeed on a DC 19 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). Xillin utters a blasphemous word. Each non-undead creature within 10 feet of Xillin that can hear the magical utterance must succeed on a DC 19 Constitution saving throw or be stunned until the end of Xillin's next turn.

Channel Negative Energy (Costs 2 Actions). Amurru magically unleashes negative energy. Creatures within 60 feet of Xillin, including ones behind barriers and around corners, can't regain hit points until the end of Xillin's next turn.

Whirlwind of Sand (Costs 2 Actions). Xillin magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, Xillin is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Xillin remain in its possession.

Yaza Mongro

Medium humanoid (human), chaotic evil

Armor Class 16 (chain mail)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	13 (+1)	17 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Arcana +3, Perception +5, Religion +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common

Challenge 2 (450 XP)

Unholy Strike. Once on each of Yaza's turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 4 (1d8) necrotic damage to the target.

Spellcasting. Yaza Mongro is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (4 slots): *bane, command, cure wounds, detect magic*

2nd level (2 slots): *aid, darkness, hold person*

Actions

+1 Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Yithian

Large aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	17 (+3)	21 (+5)	19 (+4)	18 (+4)

Damage Resistances acid, cold, fire

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The yithian's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells without requiring any material components.

At will: *detect magic*, *identify*

1/day each: *astral projection* (self only), *detect thoughts*, *hold monster*, *modify memory* (9th level)

Actions

Multiattack. The yithian makes two pincer attacks.

Pincer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Mind Swap (1/day). One creature of the yithian's choice that it can see and is within 30 feet of it must make a DC 16 Wisdom saving throw or the yithian forces the creature's mind to swap places with the yithian's mind. The swap ends if the swapped creature drops to 0 hit points, the yithian ends the effect as a bonus action, or if the creature or the yithian travel to another plane of existence. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the yithian's Mind Swap for the next 24 hours.

While the Mind Swap is active, the yithian takes on the physical form of the creature and the creature takes on the form of the yithian. The yithian retains its Intelligence, Wisdom, and Charisma scores, as well as its comprehension of language, its telepathy, and its traits. Otherwise, it inherits the target's statistics, memories and knowledge, including spells and languages.

Zanaphia

Medium humanoid (half-elf), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 60 (8d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	15 (+2)	10 (+0)	7 (-2)

Saving Throws Int +4, Wis +2

Skills Arcana +4, History +4, Nature +4

Senses passive Perception 10

Languages Common, Draconic, Elven, Giant, Goblin

Challenge 3 (700 XP)

Spellcasting. Zanaphia is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared.

Cantrips (at will): *acid splash*, *mage hand*, *mending*, *message*

1st level (4 slots): *color spray*, *detect magic*, *mage armor*, *silent image*

2nd level (3 slots): *alter self*, *mirror image*, *suggestion*

3rd level (3 slots): *blink*, *fireball*, *haste*

4th level (1 slot): *fire shield*, *greater invisibility*

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Zatalya

Medium humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	17 (+3)	17 (+3)	13 (+1)

Skills Arcana +7

Senses passive Perception 13

Languages Abyssal, Common, Draconic, Elven

Challenge 1/2 (100 XP)

Spellcasting. Zatalya is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *fire bolt*, *minor illusion*, *prestidigitation*

1st level (2 slots): *comprehend languages*, *detect magic*, *identify*

Actions

Unarmed Strike. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d2 - 1) bludgeoning damage.

Zehn

Medium humanoid (human), chaotic evil

Armor Class 14 (breastplate)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	12 (+1)	19 (+4)	8 (-1)

Saving Throws Con +3, Wis +6

Skills Arcana +3, Medicine +8, Religion +5

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Harvest (1/turn). When Zehn kills a creature that is not undead with a spell of 1st level or higher, Zehn regains hit points equal to twice the spell's level.

Spellcasting. Zehn is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *bless*, *cure wounds*, *detect magic*, *inflict wounds*

2nd level (3 slots): *blindness/deafness*, *enhance ability*, *ray of enfeeblement*, *silence*

3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*, *speak with dead*

4th level (1 slot): *blight*, *death ward*

Actions

+1 Unholy Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Zelkor

Medium undead, chaotic evil

Armor Class 13 (16 with *mage armor*)

Hit Points 88 (16d8 + 16)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	19 (+4)	14 (+2)	17 (+3)

Saving Throws Int +8, Wis +6

Skills Arcana +8, History +8, Perception +6, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Celestial, Common, Draconic, Elven, Infernal, Sylvan

Challenge 12 (8,400 XP)

Spellcasting. Zelkor is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *ray of frost*, *shocking grasp*

1st level (4 slots): *charm person*, *false life*, *mage armor*, *magic missile*

2nd level (3 slots): *blindness/deafness*, *darkness*, *mirror image*, *scorching ray*

3rd level (3 slots): *bestow curse*, *dispel magic*, *fireball*, *slow*

4th level (3 slots): *blight*, *greater invisibility*, *wall of fire*

5th level (2 slots): *cloudkill*, *hold monster*

6th level (1 slot): chain lightning, circle of death

Incorporeal Movement. Zelkor 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.

Sunlight Sensitivity. While in sunlight, Zelkor has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sacrilegious Aura. Zelkor exudes an aura of desecration out to a radius of 30 feet. Zelkor and any other undead within the defiled area have advantage on saving throws against effects that turn undead.

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. Zelkor targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under Zelkor's control. Zelkor can have no more than seven specters under its control at one time.

Legendary Actions

Zelkor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zelkor regains spent legendary actions at the start of its turn.

Cantrip. Zelkor casts a cantrip.

Flyby. Zelkor can move up to its movement speed without provoking an opportunity attack.

Magic Jar (Costs 3 Actions). As a boon from Orcus for converting to evil, Zelkor can cast the *magic jar* spell with an instantaneous cast time using a peridot focusing gem gifted to him by the high priests of Orcus.

Zerna, Priestess of the Spider Queen

Medium humanoid (drow elf), chaotic evil

Armor Class 20 (drow chain mail, +1 shield, ring of protection)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	10 (+0)	18 (+4)	16 (+3)

Saving Throws Wis +8, Cha +7

Skills Perception +7, Religion +4, Stealth +7

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 17

Languages Elvish, Undercommon

Challenge 9 (5,000 XP)

Blessing of the Spider Queen. The blessed followers of the Spider Queen are gifted with the ability to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Fey Ancestry. Zerna has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Zerna's spellcasting ability is Charisma (spell save DC 11). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spider Bite. Once on each of Zerna's turns when she hits a creature with a weapon attack, she can cause the attack to deal an extra 9 (2d8) poison damage to the target.

Sunlight Sensitivity. While in sunlight, Zerna has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. Zerna is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *bless*, *cure wounds*, *detect magic*, *inflict wounds*

2nd level (3 slots): *augury*, *enhance ability*, *hold person*, *silence*, *web*

3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*

4th level (2 slot): *blight*, *dimension door*

Venomous Veins. Zerna is resistance to poison.

Ring of Protection. Zerna has a +1 bonus to AC and saving throws while wearing the *ring of protection*.

Actions

+1 Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 10 (3d6) poison damage.

Vomit Spiders (Recharges after a Short or Long Rest). Zerna vomits forth venomous spiders in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. The spiders die at the start of the Zerna's next turn.

Zhanna, Hand of Hecate

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 178 (21d8 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	19 (+4)	22 (+6)	18 (+4)	19 (+4)

Saving Throws Dex +8, Wis +8

Skills Arcana +10, Deception +8, History +10, Insight +8, Perception +8, Stealth +8

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

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Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Common, Draconic, Giant, Infernal, Sylvan
Challenge 11 (7,200 XP)

Fear Aura. Any creature hostile to Zhanna that starts its turn within 20 feet of Zhanna must make a DC 16 Wisdom saving throw, unless Zhanna is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Zhanna's Fear Aura for the next 24 hours.

Spellcasting. Zhanna is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *acid splash, dancing lights, mage hand, mending, message*

1st level (4 slots): *charm person, detect poison and disease, fog cloud, sleep*

2nd level (3 slots): *alter self, enthrall, hold person, ray of enfeeblement, web*

3rd level (3 slots): *bestow curse, blink, dispel magic, fly*

4th level (3 slots): *confusion, fire shield, greater invisibility, ice storm*

5th level (2 slots): *dominate person, hold monster, scrying*

6th level (1 slot): *flesh to stone, mass suggestion*

Innate Spellcasting. Zhanna's innate spellcasting ability is Intelligence (DC 18, +10 to hit with spell attacks). Zhanna can innately cast the following spells:

At will: *comprehend languages, detect magic, eldritch blast, faerie fire*

3/day each: *tongues, true seeing*

1/day: *plane shift*

Magic Resistance. Zhanna has advantage on saving throws against spells and other magical attacks.

Swamp Stride. Zhanna is not affected by difficult terrain while in a bog, marsh, or swamp. Zhanna can also walk across quicksand as if it were solid ground.

Actions

Multiattack. Zhanna makes three attacks: two with its claws and one bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Evil Eye. One creature of Zhanna's choice within 30 feet must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if Zhanna is within line of sight, ending the effect on itself on a success. If the creature's saving throw is successful, or the effect ends for it, the creature is immune to the Zhanna's Evil Eye for the next 24 hours.

Decaying Hex (Recharge 5-6). When a creature Zhanna can see starts its turn within 60 feet of Zhanna, Zhanna can place a potent hex on that creature. The creature must succeed on a DC 16 Wisdom saving throw or take 10 (3d6) necrotic damage and be cursed until the effect is removed. For each turn that elapses, the target must repeat the saving throw, taking 10 (3d6) necrotic damage and reducing its hit point maximum by 5 (1d10) on a failure. The curse is removed on a success. The target dies if the curse reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the curse is removed.

Zildjin

Medium humanoid (human), chaotic good

Armor Class 12 (15 with *mage armor*)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	9 (-1)

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Abyssal, Common, Draconic, Drow, Elvish, Gnome, Infernal, Undercommon

Challenge 2 (450 XP)

Spellcasting. Zildjin is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *light, mending, prestidigitation, ray of frost*

1st level (4 slots): *color spray, expeditious retreat, mage armor*

2nd level (3 slots): *alter self, hold person, knock*

3rd level (2 slots): *fireball, haste*

Actions

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d2 - 1) bludgeoning damage.

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

Zombies

Ancient Black Dragon Zombie

Gargantuan undead, chaotic evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	25 (+7)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 6

Languages Common, Draconic

Challenge 21 (30,000 XP)

Turn Resistance. The ancient black dragon zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the dragon zombie 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 dragon zombie drops to 1 hit point instead.

Actions

Multiattack. The dragon zombie can use its Frightful Presence and make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon zombie's choice that is within 120 feet of it and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon zombie's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The zombie dragon exhales acid in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Army Zombie

Medium undead, neutral evil
Armor Class 14 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Turn Resistance. The army zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the army zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The army zombie makes two slam attacks and a bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Basilisk Zombie

Medium undead, neutral evil
Armor Class 12 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the basilisk zombie 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 zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

Behir Zombie

Huge undead, neutral evil
Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	3 (-4)	7 (-2)	5 (-3)

Saving Throws Wis +2

Damage Immunities lightning, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 90 ft., passive Perception 8

Languages —

Challenge 11 (7,200 XP)

Undead Fortitude. If damage reduces the behir zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The behir zombie makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir zombie isn't already constricting a creature, and the target is restrained until this grapple ends.

Swallow. The behir zombie makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the zombie, and it takes 21 (6d6) necrotic damage at the start of each of the behir zombie's turns. A zombie can have only one creature swallowed at a time.

If the behir zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 ft. of movement, exiting prone.

Brain-Eating Zombie

Medium undead, chaotic evil
Armor Class 12 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Turn Resistance. The brain-eating zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the brain-eating zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The brain-eating zombie can attack once with its bite and once with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained and the brain-eating zombie cannot grapple another target.

Brine Zombie

Medium undead, neutral evil
Armor Class 11 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	2 (-4)	10 (+0)	10 (+0)

Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the brine zombie 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 brine zombie drops to 1 hit point instead.

Actions

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

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Carcharodron Zombie

Gargantuan undead, neutral evil
Armor Class 13 (natural armor)
Hit Points 332 (19d20 + 133)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	24 (+7)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., passive Perception 6
Languages —
Challenge 18 (20,000 XP)

Blood Frenzy. The carcharodron zombie has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Turn Resistance. The carcharodron zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the carcharodron zombie shark 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 zombie shark drops to 1 hit points instead.

Actions

Multiattack. The carcharodron zombie makes two attacks: one with its bite and one with its tail slam.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 37 (5d10 + 10) piercing damage.

Tail Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 54 (8d10 + 10) bludgeoning damage.

Fire Beetle Zombie

Small undead, neutral evil
Armor Class 13 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Sickly Illumination. The beetle zombie sheds sickly, dim light in a 10-foot radius.

Undead Fortitude. If damage reduces the zombie fire beetle 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 zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Giant Crayfish Zombie

Large undead, unaligned
Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	2 (-4)

Saving Throws Con +4
Skills Athletics +7, Perception +4, Stealth +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 2 (450 XP)

Turn Resistance. The giant crayfish zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the giant crayfish zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The monstrous crayfish zombie makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. The target is grappled (escape DC 13) if the monstrous crayfish isn't already constricting a creature, and the target is restrained until the grapple ends.

APPENDIX A: BESTIARY

Giant Rat Zombie

Small undead, neutral evil

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The zombie rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The zombie rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Turn Resistance. The zombie rat has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the zombie dire rat 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 zombie rat drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Grey Render Zombie

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	3 (-4)	14 (+2)	8 (-1)

Saving Throws Wis +5

Skills Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Giant but can't speak

Challenge 8 (3,900 XP)

Keen Smell. The grey render zombie has advantage on Wisdom (Perception) checks based on smell.

Siege Monster. The grey render zombie deals double damage to objects and structures.

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The grey render zombie makes one bite attack and two claw attacks.

Bite

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Gug Zombie

Large undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	11 (+0)	16 (+3)	11 (+0)

Saving Throws Wis +7

Skills Athletics +11, Acrobatics +12, Perception +7, Stealth +8, Survival +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 17

Languages understands Undercommon but can't speak

Challenge 10 (5,900 XP)

Compression. A gug zombie can contort and distend their bodies in unnatural ways, allowing them to fit through any space large enough for a Small creature to fit without squeezing, and can move through any space large enough for a Tiny creature, but moves at a speed of 5 feet while doing so.

Turn Resistance. The gug zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the zombie gug 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The gug zombie makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 15ft., one target. *Hit:* 25 (6d6 + 4) slashing damage.

Zombie Horde

Gargantuan horde of medium undead, neutral evil

Armor Class 10

Hit Points 217 (14d20 + 70)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages its parts knew in life but can't speak

Challenge 16 (15,000 XP)

Feral Rage. Creatures that are reduced to 0 hit points by the zombie horde are torn limb from limb and devoured by the ravenous horde. These poor creatures can only be returned to life with a *true resurrection* or *wish* spell.

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Horde. Many Medium sized creatures make up the zombie horde, which can occupy another creature's space and vice versa. If the zombie horde is dropped to 0 hit points, it becomes 7 (2d6) zombies, which lose all the features of the zombie horde, but continue to attack normally.

Turn Immunity. The zombie horde is immune to effects that turn undead.

Actions

Multiattack. The zombie horde makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target inside the horde's space. *Hit:* 46 (12d6 + 4) piercing damage. If the zombie horde's bite reduces a creature to 0, it is ripped to pieces and can only be resurrected with a *true resurrection* or *wish* spell.

Claws. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target inside the horde's space. *Hit:* 58 (12d8 + 4) slashing damage. If the zombie horde's Rend attack reduces a creature to 0, it is ripped to pieces and can only be resurrected with a *true resurrection* or *wish* spell.

Juju Zombie

Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	4 (-3)	10 (+0)	14 (+2)

Skills Acrobatics +7, Athletics +9

Damage Resistances fire

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Magic Resistance. The juju zombie has advantage on saving throws against spells and other magical effects.

Turn Resistance. The juju zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the juju zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The juju zombie makes two attacks with its longsword, or one attack with its longsword and one slam attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Otyugh Zombie

Large undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7, Wis +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the zombie otyugh 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 zombie drops to 1 hit point instead.

Actions

Multiattack: The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The zombie otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The zombie otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Plague Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Death Burst. If the plague zombie is dropped to 0 hit points, it explodes in a burst of decaying flesh. Any creature within 15 feet of the plague zombie must make a saving throw against its *Zombie Rot*.

Undead Fortitude. If damage reduces the plague zombie 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 plague zombie drops to 1 hit point instead.

Zombie Rot. A creature who takes a bite or claw attack, or who is within 15 feet of the plague zombie when it drops to 0 hit points, must make a DC 13 Constitution saving throw. On a failed save, the creature contracts *zombie rot*.

While it has *zombie rot*, the creature cannot regain hit points except via magical means, and it has vulnerability to slashing damage as its flesh rots. At the end of each long rest after being infected, the creature's maximum hit points is reduced by 3 (1d6) and it can repeat the saving throw, ending *zombie rot* on a success. Any reduction to the creature's hit point maximum is permanent until the *zombie rot* has been cured. The reduction ends after the creature's next long rest after being cured. If this

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reduction drops the creature to 0 hit points, the creature dies and rises as a plague zombie in 1d4 hours.

Actions

Multiattack. The plague zombie makes one bite attack and one slam attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the creature must make a DC 13 Constitution saving throw or contract zombie rot.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the creature must make a DC 13 Constitution saving throw or contract zombie rot.

Purple Worm Zombie

Gargantuan undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Wis +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 15 (13,000 XP)

Tunneler. The worm zombie can burrow through solid rock as half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Undead Fortitude. If damage reduces the zombie purple worm 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) necrotic damage at the start of each of the worm's turns.

If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Pyre Zombie

Medium undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the pyre zombie 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 zombie drops to 1 hit point instead.

Magic Resistance. The zombie has advantage on saving throws against spells and other magical effects.

Violent Combustion. Whenever the pyre zombie is hit, it violently explodes. Every creature with a 5 foot radius must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 7 (2d6) fire damage.

Rhinoceros Beetle Zombie

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Trample. If the zombie beetle moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the beetle can make one slam attack against it as a bonus action.

Turn Resistance. The zombie beetle has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the beetle zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The beetle zombie makes one bite attack, one slam attack, and one gore attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Spellgorged Zombie

Medium undead, neutral evil

Armor Class 10

Hit Points 108 (12d8 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1 (200 XP)

Spell Storing. The spellgorged zombie can store any spells cast into its mouth as if it were a *ring of spell storing*. The zombie can store up to 5 levels worth of spells at a time. The spells stored in the zombie uses the slot level, spell save DC, spell attack bonus, and the spellcasting ability of the original caster. Once the spell is released by the zombie it is no longer stored in it, freeing up space for additional spells.

Undead Fortitude. If damage reduces the spellgorged zombie 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 zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Troll Zombie

Large undead, neutral evil
Armor Class 17 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the Common and Giant but can't speak
Challenge 4 (1,100 XP)

Keen Smell. The zombie troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The zombie troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Undead Fortitude. If damage reduces the zombie troll 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The troll zombie makes three attacks: one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Vrock Zombie

Large fiend (demon), chaotic evil
Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak
Challenge 6 (2,300 XP)

Magic Resistance. The vrock zombie has advantage on saving throws against spells and other magical effects.

Undead Fortitude. If damage reduces the zombie vrock 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the zombie vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/day). The zombie vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Warhorse Zombie

Large undead, neutral evil
Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the warhorse zombie moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the warhorse can make another attack with its hooves against it as a bonus action.

Undead Fortitude. If damage reduces the warhorse zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the

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damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 +4) bludgeoning damage.

Yellow Mold Encrusted Troll Zombie

Large undead, neutral evil
Armor Class 17 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the Common and Giant but can't speak

Challenge 5 (1,800 XP)

Keen Smell. The troll zombie has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Undead Fortitude. If damage reduces the troll zombie 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 zombie drops to 1 hit point instead.

Yellow Mold Spore Cloud. At the start of each of the troll zombie's turns, each creature within 10 feet of it is caught in the yellow mold spore cloud takes 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save.

A creature that touches the zombie or hits it with a melee attack while within 10 feet of it takes 11 (2d10) poison damage.

Actions

Multiattack. The troll zombie makes three attacks: one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 11 (2d10) poison damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 11 (2d10) poison damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save.

Zorzunar

Medium humanoid (half-orc), lawful evil

Armor Class 16 (half-plate)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	11 (+0)	9 (-1)	19 (+4)	10 (+0)

Skills Medicine +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc, Goblin

Challenge 4 (1,100 XP)

Brutal Critical. Roll one additional weapon damage die when determining the extra damage when Zorzunar scores a critical hit with a melee attack.

Relentless Endurance (Recharges after a Short or Long Rest). If Zorzunar takes damage that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Spellcasting. Zorzunar is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic*

2nd level (3 slots): *aid, blindness/deafness, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, mass healing word*

4th level (3 slots): *death ward*

Actions

+1 Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage is used with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack:* +1 to hit, range 100/400 ft., one target. *Hit:* 4 (1d10 - 1) piercing damage.

Hazards

Gas Spore

From a distance, the gas spore is likely to be mistaken for an eye tyrant, using its mimicry to lure would-be victims to their doom. A successful DC 20 Wisdom (Perception) check discerns the true nature of the gas spore. The gas spore has a fly speed of 10 feet with average maneuverability.

When a creature comes within 10 feet of a gas spore, it must make a successful DC 13 Constitution saving throw or be poisoned. The poison lasts until it is cured. Every 24 hours, the poisoned creature must succeed on a DC 13 Constitution saving throw or the target's Constitution score is reduced by 1d4. The target dies if this effect reduces its Constitution to 0. A creature slain in this manner will expel 2d4 gas spores from its body the next turn after it dies.

The Constitution damage cannot be regained while the creature remains poisoned. A *lesser restoration* spell will cure the condition. Once cured, the creature regains the lost Constitution after completing a long rest.

If a gas spore is struck for a single point of damage, it explodes in a violent blast of caustic gas. All creatures within a 30-foot radius centered on the spore must make a DC 15 Dexterity saving throw, taking 21 (6d6) poison damage on a failure, or half as much damage on a successful one.

Green Slime

Green slime is corrosive, slick, and adhesive, sticking to anything it comes into contact with. Metal, flesh, organic material is especially vulnerable to the corrosive properties of the slime. It is often found in

warm, humid caverns and ruins, and will be noticeable as it clings to ceilings, walls, and covers floors, usually in 5-foot squares.

Green slime can detect movement within 30 feet and will drop on unsuspecting victims when they are below it; it is unable to move so much depend on unwitting prey. If a creature is aware of the presence of the slime, they can attempt to avoid the hazard by succeeding on a DC 10 Dexterity saving throw.

The green slime secretes acid and does 5 (1d10) acid damage to any creature it comes into contact with. This damage continues on each of the creature's turns until it uses an action to remove or destroy the slime. Much like its more evolved ooze relatives, the green slime is doubly caustic to nonmagical wood and metal, doing 11 (2d10) acid damage against objects of these types.

Green slime is vulnerable to and will be destroyed by fire, cold, radiant damage, sunlight or any disease curing magic.

Leeches

A hungry leech is a determined predator that slithers underneath loose clothing in search of bare flesh. Characters wading through murky waters or trudging through damp earth may spot an approaching leech with a successful DC 15 Wisdom (Perception) check or if they have passive Wisdom (Perception) of 15 or more. If the check succeeds, the character can squash the leech or collect it for another purpose.

An undetected leech latches onto the creature and searches for an opening to grant it access to the target's exposed skin. When it reaches its destination, it begins feeding. Leech bites do not evoke immediate pain, so there is a good chance that the leech's dining goes unnoticed. Still, a successful DC 10 Constitution saving throw alerts the character to the animal's uninvited presence. A character aware of the chewing sensation instantly knows where the discomfort is coming from on his body. If he can see the attachment site, he can kill or remove the leech. A creature that fails the preceding Constitution save remains unaware of the leech's presence unless he surreptitiously finds it during a visual inspection of his skin.

The threat from leeches is the anticoagulant they secrete when feeding. Improperly detaching a leech can result in profuse bleeding. The best method for removing a leech can be determined by a character with a successful DC 10 Intelligence check. The removal of the leech can be accomplished with a successful DC 10 Wisdom (Medicine) check. Failure to properly remove the leech results in the host taking 1 necrotic damage per round for 1d4 rounds.

Mold, Brown

Brown mold is an ectotherm and feeds on the warmth of the environment surrounding it. When within 30 feet of brown mold, the temperature is noticeably colder, often to the point of freezing depending on the size of the brown mold patch. It is common for brown mold to cover a 10-foot square, but it isn't unusual for patches to be much larger.

Creatures that come within 10 feet of brown mold, or start their turn within 10 feet of the mold must succeed on a DC 12 Constitution saving throw. A failed save results in 22 (4d10) cold damage, or half as much on a successful saving throw.

Exposure to fire causes the brown mold to rapidly expand and grow in the direction of the fire. Exposure to cold will instantly destroy brown mold.

Mold, Yellow

Patches of yellow mold are most commonly encountered in dark, damp locations, and grows in 5-foot square and larger patches. If disturbed, the yellow mold releases a cloud of spores in a 10-foot radius around itself. Creatures caught in the spore cloud take 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save.

Yellow mold is instantly destroyed by fire damage or sunlight.

Memory Moss

Memory moss appears as a 5-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms. Memory moss cannot abide the cold or the arid climate of the desert and is never encountered in such environments.

When a living creature moves within 60 feet of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed on a DC 14 Wisdom saving throw or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours. (Only those spells actually prepared in the last 24 hours are lost; spells prepared longer than 24 hours ago are not lost.)

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. If a creature loses its memories to the memory moss, it acts as if affected by a *confusion* spell for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a DC 11 Constitution saving throw, with failure resulting in the creature being nauseated for 1d6 minutes and is poisoned until they take a long or short rest.

Rot Grubs

Rot grubs are nauseating parasites that feed on flesh and nest in corpses. Generally, a handful of the grubs infest a single corpse at a time. A DC 10 Wisdom (Perception) check is enough to notice and avoid the grubs. If the grubs go unnoticed, contact with the corpse results in 1d6 grubs bursting from the corpse and beginning to burrow into the creature's flesh. The creature must succeed on a DC 12 Dexterity saving throw or take 1 piercing damage from each grub and be infested with rot grubs. Within 4 hours, the grubs will have started to burrow toward the host's heart, brain, and other internal organs, eventually killing the host.

The host must succeed on a DC 15 Constitution saving throw every 4 hours or take 3 (1d6) necrotic damage and the target's Constitution score is reduced by 1d4 points. The target dies if this reduces their Constitution to 0. Otherwise, the reduction lasts until the infestation is cured.

The rot grub infestation can be mitigated by applying fire for 3 turns to the point of entry, causing a combined 13 (3d8) fire damage to the host, or by succeeding on a DC 15 Wisdom (Medicine) check and cutting the grubs out with a sharp instrument, causing an additional 14 (4d6) piercing damage to the host. A *greater restoration* or *heal* spell will destroy the grubs, ending the infestation and restoring the lost Constitution.

Twilight Mushrooms

Twilight mushrooms are purplish-black mushrooms about 4 to 6 inches in height, growing in patches of 5–10 mushrooms and are only found in damp, dark underground areas. When these extremely sensitive mushrooms react to vibrations by releasing a cloud of noxious, choking spores. When a creature moves to within 10 feet of the mushrooms for the first time or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Sunlight renders twilight mushrooms dormant, and any amount of cold damage instantly destroys one patch of twilight mushrooms.

Appendix B: Game Master's Guide

Introduction

This appendix contains two major sections. The first is a collection of magic items found in *Rappan Athuk* that are not in the fifth edition SRD. Following that is a collection of diseases that haunt the fetid dungeons and its denizens.

New Magic Items

Rappan Athuk contains many new magic items. Some of them are world shattering artifacts, and others simple hedge magic. Many of them are cursed or dangerous to certain groups of people (often based on alignment). A fair number of the items extend the power of existing items in the same way *potions of healing* exist at various strengths. Some of the items might seem unbalanced in the world of fifth edition, but the Dungeon of Graves is not a fair place to begin with, and any extra edge may be of use. And of course, many of the items will first be used against the party before they can win their use for themselves.

In the fifth edition rules, the rarity of an item is used to denote its power level, and we have followed suit. Many of these items, however, are in fact unique, even if only labeled rare or even uncommon. They are not, in general, the output of some magic item factory, but the specific result of hard labor by a powerful mage or mad cleric.

Alchemy Jug

Wondrous item, rare

You can use this item to produce a liquid in the quantity below up to three times per day. Some alchemy jugs might produce other liquids at the GM's discretion.

Liquid	Quantity
Water	10 gallons
Wine	3 gallons
Milk	1 gallon
Vinegar	1 gallon
Vegetable oil	1 gallon
Acid	3 cups

All or Nothing Armor

Armor (plate), rare

You gain a +1 bonus to your AC while wearing this armor, in addition to that provided by the armor. While wearing the armor, you have advantage on saving throws versus spells that would do damage to you.

Curse. If while wearing this armor, you fail a saving throw against a spell that would do damage to you, you take the maximum possible damage from that spell. The effect of this curse is not made clear with an *identify* spell.

Amulet of Demon Control

Wondrous item, very rare (requires attunement)

While you wear this amulet, demons are susceptible to your control. Once per day, you can use the amulet to cast *suggestion* on a demon. The demon must attempt a DC 20 Wisdom saving throw or be under the effect of the suggestion. The duration of the effect is 24 hours.

Anima Engine

Wondrous item, artifact

This great contraption seems to be an endless series of winding tubes, glass spheres, metallic and crystal structural beams, and even more exotic materials fused into an icosahedral shape. The facets of the engine cascade with electrical and eldritch energies. Roughly 40 ft. in diameter, the engine is a marvel of craftsmanship for its sheer size alone. Surrounding the base of the structure are nine box-like containers of various sizes.

Aside from its size and obvious power, the most frightening aspect of the *anima engine* is what it is able to do. The engine captures the latent soul energy of any being dying within a 1 mile radius. This energy is stored in the engine and may be used to fuel both arcane and divine magic. Souls are not immediately used by the engine; they are stored within the machine's power reservoir until they are needed. Characters with stored souls may be resurrected until their soul has been converted to magical force.

The limits on what can be accomplished with the *anima engine* are unknown. In addition to passively collecting soul energy, the *anima engine* may be used to actively drain a target of their animating force. The necromantic power of the engine is strong enough that if a target is placed in one of the sarcophagus-shaped containers surrounding the engine, the target's soul is torn from the still living body. This process of draining splits the victim into two parts: soul energy, captured in the engine, and a soulless husk of a still-living being.

The *anima engine* has 9 receptacles encircling its bulk: 3 Small, 3 Medium, 2 Large, and 1 Huge. Each of the receptacles can receive an appropriately-sized occupant, and a smaller subject may be placed in a receptacle one size larger than it is.

Targets subjected to the *anima engine* suffer the effects of losing their soul, but retain most of their abilities. Their memories are intact (a tormenting reminder of their former lives), but they follow the orders of Orcus implicitly, not as automatons but as fully capable beings.

Currently, there is only one being in the multiverse that knows the proper way to use the *anima engine*, the diabolic archwizard Glazerel. If the *anima engine* falls into your control, it can be controlled with a DC 30 Intelligence check, and you can loose some of its energy upon the world. Failure indicates magical backlash (a defense mechanism constructed into the engine by Glazerel to prevent him from being replaced). You are targeted by a *disintegrate* spell with a saving throw DC of 17, and anyone within 30 ft. of the engine (including you) is hit by arcs of electricity for 31 (9d6) lightning damage (no saving throw).

Should you manage to successfully harness the power of the *anima engine*, you may duplicate any one spell (divine or arcane). Note that once you determine what the engine is, and how it works, actually using it is an evil act. If you are a good cleric, you lose the ability to cast spells for 1 week; if you are a good paladin, you are stripped of your abilities until you atone. The *anima engine* currently stores enough soul energy for 2 successful magical effects before new subject must be placed in the receptacles.

The *anima engine* was used in the construction of Rappan Athuk, and is the power source for many of the unusual magic effects present in the dungeon.

Destruction. If Orcus is ever placed in the *anima engine*, it ceases to function.

Antimagic Plate

Armor (plate), very rare

While you wear this armor, you gain a +1 bonus to your AC. You also gain a +3 bonus to saving throws versus spell effects.

Archer's Cigar Case

Wondrous item, very rare

This appears to be a fine silver cigar case engraved with a scene of a hunter shooting a deer with a bow. When you speak the command word as an action, it unfolds into a +1 *shortbow*. As an action you can repeat the command word and it will return to being a cigar case.

Arrow of Direction

Wondrous item, uncommon

This arrow, if held lightly, points north.

Asbestos Chain Mail

Armor (chain mail), legendary

While wearing this armor you gain a +3 bonus to your AC in addition to that provided by the armor. In addition, you are resistant to fire damage.

Auren Beacon

Wondrous item, artifact

The *Auren Beacon* was a great artifact used in the fight against the armies of undead. Half of it, a large mirror is found within Rappan Athuk. During daylight hours, this mirror sheds light too intense to be looked at directly. At night, it glows dimly, its light increasing and decreasing with the waxing and waning of the moon. The other half has been buried deep and can only be freed if all three temples to Orcus are destroyed. Once whole, the *Auren Beacon* can be used to cast a field of radiant energy in a 100 ft. radius. Any undead within the field must succeed on a DC 16 Wisdom saving throw or be instantly destroyed. The *Beacon* can do this three times and cannot be used to this again until after the following sunrise.

You may wish to create other holy powers for the *Beacon* as well, if it is to part of your campaign.

Banana of Holding

Wondrous item, uncommon

This dried and leathery banana peel is stitched up the sides, with an opening at the top about the diameter of a coin. Only something small enough to fit through the opening can be placed into the banana of holding, because if the side-stitching is torn the item's magic will be lost and everything inside transported to random locations on the Astral Plane. The banana holds a maximum of 40 pounds of such small items, and always weighs the same as a banana peel. It is also quite slippery, as most banana peels are.

One of a kind. The banana of holding was made by the first and last ape wizard. As she completed it, a wisp of untethered magic carried her to a distant plane.

Book of Ineffable Foulness

Wondrous item, very rare

This work of dark vileness is extremely beneficial to evil clerics. A week of intense study is required to fully digest its wicked contents. After this accomplishment, the evil cleric will gain 1 point of Wisdom and the experience points necessary to place the character exactly halfway into the

next level. Once the book has been used this way, it cannot be used again in this manner for a year and a day.

A good character who handles the book takes 5d6 necrotic damage. A neutral character who handles the book takes 5d4 necrotic damage. A good character who reads any of the pages inside will have a night hag come attack them the next time they attempt to take a long rest (and every long rest thereafter until they or the hag is destroyed). A neutral character reading a page must make a DC 16 Wisdom save or turn evil. A good cleric perusing the pages of the *Book of Ineffable Foulness* must succeed on a DC 16 Wisdom saving throw or die. If they survive, they must make an additional DC 16 Constitution saving throw or become insane with only a *wish* able to reverse this effect. In the latter event, even with a successful saving throw, a good cleric loses experience points to place the character at the beginning of the previous lower level.

Boots of Dancing

Wondrous item, uncommon (requires attunement)

These boots appear to be *boots of striding and springing* and an identify spell will confirm this. You may use them as *boots of striding and springing* until you make your first attack while wearing them, at which point their cursed nature becomes apparent.

Curse. When you attempt to make an attack action, the boots cease to function as *boots of striding and springing* and instead instantly force you to start dancing until the beginning of your next turn. While dancing, you have disadvantage on attack rolls, dexterity saving throws, and stealth checks.

Boots of Tromping

Wondrous item, very rare (requires concurrent attunement by all party members wearing the boots)

These well-worn boots always appear singly, most frequently in a like-footed group. When a group of people place the *boots* on one foot per person, they are magically endowed to move at the speed of the fastest member of the group for purposes of overland walking. A boon to dwarves and halflings taking long treks, these *boots* resize themselves to fit any foot from halfling to ogre-size. The wearers of the *boots of tromping* cannot run at any increased speed (beyond taking a normal dash action), nor is combat affected in any way. These are just a fast way for people to get there and back.

Bracers of Brachiation

Wondrous item, rare

These bracers allow you to swing through the trees like a monkey. While wearing these bracers, as a move or dash action, you can leap up to your movement from one branch, vine, or similar handhold to another as long as both of your hands are empty.

Bracers of Defense

Wondrous item, rarity varies (requires attunement)

While wearing these bracers, you gain a bonus to AC if you are wearing no armor and using no shield. The amount of the bonus depends in the rarity of the bracers.

Bracers of...	Rarity	Bonus
Defense	rare	+2
Greater defense	very rare	+4
Superior defense	legendary	+6

Bracers of Quickness

Wondrous item, rare (requires attunement)

These items appear to be leather arm guards. They reinforce the wearer's reaction time and speed.

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While you wear these bracers, you gain a +2 bonus to saving throws against breath weapons and ray attacks and an additional 10 ft. to your movement rate. Both bracers must be worn for the magic to be effective.

Brilliant-Energy Greatsword

Weapon (greatsword), legendary

This sword is made of brilliant red light. When you use it, you gain a +4 bonus to attack rolls, and the sword does 1d6+2 electrical damage and 1d6+2 fire damage on a hit. As a reaction, you may make an attack roll against a ranged weapon attack against you. If your attack roll is higher than the ranged attack roll, you have deflected the attack and take no damage. You can cut through 1" of 1/4" thick metal or stone per minute using the weapon.

Broom of Sweeping

Wondrous item, common

By saying the command word ("sweep"), you cause the broom to sweep items on the floor to the location where you are when the command is given. It will continue to do so until you command it to stop or the room has been fully swept. It cannot move anything heavier than 5 pounds and will not range farther than 60 ft. from where it was when the command was given.

Butcher

Weapon (greatsword), legendary (requires attunement by someone of a non-good alignment)

Butcher is a sword of immense power, given to Agamemnon by the goddess of magic herself. While wielding it, you gain a +4 bonus to attack and damage rolls, as well as a +4 bonus to AC. In addition, it wards you from spells cast using 1st to 3rd level spell slots. Finally, it is the key to escape from level 14C of *Rappan Athuk*.

Destruction. If removed from level 14C of *Rappan Athuk*, *Butcher* loses all magical powers.

Callissander

Weapon (longsword), legendary (requires attunement by a lawful good creature)

Callissander was created to defeat evil priests and is happy to be wielded by any goodly hero on a quest to fight the followers of any evil god.

You gain a +2 bonus to attack and damage rolls when using this weapon.

Sentient. *Callissander* can speak common and dwarven but is not particularly talkative and is rather single-minded in its focus. If it is used to kill a high priest of any evil religion, it learns

to trust its wielder and does not complain if used for purposes other than slaying clerics. It knows surprisingly little about Prince Wales, but is quite helpful deciphering the markings, rituals, or symbols of Chaotic deities.

Blinding Strike. If it strikes a cleric with an evil alignment, the sword emits a burst of light from a gem on its pommel that causes blindness. The target only must succeed on a DC 14 Wisdom saving throw or be blinded for 1 hour. This effect recharges on a 5-6 on 1d6.

Candle of Darkness

Wondrous item, uncommon

This candle, when lit, exudes darkness, per the spell, in a 15 ft. radius. The candle lasts as long as a normal candle of the same size, and can be blown and relit as many times as desired.

Cauldron of Blood

Wondrous item, artifact

The cauldron of blood allows you to view past or future events by donating blood from your body to the boiling waters of the cauldron. To use this device, you must bring water in the cauldron to a boil, and then

bleed yourself, allowing your fresh blood to drip into the boiling water. You take hit point damage and temporary constitution damage based on how far in the past or future you wish to look. At this time, you decide whether to view past or future events. The events can concern a person, place, or thing; they can be current or forgotten, or even information that is not yet known (see the *divination* spell). The cauldron functions for a maximum of 10 minutes before the visions disappear.

Damage*	Viewable Time (Future/Past)
2	30 minutes/6 months
4	1 hour/1 year
6	12 hours/20 years
8	1 day/50 years
12	1 week/100 years
16	1 month/300 years
20	1 year/500 years

*Damage is applied to both current hit points and Constitution. Both heal at the normal rate. Note that you cannot bring your Constitution below 1 using the cauldron. The damage lost also represents the effective spell level of the cauldron to penetrate any magical wards against such scrying.

Destruction. The cauldron of blood is destroyed if it is filled with 500 flasks of holy water that are brought to a boil and allowed to boil away over a period of 24 hours.

Claw of Orcus

Wondrous item, very rare

A *claw of Orcus* is a small gold pendant in the shape of a clenched claw. If you are a devoted worshipper of Orcus, then while wearing the pendant you gain a +2 bonus to attack and damage rolls.

Curse. If you are a non-believer who puts on the *claw* you suffer a -3 penalty to hit and damage for as long as it remains around your neck. Unfortunately, you must succeed at a DC 18 Wisdom saving throw or refuse to remove the claw, believing it is granting you great power. You may attempt to make the saving throw once every week. An *identify* spell reveals the nature of the curse.

Cloak of Arachnida

Wondrous item, very rare (requires attunement)

When you wear this cloak, you gain the ability to can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You also have advantage on saving throws against poison. Once per day you can transform into a Giant Spider for up to one hour similar to the druid's wild shape ability.

Cloak of Protection

Wondrous item, rarity varies (requires attunement)

While wearing this cloak, you gain a bonus to your AC and saving throws. The amount of the bonus depends on the cloak's rarity.

Cloak of...	Rarity	Bonus
Protection	rare	+1
Greater protection	very rare	+2
Superior protection	legendary	+3

Cocktail Sword

Wondrous item, uncommon

As a bonus action, you can give the command word and this item will convert to or from a full-sized longsword. The longsword does not act as a magical weapon.

Comb of Desnarling

Wondrous item, common

This comb effortlessly untangles any living hair combed with it.

Conductor's Spellbook

Wondrous item, legendary

The Conductor's spellbook has been curated, collated, and crafted over his many centuries of existence. It contains all spells from the wizard list of level 6 and below, higher level spells that the Conductor has prepared, and any other high-level spells desired by the GM. The book appears as a thin volume with steel covers. When opened, a single blank page appears. To make a spell appear on the page, you must sing the correct musical phrase in the correct key. A successful DC 17 Intelligence (Performance) check is required. On a failed check, or if the wrong phrase is sung, nothing occurs. Three failed attempts in a row causes the book to teleport to the Conductor's Retreat.

Crown of the Grand Cornu

Wondrous item, artifact

This impressive headpiece is the undisputed symbol of the Grand Cornu. It is large and imposing, composed of fluted iron and black opals, and is worth 100,000 gp for its materials and workmanship alone. In addition to being a badge of office, the crown increases your Wisdom and Charisma by 3, up to a maximum of 20.

Curse. If you put on the crown without having been sworn in as the Grand Cornu in an official ceremony in a major temple of Orcus you are cursed. If the crown was forced onto you, you can attempt a DC 14 Wisdom saving throw to avoid the curse.

The crown's curse immediately turns your alignment to chaotic evil. Your skin turns a darker shade, as if coated by a layer of shadows, and the irises of your eyes turn a smoky, roiling black. In addition to these changes, you become a devoted servant of Orcus, seeking to further the demon lord's cause in whatever way possible. Likely this involves first disposing of any allies! Removing or even destroying the helm does not lift this curse; it can only be removed by a lawful good cleric of 16th level or higher casting *holy aura* followed by *remove curse*.

Destruction. The crown may be destroyed by any cleric or paladin of Muir or Thyr consecrating it in a temple of one of those gods; otherwise it is indestructible.

Dacris

Weapon (scythe), legendary (requires attunement by a cleric)

Dacris is a magical war scythe. You gain a +2 bonus to attack and damage rolls with it. It has a blade of smoking, inky darkness that ignores resistance and immunity to slashing damage. Dacris is also imbued with two special blessings by Orcus: first, once per day when you call it, it teleports to your hand, no matter where it is; second, it grants you the ability to use *word of recall* once per day. The use of *word of recall* may be preset to activate if a specific circumstance occurs, such as death or incapacitation. As per the spell, you must designate the sanctuary by casting the spell while at that location.

Dagger Key

Weapon (dagger), legendary (requires attunement)

These three keys resemble daggers made of some unknown mithral alloy, and each is capped with a colored gem in its pommel: a star sapphire, a star ruby, and an oriental topaz (also known as a yellow star sapphire).

In addition to their function as keys and wards within the vault of Rappan Athuk, each dagger is a +2 magical weapon with an additional property. The one with star sapphire allows you to make an extra attack when you take the attack action. The one with the ruby returns to your hand when thrown. The one with the topaz acts as a *dancing sword*. Finally, so long as the Ravager remains imprisoned and the vault sealed, the daggers are effectively indestructible. If a single person is attuned to all three weapons, it only counts as being attuned to one item.

Demonbane

Weapon (longsword) item, artifact

(requires attunement by a fighter or paladin of lawful alignment)

Demonbane was forged with one purpose in mind, to kill demons and specifically Orcus. Strangely, Demonbane was created not by paladins or clerics of Law, but rather by the arch-devil Baalzebul, who proposed to overthrow the Lord of the Undead. Because the arch-devil did not particularly care who used the sword against Orcus, he made it neutral, rather than evil.

You have a +3 bonus to attack and damage rolls with this weapon.

Spellcasting. *Demonbane* can cast the following spells without material components: *detect evil and good* (at will), *enhance ability* (once per day), *holy aura* (once per day).

Protection from demons. While wielding *Demonbane* you gain a +2 bonus on all saves against attacks from demons, and are immune to the Wand of Orcus.

Devil's friend. If used against a minion or ally of Baalzebul, the sword becomes powerless and non-magical for 24 hours.

Sentience. *Demonbane* is a lawful neutral weapon with an Intelligence of 14, a Wisdom of 18, and a Charisma of 19. It knows where Orcus is and guides you telepathically by letting you know if you are getting closer or further away from the Demon Prince.

Personality. Once attuned to you, the sword urges you toward destroying Orcus. If you do not proceed directly toward Orcus, *Demonbane* asks to be handed over to a more dedicated warrior. If this fails, it attempts to *dominate* you (DC 18 Wisdom saving throw to resist). If *dominated*, you follow *Demonbane's* directions. You are allowed a saving throw to break free of *Demonbane's* control after every long rest.

Destruction. The sword melts into gold upon delivering the killing blow to Orcus; otherwise, there is no way to destroy *Demonbane*.

Demonclaw

Weapon (greatsword), legendary

(requires attunement by somebody of a chaotic alignment)

The sword appears as a greatsword made of rune encrusted metal, with a hilt made from the hand of a demon, withered and dried from age.

You gain a +2 bonus to attack and damage rolls with this weapon. When attacking demons, you gain a +4 bonus to attack and damage rolls. If you hit a demon with this weapon, its AC is permanently lowered by 1.

Powers. *Demonclaw* has the following abilities and effects:

- You have a permanent antimagic field (as the spell) that only functions against magic from creatures of a lawful alignment.
- You may choose to make Reckless Attacks, per the Barbarian feature.
- While carrying this weapon, you gain truesight, 60 ft.

Sentience. *Demonclaw* is a chaotic neutral intelligent weapon with an Intelligence of 11, a Wisdom of 12, and a Charisma of 16. It can communicate by speech and telepathy and knows Common and the language of demons.

Personality. *Demonclaw* is a proud weapon, and as such will either select or reject a bearer based on their alignment.

Curse. The only drawback to wielding *Demonclaw* is that once grasped, it bonds to the left hand of the bearer and cannot be removed by any means short of a *wish*. It also compels you to immediately attack any demon encountered. You can resist the compel with a successful DC 16 Wisdom saving throw, but *Demonclaw* may not fight as well for you when next you need it.

Devilbane

Weapon (any), very rare

You gain a +2 bonus to attack and damage rolls with this weapon. Against devils, you gain a +4 bonus to your attack and damage rolls.

Dragon Hook of Eathe

Wondrous item, very rare

This is a magical grappling hook with a 50 ft. golden rope attached. The hook is shaped like a dragon's head with spines forming the hooks.

You can use the *Dragon Hook of Eathe* as a melee weapon, in which case you get a +1 bonus to attack and damage rolls. On a hit it does 1d6+1 piercing damage. If you use it as a thrown weapon, you get a +1 bonus on the attack roll. On a hit, the target must make a DC 15 Dexterity saving throw or fall prone and be grappled by the claws of the hook. The target may attempt to escape the claws with a DC 16 Dexterity (Acrobatics) or Strength (Athletics) check.

If you use this for climbing, it aids you by pulling you up its 50 ft. of rope. You have advantage on any check used to throw and lodge the grappling hook. If used for descent, two quick pulls (perhaps an accident the first time), causes the Dragon Hook to release its grip and fall, allowing you to retrieve it.

Drow Chain Mail

Armor (chain mail), rare (requires attunement)

You are considered proficient with this armor even if you lack proficiency with medium armor. While you wear this black chain mail armor, you have advantage on stealth checks as long you are not in bright light. Once per day, when wearing this armor, you can cast *darkness*.

Druid's Vestments

Wondrous item, very rare (requires attunement by a druid)

While you wear this rough woven shawl, you gain the ability to *pass without trace* (as the spell, but only on you and only in wilderness type areas), and to *speak with animals* at will. In addition, your spell attack modifier and spell save DC are both increased by +1.

Duskwood Sword

Weapon (any sword), very rare (requires attunement by a fighter)

The weapon identifies as a +3 weapon. In actuality, you gain only +1 bonus to attack and damage rolls with this weapon.

Curse. You lose 10 hit points from your current maximum hit points at the end of every round you wield this weapon in battle. You do not realize the blade is responsible for the loss. You are unwilling to part with the weapon, keeping it near you always, and you have disadvantage on attacks made with any other weapon.

Earthen Shield

Armor (shield), legendary

You gain a +2 to bonus to your AC when using this shield in addition to the bonus provided by the shield. If you use the shield to make a shove attack, you gain a +2 bonus to your Strength check. While you have this shield equipped, earth elementals have disadvantage on attacks made against you.

Elixir of All-seeing Doom

Potion, very rare

This potion radiates evil if detected for. It was created from strong venoms, infused with disease and buried under the earth for six years. Bits of dried earth still cling to the black glass. Drinking the elixir initiates a terrible transformation unless you succeed at a DC 18 Constitution saving

throw. In 1d6 days, small warts and boils start to appear on your body. At this stage, a *lesser restoration* and a *remove curse* spell cast by a 7th or higher level cleric gets rid of the infection. After this time has passed, the boils grow and pop open, revealing hundreds of tiny frog eyes. You may see with them and are consequently immune to surprise, but the horrendous pain causes 1 point of constitution and strength damage each day. At this stage, a *greater restoration* spell or a *wish* is also necessary for recovery. Once the you are reduced to 1 point of constitution and/or strength, or a month elapses, you dissolve into a vile mass that generates 666 giant killer frogs. Cutting off, burning, or otherwise removing eyes is of no use, as they regrow in a day with double ability damage caused. Do not drink this elixir.

Elixir of Truth

Potion, uncommon

You can coat up to one Medium or two Small creatures with the contents of one vial of *Elixir of Truth*. A coated creature must attempt a DC 15 Charisma saving throw. A creature who fails will be unable to tell lies for one hour.

Energy Sword

Weapon (any sword), very rare

While using this weapon, you have a +2 bonus to attack and damage rolls. In addition, any hit does an additional 1d8 damage of the energy type of the sword. Possible damage types are cold, fire, force, lightning, necrotic, psychic, radiant, and thunder.

Errant Wand of Magic Missiles

Wand, uncommon

The wizard who enchanted this wand attempted to cut costs in the enchantment process, and in the stress of use a nasty quirk has developed: each time this wand is used, there is a 30% chance that the wand fires an additional volley of magic missiles, using one charge per round, for the next 1d4+1 rounds (or until the wand is empty of charges). Each missile fired off is directed at a random creature within 60 ft. of the wand, provided the target can be hit. There is no way to remove this flaw from the wand without destroying it, short of a *wish* spell. Other than this eccentricity, the wand functions as a normal *wand of magic missiles*.

Everburning Censer

Wondrous item, uncommon

These magical fires do not use fuel, but produce heat and light as a normal campfire.

Everburning Lantern

Wondrous item, uncommon

This lantern has a perpetual flame within, the equivalent of a *light* spell. As a bonus action, you can speak the command word for the *lantern* to cause the light to turn on or off. As an action, you can say a different command word to switch it from casting light in a 360 degree circle to casting light in a 90 degree arc.

Everclean Tapestry

Wondrous item, uncommon

This tapestry does not fade in the sun, wear out, or retain dirt. If dirt, ink, or any other stain gets on it, simply giving the tapestry a good shake returns it to looking like new.

Fiend Destroyer

Weapon (greatsword), legendary (requires attunement)

You have a +3 bonus to attack and damage rolls with this weapon. Against fiends, you have a +5 bonus to attack and damage rolls and all damage done by the weapon is radiant.

Fiery Plate Armor

Armor (plate), legendary (requires attunement)

While wearing this armor you are immune to fire damage and have a +5 bonus to your AC in addition to that provided by plate armor. As a reaction, when a creature enters an adjacent square or starts its turn next to you, you may command the armor to release a fiery burst. All creatures within 5 ft. of you must make a DC 15 Dexterity saving throw. Creatures who fail the saving throw take 6d6 fire damage while those that succeed take half this amount.

Fists of Chaos

Weapon (brass knuckles), rare

When you use the weapons to make an unarmed attack, you gain a +1 bonus to hit and damage rolls. All strikes you make do magical damage. Once per turn, if you strike a lawful creature, your attack does an additional 1d6 necrotic damage.

Flaming Heavy Crossbow

Weapon (crossbow), very rare

You gain a +2 bonus to attack rolls with this weapon. On a hit, you do an additional 1d8 fire damage to the target.

Flaming Weapon

Weapon (any melee), rare

You gain a +1 bonus to attack with this weapon. On a hit, you do an additional 1d8 fire damage to the target.

Flask of Curses

Wondrous item, legendary

This cursed item appears to be similar to a *decanter of endless water*, even with an *identify* spell. When the flask is opened, all creatures within 30 ft. of it must succeed on a DC 16 Wisdom saving throw or be cursed with a –2 penalty to attack rolls, saving throws, and skill checks until *remove curse* has been cast on them.

Fog Muzzle

Wondrous item, uncommon

While you wear this item, you are immune to poison and acid damage from effects that require that you breathe.

Frosty Weapon

Weapon (any melee weapon), rare

You gain a +1 bonus to attack rolls with this weapon. On a hit, the weapon does an additional 1d6 cold damage and the target's speed is reduced by 10 ft. until the start of your next turn.

Gauntlet of Rust

Wondrous item, rare

If you are wearing this item and succeed on an unarmed attack against a creature wearing or carrying metal armor or a metal shield, the item takes a permanent –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. You may destroy nonmagical metal weapons per the rust monster's Rust Metal trait if they are not being carried or held. You may also destroy, as an action, a 1-ft. cube of nonmagical ferrous metal that is not being carried or worn by touching it. Unlike most magical gauntlets, the *gauntlet of rust* does not come as a pair.

Ghostbind

Weapon (longsword), legendary (requires attunement)

This weapon is a +1 *longsword*, but has one unique property when used to fight shades. If a shade is impaled on the sword, the shade is incapacitated. The shade remains in this state until the sword is removed or the shade is slain. No undead creatures are able to touch this weapon, even if it is unattended. Impaling a shade requires making a critical hit against it.

Globe of Devious Entrapment

Wondrous item, rare

This item looks like a 1 ft. diameter glass orb filled with water. Its surface is cool to the touch. If you maintain contact with it for more than a round you must make a DC 16 Charisma saving throw. If you fail, you shrink and are drawn into the orb. The water inside the orb is a gate to the Plane of Water, where you are sent.

The globe has AC 20 and takes 30 hit points of damage to crack. It is immune to acid, necrotic, poison, psychic, and radiant damage and vulnerable to bludgeoning, force, and thunder damage. If it is cracked within 3 rounds of trapping a character, the character within reappears in the nearest unoccupied square.

Goodbane

Weapon (longsword), rare

You gain a +1 bonus to attack and damage rolls with this weapon. If used against a creature with a lawful alignment, you gain a +3 bonus to attack and damage rolls.

Greater Dagger of Venom

Weapon, very rare

This weapon is the same as a *dagger of venom* except that you gain a +2 bonus to attack and damage rolls with it and the poison damage is 3d10.

Greater Ring of Spell Storing

Ring, legendary (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 12 levels worth of spells at a time. When found, it contains 1d12 levels of stored spells chosen by the GM.

Any creature can cast a spell of 1st through 9th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Grindor

Weapon (longsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls with this weapon. You gain a +4 bonus to attack rolls against chromatic dragons and any hit is considered a critical hit. When unsheathed, it casts a dim light in a 10 ft. radius.

Spellcaster. *Grindor* can cast these spells on you each three times per day without material components: *heroism*, *protection from energy*, and *protection from evil and good*.

Sentience. *Grindor* has an Intelligence, Wisdom and Charisma of 14. Its alignment is lawful good, and it can speak the Common tongue.

Handy Charm Bracelet

Wondrous item, uncommon (requires attunement)

This piece of jewelry is a platinum or gold chain festooned with tiny charms, objects that bear a resemblance to mundane items. When a charm is pulled from the bracelet, it transforms into a permanent, nonmagical object. As long as at least one charm remains on the bracelet, it regenerates one charm per day.

As part of a move action, you may remove a random charm; a specific one may be removed with a bonus action. Either one requires you to have a free hand to pluck loose the charm.

Bracelets come with six charms maximum, and always regenerate the same charms they had when they were first created. Possible charms include: A tiny mug (produces a frosty mug of decent quality ale), a scroll (produces a blank parchment scroll, a vial of ink, and a quill pen), a lantern (produces a lit standard lantern filled with lamp oil), a ladder (produces a 15-ft. long wooden ladder), a coil of rope (produces a 50-ft. length of rope with a grappling hook attached to one end), and a dagger (produces a steel dagger). The GM is free to improvise items, but they should have a market value of less than 25 gp and not be magical.

Hateful Spear

Weapon (spear), very rare

This item is typically created by a tragic event. Rarely, a wizard can harness the powerful emotional magic from another source, binding the anger into a magical weapon. The hateful spear is a +1 *spear* that inflicts double damage on a hit against one type of creature, chosen at creation.

Headband of Mental Prowess

Wondrous item, rare (requires attunement)

While you wear this golden circlet on your head, your Wisdom and Charisma are increased by 1.

Headband of Spiritual Focus

Wondrous item, very rare (requires attunement by a wizard)

While you wear this heavy iron headpiece, your Intelligence is improved by 2, your charisma by 1, and any time you cast *dispel magic*, the spell acts as if you had cast at two levels higher than the spell slot used.

Hell's Touch

Weapon (longsword), very rare

When you use this weapon, you gain a +2 bonus to attack and damage rolls. If you are evil, you gain a +5 bonus to damage.

Helm, +2

Armor, very rare

When you are wearing this helm, you gain a +2 bonus to your AC.

Helmet of Protection

Wondrous item, rare (requires attunement)

You gain a +1 bonus to saving throws while wearing this helm. It does not help with your AC.

Hendecagon

Wondrous item, uncommon (requires attunement)

This eleven-sided ring is a holy symbol from an ancient and long extinct religion. Every 11th day at dawn after you have attuned to this item, one of the following effects occurs. Unless otherwise stated, all effects disappear at the end of your next long rest.

2d6	Effect
2	You suffer a vision of the Eleven Profane Tides and your energy is sapped. You gain two levels of exhaustion.
3	The waters protect you. A swirling wall of water encircles you, making you partially obscured. In addition, any creature that enters your space or grapples you takes 1d4 bludgeoning damage per round.
4	You gain the ability to <i>speak with animals</i> , as per the spell.
5	You gain the ability to breathe underwater.
6	You gain 5 temporary hit points.
7	You are lucky. Over the next 24 hours, you may reroll one saving throw, attack roll, or skill check. You must use the result of the second roll.
8	Your Wisdom increases by 1.
9	You gain a swim speed of 30.
10	You gain the ability to <i>speak with plants</i> , as per the spell.
11	You gain the ability to Wild Change once for up to 4 hours within the next 24, as per the druid, but only to a creature with a swim speed and a CR of 1 or less.
12	You are treated to a vision of the Eleven Profane Tides. Any spells you cast are as if cast 3 spell slots higher, and you have advantage on all saving throws.

Holy Sword

Weapon (any sword), very rare

(requires attunement by somebody of lawful good alignment)

You gain a +2 bonus to attack and damage rolls with this weapon. Against fiends and undead, this weapon does an additional 2d8 radiant damage on a hit.

Holy Symbol of Thyrr

Wondrous item, rare (requires attunement by a cleric of Thyrr)

While using this holy symbol, the saving throw DC for your attempts to turn undead is increased by 2.

Horn of Flies

Wondrous item, legendary (requires attunement)

Made of wrought brass, this object is sacred to the worshippers of The Lord of Flies. The pitted, corroded, and singed surface of the horn is covered by ornaments depicting swarming flies.

When use an action to blow the horn, you can have the horn casts *bane* or *insect plague*. If you are not a follower of the Lord of Flies, you may use each of the features once per long rest. If you are a follower of The Lord of Flies, you may draw forth insect plagues seven times per between long rests and cast *protection from evil and good* three times.

A lawful or neutral character in possession of the horn risks spiritual taint, and must roll a DC 15 Charisma saving throw every week of being attuned to the horn or move one step towards the chaotic alignment. Even on a touch, the horn leaves an indelible blackness on the member or lips touching it—only *remove curse* or the equivalent can remove it.

If the horn is attacked (a futile effort trying to harm it—AC 25, immune to bludgeoning, piercing, and slashing damage from non-magical weapons, 70 hp), it sounds on its own and summons 1d6 giant flies.

Idol of Undead Creation

Wondrous item, legendary (requires attunement by a cleric of Orcus)

Once you have attuned to the idol, any undead you create while within 150 ft. of it have advantage on saving throws to resist being turned. In addition, any skeleton or zombie you create while within 150 ft. of it receives double its normal hit dice and a maximum number of hit points per hit die, and a +2 bonus to AC, damage rolls, and saving throws. The undead retain these abilities as long as they are within 150 ft. of the idol. Undead created under the influence of the idol will pursue it to the best of their ability if the idol is moved away from them.

Anyone other than a cleric of Orcus who touches the idol must succeed at a DC 16 Wisdom saving throw or lose 1d6 points of Strength until after their next long rest; *protection from evil and good* reduces the DC by 2. *Dispel magic* successfully cast by a good cleric against a 6th level spell effect cancels the idol's power for 24 hours.

Insulated Shield

Armor (shield), rare

While you have this shield equipped, you gain a +1 bonus to your AC in addition to the normal bonus from a shield. In addition, you are resistant to lightning damage.

Koshag's Sword

Weapon (greatsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls with this weapon.

Powers. The sword has the following abilities and effects:

- It has truesight, 10 ft.
- It can cast *hold person* 3 times per day.
- It can cast *levitate* on you 3 times per day.

Sentience. This intelligent sword is thoroughly and completely chaotic evil. It has an Intelligence of 14, a Wisdom of 12, and a Charisma of 15. It speaks Chaotic and Common.

Personality. The sword is extremely vain and vindictive, stopping at nothing to mercilessly destroy the "thief" who took it from its rightful owner. Immediately upon attunement, it makes a contested Charisma check against you. If it succeeds, you must enter a berserk rage or commit suicide. During the rage, you must attack the nearest creature as many times as possible each round until you succeed on a DC 16 Wisdom saving throw. You can attempt the saving throw at the end of every round. It will make additional attempts to control you anytime it senses weakness or an unwillingness to enter the fray of combat, or anytime you ask it to use one of its powers. It can only be truly mastered by a character of superior willpower—someone who matches the sword's evil and egoism and succeeds at least five consecutive contested Charisma checks against the weapon's mental assault. Thereafter, Koshag's sword allows you to use its powers... as long as your superiority remains unquestionable, and you wield it as a harsh and merciless conqueror. Note that if truly annoyed, the sword may cast *hold person* on you!

Leather Dragon Armor

Armor (leather), uncommon

While wearing this armor, you are resistant to fire damage.

Light Flail

Weapon (flail), uncommon

You gain a +1 bonus to attack and damage rolls with this weapon. While wielded, the flail sheds dim silvery light in a 20 ft. radius

Lightrod

Wondrous item, common

As a bonus action, you may give the command word for this item to light it or to extinguish it. When the sunrod is lit, it creates light as the spell *continual flame*.

Luckstone

Wondrous item, rare (requires attunement)

While carrying or wearing the *luckstone*, you can reroll one attack roll, ability check, or saving throw. You must use the second roll. This stone cannot be used again in this way until the following dawn. You also gain a +1 bonus to saving throws.

Luddite's Dagger

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls with this weapon. Against an arcane spell caster or an enchanted creature, the bonus is +3. The dagger normally sheds a dim blue light in a 15 ft. radius. If an arcane spellcaster or enchanted creature is within 30 ft. of it, the light changes to red.

Lyre of Building

Wondrous item, very rare

Once per week, you can use this item to construct a fortified encampment up to 10,000 square feet. The maximum height of any finished construction within the area is 15 ft. and the maximum depth is 10 ft. The *lyre* uses materials found at the site including dirt, rocks, and trees. It takes 8 hours for the construction to occur. You must have a rough idea of the final layout of the encampment before issuing the command for it to build, but the *lyre* will make decisions about what materials to move where. It will attempt to avoid harming any small or larger creatures.

Major Circlet of Blasting

Wondrous item, rare

While wearing this circlet, as an action, you may command it to project a ray of searing light. Make an attack roll at +7 to hit. On a hit, the ray inflicts 6d8 fire damage. Any hit against an undead creature is considered critical. The circlet cannot be used again in this way until the following dawn.

Mantle of Hope

Wondrous item, very rare (requires attunement)

While you wear this mantle, undead creatures have disadvantage on attacks against you.

Mattock of the Titans (6-8)

Weapon, legendary

This digging tool is 10 ft. long and weighs 100 pounds. It can only be used by a Huge or larger creature.

You can use it to loosen or tumble earthen ramparts at the rate of a 10-ft. cube every 10 minutes or to smash rock at the rate of a 10-ft. cube every hour. If used as a weapon, you gain a +3 bonus to attack rolls. On a hit it does 4d6 + 3 bludgeoning damage and if the target is Large or smaller, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Maudra's Music Box

Wondrous Item, legendary

When opened, this mystical box plays a song. The song, and the effect of the music, depends on the gem you press prior to opening it. Listed

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below are the gems and the effect of the music it causes. The box can play a total of 60 minutes of music per day.

Ruby #1	All creatures within 20 ft. who can hear gain 1d6 hit points of healing for every 10 minutes of the music that plays when this gem is pressed.
Ruby #2	After 15 minutes of this music, the person who opened the box becomes brittle and hard like glass for 1 hour. The target gains a +5 bonus to your armor class and becomes vulnerable to bludgeoning, cold, force, and thunder damage.
Emerald	After 20 minutes of music, the person who opened the music box can cast <i>polymorph</i> on themselves or another. If cast on an unwilling target, the save DC is 17. The spell must be used within one round of the end of the music.
Diamond #1	After 60 minutes of music, everybody within 20 ft. who can hear gain the effect of a long rest.
Diamond #2	After 30 minutes of music, everybody within 20 ft. who can hear gain the effect of a <i>greater invisibility</i> spell for up to one hour.

Medallion of Projecting Thoughts

Wondrous item, uncommon (requires attunement)

This item functions as a *Medallion of Thoughts*, except the target of the *detect thoughts* spell is aware of your thoughts, as is any creature along a straight line between you and the target. To avoid projecting your thoughts, you must succeed on a DC 15 Intelligence check. To successfully project false thoughts, you must succeed on a DC 20 Intelligence check. These checks are made after the *detect thoughts* spell has been cast.

Mirror of Mental Prowess

Wondrous item, legendary

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. If you know the proper commands you can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as you are within 25 feet of the mirror, even if those thoughts are in an unknown language. This is similar to casting the spell *detect thoughts*.
- View other places that you are familiar with, even locations on other planes.
- Use it as a portal to visit other places. You first view the place, then step through the mirror to the place pictured. Others can follow you through the mirror if they like. An invisible portal remains on the other side where you arrive, and you can return through that portal. Once you return, the portal closes. The portal closes on its own after 24 hours (trapping you if you are still in the other place), and the you can also close it with a command word. Creatures making a successful DC 14 Intelligence (Investigation) check can notice the portal. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature or object whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Mirror of Opposition

Wondrous item, legendary

Any creature reflected within the mirror causes it to activate, producing an exact duplicate of the target at that point in time, which emerges from

the mirror and attacks its double using the best tactics possible, and fights to the death. If the reflection should win, it vanishes upon the death of its counterpart. Only one reflection can exist at a time.

Necklace of Ultimate Command

Wondrous item, rare (requires attunement)

While wearing this necklace, you have a charisma of 18 (unless your own is higher) and a +2 bonus to all saving throws against fear or charm effects. However, the necklace has a drawback: when worn, it induces a sense of megalomania. When you first attune to this item, and every hour thereafter that you wear it, you must succeed on a DC 16 Wisdom saving throw. Failing means that you believe that all others must bow to your will, and that none can stand against you. Because of this effect, the *necklace of ultimate command* was only employed in the direst of circumstances to rally despairing troops before important battles. The megalomania effect suffered by the wearer can only be removed by a *wish* spell, and then only if the necklace is first removed and never worn again.

Nihiloplasm

Potion, rare

One cup of this substance turns 5 gallons of water into 20 doses of *Potion of Contagion*. Drinking *nihiloplasm* straight results in death by poison. A creature who touches it must succeed on a DC 22 Constitution saving throw or contract pestilence.

Oftenfull Waterskin

Wondrous item, common

This waterskin refills itself with potable water once per week.

Oil of Resistance

Potion, rare

A creature covered in this oil is immune to damage from non-magical weapons of stone or wood, and resistant to bludgeoning, piercing, and slashing damage from non-magical weapons. One dose is enough for one Medium creature or two Small creatures. Two doses are required for a Large creature and four for a Huge one. Applying a dose of this oil takes one minute.

Oilskin Bundle

Wondrous item, uncommon

This piece of cloth has been impregnated with unholy oils and sanctified with dark blessings. It allows an evil character to handle (but not use) a holy (or cursed) item without risk.

Ointment of Stone to Flesh

Wondrous item, uncommon

Coating a creature with the ointment removes one effect that petrified it. One dose is enough to coat one Medium or two Small creatures. Two doses would coat a Large creature and four are required for a Huge one.

Pendant of Dragonlore

Wondrous item, very rare (requires attunement by an elf)

While you wear this pendant, once per day you can ask it a question about dragons and it must respond truthfully to the best of its ability. The pendant knows the historical and general knowledge that was collected by its maker at the time of its creation; it has not learned any new information since.

Potion of Contagion

Potion, rare

When you drink this potion, or even sip it, you must make a DC 17 Constitution saving throw or contract a disease. The disease may be one of the ones caused by the spell *contagion* or another as chosen by the GM.

Potion of Delusionary Healing

Potion, uncommon

When you drink this potion you believe you have received 2d4 + 2 hit points of healing. If you succeed on a DC 14 Intelligence saving throw, you realize the truth and take 1d3 points of psychic damage.

Potion of Foul Water

Potion, uncommon

This concoction renders 1,000 cubic feet of water undrinkable and immediately desecrates a font of holy water

Potion of Frozen Concoction

Potion, rare

You can throw this potion at a point within 30 ft. All creatures within 5 ft. of where it lands must make a DC 15 Dexterity saving throw. A creature that fails the saving throw takes 2d8 cold damage and is *slowed* (as the spell) for 1 round. A creature that succeeds on the saving throw takes half this damage and is not *slowed*.

Potion of Jumping

Potion, common

When you drink this potion, your jump distance is tripled for one hour.

Potion of Levitation

Potion, uncommon

When you drink this potion, you receive the same benefits of somebody having cast *levitation* on you, except that the effect lasts for 1 hour.

Potion of Permanent Polymorph

Potion, rare

When you drink this potion, you can *polymorph* yourself per the spell, except that the shape change never wears off, even in death. An *Identify* spell does not reveal the permanent nature of this potion's transmutation magic. The shape change can only be reversed with a *greater restoration* or *wish* spell.

Potion of Plant Control

Potion, uncommon

When you drink this potion, you can immediately cast *speak with plants*.

Potion of Temporary Greater Healing

potion, uncommon

This potion acts as a *potion of greater healing*, but the hit points recovered are lost again after 1d10 rounds. The temporary nature of the healing is not evident until the healing wears off.

Potion of Treasure Finding

Potion, rare

For one hour after you drink this potion, you know the direction to the largest mass of treasure within 400 ft. of you. Note that a pile of 10,000 gp will outshine one with 9000 gp.

Prism of Separation

Wondrous item, very rare

This glass object separates light like any other prism, but may also be used to reduce the effectiveness of ray spells if worn openly. If you are targeted with a ray attack, it does not affect you. In addition, there is a 10% chance that a ray spell that would have hit you is reflected back to its source. If the source was a creature that can see, it must succeed on a DC 16 Constitution saving throw or be blinded for 1d4 rounds. If you hurl the *prism* at a *prismatic wall*, it destroys it, but then loses its powers permanently, turning into a 3,000 gp gem.

Reckless Ember Sword

Weapon (any sword), very rare

When you use this sword, you gain a +2 bonus to attack and damage rolls. You make all attacks with advantage and all attacks against you are made with advantage. Damage done by the sword is fire damage.

Reed Whistle of Confusion

Wondrous item, rare

Blowing this whistle acts as casting the spell *confusion* with a 4th level spell slot. The DC for the saving throw is 15. After this whistle has been used once, it is destroyed.

Replacement Arm

Wondrous item, very rare (requires attunement by a creature missing a limb)

This is a perfectly preserved limb of a humanoid with alabaster skin and uncomfortable-looking red tattoos. If this limb is affixed to the shoulder of a creature that has lost its arm, it attaches within minutes. While the process is excruciatingly painful, the arm functions properly for them with no ill effects.

Ring of Protection

Wondrous item, rarity varies (requires attunement)

While wearing this ring, you gain a bonus to your AC and saving throws. The amount of the bonus depends on the ring's rarity.

Ring of...	Rarity	Bonus
Protection	rare	+1
Greater protection	very rare	+2
Superior protection	legendary	+3

Ring of Protection from Lycanthropy

Ring, rare (requires attunement)

While wearing this ring, you cannot become cursed with lycanthropy. In addition, if you are already cursed, you may attempt a DC 16 Wisdom saving throw each full moon to resist the lycanthropic transformation.

Ring of Teleport Other

Ring, very rare (requires attunement)

While wearing this ring, you can cast *teleport* on another creature. If the target is unwilling, it can make a DC 15 Wisdom saving throw to avoid being teleported. You can only attempt to send the target to an area with which you are very familiar, or from which you have an associated object, or where there is a permanent circle that you know of. This ring has 3 charges. Each time you attempt to teleport a creature, whether or not you are successful, you use one charge. The ring regains 1 charge per day at midnight.

Ring of the Weak Mind

Ring, uncommon (requires attunement)

This ring appears to be a *ring of feather falling* and appears as such if *identify* is cast upon it. It does not provide actual protection from falling, however. Instead, while wearing this ring you have a -2 penalty on all saving throws to resist mind control and illusion. You become aware of the true nature of the ring the first time it fails to prevent falling damage. The ring can only be removed after *remove curse* has been cast on the wearer.

Ring of Water Breathing

Ring, Uncommon

While wearing this ring, you can breathe underwater. You can use this ability for a total of one hour each day. You retain your normal mode of breathing as well.

Rod of Meteor Swarm

Rod, legendary (requires attunement by an arcane spellcaster)

As an action, you can use this rod to cast *Meteor Swarm* once per day with a saving throw DC of 20. It recharges each day at midnight. Each time it is used, roll a d20. On a 1, the *Meteor Swarm* is twice as powerful, but the rod consumes itself in the casting and is destroyed.

Screaming Sword

Weapon (any sword), rare

You gain a $+1$ bonus to attack and damage rolls with this weapon. If you hit a creature that has a chaotic alignment, the sword releases a frightening shriek. The target must succeed on a DC 15 Wisdom saving throw or become frightened of the sword for 1 minute. A frightened target may attempt a new saving throw and the end of each of its turns, ending the effect on a success.

Serpent Hood

Wondrous item, very rare (requires attunement)

While you wear this scaled hood, you have advantage on stealth checks and, as a reaction, you can make a bite attack against an opponent that moves within 5 ft. of you, whether or not it has disengaged. The attack uses your choice of Dexterity or Strength and does 1d4 piercing damage plus your ability modifier. While wearing the cloak, you are considered proficient in bite attacks.

Shield of Light

Armor (shield), very rare (requires attunement by somebody of good alignment)

You gain a $+2$ bonus to your AC in addition to the shield's normal AC bonus. As a bonus action you can cause the shield to flash light. Any creature within a 30 ft. cone of the shield that can see must make a DC 14 Constitution saving throw or be blinded for one minute. A blinded creature can attempt the saving throw again at the end of each of its turns, ending the effect on a success. Once used, the shield can't flash again until the following dawn.

Silver Cross of St. Yora

Wondrous item, legendary (requires attunement by a good aligned cleric)

Once attuned, this magic item increases by 2 the DC for saving throws against your attempts to turn undead. In addition, any undead that fail their saving throw take 1d6 radiant damage before attempting to flee. It also allows you to attempt to turn (though not damage or destroy) lycanthropes. Only good characters may employ the cross; Evil characters must succeed on a DC 15 Wisdom saving throw to even touch it, and gain 2 levels of exhaustion in doing so.

Destruction. To destroy the silver cross, it must be melted down in the forges of the Abyss.

Smoke Bomb

Wondrous item, common

As an action, you may throw this item to a point within 30 ft. Upon landing, it produces a smoke cloud that causes the area within 20 ft. to be heavily obscured. The smoke lasts for 10 rounds unless removed earlier by a heavy wind.

Spear of Dragon Hunting

Weapon (spear), rare

You have a $+1$ bonus to attack and damage rolls with this spear. Against dragons, you have a $+3$ bonus to attack and damage rolls.

Spear of Light

Weapon (spear), rare

You gain a $+2$ bonus to attack and damage rolls with this weapon. When you hold the spear in your hand, it sheds a bright golden light for 20 ft. and a dim light for an additional 20 ft.

Sphere of Confusion

Wondrous item, legendary

A sphere encircled by several bands that can rotate on an axis around it, when activated the bands start to spin, and the device causes *confusion* (per the spell) in all beasts in a 100 ft. radius spread that fail a DC 18 Wisdom saving throw. Every round the device remains active, the radius increases by 10 ft., until it covers a half-mile radius. A creature that fails its saving throw is confused as long as it remains within the range of the device and the device is active. Once the device is deactivated, creatures recover from the confusion. The *Sphere* deactivates itself after one hour of continuous operation.

Spiteful Spike

Weapon (shortsword), very rare (requires attunement by a ranger)

This $+1$ *shortsword* enhances a ranger's ability to fight their most hated foes. When you hit a target with this weapon that is your favored enemy, any hit is automatically a critical hit.

Spork of Good Health

Wondrous item, uncommon

You can use this spork once per day to cast *detect poison and disease*. It regains its power daily at noon. You can also use it as a magic weapon. You gain a $+1$ bonus to attack rolls with it. On a hit, it does 1d2+1 slashing damage. It has the finesse and light weapon properties.

Staff of beguiling

Staff, rare (requires attunement)

While carrying this staff, you are considered proficient in Deception, Performance, and Sleight of Hand. If you are already proficient, you have expertise. You have advantage on opposed Charisma checks.

Staff of Command

Staff, very rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This staff has 10 charges. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells using your spell DC: *charm person* (1 charge), *command* (1 charge), *speak with plants* (3 charges), *dominate person* (6 charges), *dominate monster* (10 charges).

The staff regains 1d10 charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes, everybody within 20 ft. takes 2d10 psychic damage, and the staff is destroyed.

Staff of Harming

Staff, very rare (requires attunement by a cleric)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC, spellcasting ability modifier, and spell attack modifier as appropriate: *contagion* (4 charges), *inflict wounds* (1 charge per spell level up to 4th), *blindness/deafness* (1 charge per spell level from 2nd to 4th).

The staff regains 1d6+4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff causes you 4d10 necrotic damage and regains 1 charge.

Staff of the Batrachian

Wondrous item, very rare

(requires attunement by a cleric, druid, or warlock who is a follower of Tsogatha)

This quarterstaff-length rod appears as a grotesque amalgamation of toads, tadpoles, and less savory things. It radiates evil if detected for. It is effectively a *staff of withering*.

Curse. Alas, if an unbeliever holds the staff for even a moment, the touch of Tsathogga is upon them. The bearer of the staff contracts *mummy rot* with no saving throw (it even effects paladins)! A character immediately renouncing the staff after the disease manifests may roll a DC 16 Constitution saving throw to avoid further harm. A non-believer who keeps the staff, or one who discards it and fails the saving throw, is affected as if having drunk an *elixir of all-seeing doom*. Wrapping the staff in blessed or holy water-soaked cloth grants resistance for 24 hours, but not a minute more.

Staff of the Shoreline Dead

Wondrous item, legendary (requires attunement)

This glass staff can be separated into two pieces. When the pieces are apart, they have no power, but detect as magical. When the two pieces are screwed together, the staff glows orange, emitting a dim light in a 5 ft. radius. The staff acts as a +1 *quarterstaff* as well as having the properties below.

The staff has 10 charges. As an action you may expend 1 or more charges to cast one of the following spells. With 1 charge, you can cast *Create or Destroy Water*. You can expend 1 additional charge per level to increase the spell slot above 1st. With 3 charges, you can cast *Animate Dead*. With 4 charges, you can cast *Control Water*. With 6 charges you can cast *Create Undead*.

The staff regains 1d8+2 charges each day at dawn.

Statuette of Set

Wondrous item, rare (requires attunement)

If you are a follower of Set and attuned to this item, as an action you can consult it prior pursuing some course of action. You will know if the proposed course is likely to affect your alignment or your standing with Set.

Summerstone

Wondrous item, artifact (requires attunement by a fey creature)

This is a fey artifact thought to control the seasons and grant dominion over the Seelie Court.

Sword of Backbiting

Weapon (any sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this weapon.

Curse. This weapon is cursed, and becoming attuned to it transfers its curse to you. Until the curse is broken, using *remove curse* or similar magic,

you are unwilling to part with this weapon. You have disadvantage on attacks made with any other weapon. When you miss with this weapon, roll a d12. If you are of a good alignment and roll a 1 or a 2, or if you are neutral and roll a 1, make another attack roll against your own AC. If the result is a hit, you take damage as if you had attacked yourself with the sword.

Sword of Biting

Weapon (any sword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls with this weapon. In addition, you score a critical hit with this weapon on a 19 or 20.

Sword of Health

Weapon (longsword), rare

You gain a +1 bonus to your attack and damage rolls with this sword. In addition, if you are of a good alignment, you can use it to cast *lesser restoration* once per week.

Sword of Kings and Queens

Weapon (longsword), legendary (requires attunement)

This jewel encrusted longsword is made of a purplish metal engraved with twin crowns. You gain a +2 bonus to attack and damage rolls with it. It contains the souls of both a demon and an angel. It is neutrally aligned.

Powers. The sword has the following abilities:

- The sword can emit a blinding flash once per day, recharging at dawn. Creatures other than you within 30 ft. that can see must make a DC 16 Constitution saving throw or be blinded for 2d4 rounds.
- Once per day, it can steal the dreams of a sleeping creature. It learns what has happened to the creature during the prior day and what its primary goals are.
- It can cast *locate object* once per week. It will only use this power to locate the *Sword of Princes and Princesses* until found, and will then allow you to use this power to seek other objects.

Sentience. The sword has an Intelligence of 13, a Wisdom of 15, and a Charisma of 16. It communicates telepathically with a commanding voice.

Curse. This curse can only be removed by a *wish* or by the sword's destruction. The curse attracts monsters to you and creates hostility between good and evil (though not neutral) creatures and you.

Destruction. Magic runes inscribed on the blade read "destroy me". They can be understood with *comprehend languages* or a DC 20 Intelligence (Arcana) check. The sword can only be destroyed by melting it in lava. If destroyed, this action frees both the demon and angel from the sword. Both then disappear. This lifts the curse (but not the geas) from the sword. Better yet, the sword then reappears in your possession (in an un-cursed state) the first time you are unarmed, disarmed, or in danger or combat and without a weapon. You will not know of this last effect until it happens. Further, the sword gains the ability to cast the *commune* spell once per week.

Geas. The geas on this sword forces you to quest for what it considers its offspring, the *Sword of Princes and Princesses*. If you take a long rest having not actively sought the *Sword of Princes and Princesses* since the prior long rest, you take 5d10 psychic damage. Finding the *Sword of Princes and Princesses* is the only way to remove the geas.

— Author John Bentley Webb

Sword of Law

Weapon (any sword), rare

You gain a +1 bonus to your attack and damage rolls with this sword. When unsheathed, this sword sheds a dim blue light in a 10 ft. radius. When a creature with a chaotic alignment first starts its turn in this zone, it must succeed on a DC 14 Constitution saving throw or become poisoned until it leaves the zone. If you use this weapon to attack a creature with a lawful alignment, you must succeed on a DC 14 Constitution saving throw or become poisoned for 1d4 rounds.

Sword of Princes and Princesses

Weapon (shortsword), legendary (requires attunement)

This sword has a blade of a bluish metal with nursery rhymes engraved on it. If you are a halfling or human or elf child, you have a +2 bonus to attack and damage rolls with this weapon. Otherwise you have a -1 penalty to attack and damage rolls with it.

Powers. The sword has the following abilities:

- It can cast *locate object* once per hour. It will only use this ability to seek the *Sword of Kings and Queens* until it finds it.
- It can cast *light* once per day.
- Within a 10 ft. radius, the sword can change the ambient temperature up to 10 degrees per round up to a maximum of 50 degrees. This power can be used once per week and lasts up to an hour.
- The sword can cast *sanctuary* once per week with a save DC of 18.
- While you wield the sword, you are under the continuous effects of *feather fall* and *water walk*.

Sentience. The sword has an Intelligence of 12, a Wisdom of 10, and a Charisma of 16. It has frequent mood swings as it communicates its desires to find its parent sword and to engage in tomfoolery.

Curse. Like its parent sword, this sword initially carries a curse. This curse can only be removed by a *wish* or by the method described below. The effect of the curse is two-fold. First, it causes you *fear* whenever you enter combat. If you fail a DC 14 Wisdom saving throw, you will run from the combat. You may repeat the saving throw at the end of each of your turns, ending the effect on a success. If you succeed on the saving throw, the sword will fall out of your hand every other round of combat, quivering on the ground (the sword itself trembles with fear). This curse can be lifted permanently by striking it with the blade of the un-cursed parent sword (spanking it).

Sword of Stamina

Weapon (longsword), legendary

While using this sword, you gain a +3 bonus to attack and damage rolls with it. While attuned to the sword, magic cannot give you exhaustion and you have advantage to resist exhaustion from non-magical sources. Note that you can use the sword without attuning to it, but you do not gain the resistance to exhaustion.

Sentient. The *Sword of Stamina* has an Intelligence of 18, a Wisdom of 16, and a Charisma of 14. It communicates telepathically and encourages its owner to striver ever onwards. If it feels restless, it may awaken its owner in an attempt to get out for some exercise.

Sword of the Tourmaline

Weapon (any sword), very rare (requires attunement)

This weapon appears to be a +3 longsword and identifies as such.

Curse. You gain a -3 penalty to attack and damage rolls made with this weapon. Once you have become attuned to the weapon, it cannot be removed from your hand. Attacks made with weapons in the other hand are made with disadvantage. The attunement can be removed by a *remove curse* spell or similar magic.

Talisman of Luck

Wondrous item, common (requires attunement)

You can use this item to reroll one attack roll, ability check, or saving throw. Once you have used this item in this way, you cannot do so again until the following dawn.

Talisman of Ultimate Evil

Wondrous item, legendary (requires attunement by an evil cleric)

While wearing this talisman, you can use an action to banish any good-aligned divine spellcaster that you can see. The ground beneath the target

opens and the victim falls into a pit, whereupon the crack slams shut. There is no saving throw, but the banished creature can be restored with a *wish*. The talisman cannot be used in this way again until the following midnight.

A good-aligned creature cannot willingly approach within 5 ft. of the talisman without succeeding on a DC 16 Wisdom saving throw. If a divine spellcaster of a good alignment picks up the talisman, the spellcaster suffers 2d6 necrotic damage each round until dropping it.

The Glutton

Weapon (longsword), legendary (requires attunement)

You gain a +1 bonus on attack and damage rolls with this weapon. You can transmit touch attacks and spell effects requiring touch through a successful hit with the weapon.

Sentience. The "Glutton" is a chaotic evil weapon with an Intelligence of 13, a Wisdom of 13, and a Charisma of 13. It communicates its driving hunger by empathy. Any blood spilled upon the blade soaks into the sword like a sponge.

Thyr's Gavel

Weapon (warhammer), artifact (requires attunement by a good cleric, fighter, or paladin)

Thyr bestows this unique warhammer upon his greatest champion, typically a high priest or paladin, though warriors have been known to wield the weapon at times as well.

While using *Thyr's Gavel*, you have a +4 bonus to attack and damage rolls. You can cast *light* on the warhammer at will. If you are a follower of Thyr, you gain a +1 bonus to your AC and to all saving throws.

If the weapon is willingly picked up by an undead or evil creature, that creature must succeed on a DC 14 Wisdom saving throw or take 20d10 radiant damage. Such a creature that retains possession of the hammer must make a new DC 14 Wisdom saving throw or take 20d10 radiant damage every hour.

Destruction. Thyr's Gavel will be cracked and powerless when all evil is eliminated, and ultimate Good reigns.

Tindertwig

Wondrous item, common

The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. If you have the torch and tindertwig available, you can use the tindertwig to light a torch with a bonus action.

Tooth of Emergency Air

Wondrous item, rare

This looks like a normal human or humanoid tooth. When placed in the socket of a freshly-removed tooth, it grafts itself in place, and assumes a form in harmony with the teeth around it. Thereafter, whenever you bite down upon it, it provides one minute of breathable air, protecting against vacuum, drowning, and poisonous fumes for the duration. Once the tooth has been activated, or when it is first emplaced, it requires one hour to charge itself before it can function again.

Undead Bane

Weapon (any sword), very rare

You gain a +2 bonus to attack and damage rolls with this weapon. If you hit an undead creature, it must make a DC 15 Wisdom saving throw or become frightened of you for one minute. It can attempt a new saving throw at the end of each its turns, ending the effect on a success. If you hit an undead creature of Challenge 1/2 or lower, it is destroyed.

Unholy Mace

Weapon (mace), rare (requires attunement by an evil cleric)

You have a +1 bonus to attack and damage rolls made with this weapon. Against creatures with a good alignment, you have a +3 bonus to attack and damage rolls and the weapon does an additional 1d6 necrotic damage on a hit. While carrying or holding this weapon, you are protected by the spell *protection from evil and good*.

Vacuous Grimoire

Wondrous item, very rare

This item appears to be a *tome of clear thought* or similar beneficial book. A wizard who reads it loses enough XP to just keep their current level and permanently gains a level of exhaustion. The exhaustion can only be removed with a *wish*. Non-wizards who attempt to read this book must make a DC 15 Intelligence saving throw or be *confused* (as the spell) for one hour.

Wand of Animal Conjuration

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. As an action you can expend 1 or more charges to cast *Conjure Animals*. With one charge, the spell is cast with a 3rd level spell slot. For each additional charge, you can increase the spell slot one level.

The wand recovers 1d6+1 charge each day at dawn. If you use the final charge, roll a d20. On a 1, the wand disintegrates and is destroyed.

Wand of Charm Person

Wand, uncommon

This wand has 7 charges. While holding it you can use an action to expend at least 1 charge to cast *charm person*. For 1 charge, you cast the 1st level version of the spell. For each additional charge expended, you increase the spell slot one level.

The wand regains 1d6+1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand bends into a circle and loses its magic.

Wand of Cold

Wand, very rare (requires attunement)

This wand has 9 charges. While holding it you can expend one or more charges as an action to cast the following spells with a saving throw DC of 18 and a spell attack bonus of +6: *fog cloud* (1 charge), *sleet storm* (3 charges), *ice storm* (4 charges), *cone of cold* (5 charges), *freezing sphere* (8 charges), *wall of ice* (8 charges).

The wand regains 1d8 + 1 expended charges each day at dawn. If you expend the final charge, roll a d20. On a 1, the wand shatters and is destroyed.

Wand of Darkness

Wondrous item, uncommon

This wand has 4 charges. While holding it, as an action, you can expend 1 charge to cast the spell *darkness* from it. The wand regains 1d4 expended charges every day at dawn.

Wand of Dispel Magic

Wand, rare (requires attunement by an arcane spellcaster)

This wand has 7 charges. While you hold it, you may use an action to expend one or more charges to cast a spell. By expending one charge, you may cast *dispel magic* as if with a third level spell slot. For each additional two charges expended, the spell is cast at one spell slot higher. The wand recovers 1d6+1 charges each day at dawn. If you expend the

last charge, roll a d20. On a 1, the wand's magic cancels itself out, turning the wand into a mundane stick.

Wand of Haste

Wand, rare

This wand has 5 charges. While you hold it, you may use an action to expend one or more charges to cast a spell. By expending one charge, you may cast *haste*. By expending 5, you can cast *group haste*. The wand recovers 1d4+1 charges each day at dawn.

Wand of Ice

Wand, rare (requires attunement by a wizard)

This wand has 5 charges. While you hold it, you may use an action to expend one charge to cause a 60 ft. long by 30 ft. wide patch of ice to form on the floor. The center of the ice patch must be within 60 ft. of you. The wand recovers 1d4+1 charges each day at dawn.

Wand of Orcus

Wand, artifact

The mighty Wand of Orcus is a huge black skull-tipped rod. Any living creature that touches the mace must succeed on a DC 17 Charisma saving throw or die. A creature that succeeds on the saving throw is immune to this effect for 24 hours. Orcus can shut this ability off.

When you wield this heavy, two-handed, mace-like weapon, you gain a +3 bonus to attack rolls, and the weapon does 2d6+3 bludgeoning damage on a hit. Further, this wand has 20 charges and you may use an action to expend two or more charges to cast a spell. By expending 2 charges, you may cast *darkness*. By expending 3, you may cast *fear*. By expending 3 or more charges, you may cast *animate dead*. Each charge expended above 3 allows you to cast it at one spell slot higher than 3rd. By expending 7 charges, you may cast *holy aura* with the modification that it is celestials and living creatures that cause the aura to flash and may become blinded.

When Orcus wields this Wand, it has different properties, described in the monster description for him.

The wand regains all of its used charges each night at midnight.

Wand of Restoration

Wand, rare

This wand has 5 charges. While you hold it, you may use an action to expend one or more charges to cast a spell. By expending one charge, you may cast *lesser restoration*. By expending 5, you can cast *greater restoration*. The wand recovers 1d4+1 charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the wand disintegrates and is destroyed.

Wardtoken

Wondrous item, uncommon

These small, specialized tokens are crafted of a material similar in texture to bone, but much stronger and more durable. The tokens are 2 in. wide by 3 in. tall, and 1/2 in. thick, and have a glowing rune on one side.

When you hold a *wardtoken* up to the door at Area 14C-2 in Rappan Athuk, the door opens. They are useless elsewhere. An identify spell indicates that the *wardtoken* is designed to open a door, and gives an indication of the direction to that door, although not its distance.

Warden Ring (14B-5, Level 14C)

Wondrous item, very rare (requires attunement)

This plain-looking steel band bypasses the shielding on Level 14C of Rappan Athuk, allowing you to teleport normally, use any planar traveling abilities, and break the restriction on summoning monsters and casting gates. The ring does not grant the ability to teleport or summon aid by itself.

A greater power. There is a more powerful version of the ring, the *greater warden ring*, which controls the lesser rings. As an action, the wearer of the *greater warden ring* can suspend the powers of any *warden ring* for as long as the wearer desires. There is only one *greater warden ring*.

Weapon of Light

Weapon (any one-handed), legendary

Through a simple act of concentration, you can cause this weapon to resize or transform into any one-handed melee weapon desired. The weapon materializes as solidified red light, making dim light in a 5 ft. radius. You have a +3 bonus to attack rolls with this weapon. Whatever weapon form you choose, the weapon does 1d8 + 3 fire damage on a hit.

Zombiestone of Karsh

Wondrous item, artifact (requires attunement by a cleric or paladin)

This 2-foot square stone of eerily glowing purple material seems to waver in shape and form, and at times even seems to bleed a black ichor. No carvings or markings are present on the stone, except some faint chisel marks on the exposed top. The stone radiates chaos, evil, and necromantic magic of the greatest power.

Powers. The *Zombiestone* has the following abilities and effects:

- All living creatures within 60 ft. of the *Zombiestone* are under the effect of a *bane*. Whenever they make an attack roll or a saving throw, they must roll a d4 and subtract that amount from the attack or saving throw roll.
- The first time a living creature comes within 40 ft. of the *Zombiestone* and every 10 minutes it remains within this zone, it must attempt a DC 14 Constitution saving throw. On a failure, the creature contracts a disease from the table below (reroll duplicates).
- No undead creature can be turned or destroyed with channel divinity within a 100 ft. radius of the stone. Any undead creature within 300 ft. has a +8 bonus to its saving throw to avoid being turned, and any undead creature within a 700 ft. radius has a +4 bonus.
- Any undead within 100 ft. are immune to bludgeoning, piercing, and slashing damage from non-magical weapons and resistant to all other damage. Any undead within 300 ft. are resistant to all damage. Undead within 700 ft. are resistant to bludgeoning, piercing and slashing damage.
- The *Zombiestone* has a permanent 10 ft. radius *antimagic field* around it.
- Any living creature that dies within 300 ft. of the stone rises as a zombie in 1d3 rounds. It has 1d3 more hit dice than it did as a living creature but loses any magical abilities. The possessor of the stone cannot control the newly risen zombies.
- Any creature within 100 ft. of the stone must make a DC 12 Charisma saving throw every hour or turn evil.
- Any living creature within 100 ft. of the stone must make a DC 14 Wisdom saving throw every hour or permanently lose one point of Wisdom.

Destruction. A simple hammer and chisel coated in the blood of a unicorn and wielded by an innocent child can crack the stone, thereby killing the child (irrevocably and forever).

1d8	Disease
1	Bubonic Plague
2	Cackle Fever
3	The Grunge
4	Hemophilia
5	Mummy Rot
6	Sewer Plague
7	Sight Rot
8	The Pestilence

New Diseases

Rappan Athuk is full of diseases. A few can be found in the SRD. The rest are detailed below. Feel free to modify and add to these as fits your campaign world. They are a great way to add some color to an adventure.

Bubonic Plague

The first time a creature approaches within 5 ft. of a creature carrying the bubonic plague, and every hour in proximity thereafter, it must succeed on a DC 15 Constitution saving throw. Onset is after 1d4 days, after which the victim becomes contagious. The victim loses 1d4 points of constitution and 1 point of charisma per day thereafter; they may attempt a DC 15 Constitution saving throw each day to avoid the ability damage; two successful saving throws in a row defeats the disease. If the victim is still alive after 5 failed saving throws, they become incapacitated from cramps and pain. Once the victim is no longer ill, the ability loss heals normally at one point of each ability after every long rest.

Goblin Gout

In goblinoid creatures, this disease causes a level of rabid response, making them likely to bight instead of using their weapons, and irrationally brave in their attacks. They make all attacks with advantage, but all attacks against them have advantage. On any combat round, a diseased goblinoid is 50% likely to attempt to bite its adversary rather than use any other attack. Any creature bitten by an infected goblinoid must succeed on a DC 15 Constitution saving throw or contract the disease. After an incubation period of 1d3 days, the victim develops the symptoms of the disease. If the victim is not goblinoid, the creature develops aching joints and stiffness. The victim's movement is reduced by 20 ft. (5 ft. minimum) and they have disadvantage on attack rolls and Dexterity saving throws and skill checks. The victim may attempt a DC 15 Constitution saving throw after any long rest. With two consecutive passes, they shake off the effects of the disease.

The Grunge

This disease is spread through contact with goblin-infested waste. It causes blurriness of vision and a slight palsy. Any creature making contact with infected material must succeed on a DC 14 Constitution saving throw or become infected. One hour later, the disease sets in, and the creature has a -1 penalty on all to-hit rolls for 24 hours. A creature who rolls a 1 or lower on their saving throw must make an additional saving throw after 24 hours. A creature who fails this second saving throw permanently loses 1 point of strength. The strength can be regained only with a *greater restoration* or a *wish* spell.

Hanta Virus

The disease is typically caught from contact with rodents and rodent waste. Normally a Constitution saving throw is required to prevent contagion, with the DC dependent on the amount of contagious material contacted and the method of contact. Hanta virus incubates 1d8+7 days before beginning its deadly course. For the first four days after the incubation stage, a creature infected with this disease must make a DC 16 Constitution saving throw every 24 hours. The victim acquires one level of exhaustion for each failure. The exhaustion cannot be removed while the disease persists. Starting on the fifth day, failed saving rolls indicate that the victim loses 2d10 hit points from their maximum as well as gaining a level of exhaustion. Once the disease has been cured, the exhaustion can be cured with rest or by magic, and the loss of maximum hit points is restored after a long rest. Unless cured by magic, this disease is ultimately fatal.

Hemophilia

Hemophilia is typically a genetic disorder and as such is normally only acquired through magical means. A creature who has this disease loses 1 hp per round until magically healed after suffering any bludgeoning, piercing, or slashing damage. The damage lost per round is cumulative with additional sources of damage.

Leech Fever

This anemia-causing disease comes from the bite of infected leeches. It is otherwise not contagious. Anybody bitten by an infected leech must make a DC 16 Constitution saving throw or contract the disease. The disease incubates for 1d3 days before causing symptoms. At this point, the anemia causes two levels of exhaustion. The exhaustion cannot be eliminated while the disease is still active. After the symptoms have developed, the victim may attempt a DC 16 Constitution saving throw after every long rest. Two consecutive successful saving throws indicate the victim has thrown off the disease. The exhaustion can then be removed normally. *Lesser Restoration* or similar magical healing eliminates the disease at any point.

Mummy Rot

Mummy rot first causes desiccation and then a slow decomposition. Vision goes early on as the body loses fluids, followed by ever-increasing weakness. Death comes late, well after the victim is completely incapacitated from weakness.

When a humanoid is exposed to the disease, either by magical means or through inhaling the dust of a former victim, the creature must make a Constitution saving throw. The DC for the saving throw depends on the power of the curse for magical contagion, and is 14 for breathing grave dust.

Mummy rot typically manifests immediately with a strong level of thirst. The victim must double its water consumption or gain one level of exhaustion. Every 24 hours, the victim must make a DC 17 Constitution saving throw. Each failure adds one symptom from the table below until death occurs. Two consecutive passes halts the disease but does not remove existing symptoms. *Remove Curse* destroys the disease and heals all damage. A single casting of *Lesser Restoration* removes the most recent symptom still present.

Symptoms in order of appearance based on number of failed saving throws

0	Thirst — double water consumption or gain one level of exhaustion
1	Gain one level exhaustion and lose 1d4 points of Charisma*
2	Vision reduced by 30 ft.
3	Gain one level exhaustion and lose 1d4 points of Charisma*
4	Blind
5	Gain one level exhaustion and lose 1d4 points of Charisma*
6	Gain one level exhaustion and Charisma is now 1
7	Lose 2d6 each of Constitution, Dexterity, and Strength*
8	Constitution, Dexterity, and Strength are now 1
9+	Lose 1 hp for each failed save until death

*Charisma does not drop below 1. If Constitution, Dexterity, or Strength drop to 0, the victim is dead.

Pestilence

The pestilence is typically caught from contact with bodily fluids of a creature carrying the disease. Every round that a creature is in contact with an infected creature or some of its fluid, it must succeed on a DC 14 Constitution saving throw or contract the disease. Anyone infected will begin losing hit points at a rate of one per hour until death. A DC 10 Constitution saving throw is allowed each hour to avoid the hit point loss for that hour, but the process continues afterwards. Magical healing increases the victim's hit points, but the progress of the disease continues after the curing. *Lesser restoration* completely removes the disease and return the victim back to health, although it does not restore the lost hit points. If the victim dies from the course of the disease, the body rises as a plague zombie in 1d4+1 rounds. A sprinkling of holy water or a *lesser restoration* spell cast on the body prevents this from happening. The body may be raised from the dead normally, but not while it is still "alive" as a plague zombie.

Slimy Doom

Slimy Doom is caught from contact with the remains of a creature that dies of Tsathoggan Rotting Disease. For each round of contact with dissolved flesh of such a victim, a creature must succeed on a DC 16 Constitution saving throw or succumb to the disease with no initial incubation period. Slimy doom turns a person into goo from the inside out. Each day, the victim must pass a DC 16 Constitution saving throw or lose 1d4 points of their constitution. At 0 constitution, they are nothing more than a fleshy bag of pus and bloody foam. Those who are cured by spell or who pass two daily saving throws in a row, must make one additional saving throw for each day they took constitution damage. If these saving throws fail, the victim has permanently lost a point of constitution per failed saving throw.

Tsathoggan Rotting Disease

This disease comes from a curse and is not contagious. A creature so cursed must make a DC 14 Charisma saving throw to resist the allure of Tsathogga. Once afflicted, the victim must succeed on a DC 16 Constitution saving throw every 24 hours or lose 1d4 points of Constitution as their insides turn to goo. Passing two consecutive saving throws halts the disease and the ability point damage heals normally at one point per long rest or can be cured magically.

Appendix C: Player's Guide

New Spells

The following spells are either used by creatures in and around Rappan Athuk or are found on scrolls and in spell books. You may decide whether the characters in your campaign are able to access them other than from the scrolls, and the decision about which classes may prepare which spells is left to you.

Advanced Illusion

5th level illusion

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a bit of fleece and some sand)

Duration: 10 minutes

This spell is similar to *programmed illusion* except that it takes place immediately and disappears at the end of the duration. The program must be specified when the spell is cast and cannot be changed.

Anima Lock

9th level abjuration

Casting Time: 1 action

Range: 1 mile

Components: V

Duration: Permanent

When you cast this spell, choose any number of doors, windows, gates, etc. within range that you are familiar with. These portals become locked for the duration. They can be opened by casting *dispel magic* against a spell cast with a 9th level spell slot. They can be opened by a *wish*. The portals are immune to damage from non-magical weapons, and have an AC of 25 and 200 hit points. For you and any others you designate specifically or generally at the time of casting, the doors are not locked.

Conjure Fiend

7th level conjuration

Casting Time: 1 minute

Range: 90 ft.

Components: V, S

Duration: Concentration, up to 1 hour

This spell functions like *conjure celestial* except that it conjures a fiend instead of a celestial.

Destroy Magic

8th level abjuration

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

When you cast this spell, choose a point within range. All spells of 3rd level or lower acting within 30 ft. of that point end. For each spell of 4th level level or higher acting within that area, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. Any common or uncommon magic items in the area automatically lose their magic permanently. The owners of other magic items may attempt a Dexterity saving throw for each item with a bonus based on item's rarity. A failed saving throw means that item's magic is permanently removed. Legendary items only lose their powers for one hour, and artifacts are not affected by the spell. Items that are not carried or held make a generic saving throw using only the bonus given below.

Rarity	Bonus
Rare	+2
Very rare	+4
Legendary	+6

You may choose not to affect any spell or magic item within the range.

Distance Distortion

5th level transmutation

Casting Time: 1 action

Range: 100,000 sq. ft.

Components: V, S, M

Duration: 24 hours

In order to cast this spell, you must have an earth elemental present that is not hostile to you. When you cast this spell, the earth elemental modifies the vary weave of reality, effectively either doubling or halving the distance in both directions for the duration of the spell. Thus, a 10 ft. by 40 ft. room could become either 5 ft. by 20 ft. or 20 ft. by 80 ft. The transformation is real, and so is not detectable as an illusion, however, the earth elemental may be detected and somebody using *true sight* can tell that the matter has been compressed or stretched.

At Higher Levels. When you cast this spell with a 9th level spell slot, the spell lasts until dispelled, without requiring your concentration.

Grand Curse

8th level necromancy

Casting Time: 1 hour

Range: 30 ft.

Components: V, S

Duration: Permanent

As an action, you lay a magnificent curse on the target, who must pass a Wisdom saving throw to avoid it. Curses can include losing 6 points from one ability score, disadvantage on attacks or saving throws, or having to succeed on a Constitution saving throw at the beginning of every round of combat or be stunned for one round. It can also take the form of a *geas* or very strong *suggestion*.

If used to place a curse on an area, the caster may affect 80 square ft. The nature of the grand curse is decided by the spellcaster upon conclusion of the ritual, which takes 1 hour to complete; any of the above effects may be

placed upon the area, and creature that comes into contact with the area is subject to the curse. The player should be creative with the types of curses enacted, but should be in line with the above descriptions.

The curse can be removed with *greater restoration* or *wish*, but not with *remove curse*.

Group Haste

5th level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a shaving of licorice root)

Duration: Concentration, up to 1 minute

When you cast the spell *Haste* using a spell slot of 5th level or higher, you can affect an additional 4 creatures for every 2 spell slots above 3rd.

Improved Major Image

6th level illusion

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes.

This spell functions like *Major Image* except that its effects are physical as well as visual, like *Phantasmal Force*.

At Higher Levels. When you cast this spell with a 9th level spell slot, the spell lasts until dispelled, without requiring your concentration.

Mage's Evasion

9th level conjuration

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a diamond worth 1000 gp, which the spell consumes when triggered)

Duration: 1 week or until discharged

This spell transfers you and everything you carry (except for other creatures or objects that weigh more than 50 pounds) to a destination you designate at the time of casting. When casting mage's evasion, you must specify the locale and detail up to six specific conditions that trigger this spell. When any of these conditions occurs, your body, mind, and soul are transported to the target destination. The location can be any place you very familiar with, as defined by the *teleport* spell, even on another plane.

When casting the spell, you cast *teleport* and possibly other spells that take effect when you arrive at your destination point. The initial casting of mage's evasion drains 1d6 hit points from the spellcaster. These hit points are "stored" in the spell, and may be regained by the caster normally. The stored hit points are immediately recovered by the caster upon the triggering of the evasion.

The teleport aspect of this spell takes you to your destination, so any condition that prevents teleporting also prevents mage's evasion. Once reaching the destination point, the companion spells included in the evasion instantly and simultaneously take effect. The companion spells must be ones that have a range of self and be of a spell level no higher than one-third of your caster level. The total combined level of companion spells may not exceed your caster level. The conditions you specify to bring the spell into effect must be clear, although they can be general in nature.

The spell pulls together your mind, body, and soul if they have been separated. For example, if your soul is trapped in a *magic jar* when the evasion is triggered, your soul returns to your body

(breaking the *magic jar* spell). If your body or soul has been bound by an effect that allowed for a saving throw, you are granted an additional saving throw to escape.

You may only use one mage's evasion spell at a time; if a second is cast, the first spell (if still active) is dispelled.

Mirage Arcane

6th level illusion

Casting Time: 10 minutes

Range: 100 ft.

Components: V, S, M (a piece of the actual scene being recreated)

Duration: Concentration

When you cast this spell, you cause the area within range to take on the appearance of a region you have previously seen and know well (the quality of the illusion is proportional to your knowledge of the area being recreated; see table below). Creatures within illusion experience the recreated area as if it were real, possibly taking damage from illusory hazards or avoiding damage from real ones while under the illusion. While the illusion can have some movement, such as flowing water, it cannot be controlled actively once created.

At higher levels. If you cast this spell using a 9th level spell slot, the illusion persists without the need for concentration.

Familiarity	Save DC modifier
Very familiar	None
Seen casually	-5
Viewed once	-10

Permanent Illusion

6th level illusion

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Permanent

When you use an action to cast this spell, you create a permanent illusion on the surface of a material. The illusion may "coat" up to 100 sq. ft. of area. The illusion is static and purely visual.

Phase Door

7th level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: 6 uses

When you cast this spell, a section of wall within range up to 20 sq. ft. in area and up to 2 ft. thick is altered such that you and the wall are in opposite phases. Up to six times, you may pass through the wall as if it weren't there. For others, the wall appears and acts as a solid wall. When you walk into the doorway, it appears to others as if you walk into the wall and disappear.

Prayer

3rd level enchantment

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Concentration, up to 1 minute

Creatures of your choice within 30 ft. of a point you can see within range have disadvantage on saving throws while this spell is in effect.

Ray of Exhaustion

7th level necromancy

Casting Time: 1 action

Range: 120 ft.

Components: S

Duration: Instantaneous

You send a ray of negative energy at a creature you can see within range. If you hit, the target must attempt a Constitution saving throw. If it fails the saving throw, the creature gains two levels of exhaustion. If it succeeds, it gains one level of exhaustion. The exhaustion can be removed normally through magic or rest.

Screen

7th level illusion

Casting Time: 10 minutes

Range: 30 ft. cube

Components: V, S

Duration: 24 hours

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area with a crystal ball or other magic automatically detect the image stated by you. Sight and sound are appropriate to the illusion created. Direct observation may allow an Intelligence saving throw, if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

At Higher Levels. If you cast this spell using a spell slot of 8th level or higher, you can increase the duration of the illusion. If you use an 8th level slot, it lasts for one year, and if you use a 9th level spell slot to cast this spell, it lasts until you dispel it.

Sepia Snake Sigil

3rd level conjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (powdered amber worth 500 gp and a snake scale)

Duration: Permanent until discharged

When you cast sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long.

When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. The target can attempt a Dexterity saving throw to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per level of spell slot used to cast the spell have passed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field

provides no protection against physical injury. However, a dying subject does not make death saves or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is charged with abjuration magic. *Dispel magic* can remove the sigil.

Tempus Fugit

5th level illusion

Casting Time: 1 action

Range: 10 ft. radius

Components: V, S, M (a vial of sand)

Duration: 1 hour

When you cast this spell, any creature within the area feels and acts as if time has sped up for them. For every round that passes outside the range of the spell, the creatures inside experience 4 rounds. The creatures can take actions, heal, and so forth at four times the rate of the outside world. They must also eat, rest, and so forth and four times the rate. A creature that enters the range of the spell while it is in progress experiences the time dilation as well.

At higher levels. If you cast this spell using a spell slot of 6th level or higher, you can increase the duration of the illusion. For each level above 5th, the duration triples so that using a 9th level spell slot, the duration is 81 hours.



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