

A1

Classic Adventure
Module Conversion



Slave Pits of the Undercity

Conversion Guide by Shane Jensen
For Characters Levels 4-7



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

A1 Slave Pits of the Undercity

Conversion Guide

Introduction: In 1980, TSR published the module named “Slave Pits of the Undercity” with the module code “A1”. It was written by David Cook and illustrated by Jeff Dee, David S. Lagorce, Jim Roslof, and Bill Willingham. The 22-page booklet had an outer folder containing maps. It was designed as a tournament module, rewarding players for what they accomplished in addition to how long they survived. It became part of the “A” series adventures “Scourge of the Slavelords” and is ranked #20 in Dragon Magazine’s “The 30 Greatest D&D Adventures of All Time”. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters, magic items, traps and creatures.

This adventure is in two parts providing hours of challenging encounters and creatures for characters to deal with.

A 12+ hour adventure for 4th– 7th level characters

by SHANE JENSEN



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“The secret we should never let the gamemasters know is that they don’t need any rules.”

—Gary Gygax

Introduction

To use this conversion guide you will need a copy of “A1 Slave Pits of the Undercity” or “A1-A4 Scourge of the Slave Lords”, originally available in print and now for sale in digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters, magic items, traps & encounters, and creatures provide a quick in-game reference. Most creatures refer to stat blocks found in the D&D 5e Monster Manual. The Sundew, an infamous creature from the original module, has full stat blocks in the Special Creatures section.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge Rating), DMG (Dungeon Masters Guide), and PHB (Players Handbook). All other page numbers refer to the locations in the original “A1 Slave Pits of the Undercity”. Key text is in **bold** for easy scanning. Magic items and spells are noted in *italics*.

Find more information about this and other early editions conversions at www.classicmodulestoday.com.

Reference Sheets

For convenience, there are two Reference Sheets at the end of this document, which summarizes the key information you will need during the game. One for creatures, magic items and wandering encounters the other for traps & encounters. You can print each of these onto a single, double-sided page as handy tools that you may use alongside a hard copy of the module. After reading this document, all you’ll need to run the game is the original module, the Monster Manual, the Dungeon Masters Guide the Reference Sheet, and optionally any notes or visuals you’ve prepared.

Adventure Summary

For several years, organized bands of pirates and slavers have made a living by raiding the coastal towns. Descending quickly and ruthlessly on the small towns and villages, they have carried off innocent citizens into the night. The feuding amongst the lords and lack of funds prevented all but on occasional battle with the villains. Bribery often provided more protection then city walls.

Recently, however, the slavers have become more frequent and vicious. The raiders have burnt entire villages. Men, Women, children and whole families have disappeared; and though bribes were accepted, agreements have not been honored.

The lords have finally decided to take action. Forgetting

their petty squabbles, they have united against the marauders. Through Information from escaped slaves, and those fortunate enough to have been found and bought by families or friends, the lords have traced the slavers to a port from which they launch their attacks on the coast. The coastal city of Highport.

They have chosen a plan of stealth. Several bands of adventurers have been gathered together and will be sent to infiltrate the base and destroy the leaders. Caution is recommended. For the true strength and extent of this slave ring is not known. But they seem to be stronger and better organized than their small raiding parties would indicate.

Highport was once a human city, but orcs, goblins, kobolds, ogres, and gnolls have overrun it. The city is now a base for human outcasts wishing to deal with these unsavory creatures. Your party, provided with transport, has managed to arrive in Highport and now are posing as one of these groups come to deal in slaves.

Converting to the Realms

You may wish to consider placing this adventure in Skullport, on the Sword Coast. For this adventure’s purposes assume the Reforged Ring (a criminal gang that deals in slavery) has gained rulership of the town.

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Use the **Fatigue rules** as many traps & encounters require the characters to perform feats of physical strength.
- Know rules if throwing a lit **Flask of Oil**.
- Know how to use perception rules for numerous traps and secret doors.
- Determine spell tactics for Magi and Clerics.

Random Encounters

Wall Encounter Table

Encounter occurs 1 in 6 (1d6), check each turn.

Roll 1d8

1. 2d4 **Ghouls**: Ghoul (MM 148 CR 1, 200 XP); 50% 1d3 **Ghasts**: Ghast (MM 148, CR 2, 450 XP)
2. 2d6 **Zombies**: Zombie (MM 316, CR 1/4, 50 XP)
3. 2d6 **Skeletons**: Skeleton (MM 272, CR 1/4, 50 XP)
- 4.-6. **Orcs** (special); see below
7. 1d10 **Stirges**: Stirge (MM 284, CR 1/8, 25 XP)
8. 1d4 **Harpies**: Harpy (MM 181, CR 1, 200 XP)

Orcs: to determine the orc guard's composition:

Roll 1d4

1. 2d4 **Orcs**: Orcs (MM 246, CR 1/2, 100 XP)
2. 2d6 **Orcs**: Orcs (MM 246, CR 1/2, 100 XP); **Half-orc Fighter**: Treat as Orog (MM 247, CR 2, 450 XP)
3. 2d4 **Orcs**: Orcs (MM 246, CR 1/2, 100 XP); **Half-orc Fighter**: Treat as Orog (MM 247, CR 2, 450 XP); **Cleric/Assassin**: Treat as Orc Eye of Gruumsh (MM 247, CR 2, 450 XP)
4. 2 **Half-orc Fighters**: Treat as Orog (MM 247, CR 2, 450 XP); **Half-orc Fighter/Thief**: Treat as Orog with 60 Hit Points (MM 247, CR 2, 450 XP); **Half-orc Cleric/Fighters**: Treat as Orc Eye of Gruumsh (MM 247, CR 2, 450 XP)

Ruin Encounter Table

Encounter occurs 1 in 6 (1d6), check each turn.

Roll 1d6

- 1-2. **Orcs** (special); see below
3. 1d2 **Basilisks**: Basilisk (MM 24, CR 4, 700 XP)
4. 2d4 **Ghouls**: Ghoul (MM 148, CR 1, 200 XP)
5. **Wight**: Wight (MM 300, CR 3, 700 XP)
6. **Slavers** (special); see below

Orcs: 3-18 orcs (MM 246, CR ½, 100 XP); and chance of each:

- 10% **Human Slaver**: Treat as Veteran (MM 350, CR 3, 700 XP)
- 25% 1d3 **Ogre**: Ogre (MM 237, CR 2, 450 XP)
- 50% **Half-orc Fighter**: Thug (MM 350, CR 1/2, 100 XP)
- 30% **Half-orc Fighter/Cleric**: Treat as Orc Eye of Gruumsh (MM 246, CR 2, 450 XP)

Slavers 1 **Fighter**: Treat as Veteran (MM 350, CR 3, 700 XP); 1d4 **Half-orc Fighter/Thieves**: Treat as Thug (MM 350, CR 1/2, 100 XP); 10 **Fighters**: Treat as Bandit (MM 343, CR 1/4, 25 XP). 50% chance **Cleric**: Treat as Priest (MM 348, CR 2, 450 XP) or 75% chance **Wizard**: Treat as Mage (MM 347, CR 6, 2,300 XP)

Sewer Encounter Table

Encounter occurs 1 in 6 (1d6), check each turn.

Roll 1d10

1. 1d4 **Aspis Drones**: Treat as Thri-Kreen (MM 288, CR 1, 200 XP)
- 2.-3. 2d6 **Orcs**: Orc (MM 246, CR 1/2, 100 XP); 10% **Ogre**: Ogre (MM 237, CR 2, 450 XP)
- 4.-5. **Slave Band**: (Special); see below
6. 2d10 **Giant Rats**: Giant Rat (MM 327, CR 1/4, 25 XP)
7. 1d2 **Giant Weasels**: Giant Weasel (MM 329, CR 1/4, 25 XP)
8. 1 **Green Slime**: Green Slime (DMG 105)
9. 1d3 **Doppelgangers**: Doppelganger (MM 82, CR 3, 700 XP)
10. 1d6 **Crocodiles**: Crocodile (MM 320, CR 1/2, 100 XP)

Slave band: 2d6 **Slaves**: Treat as Commoner (MM 345, CR 0, 0 XP); 2d4; 25% **Human Fighter**: Treat as Gladiator (MM 346, CR 5, 1,800 XP); 1 **Half-orc Fighter**: Treat as Thug (MM 350, CR 1/2, 100 XP)

Magic Items

(By Room Number)

TEMPLE LEVEL

- 3: *potion of fire resistance*
- 5: *ring of spell storing* (friends, shatter, jump DMG 192)
- 7: silver holy symbol of some religion (various, one for each orc)
- 9: *gauntlets of dexterity* (consider using *gloves of thievery* DMG 172)
- 12: (3) *short sword +1*
- 18: *mace +1*; *potion of speed* (DMG 188); *stone of diminution* (5 charges) (reduces creature to tiny size)

SEWER LEVEL

- 4: (3) *slime covered apples* (treat as *potions of cure disease*)
- 6: *cloak of protection +1* (DMG 159); *potion of healing* (DMG 187-188); *scroll of protection from petrification* (treat as *scroll of greater restoration* - as spell PHB 246)
- 8: *oil of slipperiness* (DMG 184)
- 12: *dagger +1* (+2 vs. magic-users and enchanted creatures) (treat as *dagger +1*)
- 15: (3) *poisoned daggers* (1 use each)
- 16: *scroll with one spell* (*invisibility* - as spell PHB 254); *clerical scroll of one spell* (*prayer of healing* - as spell PHB 267)
- 18: *pearl of wisdom* (consider replacing with *pearl of power* DMG 184)
- 19: *luckstone* (use *stone of goodluck* DMG 205); *bracers of defense* (DMG 156); *ring of shooting stars* (DMG 192);
- 21: *ring of protection +2* (suggest replacing with *ring of protection* DMG 191); *potion of invisibility* (DMG 188)

Traps & Encounters

Temple Level

- SECRET DOOR AND SPIKE TRAP (area 1, p. 5):**
Outside Entrance: There is a spring loaded spiked bar that will cause 12 (3d6) piercing damage to anyone in the door. To spot the trap DC 12 Wisdom (Perception) will reveal a trigger rope on the other side of the door. The trap may be disabled by a successful DC 12 (Dexterity) check, but it will release the spike bar causing it to slam into the door causing 4 (1d6) bludgeoning damage to anyone next to the door. Creatures of small size or less avoid this damage completely.
Inside Exit: This trap is the back side of the spring loaded bar covering the door to the outside. Anyone standing in the arc of the spiked bar if released will suffer 12 (3d6) piercing damage. The Trap may be disarmed with a successful DC 8 (Dexterity) check, but the spring loaded bar will still be sprung causing damage to anyone in its arc, and 4 (1d6) bludgeoning damage to anyone on the other side of the secret door.
- COLLAPSED GUARD ROOM (area 3, p. 5):** A successful passive DC 12 Wisdom (Perception) check will reveal the room beyond. The door cannot be forced open, but may be bashed down (AC 8, 40 HP). Once the door has taken 20 HP of damage a character may squeeze through the opening if they wish. A 'Heavy' character (Dwarf, Half-orc, Goliath, or Dragonborn) in 'Heavy' armor may break the door down in one attempt, but will fall through and be Prone on the other side, unless a successful DC 12 Dexterity Saving Throw is made. Once someone has entered the room, the creatures in this room will attack (See Creatures Room 3).
- TREACHEROUS FLOOR (area 4, p 5-6):** There are three possible ways to walk across the open space - The West Side is charred and crumbling, narrow beams stretch across the center like a bridge, and more sound section of floor run along the East Side. A successful DC 10 Wisdom (Perception) check will reveal that the west side is unsafe, that the beams though wobbly appear safe and that the east side appears to be sound. If anyone travels on the west side it will collapse underneath them, causing them to fall into the open pit unless a DC 13 Dexterity Saving Throw is passed, in which case they step back from the crumbling ledge in time to avoid falling. Anyone traveling across the narrow beams will succeed in doing so on a DC 8 Dexterity (Acrobatics) check. The east side, will shift when someone is half way across, causing the wall next to them to collapse and push them along with the falling debris into the open pit, unless a successful DC 13 Dexterity Saving Throw is passed. Anyone falling into the open pit (Cellar) will suffer 13 (3d6) bludgeoning damage.
- ALCOVE (area 5-a, p 6):** Three barrels (AC 10, HP 12) containing a dark, thin sour smelling liquid. DC 8

Intelligence (Nature) check will reveal it to be old soured wine, more vinegar than alcohol.

- SUNDEW'S LAIR (area 5-b, p 6):** The vinegar from the barrels (Room 5-a) may be used to dissolve the Sundew glue.
- CEMETERY (area 8, p. 6):** These plants in this area are all animated through the will of the goddess whose temple this was. She has made the garden unsafe for all who enter. As characters move through this area roll a 1d6 each turn. On a 1-3 an encounter has occurred. Roll on the following table:

CEMETERY ENCOUNTER TABLE	
Roll	Encounter
1d8	
1	Branches and weeds bend and move, making the path Difficult terrain.
2	A tree branch strikes once at a random party member. Melee Attack +5, 4 (1d6+1) bludgeoning damage.
3	The branch of a bush will attempt to pickpocket a random party member. (review Pick Pocket Rules)
4	2d4 giant worker ants (see creatures) will attack the party.
5	Weeds attempt to entwine the legs of the characters. Characters must succeed on a DC 12 Dexterity Saving Throw or be Restrained. A Restrained character may attempt to free themselves by passing a DC 12 Dexterity Saving Throw. They may make the Saving Throw with Advantage if another character assists them.
6	2-5 ghouls (see creatures) will attack the party.
7	Weeds and bushes will bend to block the way ahead of the party. Count as Difficult Terrain.
8	A tree will fall across the path, attempting to strike a random party member. Melee attack +8, 15 (4d6) bludgeoning damage.

If the characters attempt move off the path, the plants will attempt stop them. Weeds will entangle them (Count as Difficult Terrain) and branches will constantly strike at them (all actions are at Disadvantage). If the characters destroy the plants, the trees will move to block all exits, passive DC 8 Wisdom (Perception) to notice. There will be three Trees blocking each exit (see Creatures).

- BURNT DORMITORY (Area 11, p. 7):** Any major disturbance to this room's structure (knocking holes in walls, clearing away beams, etc.) will cause a collapse. Everyone in the room suffers 11 (3d6) bludgeoning damage or half if they succeed on a DC 13 Dexterity Saving Throw. Any character that fails the saving throw will be Restrained, until they succeed on a DC 15 Strength (Athletics) skill check.
- FALSE SLAVERS' LAIR (area 12, p. 8):** A passive DC 15 Wisdom (Perception) check will reveal the false slaves in

this room, alerting the adventurers to the trap.

- **CLOISTER HALL (area 13, p. 8):** A DC 12 Perception (Wisdom) check will reveal that the candles have pieces pulled off them. Any character looking through the windows may spot the harpies in the cloister garden on a DC 12 Wisdom (Perception) check. Unless the character takes precautions, the harpies will notice and immediately begin to sing luring them into the garden. A DC 12 Intelligence (Investigation) check will reveal that the tallow from the candles if stuffed into the ears will provide protection from their songs.
- **WATER-FILLED PASSAGEWAY (area 15, p. 8):** A passive DC 12 Wisdom (Perception) check reveals that the water is moving swiftly. Swimming against the current will require a DC 12 Strength (Athletics) check, this is with Disadvantage if the character is wearing Heavy Armor, or suffer 1 level of Exhaustion.
- **MAIN COURTYARD (area 16, p. 9):** The pushcart is a primitive flame-throwing device. The front is covered by a mantle, granting all behind it three-quarters cover (+5 bonus to AC and Dexterity Saving Throws), against all frontal attacks. A torch and nozzle protrude from the front of the mantle, connecting to a barrel containing an oil mixture, which is sprayed out by a bellows mechanism. The flames produce a 30 ft. cone. All creatures in its area of effect suffer 24(4d10) fire damage, or half that if they succeed on a DC 13 Dexterity Saving Throw. The pushcart has a move of 15 Ft., AC 18, 30 HP, Resistant to slashing, bludgeoning and cold based attacks, immune to piercing, radiant, necrotic, poison, psychic, and vulnerable to fire and lightning damage. If 15 points or more of Fire or Lightning damage is done to the pushcart, it will catch fire and explode in the next turn, causing 18 (3d10) fire damage to all within 10 ft. of the cart (no Saving Throw). Characters will not be able to manage the operation of this device without lengthy study and practice. Likewise, it requires a special oil mixture to operate this device, one that is not readily available.
- **TEMPLE DOORS (area 17, p. 9):** If set off, the glyph of warding (marked X on the map) will cause the statues along the walls to fall into the hallway. All creatures in the hallway suffer 10 (2d8) bludgeoning damage, unless they make a successful DC 13 Dexterity Saving Throw for only half damage.
- **TEMPLE CHAMBER (area 18, p.10):** The two 'traps' in this room are a troll (shrunk to tiny size), and a trap door at the foot of the statue. Unless the creatures in this room are surprised and have not had time to prepare, two turns after the adventurers enter this room the troll will burst out of its hiding box and gain surprise on them. The trap door at the foot of the statue is trapped. A passive DC 18 Wisdom (Perception) test or active DC 12 Wisdom (Perception) check will reveal the trap. A successful DC 15 Dexterity (Open Lock) check will disarm the trap. Unless disarmed, opening the trap door will

cause the sword wielding statue above it to drop the sword directly over the trap door, causing 18 (3d10) slashing damage to all creatures within 5 ft. of the trap door. A successful DC 15 Dexterity Saving Throw will reduce this damage to half.

Sewer Level:

Passages: Because the ceilings are only 7 Ft. high, creatures 7 Ft. tall or higher, wielding a two handed heavy weapon, will make any attacks with Disadvantage.

If the ceiling collapses each person caught in the affected area will suffer 12 (2d20) bludgeoning damage, unless they succeed on a DC 15 Dexterity Saving Throw. If a creature fails the saving throw, they are knocked Prone and Restrained until a DC 18 Strength (Athletics) check is successful.

Sewer Tunnels: A DC 10 Intelligence (Nature) check reveals the mold and slime covering the walls to be harmless.

- **ESCAPE LADDER (Area 1, p. 11):** A DC 12 Intelligence (Nature) check will reveal that the tracks are those of orcs, and some unknown creature of great stature. A DC 20 Intelligence (Nature) check will reveal the larger tracks to be those of a giant Ant-Like creature (aspis).
- **GRUB HATCHERY (Area 2, p. 11-12):** When the characters enter this room, they must succeed on a DC 15 Constitution Saving Throw, or all actions in this room will be at Disadvantage, due to the stench. A passive DC 13 Wisdom (Perception) check will alert anyone entering the room that the floor ends, saving them from falling into the sewage pit. Creatures (but not the Larva) that fall into the sewage must succeed on a DC 13 Strength (Athletics) check each turn in the sewage pit or they suffer the effects of being Slowed. Any slashing or bludgeoning melee attacks made while in the sewage are at Disadvantage. The sewage is also corrosive; each turn a character is on the ledge they suffer 2 (1d4) acid damage. Those in the pit suffer 3(1d4+1) acid damage, while those fully submerged suffer 6 (2d4+2) acid damage. The sewage may be collected and carried. If thrown it will do no damage, but the stench will cause all within a 5 ft. radius of broken contain to suffer Disadvantage to any action unless they succeed on a DC 12 Constitution Saving Throw for 1d4 turns.
- **FOOD STORAGE (Area 4 p. 12):** Rot grubs will attack anyone investigating the decaying mounds of vegetation. A character will notice them on a passive DC 14 (Wisdom) Perception check. If not discovered they will attack and bore into anyone adjacent to the vegetation. Creatures attacked may avoid the rot grubs with a successful DC 12 Dexterity Saving Throw. If a creature is wearing gloves, fully armored or has no exposed skin, the Dexterity Saving Throw may be made with advantage. The rot grubs do 3 (1d6) piercing damage on the first round of contact. If fire is immediately applied to the rot grubs, they will be killed immediately; however, the

creature will also suffer 3 (1d6) fire damage from a normal fire source or the damage caused by any fire-based spell.

Each round the rot grub will burrow into the flesh if not killed. Once rot grubs burrow into the flesh, fire will no longer harm them. As the rot grubs burrow towards the creature's heart, each round the creature will suffer 3 (1d6) necrotic damage and their hit point maximum is reduced by the damage taken. If the creature is reduced to 0 hit points, the rot grubs have reached the heart and the creature dies. Cure Disease or Lesser Restoration will destroy the rot grubs.

- **ASPIS CHAMBER (Area 5, p. 12):** A passive DC 13 Wisdom (Perception) check will reveal a silken trip cord set 4 inches above the floor at each entrance. If not spotted, they will release a net coated in sundew sap, restraining anyone in the entrance. A DC 18 Strength (Athletics) check will tear the net apart, freeing anyone caught within. Another non-Restrained character may cut characters free, easily. A DC 15 Dexterity (Disarm Trap) will disarm the trap without releasing the sticky nets above.
- **SPARE FOOD CHAMBER (Area 7, p. 13):** A DC 12 Wisdom (Perception) check will reveal a scattering of grain. The trap door is locked, DC 18 Dexterity (Open Lock) to pick, or DC 20 Strength (Athletics) to bash it open.
- **LEDGE TRAP (Area 9, p. 13-14):** A DC 12 Wisdom (Perception) check will reveal that garbage floats in from both directions and collects here although the amount of trash never really seems to increase. This provides a clue that there is a drain below. A passive DC 13 Wisdom (Perception) check will reveal that the ledge appears to be loose. If stepped on it will tilt and dump any creatures on it into the sewer. A DC 15 Dexterity (Disarm Trap) check will disable this trap. Once in the water, the strong suction will start pulling the character down. Characters must drop anything carried in their hands to be able to attempt to swim against the suction DC 15 Strength (Athletics), if wearing light or no armor. If wearing heavy armor, this swim check is at Disadvantage. A character must make 2 successful swim attempts before 2 failed swim attempts to successfully escape the suction. If they are unable to swim or fail the attempt, they suffer a level of exhaustion on a failed DC 13 Constitution Saving Throw. Creatures that do not struggle are able to hold their breath for as long as 1 minute plus their Constitution bonus until rescued. Anyone attempting to rescue a person underwater by swimming to them will need to make these swimming checks at Disadvantage, and suffer 2 levels of Exhaustion if failed, to 'pull' the character back to the surface. The best method to save someone is to get a rope around them and pull them to the surface, which can be done easily.
- **FALSE DRUM (Area 10-a, p. 14):** A passive DC 15 Wisdom (Perception) check will reveal the camouflaged door.
- **SMALL SEWER CHANNELS (Area 11, p. 14):** Wading through the sewer here is difficult terrain, and all attacks are made with Disadvantage.
- **SEWER COLLAPSE (Area 13, p. 14-15):** A character may attempt a DC 20 Strength (Athletics) check to lift the block for one turn. If the block falls it will do 18 (3d10) bludgeoning damage.
- **ORC CHAMBERS (Area 15-b, p. 15-16):** The chest is protected by a glyph of warding (DC 11 Wisdom Saving Throw) that will cast Hold Person on anyone other than the chief who opens the chest.
- **WITCH-DOCTOR'S CAMP (Area 16, p. 16):** Orcs hiding behind cover have half cover (+2 AC). The orcs use particularly vile sewer pots that they can throw 30 ft. and which cause anyone within a 5 ft. radius to be suffer the effects of extreme nausea (Poisoned) for 2d4 turns unless they succeed on a DC 15 Constitution Saving Throw.
- **GAS FILLED ROOM (Area 17, p. 16):** Any open flame (torch, burning hands, and fireball) used in this room, will ignite the gas immediately. Any closed flame (lantern) will ignite the gas in 1 turn. Anyone in the room when the gas is ignited will suffer 15 (4d6) fire damage and be blinded for 3 (1d4+1) turns, or half fire damage and blindness duration if they succeed on a DC 15 Dexterity Saving Throw. If both doors are left open, the gas will dissipate in 1 turn. If only one door is open it will dissipate in 2 turns. If the doors are closed, the gas will refill the room in 3 turns.
- **THE SLAVE PITS (Area 18-a, p. 17):** A passive DC 16 Wisdom (Perception) check will reveal two Aspis Drones hiding behind each pillar. While balancing on the beams in this room all melee attacks by the characters are at Disadvantage. Each time a creature takes melee damage while balancing on the beams, it must succeed on a DC 13 Dexterity Saving Throw or fall into the pits and suffer 1d10 bludgeoning damage. An Aspis must only pass a DC 8 Dexterity Saving Throw as they're both well practices and have multiple limbs for regaining their balance. If a creature other than an Aspis falls into a pit, a trap door will close, trapping them in the pit. A creature may attempt to climb out of the pit [DC 13 Strength (Athletics)] or bend the bars of the pit [DC 18 Strength (Athletics)]. A Medium sized creature or smaller may climb the bars and attempt to break open a closed trap door with a successful DC 15 Strength (Athletics) with Disadvantage check. A Larger or greater creature may attempt to break open a closed trap door on a successfully DC 15 Strength (Athletics) check.
- **TRAP DOOR CONTROL BOOTH (Area 18-b, p. 17):** A successful DC 15 Intelligence (Investigation) check will

allow a character to operate the levers and control the trap doors in 18a. Otherwise, roll randomly to determine which door opens/closes.

- **MAIN SLAVE CHAMBER (Area 19-a, p. 17):** A DC 18 Dexterity (Open Lock) check is needed to pick the locks of the cages. A character may make a single attempt DC 22 Strength (Athletics) to bend the bars of a cage. All other attempts will be at a Disadvantage until that character takes a long or short rest.
- **TRICK STAIRS (Area 20, p. 18):** A passive DC 15 Wisdom (Perception) will reveal the shifting staircase that will become a slide if the door to room #21 is not opened correctly. If not disabled, with a successful DC 18 Dexterity (Disarm Trap), the stairs will suddenly slant causing anyone on them to slide into room #21. Each sliding character must succeed on a DC 16 Dexterity Saving Throw or they will be prone. The creatures in room #21 will also gain surprise for the final encounter!

Monsters

(By Room Number)

TEMPLE LEVEL

- 3: Ghouls:** Ghoul (MM 148 CR 1, 200 XP); **Ghasts:** Ghast (MM 148, CR 2, 450 XP)
- 5: Giant Sundew:** (Special); see Special Creatures
- 6: Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Doppelganger:** Doppelganger (MM 82, CR 3, 700 XP)
- 7: Orcs:** Orc (MM 246, CR 1/2, 100 XP)
- 8: Giant Worker Ants:** Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Ghouls:** Ghoul (MM 148 CR 1, 200 XP); **Trees:** Treat as Awakened Tree (MM 317, CR 2, 450 XP)
- 9: Wight:** Wight (MM 300, CR 3, 700 XP)
- 10: Basilisks:** Basilisk (MM 24, CR 3, 700 XP)
- 12: Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Half-orc Assassins:** Treat as Assassin (MM 343, CR 8, 3,900 XP) **Half-orc Fighter/Cleric:** Treat as Orc Eye of Gruumsh (MM 246, CR 2, 450 XP)
- 14: Harpies:** Harpy (MM 181, CR 1, 200 XP)
- 16-a: Orcs:** Orc (MM 246, CR 1/2, 100 XP); **Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Primitive Flame Throwing device** (see encounter description)
- 16-b: Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Slaves** Treat as Commoner (MM 345, CR 0, 0 XP)
- 16-c: Half-orc:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Doppelganger:** Doppelganger (MM 82, CR 3, 700 XP)
- 18: Slaves:** Treat as Commoner (MM 345, CR 0, 0 XP); **Evil Cleric:** Treat as Priest (MM 348, CR 2, 450 XP); **Half-orcs** Treat as Orc (MM 246, CR 1/2, 100 XP); **Troll:** Troll (MM 291, CR 5, 1,800 XP); **Assassin:** Assassin (MM 343, CR 8, 3,900 XP)
- 19: Stirges:** Stirge (MM 284, CR 1/4, 25 XP)

SEWER LEVEL

- 2: Aspis Larvae:** Treat as Grick – replace *Stone Camouflage* with *Immunity Acid* (MM 173 CR 2, 450 XP)
- 3: Aspis Drone:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)
- 4: Gray Ooze:** Treat as Gray Ooze (MM 243, CR 1/2, 100 XP); **Rot Grubs:** (see notes for Area 4)
- 5: Giant Worker Ants:** Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)
- 6: Giant Grub-like Cow:** Treat as Black Pudding remove all Damage Immunities except acid, remove Amorphous, remove Spider Climb, remove Split (MM 241, CR 4, 1,100 XP); **Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP); **Giant Soldier Ants:** Treat as Giant Centipede, with max HP (MM 323, CR 1/2, 100 XP)
- 8-a: Giant Worker Ants:** Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Giant Soldier Ants:** Treat as Giant Centipede, with max HP (MM 323, CR 1/2, 100 XP)
- 8-b: Giant Worker Ants:** Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Giant Soldier Ants:** Treat as Giant Centipede, with max HP (MM 323, CR 1/2, 100 XP); **Ant Queen:** as Giant Centipede with AC: 7; Hit Points: 55; Move 0; Attacks: none; (MM 323, CR 1, 200 XP)
- 12: Ogres:** Ogre (MM 237, CR 2, 450 XP); **Orcs:** Orc (MM 246, CR 1/2, 100 XP)
- 14: Orcs:** Orc (MM 246, CR 1/2, 100 XP)
- 15-a: Orcs:** Orc (MM 246, CR 1/2, 100 XP)
- 15-b: Orc Chief:** Orc War Chief (MM 246, CR 4, 1,100 XP); **Ogre** (MM 237, CR 2, 450 XP)
- 16-a: Orcs:** Orc (MM 246, CR 1/2, 100 XP)
- 16-b: Orcs:** Orc (MM 246, CR 1/2, 100 XP); **Orc Witch-Doctor:** Treat as Orc Eye of Gruumsh (MM 246, CR 2, 450 XP)
- 18-a: Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)
- 18-b: Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)
- 19-a: Human Merchant:** Treat as Noble (MM 348, CR 1/8, 25 XP); **Human 7th level fighter:** Treat as Knight (MM 347, CR 3, 700 XP); **Human Wizard:** Treat as Cult Fanatic (MM 345, CR 2, 450 XP); **Orcs:** Orc (MM 246, CR 1/2, 100 XP); **Prisoners:** Treat as Commoner (MM 345, CR 0, 0 XP); **Fighter:** Treat as Thug (MM 350, CR 1/2, 100 XP); **Doppelganger:** Doppelganger (MM 82, CR 3, 700 XP)
- 19-c: Slaves:** Treat as Commoner (MM 345, CR 0, 0 XP); **Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)
- 21. Slave Lord Thief:** Treat as Bandit Captain (MM 344, CR 2, 450 XP); **Giant Weasels:** Giant Weasel (MM 329, CR 1/4, 25 XP); **Orcs:** Orc (MM 246, CR 1/2, 100 XP)

Special Creatures

Sundew

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d8+24)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	17(+3)	2(-4)	6(-2)	3(-4)

Damage Resistance piercing (from non-magical weapons), fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages –

Challenge 4 (1,100 XP)

Actions

Hundreds of Tendrils. The sundew may make up to 3 (1d6) tendril attacks against each creature within range.

Tendril Attack. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 2 (1d4) bludgeoning damage plus 1 acid damage. Target must succeed on a DC 13 Dexterity Saving Throw or be restrained, until a successful DC 13 Strength (Athletics) check. If restrained by more than one tentacle, this check is at Disadvantage. The target will also suffer 1 acid damage per tentacle at the start of each turn that they're restrained.

Sundew

This plant is almost sentient. It prefers shaded, cool places to grow. The giant sundew grows hair like roots to hold it in place. It may withdraw them at will to pull itself along the ground with its sticky tendrils. It derives its sustenance from the prey it catches.

The giant sundew is able to detect moving creatures by vibrations and when anything moves within 15 ft., it will lash out with its tendrils. Its lump-like body is covered with hundreds of these.

Description: Giant sundews appear as 3 ft. to 4 ft. large mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested. If found in a closed area, the air will often have a thick odor like sweet syrup

A1 Slave Pits of the Undercity Reference Sheet

Random Encounters

Wall Encounter Table: occurs 1 in 6 (1d6), check each turn.

Roll 1d8

1. 2d4 **Ghouls:** Ghoul (MM 148 CR 1, 200 XP); 50% 1d3 **Ghosts:** Ghast (MM 148, CR 2, 450 XP)
2. 2d6 **Zombies:** Zombie (MM 316, CR 1/4, 50 XP)
3. 2d6 **Skeletons:** Skeleton (MM 272, CR 1/4, 50 XP)
- 4.-6. **Orcs** (special); see below
7. 1d10 **Stirges:** Stirge (MM 284, CR 1/8, 25 XP)
8. 1d4 **Harpies:** Harpy (MM 181, CR 1, 200 XP)

Orcs to determine the orc guard's composition:

Roll 1d4

1. 2d4 **Orcs:** Orcs (MM 246, CR 1/2, 100 XP)
2. 2d6 **Orcs:** Orcs (MM 246, CR 1/2, 100 XP); **Half-orc Fighter:** Treat as Orog (MM 247, CR 2, 450 XP)
3. 2d4 **Orcs:** Orcs (MM 246, CR 1/2, 100 XP); **Half-orc Fighter** Treat as Orog (MM 247, CR 2, 450 XP); **Cleric/Assassin:** Treat as Orc Eye of Gruumsh (MM 247, CR 2, 450 XP)
4. 2 **Half-orc Fighters:** Treat as Orog (MM 247, CR 2, 450 XP); **Half-orc Fighter/Thief:** Treat as Orog with 60 Hit Points (MM 247, CR 2, 450 XP); **Half-orc Cleric/Fighters:** Treat as Orc Eye of Gruumsh (MM 247, CR 2, 450 XP)

Ruin Encounter Table: occurs 1 in 6 (1d6), check each turn.

Roll 1d6

- 1-2. **Orcs** (special); see below
3. 1d2 **Basilisks:** Basilisk (MM 24, CR 4, 700 XP)
4. 2d4 **Ghouls:** Ghoul (MM 148, CR 1, 200 XP)
5. **Wight:** Wight (MM 300, CR 3, 700 XP)
6. **Slavers** (special); see below
Orcs: 3-18 orcs (MM 246, CR ½, 100 XP); and chance of each:
 - 10% **Human Slaver:** Treat as Veteran (MM 350, CR 3, 700 XP)
 - 25% 1d3 **Ogre:** Ogre (MM 237, CR 2, 450 XP)
 - 50% **Half-orc Fighter:** Thug (MM 350, CR 1/2, 100 XP)
 - 30% **Half-orc Fighter/Cleric:** Treat as Orc Eye of Gruumsh (MM 246, CR 2, 450 XP)
- Slavers:** 1 **Fighter:** Treat as Veteran (MM 350, CR 3, 700 XP); 1d4 **Half-orc Fighter/Thieves:** Treat as Thug (MM 350, CR 1/2, 100 XP); 10 **Fighters:** Treat as Bandit (MM 343, CR 1/4, 25 XP). 50% chance **Cleric:** Treat as Priest (MM 348, CR 2, 450 XP) or 75% chance **Wizard:** Treat as Mage (MM 347, CR 6, 2,300 XP)

Sewer Encounter Table: occurs 1 in 6 (1d6), check each turn.

Roll 1d10

1. 1d4 **Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)
- 2.-3. 2d6 **Orcs:** Orc (MM 246, CR 1/2, 100 XP); 10% **Ogre:** Ogre (MM 237, CR 2, 450 XP)
- 4.-5. **Slave Band:** (Special); see below
6. 2d10 **Giant Rats:** Giant Rat (MM 327, CR 1/4, 25 XP)

7. 1d2 **Giant Weasels:** Giant Weasel (MM 329, CR 1/4, 25 XP)
8. 1 **Green Slime:** Green Slime (DMG 105)
9. 1d3 **Doppelgangers:** Doppelganger (MM 82, CR 3, 700 XP)
10. 1d6 **Crocodiles:** Crocodile (MM 320, CR 1/2, 100 XP)
Slave band: 2d6 **Slaves:** Treat as Commoner (MM 345, CR 0, 0 XP); 2d4; 25% **Human Fighter:** Treat as Gladiator (MM 346, CR 5, 1,800 XP); 1 **Half-orc Fighter:** Treat as Thug (MM 350, CR 1/2, 100 XP)

Magic Items (by room number)

TEMPLE LEVEL

- 3: *potion of fire resistance*
- 5: *ring of spell storing* (friends, shatter, jump DMG 192)
- 7: silver holy symbols (various, one for each orc)
- 9: *gloves of thievery* (DMG 172)
- 12: (3) *short sword +1*
- 18: *mace +1*; *potion of speed* (DMG 188); *stone of diminution* (5 charges) (reduces creature to tiny size)

SEWER LEVEL

- 4: (3) *slime covered apples* (treat as *potions of cure disease*)
- 6: *cloak of protection +1* (DMG 159); *potion of healing* (DMG 187-188), *scroll of protection from petrification* (treat as *scroll of greater restoration* - as spell PHB 246)
- 8: *oil of slipperiness* (DMG 184)
- 12: *dagger +1* (+2 vs. magic-users and enchanted creatures) (treat as *dagger +1*)
- 15: (3) *poisoned daggers* (1 use each)
- 16: *scroll with one spell* (*invisibility* PHB 254); *clerical scroll of one spell* (*prayer of healing* PHB 267)
- 18: *pearl of wisdom* (use *pearl of power* DMG 184)
- 19: *luckstone* (use *stone of goodluck* DMG 205); *bracers of defense* (DMG 156); *ring of shooting stars* (DMG 192);
- 21: *ring of protection +2* (use *ring of protection* DMG 191); *potion of Invisibility* (DMG 188)

Monsters (by room number)

TEMPLE LEVEL

- 3: **Ghouls:** Ghoul (MM 148 CR 1, 200 XP); **Ghosts:** Ghast (MM 148, CR 2, 450 XP)
- 5: **Giant Sundew:** (Special); see Special Creatures
- 6: **Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Doppelganger:** Doppelganger (MM 82, CR 3, 700 XP)
- 7: **Orcs:** Orc (MM 246, CR 1/2, 100 XP)
- 8: **Giant Worker Ants:** Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Ghouls:** Ghoul (MM 148 CR 1, 200 XP); **Trees:** Treat as Awakened Tree (MM 317, CR 2, 450 XP)
- 9: **Wight:** Wight (MM 300, CR 3, 700 XP)
- 10: **Basilisks:** Basilisk (MM 24, CR 3, 700 XP)
- 12: **Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Half-orc Assassins:** Treat as Assassin (MM 343, CR 8, 3,900 XP)
Half-orc Fighter/Cleric: Treat as Orc Eye of Gruumsh (MM 246, CR 2, 450 XP)
- 14: **Harpies:** Harpy (MM 181, CR 1, 200 XP)
- 16-a: **Orcs:** Orc (MM 246, CR 1/2, 100 XP); **Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Primitive Flame Throwing device** (see encounter description)
- 16-b: **Half-orcs:** Treat as Orc (MM 246, CR 1/2, 100 XP); **Slaves**

Treat as Commoner (MM 345, CR 0, 0 XP)

16-c: Half-orc: Treat as Orc (MM 246, CR 1/2, 100 XP);

Doppelganger: Doppelganger (MM 82, CR 3, 700 XP)

18: Slaves: Treat as Commoner (MM 345, CR 0, 0 XP); **Evil Cleric:** Treat as Priest (MM 348, CR 2, 450 XP); **Half-orcs** Treat as Orc (MM 246, CR 1/2, 100 XP); **Troll:** Troll (MM 291, CR 5, 1,800 XP); **Assassin:** Assassin (MM 343, CR 8, 3,900 XP)

19: Stirges: Stirge (MM 284, CR 1/4, 25 XP)

SEWER LEVEL

2: Aspis Larvae: Treat as Grick – replace *Stone Camouflage* with *Immunity Acid* (MM 173 CR 2, 450 XP)

3: Aspis Drone: Treat as Thri-Kreen (MM 288, CR 1, 200 XP)

4: Gray Ooze: Treat as Gray Ooze (MM 243, CR 1/2, 100 XP); **Rot Grubs:** (see notes for Area 4)

5: Giant Worker Ants: Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)

6: Giant Grub-like Cow: Treat as Black Pudding remove all Damage Immunities except acid, remove Amorphous, remove Spider Climb, remove Split (MM 241, CR 4, 1,100 XP); **Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP); **Giant Soldier Ants:** Treat as Giant Centipede, with max HP (MM 323, CR 1/2, 100 XP)

8-a: Giant Worker Ants: Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Giant Soldier Ants:** Treat as Giant Centipede, with max HP (MM 323, CR 1/2, 100 XP)

8-b: Giant Worker Ants: Treat as Giant Centipede (MM 323, CR 1/4, 50 XP); **Giant Soldier Ants:** Treat as Giant Centipede, with max HP (MM 323, CR 1/2, 100 XP); **Ant Queen:** as Giant Centipede with AC: 7; Hit Points: 55; Move 0; Attacks: none; (MM 323, CR 1, 200 XP)

12: Ogres: Ogre (MM 237, CR 2, 450 XP); **Orcs:** Orc (MM 246, CR 1/2, 100 XP)

14: Orcs: Orc (MM 246, CR 1/2, 100 XP)

15-a: Orcs: Orc (MM 246, CR 1/2, 100 XP)

15-b: Orc Chief: Orc War Chief (MM 246, CR 4, 1,100 XP); **Ogres:** Ogre (MM 237, CR 2, 450 XP)

16-a: Orcs: Orc (MM 246, CR 1/2, 100 XP)

16-b: Orcs: Orc (MM 246, CR 1/2, 100 XP); **Orc Witch-Doctor:** Treat as Orc Eye of Gruumsh (MM 246, CR 2, 450 XP)

18-a: Aspis Drones: Treat as Thri-Kreen (MM 288, CR 1, 200 XP)

18-b: Aspis Drones: Treat as Thri-Kreen (MM 288, CR 1, 200 XP)

19-a: Human Merchant: Treat as Noble (MM 348, CR 1/8, 25 XP); **Human 7th level fighter:** Treat as Knight (MM 347, CR 3, 700 XP); **Human Wizard:** Treat as Cult Fanatic (MM 345, CR 2, 450 XP); **Orcs:** Orc (MM 246, CR 1/2, 100 XP);

Prisoners: Treat as Commoner (MM 345, CR 0, 0 XP);

Fighter: Treat as Thug (MM 350, CR 1/2, 100 XP);

Doppelganger: Doppelganger (MM 82, CR 3, 700 XP)

19-c: Slaves: Treat as Commoner (MM 345, CR 0, 0 XP); **Aspis Drones:** Treat as Thri-Kreen (MM 288, CR 1, 200 XP)

21. Slave Lord Thief: Treat as Bandit Captain (MM 344, CR 2, 450 XP); **Giant Weasels:** Giant Weasel (MM 329, CR 1/4, 25 XP); **Orcs:** Orc (MM 246, CR 1/2, 100 XP)

Special Creatures

Sundew

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d8+24)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	17(+3)	2(-4)	6(-2)	3(-4)

Damage Resistance piercing (from non-magical weapons), fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages –

Challenge 4 (1,100 XP)

Actions

Hundreds of Tendrils. The sundew may make up to 3 (1d6) tendril attacks against each creature within range.

Tendril Attack: Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 2 (1d4) bludgeoning damage plus 1 acid damage. Target must succeed on a DC 13 Dexterity Saving Throw or be restrained, until a successful DC 13 Strength (Athletics) check. If restrained by more than one tentacle, this check is at Disadvantage. The target will also suffer 1 acid damage per tentacle at the start of each turn that they're restrained.

Sundew

This plant is almost sentient. It prefers shaded, cool places to grow. The giant sundew grows hair like roots to hold it in place. It may withdraw them at will to pull itself along the ground with its sticky tendrils. It derives its sustenance from the prey it catches.

The giant sundew is able to detect moving creatures by vibrations and when anything moves within 15 ft., it will lash out with its tendrils. Its lump-like body is covered with hundreds of these.

Description: Giant sundews appear as 3 ft. to 4 ft. large mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested. If found in a closed area, the air will often have a thick odor like sweet syrup

Traps and Encounters

see full text for complete encounter notes

Temple Level

SECRET DOOR AND SPIKE TRAP (area 1, p. 5):

Trapped door causes 12 (3d6) piercing damage. DC 12 Wisdom (Perception) to spot. DC 12 (Dexterity) check to disarm. Creatures of small size or less avoid the damage.

COLLAPSED GUARD ROOM (area 3, p. 5): The door has (AC 8, 40 HP). Once someone has entered the room, the creatures in this room will attack (See Creatures Room 3).

TREACHEROUS FLOOR (area 4, p 5-6): A successful DC 10 Wisdom (Perception) check reveals the west path is unsafe and that the east side appears to be safe. The west path collapses underneath anyone crossing it, causing them to fall into the open pit (DC 13 Dexterity Saving Throw to avoid). DC 8 Dexterity (Acrobatics) check to cross the beams in the center. The wall on the east side will collapse pushing anyone on it to fall into the open pit (DC 13 Dexterity Saving Throw to avoid). Anyone falling into the open pit (Cellar) will suffer 13 (3d6) bludgeoning damage.

ALCOVE (area 5-a, p 6): Three barrels (AC 10, HP 12) containing a dark, thin sour smelling liquid. DC 8 Intelligence (Nature) check will reveal it to be old soured wine, more vinegar than alcohol.

SUNDEW'S LAIR (area 5-b, p 6): The vinegar from the barrels (Room 5-a) may be used to dissolve the Sundew glue.

CEMETERY (area 8, p. 6): The plants are animated. As characters move through this area roll a 1d6 each turn. On a 1-3 on encounter has occurred. Roll on the following table:

CEMETERY ENCOUNTER TABLE SUMMARY

Roll	Encounter
1d8	
1	Path becomes Difficult terrain.
2	Random party member attacked +5 to hit, 4 (1d6+1) bludgeoning damage.
3	Random party member is pick pocketed.
4	2d4 giant worker ants attack the party.
5	Characters are entwined by weeds and must succeed on a DC 12 Dexterity Saving Throw or be Restrained.
6	2-5 ghouls attack the party.
7	Path becomes Difficult terrain.
8	A tree will fall on a random party member. Melee attach +8, 15 (4d6) bludgeoning damage.

If the characters attempt move off the path, the plants will attempt stop them. If the characters destroy the plants, the trees will move to block all exits, passive DC 8 Wisdom (Perception) to notice. There will be three Trees blocking each exit (see Creatures).

BURNT DORMITORY (Area 11, p. 7): Any major disturbance to this room's structure will cause a collapse. Everyone in the room suffers 11 (3d6) bludgeoning damage or half if they succeed on a DC 13 Dexterity Saving Throw. Any character that fails the saving throw will be Restrained, until they succeed on a DC 15 Strength (Athletics) skill check.

FALSE SLAVERS' LAIR (area 12, p. 8): A passive DC 15 Wisdom (Perception) check will reveal the false slaves in

this room, alerting the adventurers to the trap.

CLOISTER HALL (area 13, p. 8): A DC 12 Perception (Wisdom) check will reveal that the candles have pieces pulled off them. Any character may spot the harpies in the cloister garden on a DC 12 Wisdom (Perception) check. A DC 12 Intelligence (Investigation) check will reveal that the tallow from the candles if stuffed into the ears will provide protection from their songs.

WATER-FILLED PASSAGEWAY (area 15, p. 8): Swimming against the current will require a DC 12 Strength (Athletics) check, this is with Disadvantage if the character is wearing Heavy Armor, or suffer 1 level of Exhaustion.

MAIN COURTYARD (area 16, p. 9): The pushcart is a primitive flame-throwing device. The front is covered by a mantle, (+5 bonus to AC and Dexterity Saving Throws), against all frontal attacks. It produces flames in a 30 ft. cone.

Creatures in its area suffer 24(4d10) fire damage, or half that on a DC 13 Dexterity Saving Throw. The pushcart has a move of 15 Ft., AC 18, 30 HP, Resistant to slashing, bludgeoning and cold based attacks, immune to piercing, radiant, necrotic, poison, psychic, and vulnerable to fire and lightning damage. If it suffers 15 points or more of Fire or Lightning damage it will catch fire and explode in the next turn, causing 18 (3d10) fire damage to all within 10 ft. (no Saving Throw).

TEMPLE DOORS (area 17, p. 9): If set off, the glyph of warding (marked X on the map) will cause the statues along the walls to fall into the hallway. All creatures in the hallway suffer 10 (2d8) bludgeoning damage, unless they make a successful DC 13 Dexterity Saving Throw for only half damage.

TEMPLE CHAMBER (area 18, p.10): The two 'traps' in this room are a troll (shrunk to tiny size), and a trap door at the foot of the statue. Two turns after the adventurers enter this room the troll will burst out of its hiding. A passive DC 18 Wisdom (Perception) test or active DC 12 Wisdom (Perception) check will reveal the trapped trap door. A successful DC 15 Dexterity (Open Lock) check will disarm the trap. Unless disarmed, opening the trap door will cause the statue above it to drop the sword directly over the trap door, causing 18 (3d10) slashing damage to all creatures within 5 ft. of the trap door. A successful DC 15 Dexterity Saving Throw will reduce this damage to half.

Sewer Level:

ESCAPE LADDER (Area 1, p. 11): A DC 12 Intelligence (Nature) check will reveal that the tracks are those of orcs, and some unknown creature of great stature. A DC 20 Intelligence (Nature) check will reveal the larger tracks to be those of a giant Ant-Like creature (aspis).

GRUB HATCHERY (Area 2, p. 11-12): Characters must succeed on a DC 15 Constitution Saving Throw, or all actions in this room will be at Disadvantage, due to the stench. A passive DC 13 Wisdom (Perception) check will alert anyone entering the room that the floor ends, or they will fall into the sewage pit. Creatures (but not the Larva) that fall into the sewage must succeed on a DC 13 Strength (Athletics) check each turn in the sewage pit or they suffer the effects of being Slowed. Any slashing or bludgeoning melee attacks made while in the sewage are at Disadvantage. The sewage is

corrosive; each turn a character is on the ledge they suffer 2 (1d4) acid damage. Those in the pit suffer 3(1d4+1) acid damage, while those fully submerged suffer 6 (2d4+2) acid damage.

FOOD STORAGE (Area 4 p. 12): A character will notice the rot grubs on a passive DC 14 (Wisdom) Perception check. If not discovered they will attack and bore into anyone adjacent to the vegetation. Creatures attacked may avoid the rot grubs with a successful DC 12 Dexterity Saving Throw. If a creature is wearing gloves, fully armored or has no exposed skin, the Dexterity Saving Throw may be made with advantage. The rot grubs do 3 (1d6) piercing damage on the first round of contact. If fire is immediately applied to the rot grubs, they will be killed immediately; however, the creature will also suffer 3 (1d6) fire damage from a normal fire source or the damage caused by any fire-based spell. Each round the rot grub will burrow into the flesh if not killed. Once rot grubs burrow into the flesh, fire will no longer harm them. As the rot grubs burrow towards the creature's heart, each round the creature will suffer 3 (1d6) necrotic damage and their hit point maximum is reduced by the damage taken. If the creature is reduced to 0 hit points, the rot grubs have reached the heart and the creature dies. Cure Disease or Lesser Restoration will destroy the rot grubs.

ASPIS CHAMBER (Area 5, p. 12): A passive DC 13 Wisdom (Perception) check will reveal a silken trip cord at each entrance. They release a net coated in sundew sap, restraining anyone caught. A DC 18 Strength (Athletics) check will tear the net apart, freeing anyone caught within. Another non-Restrained character may cut characters free, easily. A DC 15 Dexterity (Disarm Trap) will disarm the trap without releasing the sticky nets above.

SPARE FOOD CHAMBER (Area 7, p. 13): A DC 12 Wisdom (Perception) check will reveal a scattering of grain. The trap door is locked, DC 18 Dexterity (Open Lock) to pick, or DC 20 Strength (Athletics) to bash it open.

LEDGE TRAP (Area 9, p. 13-14): A DC 12 Wisdom (Perception) check will reveal that garbage floats in from both directions and that there is a drain below. A passive DC 13 Wisdom (Perception) check will reveal that the ledge appears to be loose. If stepped on it will tilt and dump any creatures on it into the sewer. A DC 15 Dexterity (Disarm Trap) check will disable this trap.

Once in the water, A character must make 2 successful swim attempts before 2 failed swim attempts to successfully escape the suction. If they are unable to swim or fail the attempt, they suffer a level of exhaustion on a failed DC 13 Constitution Saving Throw. Anyone attempting to rescue a person underwater by swimming to them will need to make these swimming checks at Disadvantage, and suffer 2 levels of Exhaustion if failed.

FALSE DRUM (Area 10-a, p. 14): A passive DC 15 Wisdom (Perception) check will reveal the camouflaged door.

SMALL SEWER CHANNELS (Area 11, p. 14): Wading through the sewer here is difficult terrain, and all attacks are made with Disadvantage.

SEWER COLLAPSE (Area 13, p. 14-15): A character may attempt a DC 20 Strength (Athletics) check to lift the block for one turn. If the block falls it will do 18 (3d10)

bludgeoning damage.

ORC CHAMBERS (Area 15-b, p. 15-16): The chest is protected by a glyph of warding (DC 11 Wisdom Saving Throw) that will cast Hold Person on anyone other than the chief who opens the chest.

WITCH-DOCTOR'S CAMP (Area 16, p. 16): Orcs hiding behind cover have half cover (+2 AC). The orcs use sewer pots that they can throw 30 ft. causing anyone within a 5 ft. radius to suffer the effects of extreme nausea (Poisoned) for 2d4 turns unless they succeed on a DC 15 Constitution Saving Throw.

GAS FILLED ROOM (Area 17, p. 16): Any open used in this room, will ignite the gas immediately. Any closed flame (lantern) will ignite the gas in 1 turn. Anyone in the room when the gas is ignited will suffer 15 (4d6) fire damage and be blinded for 3 (1d4+1) turns, or half fire damage and blindness duration if they succeed on a DC 15 Dexterity Saving Throw. If both doors are left open, the gas will dissipate in 1 turn. If only one door is open it will dissipate in 2 turns. If the doors are closed, the gas will refill the room in 3 turns.

THE SLAVE PITS (Area 18-a, p. 17): A passive DC 16 Wisdom (Perception) check will reveal two Aspis Drones hiding behind each pillar. While on the beams in this room melee attacks by characters are at Disadvantage. Each time a creature takes melee damage while balancing on the beams, it must succeed on a DC 13 Dexterity Saving Throw or fall into the pits and suffer 1d10 bludgeoning damage. An Aspis must only pass a DC 8 Dexterity Saving. If a creature other than an Aspis falls into a pit, a trap door will close, trapping them in the pit. A creature may attempt to climb out of the pit [DC 13 Strength (Athletics)] or bend the bars of the pit [DC 18 Strength (Athletics)]. A Medium sized creature or smaller may climb the bars and attempt to break open a closed trap door with a successful DC 15 Strength (Athletics) with Disadvantage check. A Larger or greater creature may attempt to break open a closed trap door on a successfully DC 15 Strength (Athletics) check.

TRAP DOOR CONTROL BOOTH (Area 18-b, p. 17): A successful DC 15 Intelligence (Investigation) check will allow a character to operate the levers and control the trap doors in 18a. Otherwise, roll randomly to determine which door opens/closes.

MAIN SLAVE CHAMBER (Area 19-a, p. 17): A DC 18 Dexterity (Open Lock) check is needed to pick the locks of the cages. A character may make a single attempt DC 22 Strength (Athletics) to bend the bars of a cage. All other attempts will be at a Disadvantage until that character takes a long or short rest.

TRICK STAIRS (Area 20, p. 18): A passive DC 15 Wisdom (Perception) will reveal the shifting staircase that will become a slide if the door to room #21 is not opened correctly. If not disabled, with a successful DC 18 Dexterity (Disarm Trap), the stairs will suddenly slant causing anyone on them to slide into room #21. Each sliding character must succeed on a DC 16 Dexterity Saving Throw or fall prone and the creatures in room #21 also gain surprise for the final encounter!