

TRG1, TRG2
& TRG3

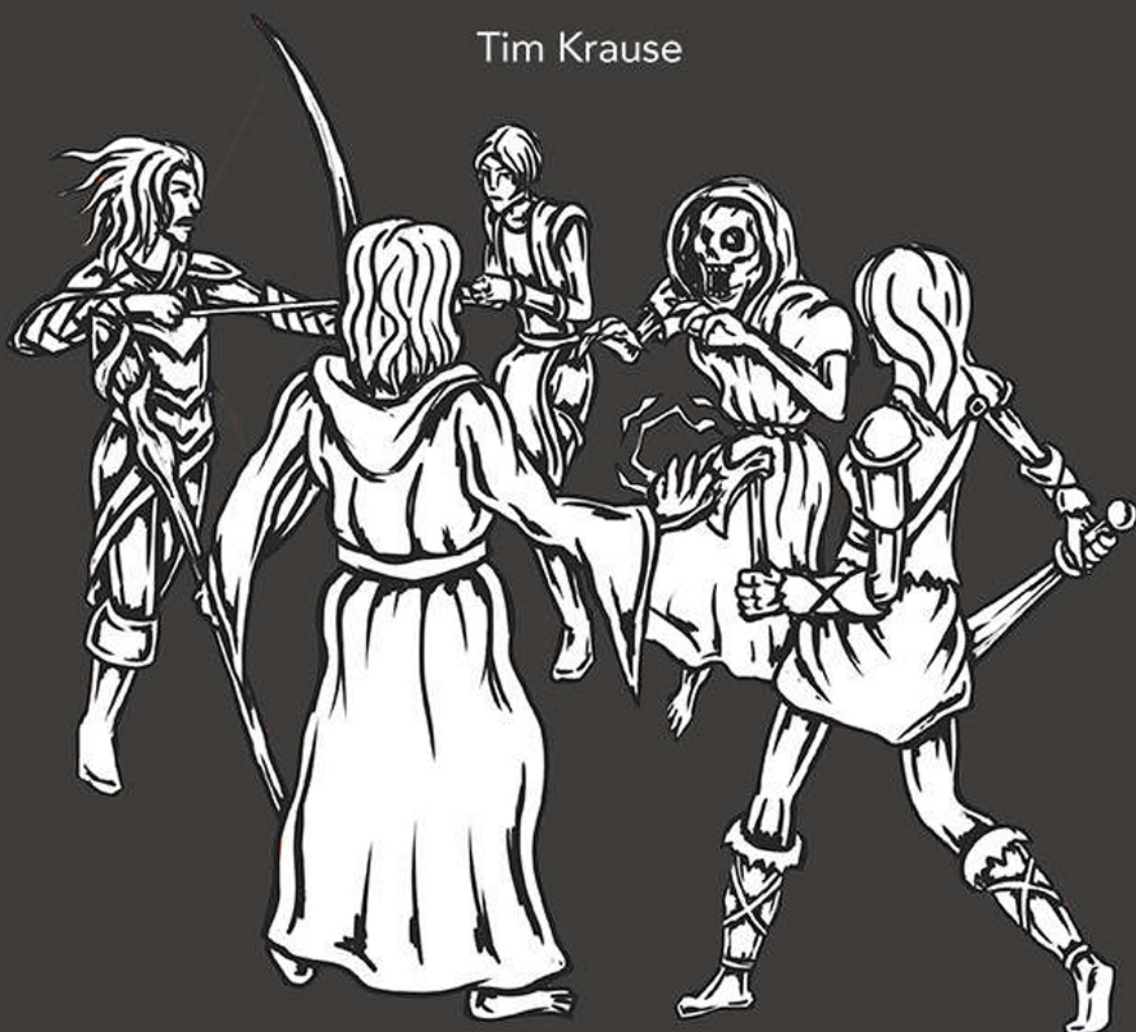
A campaign for 4-6 characters
starting Levels 7 and higher

Dungeon Modules TRG1, TRG2 & TRG3

In the Dungeon of the Wizard Lord Keraptis In the Chambers of Keraptis The Tomb of Keraptis

A 5E Dungeons and Dragons Campaign

Tim Krause




TOMORROW
RIVER GAMES

Dungeon Module TRG1, TRG2 & TRG3

In the Dungeon of the Wizard Lord Keraptis (TRG1)

by Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, LEVELS 7+



The design of this module blends the look of old-school modules of the 1980s with 5E rules. Explore the end of **White Plume Mountain** (S2) or begin your own adventure.

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Support for **TRG1, TRG2 & TRG3** will be provided by
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Preface

This should have been a lost module. When I was in high school in the 1980s, one of my favorite modules was *White Plume Mountain* (S2) by Lawrence Schick. Almost equally inspiring, however, was the gutsy and deadly *Tomb of Horrors*, written by Gyax.

Both modules inspire TRG1 (*In the Dungeon of the Wizard Lord Keraptis*) and TRG2 (*In the Chambers of Keraptis*).

At the end of *White Plume Mountain*, Schick writes that if the party of adventurers is still strong enough to continue, they might encounter **Lord Keraptis**—at great peril—or his henchmen **Box and Cox**. He advises that a *good* Game Master (GM) can just figure out what that encounter might look like.

I was angry. The module author was supposed to provide that for me.

TRG1 was my initial response, in the form of a dungeon, to Schick's challenge back in the mid-1980s. For some reason, I ended on a similar note as Schick and left the ultimate ending to the GM, as the party never encountered Lord Keraptis nor his minions.

TRG2, nearly 40 years later, finally brings that adventure to a close.

This is not a module for beginners, as neither player nor as GM. A capable GM will need to adapt to how players perform. As I have learned from my fellow adventurers: this was the original heart and soul of *Dungeons & Dragons*. Modules provided a framework, and a good GM provided the heart and soul of what could turn into legendary adventuring.

Players will also need to recognize that this is not a simple dungeon to just crawl or hack and slash but one of both great risks and rewards. This is a dungeon not to take lightly.

I have had many recent discussions about *Dungeons & Dragons* 5E rules and whether or not it is easy for a character to die. In TRG1 and TRG2, careless

characters will die. Careful players, despite themselves, may also die, but that's part of the adventure.

In closing, there are many hints in this module about Keraptis, his background and motives. However, don't believe that TRG1 and TRG2 are the end of the road just yet!

Contributors

Publisher	Tim Krause
Editing	Christina Streiff
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Dedication

To my current band of player-adventurers: Paul Bronk, Andy and Elizabeth Felt, Jed Herman, Mike LeClair, and Robert Nemeth. You all inspire me to be creative, bold, and smart. Playing *Dungeons & Dragons* again has inspired me in more ways than you may know.

Introduction

This dungeon originates at location **9** of the **White Plume Mountain** module (*Advanced Dungeons & Dragons*, S2). If your party is not playing this module, locate this adventure at a reasonable location in your current campaign. You can tell the party that they have heard about the ancient legend of Keraptis—an evil wizard that once ruled all of the surrounding land. After having disappeared for hundreds of years, there are again rumors that Keraptis is once more trying to assert his control over the area.

If you choose to start with **White Plume Mountain**, you might also choose to play by **AD&D** rules rather than 5e. While the module should adapt reasonably well to that ruleset, we do include monster stat blocks in the **Appendix** that are based upon **AD&D** as an optional way to run your adventure!

With little more to go on than a general location of his chambers in the mountains to the south, the party decides to set out and rid the area of the evil Keraptis once and for all.

If the party has played White Plume Mountain, they have either decided to follow Nix and Nox, or go on their own in search of the evil wizard Keraptis, to discover his evil plans and do their best to stop him. This module is recommended for characters above level 7. There should be at least one thief and one cleric, as there are many secret doors, traps, and other perils.

A druid would be helpful to the group. The following riddle is the main key to the module and fragments of it as numbered will be found throughout the adventure:

Riddle 1

Down the steps and through water thrice, lies the jewel encrusted goblet overfloweth. Here is found a golden niche where key inside is hid.

Riddle 2

On back and northward bound lies Brazelmal unseen. He has a key to this mystery unsolved.

Riddle 3

East bound lies the rose, the largest petal doth contain another key.

Riddle 4

Finally, farther north doth lie the emerald that contains the last key.

It is recommended that you encourage the players to make a map as they go. The objects all represent room designs and letting them look at your map would be giving it away.

About the Riddles: The keys depend upon each other and the sequence in which they are found. The party may find rooms with keys that are out of sequence. They will not be able to retrieve them and will have to return after they follow the correct sequence.

Wandering Monsters: Time is of the essence in this adventure. Roll every turn for a **random monster encounter** except during an encounter. There is a 10% chance every turn for an encounter. As GM, you may even roll as the party is debating their next moves.

Monster Statistics: All monster statistics may be found at the end of the module (**Appendix**). This module assumes that the GM does not necessarily have all of the necessary manuals to support all of the monsters located herein. The references in the **Appendix** serve as a minimum for running this adventure; feel free to supplement as you see fit.

Champions: The main monsters are considered champions (e.g. Keraptis). Their statistics are also in the **Appendix** but with significantly more detail to ensure that the GM may appropriately run them without additional outside reference materials.

Depending upon the strength of the party, you might pull one of the players aside and point out to them that the longer they take, the deadlier the dungeon seems to become. Part of the excitement of this adventure is that the players need to make quick life and death decisions for their characters!

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Short and Long Rests: These are dangerous and active dungeons. For every hour of rest, there is at least a 10% chance of an encounter with a monster (GM's discretion). Just like the random encounters with monsters, the emphasis on the adventure is encouraging the party to move quickly.

Room 16 on the first level is one place where the party can rest where the GM should not consider any random monster encounters.

In general, short rests will be difficult for the party. It should be nearly impossible for them to carry off a long rest (**note:** the side adventures are an opportunity for your party to earn one or more long rests. If your party is struggling to complete these adventures you might choose to purposefully use a side adventure for the sole purpose of allowing them to earn a long rest.)

In the Dungeon of the Wizard Lord Keraptis (TRG1)

Cave Cherries: Cave cherries are a scarlet red fruit that only grow in Keraptis's chamber and only near the water. They are located in eight different locations. At each location, the party is able to harvest **1d8** berries. Each berry heals **1d10** plus the character's level and constitution modifier. However, the character must be inactive for five minutes or the hit points disappear.

The party has just stepped into this section of the dungeon, and it is pitch black.

1. This room appears to have been long empty. Except for being dusty and full of cobwebs, (**Nystul's Magic Aura**) there lies a golden maul in the center of the room.

If the party checks for traps on the maul, they will not find any.

When the party picks up the maul, they will hear the sound of a heavy landslide behind them. As they turn to look, they will discover that the rock walls surrounding the stairs they just descended have completely collapsed. While the party is free to inspect the landslide, they will quickly conclude they cannot return in that direction. There is only one choice: to enter the dungeon and hope for another exit out.

This maul is actually a **mimic**. The maul will seem to feel and work exactly like a maul until the party gets to **room 15** where it will then turn against them.

2. This pit appears normal at first. Unless detected, there is a 50% chance the first party member will fall in. The second- and third-party members, if they are close (5 ft.), can make a **DEX (DC 12)** save or also fall in. The pit is 60 ft deep and damage is 4d20. In two rounds, a small gate at the bottom will open and the top of the pit will close requiring a 25 single strength or 35 combined strength to open. Water will then

begin pouring in through the gate and 1d6 rounds later the pit will be completely full.

3. There is less of a chance that this trap will trigger: thirty-three percent (or 1-2 on 1d6). Party members within 5ft. can make a **DEX (DC 10)** save or also fall in. It is 10' deep and damage is 3d6. In 1d4 turns the walls will start closing in, killing those inside.
4. This pit is the same as pit 2.
5. This pit is the same as pit 3.
6. This wall contains varied metals on the wall that produces induction when someone walks through. The damage is as follows:

Feet	Damage
10	1d10
20	2d10
30	3d10
40	4d10

7. (7a.) At their option, characters may jump in to cool off here. They will heal 1d4 for every 10ft they traveled in (6) with their armor on. In 1d4 turns a sturgeon will attack a person in the water, or earlier if that character sinks to 75' with their armor on. Concealed in the weeds at the bottom is a large chest. It contains 30 pieces of jewelry, 40,000 gold pieces and three randomly determined magic items.

(7b.) Located here is a trap door in the floor which can only be found on a (1) 1d6 twice in a row. The passage down below it leads to a dead end where a secret niche containing 5 magic items. The passage will flood in 1d4 turns. The GM will determine the magic items.

8. This room was once a laboratory, but it has long been forgotten. On a dusty table to the left however there appears to be 10 jars that look like they had just been placed here?

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Jar Contents

1	Phosphorous (burns)
2	Dust of sneezing and choking
3	Dust of disappearance
4	Dust of appearance
5	Oil of slipperiness
6-10	Sand

9. This room looks like it was once used for a storage area, but now it is in much decay and **brown mold** is found in patches. **2 Frost Giants** stand guard by the east exit. The mold is in reality the creature brown mold. Nothing of value is to be found here. Rolled in a scroll case in the north east corner is a scroll tube containing **riddle number one**.

Riddle 1

Down the steps and through water thrice, lies the jewel encrusted goblet over-floweth. Here is found a golden niche where key inside is hid.

10. These doors are just what appears to be air or water locks. Nothing of value is to be found here.
11. This is the jewel encrusted cup that over-floweth as in the riddle. In the center of this odd shaped room there is a stream that bubbles up from the floor and flows east out of the room. To its right and left are two fiery red gems valued at 20,000 GP each. Sitting on top of the right-hand gem is a golden cup that is dripping wet. Upon picking it up will be noticed there is a small scratch inside it with a small latch by it. If the latch is pulled a needle will be released coated with poison. In the east wall is a niche containing a small, finely wrought crystal cup encrusted with jewels. This is one of the keys. Inside is **riddle number two**.

Riddle 2

On back and northward bound lies Brazelmal unseen. He has a key to this mystery unsolved.

12. This room has seven trap doors that lead up to houses in the neighboring city. All of the houses

are homes of wealthy and retired merchants who won't pause a moment to kill all intruders.

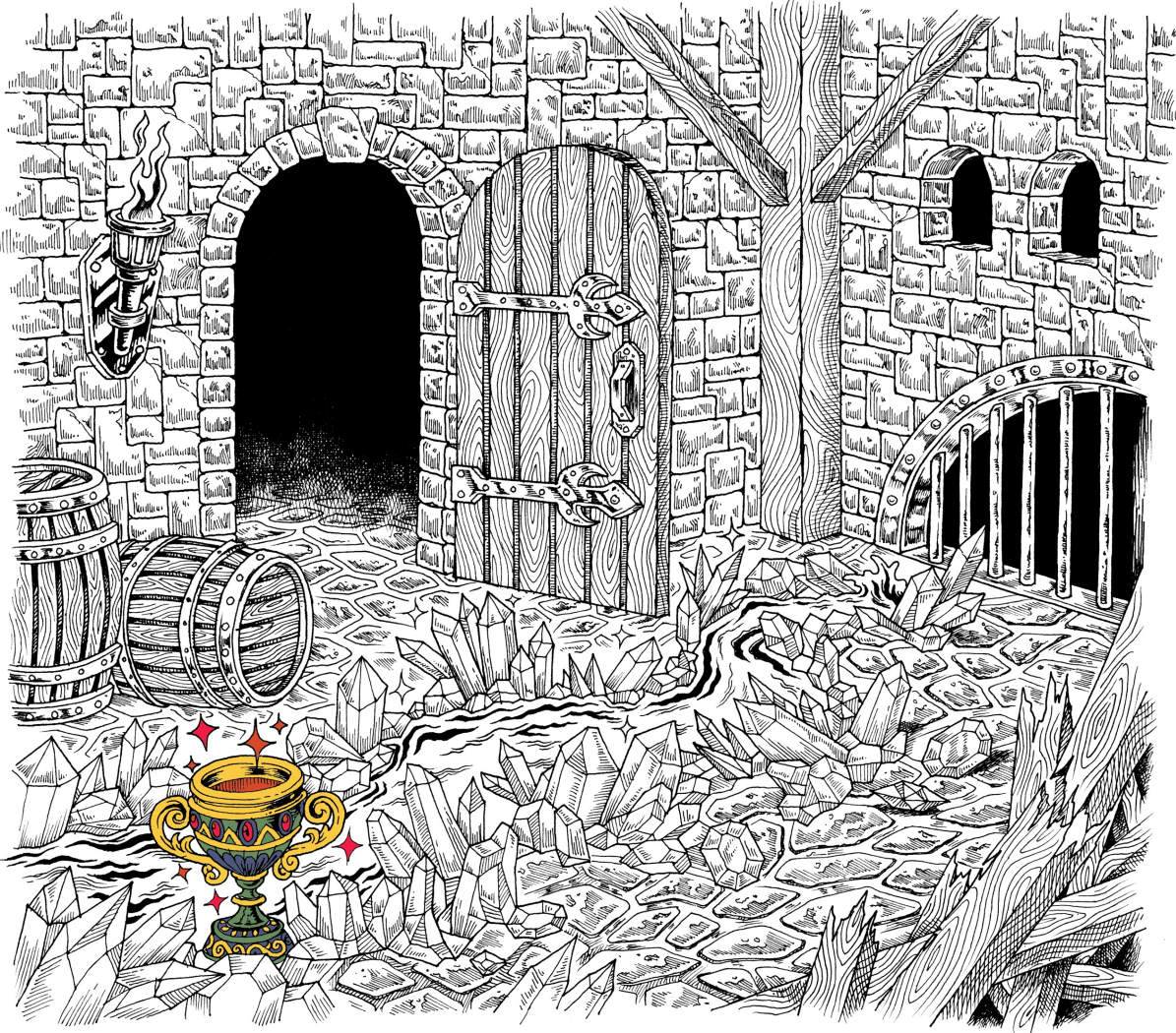
13. This room appears to be ornately carpeted with a huge chest in the dead center. Nothing else of interest is in the room. The carpet is actually a **trapper** and the chest is its decoy. It contains 2 magic items (**Robe of Stars** and **Necklace of Fireballs**), 4 emeralds (5,000 GP each) and 5,000 GP.
14. This room contains no creatures but has all of the implements to torture poor victims.

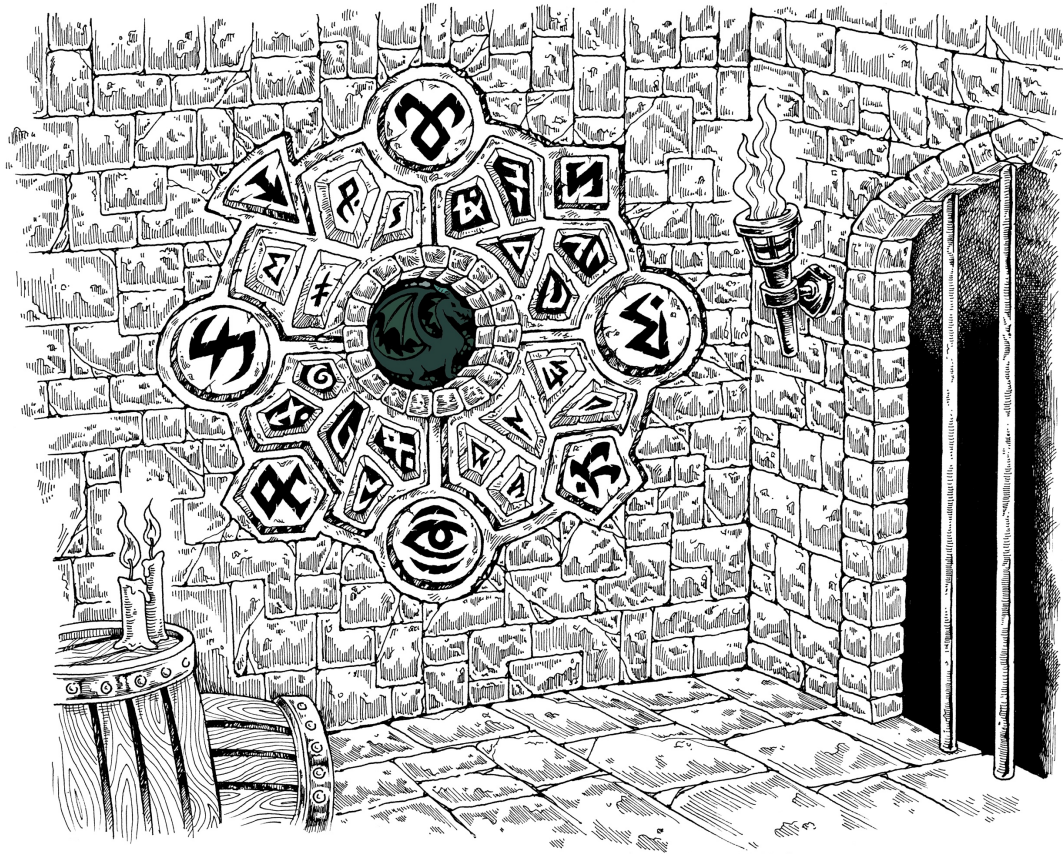


15. This is the key room to riddle part **number two**. It will appear that this room is empty of creatures, but an **invisible green dragon** named Brazelmal lurks about.

This is where the **mimic** betrays its wielder but only after the dragon attacks.

If the dragon sees it has no chance (after trying) he will offer his captors his treasure if he is spared. If the dragon is killed the treasure will disappear. The dragon's treasure includes: a **Ring of Spell Turning** and 2 rubies (3,000 GP each).





Treasure

A small chest included in the treasure contains a small inset that matches the jewel-encrusted goblet that the party possesses (**key 1**). Once inset, it will reveal the second key and **riddle 3**.

Even if the treasure disappears, the key will not. The second key takes the shape of a miniature dragon (**key 2**), carved from obsidian with one ruby and one emerald eye. If the party inspects the miniature dragon, they will read the following inscription on the bottom:

Riddle 3

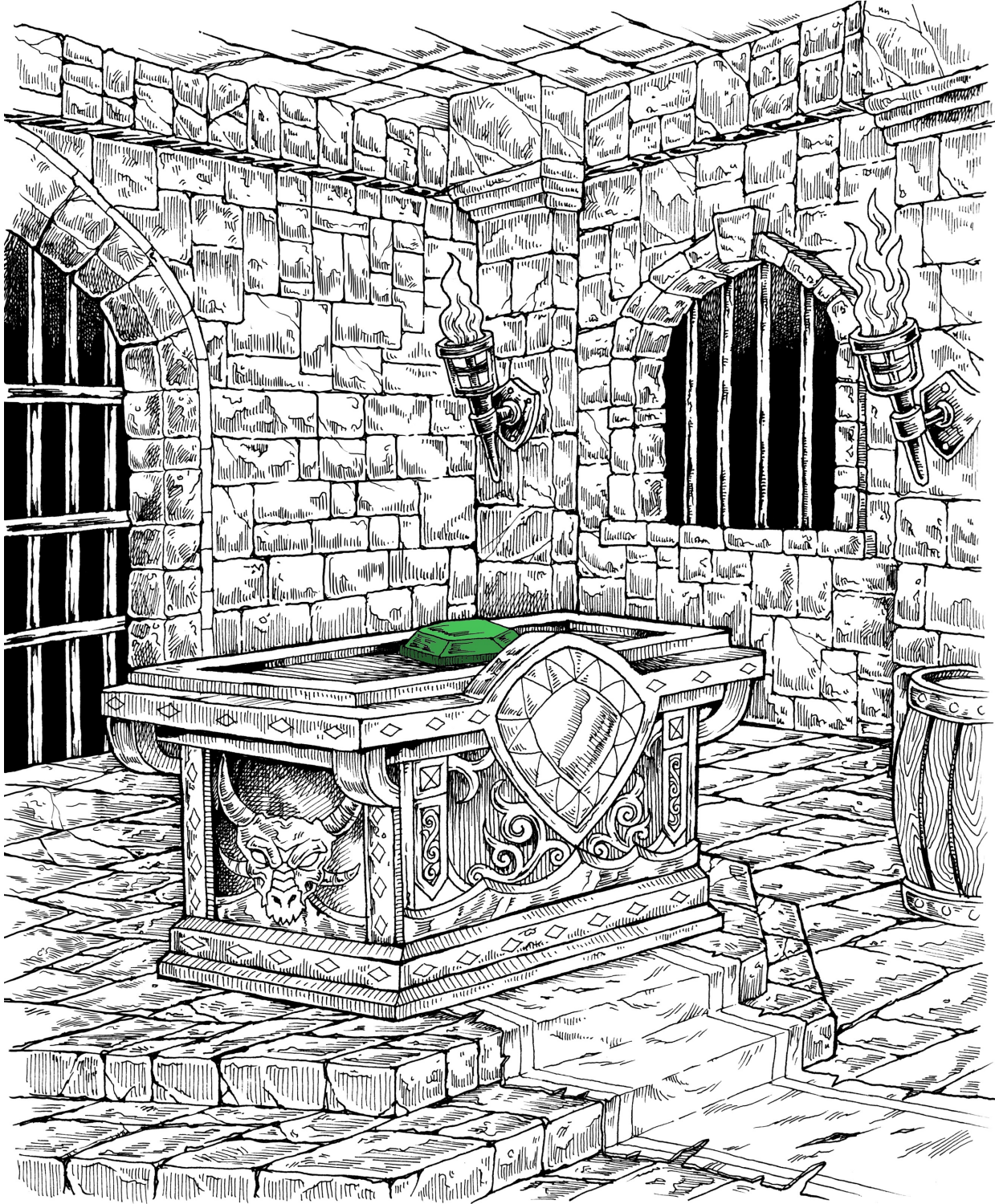
East bound doth lie the rose, the largest petal doth contain another key.

The party can and should remove the jewel-encrusted goblet and take it with them.

16. If the party is able to find this room, they will immediately feel safe upon entering. Although they might feel compelled to maintain a watch and/or close the secret door, neither is necessary. This is a safe room and the only zero-risk place in the dungeon for them to take short or long rests.

There is nothing otherwise of value in this room.

17. Other than providing access to (16), there is nothing of value or use in this hallway.



THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

18. As the party enters the room, they notice that it glows an almost un-natural green that emanates from an enormous-looking emerald gem on an altar in the center of the room. If the party inspects the emerald they will notice that the faces are etched with the following symbols:

- Jewel-encrusted goblet
- Dragon

The emerald itself is altar-like and its top is flat, smooth and almost ethereal in look.

Unlike the other keys, there is no inset for the rose.

If the party places the rose on top of the altar, one of the side facets of the emerald will open, revealing a smaller emerald.

If the party chooses to remove the rose from the top of the emerald, they may do so. This should seem odd to them given that all of the prior keys were kept/consumed to retrieve the next key. As GM, offer no explanation or hints, though you could fake a perception roll (they should all fail).

If the party fails or chooses not to remove the rose from the top of the emerald, they will have to return for it in order to complete **In the Chambers of Keraptis (TRG2)**.

19. An oddly textured rug appears to be rolled up in the center of this room. A chest rests upon it. The rug is actually a purple worm (MM, p. 255) and the chest is a mimic (MM, p. 220). There is no treasure in this room.

20. This room contains a large chest with a 25' deep pit laced with poisonous needles and closing walls in front of it. The chest contains 25,000 GP, and a ring of three wishes. The fall causes 3D10 damage. Contact poison: (DMG, p. 257; Purple Worm Poison: DC 19 CON or 42 HP damage).

21. The passage seems to end here in dense vines and the trunks of three large trees. The vines are from a **Lurker Above** and the tree trunks are **Xorn**.

22. The leaf of the rose: the walls here are green. Camouflaged by the green walls lays a **green sleeping dragon** with 6-7 HD. Its treasure is concealed in 27.

23. The leaf of the rose: the walls here are a pale greenish hue. This room is presently empty.

24. This is the longest petal of the rose room and contains another of the keys (the rose). On the wall is a large drawing with runes written around it. The runes are those of discord fear. In the center of the runes is a small, inset alcove that roughly matches the obsidian dragon (**key 2**).

When the key (dragon) is inserted into the alcove, the party will notice that the alcove, with the key, slowly descends and disappears. Shortly, another platform descends in the same location with a scroll on it. The scroll contains the final hint.

Hint 4

Further north doth lie the emerald that contains the last key.

When the party removes the scroll, the platform with the dragon on it ascends and the party should take the dragon key.

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

25. The rotten room: **2 gas spores, 4 rot grubs, 1 green slime, 1 yellow mold, 1 brown mold and 3 violet fungi** abound.
26. This room is the same as 25.
27. This room appears to be like 25 and 26. It is, however, just an illusion created by the green dragon to protect its treasure which lays loose but is cursed with strength loss. The treasure is 3 magic items and 40,000 gold.
28. While this room looks like some of the earlier green-hued rooms, there is nothing of interest or value.
29. This room is also empty.
30. For the following locations (31-39), these are approximate locations and it is the GM's discretion (or 30% chance per turn that the party is in the water; continue to roll for additional attacks, even when the party is engaged in combat with other fish) to determine when and how fish may attack. In part, this may depend upon whether they are in boats or attempt to swim to the next part of the dungeon.

Depths of the water are denoted on the map in the instance where characters are either swimming or tossed from their boats.

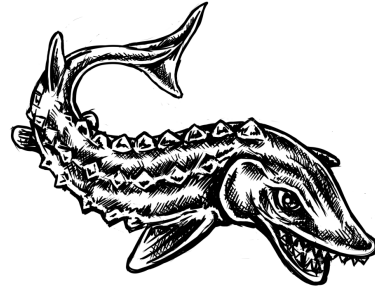
At best, characters in the water will attack with disadvantage.

If they are wearing heavy armor, they will sink quickly: 10 ft. per turn. For the first two turns, they will lose no hit points. For the next four turns, they will lose 4 HP (1d8) per turn. For the next four turns, they will lose 6 HP (1d12) per turn. If they are being attacked under water, double the loss of damage due to the combined stress of trying to defend/attack and hold their breath.

If a party member drops to zero hit points, all life saves are at disadvantage, and they only have

two saves (rather than the typical three).

31. Use the chart in the **Appendix** to determine which type of fish might attack (use for locations 31-39). Characters attacked in the water risk drowning. There is a 30% chance per turn that fish may attack the party.



32. Fish that may or may not attack.
33. Fish that may or may not attack.
34. Fish that may or may not attack.
35. Fish that may or may not attack.
36. Fish that may or may not attack.
37. Fish that may or may not attack.
38. Fish that may or may not attack.
39. Fish that may or may not attack.

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

40. This room houses the four **Efreeti (Genie)**: Nix, Nox, Box and Cox. They have no treasure.



41. This is the location of two boats that will hold three characters each. The party will have to choose how to wade or swim to the next part of the dungeon.

When there are fish that attack, remember to consider structural damage to the boats as one of the options. Once in the water, characters will attack at disadvantage.

Those with heavy armor risk drowning.

END

*Note that the party may transition from **In the Dungeon of the Lord Keraptis** to **In the Chamber of Keraptis** by water or through the dungeon. Make sure that you are familiar with both possibilities.*

Dungeon Module TRG1, TRG2 & TRG3 In the Chambers of Keraptis (TRG2)

by Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, LEVELS 7+



The design of this module blends the look of old-school modules of the 1980s with 5E rules. Explore the end of **White Plume Mountain (S2)** or begin your own adventure.

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In the Chambers of Keraptis (TRG2)

As the party enters this section of the dungeon, you can tell them that the air is cooler, damper—but that there is also something that doesn't feel quite right.

The party has been successful so far: they have either two or three of the three keys.

*They have yet to find Keraptis, but they know that the entrance is blocked behind them and they have no choice but to move forward in their efforts, or surely die in the **Chambers of Keraptis**.*

What the party does not realize is that the controlling force in all of this is not Keraptis. Keraptis is under the influence and control of a lich called Vimak. While they should and need to defeat Keraptis, if they are to truly be successful, they must permanently destroy Vimak.

Dungeon Notes

Cave Cherries: Cave cherries are a scarlet red fruit that only grow in Keraptis's chamber, and only near the water. They are located in eight different locations. At each location, the party is able to harvest **1d8** berries. Each berry heals **1d10** plus the character's level and constitution modifier. However, the character must be inactive for five minutes or the hit points disappear.

Short and Long Rests: These are dangerous and active dungeons. For every hour of rest, there is at least a 10 percent chance of an encounter with a monster (GM's discretion). Just like the random encounters with monsters, the emphasis on the adventure is encouraging the party to move quickly.

Room 16 on the first level is one place where the party can rest where the GM should not consider any random monster encounters.

In general, short rests will be difficult for the party. It should be nearly impossible for them to carry off a long rest (**note:** the side adventures are an opportunity for your party to earn one or more long rests. If your party is struggling to complete these

adventures you might choose to purposefully use a side adventure for the sole purpose of allowing them to earn a long rest.

42. Trap: There is a pressure plate on the floor that triggers a swinging blade. Front character makes a dexterity save or takes **1D20** damage. The rest of the party saves against dexterity **+4** (DC 12) or suffers the same damage **-1** for every position back.

43. Secret Treasure Room: There is one large chest in the room. Anyone attempting to open it must either a) check for traps or b) make a constitution save or die. The chest contains a copy of the book of **Vile Darkness** and includes three spells that the Dungeon Master should determine.

This chest also carries **Vimak the Lich's phylactery**. The party will require this if they are ultimately to defeat Vimak.

44. Trap: This is a motion-sensor trap that will release 1d8 poison darts at the first two members of the party. Each dart has a roll to hit and will do (2hp) 1d4 damage. Each party member hit by a dart also needs to make a DC 15 save against poison or take an additional 1hp (for each failed save) damage every round until they are cured.

45. Trap: As the party winds their way down the passageway, there is little of any event. If, however, they decide to go all the way to the end and step on the trap, a boulder will fall from the ceiling. Anyone in the final 5ft. may make a DC 18 Dexterity save or take 4d20 damage. The boulder will roll down the remaining 10ft of the hallway, and there is no way (other than magical) to get out of its way. Remaining party members take 1d20 damage from the boulder.

46. Trap: If a party member steps on the final 5ft. of the area they will trigger a trap that will cause the right and left walls to quick close in, 1d4 turns. Anyone in the party may make a passive Perception (DC 12) check to realize that the walls are quickly closing in on them.

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Anyone in this area may attempt to flee. They will have 1d4 turns. If they fail, the first turn they take 1d20 bludgeoning damage. On the second turn, they will take an additional 2d20 bludgeoning damage. On the third turn, they will die with no death savings throws.

- 47. Supply Room:** Most of the supply room appears to have been destroyed, though it's difficult to determine what caused the damage. The party will find limited supplies here but that will include:

- * decanters of wine (5)
- * **decanter of endless water** (1)
- * potion of mountain water (5)

The **Potion of Mountain Water** is equivalent to a **Potion of Healing**.

- 48. Barracks:** For a barracks, this seems relatively small, if it is the only one in the mountain. There are beds, chests and small night stands for about two dozen men or other humanoids. There is nothing of value in the barracks.

- 49. Empty Hallway:** This is a relatively short hallway that is only about ten feet long. The most notable feature is a door five feet to the east.

If the characters inspect for secret doors they have a 25% chance of finding the secret doorway on the north wall. It opens up into a passageway that effectively serves as a shortcut to the core part of this adventure.

- 50. Dining Room:** Two long, dark tables dominate this room. Although unlit, there are two candelabra hanging over the table. The party gets the sense that this was more of a mess hall than a place to entertain guests.

Should the party choose to do so, it would take approximately 4 turns to loot the dining room, resulting in about 250 gp of fine silver, candle sticks and other items. The GM should roll 4 times for random monster encounters.

- 51. Kitchen (for Keraptis):** Even above ground, this is an elaborate kitchen. Below ground it is a marvel to behold. There is a wood fireplace for cooking that appears to be vented, most likely by magical means.

There is also a corner of the kitchen that appears to be a closet. In fact, it is a curious space that is much like a cellar: inside there are hog hocks, blocks of cheddar, flagons of fresh milk and other perishable goods.

Curiously, the temperature inside is equivalent to that of a cellar. The party might easily suspect, again, that there are magical means at work here.

Should the party decide to take a break in the kitchen, do not make any rolls for wandering monsters. Instead each character may make a 1d4 roll to recover missing HP from earlier in the adventure.

- 52. Small Storage Room:** At first glance, there doesn't seem to be anything that unique about this storage area—until the party remembers they are in a mine. This storage room contains weapons, armor and horse tack that doesn't seem appropriate for a mine.

If the party explores, there is no insignia on the armor.

The only reasonable thing the party might conclude is that the mine seems to be a front for something bigger and larger than they may have bargained for. But for what?

- 53. Empty Hallway:** Although otherwise empty, the party will notice that the walls are lightly adorned with sconces for lighting, even though they are unlit.

The walls in this hallway have been covered with some kind of unknown wood to hide the stone walls and give the illusion that the party is not underground.

- 54. Empty Hallway:** Much like the other hallway (53), the walls are covered with an unknown wood. A longer hallway, there is a limited amount of artwork on the hallway, though it is nothing of much interest or work.

- 55. Kitchen (for Barracks):** This is a long and narrow galley kitchen, most likely intended for the barracks. Everything here is extremely limited. There is no wood stove, so rations are served raw and uncooked, or they have been smoked or pickled somewhere else. There is nothing of value in the kitchen.

- 56. Empty Hallway:** There is nothing of note in the hallway.

- 57. Guard Barracks:** This is a smaller barracks than the one that the party may have discovered earlier (48), though describe it in that context. This barracks seems odd in a mine in a mountain. It seems unlikely that Keraptis would be keeping a guard. And if the mountain were being actively mined, it seems unusual to the party that this mine would be so heavily guarded. They might easily conclude that there is something else going on.

This barracks is more regal than the one discovered earlier (48). Perhaps this housed officers, though the party is not certain.

As much as this barracks is more furnished than the other, there is nothing (other than hints that something larger is going on) of value to the party.

- 58. Empty Hallway:** There is nothing of note in the hallway.

- 59. Larder:** For the magical feel of the earlier kitchen (51), this one is mundane and largely unadorned. Given its location, it was clearly intended for the barracks and its denizens. It has, however, been empty long enough that even the rotten and fetid meats and vegetables have decayed to a point of near-mummification.

There is nothing of value in the larder.

- 60. Storage:** The party will quickly see that this is a very small 10 ft. by 10 ft. room. While it once likely stored a remarkable variety of goods, it is currently limited to a very small selection:

1. Rations (10 days)
2. Water flagon (2 days)
3. Wine flagon (2 days)

- 61. Empty Hallway:** This hallway ends in a dead-end.

- 62. Trap:** If triggered, this is a psychic trap. The character needs to make a DC (18) Wisdom throw or forget who they are. The party may use persuasion, DC (15) to keep them in the party or he/she might wander off. The spell will last until the character has left the Dungeon. There are no additional saving throws.

- 63. Trap:** If triggered, this is a psychic trap. The character needs to make a DC (18) Wisdom throw, or believe they are another party member.

The afflicted party member should be pulled aside by the GM to have the affliction described, and then leave it up to the player to decide how this curse will manifest itself.

The spell will last until the character has left the Dungeon. There are no additional saving throws.

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- 64. Trap:** Roll to treat this trap as **62 (50%)** or **63 (50%)**. If a character falls into the trap, treat as the same.
- 65. Secret Passage Lever:** The party will relatively easily discover a secret lever on the eastern wall. It is not trapped, though let the party roll as they wish. Be sure to continue to roll for random monster encounters if they choose to do so.



- 66. Chamber of Keraptis:** This room is laid out like a typical bedroom, though it's much, much more lavish. In the eastern alcove is a bed and a small table. The floor is covered by 5 ornate rugs (3,000 GP each). In the western alcove there is a workbench and apparatus for magical research. Lying in the bed is a human body. The man appears ancient. If touched, a portal will activate and the real Keraptis will appear behind the party. He will gain a surprise attack before rolling for initiative.

Keraptis wears **bracers** (+4 AC), a **ring of protection** (+4 AC), a standard robe and sandals. He wields a **Staff of the Magi** (DMG, p. 203). If Keraptis is losing, he will break the staff, very likely causing instant death for most of the party. There is a very long treasure chest under the bed. It contains:

3,500 gold

5 additional magic items:

1. Deck of Many Things

2. Manual of Bodily Health
3. Shield, +2
4. Potion, Speed
5. Staff of the Python

In a concealed portion in the lid is his spell book containing all 1st-4th level spells.

- 67. Keraptis's Gardens:** This room ultimately contains the greater amount of Keraptis's treasure though your party may not fully appreciate that fact.

However, the room appears to be a combination of garden, crypt and cemetery with more than 100 internment sites.

Although still part of a subterranean space, this vast area seems to have been very carefully excavated and is still well cared for.

It's a dreary, grey place with lots of hanging vines. The party can make out that there are somewhere between six and eight above ground crypts They will have to contend with:

- > Wight
- > Zombie
- > Ghoul
- > Mummy
- > Ghast
- > Mummy
- > Zombie
- > Wraith



The eight tombs contain the following, by tomb:

1. **Trap:** Contact Poison (Purple Worm Poison: DC 19 CON or 42 HP damage); 1,000 GP
2. 500 GP

3. Potion Longevity

4. Portable Hole

5. **Trap:** Poison Needle (Midnight Tears: DC 17 CON or 31 HP damage); 500 GP, Bag of Holding

6. Broom of Flying

7. Plate Mail, +4

8. Empty

9. Empty

68. The Gates of Keraptis: This is the actual key room for the riddle of Keraptis: in the center of the room is a very large, emerald that the party cannot remove. It is inscribed with the following note. It says:

You are of the mightiest to escape the wrath of Brazemal unseen. Pull the lever in the north to gain your just reward. Faithfully yours, Keraptis

Upon looking for the lever, it is easily found (DC 10, awareness). If pulled, a large trap will open up in the roof and gold dust (value: 450,000 GP) will completely fill the room in 1D3 turns.

If the emerald is carefully inspected, there is a turnable edge. If the edge is turned, a smaller emerald appears. This is the key to the remaining door. If the larger emerald is turned instead of pulled, the party will experience an emerald bolt of thunder doing an automatic 3d20 of damage.

69. At the Gates of Keraptis Mine: The gates of the mine are locked. However, the party should easily note that to the right of the gates, there is an inset in the rock wall for the three keys that they found earlier. If they insert all three (in no particular order, the gates will open.

Note: Make sure the party uses the authentic emerald and not the one from **In the Dungeons of the Wizard Lord Keraptis.**

If the party uses the wrong emerald: the character inserting it needs to make a DC (15) Wisdom save or take 40 HP damage. A save takes half damage. The rest of the party does not get to make a saving throw, but all take 15 HP damage, regardless of the roll of the character inserting the wrong emerald.

70. Trap: If a party member steps on this pressure plate, every creature within 20 ft. must make a DC (16) Wisdom save or succumb to terror. There are no additional saving throws. The effected party members will immediately attempt to flee the dungeon. The effect of the spell will last two minutes (20 turns). When the spell wears off, the party members will feel foolish but also compelled to return to the rest of the party. If they hurry to do so, they may return in a net total of 3 minutes, or 30 turns.

71. The Whispering Caves: As the party approaches the end of the adventure, they find themselves in a large underground cavern. The adventurers will note there is no noise here (no rolls for random encounters with monsters).

If the party chooses to take a last short or long rest here they may do so with no encounter.

The caves seem almost un-natural, and while the party sleeps relatively well, their dreams are haunted by vague voices they can barely make out. However, their sense is that they are unwelcome here and should leave as soon as possible.

If the party attempts a second short or long rest here, it will have zero impact on them—they will awake feeling as exhausted as when they slept because of the nightmares haunting their sleep.

72. Descent to the Mines of Keraptis

In an arcing curve, there is roughly 5ft. to 15ft. before the floor of the mines start to drop significantly into darkness. If the party attempts to descend deeper unassisted, they may do so, with 1d20 damage for every 50' of elevation change. At 100' they may change their mind and adjust their descent. Otherwise total damage to the bottom of the mine is 6d20.

If the party chooses to use ropes, pitons and grappling hooks, the descent to the bottom of the mine is completely uneventful. They will notice that the walls, floors and ceilings are all hewn by hand—this is not a natural cavern, but one that humanoids constructed to get at what they were hoping was more valuable gems and minerals.

73. Mine #1: This looks like one of the most recently mined sections as the players can easily see claw and hammer marks in the stone as well as wheel tracks, most likely from the carts that were used to remove whatever was being mined.

Upon closer inspection, the party will note that there are dull red and green emeralds in the stone walls. While they may appear to be worth little to nothing, the reality is that they just need to be polished.

The party may choose to try and remove visible jewels. There are ten of them. Use the following table to determine, type, success and value for each of the 10. For each of the ten, roll for a random monster encounter.

D100	Gem	Success	Value
0-50	Spinel	25%	100
51-69	Gem is shattered and worthless		
70-89	Emerald	65%	1,000
90-100	Ruby	50%	5,000

Wait to disclose any information about the gems until after the party has finished with their mining expedition.

Spinel is very brittle and breaks easily. It also has extremely low value. The success rate and frequency are set to both frustrate the party, but also to indicate (as you might share) why the mining area of this dungeon has been long abandoned.

74. Miner's Camp: This appears to have once been an area where miners would set up make-shift tent-camps while they were mining. The party will easily notice that there are markings on the ground for tent stakes, wheel tracks from mining carts and other evidence activity—even though it looks like it may have been years since the mine was active.

There is nothing of value in this area.

Note: There are numerous dead-ends in this part of the dungeon. While you should be sure to describe where the party might explore, this should be a treacherous part of the adventure as they party might get easily turned around *unless they keep careful eye on the Miner's Camp. Be sure to continue to roll for random monster encounters.*

75. Mine #2: This area of the mine doesn't look like it has been active for decades at the very best. There is little to no evidence that anyone has been in this part of the mine.

Upon closer inspection, the party will note that there are transparent blue stones, and others with faint yellow flecks.

The party may choose to try and remove visible jewels. There are hundreds of them. Use the following table to determine, type, success and value for each of them. For each, also roll for a random monster encounter.

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D100	Gem	Success	Value
0-50	Azurite	40%	10
51-69	Gem is shattered and worthless		
70-89	Tiger Eye	50%	10
90-100	Jasper	50%	50

Wait to disclose any information about the gems until after the party has finished with their mining expedition.

For very little value, the party has the potential to expend significant amounts of time and energy in a mine while risking attacks from wandering monsters.

76. The Demon's Lair:



Here the party encounters Vimak, a large demon. Vimak will be **invisible** when the party gets to the end of the tunnel (**Location: 75**). He will first taunt the party and tell them that he is the master, and Keraptis was only a vessel for kidnapping villagers to work in his mine. He will then cast **frightening gaze** and become visible to the party.

If Vimak senses defeat he will again taunt the party and tell them he will never die.

This is a bit of a ruse in the sense that Vimak is in his lair. If he is destroyed here, he is destroyed forever.

If Vimak reaches 20 HP or less, he will attempt to flee.

Vimak has no immediate treasure. However he is wearing a magical pendant. It has the ability, when worn, to teleport the party to the **Tomb of Keraptis**.

If the party examines the pendant, they will notice that its center is a red ruby, surrounded by small diamonds. At the end of the adventure, the party should be able to sell it for 500-750 gp.

THE END

If the party chooses to continue on with **The Tomb of Keraptis**, that is the next module in the series. If they do not: read them the following as a way of wrapping up their adventure.

Although this feels like the end, something remains amiss about the entire experience to the party.

Wizards controlling Efreeti, Liches controlling Wizards. All on the underside of a mountain that hides what? A paltry few emeralds and rubies; the rest worth nothing? It makes little sense to the party.

But as the party delved deeper, they discovered hidden barracks, kitchens and living spaces.

They discovered storage areas with items that didn't seem to belong to a part of the mountain that was being mined.

This is no lair of a rogue Wizard, but of something more sinister. Perhaps this is something bigger than a rogue wizard or even a lich. The question: where to next for the next clues?

With no better clues to go on, the party ascends into the light, grateful to be alive, but full of many unanswered questions and the hope that a future

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encounter will help them ultimately solve the mystery of Keraptis.



Dungeon Module TRG1, TRG2 & TRG3 In the Tomb of Keraptis (TRG3)

by Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, LEVELS 7+



The design of this module blends the look of old-school modules of the 1980s with 5E rules. Explore the end of **White Plume Mountain** (S2) or begin your own adventure.

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Support for **TRG1, TRG2 & TRG3** will be provided by
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The Tomb of Keraptis (TRG3)

Short and Long Rests: These are dangerous and active dungeons. For every hour of rest, there is at least a 10 percent chance of an encounter with a monster (GM's discretion). Just like the random encounters with monsters, the emphasis on the adventure is encouraging the party to move quickly.

Room 16 on the first level is one place where the party can rest where the GM should not consider any random monster encounters.

In general, short rests will be difficult for the party. It should be nearly impossible for them to carry off a long rest (**note:** the side adventures are an opportunity for your party to earn one or more long rests. If your party is struggling to complete these adventures you might choose to purposefully use a side adventure for the sole purpose of allowing them to earn a long rest.

Overview: Although written as the third and final module (TGK3), it may also be played as a stand-alone adventure. It is up to you as the DM to determine how the party stumbles into this part of the adventure as you'll have to justify their quest for the phylactery.

Note that this module is also more about disarming and maneuvering around traps and trying to outsmart a smaller number of monsters than it is about large numbers of encounters. As DM, you'll want to determine if this is the kind of adventure that your party will enjoy as it does have a different feel to it than most typical modules.

1. The entry point to the *Tomb of Keraptis*. Upon entry, roll 1d4 and rotate the party's perception of north that number clockwise. This may mean that they will re-enter the same room multiple times without fully realizing it. Traps (T1), (T3) and (T4) reset, and may further complicate things for the adventurers.

As DM, you'll want to keep careful track of which rooms (2), (3), (4) and (5) the party has entered. Because this is a major illusion, characters could make a DC 17 perception (intelligence) roll to determine that this is an illusion and to dispel it.

2. This appears to have once been a guard's room—but many years ago. There are a number of broken weapons and a worn-out shield on the floor. In a corner, there is small chest (empty, un-trapped and unlocked).

3. In the center of the room is a life-sized statue of Keraptis made of plain stone. Characters may make a DC 15 intelligence (investigation) check to discover the pressure plate that activates the trap. If they don't a magical gout of flame will erupt from the eyes of the statue.

Characters must make a DC 13 dexterity save or take 4d10 fire damage on a failed save, or half as much on a successful one.

Characters may disarm the trap by wedging the pressure plate with a spike or similar object.

4. As part of the deceptive entrance to the Tomb, this room looks identical to (2). The only difference is the small chest: this one is both locked and trapped with poison needles. A successful DC 20 intelligence (investigation) check will alert a character to the trap's presence. A successful DC 15 dexterity check will allow the character to disarm the trap; if unsuccessful, the character triggers the trap.

The trap does 1 piercing damage and 2d10 poison damage on a DC 15 constitution fail, or half damage on a successful roll. Characters that fail their save will also be poisoned for an hour.

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Inside the chest, however, characters will find:

- > Potion of invisibility
- > Gold ring set with bloodstones (250 gp)
- > Necklace of small pearls (2,500 gp)
- > 75 gp
- > 40 pp

5. As part of the deceptive entrance to the Tomb, this room looks identical to (3). This statue, however, is not trapped. Its eyes are inlaid with two rubies (250 gp) each that the party may remove on a DC 15 dexterity save or shatter them, rendering them worthless.

Note: depending upon the party's actions in both (3) and (5) the rubies and the spiked trap will help alert them to the misdirection of the rooms that they may have yet to figure out.

The stairway leading from (5) to (6) is also trapped. This is also activated by a pressure plate which may be identified by a DC 15 intelligence (investigation) check. Like the other pressure plate traps, it may be disarmed by wedging the plate with a spike or similar object.

If the trap is activated, a boulder will start rolling very quickly at the party when they are 15 ft. down the stairs. The stairs are considered rough terrain, so movement is at half speed (typically 15 ft. per turn). On a DC 16 wisdom (perception) save, a character may observe that if they hold to a safe 15 ft. per turn pace, they will stay just ahead of the boulder, around the corner at the end of the stairway and be safe.

Should a character attempt to dash, they will need to make a DC 17 dexterity save every turn or become prone (having tripped and fallen). Characters hit by the boulder take 10d10 bludgeoning damage and are knocked prone.

One or more party members may attempt to slow the boulder on a DC 20 strength check. One success will stop this boulder from rolling. A roll of 15-19, and the character(s) sustain 2d10 bludgeoning damage and start the next round adjacent to the boulder. Rolls

below 15 mean the character(s) sustain the full 10d10 damage.

Trying to slow or stop the boulder is risky business; the party may know this on a DC 15 perception (wisdom) check.

6. As the party rounds the corner, the dungeon walls decidedly change. Where everything seemed smooth and finished, it is obvious to the party that this was once a mine, and they are in one of the older sections of that mine.



There are two **bulette** that call this cave home and they have a DC 12 chance of surprising the party with their first attack. If the bulette think they are losing, with no chance of winning (HP below 20 for each) they will quickly disappear below the surface and not return.

If the party decides to dig in the area, they will find that the bulette have stored a few trophies from unsuccessful adventurers:

- > dagger +3
- > emerald (250 gp)
- > helmet (acts as a ring of protection +2)

7. As the party moves from (6) to (7), they will first notice that the passageways are getting narrower. Further in they will notice a stench of something resembling wet horse blanket and rotting livestock.

This cave has been claimed by a **catoblepas**.



If defeated, the catoblepas has also stored a few trophies from unsuccessful adventurers (who must have somehow gotten past the bulettes):

- > 500 gp
- > Potion of supreme healing
- > Jeweled platinum ring (7,500 gp)

8. The party should feel relief that both the stench and danger from the previous cave (7) is both figuratively and literally behind them!

Upon inspection of the walls, the party will discover that there were still attempts at mining occurring this deep in the ground as there is evidence of pick axe activity on the walls of this cave.

While there is a passageway that will take the party deeper into the mine, there is otherwise nothing of interest or value in this cave.

9. As the party continues on the passageway gets ever narrower, darker and filled with cobwebs. They will get the impression that no feet have touched these passageway floors in many, many years.

The final cave in this section of the mine has been taken up by a group of 12 **wights**. The cave is scattered with broken caskets, sarcophagi, and ancient weapons and armor. Treat the terrain as extremely difficult (allow players 5 ft. of movement per turn.).

There is nothing of value in this cave.

10. When the party enters this area of the dungeon, the short walls that divide the room will still give the appearance that they are in a section of the dungeon that is no different than any other. However, there are invisible stalkers, one at each location of (11) and (12).

11. This is the location of one of two invisible stalkers. Their strategy will be to flank the party, with one attacking from the front, and one from behind. Depending upon how the party reacts, they may alternatively move and attack together from the front, then from behind.

12. This is the location of one of two invisible stalkers. Their strategy will be to flank the party, with one attacking from the front, and one from behind. Depending upon how the party reacts, they may alternatively move and attack together from the front, then from behind.

13. This room is also a crypt, though it appears to have been used much more frequently than the one located at (9). Each of the three primary walls (north, east and south) are 3 statues. They will animate when the party is in the center of the room, revealing themselves as **helmed horror** (9). The party can make a group DC 15 perception (wisdom) check or be surprised.

If the party is successful and explores the crypt and its coffins they will find a smattering of gold pieces (15 gp) and silver pieces (25 sp), giving the impression that this may have been a final resting place for commoners and lesser nobility.

14. The party will teleport from here to (16). When the party enters this area, treat it as though they are entering a dark and foreboding maze.

Depending upon the party's health, you might decide to reuse any of the traps from the module (**T1-T9**, below). Your goal is to create expectation and anxiety as the party continues with their adventure.

15. This is the final puzzle room before the party reaches the final resting spot of Keraptis' phylactery. All four walls of this room are trapped and designed

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to slowly close in on the party and crush them to death.

A circle surrounded with runes laden with copper will appear in the center of the room. Characters will hear an ethereal voice telling them to place one of their most valuable items in the circle (they will be told one of X items where X is the number of characters in the party). One party member must step forward. If they do, they will disappear.

If anything else is placed in the circle, the walls will draw within five feet of the party. Lack of air and tight quarters result in 1d10 damage to everyone in the party.

The magic circle will disappear and then reappear, this time laden in silver.

The party will hear a voice asking them to leave all of their silver in the circle.

If the party leaves anything other than silver (like other coins, for example), or if they fail to leave silvered weapons, the walls will draw within two feet of the party. Lack of air and tight quarters result in an additional 2d10 damage to everyone in the party.

The magic circle will disappear and then reappear, this time laden in gold.

The party will hear a voice telling them to *stand one, stand all*. If they choose any other option, the walls will close in completely and they will die. Otherwise, if the remaining party stands inside the circle they will temporarily experience darkness before teleporting back to (16).

Upon their return to (16), the initial party member, and their silver will all be returned to the party.

16. The small room to the north (**A**) will teleport the party to (15). They will have to solve the riddle in (15) before they will be teleported back.

The small room to the south (**B**) looks identical to (**A**). However, other than a hallway ending in two

traps it is merely a dead-end designed to further weaken the party.

17. Just off of the phylactery is a secret room that contains a secret pressure plate in its center. It must be activated by standing upon it.

The party will hear the grinding of stone. When they return to (18) they will notice that a sarcophagus (the phylactery) has risen from the stone floor in the center of the room.

18. Upon initially entering this cave, it appears entirely empty. The party will need to discover the secret door on the south side of the cave that leads to (17).

If the sarcophagus has risen from the stone floor, the party will be able to easily open its lid. Inside is an ornate silver box on a silver chain. On the outside are inscribed beautiful runes that are not readable by the party. This is the lich's phylactery.

For the party to be successful they must destroy the phylactery. It has an AC of 20, HP of 100 and is resistant to anything except for magical attacks. Because phylactery are carefully protected and hidden, if the party gets this far, their main goal is to destroy the phylactery.

Should the party decide to take the phylactery, it will activate as soon as they leave the dungeon, the Keraptis will materialize and attack the again.

T1. This is a locking pit and intended to quickly discourage the party from traveling any further into Keraptis' tomb. A DC 15 perception check will reveal there are no footprints over this section of floor, indicating a trap. The party can wedge the trap in order to cross it safely.

In the vent that the trap is triggered, the party member will fall into the pit (30 ft., 3d10 damage) and the cover will lock. From the outside, a DC 20 Strength save is required to open the cover to the pit. From the inside, the lock mechanism is fairly easy to find but will require a DC 15 Dexterity save to disarm it and open the trap door.

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T2. Located in a small alcove off of (2), the passage dead-ends in a spiked pit trap. It is identical to (T1) but has a series of deadly spikes at the bottom that will deal an additional 2d10 damage on top of the damage incurred from the 30 ft. drop.

T3. As the party walks down the hallway they will notice a stone face carved into the wall. It resembles Keraptis closely, all the way to his gaping mouth. A successful Arcana check of DC 20 (intelligence) reveals that the mouth contains a sphere of annihilation. It may not be controlled or moved.

There is an enchantment spell cast on the carving that will cause party members inspecting it to want to put their hand and arm into the mouth to see what it contains. A DC 18 (intelligence) will prevent the urge.

Party members who insert their hand and arm will take 4d10 force damage. If they incur more than 30 damage, they will lose their hand; if they incur more than 38 damage they will lose both their hand and arm, up to their elbow.

T4. This trap uses a trip wire to cause the ceiling to collapse. If the party is moving slowly and looking for traps, they need to roll a DC 15 Perception (wisdom) check to discover the wire. The party may easily step over it.

If the wire is tripped, however, a large portion of ceiling collapses. All characters under the ceiling must make a DC 15 dexterity save or take 4d10 bludgeoning damage on a failed save, or half on a successful save. After the trap is triggered consider the hallway difficult terrain because of the debris from the ceiling.

T5. There is no saving throw or ability for the players to find this trap. It will instantly teleport them to *The Colorful Hall of Keraptis* (see below).

T6. There is no saving throw or ability for the players to find this trap. It will instantly teleport them to *The Maze of Keraptis* (see below).

T7. All of the final three traps (T7, T8, T9) are designed primarily to further weaken they party

before their final encounters. Tiny holes in the wall hide poison darts which may be spotted with a successful DC 15 intelligence (investigation) save.

The trap contains 8 darts, and each makes a ranged attack, +8. Targets that are hit take 1d4 piercing damage and must succeed on a DC 15 constitution saving throw or take 2d10 poison damage on a failed save or half on a successful one.

T8. Tiny holes in the wall hide poison darts which may be spotted with a successful DC 15 intelligence (investigation) save.

The trap contains 8 darts, and each makes a ranged attack, +8. Targets that are hit take 1d4 piercing damage and must succeed on a DC 15 constitution saving throw or take 2d10 poison damage on a failed save or half on a successful one.

T9. Tiny holes in the wall hide poison darts which may be spotted with a successful DC 15 intelligence (investigation) save.

The trap contains 8 darts, and each makes a ranged attack, +8. Targets that are hit take 1d4 piercing damage and must succeed on a DC 15 constitution saving throw or take 2d10 poison damage on a failed save or half on a successful one.

The Maze of Keraptis



Overview: The maze is triggered by trap (T6). For each player, roll 1d4 and place them accordingly in the maze:

1. NW Corner (1)
2. NE Corner (5)
3. SW Corner (20)
4. SE Corner (24)

Two minotaur's will start in the center (C) room of the maze. Minotaurs will be able to move two rooms per turn or use one turn to try and sense (smell) where party members are located, DC 10 perception. Once identified, a minotaur will pursue that target until found.

While the minotaurs will rely on their superior sense of smell, the party's sense of smell will be completely overwhelmed by the stench of minotaur that permeates the maze to a degree as to be entirely unhelpful in locating them.

Given the sequence of rooms and stairways, the party will have to rely entirely on sound as a means of helping to find each other. Sound in the maze travels with remarkably good clarity and party members also succeed in identifying a correct location on a DC 10 perception. As DM, you may choose not to tell the party if they succeeded and instead give them a

direction (whether accurate or not—as the party member won't necessarily know that they're not hearing accurately!).

If a minotaur does not have a specific target, it will move based on 1d4 for its first move:

1. North
2. South
3. East
4. West

As a second move, if the minotaur moved North or South, it will then move East or West. If the minotaur first moved East or West, it will next move North or South. In either scenario, it will angle toward the closest corner.

Start: Each of the starting rooms has a limited amount of writing on the walls that will explain to the players that they have limited time (6 turns) to find the two minotaur's of the maze. Upon finding them, the clock will reset, and they will have a minute (10 turns) to defeat each minotaur.

To Win: If the party defeats the minotaur they know to proceed to the center of the maze to locate a talisman that will allow them to destroy the lich's phylactery.

There is a small dais in the center of C. On it is an **amethyst pendant** that the party will need to destroy the phylactery. There are no immediate effects should anyone decide to wear the pendant.

There is no time limit to this step. The party will then be teleported back to T6 regardless of their individual locations in the maze.

Failure: Should the party not succeed, they will be returned to T6. They may retry the maze as many times as they choose; however, the minotaurs statistics will automatically reset themselves. The DM should re-roll starting points any time the party makes a second effort.

The Colorful Hall of Keraptis

Overview: The puzzle is triggered by Trap (T5). This puzzle is a series of four rooms separated by secret panels that may only be opened by solving the puzzle in each respective room.

Start: Each room has one puzzle. The DM should roll a die to determine which character must solve the first puzzle. Thereafter, move around the table in clockwise fashion until all of the puzzles have been solved. If the party is repeating an attempt, re-roll for which party member starts with the first puzzle.

Failing any puzzle will return the party to **T5** immediately.

1. There is a stone placard on the wall. To its right, a series of three buttons, each with an adjacent switch (currently all in the down position). The placard reads: *As you watch the sky, listen to your heart and do not succumb to greed.* The first button, when pushed will change colors between: green, blue (correct) and purple. Once selected, the player must also move the lever to the up position.

A correct answer will unlock the second button which also changes colors: pink, blue and red (correct).

A correct answer will then unlock the third and final button which changes between: silver, copper and gold (correct).

A final third correct answer, and the secret door on the eastern wall will slowly rise into the ceiling allowing the party to continue.

2. The layout of this puzzle is very similar to the first; however, there is only one button and one lever (also in the down position). The placard asks: *What was the color of the gem that you needed as one of the three keys earlier in this dungeon?*

The buttons will change color between green (correct), gold and red. A correct answer, and the second secret door, on the eastern wall will slowly rise into the ceiling allowing the party to continue (or be returned to **T5**).

3. The layout of the puzzle is familiar to the party, and the placard reads: *In order what were the correct answers?* They should select: blue, red, gold and emerald in that order (those are the four options on each button) in order to proceed to the final room of the hall (or be returned to **T5**).

4. There are three identical switches in the room. Next to the one on the northern wall, is inscribed in stone: *At the top of the hour, raise the switches in the correct order. Hurry! Time is of the essence.* The correct order: North, East, South (clockwise starting at twelve o'clock).

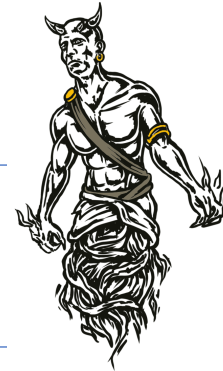
To Win: A small chest will rise up from the center of the room. It is unlocked and untrapped (as the puzzle serves the purpose of these things). Inside there are a number of **rubies equal to the number of party members times three**. They are individually worth 50 gp each.

Failure: Should the party not succeed, they will be returned to **T5**. They may retry the puzzle as many as three times; however, the amount of treasure will **decrease by one ruby per party member for each attempt**. They will discover this on a fourth attempt. If successful, the small chest will still appear, but it will be empty.

Appendices

5e: Box and Cox (Efreeti)

Box and Cox are two of the four efreeti under the evil spell of Keraptis. They are quite strong and together should prove quite challenging for the party of adventurers.



Large, Elemental, Lawful Evil

Armor Class 17 (natural armor) Initiative +4
Hit Points 200 (16d10 + 112)
Speed 40 ft./60 ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7
Damage Immunities Fire
Senses Darkvision 120 ft., passive Perception 12
Languages Ignan
Challenge 7,200 XP

SKILLS

Elemental Demise: If the efreeti dies, it disintegrates in a flash of fire, leaving only the equipment it was carrying behind.

Innate Spellcasting: Spell save is DC 15, +7 to hit with spell attacks. It can cast the following: enlarge/reduce (3/day), tongues (3/day); the rest (1/day): conjure elemental, gaseous form, invisibility, major image, plane shift and wall of fire

ACTIONS

Multiattack: 2 scimitar attacks or Hurl Flame twice
Scimitar: +10 to hit; Hit: 13 (2d6 + 6) plus 7 (2d6) fire damage
Hurl Flame: +7 to hit (ranged); 120 ft; Hit: 17 (5d6) fire damage

5e: Keraptis

Medium, Undead, Evil

Armor Class 17 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)



Saving Throws Con +10, Int +12, Wis +9
Skills Arcana +18, History +12, Insight +9, Perception +9
Damage Resistance cold, lightning, necrotic
Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages common plus up to five other languages

Challenge 33,000 XP

SKILLS AND LEGENDARY SKILLS

Legendary Resistance: can choose to succeed on a failed saving throw (3/day)
Rejuvenation: can return to its phylactery and gain a new body in 1d10 days
Turn Resistance: Spell save DC 20 and +12 to hit with spell attacks; advantage on turn undead
Paralyzing Touch: +12 to hit, 10 (3d6) cold damage; save on DC 18 Con or be paralyzed for 1 minute; can repeat save

ACTIONS

Spells:

Cantrips (4): mage hand, prestidigitation, ray of frost
 1st level (4 slots): detect magic, magic missile, shield, thunderwave
 2nd level (3 slots): detect thoughts, invisibility, Melf's acid arrow, 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

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Keraptis has 3 legendary options:

Cantrip: Keraptis casts a cantrip

Paralyzing Touch: He uses **Paralyzing Touch**

Frightening Gaze (costs 2 actions): Focuses gaze on one character who must make a DC 18 Wis save or become frightened for 1 minute. May repeat the saving throw at the end of each turn.

Disrupt Life (costs 3 actions): Each character within 20 ft. must make a DC 18 Con save or take 21 (6d6) necrotic damage, or half as much on a successful save.

5e: Nix and Nox (Efreeti)

Nix and Nox are two of the four efreeti under the evil spell of Keraptis. They are quite strong and together should prove quite challenging for the party of adventurers.



Large, Elemental, Lawful Evil

Armor Class 17 (natural armor) Initiative +4
Hit Points 200 (16d10 + 112)
Speed 40 ft./60 ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7
Damage Immunities Fire
Senses Darkvision 120 ft., passive Perception 12
Languages Ignan
Challenge 7,200 XP

SKILLS

Elemental Demise: If the efreeti dies, it disintegrates in a flash of fire, leaving only the equipment it was carrying behind.

Innate Spellcasting: Spell save is DC 15, +7 to hit with spell attacks. It can cast the following: enlarge/reduce (3/day), tongues (3/day); the rest (1/day): conjure elemental, gaseous form, invisibility, major image, plane shift and wall of fire

ACTIONS

Multiattack: 2 scimitar attacks or Hurl Flame twice
Scimitar: +10 to hit; Hit: 13 (2d6 + 6) plus 7 (2d6) fire damage
Hurl Flame: +7 to hit (ranged); 120 ft; Hit: 17 (5d6) fire damage

5e: Vimak

Vimak is a large demon that actually controls Keraptis. To successfully complete the adventure, the party needs to destroy Vimak.

Large, Fiend, Chaotic Evil

Armor Class 18 (natural armor) **Initiative** +4
Hit Points 189 (18d10 + 90)
Speed 40 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10
Damage Resistance cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical
Damage Immunities Poison
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.

Challenge 15,000 XP

SKILLS

Magic Resistance: advantage on saving throws against spells
Magic Weapons: Vimak's attacks are magical.
Reactive: Can use one reaction on every turn.
Parry: Adds 5 to AC against one melee attack that would hit it.

ACTIONS

Multiattack: Seven attacks, six with long swords and one with its tail
Longsword: +9 to hit; 13 (2d8 + 4) slashing damage
Tail: +9 to hit; 15 (2d10 + 4) bludgeoning damage; DC 19 save or grappled; may repeat save every turn; Vimak can automatically hit the player with his tail every turn the player is grappled
Teleport: Can magically teleport up to 120 ft.

5e: Wandering Monsters

Wandering Monsters are all referenced from the Monster Manual; however, basic statistics are offered here for those players relying solely on the contents of this module for their adventure.

Roll	Monster (n)	AC	HP	Attack	Other	XP
0-11	Basilisk (1)	15	52	Bite: +5 to hit Hit: 10 (2d6 + 3) plus 7 poison	Petrifying gaze: DC 12 Con save or turn to stone; may repeat save every turn.	700
12	Demon, Succubus (1)	15	66	Claw: +5 to hit Hit: 6 (1d6 + 5)	Telepathic Bond: can ignore distance Shapechanger: Morph into small or medium humanoid Charm: DC 15 Wisdom save or target becomes charmed; can repeat save Draining Kiss: DC 15 Con save or takes 32 (5d10 + 5) damage, or half if save Etherealness: can enter and leave ethereal plane	1,110
13-20	Manticore (1)	14	68	Bite: +5 to hit Hit: 7 (1d8 + 3) Claw: +5 to hit Hit: 7 (1d8 + 3) Tail (ranged): +5 to hit Hit: 7 (1d8 + 3)	Multitattack: gets three attacks, one bite two claw	700
21-33	Wight (3)	14	45	Life Drain +4 to hit Hit: 5 (1d6 + 2) DC 13 Con save or max HP reduced by amount of hit Longsword: +4 to hit Hit: 6 (1d8 + 2) Longbow: +4 to hit Hit: 6 (1d8 + 2)	Multiattack: two longsword or two bow	700
34-39	Wraith (2)	13	67	Life Drain: +6 to hit Hit: 21 (4d8 + 3) DC 14 Con save or max HP reduced by amount of hit	Incorporeal Movement: Move through creatures and objects; 5 dmg if turn ends in an object Create Specter: Target dead character and place under its control as a specter	1,800

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Roll	Monster (n)	AC	HP	Attack	Other	XP
40-50	Chimera (2)	14	114	Bite: +7 to hit Hit: 11 (3d6 + 4) Horns: +7 to hit Hit: 10 (1d12 + 4) Claws: +7 to hit Hit: 11 (2d6 + 4)	Multiattack: three attacks: one bite, one horn, one claw (or fire breath) Fire Breath: (recharge 5-6). DC 15 Dex in a 15ft cone; 31 (7d8) damage or half on success.	2,300
51-56	Gorgon (1)	19	114	Gore: +8 to hit Hit: 18 (2d12 + 5) Hooves: +8 to hit Hit: 16 (2d10 + 5)	Petrifying Breath: 30 ft. cone; DC 13 Con save or turned to stone; may repeat save every turn	1,800
57	Green Hag (1)	17	82	Claws: +6 to hit Hit: 13 (2d8 + 4)	Amphibious: Can breath under water Spellcaster: dancing lights, minor illusion, vicious mockery Mimicry: can mimic animal sounds; character can make DC Wis check Illusory Appearance: can look like another creature. Invisible Passage: turns invisible until attacks or casts a spell.	700
58-69	Invisible Stalker	14	104	Slam: +6 to hit Hit: 10 (2d6 + 3)	Multiattack: 2 slam attacks Invisibility: stalker is invisible Faultless Tracker: Knows direction and distance to its quarry.	2,300
70-80	Lamia	13	97	Claw: +5 to hit Hit: 14 (2d10 + 3) Dagger: +5 to hit Hit: 5 (1d4 + 3) Intoxicating Touch: +5 to hit Hit: magically cursed for 1 hr (disadvantage on saves)	Multiattack: two attacks, one with claws, one with dagger or intoxicating touch	1,100
81-90	Mummy (2)	11	58	Rotting fist: +5 to hit Hit: 10 (2d6 + 3) DC 12 Con save or curses; can't regain hit points; will drop by 10 HP every 24 hours until cures is removed	Multiattack: Use Dreadful Glare and one attack with fist Dreadful Glare: DC 11 Wis save or become frightened for one turn; fail by 5 or more it also becomes paralyzed for the same amount	700

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Roll	Monster (n)	AC	HP	Attack	Other	XP
91-95	Mind Flayer (2)	15	71	Tentacles: +7 to hit Hit: 15 (2d10 + 4) DC 15 Int or be stunned until grapple ends Extract Brain: +7 to hit Hit: 55 (10d10); reduction to 0 the flayer extracts and eats the character's brain (it's dead)	Magic Resistance: Advantage on saves versus magic Innate Spellcasting: target needs DC 15 INT and can cast: levitate, detect thoughts, dominate monster, plane shift	2,900
96-00	Guardian Naga (1)	18	127	Bite: +8 to hit Hit: 8 (1d8 + 4) DC 15 Con or take 45 poison; half on save Spit Poison: +8 to hit Hit: 45 (10d8) damage on DC 15 Con or half on save	Rejuvenation: Can return to life in 1d6 days Spellcasting: DC 16 Wis; +8 to hit with spells; knows: mending, scared flame, thaumaturgy (cantrips), command, cure wounds, shield of faith, calm emotions, hold person, bestow curse, clairvoyance, banishment, freedom of movement, flame strike, geas, true seeing	5,900

5e: Monster Encounters

These are the monsters that are encountered in specific areas of both modules. The summary statistics are intended for those who do not have access to other reference manuals.

Monster (n)	AC	HP	Attack	Other	XP
Bulette (2)	17	94	Bite +7 to hit Hit: 30 (4d12 + 4)	Deadly Leap: Can jump at least 15 ft., DC 16 dexterity save or knocked prone and 14 bludgeoning and 14 slashing damage; half damage on successful save	1,800
Catoblepas	14	84	Tail: +7 to hit Hit: 21 (5d6 + 4)	DC 16 constitution save if hit or stunned until the catoblepas' next turn; has advantage on checks that rely on smell. Deathray (Recharge 5-6): Target within 30 ft. must make a DC 16 constitution save or take 36 (8d8) necrotic, or half damage on successful save. Target dies if HP reaches 0 with these attacks.	1,800
Dragon, Green	19	207	Bite: +11 to hit Hit: 17 (2d10 + 7) Claw: +11 to hit Hit: 13 (2d6 + 6)	Multiattack: can use <i>frightful presence</i> and then 1) bite, 2) claw and 3) claw Frightful Presence: Within 120 ft., DC 16 Wis save or be frightened for one minute; may repeat save every turn Poison Breath: 60 ft. cone; DC 18 Con save or take 56 (16d6) poison damage;	13,000
Fungi, Violet	15	30	Rot: DC 15 Con save or flesh will start to rot; 5 damage (1d8)	n/a	800
Gas Spores	5	1	Hit: +0 Damage: 1 poison and DC 10 constitution save or become infected described in Death Burst	Death Burst: When HP reaches zero, creatures within 20 ft. make DC 15 constitution save or take 30 (3d6) poison damage; infected creature will die in 1d12+constitution score unless disease is removed.	100
Ghast	13	36	Bite: +3 to hit Hit: 12 (2d8 + 3) Claw: +3 to hit Hit: 10 (2d6 + 3)	Stench: Creatures within 5 ft. make a DC 10 Con throw or be poisoned until next turn Turning Defense: Any ghouls and ghouls within 30' have advantage on turn undead	450
Ghoul	12	22	Bite: +2 to hit Hit: 9 (2d6 + 2) Claw: +4 to hit Hit: 7 (2d4 + 2) DC 10 Con save or paralyzed for 1 min; can repeat save every turn	n/a	200
Giants, Frost	15	138	Greataxe: +9 to hit	Multiattack: two greataxe attacks	7,800

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Monster (n)	AC	HP	Attack	Other	XP
			Hit: 25 (3d12 + 6) Rock: +9 to hit, ranged Hit: 28 (4d10 + 6)		
Helmed Horror (9)	20	60	Longsword: +6 to hit Hit: 8 (1d8 + 4)	Multiattack: two longsword attacks Immune to bludgeoning, piercing and slashing from nonmagical attacks; cannot be blinded charmed deafened, frightened, paralyzed, petrified, poisoned or stunned	1,100
Minotaur (2)	14	76	Greataxe: +6 to hit Hit: 17 (2d12 + 4)	Charge: Within 10 ft. of target, hit causes an extra 9 (2d8) piercing damage. Save DC 14 strength or be thrown 10 ft. and knocked prone Reckless: advantage on all melee attacks for one turn. Attack rolls on it in the same turn against it are also at advantage	700
Mold, Brown	12	n/a	Creatures within 5ft. take 3d6 cold damage	Fire within 5ft. causes mold to instantly double; cold instantly destroys it	700
Mold, Yellow	12	n/a	If disturbed releases poisonous spores DC 12 Con save or take 1d10 damage; another DC 12 Con save 1 minute later or HP max is reduced by another 2d10	Fire destroys yellow mold	700
Mummy (2)	11	58	Rotting fist: +5 to hit Hit: 10 (2d6 + 3) DC 12 Con save or curses; can't regain hit points; will drop by 10 HP every 24 hours until cures is removed	Multiattack: Use Dreadful Glare and one attack with fist Dreadful Glare: DC 11 Wis save or become frightened for one turn; fail by 5 or more it also becomes paralyzed for the same amount	700
Rot Grubs (5-20)	15	1	If they touch skin, they must be burned (1d6); 1d4 turns and they will enter the players heart and kill him or her	n/a	450
Slime, Green	16	127	Covers a 5ft area; DC 10 Dex save or be touched by it; 5 (1d10) damage; damage is repeated	n/a	700

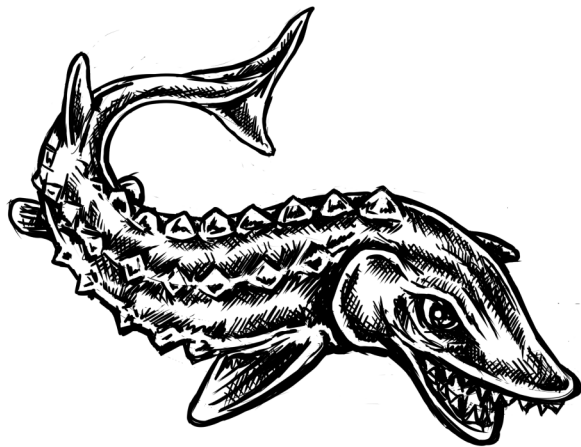
THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Monster (n)	AC	HP	Attack	Other	XP
			start of every turn. Sunlight, cure diseases, cold, fire and radiant damage will destroy it		
Trapper	13	85	Smother: DC 14 Dex save or be grappled; DC 14 to escape; will take 17 (4d6 + 3) damage plus 3 (1d6) acid at the start of each turn	False Appearance: Indistinguishable from floor or ceiling; DC 20 Int save to discern. Spider Climb: May climb difficult surfaces without making an ability check	700
Wight	14	45	Life Drain +4 to hit Hit: 5 (1d6 + 2) DC 13 Con save or max HP reduced by amount of hit Longsword: +4 to hit Hit: 6 (1d8 + 2) Longbow: +4 to hit Hit: 6 (1d8 + 2)	Multiattack: two longsword or two bow	700
Wraith	13	67	Life Drain: +6 to hit Hit: 21 (4d8 +3) DC 14 Con save or max HP reduced by amount of hit	Incorporeal Movement: Move through creatures and objects; 5 dmg if turn ends in an object Create Specter: Target dead character and place under its control as a specter	1,800
Zombie	8	22	Attack: +3 Hit: 4 (1d6 + 1)	Undead Fortitude: At 0 hp, it makes a con save DC 5 + damage taken; on success only drops to 1 hp	50

5e: Fish Encounters

These are the fish and other aquatic creatures that inhabit the waters between the two modules. As with the other statistics blocks, these are intended for those who do not have access to other reference manuals.

Roll	Monster (n)	AC	HP	Attack	Other	XP
1-2	Crocodile (1d10)	12	19	Bite: +4 to hit Hit: 7 (1d10 + 2), grappled unless DC12	Hold Breath: 15 minutes	100
3-4	Octopus (1d4)	13	52	+5 to hit Hit: 10 (2d6 + 3), grappled unless DC15	Ink Cloud: 20 ft. cloud surrounds octopus; attacks at disadvantage for 1 minute	0
5-6	Shark, Reef (1d10)	12	22	Bite: +4 to hit Hit: 6 (1d8 + 2)	Pack Tactics: 5ft, attack with advantage Water Breathing: Can only breath underwater	100
7-9	Sturgeon (1)	18	67	The sturgeon will not attack the party	Voice of the Sturgeon: Characters within 300' ft. make a DC 14 Cha save or be frightened for 1 minute and flee; characters may repeat their save the end of every turn.	700
10	Small Whale	12	90	Bite: +7 to hit Hit: 15 (2d10 + 4) DC 15 Dex or be swallowed (prone)	Capsize: If the party is in the canoes, the whale will attack the canoes. DC 15 Dex of the person rowing or the boat will capsize.	700



THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

AD&D: Box and Cox (Efreeti)

Box and Cox are two of the four efreeti under the evil spell of Keraptis. They are quite strong and together should prove quite challenging for the party of adventurers.

Large, Elemental, Lawful Evil

Armor Class 2
HD 10
XP 1,480



SKILLS

May do the following once per day: grant up to three wishes (and go free), become invisible, assume gaseous form, detect manage, enlarge, polymorph self, create an illusion that will last without concentration or create a wall of fire.

Can produce flame or cause pyrotechnics as often as desired

Not harmed by normal fire; magical fire is -1 to hit and damage dice

Can carry up to 7,500 gp weight

ACTIONS

May make 1 attack: 3-24 damage

AD&D: Keraptis (Lich)

Large, Elemental, Lawful Evil

Armor Class 0

HD 11+

XP 1,860



SKILLS

+1 or better weapons to hit

Only effected by magical attacks

Immune to: polymorphy, cold, electricity, insanity or death spells.

Can cast spells at the equivalent of 9th level (DM to determine)

ACTIONS

1 Attack, 1-10 Damage, save against paralysis from cold

AD&D: Nix and Nox (Efreeti)

Nix and Nox are two of the four efreeti under the evil spell of Keraptis. They are quite strong and together should prove quite challenging for the party of adventurers.



Large, Elemental, Lawful Evil

Armor Class 2
HD 10
XP 1,480

SKILLS

May do the following once per day: grant up to three wishes (and go free), become invisible, assume gaseous form, detect manage, enlarge, polymorph self, create an illusion that will last without concentration or create a wall of fire.

Can produce flame or cause pyrotechnics as often as desired

Not harmed by normal fire; magical fire is -1 to hit and damage dice

Can carry up to 7,500 gp weight

ACTIONS

May make 1 attack: 3-24 damage

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

AD&D: Vimak (Type III Demon)

Vimak is a large demon that actually controls Keraptis. To successfully complete the adventure, the party needs to destroy Vimak.

Large, Elemental, Lawful Evil

Armor Class -4

HD 10

XP 1,480



SKILLS

Can perform the following at will: fear, levitate, cause pyrotechnics, polymorph self, telekinesis 4,000 gp worth of weight, or gate in another demon of types I-III (roll for type) with a 30% chance of success

ACTIONS

5 attacks; Hit: 2-12/2-12/1-3/1-3/1-3/2-5

AD&D: Wandering Monsters

Wandering Monsters are all referenced from the Monster Manual; however, basic statistics are offered here for those players relying solely on the contents of this module for their adventure.

Roll	Monster (n)	AC	HD	Attack	Other	XP
0-11	Basilisk (1)	4	6 + 1	Hit: 1d10	Gaze turns to stone: infected creature will die in 1d12+constitution score unless disease is removed. will turn to stone if it sees its own eyes	630
12	Demon, Succubus (1)	0	6	2 attacks Hit: 1d3/1d3	+1 weapon or better to hit; Kiss drains victim of 1 energy level; can become ethereal and shape change	685
13-20	Manticore (1)	4	6 + 3	3 attacks Hit: 1-3/1-3/1-8	First attack is to release 6 tail spikes (range of a light crossbow), 1-6 damage per hit; they can fire four volleys total.	685
21-33	Wight (3)	5	4 + 3	1 Hit: 1-4	If hit, character loses a level and everything associated with that level	160
34-39	Wraith (2)	4	5 + 3	1-6	Drains life energy at the rate of 1 per hit; can only be struck with silver weapons (for only half damage) or magically weapons (full damage)	355
40-50	Chimera (2)	6	9	6 attacks Hit: 1-3/1-3/1-4/1-4/2-8/3-12	Fire breath: 3-24 damage (standard saving throw)	1,480
51-56	Gorgon (1)	2	8	Hit: 2-12	Breath turns to stone (4 times per day); will always prefer this attack	1,000
57	Groaning Spirit (1)	0	7	Hit: 1-8	+1 or better weapon to hit; wail: save vs magic or die instantly; cannot be effected by charm, sleep or hold; impervious to cold or electricity; exorcism kills them	680
58-69	Invisible Stalker	3	8	Hit: 4-16 Surprise on 1-5	Invisibility	1,000
70-80	Lamia	3	9	Hit: 1-4	Once a day can use these spells: charm person, mirror image, suggestion and illusion; touch permanently reduces wisdom by 1 point; if wisdom drops below 3, the character will do whatever the lamia bids	1,480
81-90	Mummy (2)	3	6 + 3	Hit: 1-12	Scabrous touch inflicts character and it will be fatal in	685

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Roll	Monster (n)	AC	HD	Attack	Other	XP
					1d6 months; for each month, character loses 2 points of charisma; can be cured with cure disease	
91-95	Mind Flayer (2)	5	8 + 4	4 attacks Hit: 2	If tentacle hits, it will reach characters brain in 1d4 melee rounds immediately killing it; has the following abilities: levitation, domination, ESP, body equilibrium, astral projection, probability travel (at 7 th level)	1,000
96-00	Guardian Naga (1)	3	11-12	2 attacks Hit: 1-6/2-8	Can spit poison; failed save versus poison will kill the character	1,860

AD&D: Monster Encounters

These are the monsters that are encountered in specific areas of both modules. The summary statistics are intended for those who do not have access to other reference manuals.

Monster (n)	AC	HD	Attack	Other	XP
Bulette (2)	- 2/4/6	9	3 Attacks Hit: 4- 48/3-18/3- 18	4-48 damage is on a jump of up to 20'	1,200
Catoblepas	7	6 + 2	Hit: 1-6 + stun	Struck creature has a 75% chance of being stunned for 1d10 melee rounds; reduce chance by 5% for every character level above 1; gaze is equal to a death ray; creature only has a 25% of raising its head to use its death ray (gaze)	675
Dragon, Green	2	8	3 Hit: 1-6/1- 6/2-20	Breath weapon: 2-20 poisonous damage Choose 2 first and 2 second level spells	1,000
Fungi, Violet	7	3	1-4	Each fungus has one to four branches that it will use to flail. Touching rots flesh, unless save versus poison. (no damage indicated)	505
Gas Spores	9	1 HP	1	Exploding spore causes 6-36 HP damage within 20' radius or 3-18 if save vs magic wands; if contact to flesh is made: it spreads in one melee round and dies; character must get cure disease within 24 hours or die	630
Ghast	4	4	3 Hit: 1-4/1- 4/1-8	Save versus poison or -2 on attacks due to carrion stench; sleep and charm do not affect them; cold iron causes double damage	160
Ghoul	6	2	3 Hit: 1-3/1- 3/1-6	Touch causes paralysis unless save is successful; immune to sleep and charm	85
Giants, Frost	4	10+1	1 Hit: 4-24	Can hurl rocks up to 20 ft. for 2-20 damage; they can catch missiles 40% of the time; immune to cold	1,480
Helmed Horror (9)	5	60 HP	1 Hit: 3-24	In addition to attack, can also cast slow spell on character within 1 ft. every other round; no damage from normal weapons; requires +2 or better to hit; rock to mud is the only spell that effects it	1,480
Minotaur (2)	6	6 + 3	2 Hit: 2-8/1- 4	Can butt character 6 ft. or taller (2-8) or bite shorter (1-4)	685
Mold, Brown	9	--	0 Hit: 0	Will absorb body heat from anything within 5 ft; causes 1-8 frost damage for every 10 degrees of heat character has over 55 degrees; grows instantaneously from heat; only effected by magical cold which causes it to go dormant	30
Mold, Yellow	9	--	0 Hit: 1-8	Deadly spores will cause the character to suffocate and die unless save versus poison; cure	30

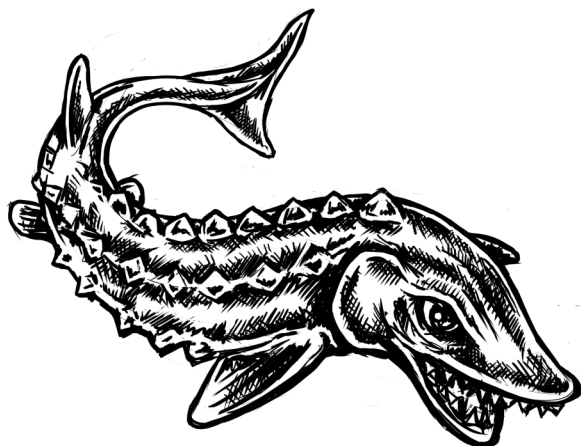
THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Monster (n)	AC	HD	Attack	Other	XP
				disease or resurrection is necessary within 24 hours to save victims; Affected only by fire based attacks;	
Mummy (2)	3	6 + 3	Hit: 1-12	Scabrous touch inflicts character and it will be fatal in 1d6 months; for each month, character loses 2 points of charisma; can be cured with cure disease	685
Rot Grubs (5-20)	9	1 HP	0	Victim must immediately apply flames to rot grub or It will burrow to the heart and kill in 1-3 turns; fire does 1-6 per application; cure disease will stop the rot grubs	30
Slime, Green	9	2	0	Attaches to living flesh and in 1-4 melee rounds, victim turns to green slime (no resurrection); it can be scraped off quickly, excised, froze or burned; cure disease will kill it; other attacks do no harm	85
Trapper	3	12	4+	Nearly impossible to detect (95%); base damage of 4 plus the victim's AC; will be smothered in six turns; resistant to fire and cold	1,860
Wight	5	4 + 3	1 Hit: 1-4	If hit, character loses a level and everything associated with that level	160
Wraith	4	5 + 3	1-6	Drains life energy at the rate of 1 per hit; can only be struck with silver weapons (for only half damage) or magically weapons (full damage)	355
Zombie	8	2	1 Hit: 1-8	Will always attack last; immune to sleep, charm and cold; holy water causes 2-8	85

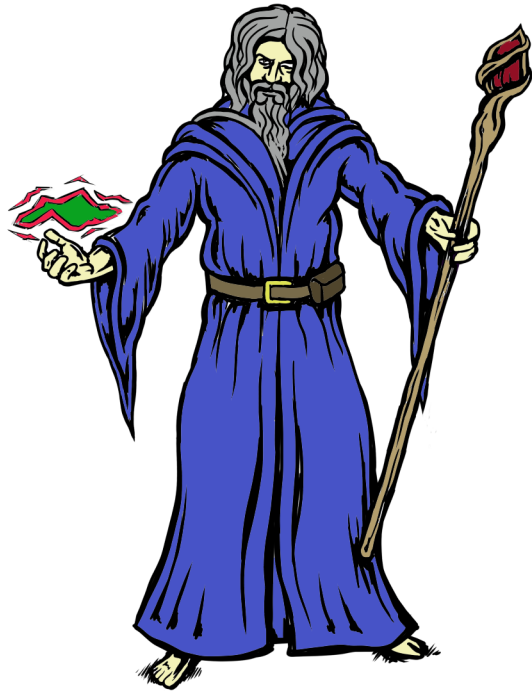
AD&D: Fish Encounters

These are the fish and other aquatic creatures that inhabit the waters between the two modules. As with the other statistics blocks, these are intended for those who do not have access to other reference manuals.

Roll	Monster (n)	AC	HD	Attack	Other	XP
1-2	Crocodile (1d10)	4	7	2 Hit: 3-18/2-20	n/a	505
3-4	Octopus (1d4)	7	8	7 Hit: 1-4 (x6); 2-12	Attacks with 6-8 tentacles; each tentacle does 1-4 damage; bite causes 2-12 damage; 25% chance if struck, the character is grappled; grasps with a strength of 18/20 and will attempt to eat the victim; if 3 or more tentacles are severed the octopus will flee	725
5-6	Shark, Reef (1d10)	6	6	1 Hit: 2-5 or 2-8 or 3-12	Wounded party members will be attacked first;	330
7-9	Gar, Giant (1)	3	8	1 Hit: 5-20	Can swallow prey whole on a hit of 20; 5% each melee round the victim will die; if victim inflicts 25% of gar's HP, they can cut themselves free	850
10	Small Whale (1)	4	12	1 Hit: 5-20 to 15-60 or 1-8 to 5-40	First hits are for whales that bite; second are for those that use their fluke to attack; for a smaller whale use the lower ranges (5-20 and 1-8)	2,260



Bonus Adventure: The Hidden Lair of Gorgo of the Black Art



Overview: The bonus adventures are provided for those times when you have a party of adventurers who want to play, but don't have enough in the party where they want to continue with **The Lairs of Keraptis** module series. Both are intended to allow you to still run a side adventure that the party should find enjoyable.

The bonus adventures are written in a different style, designed to give the DM the opportunity to scale the adventure up or down in terms of both time and difficulty. Treat these adventures more like a "plan" than a formal adventure, be creative and encourage your party to have fun with something more impromptu.

Unlike most side adventures, however, these are intended to allow those playing to bring back some small advantage to the core adventure. Those advantages are outlined at the end of this Bonus Adventure (18).

The Lairs of Keraptis are rife with traps. One of starting this adventure is to either a) add a trapped location; or b) modify an existing trap location. Be creative with the trap. Although you might all characters to roll a save against the trap, it should be

an automatic **fail**. Traps could include a tunnel that leads to **The Hidden Lair of Gorgo of the Black Art**, it could be a mysterious cloud of vapor, it could be an instantaneous teleport. Regardless, use your best judgement to transport your party from this Lair back to the main adventure with they have finished.

Fear and Initiative: Gorgo is a master of instilling great fear into those who might threaten him. As DM, every couple of rounds check for DC 12 Wisdom saves. The end of the module includes a chart called **GM Assist**. Have the party pre-roll D20 for Perception, Wisdom and Death saves. Gorgo's strength lies in part in the unexplainable dread that he instills.

Party members who fail their Wisdom saves will have absolute conviction that they are going to be attacked and will scream at the party to defend themselves. The failing party members will be paralyzed for one minute. Those who make their saves will go into initiative and can decide on their moves.

After a minimum of two to three false alarms, a next check should involve an actual attack. Whatever monster or encounter you choose, the result of the previous fear rolls is that the creature can roll for surprise with initiative.

Random Encounters: As a more flexible adventure, it is important to customer encounters with monsters for your party. **Random Encounters** are areas in the dungeon where the DM should be creative about the monsters they encounter. Alternatively use the **Monster and Random Encounter Tables** in the **Appendixes** to help you choose what will work best for your party.



Getting Started:

- 1. Entrance:** When the party arrives at the entrance to **The Hidden Lair of Gorgo of the Black Art**, they will notice a series of runes surrounding a rather dilapidated entrance way that looks like it leads into a mine.

The DM might have the party roll a DC12 Arcana check to see if they recognize the area based upon the runes around the door and what they might know about the legends associated with their backgrounds.

Assuming a successful role, they will recognize it as something straight out of legend: the lair of an ancient and much feared wizard named Gorgo of the Black Art.

This is their adventure to find Gorgo, defeat him, and hopefully be rewarded with not just the treasure that he has, but the myth of one of the greatest spell books that anyone has ever heard of: it is reputed to have every spell ever written, including some that only Gorgo knows.

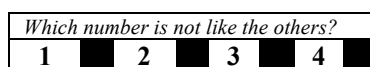
- 2. Staging Area:** A series of roughly hewn, chipped and worn steps lead deeper into the darkness. The party can only proceed single-file into the Lair.

This is the first area where you should invoke the first possibility of Fear in the part (see **Fear and Initiative**) at the beginning of the module.

Once the party has recovered (if they need to recover) they will be able to see part way into the mine and see a rough outline of a pool of water with a stone structure in the corner of the pool.

- 3. Sunken Well:** As the party enters this area, they notice a small dais on the south-east corner of a small lake that has formed around what once might have been a well.

If they stand on the dais, they will see a raised stone altar that contains a series of four panels and switches:



Rules: Each switch has two positions. The inscription at the top of the panel reads: *Which*

number is not like the others? The answer is **4** because it is not a prime number.

To provide the correct answer: switches **1-3** should be in the **down** position and **4** in the **up** position (**up** because it is the answer).

Once the party has the levers in the correct position they will see the water levels recede relatively quickly revealing that there is a partially sunken well. The water was also obscuring a doorway in the opposite corner of the room.

The well: If explored, the well is of modest depth. If the party explores it, the DM should use discretion in finding one item of moderate value at the bottom, along with the bones of less fortunate adventurers. For more experienced party members, assume the well is 30 ft. deep, requiring a DC 12 Dexterity save or the falling party member takes 1d10 damage for every 10 ft. of falling.

- 4. Precarious Ledge:** Regardless of whether or not the party attempts to lower the waters with the switch the only other way around to the door on the west wall is the ledge. The party will note that it looks sufficiently wide, but cracked, strewn with rubble and small cave-ins.

Once the party has advanced mid-way, they will hear low rumbling and feel shifting below their feet. DC14 Dexterity saves will be required for party members to not lose their balance and fall into the lake. Failed saves take 1d10 damage. Successful rolls assume the party made it to a safe part of the ledge.

At the end of the ledge is a trap door in the ceiling. There is a lever inside. Pulling it seems to magically restore the ledge to its original condition. If the small lake was drained, it will refill itself.

- 5. Armory:** This room appears to once have been a well-stocked armory, suggesting that Gorgo had significant plans for the defense of his lair.

Over the years, the armory has rotted and rusted. There are broken remnants of shields and small weapons. Armor rots and rusts on its racks.

Although there is nothing of value in this room there is another trap door in this ceiling. Like the trap door in (4) there is a simple lever in the

down position. Raising it to the up position reveals that the room was protected by some kind of illusion.

The illusion hides that fact that there are a number of +2 weapons equal to the number in the party. They are **silvered weapons**. It is up to the DM to determine their type according to the party or let the party members decide what they prefer.

The weapons are inscribed with the following:

Soul-Keeper

The inscription is what gives the weapon its +2 abilities but does not otherwise signify anything.

- 6. Original Mining Area:** This was the heart of the original mine. It is notably very old, there are cave-ins, and it looks like no one has passed this way in many years.

There are stairs on the western wall that lead to failed attempts to expand the mine. Inspecting the walls would indicate that what little ore may have been in the mine had long since been mined and depleted.

This part of the dungeon would make for a good **random encounter** for the party.

There is a rotting dooring down a northern tunnel that will lead the party out of the area and to Gorgo's inner sanctum.

There is also a tunnel that will lead them further east into deeper mines. Depending upon the time the DM and party have for the adventure the DM could remove the tunnel as an option and not play (13), (14), (15), (16), (17). If the DM chooses to do that, there should be a doorway off (12) that leads to (17) as it is the exit to the module.

- 7. The End of the Original Mining Area:** This is the end of the original mining area and much resembles (6). Possible **random encounter**. The doorway to the east leads to the inner chambers of Gorgo.
- 8. Trapped Room:** Base the two traps in this room on those of your own design, any from the **Dungeon Master's Guide**, or from **TRG1**, **TRG2**, or **TRG3**.

- 9. Secret Room One:** This room might be treated as a simple foil to keep the party from discovering the final location of Gorgo's Chambers.

- 10. Secret Room Two:** Depending upon the time your party has, you might treat this as the same kind of foil as room (9). Given more time, another possible **random encounter**.

- 11. Secret Room Three:** This room appears to be a dead end. However, there are an equal number of circles on the floor to the number in the party. If each stand on a circle they will be teleported to Gorgo's Chambers (12).

- 12. Gorgo's Chambers:** This was once a lavish wizard chamber. What were extravagant, color tapestries, hang in tatters and rot, there are layers of dust on what was probably ornately rich tables, and shelves full of books, scrolls and ancient tomes.

In the corner sits, a red-cushioned wooden chair with skeletal remains slouched in it. If the party approaches, the skeleton will animate and turn into Gorgo. Use the statistics blocks in the **Appendix** for either **Keraptis** or **Vimak**. Whichever you choose, be sure to allow them an appropriate number and range of spells to be formidable. If the party is suitably depleted by the adventure, feel free to substitute the statistics from one of the Efreeti instead.

Continue rolling **fear and initiative** during the battle. A failed save will have the party member convinced that Gorgo has summoned help. Once Gorgo has been defeated stop rolling altogether for **fear and initiative**.

There is a magic chest—the only treasure in the room. It will not open while the party is on the adventure but will reveal its contents at the end.

If the party looks for the legendary magic spell book they will not find it, and it will remain something of myth and legend.

- 13. Mining Area – East:** This is a newer mining area than the party has seen recently and suggests hints that this portion of the mine might somehow still be active. Depending upon the time your party has, this is another possible **random encounter**.

Stairs lead from this area to another mine even

deeper underground.

- 14. Mining Area – South:** There are hints that this part of the mine is still actively being mined. It might cause the party to wonder if there was something more sinister about Gorgo's plans, or if fool-hearty miners were trying to mine right in plain sight of the evil wizard.

Depending upon the time your party has, this is another possible **random encounter**.

- 15. Final Mining Area:** There are signs of activity that are so recent that the party is convinced that miners probably fled this area as the party advanced upon it. **As DM, you might use this as a way of extending this side adventure if you need to. Alternatively, it might set up a later side adventure of your own creation. Both are optional.**

- 16. Staging Area:** There are a number of full ore carts stored in a semi-open pier that opens up onto large dock. If the party goes out on the dock, they'll see a smaller dock off to the east with enough room for four small boats. All but one of them are gone.

On the large dock, there is a medium sized boat that is moored.

From the dock, the party can see an island on the far side of an underground lake that is fed by a small river running from east to west.

- 17. Gorgo's Hidden Lake:** When the party ventures out onto the water consider the time you have for some kind of **random fish encounters** before the party reaches the island. If you received this module as an addition to **TRG1, TRG2,** or

TRG3 you might also consider one of the water monsters from those modules.

The ultimate goal for the party is to reach the island. Once the party reaches the island they will quickly realize that this is where they have the opportunity for a **long rest**.

There is a portal in the center of the small island that will teleport the party back to their location in their main adventure.

End: It's up to the DM's discretion, but a place to start at the end of the adventure might be with the following rewards for each of the party members:

> The benefit of a **long rest** (on the island).

> From all of the chambers, a total of 1,500 gp per player

> For each player, a customized +1 item from Gorgo's magic chest found in (12). As DM, choose the item and then either customize it for your player, or ask the player to do it themselves. Hopefully, this will make what was otherwise a side-adventure into something more memorable over the span of future games.

> **XP:** Based on your assessment of the party's overall performance, and because this adventure relies more on cunning than anything, reward XP based on your perception of how they performed:

> Excellent: 1/2 level

> Average: 1/4 level

> Poorly: 1/6 level

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

GM Assist

Name	Per 1	Per 2	Per 3	Wis1	Wis 2	Wis 3	Wis 4	Wis 5	D 1	D 2	D3	D4	D5	D6

Per Perception
Wis Wisdom (Fear)
D Death

Instructions: At the beginning of the adventure, ask your players to make five perception and five persuasion rolls. Place them in the grid above in reverse order for each type of roll so that players do not meta-game on the order of their rolls.

(Optional) Inform the players that you have prepared death rolls for them and that part of the adventure is that you will not reveal the results of death rolls.

Bonus Adventure: The Ruins of Xan Yae's Kingdom

Overview: The bonus adventures are provided for those times when you have a party of adventurers who want to play, but don't have enough in the party where they want to continue with **The Lairs of Keraptis** module series. Both are intended to allow you to still run a side adventure that the party should find enjoyable.



The bonus adventures are written in a different style, designed to give the DM the opportunity to scale the adventure up or down in terms of both time and difficulty. Treat these adventures more like a “plan” than a formal adventure, be creative and encourage your party to have fun with something more impromptu.

Unlike most side adventures, however, these are intended to allow those playing to bring back some small advantage to the core adventure. Those advantages are outlined at the end of this Bonus Adventure (18).

Random Encounters: These are not truly random encounters but refer the DM to those charts in the **Appendix** as sources for inspiration for the monsters the party might encounter in this adventure. The DM should treat them like an integral part of exploring Xan Yae's Kingdom while knowing they are places to adjust the adventure based on the amount of time allotted for the game.

The Lairs of Keraptis are rife with traps. One of starting this adventure is to either a) add a trapped location; or b) modify an existing trap location. Be creative with the trap. Although you might all characters to roll a save against the trap, it should be an automatic **fail**. Traps could include a tunnel that leads to **The Ruins of Xan Yae's Kingdom**, it could be a mysterious cloud of vapor, it could be an instantaneous teleport. Regardless, use your best

judgement to transport your party from this Lair back to the main adventure with they have finished.

Overview: When the party arrives on the outskirts of **The Ruins of Xan Yae's Kingdom**, they will be standing just outside of a moat and broken-down bridge that looks to be quite precarious to cross—even on foot. The bridge is flanked by short guard towers on either side.

If the party inspects the area, they get the sense that it appears to be uninhabited. If they choose to look further in past the bridge, which is quite plausible, they will be able to see enough of the Coliseum (9) that you could have them do a DC 12 Arcana check to see if they recognize where they are.

Upon a successful role, you can tell the party that this is **The Ruins of Xan Yae's Kingdom**. In many ages gone by, it was reputed to be a stronghold of great influence and power in the area. But something mysterious and horrible happened to Xan Yae's Kingdom, and it not only fell out of power but was reputed to have been haunted.

No one remembers where Xan Yae's Kingdom was, nor are they actively seeking it out. The party's goal is to explore the kingdom and find out the source of its decline.

1. **Bridge:** The bridge looks visibly unsafe to even the most untrained eye. Party members venturing across it need to make a DC 16 Dexterity save or fall in the river. DM discretion if this triggers a **random encounter** with fish. The bridge is guarded by two towers, (2) and (3). Stepping onto the bridge will draw the attention of the guards in the towers. A combination of players in the water, attacking fish and guards could prove deadly indeed for the party!
2. **East Tower:** There should be 1 undead guard from the **random guard** tables per player in this tower.
3. **West Tower:** There should be 1 undead guard from the **random guard** tables per player in this tower.
4. **Mill:** In addition to the forge in the southwest corner of the village, the kingdom's source of power in the area was a mill that processed corn, wheat and other grains and shipped them down the river to larger areas of population.

This is an opportunity for a **random encounter**

with undead creatures equal to two undead per party member.



5. **Inn:** The downstairs has a small, furnished commons area, an innkeeper's desk, and a small back quarter for the innkeeper. It is no surprise that it has fallen into as much disarray as the rest of the kingdom.

If the party goes upstairs, they will find that somehow not even time has been able to touch it. There are enough private suites for each party member to have their own, and to enjoy the **long rest** that is the reward for this side adventure.

If the party loses the benefit of the long rest as they explore the kingdom, at DM discretion, you may allow them to return once for a long rest before ending the adventure.

6. **Tavern:** The tavern is of modest taste and size with a small bar and a handful of tables. Most of the furniture is covered in dust and cobwebs. The kegs are dried out and moldy [possible **random encounter** with spores, oozes, etc.].

Upon further inspection, the party will find a number of bottles (equal to the number in the party) of wine that are filled with a beautiful red wine that has the properties of a cure light wounds potion.

7. **Blacksmith:** A basic blacksmith shop that is in disarray like the rest of the kingdom. Possible location for another **random encounter**.
8. **Garden:** There are a variety of fruits and vegetable growing in the garden, and they appear to have magical qualities associated with them. Each party member may pick two, and based on a 1d8:

- | | |
|-----------------|-----------------------|
| 1. Carrot | 2d4 healing |
| 2. Green Pepper | Cure light wounds |
| 3. Tomato | Cure disease |
| 4. Corn | Invisibility |
| 5. Basil | No magical Properties |
| 6. Sage | Pass Without a Trace |
| 7. Parsley | Cure light wounds |
| 8. Rosemary | 2d4 healing |

Depending upon the party's time, this might be an opportunity for an outdoor **random encounter**. A bulette or catoblepas would be the most likely monsters from the **Appendix** to make a guest appearance here.

9. **Coliseum:** As the party is led to the center of the coliseum, they will initially note that it is nearly entirely in ruins and completely abandoned. However shortly after entering, a visage of an old robe-shrouded hag. She will speak to the group in a language not common but that they all somehow understand.

[THUNDROUS] How dare you entire my kingdom! For your transgressions you must face my greatest knights of the coliseum. Choose wisely your party's two champions who will represent you in a footrace to the death. Win and I spare your lives.

START			
1	2	3	4
FINISH			

Rules: Once the party is in the coliseum, they will be told they will be competing in a race. Only two players may compete, though the party may choose their competitors. The race looks like a combination of agility and speed (Dexterity).

Place the racers in position with whomever won initiative in row 1. Alternative players and their competitors. The racers on foot—there are no mounts in this race.

Racer one determines which of the following actions to take:

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

- > Advance one leg of the race
- > Dodge
- > Attempt to set back the other racer

Attempts to set back the other racer means that both roll a DC 20 Dexterity. The highest roll wins. If the opponent wins, nothing happens. If the attacker wins, one of the following will occur (1d6):

- 1-2. The player is knocked back one position on the track.
3. The player trips and falls, losing their next turn.
- 4-5. The player only stumbles slightly, but does not lose their next turn.
6. The player stumbles, twisting an ankle, losing their next two turns.

The first team to cross the finish line is declared the winner. Upon victory, the visage of Xan Yae will reappear, and she will again speak to the party.

[SCREAMS] Well-played my friends, well-played, but don't think this is over by any means.

Xan Yae will then disappear as quickly as she appeared.

If, however, the party loses, Xan Yae will appear briefly:

[CACKLES] The Knights of Xan Yae are clearly too much for such a weak and foolish party of adventurers. Prepare to suffer the consequences.

Just as it appears that Xan Yae is fading out, the party notices that their surrounds are getting faint, turning gray, and finally going completely black.

Xan Yae has transported them to the dungeon in her temple (11) where they will each find themselves locked in four adjacent cells. See (11).

10. Xan Yae's Secret Source of Power: This geographic structure is partly obscured by trees and there are no paths leading directly into it, only around it. The party will discover it on a DC 12 Perception check.

This is a lava bed, though there's something about its qualities that appear magical. It's

perfectly rectangular, as if contained by a force field—though none is visible. Inside, are small, flowing fields of lava.

On the western shore of the lava bank is a peninsular outcropping of land that contains a bellows and a cylindrical object that appears to be taking steam from the lava and transporting it away from the lava beds.

At the DMs discretion there are 1-4 nefreeti working around the bellows (see Appendices for statistics). They will immediately abandon their work and stride quickly across the lava beds to attack.

If the party destroys the nefreeti, power will stop being generated. The power serves to power the magic protection of **The Temple of Xan Yae (11)**. If they are in the temple after power stops being produced, they will be able to observe the slow decay of the temple and confirm this fact.

11. The Temple of Xan Yae:

The Dungeon: The party will find themselves locked in a dark, damp dungeon, each of them in an adjacent cell. There appears to be nothing else in the area, though there appears to be a faint light coming from a far corner, suggesting a stairway or other exit from the dungeon.

Cell 1	Cell 2	Cell 3	Cell 4
RED	GREEN	BLUE	BLACK
Cell Doors			

Without anyone to help protect her fortress, Xan Yae has been forced to use a combination of trickery and magic to help maintain her power. There are no guards in the dungeon. The party will also notice that there are no traditional locks on the cells, though they clearly have doors that will not upon.

Upon closer inspection, the party notices the back of each cell is a panel that moves inwardly ever so little at even the lightest touch. What makes them unique is that all of them start out as BLACK. When pressed they cycle through the following:

RED
GREEN
BLUE
BLACK

Once the party has figured out the pressure plates they will hear Xan Yae's voice again:



*This is no normal dungeon, foolish adventurers!
Figure out my secret and walk free. Fail and be
crushed like the tiny little bugs that you are.*

Rules: The party will have 6-8 moves to solve this puzzle or be crushed. The DM should decide in advance how many moves based on what they think the party can handle. As an alternative, the DM might give them the first puzzle as many tries as they need, and then start the turn clock ticking at that stage.

The tiles have to end in the order listed on the game grid above (red, green, blue, black).

The party will not be given a new clue until they solve the current clue.

RED	The color of my true love
GREEN	Of pastures, yesteryear
BLUE	Deepest waters hue
BLACK	The color of my cold, cold heart

Note that the puzzle isn't necessarily that hard; the biggest risk is in a party that attempts to overthink the riddles at hand.

If the party succeeds, they will hear an unearthly scream, and the doors to the cells will click and open wide, releasing the party.

If the party fails, they will hear heart-wrenching wailing, the walls will close in on them, and they will perish.

The Main Temple: When the party ascends from their prison cells, they will find themselves in what still appears to be a magnificently ornate temple. Unlike the rest of the kingdom, the temple looks almost magically maintained. There is no dust, no decay: the temple is immaculate. If the party has interrupted the power source (10), however, they will be able to observe the slow decay of the temple and the ultimate and final demise of Xan Yae's kingdom.

There is a golden altar studded with rubies and emeralds. A row of ornate figures line the walls leading up to the altar.

To the side of the altar is a throne, and Xan Yae is seated at it, clearly aware of the party. In the final encounter with Xan Yae, use the statistics blocks in the **Appendix** for either **Keraptis** or **Vimak**. Whichever you choose, be sure to allow them an appropriate number and range of spells to be formidable. If the party is suitably depleted by the adventure, feel free to substitute the statistics from one of the Efreeti instead.

There is a secret latch under Xan Yae's throne that will reveal a small alcove that contains a number of scrolls described at the end of the module. The DM may allow the party to read them right away, or after the adventure has ended. There is nothing else of value in the temple.

12. **The Old Forge:** The kingdom was fortunate enough to have its own forge. There are many rusted shields, weapons and suits of armor. If there is time, this would be a good location for a **random encounter**. At the DM's discretion, there may also be one +3 suit of armor that would fit one of the party members.

13. **Community Well:** Each party may fill one vial with water from the well to create a **Potion of Healing**. The glass bottles will magically appear to have the letters *XY* etched into their sides.

Taking another drink from the well teleports the player back to their location in the originating adventure. Given the fashion in which the teleport works the rest of the party will quickly figure out the function of the well.

End: It's up to the DM's discretion, but a place to start at the end of the adventure might be with the following rewards for each of the party members:

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

> The benefit of a **long rest**.

> From all of the chambers, a total of 1,500 gp per player

> Xan Yae's scroll (11) will impart one wish upon each party member. They will each be given five minutes to make their choice and warned that greedy wishes might back-fire on them; aggressive wishes might be modified, but that reasonable wishes will be granted. These are at the DM's discretion.

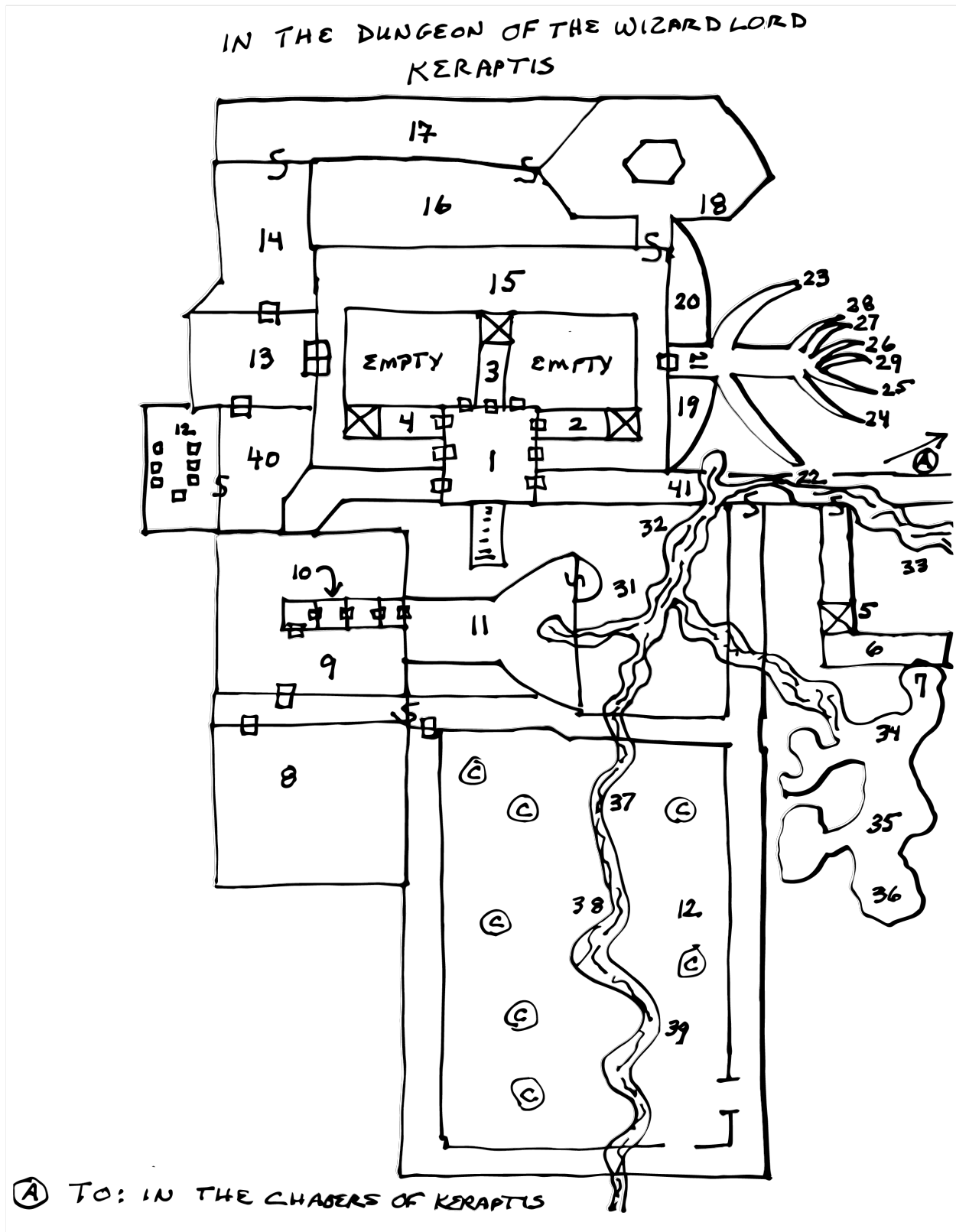
> **XP:** Based on your assessment of the party's overall performance, and because this adventure relies more on cunning than anything, reward XP based on your perception of how they performed:

> Excellent: 1/2 level

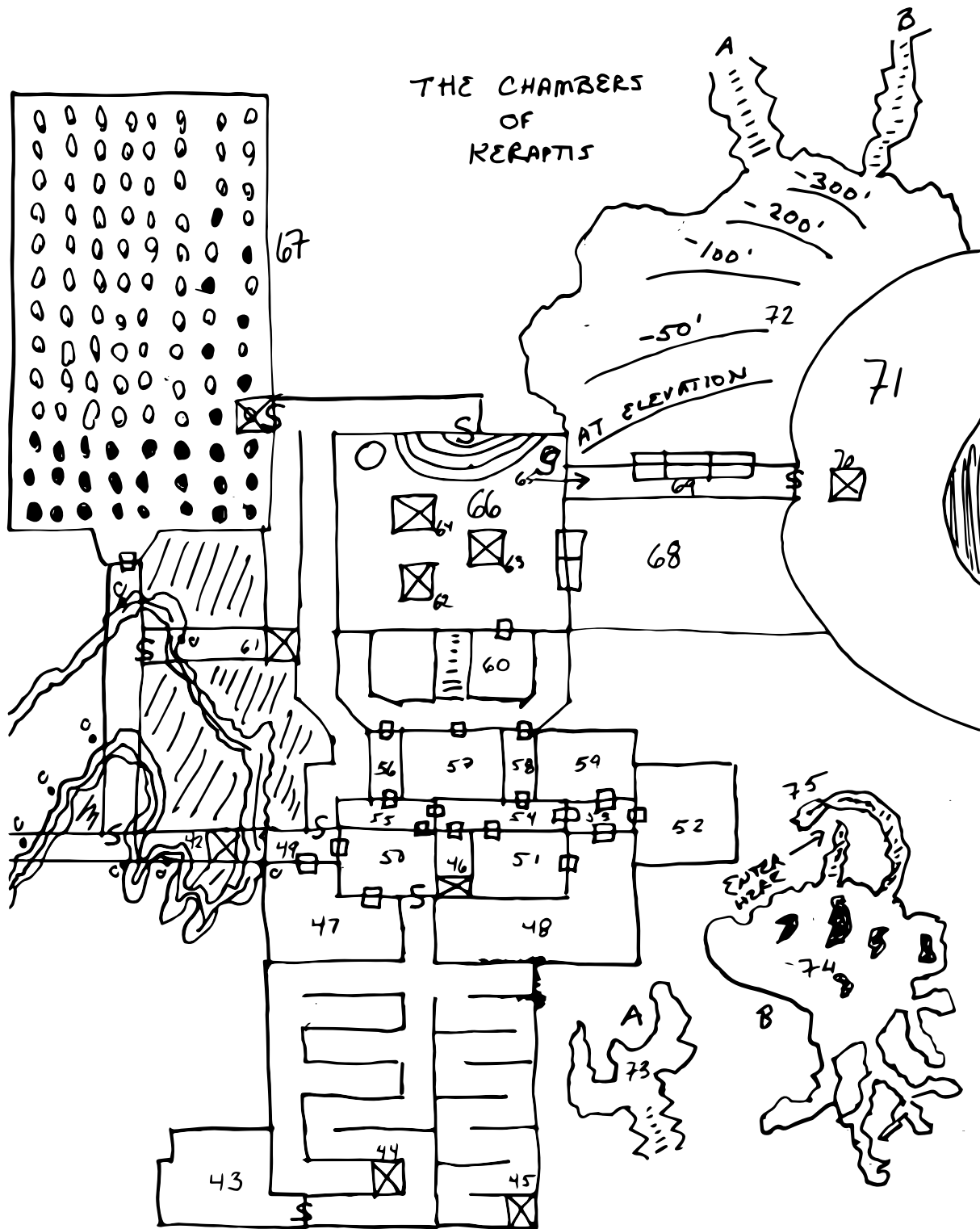
> Average: 1/4 level

> Poorly: 1/6 level

Map 1: In the Dungeon of the Wizard Lord Keraptis

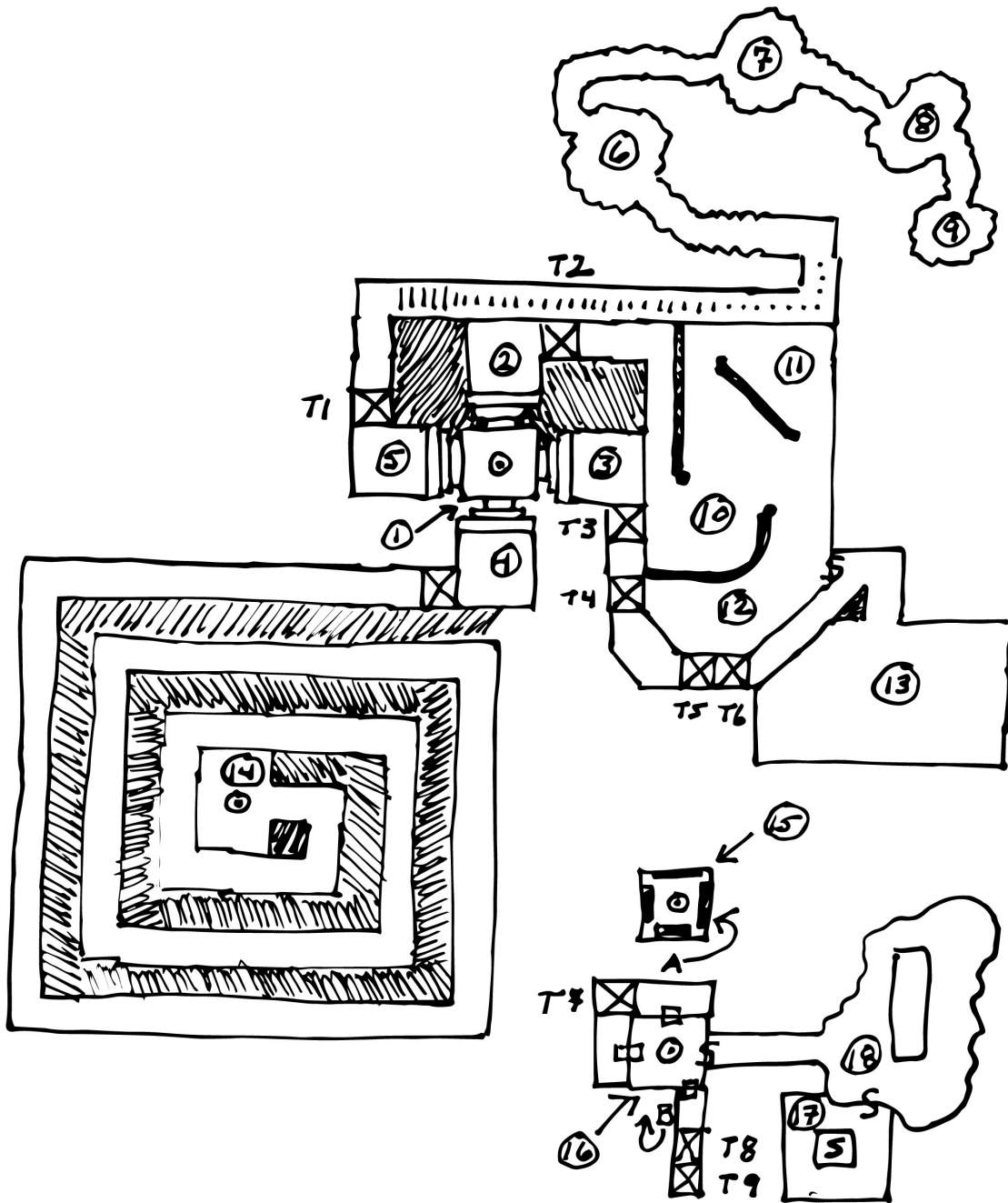


Map 2: In the Chambers of Keraptis



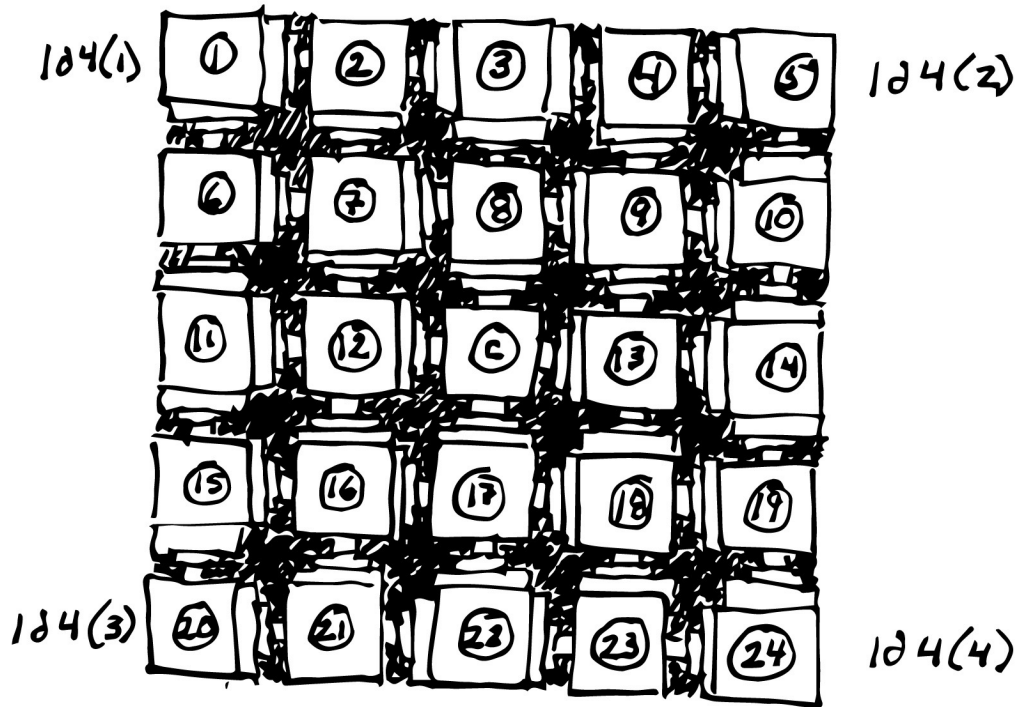
Map 3: The Tomb of Keraptis

THE TOMB OF KERAPTIS (TRG 1-3)



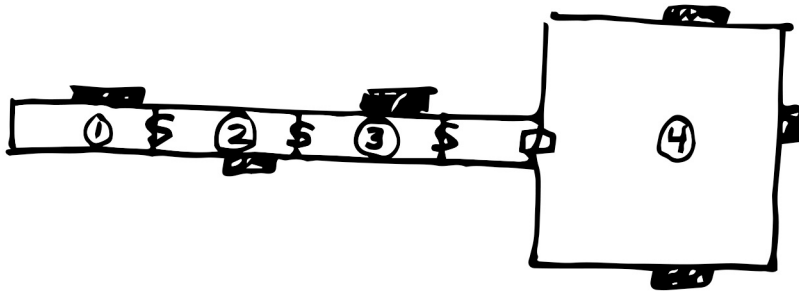
Map 4: The Maze of Keraptis

THE MAZE OF KERAPTIS

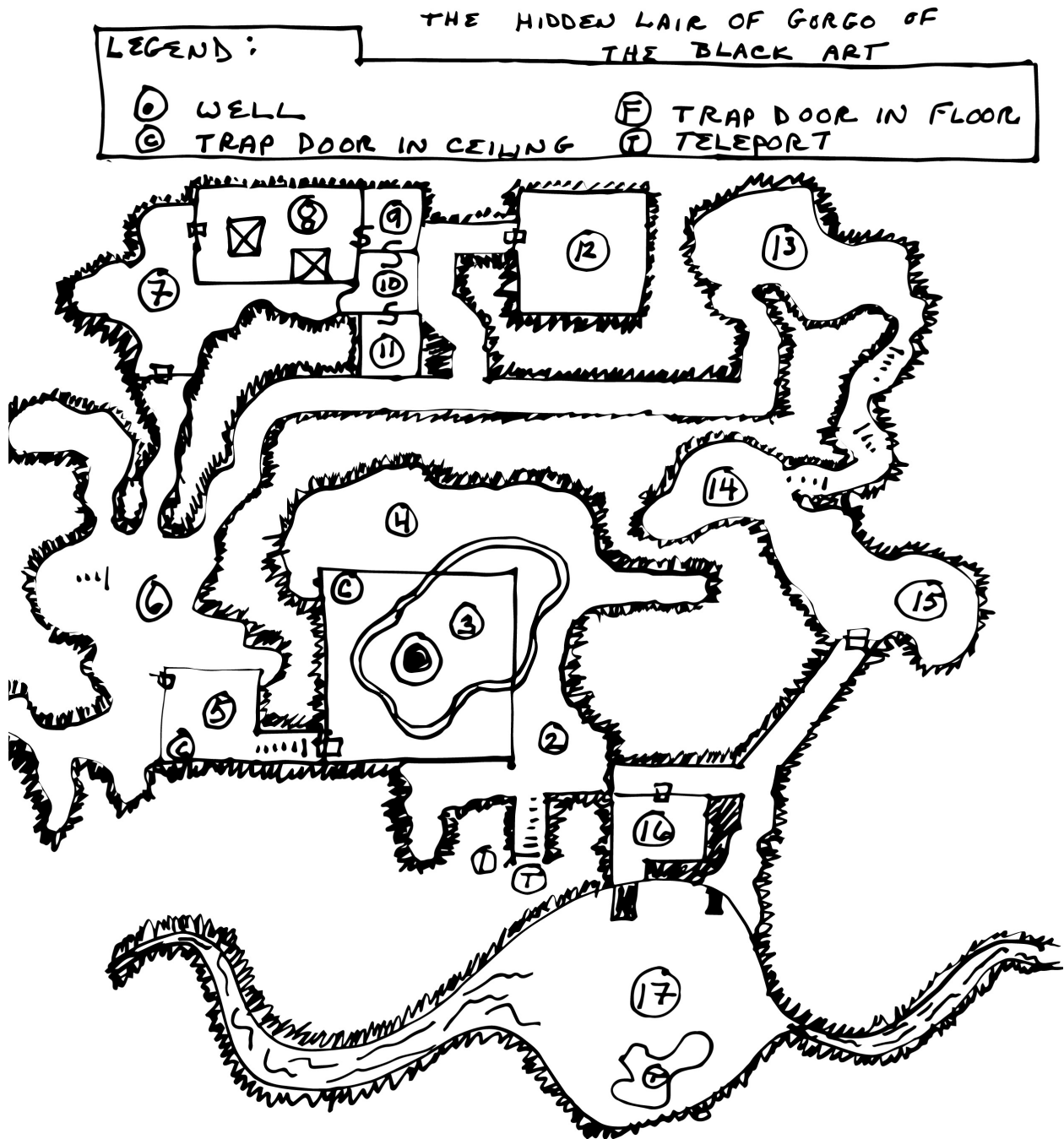


Map 5: The Colorful Hall of Keraptis

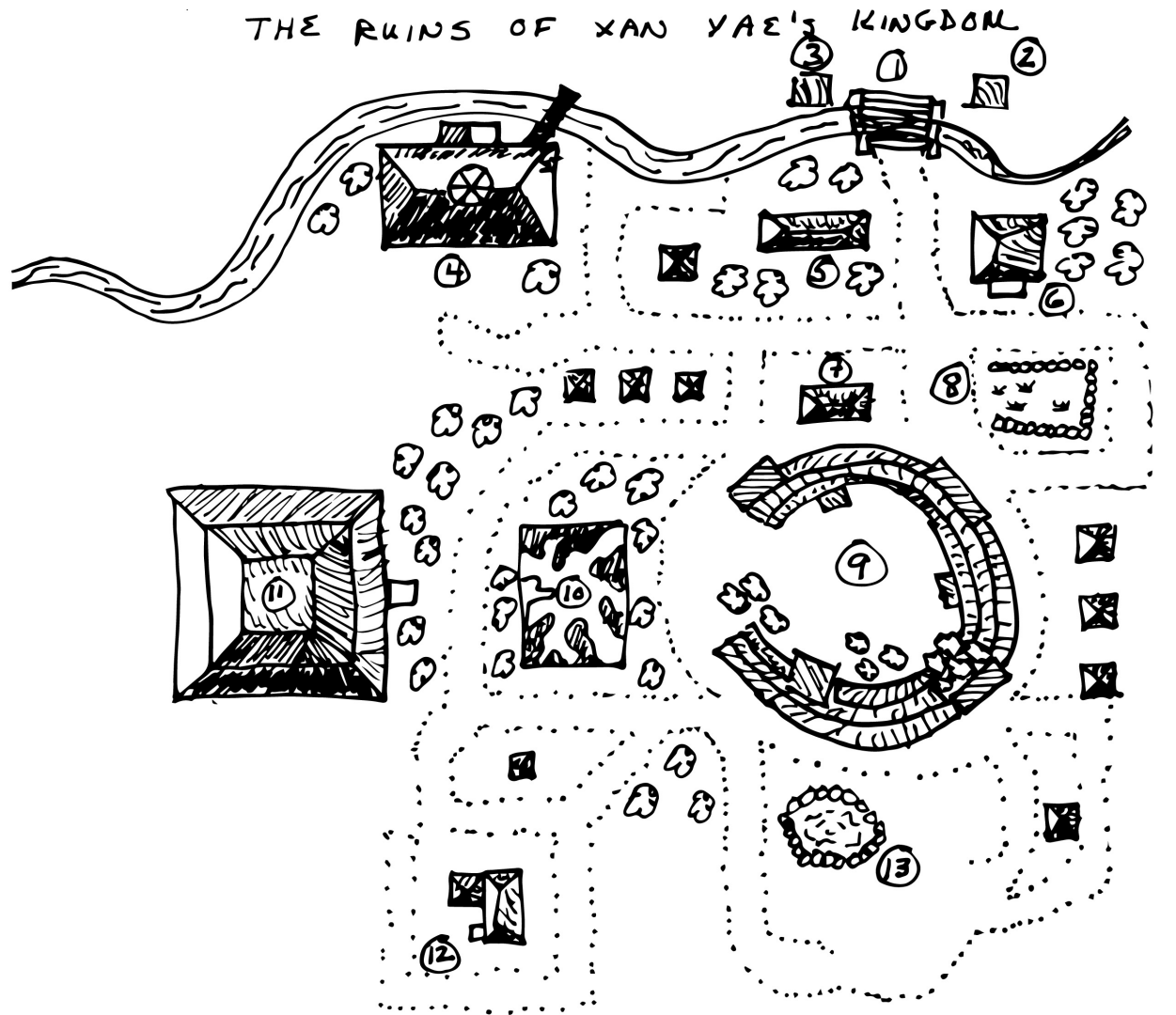
THE COLORFUL HALL OF KERAPTIS



Bonus Map: The Hidden Lair of Gorgo of the Black Art



Bonus Map: The Ruins of Xan Yae's Kingdom



Dungeon Module TRG1
In the Dungeon of the Wizard Lord Keraptis

by Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, LEVELS 7+



The Original (ca. 1985) AD&D Version



THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)

Preface

This is the original TRG1, **In the Dungeon of Keraptis**. It was written ca. 1985 and was played once before it was set aside on a bookshelf. In the intervening time, it has survived multiple moves across multiple states, and many decades of not playing Dungeons and Dragons. Heresy, I'm sure!

As fortune, would have it, in the Fall of 2017, I moved to a small house on the Tomorrow River in Wisconsin (hence: Tomorrow River Games). In moving, I was also down-sizing and getting rid of rows of books that I hadn't touched in a decade.

Hidden behind some old college textbooks were: my original dice, original hand-painted Grenadier miniatures (I have been playing them again lately, and they're a blast), and the following copy of **In the Dungeon of Keraptis**. Although I had clearly forgotten about it, I also recognized it immediately.

This module is fascinating to me for a variety of reasons: first, seldom does one get to see the evolution of one's creativity and writing over the span of decades. And as a fifteen year old, the module really wasn't too bad.

One thing that might strike the reader as curious: rooms 16-21 are out of order: they're last in this reprint? Why? They weren't originally in the copy of the dungeon when I found it. That was the genesis, originally, for why I wrote TRG2, **In the Chamber of Keraptis**.

Rooms 16-21 were a separate find in the Winter of 2018. They were in a folder of other miscellaneous writing that I had done over the years. So all of the module has been reunited and reprinted here.

I know the quality of the reprint is poor: it's the best the scanner could do, but I hope it's still interesting. Some of the things I noted:

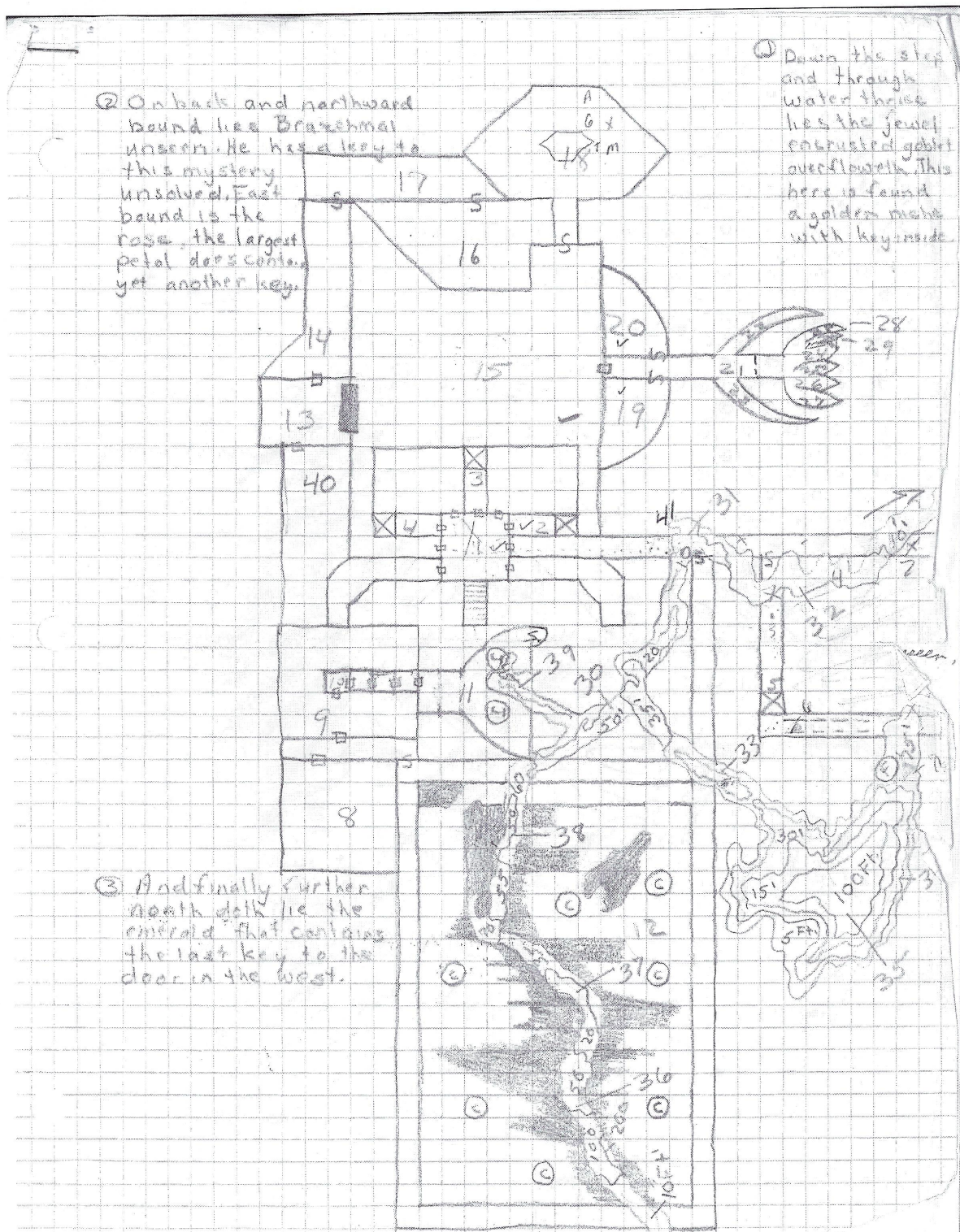
- The second page shows that I had actually started the map for the next level of the module, but didn't finish it at the time. It made it an easy and obvious choice to use it as the basis and launching point for the map for TRG2. How could I not honor my original plan (besides, it didn't seem like a bad start).
- Almost everything was written in ink, and it's noteworthy that even then I tended to write methodically, producing one draft with minimal revisions. It's not stellar writing but it's good enough to help a DM run a good, fun adventure.
- Further in you'll notice annotations, strikethroughs and signs of more significant revisions and suggestions. As memory serves, all of those occurred during game play testing and are a good reminder of the importance of good game-testing.

I loved to DM as a kid, and I still do now. And I think I can run a relatively mean, exciting adventure. But I've also learned, even from a very young age, that what I enjoy best is creating adventures for you, my fellow adventurers. I hope what you'll see in this more than thirty year-old dungeon is passion for just that.

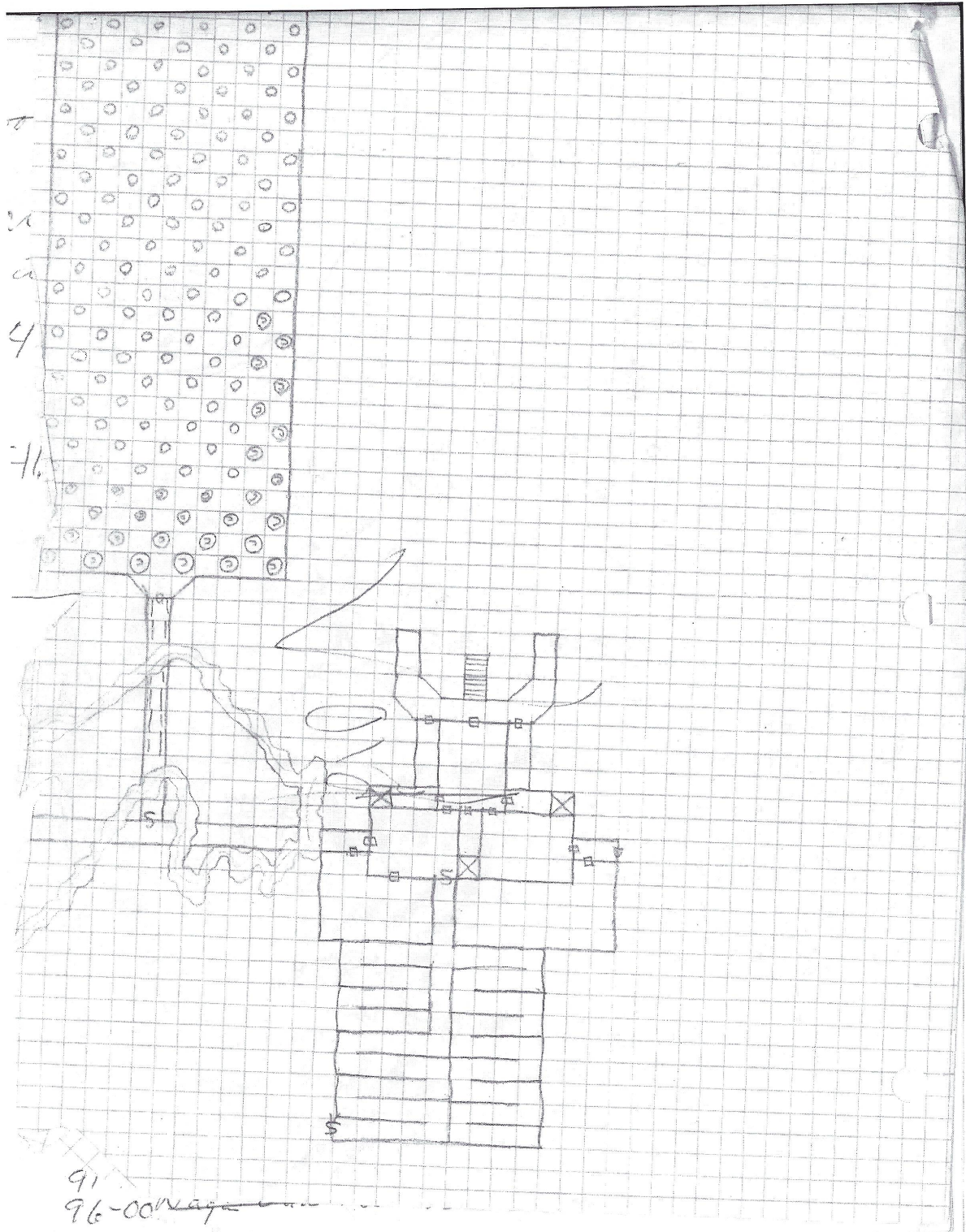
Happy Adventuring!

Tim

THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)



THE LAIRS OF KERAPTIS (TRG1, TRG2 AND TRG3)



11 IN THE DUNGEON OF
THE WIZARD LORD
KERAPTIS

(1)

1. Intro. - This dungeon originates at 9. of the White Plume Mountain. The party has decided to follow Nix and Nex or go on their own in search of the evil wizard Keraptis and to find out his evil plans. This module is recommended for characters of 10-16th level. There should be at least one thief and one cleric. A druid would be helpful to the group. The following riddle is the main key to this module and fragments of it as numbered will be found throughout the adventure:

- ① Down the steep and through water thence lies the jewel encusted gullet overfloweth. This key is found a golden niche ^{where} ~~at~~ key inside is hid.
- ② On back and northward bound lies Berythmaluween. He has a key to this mystery unsolved.
- ③ East bound lies the rose, the largest petal cloth contain yet another key.
- ④ And finally further north doth lie the emerald that contains the last key to the door in the west.

It is recommended that you encourage the player to make a map as they go. The objects all represent room designs and letting them look at your map would be giving it away.

start: The party has just stepped down the stairs, this pilot black
room no.

① This room appears to have been long empty, except for being dusty
and full of cobwebs there lies a golden mound in the center of the room.
This mound is actually a mimic (P. 70 AP 60). The ^{hammer of} ~~mimic~~ will
seem to feel and work exactly like a normal until the party gets
to room 15 where it will then turn against them.

② This pit appears normal at first, ~~but~~ requires a 3 in 6 to fall in. The
pit is 6 ft deep and damage will be 4d20. In 2 rounds a small
grate at the bottom will open and the top of the pit will close requiring
a 25 single strength or 35 combined strength to open. Water will
then begin pouring in through the grate and 1d6 rounds later the
pit will be completely full.

③ This pit requires a 2 in 6 to trigger. It is 10' deep and damage is 3d6.
For 1d4 turns the walls will start closing in, killing those inside.

④ This pit is the same as the one at ②.

⑤ This pit is the same as the one at ③.

⑥ This wall contains raised metal on the wall that produces indistinct
when someone walks through. The damage is as follows:

feet board	Damage
10	1-10
20	2-20
30	3-30
40	4-40

At their option characters may jump in to cool off here! They will heal 1d4 per every 10 ft. they treaded in the (6) with their arms on. in 1d8 turns a sturgeon will attack a person in the water, as earlier if that character sinks to 75' with arms on. Concealed in the weeds at the bottom is a large treasure chest. It contains 30 pieces of jewelry, 40,000 gold pieces and three randomly determined magic items.

76. Located here is a trap door in the floor which can only be found on a 1 in 6 chance twice in a row. The passage down below it leads to a dead end when a secret niche containing strange items will be found. The passage will flood in 1d4 turns.

9 arrows + 2
2-hand sword + 8
plate mail + 3

8 This room was once a laboratory, but it has long been forgotten. On a dusty table to the left however there appears to be 10 jars that look like they had just been placed here!

potion healing
bracers AC2
sword + 2 9 lincs steel
ring magical control
rod of lordly might

- 1. - phosphorus - burns
- 2. - dust of sneezing and choking
- 3. - dust of disappearance
- 4. - dust of appearance
- 5. - oil of slipperiness
- 6.-10. - harmless dirt.

* AC: 0
HD: 10 + 2
HP: 52
#AT: 1
DM: 2-20
S: FS-20

- ⑨ This room looks like it was once used for a storage area, but it is now in much decay and brown mold is ~~found~~ found in patches. 2 frost giants stand guard by the east exit. The mold is in reality the creature brown mold. Nothing of value is to be found here. Rolled in a scroll in the NE corner is a small table containing riddle ①.
- ⑩ These doors are just what appears to be an air water lock. Nothing of value is to be found here.
- ⑪ This is the jewel encrusted cap that overfloweth as in the riddle. In the center of this odd shaped room there is a stream that bubbles up from the floor and flows east out of the room. To its right and left are two piles of red gems valued at 20,000gp ea. Sitting on top of the right hand gem is a golden cup that is dripping wet. ~~Inside~~ Upon picking up it will be noticed there is a small scratch inside it. ~~Off~~ with a notch in it. If the latch is pulled a needle will be released. The east wall is a mirror containing a finely wrought crystal cup encrusted with jewels. This is one of the Jewels. Inside is riddle 102.

(3)

(12) This would be seven trap doors that lead up to houses in the neighboring city. All of the houses are homes of wealthy and retired merchants who wait you see a moment to kill all intruders.

(13) This room appears to be ornately carpeted with a huge chest in the dead center. Nothing else of interest is in the room. The carpet is actually a Trigger () and the chest is its decoy. It contains 3 magic items and 5,000gp.

(14) This room contains ^{potions - extra healing} ^{robe of eyes} ^{cloak of elvenkind} no treasure but has all of the implements needed to torture poor victims.

(15) This is the key room its middle part number two. It will appear that this room is empty of creatures, but an invisible dragon lurks about. This is where the mimic betrays its wilder. If the dragon sees it has no chance (after trying) he will offer his captans his treasure if he is spared. If the dragon is killed the treasure will disappear.

~~45,000gp~~
 wand of fire (53) / magic / 4d
 cloak + 20 / potions / giant
 javelin of lightning / strength / 4
 sword + 2 / giant / layer / ring / inv.

Key

- The leaf of the rose: The walls here are green. Camouflaged by the green walls lays a green sleeping dragon with 6-7hd. its treasures concealed in 27.
23. The leaf of the rose: The walls here are a pale greenish
In. This room is presently empty.
24. This is the longest petal of the rose room and contains another of the keys to the door in the west. On the wall is a large rose drawing with runes written around it. The runes are those of discord-fear! Lying in a heap of rubble in the eastern point is a small replica of a rose; it is made of ruby and emerald. This is another key to the door.
25. The rotten room - 2 gas spore - 4 rot gubles - green slime - yellow mold, brown mold, 3 violet fungi around they are immune to each others effects.
26. This room ^{is} ~~looks~~ identical to 25!!
27. This room appears to be like 25 & 26! It is however just an illusion created by the green dragon to protect its treasure which lays loose but is cursed with strength loss. The treasure is: 3 items and 40000 gold.
- (-3)
magical, detect location
mag + 8 290 detection

rooms 28 and 29 are currently empty

areas 30-39 shows locations of different fish species that may or may not attack.

40. This room houses the four effects - Nix, Nox, Box, & Cox. They have no treasure.

41. This is the location of two boats that will hold 3 people each.

end.

Wandering Monster Chart

01-11 Basilisks 1		01-22 Basilisk
12 Demon, Succubus 1	no encounter	23-44 wight
13-20 Manticore 1-2	encounter	45-49 wraith
21-30 Rakshasa 1	no encounter	50-60 chimera
31-33 Wight 1-4		61-64 GORGON
34-39 Wraith 1-2		65 spectre
40-50 Chimera 1-2		66-00 GHOST
51-56 Gorgon 1		
57 Greasing Spirit 1	Spectre	
58-69 Invisible Stalker 1	no encounter	
70-80 Lamia 1-2	no encounter	
81-90 mummy 1-2	no encounter	
91-95 Mind Flayer 1-4	no encounter	
96-00 Naga 1-2	no encounter	

5/ 5/15
 -4
 8/14
 16
 4
 16
 5

24
 4000 gp (5)
 ELVIN CHAIN +3 BLUE// GOLD TRIM
 5 SACKS:
 1) 200 gp e@
 1,000 gp fusc. BL. MA. NA. BL. RUST RED
 WAND: B P F W
 1,000 gp * BELT
 * BRACERS METAL FIST
 * BRACERS PRO. ALL
 [1] SWORD: LONG
 10 BAGS: AC:0 WEAPNS STAFF
 1) 100 EP e@ 1) 100 EP e@
 5 FIRE OPALS 4 em. 2 rub. (4 bl. op. SEAL)
 1,000 gp e@ 1,000 e@ 5,000 e@ 1,000 e@
 SWORD, SHORT, 2-M, LONG, BROAD, BASTARD
 SILVER DAGGER
 80 WHITE ARROWS 12 ARE +1 MAGIC ARMOR?
 CLOAK +1, +2, +3??
 5 gold nuggets @ 50 e@ pouch 3 gold nuggets @ 50
 pouch: 3 crystals @ 500 gp e@ 45 gp
 100 @ 500 gp
 * 3 ROCKS 2 RED + GLOWING 2-16 DMG.
 X.Y. TOWEL +4; sling +2; whip +4; sh sw +4; shield +3
 * SAW CARROT +2 2-20 + STR DEY - 16
 1000 pp
 * STAFF +2

deck of many things
 figure of 8 w/ power
 manual of a b. health
 sword 4 Long
 shield 12

potter of speed
 ring of swimming
 staff of the serpent
 flip flop staff
 brooch of shielding

16. Keraptis's chamber - This room has the basic outlay of an average bedroom. On the eastern adobe is a bed and small table. The ground is covered by 5 ornate mats (value 3,000gp) and in the western corner is there are apparatus for magical research. Lying on the bed is a body. It is over the man appears very old and ancient. When touched a teleportal will activate and the real Keraptis will appear behind the person giving a free attack. Keraptis's abilities are (HP 68; Level 20 MU; 5 F1; AT 2 AC: -4) he wears Bracers AC: 0; ring +4; standard robe and sandals. He wields a staff of thornagi. Under the bed is his treasure chest, it contains a ring of 3 wishes, 35,000 gold, and 10 magic items. On a concealed portion in the bed is his spell book containing all 1st-4th level spells and his own along with the complete riddle.

17. Treasury - This room contains the greater part of Keraptis's treasure. It is contained in this room appears at first glance to be and above ground burial ground as 8 coffins are located here.

Item	Weight	Value
g. Longevity	1	15
maul of titans	2	14
portable hole	3	14
bag of holding	4	15
cube of force	5	12
broom of flying	6	
swords, defender	7	
plate mail + 4	8	

Item	Value	Notes
Scarab of death	19,000gp	Treasure
Sphere of ahmit	500 gp	trap chest 7-8 empty
ring of inv. con.	3 magic 40,000gp	cont'd power
p. deli /	6 magic 50,000gp	armor
Shield of hunger	same as 3	same as 3
Sword - 1	same as 4 + 4 magic	same as 3
TALISMAN OF F.		
FLYING CARPET SPEAR 3, PURE GOOD		

18. This is another key room for the middle of Keraptis. In the center of the room is a very large emerald it is inscribed with riddle number three and the following message: You are of the mightiest to escape the wrath of Buzemud unseen, pull the lever in the north to gain your just reward. Faithfully yours, Keraptis



Upon looking for the lever it will easily be found.

When pulled a large trap will open up in the roof and gold dust (value 450,000gp) will completely fill the room in 1d4 turns.

If looked over carefully this emerald will be seen has a turnable edge. Upon turning a smaller emerald will appear. This is the key to the door in the west. If the larger emerald is moved a blue bolt of thunder will strike the wrong door doing an automatic 3d200.

19. An oddly textured rug appears to be curled up in the center of this room. A chest rests upon it. The rug is actually a purple worm and the chest is a mimic. This treasure is in room 20.
20. This room contains a large chest with a 75' deep pit faced with poisoned needles and closing walls 1/2' in front of it. The chest contains 50,000gp, 5 wishes, wand of visible globs, and a globe of subduing.
21. The passage seems to end here in dense vines and 3 trunks of trees. The vines are actually that of a lurker above and the tree trunks are actually 3 ~~ferro~~ forms.

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TRG2 In the Chambers of Keraptis

TRG3 The Tomb of Keraptis



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