

S4

Classic Adventure  
Module Conversion



# The Lost Caverns of Tsojcanth

Conversion Guide by Mark Stout  
For Character Levels 7-10



## Classic Modules Today

A D&D 5<sup>th</sup> Edition Conversion of the Early Edition Adventure Module

# S4 THE LOST CAVERNS OF TSOJCANTH

## CONVERSION GUIDE

**Introduction:** In 1982, TSR published the module named “The Lost Caverns of Tsojcanth” with the module code “S4”. It was written by Gary Gygax, and illustrated by Jim Holloway, Erol Otus, Jeff Easley, and Stephen D. Sullivan. It consisted of two 32 page booklets. The first dealt with the wilderness trek to find the caverns, as well as the caverns themselves. The second detailed new monsters and magical items not previously published. In 2004, for the 30th anniversary of the Dungeons & Dragons game, Dungeon magazine ranked this module the 22nd greatest adventure of all time. This conversion guide allows DMs to run the original module with 5<sup>th</sup> Edition rules and provides a reference sheet for encounters.

*A 20+ hour adventure for 7th– 10th level characters*

BY MARK STOUT



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# S4: THE LOST CAVERNS OF TSOJCANTH

## Introduction

To use this conversion guide you will need a copy of “S4 The Lost Caverns of Tsojcanth”, originally available in hard-copy and now for sale in Digital format at [www.dndclassics.com](http://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 provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Drelnza, the climactic foe, has a full stat block in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'The Lost Caverns of Tsojcanth' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at [www.classicmodulestoday.com](http://www.classicmodulestoday.com).

## Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can 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 Reference Sheet, and optionally any notes or visuals you've prepared.

## Adventure Summary

The characters are contacted by agents representing the ruler of a kingdom. That ruler is convinced that enough information has been found to locate the lair of Iggwilv, an archmage who was known for binding demons to her service to plunder nearby lands in her name. She met her end when she attempted to enslave the demon lord Graz'zt, and failed. Her lair resided in the so-called caverns of Tsojcanth, now believed to be located in the high mountains not far from the kingdom. The caverns are known in lore as being a planar nexus, where the walls between the planes are especially thin, allowing creatures to pass into the prime, as well as making summoning less difficult.

Among the treasures Iggwilv owned was the powerful artifact known as Daoud's Wondrous Lanthorn. While its true powers are unknown, it was among the items of power she wielded, and was never recovered. The characters are tasked with finding the location of the caverns, recovering the lanthorn and any other treasures they may find, and returning to the ruler.

## Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “The Lost Caverns of Tsojcanth” into the Forgotten Realms world of Faerûn.

The Western Heartlands of the Realms stretch from Baldur's Gate in the west to Cormyr in the east. Towards the eastern side lies the city of Iriaebor, ruled over by Lord Bron. Agents of Lord Bron have recently obtained information leading them to believe the caverns of Tsojcanth are located in the Sunset Mountains northeast of the city.

Alternately, the characters could be recruited by High Lord Dhelt of Elturel, or the Harpers in Berdusk.

The caverns are located in the southern half of the Sunset Mountains, approximately midway north-south. The mountains are known to be home to dwarves, gnolls, ogres, giants, and dragons.

Iggwilv came to power in her home country of Thay approximately 700 years ago. Forsaking the ambitions of her fellow Red Wizards, she dropped the mantle and trappings of that organization and struck out to make her own legacy.

Skilled and learned in the art of summoning and binding extraplanar creatures, particularly denizens of the Abyss, she sought out a place where she could carve out a seat of power and rule. Her research lead her to discover the legend of the planar nexus in the caverns of Tsojcanth, and she spent years searching for the caverns before discovering them deep in the peaks of the Sunset Mountains.

Moving into the caverns, she found them already inhabited by creatures from a multitude of planes. She killed, drove out, subjugated, or struck bargains with the creatures there and proceeded to make the caverns her own. Over the years she summoned and bound demons and elementals to her will, using them to gather the local gnolls, ogres, and giants together into an army. Her army swept through the lands to the west of the mountains, bringing back supplies, treasure, and slaves. For over 40 years Iggwilv was the scourge of the western heartlands.

Her arrogance led to her eventual downfall, as she attempted to bind more powerful demons to her service. She attempted to bind the demon lord Graz'zt, having discovered his true name, but severely underestimated his power. He broke her binding and protective circle and slew her. Upon her death, all creatures she bound were free. Some returned to their home planes, while others rampaged until stopped. Slaves and former loyalists alike took what they could find of Iggwilv's treasures and fled from the caverns.

Stories circulated for generations about the caverns and many fortune hunters searched for the caverns in vain. Eventually even the location of the mountains where the caverns lay was forgotten, leaving the only clues remaining in a few old tomes of lore.

# GM Notes

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

- The journey to the caverns will be days to weeks long over difficult terrain. The characters will be provided with **two weeks of food and drink, two mules** to carry the provisions and equipment, and **mounds** for each character. If the supplies run out, the characters must spend time hunting or foraging, or face starvation.
- If the characters spend a day not traveling, they may use the **Survival** or **Nature** skill to collect enough food and water for two days.
- Mounds traveling on the trails may graze in the morning and evening and stay fed. Mounds off the trails must spend every third day feeding or begin to starve.
- Use the **Fatigue rules** if the characters travel more than **ten hours** a day or have nothing to eat or drink. Use the rules for their mounds if they don't feed them!
- Know how to use **perception** rules for finding **traps and secret doors**, as well as noticing creatures using **stealth**.

# Visuals

Suggested visuals to create:

- Handout for the **Player's Wilderness Map**.
- Handout for the **scrap of doggerel** given to them by the agents of the ruler (pg. 3).
- Handout for the **journal page** the **hermit** holds (pg. 7).
- Handout for the **Graven Glyphs** (pg. 18).
- Handout for the **inscription** on the **Great Iron Doors** (pg. 27).

# Random Wilderness Encounters

Roll 1d20 at the marked location on the map.

Roll	Encounter
1	Border Patrol
2	Avalanche
3	Rockslide
4	Bears
5	Gnoll Raiding Band
6	Eagle Eyrie
7	Mountain Tribesmen
8	Gray-furred Giant Snake
9	Goblin Band
10	Hill Giants
11	Wolf Pack
12	Mountain Dwarf Band
13	The Hermit
14	Troll Cave
15	Wyvern Roost
16	Hobgoblin War Party
17	Ogre Den
18	Elven Warder Band
19	Blue Dragon
20	Stone Giants' Playground

**1. Border Patrol:** All humans, use 2 veterans (MM 350, CR 3, 700 XP), 1 priest (MM 348, CR 2, 450 XP), 18 bandits (MM 343, CR 1/8, 25 XP).

**2. Avalanche:** DC 13 Dexterity saving throw to avoid getting hit. Failure means 8d10 bludgeoning damage from rocks.

**3. Rockslide:** DC 12 Dexterity or Climbing check to cross. Failure means 4d10 bludgeoning damage from shifting rocks.

**4. Bears:** Use 4 cave bears (Polar bear variant, MM 334, CR 2, 450 XP)..

**5. Gnoll Raiding Band:** Use 1 gnoll Fang of Yeenoghu (MM 163, CR 4, 1100 XP), 2 gnoll pack lords (MM 163, CR 2, 450 XP), 40 gnolls (MM 163, CR 1/2, 100 XP)..

**6. Eagle Eyrie:** Use 6 giant eagles (MM 324, CR 2, 200 XP).

**7. Mountain Tribesmen:** Use 1 veteran (MM 350, CR 3, 700 XP), 1 druid (MM 346, CR 2, 450 XP), 4 berserkers (MM 344, CR 2, 450 XP), 25 tribal warriors (MM 350, CR 1/8, 25 XP)

**8. Gray-furred Giant Snake:** Use 1 giant poisonous snake (MM 327, CR 1/4, 50 XP).

**9. Goblin Band:** Use 5 goblin bosses (MM 166, CR 1, 200 XP), 65 goblins (MM 166, CR 1/4, 50 XP).

**10. Hill Giants:** Use 4 hill giants (MM 155, CR 5, 1800 XP).

**11. Wolf Pack:** Use 2 werewolves (MM 211, CR 3, 700 XP), 2 winter wolves (MM 340, CR 3, 700 XP), 14 wolves (MM 341, CR 1/4, 50 XP).

**12. Mountain Dwarf Band:** All dwarves, use 3 veterans (MM 350, CR 3, 700 XP), 1 priest (MM 348, CR 2, 450 XP), 10 scouts (MM 349, CR 1/2, 100 XP), 90 guards (armed with battle axe and spear, MM 347, CR 1/8, 25 XP).

**13. The Hermit:** Use commoner (No special power, MM 345, CR 0, 0-10 XP).

**14. Troll Cave:** Use 4 trolls (MM 291, CR 5, 1800 XP).

**15. Wyvern Roost:** Use 2 wyverns (MM 303, CR 6, 2300 XP).

**16. Hobgoblin War Party:** Use 1 hobgoblin warlord (MM 187, CR 6, 2300 XP), 3 hobgoblin captains (MM 186, CR 3, 700 XP), 50 hobgoblins (MM 186, CR 1/2, 100 XP).

**17. Ogre Den:** Use 12 ogres (MM 237, CR 2, 450 XP).

**18. Elven Warder Band:** All elves, use 1 bandit captain (armed with longsword and dagger, MM 344, CR 2, 450 XP), 2 veterans (MM 350, CR 3, 700 XP), 1 mage (MM 347, CR 6, 2300 XP), 1 priest (MM 348, CR 2, 450 XP), 20 scouts (MM 349, CR 1/2, 100 XP), 50 guards (MM 347, CR 1/8, 25 XP).

**19. Blue Dragon:** Use 1 young blue dragon (MM 91, CR 9, 5000 XP).

**20. Stone Giants' Playground:** Use 2 stone giants (MM 156, CR 7, 2900 XP).

# Magic Items

1. *Arrows +1*
2. *Bag of Holding*
3. *Battle axe +2*
4. *Bolts +2*
5. *Boots of Elvenkind*
6. *Boots of Levitation*
7. *Bracers of Defense*
8. *Brooch of Shielding*
9. *Cleric scroll of cure wounds, dispel magic, remove curse, tongues, heal*
10. *Cleric scroll of protection from energy, remove curse, raise*

dead, heal

11. Cloak of elvenkind
12. Crossbow of Speed (replace with heavy crossbow +2)
13. Cursed broadsword +1 (replace with bastard sword +1)
14. Dagger +2 Longtooth (replace with short sword +2)
15. Javelin of lightning
16. Keoghtom's ointment
17. Lens of detection (replace with eyes of minute seeing)
18. Mithral chainmail
19. Necklace of missiles (1 bead)
20. Periapt of proof against poison
21. Plate armor +2
22. Potion of clairaudience (replace with potion of clairvoyance)
23. Potion of diminution
24. Potion of extra healing (replace with potion of greater healing)
25. Potion of flying
26. Potion of green dragon control (replace with potion of invulnerability)
27. Potion of healing (replace with common variety)
28. Potion of heroism
29. Potion of levitation (replace with potion of climbing)
30. Potion of poison
31. Potion of rainbow hues (replace with potion of invisibility)
32. Potion of vitality
33. Potion of water breathing
34. Ring of protection +1
35. Ring of warmth
36. Rope of entanglement
37. Scale mail +2
38. Scroll of protection from elementals
39. Serpentine owl
40. Shield +1
41. Spear +2
42. Splint armor +2
43. Wand of magic missiles
44. Wings of flying
45. Wizard scroll of slow, flesh to stone, arcane gate
46. Wizard scroll of illusory script, magic mouth, phantasmal force, conjure elemental
47. Wizard scroll of darkness, fly, cloudkill

## Traps

- **Animated Mouth Trap (pg. 13):** The animated mouths have gems inside and speak to the characters. A character attempting to grab a gem out of a mouth must succeed at a DC 14 Dexterity saving throw or be bitten for 2d10 bludgeoning damage. The mouths cannot be disarmed, but asking the mouth to open wide or stick out its tongue will allow the character to take the gem without getting bitten.
- **Green Slime Hazard (pg. 15):** Six green slime colonies live on the ceiling of this cave. Each character walking into the room triggers one to drop on them. The slime attacks at +6 to hit, and does 2d6 acid damage. The damage continues automatically each round until the slime is burnt or scraped off. Scraping takes two rounds. Burning takes only one round, but inflicts 1d8 fire damage on the character. A character reduced to zero hit

points by the slime is dissolved and becomes a new green slime.

- **Massive Bat Swarm Hazard (pg. 15-16):** If the characters enter this area with a light source, the bats swarm in a frenzy. All non-magical light sources are put out, and each character suffers one attack per round at +7 to hit, dealing 2d6 slashing damage. The swarm lasts for 1d6 minutes after all light sources are out. There are thousands of bats in the area, and are too numerous to kill off even with area effect spells. Walking through the area with no light source does not trigger a swarm.

## Monsters by Location

### Lesser Caverns

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2. **Streaked Cave:** 20 stirges (MM 284, CR 1/8, 25 XP).
3. **Slate Chambers:** Clay golem (MM 168, CR 9, 5000 XP).
4. **Guano-Covered Cave:** 8 mobats (use Shadow demon (MM 64, CR 4, 1100 XP)).
5. **Littered Cave:** 10 darkmantles (MM 46, CR 1/2, 100 XP).
6. **Grotto:** 7 pech (use Duergar (MM 122, CR 1, 200 XP)).
7. **Fungi Cavern:** 5 giant crickets (use Giant Fire Beetle (MM 325, CR 0, 0-10 XP)).
9. **Stinking Cave:** 4 trolls (MM 291, CR 5, 1800 XP).
11. **Long Gallery:** 16 cave morays (as carrion crawler, but remove tentacle attack, bite attack is +5 to hit, with advantage if lunging out of hole, bite inflicts 2d6+2 piercing damage (MM 37, CR 2, 450 XP)).
12. **Large Cave:** 2 formorians (MM 136, CR 8, 3900 XP).
14. **Underground Lake:** Giant snapping turtle (as young green dragon, 1 bite attack only (MM 94, CR 8, 3900 XP)).
15. **Cul-De-Sac:** 8 cockatrices (MM 42, CR 1/2, 100 XP).
16. **Rainbow Cavern:** Chossos the gorgimera (as chimera, but AC 17, 144 hit points, horn damage increases to 2d12+4, gains gorgon head and petrify breath (MM 39 & 171, CR 6, 2300 XP)).
18. **Richly Furnished Cave:** 2 dao (MM 143, CR 11, 7200 XP).
20. **Black Water:** 14 aquatic ghastrs (as ghastrs but add swim speed of 30 feet and water breathing (MM 148, CR 2, 450 XP)).
21. **Cave of Crystals:** 3 xorn (MM 304, CR 5, 1800 XP).
22. **Pool Cavern:** Antipathy spell, DC 15 Wisdom saving throw to overcome; 1 marid (MM 146, CR 11, 7200 XP).

### Greater Caverns

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1. **Small Cave:** 30 troglodytes (MM 290, CR 1/4, 50 XP).
2. **Cavern of Corpses:** Death slaad (MM 278, CR 10, 5900 XP).
3. **Great Gallery Cavern:** Behir (MM 25, CR 11, 7200 XP).
4. **Gallery Cavern:** 12 gargoyles (MM 140, CR 2, 450 XP).
5. **Uneven-Floored Cavern:** 2 umber hulks (MM 292, CR 5, 1800 XP).
6. **Small Gallery:** Giant lizard (MM 326, CR 1/4, 50 XP).
7. **Smooth Cavern:** 5 gas spores (MM 138, CR 1/2, 100 XP).
8. **Cavern of Stalagmites:** 4 barlgura (MM 56, CR 5, 1800 XP).
- 9.1. **The Dark Labyrinth:** 6 minotaurs (MM 223, CR 3, 700 XP).
- 9.2. **The Armored Automatons:** 4 helmed horrors (MM 183, CR 4, 1100 XP).
- 9.3. **Canyon of the Centaurs:** 6 centaurs (MM 38, CR 2, 450 XP).

XP).

**10. Jagged Cavern:** 3 chasme (MM 57, CR 6, 2300 XP).

**11. Cave of the Skull:** trapper (use rug of smothering (MM 20, CR 2, 450 XP)).

**12. Pillared Cavern:** 4 ropers (MM 261, CR 5, 1800 XP).

**13. Large Cavern of Rotting Fungi:** 3 shambling mounds (MM 270, CR 5, 1800 XP).

**14. Large Irregular Cavern:** 2 rhinoceros beetles (as triceratops, but AC 16 (MM 80, CR 5, 1800 XP), tough hill giant (as hill giant but AC 16, 157 hit points (MM 155, CR 5, 1800 XP)).

**15. Fungi Cave:** 8 shriekers (MM 138, CR 0, 0-10 XP).

**16. Great Cavern:** Dracolisk (as young black dragon, plus basilisk petrify ability (MM 88 & 24, CR 8, 3900 XP).

**18. Grotto of the Demon Idol:** Stone golem (MM 170, CR 10, 5900 XP); illusion can be seen through with a DC 15 Intelligence (Investigation) check.

## Special Creatures

### Drelnza

*Medium undead, chaotic evil*

**Armor Class** 20 (plate armor +2)

**Hit Points** 144 (17d8+68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

**Saving Throws** Dex +9, Wis +7, Con +9

**Skills** Perception +7

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Abyssal

**Challenge** 13 (10000 XP)

**Misty Escape, Regeneration, Spider Climb, Vampire**

**Weaknesses:** Per standard vampire (MM 297).

### Actions

**Multiattack.** Drelnza makes two attacks, one of which may be a bite.

**Nulledge, bastard sword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

**Bite, Unarmed Strike, Charm:** Per vampire (MM 297).

### Legendary Actions

Drelnza can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Drelnza regains spent legendary actions at the start of her turn.

**Move.** Drelnza moves up to her speed without provoking opportunity attacks.

**Sword Strike.** Drelnza makes one sword attack.

## Special Items

### Daoud's Wondrous Lanthorn

*Wondrous item, artifact (requires attunement)*

The person attuned to the lanthorn gains the following benefits and drawbacks.

- Immunity to blindness and disease.
- Resistance to radiant damage.
- Any magical darkness within 60 feet is automatically dispelled.
- All lights sources within 30 feet of the attuned are extinguished automatically, even if they are permanent, except for the lanthorn.
- The attuned becomes paranoid (as a form of indefinite madness, DMG pg. 260) over the first month of being attuned to the lanthorn. The character becomes convinced that everyone else covets the lanthorn, and will do anything to take it, including killing the wielder. The character will not let anyone else handle the lanthorn, and will become violent if pressed on the matter. Being separated from the lanthorn will not cure the paranoia, only justify it in the mind of the character.

The lanthorn is found with 4 crystal lenses, and 4 gemstone lenses, one each of diamond, emerald, ruby, and topaz. Fitting the crystal and gem lenses allow the attuned to invoke different powers.

The lanthorn is powered by crushed gemstones, and when found is fueled for 100 years of normal use. Using special powers takes away years of use. If the lanthorn runs completely out of fuel and is extinguished, the attuned is instantly reduced to zero hit points and must make a DC 10 Constitution saving throw or die.

The lanthorn sheds bright light in a 60 foot radius and dim light for an additional 60 feet. If the crystal lenses are fitted, anyone taking a long rest within 30 feet of the lanthorn has all diseases and poisons removed from them.

All lens powers impose disadvantage on saving throws to resist their effects.

### Lesser Lens Powers

All lesser powers have a range 60 feet and affect one target. Use of the power spends the listed years in fuel.

- Ruby - Hold Monster, 5 years.
- Emerald - Haste, 5 years.
- Diamond - Color spray, 2 years.
- Sapphire - Fear, 5 years.
- Amethyst - Phantasmal killer, 5 years.
- Jacinth - Flame strike, 5 years.

### Greater Lens Powers

- Any 4 gems plus lenses - Confusion 30 ft radius, 10 years.
- All 7 gems plus lenses - Prismatic spray, 50 years.
- All 7 gems in a certain order - Prismatic sphere, 50 years.

### **Demonomican of Iggwilv**

*Wondrous item, legendary*

The Demonomican of Iggwilv is a large tome filled with her personal research on the summoning and binding of demons.

While not an artifact, the book is enchanted with protection magic to ensure it never falls into the hands of those who would destroy it. The book is immune to damage from acid, cold, fire, lightning, and thunder. It is resistant to all other damage types. It is considered to have an AC of 15, and 35 hit points.

The book is also enchanted with a beacon that attracts demonic allies of Iggwilv when not in her possession. Once a month, at random, a glabrezu will be summoned to the book to claim it. It will attempt to take the book, attacking anyone who tries to stop it. After a year, if the owner is still alive, the attacks cease. If the glabrezu claims the book, it takes it back to the Abyss with it.

The book contains the true names of many demons of various types, including the demon lord Graz'zt. It also contains the following spells: Antipathy/Sympathy, Banishment, Contact Other Plane, Dominate Monster, Gate, Geas, Imprisonment, Magic Circle, and Plane Shift.

### **Prison of Zagig**

*Wondrous item, legendary (requires attunement by a sorcerer, warlock, or wizard)*

The prison appears to be a small, ornate bird cage. It does not detect as magic at all, although spells like Identify and Legend Lore will state what it is.

The prison is enchanted with anti-magic and anti-detection spells that cannot be broken. No magic, divine or arcane, can affect the prison or anyone trapped inside. Also no magic can be wielded by the creature trapped inside, no matter how powerful. Neither the cage nor the trapped creature can be located by any form of detection spell or ability.

The prison can only be used and opened by the person attuned to it. Even then, the person must know the commands to operate the prison, although they are written within the Demonomican of Iggwilv.

Knowing the commands and being attuned allows the wielder to speak the true name of one target while opening the prison door. The target must make a DC 16 Wisdom saving throw or shrink to 3 inches in height and be sucked into the prison. The prison can contain only one prisoner at a time. While inside the prison, the prisoner requires no food, water, or even air, and does not age.

To release a prisoner, the wielder needs only to open the door and will the prisoner free.

### **Nulledge**

*Weapon (bastard sword), legendary (requires attunement by a creature of chaotic evil alignment)*

Nulledge confers a +2 bonus to attack and damage rolls.

**Destroyer of Good.** Nulledge's purpose is to destroy those of good alignment. It continuously detects good, as well as invisibility, pointing the wielder to those it wants to slay. Nulledge can cast the *fly* spell once per day, and maintains concentration so the wielder doesn't have to.

**Sentience.** Nulledge is a sentient chaotic evil weapon with

an Intelligence of 15, Wisdom of 12, and Charisma of 17. It has hearing and darkvision out to 60 feet.

The weapon can speak and read Common, Abyssal, and Infernal, and communicate telepathically with its wielder.

**Personality.** Nulledge communicates in a tone of impatience, as if it desires to be constantly in action. It wants to slay every living good creature in the multiverse and will not stop until that goal is achieved.

If the wielder wants to talk to or bargain with a good creature, it causes a conflict with Nulledge. Usually the weapon will attempt to control the wielder and slay the good creature regardless of the wielder's wishes.



# S4 The Lost Caverns Reference Sheet

## Random Encounters

Roll 1d20 at the marked location on the map.

Roll	Encounter
1	Border Patrol
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3	Rockslide
4	Bears
5	Gnoll Raiding Band
6	Eagle Eyrie
7	Mountain Tribesmen
8	Gray-furred Giant Snake
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14	Troll Cave
15	Wyvern Roost
16	Hobgoblin War Party
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19	Blue Dragon
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## Magic Items

1. Arrows +1
2. Bag of Holding
3. Battle axe +2
4. Bolts +2
5. Boots of Elvenkind
6. Boots of Levitation
7. Bracers of Defense
8. Brooch of Shielding
9. Cleric scroll of cure wounds, dispel magic, remove curse, tongues, heal
10. Cleric scroll of protection from energy, remove curse, raise dead, heal
11. Cloak of elvenkind
12. Crossbow of Speed (replace with heavy crossbow +2)
13. Cursed broadsword +1 (replace with bastard sword +1)
14. Dagger +2 Longtooth (replace with short sword +2)
15. Javelin of lightning
16. Keoghtom's ointment
17. Lens of detection (replace with eyes of minute seeing)
18. Mithral chainmail
19. Necklace of missiles (1 bead)
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28. Potion of heroism
29. Potion of levitation (replace with potion of climbing)
30. Potion of poison
31. Potion of rainbow hues (replace with potion of invisibility)
32. Potion of vitality
33. Potion of water breathing
34. Ring of protection +1
35. Ring of warmth
36. Rope of entanglement
37. Scale mail +2
38. Scroll of protection from elementals
39. Serpentine owl

40. Shield +1
41. Spear +2
42. Splint armor +2
43. Wand of magic missiles
44. Wings of flying
45. Wizard scroll of slow, flesh to stone, arcane gate
46. Wizard scroll of illusory script, magic mouth, phantasmal force, conjure elemental
47. Wizard scroll of darkness, fly, cloudkill

## Traps

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- **Green Slime Hazard (pg. 15):** Six green slime colonies live on the ceiling of this cave. Each character walking into the room triggers one to drop on them. The slime attacks at +6 to hit, and does 2d6 acid damage. The damage continues automatically each round until the slime is burnt or scraped off. Scraping takes two rounds. Burning takes only one round, but inflicts 1d8 fire damage on the character. A character reduced to zero hit points by the slime is dissolved and becomes a new green slime.
- **Massive Bat Swarm Hazard (pg. 15-16):** If the characters enter this area with a light source, the bats swarm in a frenzy. All non-magical light sources are put out, and each character suffers one attack per round at +7 to hit, dealing 2d6 slashing damage. The swarm lasts for 1d6 minutes after all light sources are out. There are thousands of bats in the area, and are too numerous to kill off even with area effect spells. Walking through the area with no light source does not trigger a swarm.

## Monsters by Location

### Random Encounters

1. **Border Patrol:** All humans, use 2 veterans (MM 350, CR 3, 700 XP), 1 priest (MM 348, CR 2, 450 XP), 18 bandits (MM 343, CR 1/8, 25 XP).
2. **Avalanche:** DC 13 Dexterity saving throw to avoid getting hit. Failure means 8d10 bludgeoning damage from rocks.
3. **Rockslide:** DC 12 Dexterity or Climbing check to cross. Failure means 4d10 bludgeoning damage from shifting rocks.
4. **Bears:** Use 4 cave bears (Polar bear variant, MM 334, CR 2, 450 XP)..
5. **Gnoll Raiding Band:** Use 1 gnoll Fang of Yeenoghu (MM 163, CR 4, 1100 XP), 2 gnoll pack lords (MM 163, CR 2, 450 XP), 40 gnolls (MM 163, CR 1/2, 100 XP)..
6. **Eagle Eyrie:** Use 6 giant eagles (MM 324, CR 2, 200 XP).
7. **Mountain Tribesmen:** Use 1 veteran (MM 350, CR 3, 700 XP), 1 druid (MM 346, CR 2, 450 XP), 4 berserkers (MM 344, CR 2, 450 XP), 25 tribal warriors (MM 350, CR 1/8, 25 XP)
8. **Gray-furred Giant Snake:** Use 1 giant poisonous snake (MM 327, CR 1/4, 50 XP).
9. **Goblin Band:** Use 5 goblin bosses (MM 166, CR 1, 200 XP), 65 goblins (MM 166, CR 1/4, 50 XP).
10. **Hill Giants:** Use 4 hill giants (MM 155, CR 5, 1800 XP).
11. **Wolf Pack:** Use 2 werewolves (MM 211, CR

- 3, 700 XP), 2 winter wolves (MM 340, CR 3, 700 XP), 14 wolves (MM 341, CR 1/4, 50 XP).
12. **Mountain Dwarf Band:** All dwarves, use 3 veterans (MM 350, CR 3, 700 XP), 1 priest (MM 348, CR 2, 450 XP), 10 scouts (MM 349, CR 1/2, 100 XP), 90 guards (armed with battle axe and spear, MM 347, CR 1/8, 25 XP).
13. **The Hermit:** Use commoner (No special power, MM 345, CR 0, 0-10 XP).
14. **Troll Cave:** Use 4 trolls (MM 291, CR 5, 1800 XP).
15. **Wyvern Roost:** Use 2 wyverns (MM 303, CR 6, 2300 XP).
16. **Hobgoblin War Party:** Use 1 hobgoblin warlord (MM 187, CR 6, 2300 XP), 3 hobgoblin captains (MM 186, CR 3, 700 XP), 50 hobgoblins (MM 186, CR 1/2, 100 XP).
17. **Ogre Den:** Use 12 ogres (MM 237, CR 2, 450 XP).
18. **Elven Warder Band:** All elves, use 1 bandit captain (armed with longsword and dagger, MM 344, CR 2, 450 XP), 2 veterans (MM 350, CR 3, 700 XP), 1 mage (MM 347, CR 6, 2300 XP), 1 priest (MM 348, CR 2, 450 XP), 20 scouts (MM 349, CR 1/2, 100 XP), 50 guards (MM 347, CR 1/8, 25 XP).
19. **Blue Dragon:** Use 1 young blue dragon (MM 91, CR 9, 5000 XP).
20. **Stone Giants' Playground:** Use 2 stone giants (MM 156, CR 7, 2900 XP).

### Lesser Caverns

2. **Streaked Cave:** 20 stirges (MM 284, CR 1/8, 25 XP).
3. **Slate Chambers:** Clay golem (MM 168, CR 9, 5000 XP).
4. **Guano-Covered Cave:** 8 mobats (use Shadow demon (MM 64, CR 4, 1100 XP)).
5. **Littered Cave:** 10 darkmantles (MM 46, CR 1/2, 100 XP).
6. **Grotto:** 7 pech (use Duergar (MM 122, CR 1, 200 XP)).
7. **Fungi Cavern:** 5 giant crickets (use Giant Fire Beetle (MM 325, CR 0, 0-10 XP)).
9. **Stinking Cave:** 4 trolls (MM 291, CR 5, 1800 XP).
11. **Long Gallery:** 16 cave morays (as carrion crawler, but remove tentacle attack, bite attack is +5 to hit, with advantage if lunging out of hole, bite inflicts 2d6+2 piercing damage (MM 37, CR 2, 450 XP)).
12. **Large Cave:** 2 formorians (MM 136, CR 8, 3900 XP).
14. **Underground Lake:** Giant snapping turtle (as young green dragon, 1 bite attack only (MM 94, CR 8, 3900 XP)).
15. **Cul-De-Sac:** 8 cockatrices (MM 42, CR 1/2, 100 XP).
16. **Rainbow Cavern:** Chossos the gorgimera (as chimera, but AC 17, 144 hit points, horn damage increases to 2d12+4, gains gorgon head and petrify breath (MM 39 & 171, CR 6, 2300 XP)).
18. **Richly Furnished Cave:** 2 dao (MM 143, CR 11, 7200 XP).
20. **Black Water:** 14 aquatic ghosts (as ghosts but add swim speed of 30 feet and water breathing (MM 148, CR 2, 450 XP)).
21. **Cave of Crystals:** 3 xorn (MM 304, CR 5, 1800 XP).
22. **Pool Cavern:** Antipathy spell, DC 15 Wisdom saving throw to overcome; 1 marid (MM 146, CR 11, 7200 XP).

### Greater Caverns

1. **Small Cave:** 30 troglodytes (MM 290, CR 1/4, 50 XP).
2. **Cavern of Corpses:** Death slaad (MM 278, CR 10, 5900 XP).
3. **Great Gallery Cavern:** Behir (MM 25, CR 11, 7200 XP).
4. **Gallery Cavern:** 12 gargoyles (MM 140, CR 2, 450 XP).

- 5. Uneven-Floored Cavern:** 2 umber hulks (MM292, CR 5, 1800 XP).
- 6. Small Gallery:** Giant lizard (MM 326, CR 1/4, 50 XP).
- 7. Smooth Cavern:** 5 gas spores (MM 138, CR 1/2, 100 XP).
- 8. Cavern of Stalagmites:** 4 barlgura (MM 56, CR 5, 1800 XP).
- 9.1. The Dark Labyrinth:** 6 minotaurs (MM 223, CR 3, 700 XP).
- 9.2. The Armored Automatons:** 4 helmed horrors (MM 183, CR 4, 1100 XP).
- 9.3. Canyon of the Centaurs:** 6 centaurs (MM 38, CR 2, 450 XP).
- 10. Jagged Cavern:** 3 chasme (MM 57, CR 6, 2300 XP).
- 11. Cave of the Skull:** trapper (use rug of smothering (MM 20, CR 2, 450 XP)).
- 12. Pillared Cavern:** 4 ropers (MM 261, CR 5, 1800 XP).
- 13. Large Cavern of Rotting Fungi:** 3 shambling mounds (MM 270, CR 5, 1800 XP).
- 14. Large Irregular Cavern:** 2 rhinoceros beetles (as triceratops, but AC 16 (MM 80, CR 5, 1800 XP), tough hill giant (as hill giant but AC 16, 157 hit points (MM 155, CR 5, 1800 XP)).
- 15. Fungi Cave:** 8 shriekers (MM 138, CR 0, 0-10 XP).
- 16. Great Cavern:** Dracolisk (as young black dragon, plus basilisk petrify ability (MM 88 & 24, CR 8, 3900 XP).
- 18. Grotto of the Demon Idol:** Stone golem (MM 170, CR 10, 5900 XP); illusion can be seen through with a DC 15 Intelligence (Investigation) check.

## Special Creatures

### Drelnza

*Medium undead, chaotic evil*

**Armor Class** 20 (plate armor +2)

**Hit Points** 144 (17d8+68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

**Saving Throws** Dex +9, Wis +7, Con +9

**Skills** Perception +7

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Abyssal

**Challenge** 13 (10000 XP)

Misty Escape, Regeneration, Spider Climb, Vampire Weaknesses: Per standard vampire (MM 297).

#### Actions

**Multiattack.** Drelnza makes two attacks, one of which may be a bite.

**Nulledge, bastard sword. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

**Bite, Unarmed Strike, Charm:** Per vampire (MM 297).

#### Legendary Actions

Drelnza can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Drelnza regains spent legendary actions at the start of her turn.

**Move.** Drelnza moves up to her speed without provoking opportunity attacks.

**Sword Strike.** Drelnza makes one sword attack.