

SHADOWS OF FORGOTTEN KINGS



A 5th Edition adventure for level 3 Characters
by Zzarchov Kowolski

FROM THE ARCHIVES OF
DYSON'S DODECAHEDRON



SHADOWS OF FORGOTTEN KINGS

Designer	Zzarchov Kowolski
Editor	James Maliszewski
Writer	Zzarchov Kowolski
Illustrator	Christopher Huth
Cartographer	Dyson Logos
Graphic Designer	Jeff Hammell



INTRODUCTION

The villages on the edge of the jungle used to be wealthy: they gathered fruits and exotic hardwoods from within the jungle and sold them as wines and furniture to regular merchant caravans in exchange for grains and other staples. But caravans do not make it through anymore. A handful of tattered survivors have made it back to the city and reported being assaulted by wave after wave of panthers that would attack, retreat, and attack again in replenished numbers. The merchant houses want their lucrative route back. The villages need grain and supplies; their people cannot live forever scavenging fruit and huddling by their hearths in fear every night.

If the characters are not swayed by the plight of the villagers, the gold of the merchant houses, or the thrill of the hunt, they may have an interest in the fate of an ancient empire that once had its capital in the jungle, before it fell to a terrible curse. The legends say the empire meddled with powerful magics to defy the gods themselves. If none of that interests the characters, note that there is a business opportunity with the local laundry guild. They could pursue nice solid careers where they wash laundry all day until they die of old age, should they prefer that to a life of daring adventure.

This adventure requires the party be near a jungle, though you could easily substitute a jungle for a dense primeval forest, panthers for cougars or maybe wolves, and fruit wines for truffles. The important thing is the "jungle" really be untouched and that the village on its edge is part of a somewhat profitable trade route with a nearby commercial hub.



BACKGROUND

The people of the village of KOAH KHE live on the outskirts of the jungle because they know, through proximity and ancient folk wisdoms, that the jungle itself is cursed. In the earliest days of mankind's civilization, a copper age polity whose true name is lost to the ages arose, with its now nameless capital located in the center of that jungle. A DC 15 Intelligence (History) check allows a PC to recall that the culture's most notable archaeological feature was that it had discovered glassblowing before metallurgy, meaning that many a farmer in the region has at one point or another dug up a few glass arrowheads. From an arcane perspective, a DC 10 Intelligence (Arcana) check allows a PC to know that the ancient culture is notable for spreading the practice of wizardry into the region. A DC 5 Intelligence (Religion) check indicates that a PC is well aware that the now nameless people are occasionally used as a parable showing how hubris leads to downfall, for their emperors, through blasphemous sorcery, began to style themselves as gods before the actual gods (which ones vary from storyteller to storyteller) smote them down with a plague that still haunts the jungle to this day.

The ancient city of BOL XANTUK had existed for several hundred years before its fall. It grew from a trading outpost and religious meeting ground between a number of neolithic farming villages and nomadic hunting tribes into one of the first human cities in the region. Most of the structures were made of wood and thatch, long since having been returned to the earth and leaving no trace. The central district, with its important temples and palaces, were built from stone and the newly discovered glass. Great canals linked the city center to the outer farms, orchards, and quarries and some of those canals still exist.

Some of the later kings began to see the power of sorcery and questioned if they were truly lesser than the gods. They began to style themselves as god-emperors and demand the worship of their people alongside the other gods. The gods seemed to tolerate that and so they grew bolder. The emperors began to proclaim themselves arbiters of justice and anointed champions of the greater good. The gods grew annoyed and their clerics proclaimed that, in death, these so-called champions would be tormented for their hubris. So the final emperor, with the help of his chief vizier and scholar, constructed a special crypt that the souls of the dead could not escape from, and his champions of good and righteousness would be protected eternally from divine punishment. They would reside in the tomb forever, where they would be brought offerings and praise from living priests of the emperor. This enraged the gods, who called forth a terrible plague to destroy the civilization. They did this by causing a tree to sprout in the royal garden, a tree that grew to full size over the course of a single night and died by the first light of the sun. As it died, its rotting fruit spewed forth great clouds of biting flies that brought a terrible plague with them. Within three days, the entire civilization had died.

One magically trained individual snuck into the crypt and, with thousands of years to adapt, corrupted those arbiters of righteousness to his cause and used them to project creatures of shadow and darkness to isolate the local peoples that he might more easily conquer them with future machinations. Destroying or driving off these shadow creatures does not stop them; they are merely projections of those entombed champions driven mad through time. To stop them, the player characters will need to uncover the hidden crypt and bring the bodies (or at least the heads) outside and destroy them. The PCs will also need to destroy the sorcerous undead who caused this problem in a similar manner.



THE VILLAGE OF KOAH KHE

The village of KOAH KHE is more a sprawling work camp than a proper village. More than three quarters of its 500 strong population are working age men who came here from the city seeking work. They live in thatched roof bamboo huts barely big enough for a sleeping roll and a box of their meagre possessions. The village as a whole is surrounded by an 8-foot tall bamboo fence with two gates of similar bamboo and twine construction. In the center of the village is the old quarter where the village's citizenry live behind a second bamboo fence that is reinforced by a low stacked stone wall with a single entrance. Under a hundred people live in the old quarter, mostly inside large traditional homes atop raised platforms with steeply angled three story thatch roofs. There is also a pair of more modern wooden plank buildings that house the village's brewery and furniture workshop.

There is a deep social gulf between the workers and the old families, especially as the disruption of the caravan has shut down the main industries in town and created mass unemployment. The old families see the workers from the city as a colonizing force out to dilute their culture and harbour quite a bit of resentment (even those who own the furniture workshop and brewery that profit from the abundant cheap labour feel this way). At night, everyone barricades their homes and huddles around whatever form of hearth they can manage. Some nights everyone wakes up; some nights that isn't so. The leaders of the village live in the old quarter and can be easily found with a few questions to random strangers. There is also a surviving caravan guard who is currently a guest of the Brew Master. If the party looks into the conditions of the workers, they can be put in touch with some local troublemakers. If they are looking for supplies, they would be directed to Hom, who sells to caravans.



VILLAGE CHIEF

"Murderous" Jay is the grizzled chief of the village. A lean and wiry man in his 60's, he will assure the PCs that "Murderous" is an unfair moniker, as none of his many many killings were done unlawfully—he should know: as chief he decides what it is and isn't a lawful killing in the village. He wants the caravans to resume and the workers to feel safe going out at night and into the jungle. He fears rioting and a breakdown of order.

He believes the panthers are somehow connected to the cursed city deep in the jungle but dares not try to send an expedition because it is infested with plague-carrying flies during the day and now the night is full of panthers. If asked more about the city, he will say that he once saw a spire emerging from the jungle when he got lost one night in his youth. It had a shiny glass dome upon it that reflected the moonlight. He dared not go closer lest he be too close when the sun rose, due to the killer flies. If people don't seem to be paying attention to the killer flies bit, he will make sure they get it with increasingly blunt references about how killer flies come out during the day.

FURNITURE MAKER

Mal Touch is the head of the local furniture makers guild and owner of the workshops. He is the most desperate to get the issue resolved. There is at least local market for wine, not much of a local market for luxury furniture among drifters looking for work. Stockpiling is also not very useful as caravans can only carry so much per trip and they already leave fully laden. He will be willing to provide up to a 30 gp worth of additional supplies to an expedition to solve the problem. He isn't sure if there really is a cursed city, but he does know about the flies. Men in his employ have gone the deepest into the jungle looking for trees and he is acutely aware of their danger. He knows that there are the remains of ancient canals in the city and that they seem to lead towards areas more heavily infested by the flies. He will share this information if the party explains that they believe the problem stems from the ancient city and suggest they look for canals to help lead the way. PCs could purchase furniture or woodcarver's tools from him.

BREW MASTER

Sonny Mean is an obese drunkard who runs the local brewery. While he should be the richest man in town, his gambling problems means he is actually in debt. To that end, he is incredibly eager to get shipments running again. If asked for aid, he will offer to convince four labourers to join

the party to act as porters and guides. He knows (or at least strongly suspects) that wizards are somehow involved in the sudden emergence of the panther menace. If pressed, he will note how representatives of unknown agents in the city have offered to purchase any interesting talismans or knickknacks his men find in the jungle that could be from the ancient city. He would also purchase them from the player characters should the opportunity present itself. While he does not know it, the two issues are unrelated (the offer to purchase trinkets and the emergence of the panthers). PCs could purchase wine and brewing supplies from him.

PRIESTESS

Darra Keo is a young woman in her early twenties. Her grandmother recently passed away and she is now the village priestess by right of inheritance. As a defence mechanism to her limited knowledge, she will frequently roll her eyes when questioned about the spirits and gods the village reveres and suggest that "like, that information isn't for outsiders or whatever". She does know the tale of how the gods cursed the people of the ancient city for meddling in powers beyond their comprehension and that the city dwellers had built a hidden dungeon under the city to keep their souls from the god's grasp. She suggests getting the bodies from within there and bringing them outside to "burn them or give them a burial and stuff, you know?". She does have a handful of vials of holy water that she will sell.

CARAVAN GUARD

Oswilde the Wanderer (a Berserker) is the sole known survivor. He will describe how he was asleep while the caravan camped a few hours away from town (to avoid the costs of staying in town) when he awoke to a screaming confusion. Both of the sentries had been killed without raising the alarm (if pressed, he adds that they were a pair of dwarves) so there was utter confusion. He saw a pair of panthers killing an ox on the edge of the firelight and threw his spear. It struck but did not kill the beast. He saw that almost everyone had been slain as they slept, so he lit his torch in the campfire and bolted away from camp, running from his pursuers for hours. He lost them only just before dawn. A DC 10 Wisdom (Insight) check would show he is keeping something back. If pressed, he mentions how he thought he heard human laughter during the night and how, when he backtracked to check the campsite, he saw only human footprints. He can be hired to help the party for either 500 gp or the promise of the first 1000 gp worth of treasure.



MILITIA LEADER

Big Thann is the leader of the unofficial and recently formed militia. The slightly obese bear of a man has been a troublemaker and agitator before and so now he keeps out of sight from Murderous Jay. He is planning a revolt if things don't improve and he knows that Jay knows. He has the backing of about fifty commoners with bamboo spears and clubs. If the party can get the Chief to grant citizenship to long term workers, he will agree to help the party, supplying them with a mob of commoners to serve as guides, porters, and camp guards (though they will be too fearful to enter the city itself). If questioned about how many panthers his men have seen, he will state that no one has seen more than a dozen—no one who lived to tell the tale anyway.

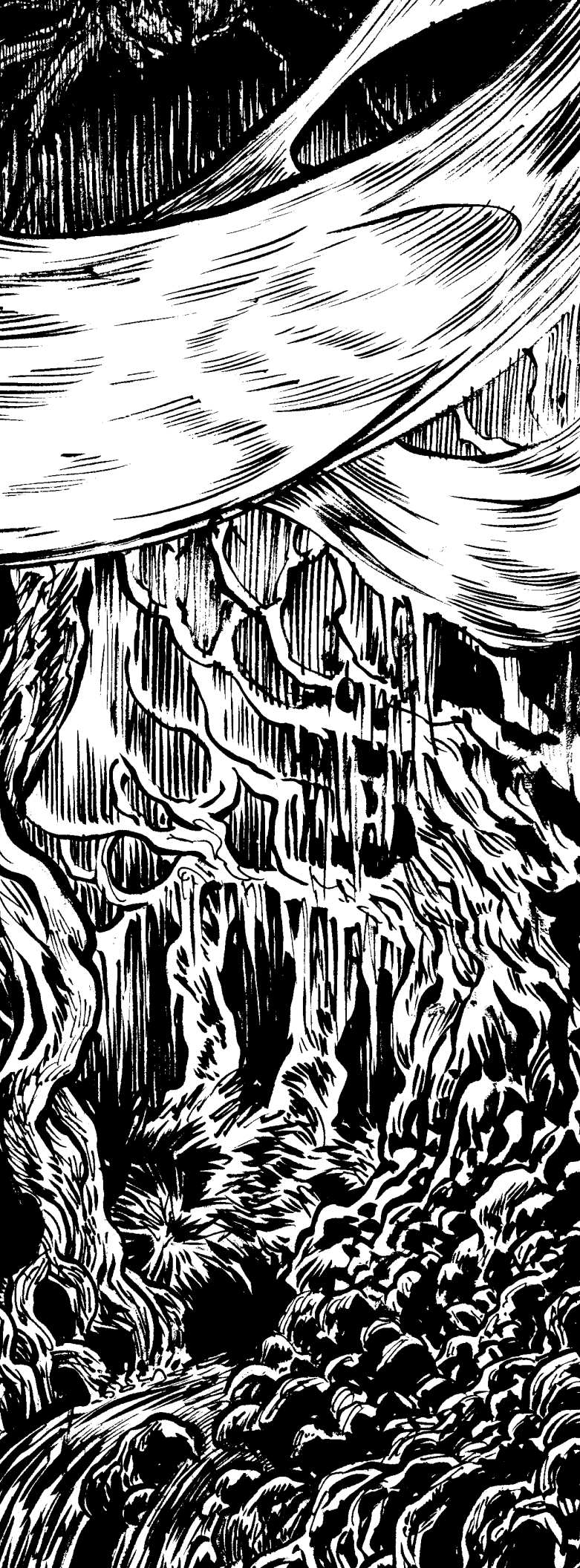
CRIMINAL ELEMENT

A DC 15 Intelligence (Investigation) check about town will allow the party to make contact with "Mister Nobody", a local opiate dealer and fence with delusions of grandeur and just enough believability about being a member of the city's thieves guild that people don't mess with him, despite his short stature and irritating nasal voice. The party can purchase antitoxin, poison, acid, hunting traps, thieves tools, and burglar's packs from him. He has been avoiding the whole situation; his only concern is staying out of the crossfire if the town erupts into violence as he is confident he could sneak past any panthers. He is wrong about that.

CARAVAN SUPPLIES

Hom Attitarn is an elderly woman with short cropped hair. Her skin is leathery and tanned with more than a few tattoos. She wears as little clothing as is considered legal because, quote "In this heat I already sweat enough to drown a whole bag of kittens just by mopping under my tits with it." She is that kind of personality. She can say multiple paragraphs consisting of variations of the same four curse-words. She lives in a canvas tent near the gate with a corral to keep her animals. Her supplies are stored in a row of thatch huts. She primarily sells animals, feed, tack and harness, and explorer's kits. Lately people have been buying animal feed to mix with their grain.





THE JUNGLE

The first two hours of jungle travel will be through a well managed area with wide well maintained paths and an abundance of exotic hardwoods and fruit trees in clustered groves. There are periodically small sheds in various states of disrepair that would be used to seek shelter from rain. After a couple hours, the jungle rapidly reverts to its more primeval form. Exotic flowers, fungi, and moss creep across massive trees and the paths become non-existent. There is a curious dearth of animals other than the odd snake or lizard—almost no birds or mammals at all. If informed about how there used to be canals, a DC 15 Intelligence (Nature) check would allow the party to find which streams are part of the old canal network and would lead to the old capital. Successfully finding a canal network will add +1d10 exploration points towards finding the ancient capital. Which brings me to my next point: Exploration points and finding the capital.

EXPLORATION POINTS

It is easy to look at an aerial map and declare “the party is moving 4 kilometres in a straight line to the objective”. The characters in this adventure don’t have an aerial map, a solid understanding of how far away the old city is, a magnetic compass, clear lines of sight, or good visibility of the sky to track the sun/stars (it’s night time). Also, there are hazardous obstacles and dense brush that need to either be hacked through or avoided. This is difficult and it is easy to get lost. You could just hand wave this away and have the characters march on the site to get to the “real” adventure, but hacking through the jungle and getting lost seems like a mighty adventure in its own right. Consider playing through it and giving some use to skilled characters.

To find the ancient capital, the party must gain 13 exploration points. To return to town, they must not have negative exploration points. If they do have negative exploration points, they have become lost. The party gains exploration points by advancing deeper into the jungle for half an hour and having the GM roll on the encounter table. The GM rolls a 1d8, 1d6, and 1d4 to generate a situation. If the party moves forward through it, they gain a base of 3 exploration points; if they backtrack to avoid it, they lose 1 exploration point and risk getting lost. Some encounters will modify these numbers, but characters can also use their skills. Each Wisdom (Survival) check that is passed with difficulty equal to the encounter total (the total of the d8, d6, and d4) prevents the loss of a single exploration point. Survival is used to prevent losing ground. If the party moves forward past the encounter, then



each successful Intelligence (Investigation) check against a difficulty of the encounter roll provides an additional exploration point as the party finds evidence of ancient structures or roads.

To roll on the encounter table, the GM rolls a single d8, d6, and d4. They will not need to re-roll those dice when generating the encounter. The total of the die results is known as the "Encounter total," the result of the d8 helps describe the local terrain, the d6 describes the challenge, and the d4 result is an additional random element. If the results of the three dice show three of the same number, two 5's or 6's, a run of three consecutive numbers, or an encounter total of 18 then additional special circumstances are added to the result. Rolling a 5 on the d8, 6 on the d6, and 4 on the d4 would generate a result where the party encounters a deep chasm, 9 Shadow Panthers, a bubbling spring which is actually a constantly burning jet of methane.

RANDOM ENCOUNTERS

1d8 NOTABLE LANDMARK

1 OPEN GROVE

The area ahead consists of a large open grove with tall grasses of about 4 feet in height. This encounter is worth +1 exploration point as it is easy to move forward.

2 WINDING STREAM

There is a winding stream that slowly meanders around the roots of massive trees, occasionally flanked by reeds or bamboo shoots. On an even Encounter Total any opponents will be on the other side of the stream. On an odd Encounter Total any opponents will be on the PCs side of the stream.

3 LARGE DYING TREE

A very large, old, and sickly tree blocks the path forward. While easy to walk around, it does block sight to any opponents that may be on the other side of the tree. It also blocks sight of the PCs from any opponents. The two groups may end up stumbling directly into each other.

4 FRUIT TREES

The area is an almost entirely populated with fruit trees, perhaps a long feral orchard. Each PC can spend a turn gathering enough fruit for a day's worth of rations.

5 DEEP CHASM OR SINKHOLE

The route through the jungle is blocked by a deep chasm or sinkhole and the PCs will either have to cross it or turn back. The distance across the chasm/sinkhole is a number of meters equal to the d6 result times the d4 result. It is 5 times the d4 result in meters deep. If the Encounter Total is above 11 any opponents will be encountered on the other side of the chasm. If the Encounter Total is below 11 they will be encountered on the PCs side of the chasm. If the Encounter Total is 11 the opponents are at the bottom of the chasm.

6 FULL CANOPY COVERAGE

The area is pitch black as the overlapping canopies of the massive trees block all sunlight. There is little to no undergrowth. The lack of sunlight makes this result count as night for d6 results of 2+. That means that you can encounter Shadow Panthers here, even during the day. You can also still encounter Death Flies here during the day.

7 BAMBOO THICKET

Moving forward requires going through sprawling thicket of dense bamboo. The slow speed makes this result worth -1 exploration unless the majority of the PCs have machetes. It also makes missile combat quite difficult, giving disadvantage on all ranged attack rolls.

8 DENSE UNDERGROWTH AND VINES

The trees in the area seem to have been damaged by a fire or perhaps strong winds in a storm. Their canopy is far less than normal, resulting in a boom of undergrowth and a tangled mess of vines that stretch from tree to tree. This makes movement difficult, making this encounter worth -2 exploration points, or -1 exploration point if the majority of the PCs have machetes.

1d6 WHAT IS ENCOUNTERED

1 DEATH FLIES (DAY ONLY)

A buzzing Swarm of Death Flies is moving through the area, looking for mammals to bite. They will only be encountered during the day, they all die as soon as the sun sets.

2 NOTHING

No threats are in the area. Don't tell this to the players of course, let them sweat. Paranoia may make them back off and try to find a route through more advantageous terrain.



3 SHADOW PANTHERS* (NIGHT ONLY)

d8+d4

These magical projections are only found at night as they are dispelled by sunlight. Remember that they themselves are not the creature, only a weapon the undead in the secret crypts use to attack the surface world. The number encountered is equal to the result of the d8 and the d4 rolled on the Encounter Dice.

4 QUICKSAND!

The area has a hidden pit of quicksand. This functions as a natural trap requiring a successful DC 15 Wisdom (Survival) check to avoid. Once in the quicksand the character has only a few seconds to attempt to escape as they begin sinking. A DC 15 Strength (Athletics) check will allow the character to float for a round, a result of 20 or more will allow them to escape unaided. Once they sink someone else will have to dive in to rescue them, hopefully with a rope or at least vine in hand.

5 A SNAKE

A Swarm of Venomous Snakes if d8 is higher than d4, else a Giant Constrictor Snake

Moving through the area will anger a snake. The snake is hidden from sight at the beginning of the encounter. If the result on the d8 is higher than the d4 result it will be a Swarm of Venomous Snakes (A Swarm of Venomous Snakes are identical to A Swarm of Poisonous Snakes from page 338 of the Monster Manual only they are named correctly based on their attributes.) If the d4 result is higher than the d8 result it will be a Giant Constrictor Snake (Monster Manual page 324)

6 SHADOW PANTHERS* (NIGHT ONLY)

d8+d4

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1d4 WHAT IS WEIRD?

1 COMPLETE SILENCE

The area is completely silent other than what is encountered. Not even crickets chirp. This gives advantage on all perception checks related to sound and disadvantage on all stealth checks related to sound.

2 NOTICEABLY HIGH LEVELS OF ANTS

Every tree and twig seems to have a trail of ants crisscrossing it. This has no real impact on adventuring unless you wanted to try to sleep in the area.

3 ANCIENT SKULL ON SPIKE

There is a skull prominently displayed on a stone spike (more of a thin obelisk). The skulls all face in the general direction of BOL XANTUK, though their has been some shifting soil over the years so it is far from exact. If the party heads in the direction the skull faces they gain +1 exploration point.

4 BUBBLING SPRING

A spring bubbles up from the forest floor, creating a small stream. This is a source of fresh water in case the party needs to refresh their supplies.

RANDOM ENCOUNTERS

1d8—Notable landmark?

- 1 Open grove
- 2 Winding stream
- 3 Large dying tree
- 4 Fruit trees
- 5 Deep chasm or sinkhole
- 6 Full canopy coverage
- 7 Bamboo thicket
- 8 Dense undergrowth and vines

1d6—What is encountered?

- 1 Death Flies (day only)
- 2 Nothing
- 3 Shadow Panthers* (night only)
- 4 Quicksand!
- 5 A Snake
- 6 Shadow Panthers *(night only)

1d4—What is weird?

- 1 Complete silence
- 2 Noticeably high levels of ants
- 3 Ancient skull on spike
- 4 Bubbling Spring



IF YOU ROLLED TRIPLES ON ALL DICE

- 1 A swarm of Death Flies are settled in grass, but they won't move unless party moves into grove during the day. At night the Death Flies will have all died and their bodies make the ground crunch when walked over.
- 2 There is a large mound of ants up ahead. They are quite territorial and will bite for 1 poison damage per round (climbing over boots and biting exposed skin) unless the party moves quickly without getting tangled. This requires a DC 5 Strength (Athletics) check. There is also a number of gold coins strewn along the side of the ant mound, hundreds of them. Each round a PC stop by the ant hill to grab coins they gain a number equal to the result of a Dexterity (Sleight of Hand) check worth of gold coins. They also take 1 poison damage the first round, and an additional d4 poison damage each additional round as more and more ants swarm them. If they die, the ants will eventually arrange any valuables they have along the side of the ant mound as well, to lure more prey.
- 3 The tree is sentient and aware of its surroundings. It can speak through skull at night but will usually just scold interlopers and ask them to stop disturbing its rest. The tree will give directions to the city of BOL XANTUK as it best recalls if a DC 10 Charisma (Persuasion) check is passed and the party promises to just leave it alone. This results in +5 exploration points. If attacked the tree can only defend itself by using the Animate Trees ability of a Treant (Monster Manual page 289). It may use this ability once per day.
- 4 A Dryad (Monster Manual page 121) has taken up residence in a grove of fruit trees surrounding a hot spring (rather than a bubbling spring). Dense berry-laden briars obfuscate many dangerous patches of quicksand. If the party does not carefully probe the ground as they move they will invariably fall into deep quicksand if they approach the hot spring. The Dryad has specifically camouflaged them as a defence. The death flies do not approach this location during the day as they are held back by ancient forest spirits.

IF YOU ROLLED DOUBLES ON THE D6 AND D8

- 1 The snake is actually a Naga (Monster Manual Page 234) claiming to be a Guardian Naga that is protecting the chasm from any evil being who seeks to cross the ramshackle rope bridge that crosses it. If the d4 result is odd it is actually a Spirit Naga that seeks sacrifices into the pit, only attacking once the party is on the bridge, most likely by severing the ropes. If called out for being a Spirit Naga, it will admit

its true nature, but will still only let the party by the bridge if someone jumps into the pit (and to their most likely doom). If the party promises somehow to later bring a sacrifice, a DC 15 Charisma (Persuasion) check will convince the Spirit Naga to let them by but it will begin hunting them down after a few days if they don't deliver. It will not chase a party that turns back without attacking it and will instead wait for different travellers.

- 2 The Shadow Panthers are waiting in the canopy to drop down and ambush the PCs. If the party moves forward, they will emerge from hiding to drop onto the PCs. They will make a Bite attack against their target; if they hit, they deal an additional 3d6 of falling damage to their target and take an equal amount of fall damage themselves. If they miss, they take 4d6 points of falling damage.

IF YOU ROLLED A RUN OF THREE NUMBERS

- 1—2—3 The dozens of ancient glass arrowheads (most broken) litter the jungle floor. This is a sign the party is heading in the right general region. The party gains +1 encounter points if they proceed.
- 2—3—4 The area ahead includes the easily visible skeleton of a dead adventurer from sometime in the past decade or two. He has an explorer kit, machete, ruined crossbow and 3 bolts.
- 3—4—5 A mass of webs cover the area and the vegetation within it. There is also a Giant Spider present if the d4 result is 4, otherwise just a bunch of poisonous little spiders that are fine unless you eat them. They aren't venomous. If fire is put to the spider webs, the poisonous spiders will attack as a Swarm of Spiders (Monster Manual page 338). The Giant Spider will attack only if it seems advantageous (such as if the party is weakened fighting something else).
- 4—5—6 The Bubbling Spring is instead a constantly burning methane fire. This provides a source of light, and a convenient campfire. Ignore the risk of a toxic gas leak or explosion; I am sure its fine.

If you rolled the Maximum Result of 18: The spires of the observatory are sighted, +13 exploration points



THE CITY

The city of BOL XANTUK once spread for miles and housed tens of thousands of peasants, slaves, and artisans. All that remains are the stone structures of the most prominent citizens. The structures are generally made from massive stone blocks of granite and are partially covered in vines. The architects had not discovered the arch and the door frames are stone lintels. The area is completely devoid of any animal life other than reptiles and insects. During the day, it is swarming with clouds of death flies. Fifteen minutes past sunrise it is suicide to remain above ground in the city for most creatures.

LOCATIONS

THE CANALS

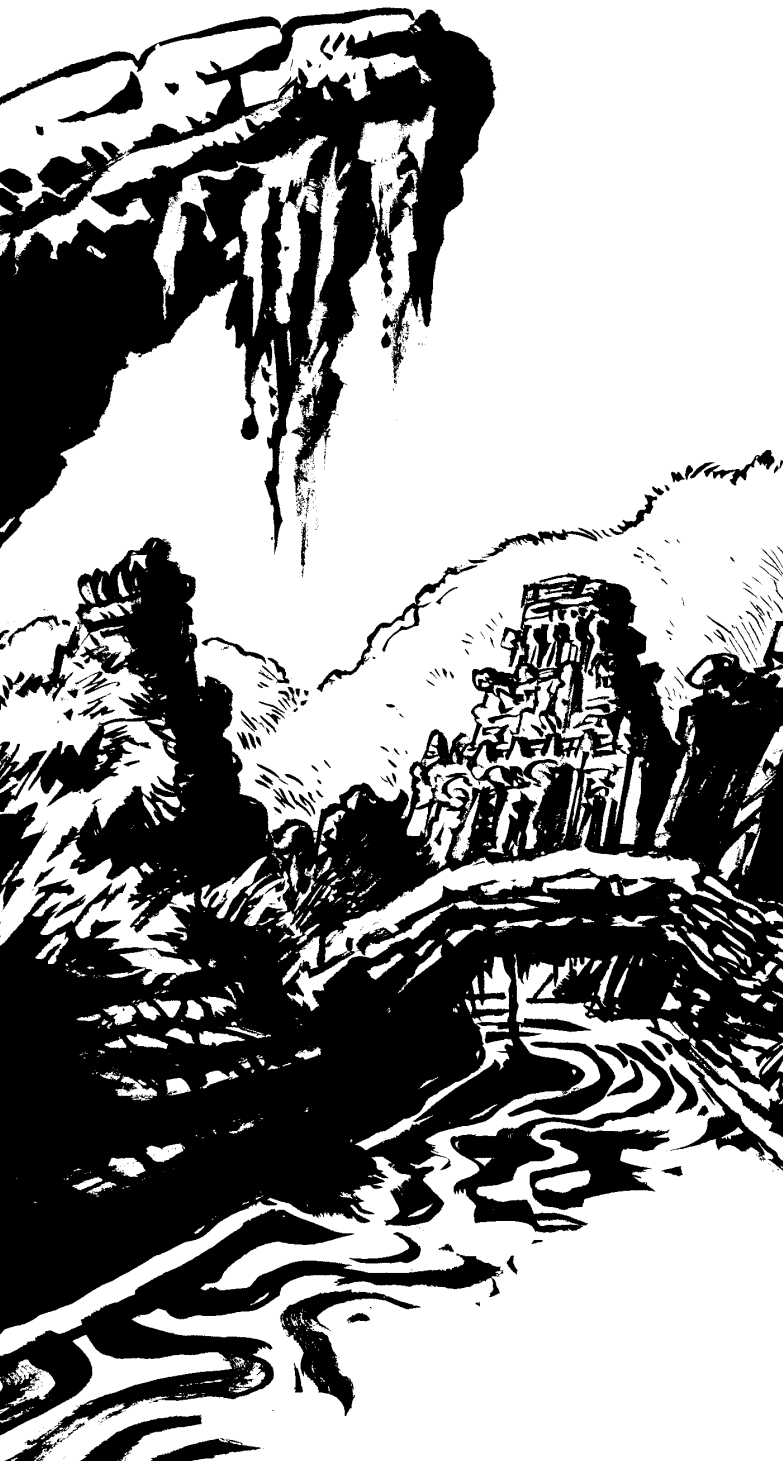
At the height of BOL XANTUK's power (which was shortly before its total implosion), its canals covered the entire jungle in a massive grid that allowed for barges and skiffs to quickly move about. That was a long LONG time ago. Most have filled in with detritus over the years, some remain functional though requiring a great deal of dredging. A single fully functional canal cuts through the city north to south. The stone walls extend six feet above the surface of the water. The depth of the water is difficult to ascertain: it is about 6 feet before heading into a slurry of silt and rotting vegetation that functions as quicksand. Deadly crocodiles infest the canal and anyone swimming through the water will eventually attract one (within 1d6+1 rounds). There is a single landing near the palace with easy to climb steps. That is also where the crocodiles nest and 1d4-1 crocodiles will be nearby at any given time; they are very territorial.

THE BRIDGES

There are two and a half remaining bridges in the city. They are made from a unique construction of massive stone lintels and a jigsaw of irregularly sized and shaped tiles that interlock to prevent any single stone from falling through. That works very well until someone breaks a single tile (has happened in the northern most bridge). Any massive impact (such as from a two handed blunt weapon missing a target with an overhand swing) will cause an entire bridge to collapse within seconds, dumping anyone atop into the crocodile infested waters below.

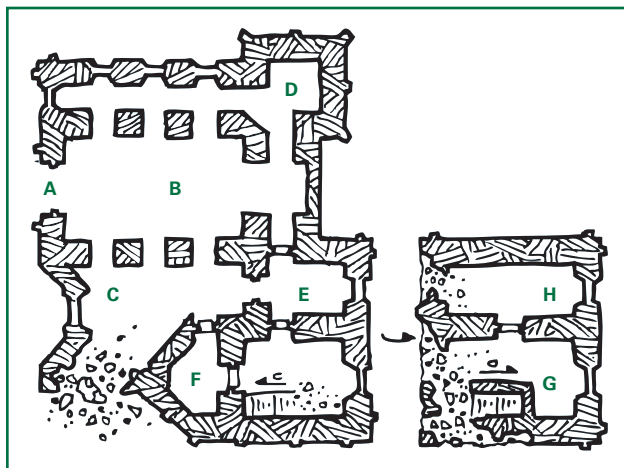
THE FLIES

Every morning the death tree dies and unleashes a massive cloud of pestilence ridden flies into the city that bring death to any mammal and most avian creatures. Fifteen minutes after sunrise, anyone in



the city will be swarmed by thousands of biting flies that deliver a deadly, fast-acting contagion. Every round, characters must make a DC 20 Constitution save or be infected with a deadly disease that will kill them by sunset and spread to others through fluid contact unless a DC 20 Wisdom (Medicine) check is made. The disease is magical in nature, a divine curse. The clouds of flies will be both visible and audible before entering the city. Unless the characters somehow egregiously antagonized the villagers or specifically prevented themselves from hearing warnings as they entered the jungle, someone in the village should have shouted at them to beware the death flies. This should not be a "gotcha!" moment.

THE VIZIER'S ESTATE



a Entry

The lintel above the main door has a weathered terracotta face hung upon it. There were once two enchanted glass doors that have since broken their copper hinges and fallen into the estate. The doors are intact. Whenever any one enters through the doorway, the terracotta face will loudly proclaim "They have arrived" in the ancient tongue of BOL XANTUK via a still functioning magic mouth spell. It will do this even if the face is moved to a different location. If done at night, this will draw up to 2d6 shadow panthers within 1d4 rounds.

b Hall of Mirrors

All of the pillars in this room are covered in floor-to-ceiling mirrors that can create a minor disorienting feeling. These mirrors interfere with the sense of Shadow Panthers and give them disadvantage on all attack rolls. The floor is covered with drifts of thick rich soil from all the rotting leaves that have blown in over the eons. There is a single golden chain hanging from the ceiling in the center of the room worth 20 gp. If the drifts of soil near the chain are searched, characters will unearth an orb covered in tiny mirrors that once hung from that chain. A novelty buyer in a city would probably offer 100 gp for it.

c Destroyed Room

Once this was the vizier's library, but some now forgotten natural disaster collapsed the exterior wall, covering the area with rubble, moss, and crawling plants. Casual investigation will show bits of broken pottery and fired clay. Spending any amount of time rooting through the rubble will uncover bits of clay tablets with the occasional letter or word still legible.

THE CITY

- Floors** The floors of buildings are stone slabs on the ground floor, and a series of stone lintels on above ground floors. They will sometimes have a layer of jungle detritus (leaves, dead bugs, dirt, twigs). Outside of the structures is thick undergrowth of that averages about three feet in height. The white gravel roads are largely overgrown, but are still somewhat visible through the undergrowth.
- Doors** Single doors are usually two thin copper plates sandwiching wooden planks that have now rotted to dirt. The copper plates have usually rusted to the point where they are easily destroyed. Brute force can easily tear down these doors. Grand double doors are usually glass with copper hinges that have been enchanted to have the strength of steel. The architects had not discovered the arch and the door frames are stone lintels. Any exceptions will be noted.
- Ceilings** Most roofs are slate or terracotta tiles supported by rope bound beams of a toxin infused wood that has so far avoided rot. Time has still taken its toll and they could easily be collapsed by muscle power alone.
- Light** Many rooms have windows that will allow in beams of sun or moonlight. The windows have glass panes, but usually about half of them are cracked and/or broken.



Carefully searching through the rubble for several hours will uncover a handful of intact clay tablets including one that functions as a magical scroll containing the spell "Glass-steel!"

d Meeting Room

This secluded corner was once used as a meeting room, where the vizier could plot and scheme with his co-conspirators in a more intimate venue. All that remains are two stone benches and great pile of rot. Visible and only partially buried by the remains of what was once a table are two glass bottles and an enchanted glass bottle (glass-steel).

e Summoning Room

This room has a great basalt tile for its floor, the glass window is stained red. Carved into the floor are a series of protective symbols and circles of power. A DC 15 Intelligence (Arcana) check reveals not only the obvious purpose of the room for conjuring spirits, but specific symbols that would seem most useful to summoning and controlling creatures from the plane of shadow.

f Sleeping chambers

This room was once richly furnished, but everything has rotted to dirt. Searching through the dirt will uncover 220 copper coins, 2 clay tablets that function as scrolls of continual light, and a metal mechanical lock. If any character handles the lock, they will trigger a mechanical spring that activates a poison needle trap, which causes three hours of paralysis if a DC 13 Constitution save is failed. The lock was more effective before the chest it was attached to rotted away.

g Second Story

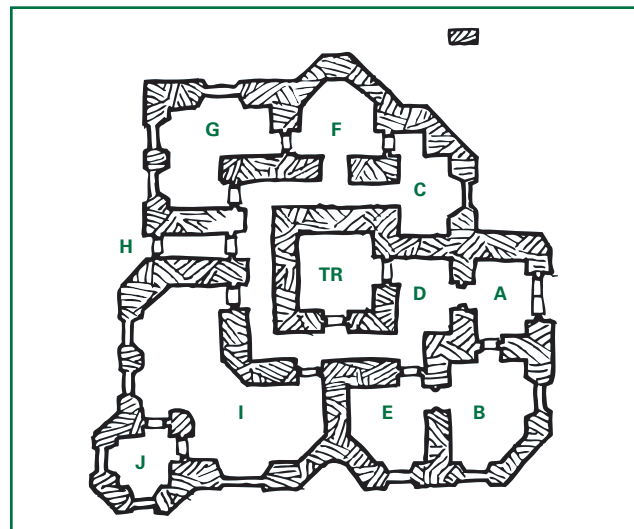
The outer wall has angled inward as the foundation has shifted over time. The stone staircase is nowhere near level and is a serious fall risk if anyone were to try and run up or down the stairs. The south wall has broken and it would be very easy to fall down to the first level (C). The door to the Laboratory (H) is a glass-steel door that appears to be pinched shut from the shifting walls. Tucked unobtrusively in a dark corner is the skeletal and vine covered remains of the Vizier. Anyone with Medicine who examines the body will see a pretty obvious example of blunt force trauma to the back of his skull. He is wearing 20 gp worth of assorted silver trinkets and a magical glass ring. This ring contains a single charge of "magic missile".

h Laboratory

The room is in disarray and seems to have been infested with wasps at some point in the last few years as there are almost a dozen empty nests. There is also the remains of a copper still and 6

glass bottles that each contain a highly alcoholic healing potion. Each potion is the equivalent of 5 shots of liquor and heals 1d8hp.

THE PALACE



a Main Entry

The main double doors to the palace are barred with a rod of enchanted glass-steel. The foyer beyond is bare.

b Guard Post

The guard room has a half dozens skeletons strewn about, still clutching silver tipped spears. Various flowers have their roots growing into piles of rot that were once tables and other furniture, living off of the light that shines through the windows and the drips of evening condensation from the ceiling. The door to the Champion's Room (E) has fallen into this room.

c Royal Chamber

the floor is covered with a thin layer of rotted away wood and textiles. There is a rusted shut copper coffer (worth 15 gp) containing 200 gp worth of gemstones sitting on the windowsill. A skeleton lies in the center of the room wearing 50 gp worth of golden jewellery and clutching a glass knife.

d Hallway

the hallway itself is bare of dirt or refuse, but does have a coating of dust that has been undisturbed for thousands of years.

e Champion's Room

In the center of the room is a large human skeleton clad in copper scale armour collapsed into a fetal position around a wooden club. Unlike whatever wooden furniture is in the room, the club has not rotted into dust, and looks strangely untouched by time. It is the root of a magic tree and acts as a



+1 weapon against all non-plant creatures. A variety of ancient animal, monster, and human skulls are set upon stone pedestals along the walls (sabre tooth tigers, cyclops, etc). There is also a curse written in the ancient tongue along the north wall. Any character who reads it gains disadvantage on their next saving throw.

f Servant's room

The remains of several skeletons lie in a pile of furniture and cloth that has long since rotted to dust. In among the detritus are 4 plain copper rings worth 5 cp each.

g Artist's Studio

The room is dominated by a series of stone tables covered in dozens of terracotta sculptures of the emperor's head. Many of them are either missing their right ear or have it as a detachable piece. There is also a small clay kiln in the south west corner.

h Rear Exit

This narrow hallway is cramped, giving disadvantage on any dexterity saves. There is also a pressure plate which will collapse the ceiling if stepped on without the north door being open (or at least its hinges being in the open position). This will deal 4d10 damage to those in the hallway unless a DC 15 Dexterity saving throw is made.

i Court

A recently broken window along the south wall has allowed a small number of leaves to blow into this room among the two dozen skeleton sprawled along the floor. The skeletons were once nobility and still wear silver jewellery, though all other effects have rotted away. If carefully searched 3d6x100 sp of jewellery could be found. The window has also allowed venomous snakes to lair in the room, hiding in the leaves and skeletons. Vigorous movement (such as combat) or searching the room will cause A Swarm of Venomous Snakes to attack. The doors to the throne room (J) are enchanted glass with copper hinges.

j Throne Room

A single skeleton sits upon an ivory throne bound with golden wire. He is adorned with dozens of gold necklaces worth 150 gp and wears a simple golden crown worth 200 gp. He still clutches a gold plated rod topped with a glass prism for a sceptre that is worth 50 gp. Dropped on the floor beside the throne is a copper key that opens the eastern door to the treasure room.

tr Treasury

The doors that lead into the treasure room are magically enchanted glass, each with a copper lock.

Inside the room, in front of each door, is a hidden pressure plate. If either plate is stepped on without both doors (or at least their hinges) being open, the ceiling will collapse. The ceiling is a series of heavy granite lintels that will squash anyone inside (8d10 damage unless a DC 15 Dexterity saving throw is made). It will also bury the treasure, requiring days to dig out.

Inside the treasure room are 10 clay pots filled with jewellery, each containing 100 gp worth of trinkets. There are also 20 glass bottles filled with now spoiled scented oils, and the rotted remains of 30 sacks that each contained 2000 copper coins but have now merged into a single mound.

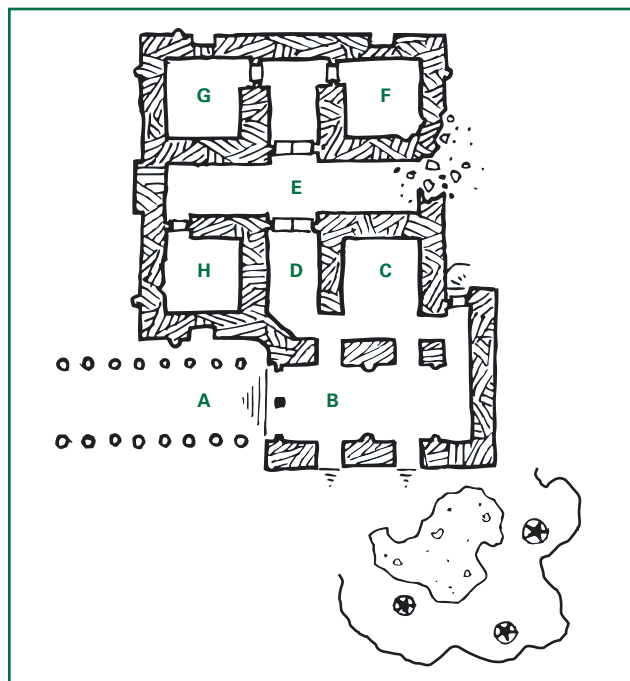
DEATH TREE

Every night at sunset, the rotted remains of the death tree crumble to dust. Every night at sunset, a single sprout grows from the ground where the death tree had been. Over the course of the night, it grows into a sprawling two-story high mango tree. By three in the morning, it starts to grow fruit, but, rather than mangoes, these are severed heads, hanging from their knotted hair. Their mouths are stitched shut and their eyes are closed. When dawn breaks, the tree begins to wither and lose leaves. The eyes open on the severed heads and they begin to writhe and attempt to force open their mouth. Within minutes, their mouths burst open with a short scream, as impossibly large clouds of death flies stream out to lay waste to the area. By nightfall, the tree has aged to a rotting husk and the now fleshless heads have fallen to the ground and expanded the mound of broken skulls that feed the tree.

At night, the tree regenerates from all mundane assaults, but magics powerful enough to banish greater demons, devils, or angels will dispose of it (assume Challenge 13+). Cutting open a head before it ripens at dawn will result in a stream of infected blood and a torrent of maggots.



TEMPLE OF JUSTICE



a Walk of Truth

Along the walkway are a series of polished lapis stones set into the earth, each about waste high. These stones have been enchanted with magic so that they glow softly when a good aligned person walks between them, from south to north. The glow lasts for several seconds then fades off. Each time the party begins investigating the walkway and turning the stones on and off, there is a 1/6 chance that 2d6 shadow panthers arrive.

b Mystic Gate

The stone lintel of the main entry is plated in silver and braced by a single stone pillar that is covered in mystic symbols. Walking under the lintel will cause the silver to glow vibrantly (and has a 50% chance to summon 2d6 shadow panthers by its light). The pillar casts both detect good and detect evil. Good characters walking under the lintel are enchanted with faerie fire for 10 minutes while evil characters are struck with an arc of electricity for 1d4 damage. The floor is bare beyond the gate other than some scattered leaves and jungle detritus that has blown in on the wind.

c Resting Room

This room contains two ornate stone benches and a small pile of broken clay jugs and pots. Investigating the broken jugs uncovers nothing but a large amount of hissing cockroaches.

d Path of the Blessed

The walls are carved with ornate bas-reliefs depicting either giants or humans in hierarchical perspective as they fight off demons and their human lovers. It's obvious they are lovers based on some of the more explicit reliefs. The glass-steel double doors to the Hall of Choice (E) are sealed with a wizard lock that will only open for one affected by faerie fire.

e Hall of Choice

The collapsed north wall has allowed a vast amount of leaves and jungle detritus to build up in the hall, several feet deep in places. This area is a nesting ground for A Swarm of Venomous Snakes who will become agitated and aggressive if the area is disturbed. A DC 10 Dexterity (Stealth) check is required to not to rouse them in anger. The double doors that lead to the Shrine of Protection (G) and the Shrine of Avenging (H) are sealed in the same manner as the door to the Path of the Blessed (D) in that their wizard lock will only open for those affected by Faerie Fire. The door that leads to the Weapon Shrine (F) is an enchanted glass-steel door. Beyond the second set of doors is the single word "Choice" etched into the west wall. The door to both the north (H) and south (G) are single doors made of enchanted glass (glass steel). Both will only open to one impacted by faerie fire and will also permanently lock the opposite door once they are opened. There is no way to get into both rooms—I mean without collapsing the incredibly fragile roof that is; then it would be super easy to get into both.

f Weapon Shrine

The room is dominated by a single stone pillar upon which rests a glowing glass headed hammer, somehow standing upright. It's not actually that big of a mystery, the pillar has an indentation in it that the hammer sticks into. The walls are covered in faded murals and reflective gold dust (about 30 gp worth if you took the time to smelt it from the cracked plaster) that causes the walls to sparkle from the light of the hammer. The head of the hammer is a glass-steel bottle with a silver stopper set into an ornately carved antler that is bound in silver wire. A single spec of granite is embedded into the inside of the bottle, the granite is enchanted with continual light. While the hammer intentionally looks magical and holy, it is not actually a magical weapon.

g Shrine of Protection

Similar to the Weapon Shrine (F), this room is dominated by a single stone pillar upon which rests

a glowing glass-steel shield. The walls are likewise covered in faded murals and reflective gold dust that causes the walls to sparkle. The shield is oval in shape with gold foil banding and a single piece of granite set in center. The granite is enchanted with continual light. The shield does not have a magical bonus despite its appearance. Entering this room permanently locks the wizard lock to the Shrine of Avenging (H).

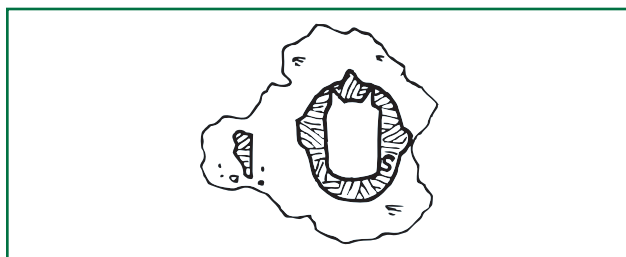
h Shrine of Avenging

Similar to the Weapon Shrine (F), this room is dominated by a single stone pillar upon which rests a bow surrounded by 12 glowing arrows. The bow is standing upright in a groove in the center of the pillar, the arrows are arranged evenly in a circle around the bow, set into holes along the pillars rim. The walls are covered in faded murals and reflective gold dust that causes the walls to sparkle from the light of the arrows. The bow is made of ornately carved exotic hardwood and reinforced with ivory and silver wire. It hasn't aged well and needs repair from a professional bowyer or it will break after a few shots. The arrows are tipped with enchanted glass-steel and each is inset with a tiny piece of granite that has been enchanted with continual light. The arrows are fletched with the colourful feathers of jungle birds. Entering this room permanently locks the wizard lock to the Shrine of Protection (G).

i The Wise Monkeys

Standing among the jungle trees are three 8-foot tall stone statues of the wise monkeys (See no evil, hear no evil, and speak no evil). Closer investigation of the statues (and the middle statue specifically) will show that the right hand is actually just hovering over the right ear. In theory, the monkey could hear evil from its right side.

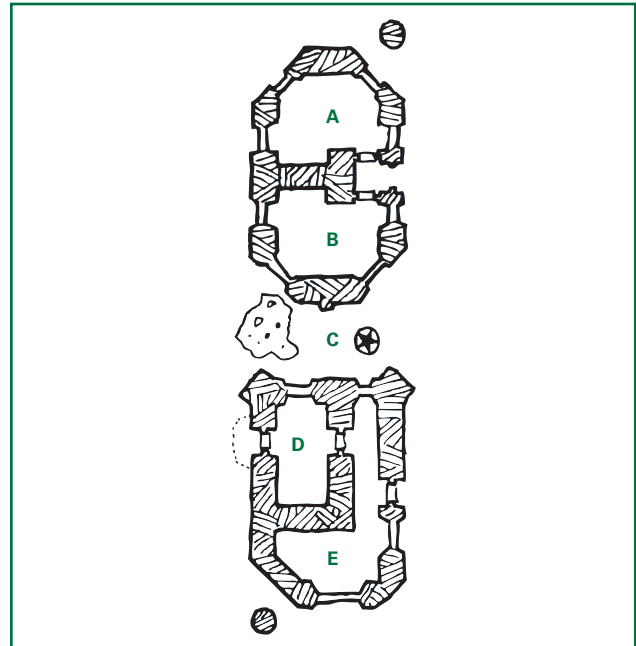
EMPEROR'S HEAD



This is a stone carving of the head of the last emperor of BOL XANTUK, that looks identical to his statue [Greenhouse and Scholar's Home C] and the busts in the Artist's Studio [Palace G]. There are tiny holes in his pupils that are visible only on very close

inspection or if a light is present inside his head. There is a secret panel behind his right ear that can be removed to grant access to the Secret Crypts. The inside of his head is bare other than a few spiderwebs and stairs that lead down.

GREENHOUSE AND SCHOLAR'S HOME



a Flower Garden

The windows, the door, and ceiling of this structure are glass. The doors have kept a remarkable seal and there does not appear to be any outside access. The room is humid and condensation drips back to nurture the overflowing mass of black lotuses. There is no floor and the narcotic flowers sink their roots deep into the fertile jungle soil. A great many ants crawl about the garden, pollinating the flowers. Direct skin contact with the flowers will lead to a slight euphoria. Prolonged or extensive contact (such as falling down into the flowers) will lead to intoxication that causes disadvantage on all rolls. Breathing in large amounts of burning flowers will cause paralysis and death. The flowers are incredibly valuable to the right buyers.

b Fruit Garden

The door, windows, and ceiling of this structure are also glass. Like the flower garden it also appears to be a sealed environment, but a careful check will reveal some cracks in one of the window panes just big enough for flies to squeeze through. These cracks could be sealed easily with the appropriate compound or a mend spell. The soil of the garden sprouts four pineapple plants (which aren't native to



the region). The plants are magical and their fruit has healing properties. If a character eats a pineapple roll 1d8. They will heal 1d8 hit points times their level but will also fall into a deep magical sleep for the same d8 result hours. The fruit will regrow within several weeks and has a shelf life of a few days.

c Statue of the Emperor

This is a stone statue of the emperor atop a small pedestal. It has the same facial features as the terracotta sculptures in the Artist's Studio in the Palace and the Emperor's Head statue in the jungle. The pedestal is engraved in the ancient tongue with the phrase: "The righteous shall always have the god-emperor's ear"

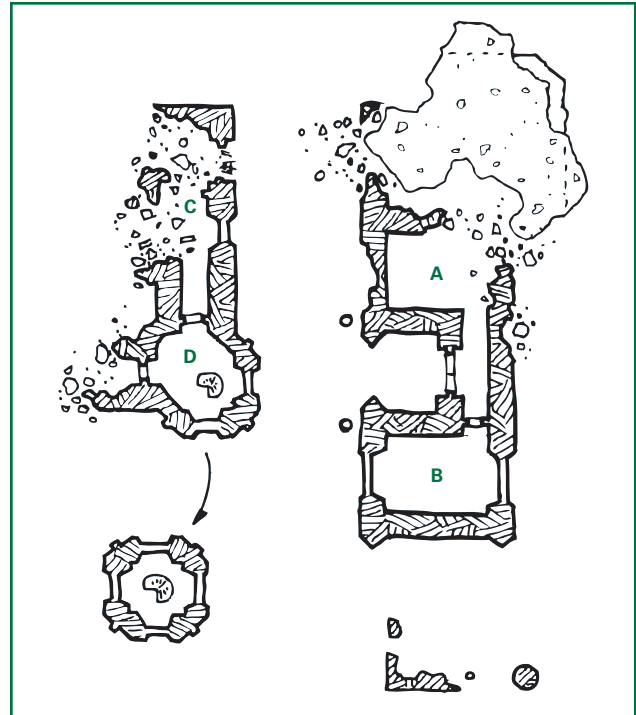
d Scholar's Room

The room was once fully furnished with wooden shelves and chairs but they have all rotted to dirt. A stone table remains. On the table is a clay tablet with a contract written in triplicate: Once in the ancient tongue of BOL XAN TUK, once in dwarven, and once in sylvan. It's a Rosetta stone. If any PC can read both of those languages they can figure out enough of the proto-Common tongue to decipher other text found in BOL XAN TUK. If you are going for realism, that is certainly way too quick for a eureka moment. But you know... sometimes the archaeologist just magically figures out ancient Egyptian and turns on the stargate because otherwise the movie gets boring. Slumped next to the table is a human skeleton on the rotted remains of a chair. The skeleton is still wearing a monocle and holding onto a silver cup (worth 25 gp). A glass bottle of poison has rolled under the table.

e Entertaining Room

This room is coated in spiderwebs. There are a few rotted shapes that resemble furniture from ages past, held in place by the thick coating of webs. The window is shattered and there will be the reflective shine of bits of glass woven into some of the webs. Buried under the webs are dozens and dozens of clay tablets in various states of preservation. If characters walk through the room, they will hear them crack underfoot. If they spend time clearing the webs (and spiders), they will find the scrolls are almost all legal contracts and summaries of what were then contemporary issues that no one remembers. A historian or sage might pay well for them in conjunction with the Rosetta stone in the Scholar's Room (D).

GUARD STATION AND WATCHTOWER



a Barracks

The floor is covered with jungle detritus, crawling roots, and dead leaves. It is peppered with vibrant multicoloured fungus that is slightly phosphorescent. The fungus is harmless and is actually edible. Here and there small bits of ancient human bones will be visible upon a closer inspection. At night, the glowing fungus is not enough to keep shadow panthers at bay, but they will avoid entering the room unless they are certain someone is hiding past it. This gives advantage to any stealth checks against shadow panthers for characters hiding in the area.

b Armoury

Small piles of dirt and dust are all that remains of what were once shelves and weapon racks. The weapons themselves are also long destroyed by time except for hundreds of glass arrowheads (regular glass), twenty stone mace heads, and two dozen copper axe heads.

c Ruins

This area is a mess of tumbled stones and mighty tree roots. The ground is incredibly uneven and the ancient masonry is prone to giving way when weight is pressed on it.

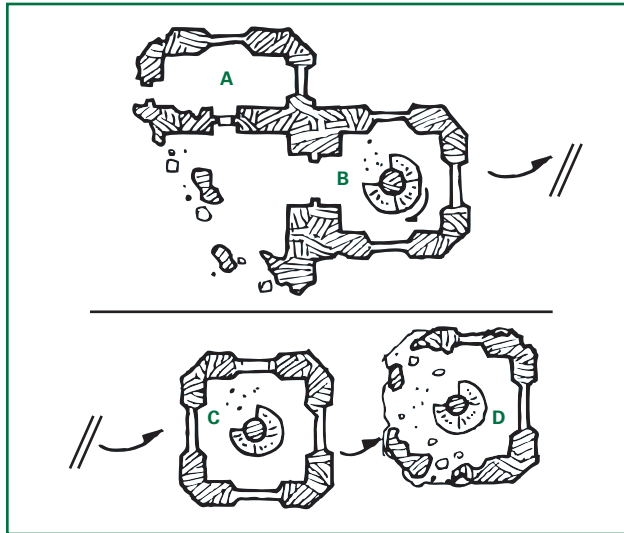
d Watchtower

The watchtower is still of sound construction and even now would be suitable for military use. Rather than expansive glass, its windows



are narrow with copper bars. There is no roof on its top floor, but there are crenellations. From the watchtower, it would be possible to see the stone statue of the Emperor's Head with a DC 20 Wisdom (Perception) check. It would be easier if the area were being searched with a bullseye lantern (Lowering the DC to 10), but that would be very obvious and immediately draw the attention of the shadow panthers.

OBSERVATORY



a Records Room

The floor is a mess of dried leaves and crumbled bits of clay tablets that once held celestial records. The roof over this area appears to still be watertight. Each of the walls have been engraved with star charts and orbital diagrams, carved with exacting precision. The door the south appears to have just vanished. A DC 15 Intelligence (Investigation) check will note that there are remains of charcoal powder on the walls and star charts, occasionally with a straight edge that would suggest someone took a rubbing of them on paper. A careful search through the leaves will also find a single iron spike that was dropped in a hurry, indicating someone has previously been in this room since the fall of BOL XANTUK.

b Ground Level

Leaves and jungle detritus have covered the floor, but a single blood red flower, four feet in height grows at the base of the stairs. There is nothing special about this flower other than its rarity, and a DC 15 Intelligence (Nature) check would determine that. It grows because it alone has fallen in just the right place where there is both a crack in the ceiling to allow water to fall when it rains AND the beams

of sun from two windows can both hit it during the day. That said, it is highly likely the characters will overreact to this solitary red flower seemingly guarding the stairs.

c Mid Level

All four windows are unbroken, which provides excellent warm to the massive wasp nest that covers most of the room. Thousand and thousands of angry wasps will attack anyone who enters this level as a Swarm of Wasps (Monster Manual Page 338)

d Top Level

The walls are starting to collapse, but the enchanted glass dome still holds strong. A single stone stool sits in the middle of the room, surrounded by the stairs. At its feet is a smooth gold orb worth 1500 gp. Sitting on the stool, it becomes apparent that portions of the glass dome are actually lenses that allow for better vision to fixed points in the sky at fixed times. There are no longer records of what and why. A few bits of clay tablets containing fragments of text litter the floor, but they provide no real context. From the top of the observatory, there is clear and easy site of the entirety of BOL XANTUK, including the emperor's head.

FUNERAL TEMPLE



The Funeral Temple is the oldest structure in BOL XANTUK and is of neolithic construction—think Stonehenge. Its massive stone slabs are carved with ancient pictograms that seem closer to cave paintings than the stylized bas-reliefs of the rest of the city. They show people hacking bodies into small chunks and throwing them in a pit while birds circle in the sky. When the people of this city still worshipped the gods, they practised sky burials. The earth at the bottom of the pit is almost completely human bone fragments, once you dig beneath the topsoil.

THE SECRET CRYPTS

The crypts of the God Emperor's Chosen were the reason the gods finally decided to take action. With the help of his chief Vizier and his wisest Scholar, they were constructed using sacred geometries and blasphemous rites to prevent souls of the dead from being able to find their way out and make it to the afterlife of the gods. This means that those interred could not be punished in death for actions against the gods in life. The emperor interred his faithful with earthly wonders and had his "priests" perform regular rites to entertain and appease those interred so they would slumber peacefully. Once everyone who performed those rites died, the crypts turned from asylum to eternal prison. The dead cannot navigate those winding corridors without becoming confused and lost, turning back on themselves and never finding the exit. In time, madness consumed them. At that point, the plotting of the Vizier's apprentice took over. When he became ill, he struck his master on the back of the head and took all magical texts, tomes, and devices he could and rushed to the secret crypts. As fever overtook him, he managed to crawl into an alcove and carved with a glass-steel blade into the soft limestone. He didn't make it far before dying, but he did carve himself the beginning of a tunnel. And when his restless spirit learned to animate his body after countless centuries, he began to dig and dig. He carved himself a lair to begin his work, where he summoned ancient and dark creatures and made vile pacts. He whispered through the crypts and convinced the twelve great warriors of the god-emperor to serve him in exchange for a chance to once more experience the world. They are the hosts of the shadow panthers, and they control them on their jungle rampages. Note that any player characters who die and are left in the crypts also can not find their afterlife.

The crypts are carved into limestone and are sanded smooth.

RANDOM LOOTING

In addition to the twelve great warriors of the god-emperor and the Vizier's apprentice, there are a good number loyal servants of the god-emperor entombed in the crypts with more modest possessions. Alcoves are dug into the walls at the midway point (about three feet) and most have lacquered hardwood coffins. Some have survived and some have not, leaving a pile of bones and grave goods covered in a pile of dirt and rot. Those grave goods will include a glass knife and a fair amount of silver and copper trinkets and jewellery worth $2d6 \times 5$ gp. If doubles are rolled, the desecration awakens a number of nearby dead to unlife as skeletons to attack. The double rolled is the number (so snake-eyes would result in 10 gp of jewellery and a single skeleton, while box-cars would result in 60 gp of jewellery and six attacking skeletons). Any of the twelve great warriors can also kick or otherwise disturb a body to try and rally skeletons to their aid. If they do so, roll $2d6$ as if a body was being looted. If doubles are rolled, skeletons will awaken and help them. It is a risky move that they are unlikely to do unless they have time free from attack.

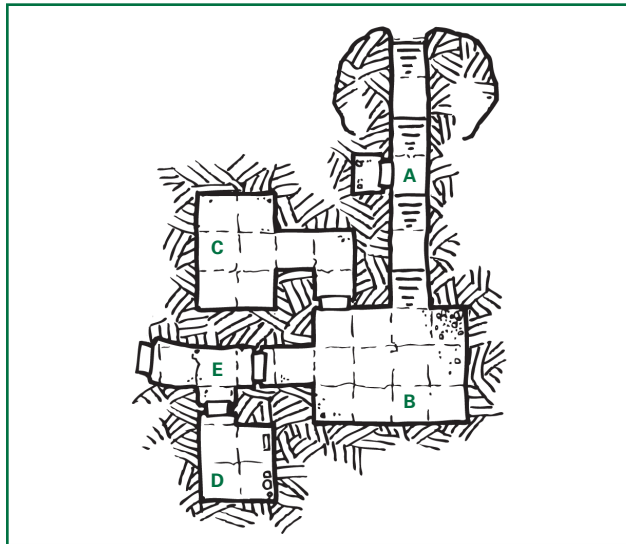
WATER LEVEL

The crypts were originally sealed off from the high water level of the area that powered the canals. Once the Vizier's Apprentice dug his own lair, that seal was broken. Currently, it is air pressure that keeps the water out, if the water lock (E) is breached then water will slowly begin flowing into the crypts near (13). Within 20 minutes, that area will be flooded beyond some air trapped by the uneven ceiling. After that, water will rise at an inch a minute in the main tunnels. The ceilings are six feet high, an inch or two taller than the doors. PCs do not want to get trapped in flooding tunnels.

THE SECRET CRYPTS

Floors	The crypts are carved into limestone and are sanded smooth.
Doors	Doors within the crypt (past E) are limestone slabs sealed with clay. Doors leading up to that point are glass mirrors with copper hinges.
Ceilings	The ceiling is rounded and about six feet in height.
Light	Unless otherwise noted, the rooms are pitch black





THE CRYPTS

a Supply Closet

The closet is empty other than a few clay pots and the rotted remains of brooms and other cleaning supplies.

b Mourning Chamber

Low stone benches with ornate carvings line the walls. The remnants of a large woven reed mat cover the center of the room. There are several glass bottles and glass cups on the benches.

c Morgue

Two raised stone slabs sit in the center of the room. They are low to the ground, barely a foot above the floor, and are carved to include a drainage path to one of their corners. Along the north wall are five clay pots, three of which contain salt.

d Ritualistic Room

Shelves are carved into the east wall that contain dozens of small glass bottles full of chemicals and fragrant oils. There are small silver blades and tools in a glass jar with a copper lid. If opened the jar is filled with a very pure alcohol solution. There are six large pots filled with salt on the floor. Embedded in the ceiling is a single stone that has been enchanted with continual light.

e Water Lock

The door leading into the crypt (a sealed limestone slab) is cool to the touch and is covered in condensation. The chamber is otherwise bare.

f Secret Passage

Underneath the lacquered coffin is a small crawlspace that leads north. There was once a few rough wooden planks covered in dirt to hide the

other side, but it has long since rotted away. The purpose of this tunnel was created by slaves to help them escape before being murdered to keep the nature of the crypt secret. It was never used as the emperor didn't want dead slaves telling the gods about his plan before he was ready; he had them imprisoned elsewhere instead.

g The Warren

This is the tunnel the Vizier's apprentice carved. He dug into a natural hollow and continued on. To protect him from any retribution, he summoned a Shadow Demon (Monster Manual page 64) to protect this area from unwanted intrusion. The Shadow Demon cannot leave this area (G). It hates being stuck here and, if the party promises to destroy the Vizier's Apprentice, it will explain to them the layout of the crypts and where the Vizier's apprentice is. The Shadow Demon cannot let the party past it (it will warn them of this if a bargain is struck). If the Vizier's Apprentice is destroyed, the Shadow Demon will return from whence it came.

h The Lower Tunnels

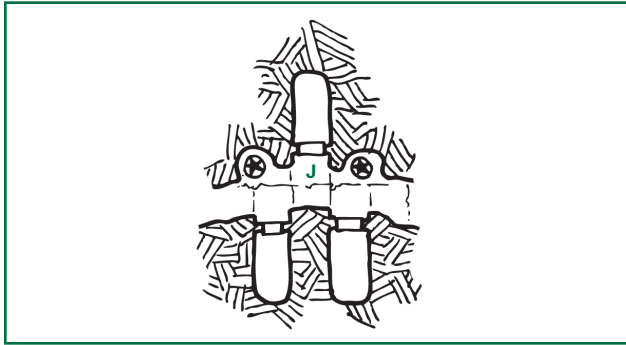
Over long eons, the Vizier's Apprentice carved steps leading to his proper lair and back into the crypt, digging his way into an alcove and shoving the body onto the floor. This will be the first area to begin flooding, however the ceiling's height varies at points from 4 to 8 feet in height. Even when fully flooded, the water will not rise above 4 feet in this area as air becomes trapped. Assuming the party has light that doesn't involve fire and are over 4 feet in height, they can travel through these tunnels and still breathe and manoeuvre. It would be very claustrophobic, though.

Note that these skeletons lack either scraps of armour (resulting in AC 10 rather than 13) or proper weapons (they have a glass dagger instead of short bows or short swords).

i The Champion's Chamber

This empty chamber was to hold the emperor's champion. They never made it in and lies dead in the palace, their final breath having been to curse the emperor. Placing the body/skull of the champion in this empty chamber will see it rise from the dead to slay the party as a club wielding Wight (monster manual page 300) if it has its full body or a Spectre (monster manual page 279) if only the head is present. It will also summon 1d6 nearby skeletons as it awakens with a piercing shriek of rage that seems to permeate the stone.





j The Empty Chambers

(special benefits for putting Vizier, Scholar, and King in)

These three chambers were meant to hold the bodies of the Emperor (North), the Scholar (South West) and the Vizier (South East). The door to the emperor's chamber has a bas-relief depicting his face wearing a crown (his face should be recognizable from the statue of his head that this crypt lies under) and is flanked by two terracotta statues of hyenas. These were his favourite pets in childhood as BOL XANTUK had long been experimenting with their domestication. There are two other bas-relief faces on the Vizier and the Scholar's doors that the party would not be able to identify, except that the scholar's face has a monocle

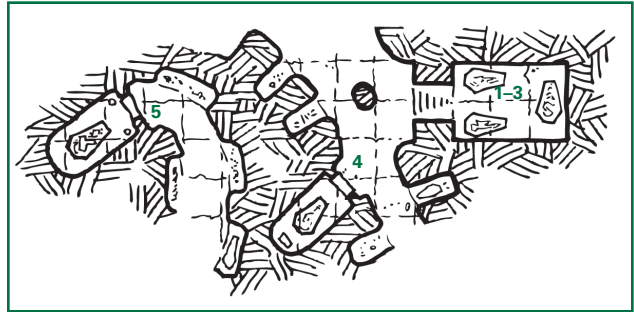
Placing the body (or at least skull) of the emperor in the emperor's chamber will cause the two Hyena statues to animate and help the party while they are in the crypt (unless attacked by the party). They fight as if they were living Hyenas with an immunity to poison and a bite that counts as a magical weapon. Placing the body/skull of the Scholar in his chamber will keep the dead from rising as skeletons if disturbed. Placing the body/skull of the vizier in his chamber will cause him to rise as a Spectre (Monster Manual page 279) and offer to help the party defeat the Vizier. He speaks BOL XANTUK's proto-Common and Elven. If the party attacks him he will retaliate.

k The Statue of the God-Emperor

Yet another statue of the god-emperor. This one is gold plated and worth 3000 gp if you could somehow get it out of the slowly flooding crypt. It's life size and made of stone.

The numbered entries are the emperor's great warriors. They are treated as Mummies (Monster Manual page 228) with differing weapons and armour based on their grave goods. They also lack the Rotting Fist ability, and will instead use weapons to fight. This does not lower their challenge rating, as they are also the ones who summon the Shadow

Panthers. To be truly and permanently destroyed, their heads must be brought into the sunlight after they have been defeated. The Petrified (10) is treated as a mummy who has suffered petrification.



THE SHADOW PANTHERS

1–3 The Sisters

A stone stair leads up to their chamber, the walls are covered in fading fresco depicting a pastoral scene. The three sisters were some of the emperor's finest hand-to-hand fighters and will emerge from their sarcophagus weaponless to fight. They will not emerge from their sarcophagi until at least one has been opened. They will lose their first round of action due to surprise. They keep no earthly possessions on them.

4 The First

The first of the emperor's great warriors, having served the emperor since his birth. His corpse will wield a glowing glass-steel spear. His tomb has several oxen skeletons and a coffer with 2000 silver coins.

5 The Foreigner

The Foreigner came to work for the emperor as a mercenary and earned great praise, becoming accepted into the emperor's personal guard. He wields a great stone hammer and wears crocodile hide armour, which to this day has retained its form. His tomb contains 12 sealed clay pots full of grain, a great silver platter (30 gp value), a golden chalice (100 gp value), and 60 clay jugs of wine that has since turned noxious.

6 The Slayer

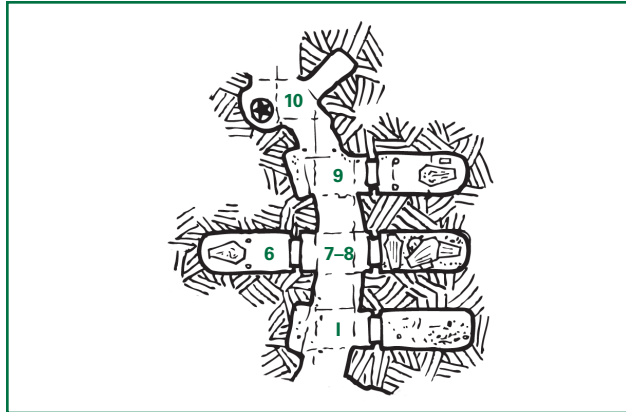
The slayer was the least loyal of the emperor's great warriors, her sole motivation was to kill. It was seen as more convenient to use her rather than slay her. She wields a glass-steel battleaxe and wears a long leather coat made of severed left ears sewn together. Her tomb holds no other grave goods

7–8 The Lovers

These two warriors fought as a pair, each wielding two ivory handled glass-steel daggers enchanted



with continual light. In death they continue the trend. Their tomb consists of much rotted furniture, 4 silver urns full of exotic spices (50 gp each), 12 silver tipped javelins, and 2 sealed clay pots full of grain. They only have eyes for each other and so will not use their Dreadful Glare.

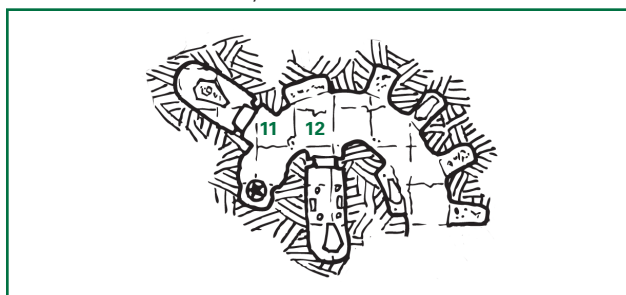


9 The Prodigal Prince

The unruly son of the god-emperor. He wasn't actually a very great warrior, but when your dad is the god-emperor, you get certain perks. He wears copper mail and wields a glowing glass-steel short sword and a copper buckler. His grave goods are inside a stone chest and include 2 sealed clay pots of grain, 2 glass bottles full of dried spices (40 gp each), the skeleton of a cat, a gem encrusted gold chalice (200 gp value), and 500 gold coins.

10 The Petrified

This poor sod met the gaze of something he shouldn't have while in the Emperor's service. He was briefly dropped and broke in two, but was put back together with molten copper sealing the crack. He stands in a terrified pose wielding a bow with a nocked arrow ready to fire.

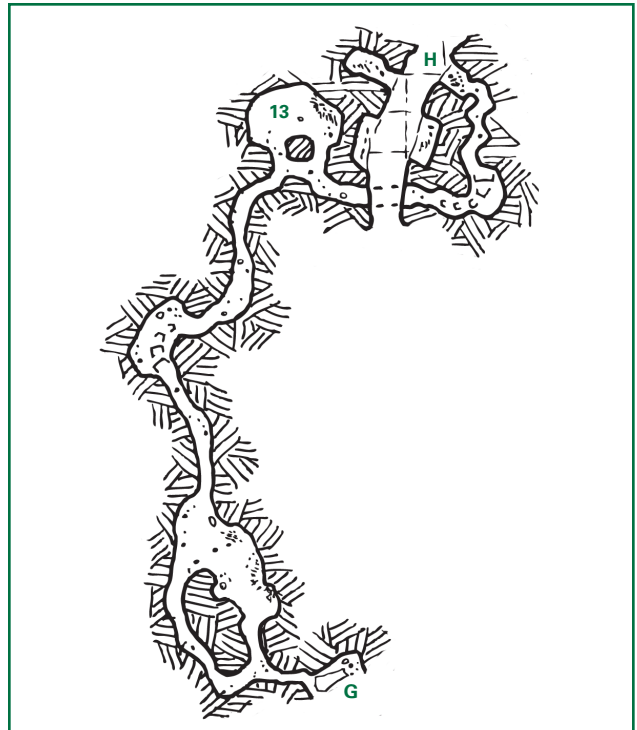


11 The Teacher

This warrior had retired to lead a quiet life and fulfill his academic interests. He wields but a simple wooden staff and his grave goods are simply a single sealed clay jug of grain and a dozen clay tablets that contain an epic poem.

12 The Warlord

This warrior was the most trusted of the emperor's generals. He wears a horned copper helm and wields a glowing glass-steel hand-axe and a trio of copper tipped javelins. His tomb contains the crumbling remains of a chariot, the skeleton of two asses, a coffer containing 1000 silver coins, and the skeletons of 4 warriors armed with stone maces who will fight alongside him.



13 The Vizier's Apprentice

Deep in the bowels of his carved out cave resides the Vizier's apprentice. He has covered the walls in a mixture of arcane sigils and insane ramblings. The floor is covered in summoning circles and wards. He wields a magical Obsidian Knife that has been enchanted as glass-steel (+1 weapon), wears a crown of lead that he hand made himself over the millennia, and may cast cantrips as a Mage. This does not affect his challenge rating as unlike the others in this tomb, he cannot conjure a Shadow Panther.

He has two highly alcoholic healing potions (he has never had a use for them), and one remaining clay tablet scroll of summoning a Shadow Demon to guard a particular room. It always summons the same demon, the one currently in The Warren (G). A dozen assorted clay tablets describing magical theorems can be found piled along the western edge of his lair along with a copper key to the north door of Palace Treasury.



APPENDIX

NEW SPELLS

CONTINUAL LIGHT (WIZARD)

2nd-level evocation

Casting Time 1 Action

Range Touch

Components V, S, M (diamond dust worth 50 gp which the spell consumes)

Duration Until dispelled

A steady white glow, half as bright as a torch, emanates from an object touched. It creates no heat, and while it can be hidden it cannot be extinguished. The object must be able to be held by the caster free of external aid.

GLASS-STEEL (WIZARD)

5th-Level Transmutation

Casting Time 1 Action

Range Touch

Components V, S, M

(a diamond worth at least 1,000 gp)

Duration Until Dispelled

You can transform a glass item to have the durability and strength of steel while maintaining its transparency and potentially sharpness of glass. This spell will affect up to 10lbs of material. That amount doubles for every higher level of spell slot used. This spell will also affect obsidian.

MAGICAL ITEMS

CLAY TABLET OF GLASS-STEEL

Scroll, rare

An ancient fired clay tablet marked with magical cyphers that will function as a Scroll of Glass-Steel.

Location: Vizier's Estate—Destroyed Room (C)

CLAY TABLETS OF CONTINUAL LIGHT

Scroll, uncommon

A pair of ancient fired clay tablets, each one is inscribed with magical cyphers that will allow it to function as a Scroll of Continual Light.

Location: Vizier's Estate—Sleeping Chambers(F)

RING OF MAGIC MISSILE

Ring, common

A clear glass ring with a command word inscribed along its inner surface in the ancient proto-Common of BOL XAN TUK. The word translates as "FOOLS!" in all caps with an exclamation point. It has a single charge of the spell magic missile, but it regains that charge during the first new moon of a month.

Location: Vizier's Estate—Second Story (G)

HIGHLY ALCOHOLIC HEALING POTIONS

Potion, common

Each of these glass bottles is sealed with a glass stopper held in place with a clay coating. They smell of mangoes and hard liquor. Drinking one of these potions is the equivalent of 5 shots of whisky and heals 1d8hp.

Location: 6xVizier's Estate—Laboratory(H) and 2xSecret Crypts—The Vizier's Apprentice(13)

MAGIC TREE ROOT (CHI-NEX-WIT)

Weapon, (club), uncommon

A gnarled root of some unknown magical tree. To anyone who knows its name it can be wielded as a +1 club against non-plant opponents, but gains no bonus against a plant or plant-like creature. Its name will be revealed by attunement or the identify spell.

Location: Palace—Champion's Room (E)

GLOWING GLASS HAMMER

Weapon (warhammer), common

The head of the hammer is a glass-steel bottle with a silver stopper set into handle that is an ornately carved antler that is bound in silver wire. A single spec of granite is embedded into the inside of the bottle. That spec of granite is enchanted with continual light. While the hammer intentionally looks magical and holy, it is not actually a magical weapon.

Location: Temple of Justice—Weapon Shrine (F)

GLOWING GLASS SHIELD

Armour (shield), common

The shield is an oval shaped pane of glass-steel with gold foil banding that emits light from its center. The light is coming from an embedded chunk of granite that has been enchanted with continual light. The shield does not have a magical bonus despite its appearance.

Location: Temple of Justice—Shrine of Protection (G)



GLOWING GLASS ARROWS

Weapon (arrows), common

These arrows are tipped with enchanted glass-steel and each one is inset with a tiny piece of granite that has been enchanted with continual light. The arrows are fletched with the colourful feathers of jungle birds. Despite their appearance, they are not actually magical.

Location: Temple of Justice—Shrine of Avenging (H)

MAGIC PINEAPPLE

Wondrous item, uncommon

These pineapples look like any other pineapple. If a character eats such a pineapple roll 1d8. They will heal 1d8 hit points times their level but will also fall into a deep magical sleep for the same d8 result hours. The fruit has a shelf life of a few days once picked.

Location: Greenhouse and Scholar's Home—Fruit Garden (B)

CLAY TABLET OF SHADOW DEMON SUMMONING

Scroll, rare

This ancient clay tablet is not a scroll in the traditional sense, rather it is a contract written in Infernal. "I, the holder of this tablet, invoke its contractual rights to demand a service of the Shadow Demon who crafted it, to guard this area from all interlopers until I return to this room or die." If read aloud, it will shatter and then summon the Shadow Demon (the one in the Secret Crypts—The Warren (G)) to the room the speaker is in to begin its task. If read aloud in somewhere that doesn't constitute a room (like outside), it will freely go on a rampage until destroyed.

Location: Secret Crypts—The Vizier's Apprentice (13)

OBSIDIAN KNIFE (NGEE-THAN-GOR)

Weapon (dagger), uncommon

A fearsome knife with a blade of obsidian taken from the footsteps of an infernal magma demon and a handle carved from the horn of a sacred water buffalo. The blade was then enchanted with glass-steel and it functions as a +1 weapon to anyone who knows its name. Its name will be revealed by attunement or the identify spell.

Location: Secret Crypts—The Vizier's Apprentice



MONSTERS

MOB OF COMMONERS

Huge swarm of Medium humanoids, chaotic neutral

Armour Class 10
Hit Points 72 (16d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Vulnerabilities Attacks from Swarms and Mobs

Senses Passive perception 10

Languages Common

Challenge 2 (450 XP)

Mob. The mob of commoners react similar to a swarm, though they cannot share a space. Any damage they take from a source that does not have an area of effect is limited to 5 damage, excess is not recorded with the exceptions of attacks from Swarms and Mobs. For roleplaying purposes, any hit dealing 5 or more damage has permanently killed a commoner. The Mob can only be healed to the nearest hit point total divisible by 5 (including their current total). The mob can fit into any area that a medium humanoid could enter.

Conditional Immunity. ...ish. Any time the mob would suffer one of the following effects (charmed, frightened, paralyzed, petrified, prone, restrained, stunned), the mob instead suffers 5 damage. If they have been charmed, a single commoner will separate from the group to help their opponents.

Actions

Clubs. *Melee Weapon Attack:* +1 to hit, reach 5 ft., any number of targets adjacent to the mob. *Hit:* 5 (2d4) bludgeoning damage or 2 (1d4) bludgeoning damage if the mob is at half hit points or fewer.

SWARM OF DEATH FLIES

Medium swarm of Tiny beasts, lawful neutral

Armour Class 12 (natural armour)
Hit Points 22 (5d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	0 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses Passive perception 8, Blindsight 10 ft.

Languages none

Challenge 2 (450 XP)

Swarm. The death flies can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarms space. *Hit:* Target must make a DC 20 Constitution save or be infected with a deadly disease that will kill them by sunset and spread to others through fluid contact unless a DC 20 Wisdom (Medicine) check is made. The disease is magical in nature, a divine curse. Dragonborn are immune but should still roll to freak out their players.



SHADOW PANTHER

Medium undead, chaotic evil

Armour Class 12

Hit Points 9 (2d10)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +6 (+8 in dim light or darkness)

Damage Vulnerabilities Radiant, Fire

Damage Immunities Necrotic, Poison

Senses Passive perception 14, Darkvision 60 ft.

Languages Ancient BOL XANTUK

Challenge *See below

Shadow Stealth. While in dim light or darkness, a shadow panther can take the Hide action as a bonus action.

Creature of Darkness. Exposure to even a spec of sunlight dissipates the Shadow Panther.

Weakness to Light. Shadow Panthers suffer disadvantage when attacking anyone holding a light source and any glowing weapon has advantage to damage against a Shadow Panther.

Darkvision Distortion. Creatures with darkvision attacking a shadow panther suffer disadvantage.

Pounce. If the Shadow Panther moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can take a bonus action to make one bite attack against it.

Magical Attack Spell. The Shadow Panthers are not creatures of their own right, they are long range magical attacks from the mummies in the Secret Crypts. Each mummy destroyed reduces the number of Shadow Panthers encountered by 1. XP is awarded for defeating the mummies, not for dispelling the shadow panthers.

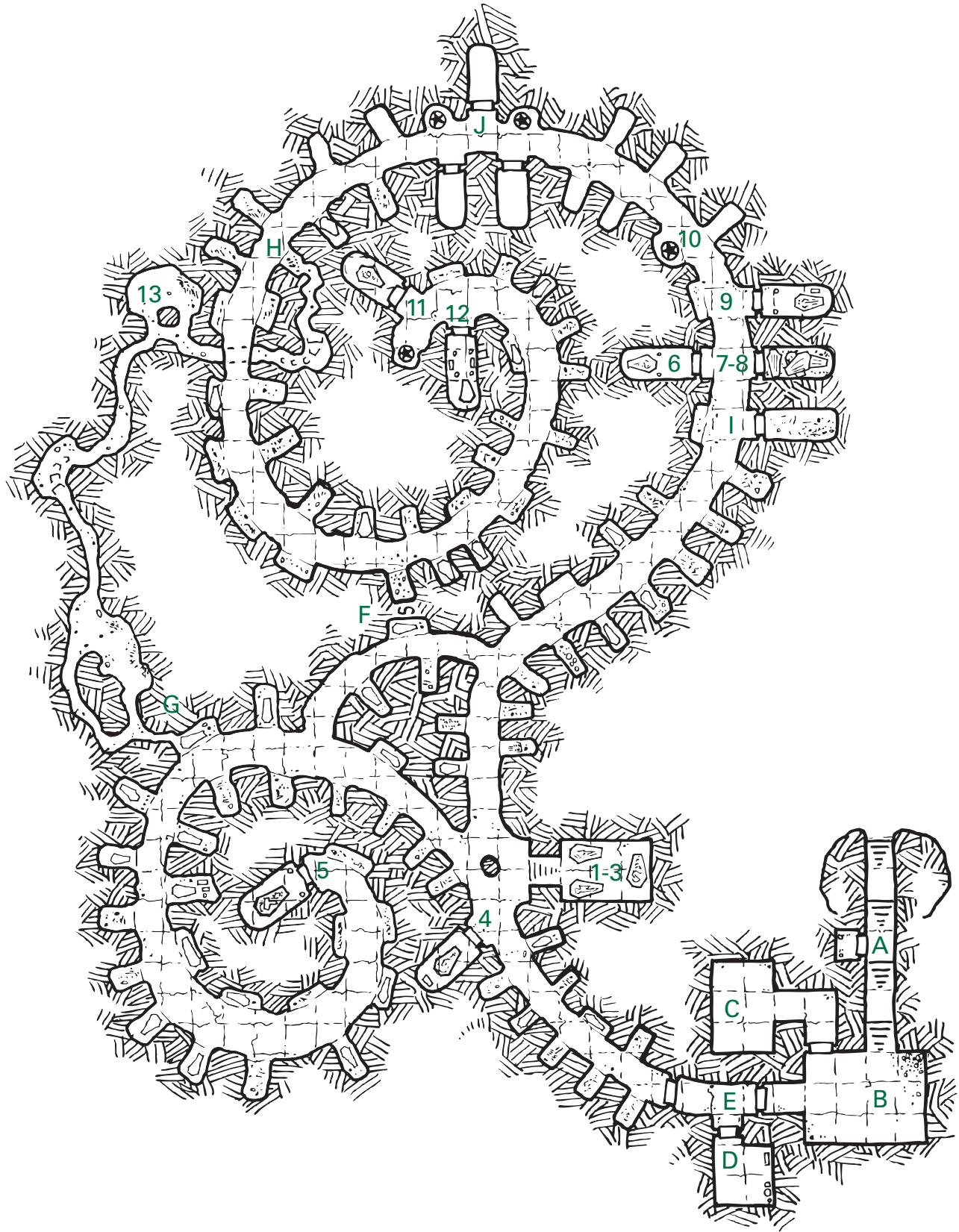
Actions

Bite. Melee weapon attack +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

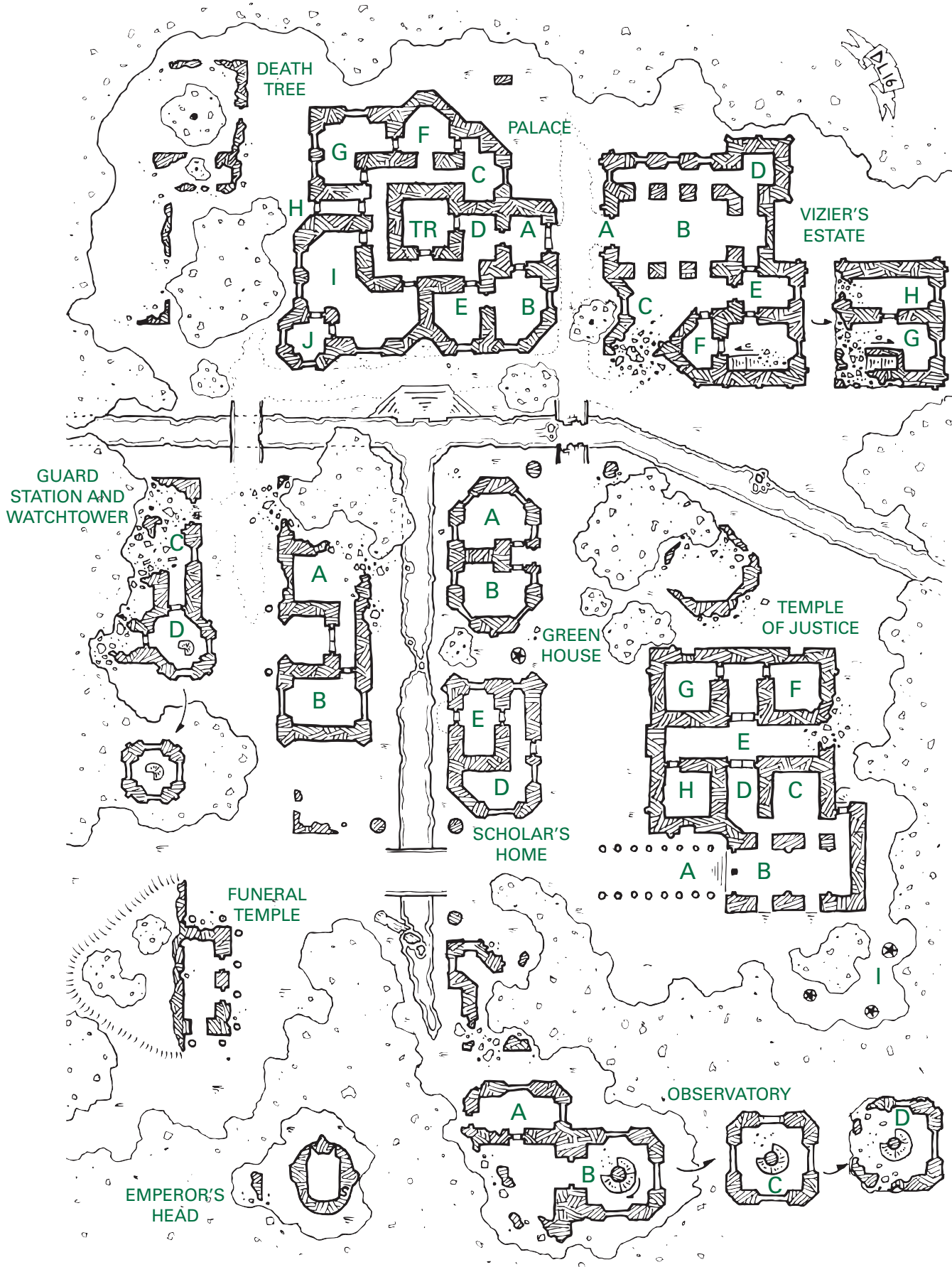
Claw. Melee weapon attack +4 to hit, 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.



THE SPIRAL CRYPTS



JUNGLE RUINS



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