

#27

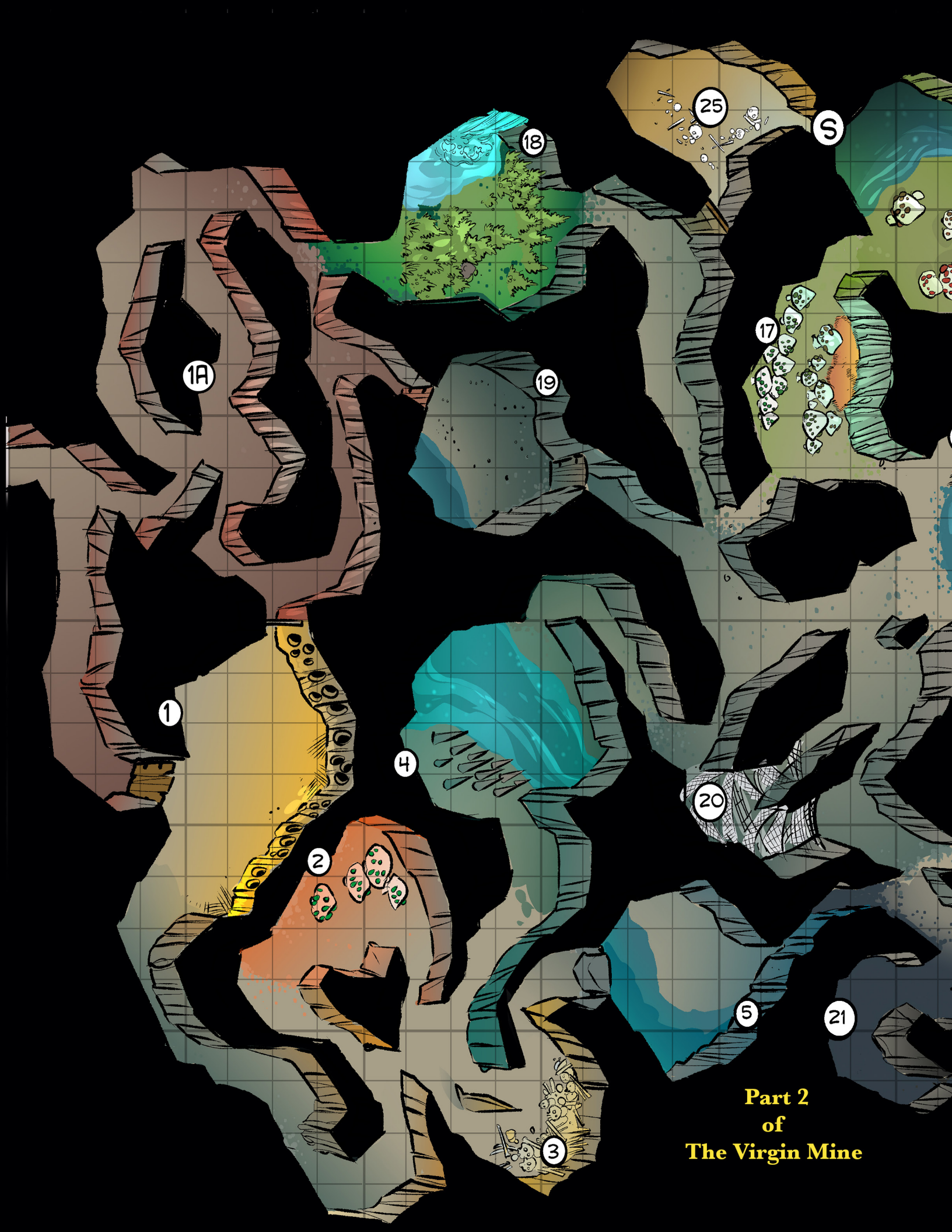
EDGE
COMPATIBLE

3 THE GO

Part Two
of The
Virgin Mine

Lair of the Serpents





**Part 2
of
The Virgin Mine**

THE FOLIO

Folio Module

Lair of the Serpents

An adventure for 5 to 7 characters, levels 1–3



Folio #27: Part 2 of The Virgin Mine
Lair of the Serpents
by Scott Taylor

Folio Module
Part 2
of
The Virgin Mine
Lair
of the
Serpents

This adventure module is designed for both 1st Edition AD&D and 5th Edition Dungeons & Dragons formats, for 5 to 7 characters, levels 1–3.

All ‘grey blocks’ are for 5E conversions in this section.

My ‘Mad’ Design

As first laid out in Folio #26, what I’ve done, as simply as I can explain it, is create a dungeon that locks characters into an extended low-level campaign. Why did I do this? Well, I think low-level campaigns hold some of the best parts of D&D, and allowing both the characters and the DM to experience this (with a lot of cool wrinkles) will provide one of the best experiences you will have at a table. That, at least, is my plan (and what I’ve found to be true from my playtests). Typically, low-level gaming requires a more careful approach, and one gets to see ingenuity not seen at higher levels. Also, combat is sped up by the limited hit point totals in both monsters and characters. Also, as in Folio #26, I’m going to outline (one last time) the basics for the dungeon delve, and after this, it can be assumed you’ve got the reference you need.

The Virgin Dungeon

There are literally hundreds of immense dungeons, not to mention above-ground ruins, around the Nameless Realms imperial capital city of Nextyaria. Most are standard crawls, but there are a few which have infamous or notorious natures, one of the most famous of these being the Virgin Mine. Before we can get into what makes the Virgin Mine ‘special’, we need to understand a bit about the imperial capital.

Nextyaria rests at the relative ‘center’ of the world, sprawling across the equatorial band and surrounded on all sides by near a thousand miles of dark and nearly impenetrable jungle. When the Nameless Realms was formed by the gods, they resided here, bringing forth great creations, including their various ‘children’ in the races of the world. However, when the city fell and the gods abandoned the world, it was lost to the encroaching jungles and forgotten to all races, save for whisperings in ancient texts. When it was finally rediscovered, the reclamation was nearly impossible due to its removed location and the climate that surrounded it. However, after nearly a century and the movement of a world government back into the city, along with the Emperor and his court, Nextyaria is now a prospering (if removed) city accessible by heavily armored river barges, airships, and a single Imperial Highway. Even so, life here would be uncomfortable at best, save for

incredible magical climate controls that dome the city in tranquil temperatures and anti-insect magic. This magic, of course, comes at a high cost, one born from godly artifacts recovered from the ruins around the city. These artifacts are known as mystic ingots, and like a battery, they are required to power the city's elemental defenses. Not only are these ingots used by the city, they can also be utilized by mages and clerics to increase their power, so their value is incredible on the open market.

Many treasure hunters move into the ruins surrounding the city, randomly searching out these ingots in old temples and dungeons, which is unlike what has been discovered in the Virgin Mine. There, mystic ingots appear within the dungeon, again and again, continually luring adventuring companies to seek fortune within its depths. However, whatever magic created the abundance of ingots within has also spawned monsters to protect those treasures, as well as magical dampening fields that thwart the abilities of the adventurers who come inside, especially those with magical powers. Some hypothesize that the dungeon creates the ingots by stealing magic from those who enter, but whatever the case, all magic-users and clerics have come to avoid the dungeon as a deathtrap in which they do not choose to enter. Thus, the Virgin Mine is a fighter's haven, and over the past two decades since it was discovered, several fighter

companies operate as excavators within each of the six dungeon complexes that make up the mine. Although rare and hard-won, a fine living can be made by the heavily armed and armored warriors who enter, but many still believe it to be a fool's errand, and so most adventurers from the city have learned to avoid the mine altogether, leaving the deep halls to the warrior factions who have set up camps outside.

What the mine means to the players

Okay, so I'm going to be honest with you as a DM, this entire series is meant to limit the use of magic, especially handicapping magic-using classes. **HOWEVER**, and this is a **BIG** however, there is a learning curve and a mystery within that will make magic-using classes vital to the game. Players may (and likely will) complain. It will be your responsibility to assuage their concerns by giving them hints that there can be 'something more' if they just break the norm of the dungeon and try to utilize their creative minds within it. Also, the hit point limitation makes the dungeon deadly for all characters but also allows you as the DM to maintain a campaign that doesn't quickly spiral out of control with leveling and the constant need for tougher monsters (which is why I designed it this way).

Why do the NPC companies use only fighters?

Well, because people are inherently stupid, and a ‘tank mentality’ is an easy and straightforward way to get what they want. Once it was discovered that the dungeon highly limits the use of magic yet seemingly favors heavy armor, companies began to utilize brawn instead of magic to acquire what they desired (ingots). While clerics could wear armor and employ shields (as well as assisting in melee combat), their healing was so limited that early companies decided they were best utilized to heal the wounded after emerging from the dungeon, thus keeping clerics safe and maximizing their benefit. The presence of Healing Wellsprings inside the dungeon lessened the need for clerics and, therefore, reinforced the practice of delving within without a healer. It was for these reasons that very few early companies had either clerics or magic-users with them in the dungeon and never (as far as any of your players know) discovered the existence of the Arcane & Divine Discs (which can only be seen by characters of those classes). Had knowledge of those special discs ever gotten out, perhaps companies would have changed their approach, but as it hasn’t, companies developed in the fashion they have, and magic-users stay well clear of the Virgin Mine (other than to attempt to purchase, or steal, mystic ingots for easy leveling).

The Barrier

One thing that makes the Virgin Dungeon unique to each party entering is its ‘instance’ generation ability, meaning that even if seven parties are in the same section of the Virgin Mine at one time, they are not ‘together’ because the mine will generate its own unique version for each party. This plays out upon entry when the party passes through a slightly orange glow, creating their own instance. While the unique experience within for each party protects parties from each other, it doesn’t protect a party once they leave the dungeon (see The Camp below).

Outside Threats

There are always those who would steal from companies who are bringing vast wealth out of the Virgin Mine, and as the jungles are dark, thick, and filled with already dangerous enemies (like serpent folk, carnivorous plants, and terrible jungle predators), it makes living in the area something even the most hardened adventurers will shun even before you add in well-organized bandit parties. Many are the tales of company camps that were wiped out by bandit raiders who then felled the already weakened company upon its exit from the dungeon, and that keeps most company members distrusting and xenophobic in the extreme. Within Folio #27, you will get your first taste of such an ambush.

The Camp

For the most part, camps are moving entities that flow around the massive ruin of the hill that comprises the Virgin Mine. All mine companies have a follower camp which will typically set up outside the entrance to a dungeon section and await the return of their ‘masters’. These camps will comprise at least one healer (likely with 2 apprentices), several whores, a cook, a smith, and a Camp Commander who acts as a lead butler/quartermaster with a half-dozen servants (at least two of which are typically guards). Outside of these mobile camps, a single occupied ruin called Jester’s Bastion exists where a small mercantile business trades what the companies have to offer (or need). Jester’s was created upon the ruins of an old temple complex and houses a single outfitter (Deluth’s Dry Goods and Equipment), a tavern (Jungle Rot Dan’s), an inn (The Floating Dream), and a merchant guildhall where representatives of various worldly powers await incoming ingots to purchase and then send where needed.

The Professional Companies

By the events of Folio #27, there are currently seven large companies (including the player’s company) working within the overall dungeon complex of the Virgin Mine (although a few smaller companies would surely be around as well if you choose to create more drama or intrigue, e.g., have a smaller team wiped out

by bandits or monsters, etc.). These companies are hardened and well-funded and maintained to get the job done, and are considered the ‘professionals’ of the Virgin Mine community.

Raiders of Old

[Dungeons Conquered, 5 The Rat Dungeon, The Howling Dungeon, The Ogre Arena, The Dungeon of Death, The Great Maze]

Tellen’s Looters

[Dungeons Conquered, 2 The Rat Dungeon, The Howling Dungeon]

Heavy on Heavy

[Dungeons Conquered, 5 The Rat Dungeon, The Howling Dungeon, The Ogre Arena, The Lair of Serpents, The Dungeon of Death]

Company of Stone

[Dungeons Conquered, 1 The Rat Dungeon]

Scale Blades

[Dungeons Conquered, 2 The Rat Dungeon, The Lair of the Serpents]

Sinner’s Hearth

[Dungeons Conquered, None]

Understanding the Company Mentality

Okay, so people have come here for profit, period. No one is looking to get famous, and certainly, the conditions here are tough in the extreme (and it seems the various companies and their interests want to keep it that way for fear of eventual Imperial involvement which would ruin their income stream).

This is like a Wild West boomtown in many respects, and the law is kept only by the power of a blade, so keep that in mind. However, each company understands that flat-out murder or wholesale slaughter would likely bring down Imperial Paladins from the capital, and they absolutely don't want that, so things are kept relatively civil on the surface, with all dark dealings and murder going on behind the scenes. As the plumbing of this Virgin Mine has been going on for a decade, companies have created a 'playbook' for how they deal with it, and that is as follows.

After 3 ingots are removed (not used) from a particular dungeon, a company will typically move to the next dungeon, repeating this until all six dungeons have been delved and 3 ingots looted from each. Heavy on Heavy, for example, is currently working on the 3rd ingot of The Great Maze, and they will be done.

After all six dungeons are conquered by a company, that company is broken up and a new company is formed with at least 60% of its members new to the region and the dungeon. This can create strife, considering some fighters will not want to be replaced by 'new blood', and oftentimes, bloody duels take place to establish what original company members will remain.

Only fighter-type characters that can wear heavy armor are allowed into company rosters, and the use of a shield is also required.

As fighter-type characters are the only character class that can discover a War Disc within the dungeons, they will often display this disc as a badge of honor/experience to those who come to the camp, often incorporating the disc into their armor.

Healing Wellspring

Although mentioned (and placed) in Folio #26, I give no specifics on what a Healing Wellspring is capable of, other than it ceases to provide healing once the 3rd ingot of the dungeon is removed. So, here are the specifics of what a wellspring can do.

1. Fighter Healing

Any fighter class can get 2d6 points of healing per day from drinking (24-hour period).

2. Other Class Healing

Any other class can get 1d6 healing per day from drinking.

3. Poison & Negative Spell Effects

All poison and curses, energy drain, or other spell-like conditions are removed by drinking from the wellspring.

4. Transport

A 'dose' of water can be taken from the wellspring for 'later' although the 24-hour rule still applies, and the water becomes useless once it is removed from the dungeon (although it can travel from dungeon to dungeon).

Mystic Ingots

These pale silver ingots are of incredible value, not only to the Empire but to any wealthy individual looking to increase their power base. In game mechanics, they are an incredible energy cell that can help power the climate control defensive shield of Nextyaria and also increase the level of a single character. As such, they fetch a high price on the open market, fetching between 50 and 150 thousand gold pieces (depending on who you are selling to). However, perhaps the most intriguing power these ingots have is locked within the Virgin Mine itself, and that is the ability to grant a level to ALL individuals in a recovery team while within the dungeon proper.

Wrinkle

If a recovered ingot is used while still inside the dungeon (for level progression), then it is not considered 'removed' by the dungeon intelligence, and therefore does not count against the Dungeon Growth rates as described below.

Gaming Note

The process of 'using' an ingot inside a dungeon is simple. A character who claims the ingot intrinsically knows a keyword and once spoken, while within the dungeon, activates the ingot's power. An activated ingot will glow bright white, then disappear, and ALL members

of the company will be raised to 1 experience point over the requirement needed to gain their next level of experience. The character who claims the ingot will know all this once they pick it up.

Empowerment Discs

Within each dungeon, there are certain drop percentages (really up to the DM to maintain game balance as they like) for unique items called Empowerment Discs. Each of these discs can only be seen by a certain class of characters; otherwise, they are invisible and 'out of time' for any other class (i.e., they don't exist in the 'instance' created for the party). Once a character possesses one of these items, they need not gain another, as these items cannot be 'stacked' to gain higher bonuses.

I have not 'placed' these items in the dungeon as that is up to the DM to decide where and when they can be found; however, I would suggest that either a Divine or Arcane Disc be found on this adventure, as well as a single mystic ingot. If the party 'clears' this level and goes back for a second run at it, then another Empowerment Disc can be found, and if you want a percentage to find one, you could use the rule that there is a 5% chance of an Empowerment Disc drop (or ingot drop for that matter) per HD of a creature defeated. Thus, a 4 HD monster in this dungeon would have a 20% chance to drop a disc of some type.

Also, the dungeon will ‘sense’ what discs the party currently has and will not drop an identical disc if the party is currently in possession of that type. Thus, the maximum a party can have is 1 Arcane, 1 Divine, and 1 War disc (however, you could acquire another War disc from a fighter in another company, especially if that company was breaking up and the fighter in possession of the disc is leaving, but the price would likely be very high). Obviously, there are no limits to ingots, but the ingot drop rate (after finding the first one in any particular dungeon) is 2% per HD of monster encountered.

Arcane Disc

Allows for unlimited 1st level arcane spell use while within the dungeon. This item can only be found by a magic-user or illusionist (or wu-jen if using OA) **[Wizard, Sorcerer, Warlock only]**.

Divine Disc

Allows all 1st level clerical spells to function normally while in the dungeon. This item can only be found by a cleric or druid (or sohie if using the OA) **[Cleric or Druid only]**.

War Disc

Provides a character with 1 extra hp allowed per class level inside the dungeon. This item can only be found by a fighter or fighter sub-type.

Wrinkle

These items do not ‘cross class’ for hybrid characters. Thus, a paladin cannot use a Divine Disc, just like a ranger cannot use an Arcane Disc. Bards are pretty much screwed.

Dungeon Mechanical Rules

Hit Point Limits

Within the dungeon, each character class receives a limited number of HP according to their level and class as follows.

A: Fighter types (Fighter/Ranger/Paladin/Barbarian/Cavalier) get a base 2 HP per level after 1st level.

B: All other classes get 1 HP per level after 1st level.

C: There are no Constitution bonuses for HP within the dungeon UNLESS you are a fighter class (Fighter, Ranger, Paladin, Cavalier, Barbarian, etc.), and even then, you are limited to only 1 bonus HP per level (Barbarians are granted 2 HP per level). Still, the fighter character must qualify for this bonus with the appropriate Constitution score (15 for AD&D, and 12 for 5E).

D: All characters above 1st are considered to have maximum HP for a first-level character of their class (plus the additional HP per level). Thus, a fighter would have 12 HP at 2nd level within the dungeon, while a 2nd level thief would have 7 HP.

Remember, only fighter classes apply their Constitution modifiers within the dungeon.

Spells, Arcane

Casters gain spell slots normally, but spells within the dungeon are limited to 1 HP of damage per die. Thus, a 7 die Fireball would do 7 points of damage (yes, this would mean a Fireball would do the same as a Burning Hands spell although the area of effect would vary in the favor of the Fireball). Any spell that has a '+' to add damage is limited to a +1 per die. Thus, two magic missiles would do 2 HP (1 for the d4 and 1 for the +1) each.

Spells, Divine

The above rules also apply to all clerical spells and base healing magic. A Cure Light Wounds would do 1 HP of healing **[A Cure Wounds would still get the Wisdom modifier, thus making 5E healing a bit more potent than AD&D]**, thus rendering the healing powers of clerics extremely limited. A Heal spell will still heal all damage, save for 1d4 points.

Clerical Turning Magic

All clerics, no matter their level, turn as a 1st level cleric while within the dungeon.

Magic Items

All magic items are considered to be +1 within the dungeon. Any magical weapon

that does 'extra dice' within the dungeon (like a Flametongue, would do an extra point of damage for the effect, thus a Sword +1, Flametongue, would do 1d8+2). Rod, Staff, and Wand spells will all act in the same fashion as normal spells within the dungeon, doing only 1 point per die. Potions of any kind do not function within the dungeon.

Weapon Specialization

Weapon specialization acts normally within the dungeon **[as do bonuses from Proficiency]**.

Armor & Shields

Any medium or heavier armor absorbs 1 HP of damage from melee attacks (not spells) **[Damage Reduction]**. The use of a shield will also allow a character to absorb 1 HP of damage per round and stacks with medium armor or higher. Thus, the most per attack a character can absorb is 2 per round.

The 'Growing' Dungeon

Each time a company removes a mystic ingot from any specific section/level of the overall dungeon, all monsters within will gain 1 HP the next time the party moves inside. This caps at 3 total bonus HP. Thus, a 4 Hit Point goblin would have 7 HP when a company that has removed 3 mystic ingots tries for their 4th. Also, all Healing Wellsprings within the dungeon will cease to function for the company after 3 mystic ingots are removed.

The dungeon can sense characters that have been a part of a company that has removed an ingot and will apply the following adjustments to any company that has more than 50% of its members having removed ingots in the past. Also, after removing 3 mystic ingots from a single dungeon, the dungeon will have a chance to spawn a ‘special monster’ to go against a company.

Special Monster

The Lair of the Serpents will spawn a cave raptor. The beast will stalk the company in question, trying to pick off wounded members and then flee. It spawns 25% of the time that the company enters the dungeon after the 3rd mystic ingot is removed.

Cave Raptor [AC 4, HD 8+8, HP 56, #Att: 2, Dam 1–10 (Bite)/2–8 (Horns), Horn Sweep (the raptor can forgo his normal two attacks to do a horn sweep, causing 2–8 points of damage to a 10’ area)] EXP: 565

TREASURE

NONE

Cave Raptor [AC 16, HD 8d12+24, HP 72, Initiative +2, #AT 2, Hit +6, Dam Bite 10 (1d10+5) Horns 9 (2d4+5), Multiattack (1 Bite/1 Horn), Horn Sweep [Recharge 5–6] (DC 14 to all in a 10’ radius or take 11 (3d4+5 damage)]

STR: 20 (+5) INT: 1 (-5) WIS: 10 (-)
CON: 16 (+3) DEX: 12 (+1) CHA: 3 (-4)
CR: 3 EXP: 700 Large Beast

Exiting the Dungeon

When characters exit the orange field barrier, all their level restrictions are removed. However, their current HP are NOT reset, so until healing can be had, they are considered ‘weak & wounded’ upon their exit. Spell slots that remain to the party are not affected, so having a cleric could be highly beneficial in the moment of exit to get the fighters back to higher HP in case of an outside attack.

The Ambush!

The first scenario in this adventure will not take place inside the Virgin Mine. Word has spread through the surrounding camps of the success of the small band of adventurers (the player characters), which is not uncommon, but what has many folks talking is that spell-casters were a part of the group. This anomaly has drawn the interest of a small band of profiteers called The Green Scalds.

This collection of brigands has been directed by their boss, The Deep Scald, to attack the adventuring company before it can head into the next dungeon within the Virgin Mine. They are to kill the fighters and thieves (as everyone knows full well that fighters can delve the mine),

but are to bring any spell-casters to the Deep Scald for questioning.

The attack can take place in either of two different locations, the first being directly after the adventuring company leaves the Rat Dungeon (in hopes of catching them while wounded, and if you are continuing this adventure from Folio #26), or it can take place while the party is en route to The Lair of the Serpents Dungeon. Whatever the case, the strike will be one of stealth as the brigands hope to subvert the obvious prowess of a balanced group of adventurers.

Ambush #1

A group of dangerous men, each dressed in clothes best suited to jungle camouflage, has taken up a position with a surprise chance of 2 in 4 [DC 17 Perception]. Once the party is spotted, they will first attack with their missile weapons, concentrating fire on spell-casters. After the initial barrage, their fighters will move in from the sides, slamming into the frontline fighters as the archers move to secure the downed spell-casters.

(3) Brigand Archers [AC 7, HD 2, HP 8, #Att: 2, Dam 1–6 (Bow), Poison (Each arrow is tipped with a sleep poison, save vs. poison or fall asleep for 2–20 rounds.)] EXP: 45

TREASURE

NONE

(3) Brigand Archers [AC 13, HD 2d10+2, HP 12, Initiative +5, #AT 1, Hit +5, Dam Bow 7 (1d6+3), Poison Arrows (DC 13 Constitution or be knocked unconscious for 10 (2d10) rounds)]

STR: 12 (+1) INT: 10 (-) WIS: 10 (-)

CON: 12 (+1) DEX: 16 (+3) CHA: 10 (-)

CR: 1/2 EXP: 100 Medium Humanoid

Brigand Fighters [AC 5, HD 5, HP 30, #Att: 3/2, Dam 1–8 (Sword), Single Specialization (+1 to hit and +2 to damage)] EXP: 115

TREASURE

NONE

(5) Brigand Fighters [AC 11, HD 5d8+10, HP 32, Initiative +2, #AT 2, Hit +4, Dam Sword 6 (1d8+2), Multiattack (2 Melee), Pack Tactics (Brigands are at advantage if within 5 feet of an ally.)]

STR: 12 (+2) INT: 10 (-) WIS: 10 (-)

CON: 14 (+2) DEX: 11 (-) CHA: 11 (-)

CR: 1/2 EXP: 100 Medium Humanoid

If more than half the enemy is killed, the remaining brigands will retreat. They will return to their leader, the Deep Scald, to report that the party is far superior than what they expected. News of the Deep Scald's attack and who these brigands were can be discovered by the characters at Jungle Rot Dan's bar if the players are seeking further info. However, the Deep Scald will have kept his whereabouts secret to this point, and pursuing him will not be possible at this time.

The Lair

As the title describes, this dungeon is home to all manner of reptiles (as well as amphibians). Considered by most of the fighter companies to be the 2nd easiest of the dungeons, most new companies will try this one after the Rat Dungeon has been fully delved. Within the subterranean habitat, several species of humanoids lurk, as well as wandering monsters to keep the characters on their toes.

The Kobold Kingdom

The kobolds within the dungeon are ingenious little creatures. They have mastered the art of 'cave camouflage' as well as traps, and the Queen has even begun creating a 'paste' that will resist the effects of acid so that her minions might raid the lair of the black dragon.

1A.

The Entry Maze

The stone walls here are stained crimson with some glittering mineral. Tunnels stretch away from the entry into darkness, mostly moving, and the floor is covered in fine white sand.

There are three traps within the Entry Maze, all designed to hold characters for easier dispatching by the kobolds who lurk within the maze, camouflaged to look like the cavern walls. All traps have a chance to be discovered with a Search roll (Detect Traps standard) **[DC 15 Perception]**. If a trap is discovered, it can be disarmed or avoided. The kobolds hold their attacks until a trap goes off. If all traps are defeated by the party, the kobolds stay hidden and attack characters entering Room 1 (The Kobold Clutch) once the party is already engaged with the kobold guards there. As these kobold rogues are hidden, they surprise on a 4 in 6 **[DC 17 Perception]** when they attack, usually allowing them a free round of combat before the characters can react.

Trap #1

Net Catcher

A spider-silk net has been covered by sand and will spring upward, catching anyone in a 10' square wherever the DM locates it. Anyone not at the center of the square (5') may make a saving throw vs. paralyzation



[DC 13 Dexterity] to avoid being caught. Once caught, the individual is considered 'held' and cannot attempt any action other than speaking or slight hand movements.

Trap #2

Quicksand

The kobolds have used water to mix up a 5' deep quicksand patch. Those coming into contact must make a saving throw vs. paralyzation **[DC 13 Dexterity]** or slide down into the quicksand pit where they are held until pulled free.

Trap #3

Tar Bomb

The most insidious of the kobold traps are several small cave raptor eggs that have been disguised to look like rocks and filled with tar and a hint of gunpowder. When characters come within 10' of the bombs, the kobolds will detonate them using a 'spark string' they pull from their hiding places. The bombs will explode, filling a 20' area with sticky tar and causing all within to be a -2 to AC and attacks until the tar is cleaned off. If a successful saving throw vs. paralyzation is made **[DC 13 Dexterity]**, the character will only be a -1 to AC and attacks as they avoided the worst of the tar.

(5) Kobold Rogues [AC 7, HD 1/2, HP 4, #Att: 1, Dam 1–4 (Knife or Short Spear)]
EXP: 15

TREASURE

12 SILVER PIECES AMONG THE LOT

(5) Kobold Rogues [AC 12, HD 2d6-2, HP 5, Initiative +4, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Pack Tactics (Kobolds are at advantage if within 5 feet of an ally.)]

STR: 7 (-2) INT: 8 (-1) WIS: 7 (-2)

CON: 9 (-1) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/8 EXP: 25 Small Humanoid

1.

Home of the Kobold Clutch

This rough-hewn chamber has walls blackened with soot, and a central firepit rests roughly between two makeshift wooden doors (one to the west and one to the south). The floor is made of fine sand, and along the northern wall, dozens of small holes are cut into the stone, many of them filled with green eggs. A line of smoldering coals burns beneath the ‘holey wall’.

This is the nesting ‘clutch’ of the kobold lair. Within, eight kobold guards are always stationed. If invaded (by the characters), three female kobolds scurry to the ‘holey wall’ and snatch three eggs each, then head to Room 2 as the guards try to hold

the room. As these eggs represent the next generation, the kobold guards fight to the death and receive a bonus of +1 to-hit and damage while defending this room.

(8) Kobold Guards [AC 7, HD 1/2, HP 4, #Att: 1, Dam 1–4 (Knife or Short Spear)]
EXP: 15

TREASURE

NONE

(8) Kobold Guards [AC 12, HD 2d6-2, HP 5, Initiative +4, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Pack Tactics (Kobolds are at advantage if within 5 feet of an ally.)]

STR: 7 (-2) INT: 8 (-1) WIS: 7 (-2)

CON: 9 (-1) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/8 EXP: 25 Small Humanoid

2.

Sand Pits

A long hall stretches north until cutting back west. There, more tunnels snake to the north, but warmth from likely steam vents can be felt (along with a slight red glow) coming from a chamber to the southwest. Within, a vent allows steam to enter the room along the northwestern wall, and more of the fine sand covers the floor.

This chamber is a trap in itself, as the shifting sands actually house six kobold sappers that are hiding under the sand! They surprise on a 4 in 6 chance **[DC 17 Perception]**, and on the first round of their surprise do an extra d4 damage on all attacks. After that, they are considered normal.

Kobold Sappers [AC 7, HD 1/2, HP 4, #Att: 1, Dam 1–4 (Knife or Short Spear)] EXP: 15

TREASURE

NONE

Kobold Sappers [AC 12, HD 2d6-2, HP 5, Initiative +4, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Pack Tactics (Kobolds are at advantage if within 5 feet of an ally.)]

STR: 7 (-2) INT: 8 (-1) WIS: 7 (-2)

CON: 9 (-1) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/8 EXP: 25 Small Humanoid

3.

The Queen's Lair

Several tunnels converge into a dark natural cavern that has several stalactites within it. Torches burn along the walls, and a bed or nest, made mostly of bones and furs, is along the northeastern wall. Seated within the nest is a large reptile, perhaps twice the size of a standard kobold, but certainly of the same, if not greater, lineage.

The Kobold Queen is more a tiny dragon than a true kobold, and she fights as such, utilizing a claw, claw, bite attack. There are three guards within the room, all camouflaged into the surrounding stone (surprise 3 in 6) **[DC 15 Perception]** who attack from behind if they can (+4 to hit) once the party enters and threatens the Queen.

Kobold [AC 7, HD 1/2, HP 4, #Att: 1, Dam 1–4 (Knife or Short Spear)] EXP: 15

TREASURE

NONE

Kobold [AC 12, HD 2d6-2, HP 5, Initiative +4, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Pack Tactics (Kobolds are at advantage if within 5 feet of an ally.)]

STR: 7 (-2) INT: 8 (-1) WIS: 7 (-2)

CON: 9 (-1) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/8 EXP: 25 Small Humanoid

Kobold Queen [AC 5, HD 2, HP 12, #Att: 3, Dam 1–4/1–4/1–6 (Claw/Claw/Bite)] EXP: 75

TREASURE

WITHIN HER 'NEST' SHE HAS SEVEN JARS OF ACID RESISTANCE PASTE (1/2 DAMAGE AND +4 TO SAVE AGAINST ACID IF APPLIED TOPICALLY. ONE JAR COVERS ONE MEDIUM HUMANOID), 210 SILVER PIECES, AND A RING OF WATER BREATHING.

Kobold Queen [AC 15, HD 4d6, HP 12, Initiative +5, #AT 3, Hit +5, Dam Claw 4 (1d4+2) Bite 4 (1d8), Pack Tactics (Kobolds are at advantage if within 5 feet of an ally.)]

STR: 10 (-) INT: 10 (-) WIS: 12 (+1)

CON: 10 (-) DEX: 16 (+3) CHA: 8 (-1)

CR: 1/2 EXP: 100 Small Humanoid

4.

Bullywug Crossing

This natural chamber is divided by a swath of dark water that flows slowly north to south beneath lips of brown stone. The southeastern side of the chamber is covered in white sand, with sharpened logs facing the waterline. On the smaller northwestern side, the floor is a muddy mix of grey-black sludge. Water slowly drips down the northern walls, and a green slime clings to the natural fissures in the stone.

Within the chamber, three camouflaged kobold guards watch over the water (because they know bullywugs lurk within). If characters are moving through the chamber from the bullywug side, the kobolds will attack from surprise, 3 in 6 **[DC 15 Perception]**; however, if they are coming from the kobold chambers, the kobolds remain in hiding, hoping the bullywugs wear down the party before they then strike.

(3) Kobolds [AC 7, HD 1/2, HP 4, #Att: 1, Dam 1–4 (Knife or Short Spear)] EXP: 15

TREASURE

8 SILVER PIECES AMONG THEM

(3) Kobolds [AC 12, HD 2d6-2, HP 5, Initiative +4, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Pack Tactics (Kobolds are at advantage if within 5 feet of an ally.)]

STR: 7 (-2) INT: 8 (-1) WIS: 7 (-2)

CON: 9 (-1) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/8 EXP: 25 Small Humanoid

Within the water, a small patrol of bullywugs can see anything lurking by the shore. Once the bullywugs get a view of the characters, they emerge from the water with great splashes and croaks, attacking with glee. Detection of these submerged enemies is difficult (surprise 3 in 6) **[DC 15 Perception]**, and if not detected, their first attack is considered ‘free’ before the first initiative.

(5) Bullywugs [AC 6, HD 1, HP 6, #Att: 1, Dam 1–6 (Long Spear), Long Hop (+1 to attack on a leap of up to 30 feet)] EXP: 25

TREASURE

NONE

(5) Bullywugs [AC 14, HD 1d10+2, HP 7, Initiative +2, #AT 1, Hit +3, Dam Long Spear 5 (1d8+1), Long Hop (Leap up to 30 feet on an attack and receive advantage on that attack)]

**STR: 12 (+1) INT: 8 (-1) WIS: 7 (-2)
CON: 14 (+2) DEX: 15 (+2) CHA: 7 (-2)
CR: 1/4 EXP: 50 Medium Humanoid**

The Bullywug Kingdom

The bullywugs within the dungeon are a dangerous group. They might be considered a ‘berserker’ enemy as they attack on sight with great joy. They feed on the fungus that grows in their domain, which provides them with delusions at times, and they love the taste of mammal flesh.

5.

Room of Dripping Death

A rolling stone door has been set into the southern wall of this room, half-submerged in dark water that is covered in a layer of green slime. The floor is mud, and the walls are covered with thin waterflows that help to keep the pool at an unknown depth.

This is home to the greatest number of bullywug females and young. All stay beneath the surface when enemies are present, but a handful of young warriors are present and will slip out of the water, looking to draw the

enemies away, back through the entrance and into Room 21. If the characters somehow attack the water, the females will open the secret ‘water door’ to Room 3 and attempt an escape into the kobold lair.

(4) Bullywugs [AC 6, HD 1, HP 6, #Att: 1, Dam 1–6 (Long Spear), Long Hop (+1 to attack on a leap of up to 30 feet)] EXP: 25

TREASURE

ONE OF THE BULLYWUGS HAS AN ARM BRACER THAT PROVIDES +1 TO AC.

(4) Bullywugs [AC 14, HD 1d10+2, HP 7, Initiative +2, #AT 1, Hit +3, Dam Long Spear 5 (1d8+1), Long Hop (Leap up to 30 feet on an attack and receive advantage on that attack)]

**STR: 12 (+1) INT: 8 (-1) WIS: 7 (-2)
CON: 14 (+2) DEX: 15 (+2) CHA: 7 (-2)
CR: 1/4 EXP: 50 Medium Humanoid**

6.

Submerged Lair

Stalactites and stalagmites roughly connect into pillars throughout this water-filled chamber. The sounds of dripping water make an odd echo here, and splashing disturbs the waters in the back of the chamber.

Within this sunken room is the Bullywug Chief and his cadre of elite troopers, as well as his treasure hoard. Anyone entering the water room (filled to near 10') will be forced to do combat while submerged. The best bet for the characters will be to somehow draw the chief out, but that will likely be a well-planned action.

The chief is a brute of a creature and has found a Ring of Protection and a magical spear that is a bane to reptiles, which has currently swung the balance of power away from the lizardmen to the bullywugs.

(4) Bullywugs Commandos [AC 6, HD 2, HP 10, #Att: 1, Dam 1–6 (Long Spear), Long Hop (+1 to attack on a leap of up to 30 feet)] EXP: 75

TREASURE

NONE

(4) Bullywugs Commandos [AC 14, HD 2d10+4, HP 14, Initiative +2, #AT 1, Hit +3, Dam Long Spear 5 (1d8+1), Long Hop (Leap up to 30 feet on an attack and receive advantage on that attack)]

STR: 12 (+1) INT: 8 (-1) WIS: 7 (-2)

CON: 14 (+2) DEX: 15 (+2) CHA: 7 (-2)

CR: 1/2 EXP: 100 Medium Humanoid

Bullywug Chief [AC 5, HD 4+4, HP 28, #Att: 1, Dam 1–10 (Long Spear), Long Hop (+1 to attack on a leap of up to 30 feet)] EXP: 425

TREASURE

RING OF PROTECTION +1, SPEAR +2 'LIZARDBANE' (+4 VS. REPTILES), A CACHE OF 347 GOLD PIECES, AND SEVEN GOLD AND SILVER GOBLETS AND PLATES WORTH 25 GOLD PIECES EACH

Bullywugs Chief [AC 15, HD 4d10+8, HP 28, Initiative +4, #AT 1, Hit +6, Dam Long Spear 10 (1d10+5), Long Hop (Leap up to 30 feet on an attack and receive advantage on that attack)]

STR: 16 (+3) INT: 8 (-1) WIS: 7 (-2)

CON: 14 (+2) DEX: 15 (+2) CHA: 7 (-2)

CR: 2 EXP: 250 Medium Humanoid

7.

Hall of Gug Warriors

Five tunnels converge on this chamber where water fills the eastern side. The floor here is muddy and slick, and the walls are also covered in mud that seems to drip from the ceiling down into the dark water to the east. Farther into the gloom of the eastern pool, another submerged chamber can be seen at the edge of your light source.

A gang of four bullywugs wait within the water to use their leap attack on foes. Half the group will leap behind the party (if possible), attacking spell-casters and archers, while the other two blast into the front line. Detection of these submerged enemies is difficult (surprise 3 in 6) [**DC 15 Perception**], and if not detected,



their first attack is considered ‘free’ before the first initiative.

(4) Bullywugs [AC 6, HD 1, HP 6, #Att: 1, Dam 1–6 (Long Spear), Long Hop (+1 to attack on a leap of up to 30 feet)] EXP: 25

TREASURE

NONE

(4) Bullywugs [AC 14, HD 1d10+2, HP 7, Initiative +2, #AT 1, Hit +3, Dam Long Spear 5 (1d8+1), Long Hop (Leap up to 30 feet on an attack and receive advantage on that attack)]

STR: 12 (+1) INT: 8 (-1) WIS: 7 (-2)

CON: 14 (+2) DEX: 15 (+2) CHA: 7 (-2)

CR: 1/4 EXP: 50 Medium Humanoid

Realm of the Lizardmen

While the lizardmen were once the dominant power in the dungeon, raiding the other tribes from their pyramid shrine, the acquisition of the ‘Bane Lance’ (as the lizardmen call it) by the leader of the bullywugs has swayed power away from them. Currently, they are just holding out, trying to find a way to kill the bullywug leader and destroy his spear.

8.

The Great Door

This large chamber is made of sandstone, and various glyphs have been etched into the walls around a large reinforced wooden door. The door is over nine feet tall and six feet wide.

Behind the door is the lizardmen's 'secret weapon', a cave raptor. However, they can't use it at the moment because the bullywug chief is hiding in his submerged lair, so they have placed two guards at the door to keep an eye on their prize.

(2) Lizardman [AC 4, HD 2+1, HP 12, #Att: 1, Dam 1-8 (Long Spear)] EXP: 35

TREASURE

ONE HAS A BAG WITH 4 GOLD PIECES AND A HEALING POULTICE (HEALS 4 HIT POINTS IF APPLIED TO A WOUND).

(2) Lizardfolk [AC 15, HD 4d8+4, HP 22, Initiative +2, #AT 2, Hit +4, Dam Long Spear 6 (1d8+2), Multiattack (2 Spear)]
STR: 15 (+2) INT: 7 (-2) WIS: 12 (+1)
CON: 13 (+1) DEX: 10 (-) CHA: 7 (-2)
CR: 1/2 EXP: 100 Medium Humanoid

9.

The Half-Submerged Pyramid

Light bounces and plays off a pool that takes up half the eastern side of this large chamber. A large, roughly 25 feet square stone pyramid rises half in and half out of the pool.

Really more of a pyramidal stone shrine than a true tomb pyramid, the structure is nearly 25' square, has a stair that leads up one side, and has four monolith pillars around its four corners.

The top of the pyramid has been shorn off, creating a roughly 5' square, upon which the lizardmen do sacrifices to their dark gods.

At any one time, there are four standard lizardmen in the chamber; most lurk at the shore, lying flat on their stomachs like crocodiles, and will surprise on 2 in 6 **[DC 14 Perception]**.

(4) Lizardman [AC 4, HD 2+1, HP 12, #Att: 1, Dam 1-8 (Longsword)] EXP: 35

TREASURE

15 GOLD PIECES BETWEEN THEM

(4) Lizardfolk [AC 15, HD 4d8+4, HP 22, Initiative +2, #AT 2, Hit +4, Dam Longsword 6 (1d8+2), Multiattack (2 Longsword)]
STR: 15 (+2) INT: 7 (-2) WIS: 12 (+1)
CON: 13 (+1) DEX: 10 (-) CHA: 7 (-2)
CR: 1/2 EXP: 100 Medium Humanoid

10.

The Hall of Spears

The sandy floor and sandstone walls of this nearly twenty-foot-wide corridor are covered in sharpened logs that act as spears pointing southward and making it nearly impossible to maneuver through. Beyond the spears, some thirty feet into the corridor, a large stone set of double doors can be seen.

Trap #1

Threshing Spears

The sandy floor here is set with several pressure stones just beneath the surface. When these are triggered, about 25% of the spears 'launch' into the trigger zone, causing 2d4 damage to anyone inside. A successful Detect Traps [**DC 16 Perception**] detects the stones beneath the surface.

11.

Lizard King's Throne

Lashed together against the western wall of this sandstone chamber is a great throne of bones and leather. Two great black basalt obelisks stand on either side of the throne, and green-glowing lanterns burn at the top of the eight-foot towers. A cauldron steams to the side of the throne, and there are a half-dozen gourd jugs next to it on a makeshift table.

The 'King' of the lizardmen lurks here, and he has been brewing a special potion that he intends to give to the kobolds in exchange for them drawing the Bullywug Chief out of his hiding place. He intends to fight the Bullywug Chief himself, but if he can convince the characters to do the deed, all the better (as he can kill them after). He offers the contents of his potion (which acts as a Potion of Water Breathing) if the characters attack the Bullywug Chief's lair in Room 6. If they agree, he will secretly take

a troop of 4 lizardmen (and himself) to watch the conflict unfold and ambush the party when they leave Room 6.

Lizard King [AC 3, HD 8, HP 48, #Att: 1, Dam 5–20 (Great Scimitar), Skewer (if striking a victim and getting 5 more than the required number to hit, damage is doubled for the attack)] EXP: 650

TREASURE

9 DROUGHTS OF WATER BREATHING (EACH LASTS 25 MINUTES), +1 TWO-HANDED SCIMITAR, BONE NECKLACE OF STEALTH (+10 MOVE SILENTLY & HIDE IN SHADOWS [+2 STEALTH]).

Lizardfolk King [AC 15, HD 12d8+24, HP 78, Initiative +3, #AT 2, Hit +5, Dam Great Scimitar 8 (1d10+3), Multiattack (2 Great Scimitar), Skewer (once per turn, when scoring a hit, the King can skewer a victim of the attack for an additional 10 (3d6) damage)]

**STR: 17 (+3) INT: 11 (-) WIS: 11 (-)
CON: 15 (+2) DEX: 12 (+1) CHA: 15 (+2)
CR: 4 EXP: 1,100 Medium Humanoid**

(2) Lizardman Guards [AC 4, HD 2+1, HP 12, #Att: 1, Dam 1–8 (Longsword)] EXP: 35

TREASURE

EACH GUARD HAS A POUCH WITH 20 GOLD PIECES.

(2) Lizardfolk Guards [AC 15, HD 4d8+4, HP 22, Initiative +2, #AT 2, Hit +4, Dam Longsword 6 (1d8+2), Multiattack (2 Longsword)]

STR: 15 (+2) INT: 7 (-2) WIS: 12 (+1)

CON: 13 (+1) DEX: 10 (-) CHA: 7 (-2)

CR: 1/2 EXP: 100 Medium Humanoid

Fungal Forest of the Toads

The main entry into the lair is basically a fungal forest controlled by a collection of troglodytes and their toad minions. Instead of a dry cavern, these areas are filled with ‘bleeding’ toadstools that have white ‘flesh’ that bleeds a sticky red (poisonous) sap. The effect is to have a strange fungal world that smells of sweet death and is constantly broken up by the rumblings of giant toad croaks.

12.

Toad Clutch

Tepid water, covered in greenish slime, fills a hall to the northeast of this chamber, and large fungal growths, including some tree-sized toadstools, are within. The sound of low croaking echoes through the entire interior of the chamber.

A pool controlled by a gang of troglodytes lies to the east of this fungal chamber. As the loose confederation of trogs in these regions have no leaders, they are considered to act independently of one another.

In the hall to the east (near the door to Room 15), two giant toads lounge around the blood shrooms.

(4) Troglodytes [AC 5, HD 2, HP 12, #Att: 1, Dam 2–8 (Barbed Javelin), Revulsion Odor (save vs. poison or lose 1 point of Strength for 1–6 rounds, lasts 10 rounds), Throwing Specialist (+3 to hit with a barbed javelin)] EXP: 65

TREASURE

NONE

(4) Troglodytes [AC 11, HD 2d8+4, HP 13, Initiative +2, #AT 2, Hit +4, Dam Barbed Javelin 6 (2d4+2) Bite 4 (1d4+2), Multiattack (2 Bite or 2 Javelin), Stench (DC 12 Constitution or be at disadvantage until the start of the creatures next turn)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 14 (+2) DEX: 10 (-) CHA: 6 (-2)

CR: 1/4 EXP: 50 Medium Humanoid

(2) Giant Toads [AC 6, HD 2+4, HP 16, #Att: 1, Dam 2–8 (Bite)] EXP: 65

TREASURE

IN THEIR NEST, THEY HAVE COLLECTED A HAMMER +1, 240 GOLD PIECES, 710 SILVER PIECES, AND A HELMET OF PURE AIR (FILTERS ALL POLLUTANTS (INCLUDING POISON FROM THE AIR FOR THE PERSON WEARING IT)).

(2) Giant Toads [AC 11, HD 6d10+6, HP 39, Initiative +3, #AT 1, Hit +4, Dam Bite 7 (1d10+2)]

STR: 15 (+2) INT: 2 (-4) WIS: 10 (-)

CON: 13 (+1) DEX: 13 (+1) CHA: 3 (-4)

CR: 1 EXP: 200 Large Beast

13.

Main Entry Door (Outside)

Twin stone doors made of polished black marble are set within sandstone walls just above a fifty-foot stair. The doors open into a toadstool ‘forest’, tiny illuminated insects buzzing around the tree-sized formations in a natural chamber some forty-five feet deep and twice that across. Paths move through the toadstools to the north, south, and east.

This area is dominated by the blood shrooms, each larger than the next and ‘bleeding’ their poison. The poison itself causes nausea and vomiting but is not deadly **[DC 11 Constitution]**. There are also no enemies in the area although there is a 25% chance of giant toads lurking about close to the eastern tunnel (see Room 12 for stats).

14.

Abode of the Water Toads

The large toadstools finally give way to a dark pool of water that is fifty feet north-south and fifteen feet across where

it ends in a slimy wall. The chamber is semi-lit from florescent algae that cling to the ceiling, and the sound of croaking reverberates through the entire grotto.

This grotto is home to five huge water toads, and they are HUNGRY! They attack anyone entering the chamber (which is why there are no trogs here), leaping from the water to attack.

(5) Giant Toads [AC 6, HD 2+4, HP 16, #Att: 1, Dam 2–8 (Bite)] EXP: 65

TREASURE

A SUIT OF CHAINMAIL +1 AND A SHIELD +1 ARE SUBMERGED IN THE POOL, AS WELL AS A POUCH WITH 5 GEMS WORTH 25 GOLD PIECES EACH.

(5) Giant Toads [AC 11, HD 6d10+6, HP 39, Initiative +3, #AT 1, Hit +4, Dam Bite 7 (1d10+2)]

STR: 15 (+2) INT: 2 (-4) WIS: 10 (-)

CON: 13 (+1) DEX: 13 (+1) CHA: 3 (-4)

CR: 1 EXP: 200 Large Beast

15.

Serpent Grotto

A single wooden door, partially rotted away, stands between two brown sandstone walls to the north. Several passages move away from the chamber to the south, and at the center of the room, a dank pool of water stinks of rot. Stands of long crimson grass (some 5 feet tall)

cluster around the room and the central pool, making it hard to see the white sand of the chamber's floor.

There are two giant constrictor serpents in the dungeon, and the female resides within the pool at the center of this grotto. She is hard to see (surprise 2 in 6) **[DC 13 Perception]** and will spring out and attack all those who enter.

Giant Serpent [AC 5, HD 6+1, HP 37, #Att: 2, Dam 1-4 (Bite)/2-8(Constrict)] EXP: 265

TREASURE

ALTHOUGH MOST OF WHAT THE SNAKES EAT IS DIGESTED, THERE IS A **SHORT SWORD +1** AT THE POOL'S EDGE, AND IN THE GRIME AT THE BOTTOM OF THE POOL ARE **230 GOLD PIECES AND 170 SILVER PIECES.**

Giant Serpent [AC 12, HD 8d12+8, HP 60, Initiative +4, #AT 1, Hit +6, Dam Bite 11 (2d6+4), Constrict (+6 to hit, 13 (2d8+4), DC 16 Escape)]

STR: 19 (+4) INT: 1 (-5) WIS: 10 (-)

CON: 12 (+1) DEX: 14 (+2) CHA: 3 (-4)

CR: 2 EXP: 450 Large Beast

16.

Toad Treasure Hall

(once was the Lizardman)

Sand has been piled high in several mounds within this chamber, and atop each is the skull of what looks like a lizardman.



This was once the treasure hoard of the Lizard King until it was overrun by the Bullywug Chief. The chief took much of the treasure, but he buried the bones and shamanic trinkets here (along with a few other items he had no use for). This is the Healing Wellspring of this section of the dungeon.

Close to the Wellspring, there are three troglodytes set here to watch over the 'treasure' that was left behind by the Bullywug Chief. They attack anyone entering the chamber and use the Wellspring to heal themselves if they get the opportunity.

Digging into the mounds will cause disease 5% of the time, and take roughly an hour per mound (there are 5) to search.

TREASURE

WITHIN THE PILES, AN ORIENTAL TYPE NUNCHAKU +1 IS ENCASED IN FINE LEATHER AND A SCROLL CASE CONTAINS TWO 2ND LEVEL CLERIC SCROLLS (DM'S CHOICE). OTHERWISE, THERE ARE 500 COPPER PIECES.

(3) Troglodytes [AC 5, HD 2, HP 12, #Att: 1, Dam 2–8 (Barbed Javelin), Revulsion Odor (save vs. poison or lose 1 point of Strength for 1–6 rounds, lasts 10 rounds), Throwing Specialist (+3 to hit with a barbed javelin)] EXP: 65

TREASURE

NONE

(3) Troglodytes [AC 11, HD 2d8+4, HP 13, Initiative +2, #AT 2, Hit +4, Dam Barbed Javelin 6 (2d4+2) Bite 4 (1d4+2), Multiattack (2 Bite or 2 Javelin), Stench (DC 12 Constitution or be at disadvantage until the start of the creatures next turn)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 14 (+2) DEX: 10 (-) CHA: 6 (-2)

CR: 1/4 EXP: 50 Medium Humanoid

17.

Fungal Creeper

Toadstools, these little more than four feet in height, have white 'flesh' and glowing green 'nodes' that illuminate the room. A single path runs through it, roughly from east to west, and a large stand of crimson grass more than seven feet in height grows in thickets along the northern wall.

Within this chamber, and being tended to, is a huge collection of the bleeding shrooms. They are mimicked in coloration and even 'ooze' by a small number of myconids. These creatures see any incursion into their territory as a threat to their 'farm' and attack accordingly.

(6) Small Myconids [AC 10, HD 2, HP 10, #Att: 1, Dam 2–8 (Slam), Hallucinator Spores (Save vs. Poison or attack the closest creature)] EXP: 165

TREASURE

NONE

(6) Myconid Sprout [AC 10, HD 2d6, HP 7, Initiative +2, #AT 1, Hit +1, Dam Fist 2 (1d4), Hallucinator Spores [(3/day), DC 12 Constitution or attack nearest creature]]

STR: 8 (-1) INT: 8 (-1) WIS: 11 (-)

CON: 10 (-) DEX: 10 (-) CHA: 5 (-3)

CR: 1/4 EXP: 50 Small Plant

Chambers of The Lurkers

There are what I would consider two lurking menaces in this dungeon, and both are featured in the AD&D Fiend Folio. The first is a babbler, which is just a kind of ‘upgraded’ lizardman, and the second is a blindheim, which is a toad creature that basically has car headlamps for eyes.

18.

Lair of the Babbler

(Fiend Folio pg. 13)

This chamber has a high vault, sunlight streaming in from somewhere above. The light has created an interior ‘garden’ with green vegetation all about the interior. A waterfall creates a pool to the southwest, and high reeds grow all about it.

A babbler is within the grasses next to the pool, on its belly so that it can initiate its ‘slither’ attack on the first round. It attacks anything coming within the chamber.

Babbler [AC 6, HD 5, HP 30, #Att: 3, Dam 1–6/1–6/1–8 (Claw/Claw/Bite), Slither (the initial attack of a babbler moves at 12’ and gains a +2 to strike & damage for all attacks that round)] EXP: 300

TREASURE

WITHIN THE REEDS IS A PILE OF 50 GOLD PIECES AND 20 PLATINUM PIECES, AS WELL AS A RING SET WITH A RUBY WORTH 150 GOLD PIECES.

Babbler [AC 14, HD 5d10+10, HP 35, Initiative +4, #AT 3, Hit +5, Dam Claw 5 (1d6+2) Bite 6 (1d8+2), Multiattack (2 Claw/1 Bite), Slither (A babbler moves incredibly quickly on its stomach the initial round before the attack and gains advantage on all attacks in the first round of combat.)]

STR: 15 (+2) DEX: 14 (+2) CON: 14 (+2)

INT: 10 (-) WIS: 10 (-) CHA: 5 (-3)

CR: 2 EXP: 450 Medium Beast

19.

Lair of the Blindheim

(Fiend Folio pg. 15)

A heavy wooden door, set with iron studs, has been placed at the end of a sandstone hall. Beyond it, there is a dark

chamber, the floor covered in smooth pebbles, and the sound of splashing water coming from the southeast.

The chamber is dark because the two blindheim within are waiting to open their eyes once the characters have moved past the door. They can hear everything that happens, the pebbles giving them a perfect sense of where the characters are, and they will croak once, and then open their eyes.

(2) Blindheim [AC 1, HD 4+2, HP 26, #Att: 1, Dam 1–8 (Bite), Lamplight Eyes (Anyone seeing these intense beams of light must make a save vs. magic or be blinded 11–20 turns, and those with infravision are -3 to the save.))] EXP: 260

TREASURE

HAVING RECENTLY KILLED (AND EATEN) A DWARF, THERE IS A **HAND AXE +1**, **GIRDLE OF CONSTITUTION (+2 ON ALL POISON [CONSTITUTION] SAVING THROWS)**, AND A FINE SUIT OF DWARVEN PLATEMAIL.

(2) Blindheim [AC 20, HD 4d8+4, HP 20, Initiative +2, #AT 1, Hit +4, Dam Bite 5 (1d8+1), Lamplight Eyes (All creatures within 30' of an open-eyed Blindheim must make a DC 13 Dexterity save or be blinded for 14 (4d6+2) rounds, and any creature with infravision is at disadvantage on their saving throw.)]

STR: 13 (+1) DEX: 12 (+1) CON: 13 (+1)

INT: 8 (-1) WIS: 10 (-) CHA: 5 (-3)

CR: 2 EXP: 450 Medium Monstrosity

Random Monsters

Unlike the Rat Dungeon, this dungeon has special encounter 'zones' that don't necessarily have to be rooms. Within each are special monsters, likely the most dangerous the party will face while within the dungeon.

20.

Lurking Ettercap

Four tunnels converge along a smooth curve of sandstone, markings scratched on the curve showing some kind of long-armed figure, and bones litter the muddy floor. Webs also hang in long strands about the halls, and shifting air moves them as though they have a life of their own.

Lurking with the tangle of tunnels here is an ettercap and two giant spiders (which it utilizes to help it hunt). The ettercap can 'read' the webs, just as the spiders can, giving both it and the spiders a +1 to their Initiative rolls. They attack as a team although usually one spider and the ettercap attack on Round 1, and the second spider attacks the party's rear on Round 2.

Ettercap [AC 6, HD 5, HP 30, #Att: 3, Dam 1–3/1–3/1–8 (Claw/Claw/Bite), Poison (Anyone bitten by the Ettercap must make a save vs. poison or take an additional 1–8 per turn. This must be repeated each round until a saving throw is made.))] EXP: 340



TREASURE

WITHIN THE WEBS, THERE IS A COFFER WITH A DAGGER +2 AND SEVEN PLATINUM HAIRPINS SET WITH CRUSHED DIAMONDS (WORTH 1,000 GOLD PIECES IN TOTAL)

Ettercap [AC 13, HD 8d8+8, HP 44, Initiative +4, #AT 2, Hit +4, Dam Claw 7 (2d4+2) Bite 6 (1d8+2) + Poison, Stealth +4, Multiattack (1 Claw/1 Bite), Poison (DC 11 Constitution or be poisoned for 1 minute, taking 4 (1d8) per turn)]

STR: 14 (+2) **DEX:** 15 (+2)

CON: 13 (+1)

INT: 7 (-2) **WIS:** 12 (+1)

CHA: 8 (-1)

CR: 2 **EXP:** 450

Medium Monstrosity

Giant Weaver Spiders [AC 7, HD 2+2, HP 14, #Att: 1, Dam 1–4 (Bite), Poison (save vs. poison or take an additional 1–4 points of damage), Surprise (1 in 3)] **EXP:** 125

TREASURE

NONE

Giant Weaver Spiders [AC 13, HD 2d8+4, HP 12, Initiative +4, #AT 1, Hit +4, Dam Bite 5 (1d6+2), Stealth +7, Poison (DC 10 Constitution or take an additional 4 (2d4) damage from each bite), Web [Recharge 5–6] (+5 to hit, 30/60 ft., DC 12 Strength to break free)]

STR: 15 (+2) DEX: 14 (+2) CON: 14 (+2)

INT: 10 (-) WIS: 8 (-1) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Beast

21.

Lurking Dark Creeper Duo

(Fiend Folio pg. 22)

The tunnel is pitch black, the walls having been covered in ash. The course seems to make a 'hook', first traveling south only to curve back toward the north to the chamber that spawned it.

Dark creepers are small humanoid creatures, much like gnomes, that utilize darkness to steal from their enemies. They typically avoid combat when they can, preferring to unleash their darkness, take items, and then flee farther into the tunnels.

Dark Creeper [AC 0, HD 1+1, HP 7, #Att: 1, Dam 1-4 (Dagger), Darkness (can cast the spell Create Darkness 3/day, extinguishing all manner of light, and providing it with a 0 AC instead of an 8), Thief (Once they cause their darkness ability, they will attempt to steal small items from the party with a 65% chance of success.)) EXP: 134

TREASURE

THE CREEPERS HAVE A SMALL CACHE WHERE THEY KEEP THEIR TREASURE THAT INCLUDES 720 GOLD PIECES, 540 SILVER PIECES, (7) RINGS WORTH 350 GOLD PIECES IN TOTAL, ALL STORED IN A BAG OF HOLDING.

Dark Creeper [AC 20, HD 1d8+2, HP 6, Initiative +5, #AT 1, Hit +5, Dam Dagger 5 (1d4+3), Darkness [Recharge 5-6] (A dark creeper can cause a magical darkness in a 30' radius around itself. Within the darkness, the creeper is AC 20 instead of AC 13), Thief (The creeper is +8 to Pick Pockets while within their darkness, and with a Stealth of +8 as well.)]

STR: 10 (-) DEX: 16 (+3) CON: 14 (+2)

INT: 12 (+1) WIS: 12 (+1) CHA: 10 (-)

CR: 1 EXP: 200 Small Humanoid

22.

Giant Constrictor

The tunnel, some twenty feet wide, breaks both northwest and northeast at what appears to be a fountain carved into the stone at the divergence. The sandy floor shifts beneath your feet, and patches of shed scaled skin litter the sand close to the walls.

The 'mate' of the great constrictor in Room 15 is out hunting in this area and has submerged itself in the shifting sand floor, feeling for vibrations from the footfalls of its prey. It will surprise on a 3 in 6 **[DC 16 Perception]**.

Giant Serpent [AC 5, HD 6+1, HP 37, #Att: 2, Dam 1-4 (Bite)/2-8(Constrict)] EXP: 265

TREASURE

NONE

Giant Serpent [AC 12, HD 8d12+8, HP 60, Initiative +4, #AT 1, Hit +6, Dam Bite 11 (2d6+4), Constrict (+6 to hit, 13 (2d8+4), DC 16 Escape)]

STR: 19 (+4) INT: 1 (-5) WIS: 10 (-)

CON: 12 (+1) DEX: 14 (+2) CHA: 3 (-4)

CR: 2 EXP: 450 Large Beast

23.

Holding Cell of the Cave Raptor (New Monster)

The mass of this chamber is filled with red-brown stone, and ancient carvings of demonic faces are all over the walls. Bones litter the sandy floor, and a large pile of dung lies in the southern part of the room near a pool of dark water.

This is the ‘prize’ of the Lizard King, and he hopes to unleash it into the domain of the bullywugs, but at this point cannot control it (His shaman was recently slain by the Bullywug Chief and his own potion brewing skills haven’t replicated the shaman’s controlling formula for the creature.). It is currently ravenous and is waiting at the door to burst out and grab anything it can to eat.

Cave Raptor [AC 4, HD 8+8, HP 56, #Att: 2, Dam 1–10 (Bite)/2–8 (Horns), Horn Sweep (The raptor can forgo his normal two attacks to do a horn sweep, causing 2–8 points of damage to a 10’ area.)] EXP: 565

TREASURE

NONE

Cave Raptor [AC 16, HD 8d12+24, HP 72, Initiative +2, #AT 2, Hit +6, Dam Bite 10 (1d10+5) Horns 9 (2d4+5), Multiattack (1 Bite/1 Horn), Horn Sweep [Recharge 5–6] (DC14 to all in a 10’ radius or take 11 (3d4+5 damage)]

STR: 20 (+5) INT: 1 (-5) WIS: 10 (-)

CON: 16 (+3) DEX: 12 (+1) CHA: 3 (-4)

CR: 3 EXP: 700 Large Beast

24.

Lair of the Crabmen (Fiend Folio pg. 21)

A stone door is half-submerged in cold water, the lower section beneath the surface unclosed as a current flows out from within. Inside the dark chamber, lit by blue crystals set into the ceiling, a series of dark mounds seem to be made of worn stones.

The crabmen are a strange and powerful wildcard as they don’t like the tregs in Room 12 and tend to keep to themselves; however,

if the nearly submerged door to their grotto is opened, they attack, feeling that any outsider is a threat.

(6) Crabmen [AC 4, HD 3, HP 15, #Att: 2, Dam 1-4/1-4 (Claws)] EXP: 70

TREASURE

(20) LARGE PEARLS IN A PILE NEXT TO SOME SHELLS WITH A TOTAL VALUE 2,000 GOLD PIECES.

(6) Crabmen [AC 16, HD 3d8, HP 12, Initiative +2, #AT 2, Hit +4, Dam Claw 4 (1d4+2)]

STR: 15 (+2) DEX: 12 (+1) CON: 11 (-)

INT: 8 (-) WIS: 10 (-) CHA: 5 (-3)

CR: 1/2 EXP: 100 Medium Humanoid

25.

Chamber of the Black Dragon

The smell of reptilian musk and acid are heavy even on the far side of the rolling stone door that is set into a rough white limestone. Within, a young black dragon is situated on a large pile of silver, and the bones of various creatures lie half-dissolved all over the floor near the entry.

Likely the most difficult enemy in the dungeon (due to its breath weapon), this is a creature that must be taken seriously, or (as the DM) you will likely be involved in a TPK. The kobolds have developed an acid-resistant paste (that you can find in the

Queen's chamber), that could help the party, but otherwise, they will have to deal with the dragon that is awake 85% of the time, and very much enjoys melting down anything coming through its door (and collecting the treasure deposited after).

Black Dragon [AC 3, HD 6, HP 36, #Att: 3, Dam 1-4/1-4/3-18 (Claw/Claw/Bite), Breath Weapon (36 point cone of acid)] EXP: 1,070

TREASURE

WITHIN HIS PILED HORDE, HE HAS 2,000 LOOSE SILVER PIECES, MIXED WITH 800 GOLD AND 100 PLATINUM, AS WELL AS SEVERAL CUPS AND OTHER DECORATIONS (TOTALLY 1,000 GOLD PIECES), AND A CHEST (HOLDING 340 GOLD PIECES AND (12) NECKLACES WORTH 750 GOLD IN TOTAL. THERE IS ALSO A LONGSWORD IN THE PILE, FORGED WITH A BLACK BLADE (+1 FLAMETONGUE).

Black Dragon [AC 17, HD 6d8+6, HP 33, Initiative +4, #AT 1, Hit +4, Dam Bite 7 (1d10+2) + Acid 2 (1d4), Acid Breath [Recharge 5-6] (DC 11 Dexterity or take 22 (5d8) acid damage or half with successful save)]

STR: 15 (+2) DEX: 14 (+2) CON: 13 (+1)

INT: 10 (-) WIS: 11 (-) CHA: 13 (+1)

CR: 2 EXP: 450 Medium Humanoid

Credits:

Credits: Author: Scott Taylor

Editing: G. Scott Swift

Cartography: Scott Taylor, Travis Hanson

Design/Layout: Andrew Rodgers

Folio Cover Art: Justin Gerard

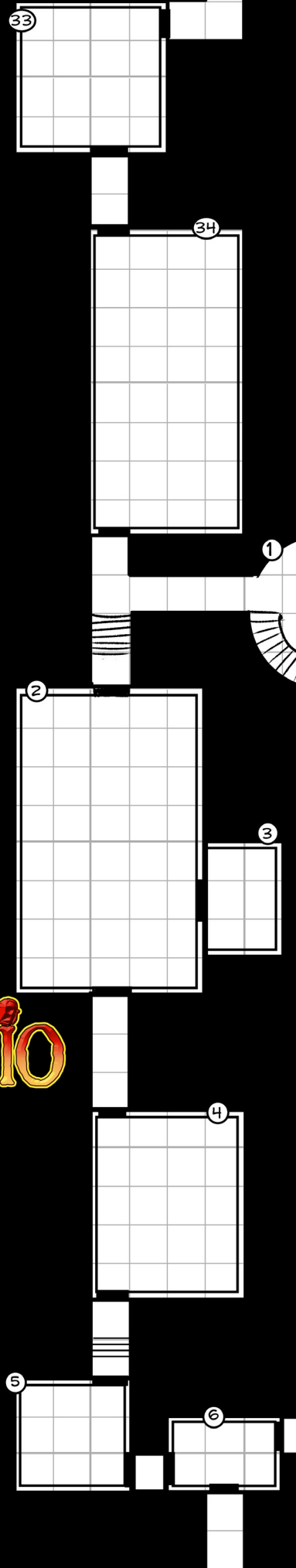
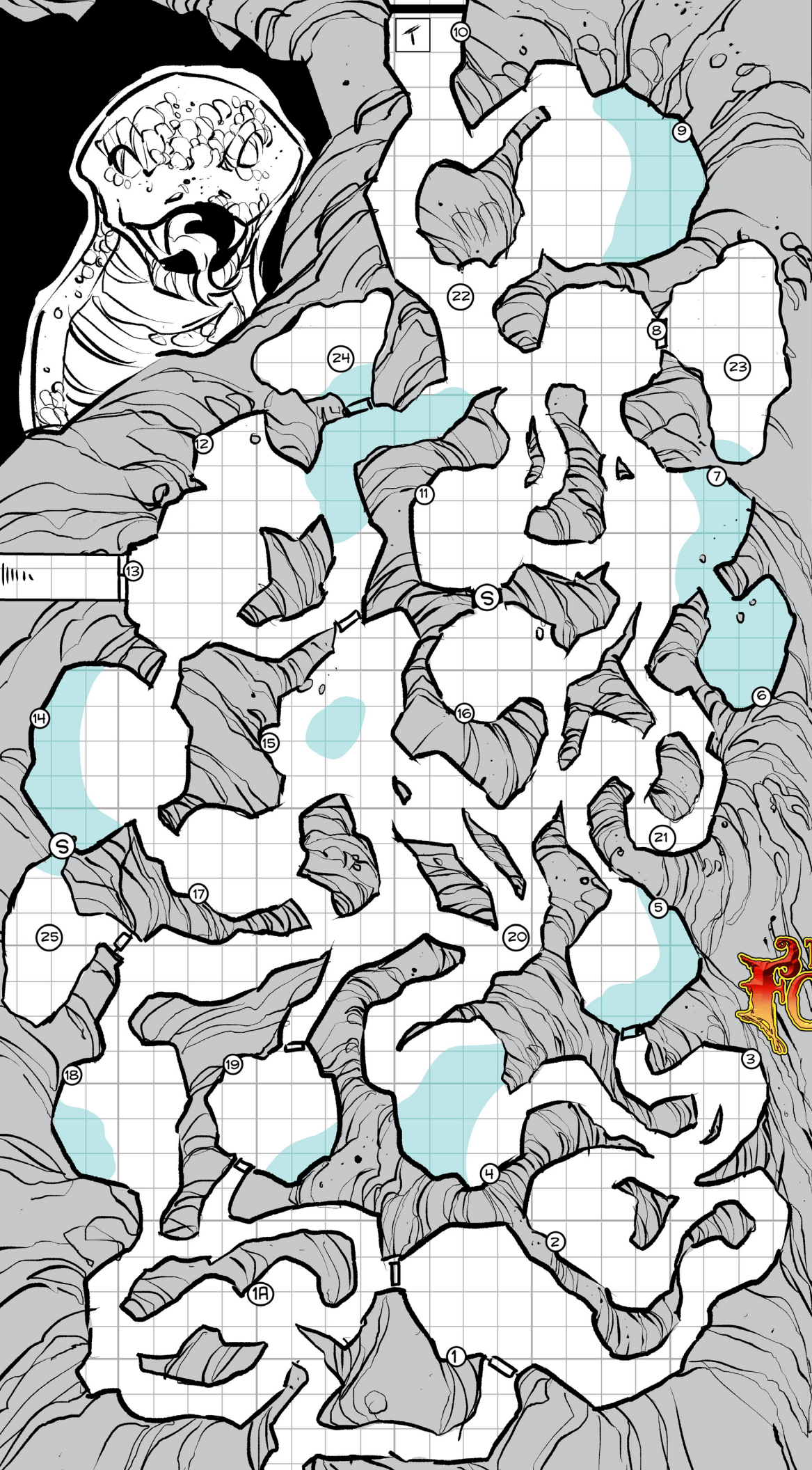
Interior Booklet Cover: Simon Todd

Interior Art: Simon Todd

Iconic Character Back Cover Art: Sandino Ross

Playtesters: Sean Murphy, Mark Timm, Lil'Joe Livesay, Brent Blackwell, Shayne Hintz

Dungeons & Dragons ©, **Players Handbook** ©, and **Dungeon Masters Guide** © are the sole property of Wizards of the Coast and Art of the Genre makes no claims on these trademarks.



THE FOLIO

This adventure module is designed for both 1st Edition AD&D and 5th Edition Dungeons & Dragons formats, for 5 to 7 characters, levels 1–3.



Lair of the Serpents



The first dungeon of The Virgin Mine has been conquered, but now the misfit collection of adventurers must move on to the next challenge, The Lair of the Serpents. News has also spread among the mercenary companies around the labyrinth that these new adventurers employ spell-casters, something to this point unheard of among the delvers of the mine. First these tales were dismissed as rumor, but now there are powerful brigand lords who seek proof that there may be secrets yet uncovered within the mine that only the new company may know. Can the party make it to their next objective intact? Once inside, will they be able to overcome the reptilian menace that has taken root inside its halls? Stories told round the drinking hole of the mine camp tell of a terrible bullywug king, a fallen sacrificial pyramid of the lizardmen, and the endless traps of mischievous kobolds. Mighty warriors call out the 'beast of the lair', a kind of primordial serpent from a lost age of the jungles that surround the mine, as well as man-eating toads, bleeding fungi, and titanic serpents that lurk among the twisting natural caverns. Surely within the newest dungeon there are more incredible treasures to be found, as well as mystic ingots that are so sought after in the Imperial Capital of Nextyaria, but can the party uncover them while staying alive? These are the questions faced in Part Two of The Virgin Mine, the Lair of the Serpents.

This adventure module is designed for both 1st Edition AD&D and 5th Edition Dungeons & Dragons formats, for 5 to 7 characters, levels 1–3.

