

A GUIDE TO TALES FROM THE YAWNING PORTAL

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POWER SCORE RPG



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(pg 5) Sorcerer having a drink at the Yawning Portal:
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(pg 16) Nightscale emerging from the lake: [Kagurachi](#)

(pg 25) Tloques-Popolocas (Room 7, pg 67) pulling his
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NOTES

This material is based on articles from my blog,
[Power Score RPG](#).

Thank You! I want to thank everybody who has either sent me a kind word, given me a like on twitter, or bought one of my other pdfs on the DMs Guild.


Emirikol's Guide to Devils. I am right now polishing up a gigantic DMs Guild pdf that I've been working on for 5 months. It is Emirikol's Guide to Devils, a devil guide that has stats for about 40 monsters, a chapter full of magic items converted from old editions, and of course my stab at statting out the Lords of the Nine, the archdevil rulers of hell.

Being a Dungeon Master. If you are reading this, you are probably at the very least considering being a Dungeon Master. Being a DM is hard! When a session doesn't go well, it feels terrible.

Remember, every single one of us goes through this. Often, the sessions you think weren't so great were loved by the players. Don't get discouraged, just keep an open mind and try not to be too critical of yourself!



HOW TO RUN TALES FROM THE YAWNING PORTAL

 In this guide, we are going to take a look at Tales From the Yawning Portal and do our best to prepare it.

We're going to start off with going over the basics, in case this is one of your first times DMing. Then, we'll go chapter by chapter and prepare this thing. There is a lot of work to be done as a DM, and I tried my best to do it for you.

At the end, I've included a sample outline of a campaign to show how you could connect all of these adventures together.

ADVENTURE ANTHOLOGY

This book is a collection of 7 adventures that were originally made for previous editions (with different rules). These have all been updated to the 5th edition rules.

LEGENDARY ADVENTURES

Some of these adventures are very famous in D&D circles. White Plume Mountain is known as a "fun-house" dungeon, a place full of weird and wacky rooms. The Tomb of Horrors is a dungeon full of traps (and almost no monsters at all) designed to kill almost anyone. Gary Gygax himself made this dungeon and it is meant to be the ultimate challenge.

BEGIN WITH THE SUNLESS CITADEL

If you are going to start a group, you'll want to use the Sunless Citadel first. That's for brand new, 1st level characters. This adventure came out right when 3rd edition was released. 3rd edition was really popular at the time, and a lot of people played it.

It's a good dungeon for new players and DMs, because it was designed for them. It starts out a bit basic, and grows in complexity as you go on.

You begin by entering a dungeon that's inhabited by feuding kobolds and goblins. At the bottom of the place is a druid and a tree tainted by the blood of a vampire.

PREPARING AN ADVENTURE

If this is the first adventure you've ever run, you should know that you need to read the whole chapter. The most important thing to keep in mind is that you need to look up monsters and stuff beforehand. If you look up everything at the table, everybody will get bored. It is important to be prepared. You want people have fun, not fall asleep or wander away.

CHEAT SHEET

You might want to get a piece of paper or something and write down stats for a kobold, goblin, and a twig blight. Also, write down what some spells that are in the adventure do. That way, when you're running the game, all you have to do is look at that sheet and you can just keep right on going with no break in the pacing.

DON'T WORRY

Also remember that every DM makes mistakes every single session. It's no big deal. Just roll with it. It doesn't matter, all that matters is that everyone has fun.

KEEPING THE GAME MOVING

If your players are new, certain things can slow the game down. Make sure everybody knows their plus to hit, how much damage they do, their spell attack bonus and the DC for their spells. It gets real old when the same player keeps having to figure out their bonus to hit and it drags the game down. Also, I think people running casters should, at the very least, write down the page number each of their spells is on.

SETTING UP THE ADVENTURE

Check out the hooks on page 10. You might want to talk with your players before the game to see if they have any ideas as far as their character's backstory. The missing adventurers could be relatives or mentors to a character. A character might need the magic apple to heal a sick loved one who is going to die soon without it.

VAMPIRES

If there's a player that is into vampires, you could play up the story of Gulthias and work that in. What might be cool is to say that if you make a stake out of the wood of the Gulthias Tree, maybe it does special things to vampires. Normally a stake paralyzes them, maybe this obliterates them or turns them into petrified wood or something. Or maybe a character knew Gulthias and through the tree they can get something from Gulthias that they need, like a drop of blood or the answer to a riddle, or the location of a lost family heirloom/magic item.

MEEPO

On page 16, there is an NPC named Meepo, who is something of a famous character. Most people who play this adventure have some weird or funny Meepo story to tell. Sometimes Meepo joins the group and goes on many future adventures with them.

Your Style. Meepo is an opportunity for you to showcase your style – your brand of D&D. Every DM does something different. Sometimes he's a traitor, sometimes he's a coward, sometimes he's a brave but weak ally. You might want to put some thought into how you want to run Meepo. That's the cool thing about being a DM, you're like a director of a movie. Tim Burton would portray Meepo very differently than Quentin Tarantino or Michael Bay. You get to do whatever you want.

PACING

This is a big dungeon. It might get boring. Do not be afraid to junk rooms or move things along. If exploring a certain section is becoming a drag, make some of the rooms empty and get to the end of it. There's no "right" way to run a dungeon. The authors expect you to change it, so don't feel like you're doing it wrong. It's impossible to do it wrong. You can change it however you like.

FORGE OF FURY

Let's say you've been running your group through a bit of Phandelver from the boxed set, or maybe you've just been making stuff up on your own. The group is 3rd level and you want to run the Forge of Fury.

If you can, set it up a bit in advance. While you're running whatever you're running before forge, slip in some mentions of the legendary black dragon Nightscale, have someone find one of those ancient dwarven weapons crated by Durgeddin. Maybe you can have the group go to Oakhurst and fight some orc raiders who actually came from the forge.

It's always good to plant seeds ahead of time if possible. If the group has been hearing about Nightscale the dragon and how terrifying she is, they will be much more pumped up when they actually realize that they are going to have to fight her at the end.

WARN THE PLAYERS

I also recommend telling your players before they start that the monsters in this place don't act like monsters in a video game. The whole dungeon will attack them at once if the group isn't careful. We are specifically telling them this because the very beginning part of this dungeon has a very involved encounter with the orcs, who have a detailed strategy on how they handle intruders. If the group is not careful, they are going to get their asses kicked.

That beginning part is not easy. They'll need to be quiet, cautious and smart. They probably won't survive if they just barge in. It's fair to give them a warning, especially if they are new and don't understand how the game works. The monsters can do whatever they want just like the characters can. The monsters aren't tethered to a room.

PACING

This dungeon is really big and it is likely that it will start to drag and feel stale/boring. Do what you have to do to move past it. Get rid of boring encounters altogether if you think it's going to make the game suck. The point of the game is to have fun. Bottom line, the players aren't going to want to play anymore if it's really boring. Nothing in this book is written in stone, DMs change stuff all the time.

RIVERS

The trickiest part of this adventure is the fast-flowing rivers. The explanation is spread out over a few pages and it can be a little difficult understanding how everything fits together. Make sure you get a good handle on that and jot down some notes beforehand if you need to. That river goes from bad to worse and it is very deadly. You want to make sure you run it right, because if a character dies, you don't want it to be because you forgot something or made a mistake.

THE HIDDEN SHRINE OF TAMOACHAN

This one is hard to prepare. The details of the rooms are very intricate, you'll need to set some time aside to make sure you understand how some of the rooms work. It's very easy to forget that the whole bottom area is full of poison gas, so make sure you note it somewhere if you can. That gas is there in part to put pressure on the players. They can't just keep taking rests! They'll die. That's part of why it's there, to prevent groups from just taking a long rest after every room.

WHITE PLUME MOUNTAIN

This is just an epic adventure. If you can, plant legends about the artifacts well ahead of time. Blackrazor in particular is just a ridiculously cool weapon. They're all extremely powerful. Maybe the ancestor of a character had Blackrazor and eventually got their own soul sucked out.

Maybe a character is the descendant of Keraptis, the bad guy who made this dungeon. Snarla the werewolf wizard has always stuck out as a memorable NPC. Maybe the group knew Snarla before she became a werewolf. You could work that into a prior adventure, where in the end she becomes a werewolf and runs off with Burket (page 101) to the mountain.

DEAD IN THAY

There's actually an adventure that sets up Dead in Thay. It's Scourge of the Sword Coast for D&D Next, which is the playtest version of 5th edition. You might have to change a few things, but it had some cool stuff in it.

Dead in Thay is really big. You might want to streamline it a bit and have the glyph keys take the group to the areas you want to run.

AGAINST THE GIANTS

This is really high level, so I would assume you don't need much advice on this. I think that part of the key to bringing this to life is to make sure you emphasize that the giants are "giant." Their footsteps shake everything, the door handles are way up in the air, just getting onto one of their chairs requires a climb check and maybe a rope and grappling hook. Even their loot is gigantic.

KILLING A GIANT

Killing them means their massive body falls to the ground, causes a big tremor and kicks up dust. You could say that the group needs to make a DC 10 acrobatics check when a giant dies to see if they fall prone. Also, there's a chance the dead giant

falls on a hero, right?! That would do damage! Dex save DC 10. Fail: 7 damage and restrained? Need a DC 10 escape check to free themselves?

That could add a lot to the game, but make sure that you don't use it against the players. Keep it fair and random. This is meant to impress upon them the "giantness" of the giants, not a weapon to use against them. It's just something to add to the fun and danger. The uniqueness of battling a giant. The scale of what they're doing is enormous (ho, ho) and thus they are that much more heroic and impressive when they defeat the giants.

TOMB OF HORRORS

Technically you could run this for characters of any level. But low level characters have absolutely no chance whatsoever of defeating Acererak. They could, however, get pretty far into the tomb just by being clever and cautious. The thing about this dungeon is that it's somewhat random and arbitrary. In some cases, you can't figure out the "rules" of the room because there are no rules. This is a cruel place that messes with your head.

NOT FOR EVERYONE

Also.. I can't stress this enough. There are a lot of players who will not enjoy this adventure. There are plenty of D&D players who really hate the lethality and cruelty of this place. To some people, it feels like it's the DM vs. the players, which is never a fair battle because the DM can do whatever they want. Some players just do not handle it well when their character dies or they suffer some kind of horrid setback (like losing ALL OF YOUR ITEMS and appearing naked at the start of the dungeon).

Nobody wants to lose all their magic items, that does suck. So generally, sending characters who have clawed their way up to 12th level or whatever aren't a good choice to send here unless the player is cool with it. They need to know that their

beloved character is probably going to have horrible, horrible things happen to them.

Be Clear. Some players will love it. Some will hate it. Make sure you know before you decide to run this, because one unhappy player will ruin the entire session. Everybody has to know what they're getting into and they should definitely be allowed to make up a character to go in rather than use their normal one.

Options. You could have each player make 3 characters, so that way if one dies, they can bring in another one. Or, maybe you could have it where an NPC owes them a wish. That way, if something terrible happens to the group, they can use the wish to undo it and wash their hands of the tomb (or courageously decide to return without the safety net of the wish spell!).



THE YAWNING PORTAL

Unlike the other adventure books, this one doesn't have a single, long story line. This is a collection of classic D&D adventures updated to 5th edition rules.

You could link them together. It might take a bit of work, but we can make that happen.

UNDERMOUNTAIN

It might be fun to try to place these adventures in Undermountain, the mega-dungeon connected to the Yawning Portal. That way, your group can stay at the Yawning Portal and we can make a whole campaign out of this.

DUNGEON CRAWLING

Just keep in mind that most of these adventures are dungeon crawls. There's not a lot of roleplaying

and social interaction. They're pretty linear. There is a lot of wackiness and puzzle-solving, which is a lot of fun.

CHARACTER BACKGROUNDS

Linking characters to things in the adventures can get the players more into it.

DOWNSHADOW (SUNLESS CITADEL)

The character lived or grew up in the poverty-stricken shanty town of Downshadow, a community of vagabonds actually located in Undermountain.

FRIEND OF GERADIL (FORGE OF FURY)

In the Forge of Fury, there are two captives, Geradil and Courana on page 39-40. It says they're from a town near Blasingdell, but you could say they're from wherever you want if you want to link them to the group somehow.

DWARVEN DESCENDANT (FORGE OF FURY)

A dwarf character might want to say they are a descendant of Durgeddin or another dwarf who lived in Khundrukar before the orc wiped them out. There are a few named dwarves:

Borgl the Old, Gharin Orc-Doom, Numik the Unlucky (pg 47)

Arundil (page 54) a mage who created a lot of animated objects. Arundil was Durgeddin's trusted adviser. The character won't know this part: When the orcs attacked, Arundil was a coward and teleported away. When he came back, everyone was dead. He went insane, animated some tables and skeletons, and he summoned a succubus that killed him.

THE ANCESTOR (TAMOACHAN)

Late in the Hidden Shrine in room 52, page 91, there is a room where a character can have a vision of an ancestor. You could do a ton of things with

this. If the character is searching for some secret or the location of a lost family heirloom, this is how they could learn it.

SPAWN OF KERAPTIS (WHITE PLUME)

The character could be the son or daughter of Keraptis. Keraptis is not found in this dungeon, but the character might want to try to lay claim to this place as their birthright.

SOUL OF BLACKRAZOR (WHITE PLUME)

Blackrazor offers a million possibilities. Maybe the soul of a loved one is trapped in the blade, and the character is determined to free them.

THE CHOSEN (DEAD IN THAY)

It might be really cool to say one of the characters is a Chosen. They are a special representative of their god, and they have special powers. Maybe this character was captured, but escaped the shrine with the help of Sylvanna. Now the character wants to recruit others to help go in there and free the other Chosen.

THE RESCUER (AGAINST THE GIANTS)

We could use the captured princess in the Hall of the Fire Giant King in the Cell Complex on page 201. Maybe the hero is on a quest to rescue her. You could use the 4e information. In that version, she is Princess Moonshadow, a spellcasting adventurer.

THE JOURNAL (TOMB OF HORRORS)

We could say that the character knew someone who died in the Tomb of Horrors. They need to find the body, because the person had something of great value on them. Maybe a magic item, or a journal with information that would exonerate someone, or perhaps a journal full of clues that can help the group navigate the traps of the Tomb of Horrors.

THE YAWNING PORTAL

The book starts off with a couple of pages about the tavern known as The Yawning Portal.

ESSENTIAL INFORMATION

There's a few main details to know:

Dungeon Entrance

This tavern is famous for the well in it that leads down to Undermountain. The well is 140 feet deep. If you fall, that's 14d6. Not good!

Immortal Owner

The bartender/owner is a retired adventurer named Durnan who has lived for hundreds of years. He was one of the first people to explore Undermountain and survive.

Entrance Fee

The heroes will be charged 1 gp each to be lowered into the well. They will also be charged 1 gp each to be lifted out. Durnan will not let people up if they don't pay.

Getting Lowered Down

There is a large winch-and-pulley contraption that controls a thick rope with stirrups. The adventurers put their feet in the stirrups and are lowered down.

Getting Out

A bucket will be lowered down. The heroes must put their gold in it before they will be let up.

Patrons Gamble on You

The people in the bar like to bet on whether or not adventurers will survive. When someone pays to enter the well, the patrons cheer, share rounds of drinks and give the adventurers a going-away party.

Secret Entrance

There's actually another means of entry into Undermountain in the cellar of the Yawning Portal. It is a steeply-sloping hallway that leads to a cistern, a staircase, and a well shaft that has its own bucket, winch and rope. Durnan himself doesn't know it is there.

Map

There is a sweet poster map of the Yawning Portal that comes with the 4e Halls of Undermountain book. I think it is worth getting if you're going to use the inn a lot.

Flavor Text

There is some great flavor text describing the tavern in Halaster's Lost Apprentice that you can use:

“The warm atmosphere of the Yawning Portal tavern offers a blessed relief from the bitter winter chill outside. Here, pipesmoke and the scent of spiced wine mingles with dozens of dialogues bleeding into one, while the snowy world lies trapped outside the heavily fogged glass.

In the midst of the folk talking and dancing is a wide circular well lit by everburning torches: the eponymous Yawning Portal, which, the legend holds, is an entrance to Undermountain, the legendary dungeon.

Intent on adventure—whether for sheer thrills or for matters material and financial—you settle into the smoky common room, looking about for a wealthy patron or a rumor of treasure to be found.”

There is also flavor text for being lowered down into the well:

“The staff of the Yawning Portal straps you one-by-one into a harness attached to a winch and pulley, then lowers you through the great well into the gloom of Downshadow, the shallowest depth of Undermountain. You journey down, trying hard not

to think too much about the creaking old leather or the straining ropes.

Finally, it is over and your feet touch cool, wet stone. Before nerves can get the better of you, you wrench the harnesses free and tug on the ropes to signal them to be raised.”

NPCs

I dug up some NPCs from old products you can use to flesh out the tavern.

Durnan the Sixth

Descendant of Durnan. He is practical and doesn't tolerate violence.

Kelsie

Durnan the Sixth's wife. She is a "pleasant-faced woman" whose mother was a cook at the Yawning Portal.

Kids

They have 9 kids, the oldest of which is Durnan the Seventh.

Endroth Knag

Member of the city watch being pressured to retire. He ponders unresolved cases as he sips ale.

The White Lady

An elderly elf wearing plain white robes. She comes in every night and whispers cryptic statements over and over.

Brother Sepulcher

A bald priest who wears grey robes and long, white gloves who likes to stare at a skull he keeps with him. He worships Jergal, the exarch of proper burial. Brother Sepulcher likes to record the name and description of each person who enters Undermountain.

Old Stannoc

An elderly halfling who is a gambler and odds maker. He tries to evaluate each adventurer before they go down so he can set proper odds.

DOWNSHADOW

There is actually a community of people who live in Undermountain. They are "coin-shy" and down on their luck. They have a shanty town of about 200 people known as Downshadow.

There are some shady people down there, including a doppelganger and thugs who keep a pet giant scorpion on a chain.



THE SUNLESS CITADEL

The story goes like this: The Gulthias Tree creates two apples per year: One heals, and one kills. The tree is in a ruined place called The Sunless Citadel. To get to it, the group has to pass through an area where kobolds and goblins are at war.

The heroes find the hidden grove and must deal with the Gulthias Tree, which is evil and producing evil creatures..

MAPPING

The adventure suggests having a player draw a map as they play, listening to your descriptions. I have never seen this done well. I'm not saying it can't be done, I'm just saying it is hard.

It slows the game down in a big way and it is very hard to describe certain areas. It can be frustrating

if the player gets confused and the map gets all messed up.

You might want to pre-make a player's map that doesn't show secret doors or anything like that. You can cut it up into pieces or cover it with something and reveal it to the players as they explore.

Origin of Gulthias

Gulthias was a vampire. There's a nice summation of his backstory on page 31 of the monster manual.

(50 gp) The Magic Apple

A red apple of perfect hue. It heals those who suffer from any disease or other ailment.

GAINING LEVELS

The group will probably hit 2nd and 3rd level during this adventure. You should think about whether you want them to "ding" and immediately hit next level, or whether you want them to rest or even go back to Oakhurst in order for them to gain the level.

MARCHING ORDER

Make sure you know the marching order - how the group is aligned when they explore. You'll need to know who's in front, who's in back, that kind of thing. This place is loaded with pressure plates and pit traps.

You might want to write down the passive perception scores so you won't tip your players off when there's something in the area worth perceiving.

RANDOM ENCOUNTERS

Once the group hits rooms 13 and up, you roll on a random encounter chart every 12 hours in the game. You might want to just pick the monsters off of the list ahead of time so you're ready to go at the table.

This book only uses Monster Manual kobolds. You might want to switch in some Volo's kobolds (Volo's pg 165-167), as they seem like a lot of fun.

THE LOST ADVENTURING PARTY

This adventure involves another adventuring party who went in and never came out. I made a list of their names and what happened to them:

- **Karakas the Ranger** (pg 21) Killed by rats
- **Talgyn** (pg 25) Killed by Durmn the hobgoblin
- **Sharwyn** (pg 30, stats pg 242) Controlled by Belak
- **Sir Braford** (pg 30, stats pg 243) Controlled by Belak

RESTING

If the heroes rest in the citadel, the monsters move around and reinforce cleared rooms. You might want to note the important rooms that they'd want guarded ahead of time.

TREASURE

Each kobold and goblin has 2d10 silver. You could just say it's 10 silver to speed things up.

AMBUSH AT NIGHT

On their way to the citadel, if the heroes rest for the night, they'll be attacked by twig blights (MM page 32).

DWARVEN GRAFFITI

You might want to come up with some amusing dwarven graffiti. You could probably use:

"Evil breeds in the guts of the lazy."

"It is easy to fool a goblin, but even easier to kill one."

DESCENDING THE ROPE

No check! We don't really want them to fall, right?

1. LEDGE (PAGE 12)

Giant Rats: MM page 327.

This is all the way at the top of the map on page 13.

3. CRUMBLLED COURTYARD (PAGE 12)

The heroes need to walk over rubble. Dex save DC 10, if they fail by 5 or more they fall in to a little cavity/pit. No damage. Climbing out is a DC 10 STR (Athletics).

The noise has a 10% chance of attracting more giant rats. I would say just use common sense instead of rolling. If they're loud, the rats come.

On top of that, there is an actual pit trap. The hero will just fall in unless they have a passive Perception of 15 or more. They don't give a DC for getting out. Maybe they can't get out without help? The trap door shuts after one minute!

4. TOWER SHELL (PAGE 13)

There's a hard-to-find secret door here that's trapped with a needle. No save! Needle does 1 damage.

The graffiti mentions Ashardalon. Ashardalon is a massive red dragon who is the main bad guy at the end of the adventure path that was part of in 3rd edition. You might want to change the bad guy to someone that makes sense for your campaign world.

Secret Pocket (page 13)

3 skeletons (MM pg 272).

6. OLD APPROACH (PAGE 14)

A keyhole in the mouth of a dragon statue on a door. Arcane lock (PH pg 215) is cast on it. To

open this door, you must use a knock spell or make a DC 30 STR (Athletics).

The key to this thing is in the mouth of another dragon carving in area 21.

7. GALLERY OF FORLORN NOTES (PAGE 14)

When the group gets in here, make sure you know where they are positioned. You'll want to know how close to the door they are when the charm hits.

This thing sends you running back to area 3, probably into the pit trap. If you look at the map, PCs who have a speed of 30 can almost make it there in one round. The rubble in 4 might actually save them.

8. PRESSURE PLATE (PAGE 14)

This trap will go off every time the plate is stepped on! +5 to hit, 5 (d10) piercing.

9. DRAGON RIDDLE (PAGE 14)

Answering the riddle opens the secret door. The heroes might find the secret door, but there is no other way to open it.

10. HONOR GUARD (PAGE 15)

Little tracks lead to an open, obvious spiked pit. Falling in causes a total of 2d10 piercing and d6 falling. Jot the quasit (MM page 63) is lurking nearby.

Jot. You could have Jot be invisible, and wait for the heroes to look in the pit. Then he could use his scare power to frighten them, and you might rule that heroes at the edge of the pit must make a Dex save or fall in.

Remember, Jot wants to be attacked by 2+ people or be hit once so he'll be free of his magical binding. He might lurk nearby and heckle the group as they explore if that sounds fun to you.

If the group doesn't attack him for some reason, he could cut them a deal. He'll tell them about the secret door to 12 if they will hit him one time (and only once!).

11. SECRET ROOM (PAGE 15)

The crawlspace is a really amusing/scary time for an unbound Jot to cause mischief.

12. TOMB OF A FAILED DRAGONPRIEST (PAGE 15)

If the group opens this thing, they're facing a weakened version of a troll (MM pg 291):

Troll AC 15 HP 30 +7 to hit 11 (2d6+4) slashing dmg. Regen 5 at start of its turn. Acid/fire shuts this down. Acid or fire must be used to kill it for good.

Scrolls (DMG pg 199-200): If the spell is on your class list, you can cast it. If it's higher level than you can cast, you must make an ability check DC 10+spell's level.

I used the chart on DMG pg 200 to figure out the bonus to hit and DC:

- Command (PH pg 223): DC 13
- Cure Wounds lvl 2 (PH pg 230): 2d8 + spellcasting modifier.
- Inflict Wounds lvl 2 (PH pg 230): +5 to hit, Hit: 4d10 necrotic! Not too shabby.
- Guiding Bolt lvl 2 (PH pg 248): rg 120, +5 to hit. Hit: 5d6 radiant and the next attack against the target has advantage.

14. ENCHANTED WATER CACHE (PAGE 16)

Ice mephit (MM page 215), steam mephit (MM page 217)

15. DRAGON CELL (PAGE 16)

Meepo the kobold (MM page 195) was in charge of a white dragon wyrmling named Calcryx, but the goblins stole it. Meepo is quite distraught over this.

Meepo is a very famous D&D NPC. People play him a lot of different ways. It seems like a lot of times, he ends up as a sidekick to the heroes.

16. KOBOLD GUARDROOM (PAGE 17)

The door is trapped and is very easy to spot (DC 10 perception). It is likely the group will spot it with passive perception. The wire is on the other side, and when set off it drops a bucket of dragon poop that will actually poison you for a minute. Poisoned = disadvantage on attack rolls and ability checks.

There's 3 kobolds (MM page 195) in here. If Meepo is with the group, he can just yell "Ticklecorn," the kobold safe word.

17. DRAGON CHOW (PAGE 17)

Swarm of rats (MM page 339)

18. PRISON (PAGE 18)

Four goblin (MM page 166) prisoners. These things will beg to be free and are quite treacherous.

19. HALL OF DRAGONS (PAGE 18)

If the group doesn't Ticklecorn their way through, we have a tough fight here:

3 kobolds (MM page 195) With 7 hit points instead of 5.

Round 3: Yusdrayl (page 248) and her 2 more kobolds with 7 HP guards from Area 21

Round 5: 3 Kobolds from area 16.

Round 8: 3 Kobolds from area 23.

I would guess that Yusdrayl would hang back and fire off chromatic orbs (PH pg 221) and burning hands (PH pg 220) spells.

20. KOBOLD COLONY (PAGE 18)

A surplus of kobolds:

3 Kobolds (mm pg 195)

7 "kobold commoners" (MM pg 345): AC 10 HP 3 +1 to hit, 1 (d4-1) bludgeoning dmg.

14 no-stat kobold riff raff

21. DRAGON THRONE (PAGE 18)

Yusdrayl (page 248) and 2 kobolds (MM page 195)

Yusdrayl can give the group a lot of info: The goblins and the twig blights serve an outcast named Belak, who is 'down below'. The kobolds believe they belong here because of the dragon paraphernalia.

There are a lot of keys here.. they go to areas 7, 15, 18, and 24. Treasure:

Quaal's feather token (DMG pg 188-189) (Tree): This can only be used outdoors. It makes a tree, with bark and everything.

Elixir of health, 3 doses (DMG pg 168) Removes disease/poison/blindness etc.

Mage armor (PH pg 256), spider climb (PH pg 277) knock (PH pg 254)

23. UNDERDARK ACCESS (PAGE 19)

3 kobolds (MM pg 195). The tunnel is linked to whatever you want. It could be caved in if you don't want to use it. This might be a way to connect to the Forge of Fury. We'll check that out soon and see.

24. TRAPPED ACCESS (PAGE 19)

It looks like if the group isn't cautious, the people in front are falling in to this pit trap: no save, d6 damage.

26. DRY FOUNTAIN (PAGE 20)

Say "let there be fire" and get yourself a potion of fire breathing (DMG pg 187) Once you drink it, you can do this three times: (bonus action) rg 30 one target makes a Dex save DC 13. 4d6 fire, half on a save.

The door to 27 has some traps. If a hero tries to open it, a scythe comes out of the ceiling and slices you: +5, 4 (d8) slashing. To open the door, you either need to use knock or turn undead.

27. SANCTUARY (PAGE 20)

5 skeletons (MM pg 272), Night Caller the magic whistle (page 228-229), Animate dead (PH pg 212)

Potion of resistance (fire) (DMG page 188) lasts one hour

28. INFESTED CELLS (PAGE 20)

3 giant rats (PH pg 327)

29. DISABLED TRAP (PAGE 21)

Let there be death! Poison mist Con save DC 10. Fail: 5 (d10) poison and poisoned for 10 minutes. Succeed: 1/2 dmg and poisoned for one minute!

30. MAMA RAT (PAGE 21)

3 giant rats (PH pg 327), Potion of healing (pg 188): 2d4+2

Guthash the Bloated One: AC 12 HP 16 +5 to hit, 4 (d4+2) piercing dmg. Has advantage when an ally is adjacent.

31. CALTROP HALL (PAGE 21)

2 Goblins (MM pg 166). When the door is opened, a bell rings, alerting the goblins in 32

Caltrops (PH pg 151) If you move at half speed, you're fine. If you move normally, DC 15 Dex save or stop moving and take 1 piercing. Until you regain at least one hit point, your speed is reduced by ten feet.

Cover The 3 foot high wall must give them cover (PH pg 196). I'd say they have at least half cover, so +2 to AC and DEX saves.

33. PRACTICE RANGE (PAGE 22)

3 goblins (MM pg 166)

34. GOBLIN STOCKADE (PAGE 22)

Prisoners.. 3 kobolds (MM pg 195), 3x: Bless (PH pg 219), Cure Wounds (PH pg 230, Sanctuary (PH pg 272)

Erky Timbers, Gnome Acolyte: AC 10 HP 17 +2 2 (d4)

35. TRAPPED CORRIDOR (PAGE 23)

Another pit trap! No save, d6 damage. This will alert the goblins in 36. They'll be here in 2 rounds.

36. GOBLIN BANDITS (PAGE 23)

3 goblins (MM pg 166). If they can, they'll knock the group out and bring them to 34.

37. TROPHY ROOM (PAGE 23)

Hidden in here is Calcryx, the white dragon wyrmling (MM pg 102)

The Map. If you plan on running Forge of Fury, definitely put a map that leads to Blasingdell or Khundrukar in the sealed scroll case in room 37.

38. GOBLIN PANTRY (PAGE 24)

Mmmm... elf pudding.

39. DRAGON HAZE (PAGE 24)

Noise draws goblins from 36 and 40.

Lightly Obscured (PH pg 183): It's hard to see in here... disadvantage on perception checks using sight.

40. GOBLINVILLE (PAGE 24)

Cavalcade of goblins:

3 goblins (MM pg 166)

10 "Goblin Commoners" (MM pg 345): AC 10 HP 3 +2 1 (d4-1) dmg

20 no-stat Goblin Freeloaders who want free stuff from the government.

41. HALL OF THE GOBLIN CHIEF (PAGE 25)

3 hobgoblins (MM pg 186), Twig Blight (MM pg 32)

Grenl the Goblin Chief: AC 15 HP 10 +4 5 (d6+2) (bonus action) Disengage or Hide.

+3 spell attack, DC 11

At will: Poison spray (PH pg 266), Thaumaturgy (PH pg 282)

2x: Bane (PH pg 216), inflict wounds (PH pg 253)

Durnn the Hogbgoblin (MM pg 186): AC 19 HP 11 +3 to hit 6 (d10+1) dmg +7 dmg if an ally is adjacent to the target.

Shaft: The adventure likes the idea of someone getting pushed into this shaft. DEX save DC 15 or take 8d6 damage!

Chest: Poison needle Dex save DC 15 or 1 piercing dmg and CON save DC 10 or 3 poison. Potion of healing 2d4+2, Faerie Fire (PH pg 239), Expeditious Retreat (PH pg 238)

42. CENTRAL GARDEN (PAGE 27)

Twig blights (MM pg 32)

2 Robed Skeletons (MM pg 272): AC 12 HP 13 +4 to hit 3(d6) shovel dmg

43. THE GREAT HUNTER'S ABODE (PAGE 27)

1 bugbear (MM pg 33) 2 giant rats (MM pg 327)

45. RIFT NODE (PAGE 27)

Fire snake (MM pg 265) not an easy stat block to find!

47. BELAK'S LABORATORY (PAGE 27)

2 goblins (MM pg 166),

8 "Goblin Commoners" (MM pg 345): AC 10 HP 3 +2 1 (d4-1) dmg

Rat Disease: You grow tumors that look woody and fruit-like.

Healer's Kit (PH pg 151): 10 uses, auto-stabilize someone who is dying.

48. GARDEN GALLERIES (PAGE 28)

Bugbear with glaive AC 16 HP 27 +4 to hit, 13 (2d10+2) dmg + surprise attack gives it +7 dmg

49. ARBORETUMS (PAGE 29)

Many things in alcoves: Goblin (MM pg 166), Twig blight (MM pg 32), Potion of healing: 2d4+2, Fire snake (MM pg 265)

3 "Goblin Commoners" (MM pg 345): AC 10 HP 3 +2 1 (d4-1) dmg

3 skeletons AC 12 HP 13 +4 to hit 3(d6) shovel dmg

50. ASHARDALON'S SHRINE (PAGE 29)

Shadow (MM pg 269)

Alchemist's fire (PH pgs 148, 151): (Action)

Throw it up to 20 ft, make rg attack, d4 fire dmg at the start of each of its turns. Creature can end the dmg with a DC 10 DEX check.

51. DRAGON LIBRARY (PAGE 29)

Scorching ray (PH pg 273), Melf's acid arrow (PH pg 259)

53. BELAK'S STUDY (PAGE 29)

Glyph of Warding (PH pg 245) 20 foot radius sphere, DC 12 DEX save, 5d8 cold dmg, half as much on a save.

Entangle (PH pg 238), protection from poison (PH pg 270)

54. GROVE GATE (PAGE 30)

4 goblins (MM pg 166), 4 twig blights (MM pg 32)

55. TWILIGHT GROVE (PAGE 30)

10 twig blights!(MM pg 32) d4-1 ("minimum 0") more arrive every round if there's noise.

Briars: Small creatures are fine in here. Large and up have problems...

Normal Speed: Large creatures moving through the briars must make a DC 10 CON save every ten feet or 1 piercing

Slow Down: Spend two feet of movement for every one foot moved, no check.

56. THE GULTHIAS TREE (PAGE 30)

If the group destroys the tree, the NPCs and the blights turn against Belak. In the second round, the giant frog launches into the fray! Big battle, lots o' creatures:

Belak the Outcast (druid, MM pg 346)

Sir Braford (pg 242) Tries to use Shatterspike (pg 229) to shatter weapons!

Sharwyn Hucrele (pg 243)

3 twig blights (MM pg 32)

Kulket the Giant Frog (MM pg 325)

Treasure:

- 3 Potions of healing 2d4+2
- Antitoxin (PH pg 151) Advantage on saves vs. poison for one hour.
- Wand of entangle (page 229)

Braford and Sharwyn are going to die in 24 hours because they are linked to the tree now.



FORGE OF FURY

There was an underground dwarven settlement called Khundrukar where the dwarf leader, Durgeddin, made weapons and magic items. It was overrun 100 years ago and now, monsters live there.

LAYOUT

There are 5 levels to this place:

- **The Mountain Door:** Orcs
- **The Glitterhame:** Troglodytes
- **The Sinkhole:** A river
- **The Foundry:** Forge with many duergar
- **The Black Lake:** Nightscale, the black dragon

HOOKS

There's a few hook ideas for this:

- The group finds a map
- Orcs are raiding Blasingdell. They are coming from Stone Tooth/Khundrukar.
- Baron Althon hires the group to go to Khundrukar and recover as many of Durgeddin's weapons as possible. He'll pay them 100 gp if they map the place out, too.

DURGEDDIN'S CREATIONS

If the group is going to try to find the creations of Durgeddin, here they are:

- **+1 longsword** is in 22 on page 46. (1,000 gp)
- **+2 greataxe** is in 53 on page 58. (6,000 gp)
- **Handaxe** is in 14 on page 43. (500 gp)
- **Warhammer** is in 23 on page 46. (500 gp)

THE MINING TOWN OF BLAS-INGDELL

It s located 30 miles from Stone Tooth/Khundrukar

- **Constable** Dara Whitewood
- **Store** Tolm's Superior Outfitting and Dry Goods
- **Inn** The Griffon's Nest Inn and Tavern
- **Church** Temple (of a deity chosen by you) run by Sister Alonsa.
- **Orc Prisoner** Captured, charm person got it to give directions to Stone Tooth

THE ORC PRISONER

It might be fun for the heroes to kick this thing off by fending off the orc raiders.

CLAW OF LUTHIC

I also think it might be cool if the orc captive was female, maybe an orc claw of luthic (Volo's page 183). They have beneficial spells like cure wounds and create food and water.

With a bit of effort, the group could befriend her and gain a trusty healer ally who can give them a lot of insight (info dump) on this scenario.

POOR TREATMENT

You could run it where her jailers treat her poorly, humiliate her. You can have one constable who's just a real jerk, an orc-hating sadist.

They charm her, they get the info they want out of her, and then intend to visit every cruelty they can think of upon her for months or even years. The group can step in, defend her, and give the constable their comeuppance.

Maybe the group realizes that the constable plans on scamming the town out of the swords once the group has obtained them.

TRAVEL FROM BLASINGDELL TO STONE TOOTH

This will take 2 days if the group travels at normal speed ("Forced March" PH pg 81). It's 30 miles away, and they can cover 24 miles in 8 hours.

HUSTLING

If they want to hustle and get there in one day, that takes 10 hours total. They would need to make a CON save DC 11 (hour 9) and DC 12 (hour 10). Each failure means they gain a level of exhaustion (PH pg 291).

GETTING LOST (DMG PG 111)

If the group doesn't take the path up to Stone Tooth, they might get lost (DMG page 111). The party's navigator makes a DC 15 Wisdom (Survival) check. +5 if the group is moving slow, -5 if the group is moving fast. If the check is failed, the group is lost for d6 hours, then they can roll again.

EXPLORING THE FORGE

This is one of those adventures where a lot of thought went into monster reactions. There is a good chance that the group is going to have an epic battle right in the beginning if they are not careful. Definitely spend time looking over "Mountain Door Defenses" on page 37.

STEALTH CHECKS IN ARMOR

I always forget that people who wear certain armors have disadvantage on Stealth checks. That's padded leather (!), scale, half plate, ring mail, chain mail, splint and plate. That might be vitally important here.

CAPTURED HEROES

Captured heroes end up in the cages of area 6 (pg 39)

ENTRY POINTS

Ways In:

- **The Mountain Door:** Leads to area 1 (page 36)
- **The Chimney:** Leads to area 7. This is risky. 80 foot drop, DC 15 Strength (Athletics). Fail by 5 or more make a DC 10 Strength save or fall and take up to 8d6 damage +3 fire dmg (yes, you land in fire).
- **Orc Tunnel:** Leads to area 21
- **(The Dark Mere)** The adventure doesn't want this used.. The group would skip right to the end of the adventure. But it's there.

(PAGE 36) 1. END OF THE TRAIL

2 orcs (MM pg 246)

STEALTH?

If the group doesn't stealth their way in, they are looking at either being locked out of the building or fighting most of the orcs here in one shot. That's an ogre, an orog, an orc Eye of Gruumsh, and 16 orcs.

ATTACKING THE GUARDS

If the group attacks the two orc guards, they run:

- **Round 1:** The orcs shout a warning and run inside.
- **Round 2:** The four orcs in room 4 shoot through arrow slits that are 15 feet up on the wall (longbows, +3 to hit, 5 (1d8+1) dmg). They've got **three-quarters cover** (PH pg 196) which means +5 to AC and Dex saves.
- **Round 3:** The 2 orcs run across the bridge in 3. One archer runs to 2 and bars the doors shut.
- **Round 4:** Two orcs get to 5.
- **Round 5:** Orcs cut the rope to the bridge in 3! 4 orc archers continue shooting. The orc Eye of Gruumsh shows up to help the archers.
- **Round 8:** Orcs (and the orog?) from 14 show up in 5.
- **Round 12** Great Ulfe and the 4 orcs from 11 set up in 5.

(PAGE 36) 2. THE DWARF DOOR

If the door is barred, it's a DC 20 Strength check to open.

(PAGE 38) 3. THE RIFT HALL

2 orcs (MM pg 246) who have half cover (+2 to AC and DEX saves) from rock outcroppings.

Crossing the rope bridge is not good if you're under attack. Make a DC 10 Dexterity (Acrobatics).

- **Success** Move at half speed.
- **Fail** No movement. Fail by 5 or more: Fall 200 feet into a river and make a new character!

CUTTING THE ROPE BRIDGE

It has AC 11, HP 8. The orcs has +5 and does nine damage. So one hit takes out a rope!

One Rope Cut. The Bridge-crossing DC is now 12.

Both Ropes Cut. 7 bludgeoning damage, and a DC 12 Strength or Dexterity saving throw. **Fail:** Fall to your doom.

(PAGE 39) 4. AND 4A. ARCHERS' STATIONS

4 orcs (MM pg 246)

The arrow slits are at least 15 feet up! Not good for the heroes.

Sneaking Past the Arrow Slits. Dexterity (Stealth) vs. Orc passive Perception of 10

If the group makes noise, they might hear the prisoners in 6 calling for help.

(PAGE 39) 6. PRISONER CAVE

2 commoners (Geradil and Courana)

(PAGE 40) 8. ORC COMMONS

Remember that the passage to 10 is blocked with plunder, and after that there's a locked door to get through. Burdug keeps her "little stirgies" safe.

(PAGE 40) 9. SHAMAN'S LAIR

Orc Eye of Gruumsh (MM pg 247) , 2 orcs (MM pg 246)

BURDUG'S STRATEGY

1. **Round 1.** Command (PH page 223) on a fighter-type, DC 11 Wisdom save. Probably go with **Grovel**: The target falls prone and ends their turn.
2. **Round 2:** Bless (PH pg 219) All 3 bad guys get +d4 to attacks and saves. This is a concentration spell.
3. **Round 3:** (bonus action) Spiritual weapon (PH pg 278) +3 to hit d8+3. She can use this as a bonus action each round.

Emergency. Burdug might chuck some alchemists fire (rg 20 +5, d4 fire at the start of each turn, end it with a DC 10 Dex check), run to 10 and sick the stirges on the group.

(PAGE 41) 10. THE GRAND STAIR

4 stirges (MM pg 284)

There is a really brutal trap in here. It goes like this:

Open the dwarf face door, napalm hits all in 15 feet. All within 15 feet of the door make a DC 10 Dex save.

- **Fail:** Take 10 (4d4) fire and they take 5 (2d4) fire at the start of each turn.
- **Succeed:** Half dmg and 5 (2d4) fire at the start of each turn.

Stop, Drop and Roll. Use an action to make a DC 10 Dex check. Success doesn't end it, it reduces it. Now you're taking 2 (d4) fire at the start of each of your turns. Another DC 10 DEX puts it out.

After Two Rounds. The door slams shut and the trap resets.

Here's the Worst Part. There's nothing in there! Just some gunk that you might be able to make some alchemists fire (PH pg 148) out of.

(PAGE 41) 11. ORC QUARTERS

4 orcs (MM pg 246)

Shoving. The orcs pair up, each attacking one hero. One orc tries to shove (PH pg 195) a hero prone, that's +5 vs whatever the hero rolls on an Athletics or Acrobatics check. If the orc wins, the hero is prone and the other orc attacks with advantage.

(PAGE 42) 12. GREAT ULFE

Modified ogre (MM pg 237), 2 dire wolves (MM pg 321)

The door's heavy! DC 17 Strength to get in.

Great Ulfe. AC 11 HP 59 +6 to hit 17 (2d12+4) slashing

Potion of Climbing (DMG pg 187) Gain a climb speed equal to your normal speed for one hour.

(PAGE 42) 13. DWARVEN STATUE

Get Within 5 Feet of the Statue: 15 foot cone of poison gas DC 12 Con save until... a short rest! Wow. It resets after 1 minute. Run away from this statue. Far away!

(PAGE 43) 14. BUNK ROOM

Orog (MM pg 247) , 4 orcs (MM pg 246), Potion of healing: 2d4+2

HE HEALED HIMSELF!

There's nothing characters hate more than a bad guy who drinks a potion of healing. That's 2d4+2!

WE'RE IN THE GLITTERHAME

This place is very sparkly, but it probably smells horrible because of the troglodyte stench.

The troglodytes have chameleon skin, letting them blend in with their surroundings. Their stench actually poisons you.

STUDYING TROGLODYTES

Check out MM pg 290 for full info on troglodytes. Basically, they are simple-minded, they live in filth, they love to hunt humanoids. Other traits:

- They don't tolerate weakness among their own kind. They actually kill and eat the weak.
- They are very into armor and weapons (even though they don't use them), and will fight each other over even a regular longsword.
- They worship Laogzed, a demon lord toad/lizard who sends them dreams.
- For a troglodyte, the plumper you are, the more content with life you will be.

(PAGE 43) 15. THE COLD STREAM

Heroes must make a DC 8 Athletics or acrobatics. Fail by five or more, fall downhill and take 3 damage.

(PAGE 41) 10. THE GRAND STAIR

(page 44) 15a. Stirge Colony: 6 stirges (MM 284)

If the group makes noise, d4 of them come out of the cracks each round until there's a total of 6.

(PAGE 44) 16. HIGH CAVERN

4 stirges (MM pg 284), they're up on the ceiling.

Getting to 17 is cramped and torches are likely to go out.

(PAGE 45) 17. TROGLODYTE CAVERN

2 troglodytes (MM pg 290)

You might want to use their chameleon skin to hide and get surprise. Maybe play up the gross weirdness of the carcass. The heroes might focus on that and boom, troglodytes. If they don't take the bait and spot the trops, then they are engaging in what some might call *excellent play*.

If a noisy fight occurs, the troglodytes in 18 block the door, PCs need a DC 15 Strength check to open it

(PAGE 45) 18. TROGLODYTE WARREN

Total of 11 troglodytes (MM pg 290)

First, if a battle breaks out, one trog runs to alert Kaarghaz in 19. You could have him cast invisibility on himself, scope out the battle and blindside the adventurers with a scorching ray.

Second, this is one of those "orc babies" moral quandaries that doesn't go over so well with some groups. If you think it might upset people or something, just get rid of them.

- **NW:** 2 sleeping trops
- **SW:** 6 troglodytes and hatchlings
- **SE:** 3 trops relaxing

(PAGE 45) 19. CHIEFTAIN'S CAVE

Kaarghaz and a giant lizard (MM pg 326)

Kaarghaz. AC 13 HP 39 +4/+4 to hit, 4(d4+2) dmg/ +4 (d4+2) dmg

- **Spell save** DC 12, +4 **spell attack**
- **Spells.** Burning hands (PH pg 220), shield (PH pg 275), sleep (PH pg 276), invisibility (PH pg 254), scorching ray. (PH pg 273)

(PAGE 46) 20. SCALY LAIR

Giant subterranean lizard (page 236) it swallows people! That's always fun.

(PAGE 46) 21. ORC TUNNEL

2 troglodytes (MM pg 290), 1 brown bear (MM pg 319)

Two trogs are hiding here, they have +2 to their stealth checks with advantage. They will release a bear from a cage.

The tunnel here goes outside. The troglodytes go out at night to hunt.

(PAGE 46) 22. FUNGUS CAVERN

That sword is one of the four Durgeddin items.

Grab it: Spores!

This mold really overdelivers big time. **Touch a moldy skeleton.** Spores in a 10 foot cube, Con save DC 15. **Fail:** 10 poison dmg and poisoned for one minute and then, once the condition ends, another 17 poison damage!

(PAGE 47) 24. THE GLITTERHAME

2 gricks (MM page 173)

They're hiding in a pile of rubble and will try to ambush the characters.

(PAGE 47) 25. LONG CAVERN

This one's really fun.

It looks simple, but it is actually incredibly involved. You might want to go over the water rules which are spread out: PH pgs 182, 184, 198 and DMG 116.

SWIMMING (PH PAGE 182)

When swimming, each foot of movement costs one extra foot. So, half speed, basically. Swimming in rough water will require an athletics check.

OK, so now we'll go through this step-by-step. If the dice go cold here, characters are going to die,

plain and simple. They'd have to roll really badly, though:

PERCEPTION

If they think of it, PCs could make a DC 15 Perception or Survival check to notice the slipperiness.

TRY TO CROSS

Try to cross the slope: DC 12 Acrobatics

FAIL?

If you fail, you fall prone and slide toward the stream at half your speed. If you look at the map, the character will be no farther than 15 feet away from the water line.

OVER THE WATERFALL!

When you slide into the stream, make a DC 10 Strength save or else you go over the waterfall! That's 10 bludgeoning damage and one level of exhaustion (PH pg 291), which means disadvantage on ability checks. The exhaustion is important – it gives disadvantage on ability checks that are crucial and they have low DCs.

NOT OVER:

Then! They've fallen into room 28 and the current has still got them.

TRY TO SWIM

The character makes a DC 10 Athletics check. Success means they get pulled 30 feet down the river and they can swim at half speed toward the bank. The river's not that wide, so I think they just get out. Getting out costs five feet of movement.

FAIL AGAIN?

If you fail, you are dragged 60 feet down the river and make a DC 10 Con save. Fail means you gain a level of exhaustion (PH pg 291). Level 2 exhaustion: Speed is halved!!Not good.

ALONE

Also, being pulled 60 feet means that the character is far away from the group, out of sight and in the tunnel to room 29.

SWIM SPEED

If the character has a swim speed from a spell or something, they can make a move action to dash and get out.

DRAGGED TO DOOM

If the character fails what looks like 3 or 4 checks, they get pulled into an airless underground cavern and take d6 bludgeoning from hitting the walls.

They also begin the suffocation process (PH pg 183).

SUFFOCATION

You can hold your breath for 1+Con mod in minutes (minimum 30 seconds). If they are still underwater when that time ends, they drop to 0 and start dying.

HOLD YOUR BREATH

Since a round is 6 seconds, no character would start dying for at least 5 rounds.

SURPRISE! YOU'RE DEAD!

Here's the problem.. this tunnel runs underground for 5 minutes. You are dead and the group probably will almost certainly never find your body!

(PAGE 48) 26. GRICK LAIR

Same 2 gricks from above (MM page 173)

(PAGE 49) 30. OLD STOREROOM

Gray Ooze (MM pg 243)

What looks like wet floor is actually moist ooze!

(PAGE 49) 32. FLOODED STOREROOM

Potion of water breathing (DMG 188), potion of invisibility (DMG pg 188)

DON'T DRINK THE WATER

Con save DC 10, fail means you're infected. No symptoms until the next day. Once the next day hits, you have a fever and gain a level of exhaustion (pg 291). After every long rest, make another DC 10 Con save. Fail means you gain another level of exhaustion, success means your exhaustion level is reduced by one. If you hit exhaustion level 5, you're paralyzed until someone cures your disease.

(PAGE 50) 33. ROPER'S CAVERN

1 roper (MM pg 261), ring of spell storing (DMG pg 192)

It looks like a stalagmite and there's a good chance it will surprise the heroes. It will actually try to dump characters in the river.

(PAGE 51) 35. CHAMBER OF STATUES

Hey, there's two doors in here. Fake doors! Make sure you know where the heroes are standing. Open fake door, axe chop: +5 to hit 9 damage.

The entrance is actually a secret door behind one of the statues. The tunnel beyond it has a magic mouth that will shout out an alert.

(PAGE 52) 36. THE GREAT HALL

2 duergar (MM page 122), 1 duergar spy (page 234), potion of healing

If the magic mouth in 35 shouted an alert, the duergar are invisible.

(PAGE 53) 37. THE BLADEWORKS

Snurrevin, 2 duergar (MM page 122), rat (PH pg 335), potion of hill giant strength (PH pg 187: 21 Strength for 1 hour)

Snurrevin: AC 16 HP 45 +4 6 damage (11 if enlarged) DC 12, +4 spell attack

Spells. Color spray (PH pg 222), shield (PH pg 275), silent image (PH pg 276), hold person (PH pg 251), shatter (PH pg 275)

(PG 53) 38. THE CHASM

More water. If you fall in, you go over the falls and take 42 damage. You land in room 50.

There's a chain ladder hidden here that you can use to climb down. No check when climbing it.

(PAGE 53) 39. COUNCIL CHAMBER

Duergar (MM page 122) and Nimira the duergar (below)

There's one duergar guard in here. If a battle breaks out, Nimira pops out from room 40 and joins the fray.

Nimira. AC 17 HP 52 +4/+4 9 damage, or 16 when enlarged.

(PAGE 54) 41. KITCHENS

Animated table (page 230)

The table won't attack dwarves.

(PAGE 54) 42. DESECRATED SHRINE

Wight (300), two ogre skeletons, scrolls of web (PH page 287) and spider climb (PH pg 277)

The creatures lie inert until someone enters the room. None of the monsters can leave this room.

2 Ogre Skeletons. AC 11 HP 59 +6 13 dmg Speed 40

- **Vulnerable:** bludgeoning.
- **Immune:** poison and exhaustion

(PAGE 55) 43. ENTRANCE TO THE DWARF HALLS

Ghost (MM pg 147)

Arundil is here, and he's an insane ghost.

(PAGE 55) 44. LOOTED ROOMS

Roll a d10. If you get a 10, roll on DMG on page 134. Here's some 10 gp gems if you just want to place them and skip the rolling:

- **Blue quartz** (transparent pale blue)
- **Lapis lazuli** (opaque light and dark blue with yellow flecks)
- **Rodochrosite** (opaque light pink)

(PAGE 55) 45. SKELETON ROOM

6 skeletons (MM page 272)

Dwarf Skeletons! Animated by Arundil long ago.

(PAGE 56) 46. COMMON AREA

Ghost (MM pg 147)

(PAGE 56) 47. ARUNDIL'S CHAMBER

Rug of smothering (MM pg 20)

The rug doesn't attack dwarves.

(PAGE 56) 48. LOOTED ARMORY

Animated armor (MM pg 19)

Won't attack dwarves.

(PAGE 56) 49. IDALLA'S DEN

Succubus (MM pg 285). Scrolls of alarm (PH pg 211), enlarge (PH pg 237), disguise self (PH pg 233), and shield (PH pg 275).

The group enters and sees a dark-haired human woman reading. She weeps and tells the group she's a prisoner here. A wizard is using her as a test subject for magic that prolongs life.

This is your classic "damsel/monster in distress" encounter. She's a succubus and wants to make out with the heroes until they die. She is not bound here, she comes here because there's lots of traffic. She can shift into the ethereal whenever she likes.

(page 57) 51. Dwarven Bridges

The group crosses the first bridge, no problem. Second bridge collapses! DC 10 Dex to grab onto a ledge.

- **Fail:** Fall in, take 7 damage and you are dragged by the current like river above. The water travels "east to west", so that's away from the dragon's lair.

I kind of like the idea of the current pulling them right up to dragon.

(page 58) 52. Nightscale's Lair

Young black dragon (MM pg 188)

PRE-ROLL STEALTH

You should roll the dragon's stealth (+5) ahead of time. If you roll it at the table, the group might be alerted in a meta-game way.

PASSIVE PERCEPTION

Make sure you know the group's passive perception scores. If the dragon rolls low, they'll see her in the water.

LOCATION OF THE DRAGON

The dragon is probably ready. If the bridge collapses, she hears it. If not, she's actually sleeping on her pile of treasure on the island (area 53).

BRIDGE COLLAPSE

I imagine most groups will collapse the bridge, which is good because this is a very cool fight. If they didn't collapse the bridge, then that is yet another example of *excellent play*.

UNDERWATER

If the group made any commotion, the dragon is underwater close to those three stones by the number 52 on the map. The dragon can breathe underwater so there's no hurry.

SHE ATTACKS

Her head comes out of the water (she has **three-quarters cover**: +5 to AC and Dex saves). She's 20-30 feet from the heroes. She breathes acid. It's in a line, so it's a bit tricky for her to hit multiple people. If she sets up near the actual number 52 on the map, she'll have a good angle. The group's on the ledge, so they're going to be in a line.

START OF COMBAT

Once she breathes, we can roll initiative. **Surprise** (PH pg 189) goes like this: The heroes can't take a move or an action in the first round of combat, no reactions until your first turn ends.

HIT AND RUN

On her turn, roll the recharge. If she gets it, she'll breathe again, dive underwater and swim away (swim speed: 40!).

WAIT FOR RECHARGE

If it doesn't recharge, she swims around underwater waiting for her breath to recharge. It's "the black lake," so I assume the group can't see her when she's underwater and so she has total cover and can't be targeted. I think she might swim behind the island at 53 until the recharge.

TOO MUCH DAMAGE?!

It is entirely possible that she breathes, the group is surprised, she recharges and breathes again. Then she swims away. Two breath weapons, that's up to 98 acid damage to multiple characters right at the start! That's a little scary, depending on your DM style.

(page 58) 53. Nightscale's Hoard

Wand of magic missiles (PH pg 211), potion of healing 2d4+2, potion of flying (DMG pg 188)

Combined total of money and gems: 2,140 gp



THE HIDDEN SHRINE OF TAMOACHAN

This adventure begins with the characters falling into what turns out to be an Aztec-themed dungeon. The group needs to get out before the poison gas that fills the bottom level kills them.

This one has a lot of very detailed rooms and traps that require a lot of attention.

FALLING IN

Right off the bat, you have a potential hurdle. This adventure famously begins with the ground giving way beneath the group's feet and they fall into the dungeon.

If you run this in a way where the group has a moment to react, there's a good chance some of them are not going to fall in. In general, when something

like this has to happen, I tell the players ahead of time: "You're going to fall in the beginning. It's how the adventure starts."

TRIBE

If you change the ending of this adventure, which I talk about all the way at the end of this chapter, foreshadow it now by describing the tribe that is chasing them and maybe let the group get a glimpse of the Bat Queen.

COLLAPSES

There's a really cool feature of this dungeon that is very easy to forget about. If an adventurer casts thunderwave or fireball, there's a 25% chance that part of the ceiling will collapse.

You could roll these in advance, so you'll know already exactly when it will happen.

TOOL OF A VILLAIN

Another option is to just have a bad guy trigger it. They cast fireball and cause the collapse. That makes it one less thing you have to worry about.

NARRATE IT

You should definitely foreshadow it a few times in advance, build the tension a bit and reward those who pay attention. The best places to foreshadow it are rooms with nothing in them, like some of the hallways, the alcove in 11, etc.

POISONOUS GAS

A good portion of this dungeon is filled with poison gas. The effects:

- Take 3 damage every hour.
- Inhabitants of the dungeon are immune.
- Starting a fire normally has a 50% chance of failing. Torches and etc. are only half as effective as normal.

LIGHT SOURCES

The gas affects light:

TORCH

Torches burn one hour, provides bright light in a 10-foot radius and dim light another 10-feet.

BULLSEYE LANTERN

Lasts 6 hours, 30-foot cone and dim light 30-feet.

HOODED LANTERN

Lasts 6 hours. 15 feet and dim light 15 more feet.

CANDLE

Lasts 1 hour. 2.5 feet and dim light 2.5 feet!
Amusing but almost completely useless.

VISION AND LIGHT (PH PG 183)

You'll probably have some heroes with Darkvision. It goes like this:

DIM LIGHT

Lightly obscured. (disadvantage on Wisdom (Perception) checks

DARKNESS

Heavily Obscured. You're blinded! (PH pg 290)
You have disadvantage on attack rolls, creatures have advantage to attack you. Auto-fail any check that requires sight.

DARKVISION

It bumps everything up by one. Dim light becomes normal light. Darkness becomes dim light for them.

DRIED POTIONS

Dried potions are very cool. Mix with water, half effect. Mix with wine, full effect. Snort the powder (!) 1 in 8 chance it's a potion of poison (DMG pg 188). You take 3d6 poison, then you roll a Con save DC 13 or be poisoned. From there, you take damage at the start of your turns and save at the end of your turns. Each successful save lessens future damage by 1d6. Repeat the save at the end of each of your turns.

BEFORE YOU START

A couple of things to consider:

GLOVES

You might want to ask the group who is wearing gloves. You'll want to know this in advance, as area 5 and 11 have lime that does damage if bare flesh touches the walls.

Conceal Your Intent. To conceal what you want to know, ask each player if they have any of these: Hats, boots (what kind?), scarf, rings, gloves, goggles, necklaces or belt pouches.

Act Interested. All you care about is the gloves, but act like every detail is important. That should prevent some degree of meta-gaming and the players will also be very alarmed..

NEW RULES

Also! You might want to warn the players that this adventure doesn't "play buy the rules." It is written more for players to imagine themselves being there

and explaining exactly what they do. For example, the adventure actually describes the mechanisms of a trap and what you'd have to do to shut it down. There are also a lot of encounters that operate by their own set of rules.

Liquid Light. As an example, there's one where liquid light covers you over the course of 20 rounds (and then you die). The only way to stop it is to immerse it in water. This is something that is not at all obvious. In instances like that, the players should experiment and ask a lot of probing questions of the DM. In that situation, if they pour some water from their canteens on the light, you could describe that the liquid light melts away a bit.

WRATH OF TAMOACHAN

OK, here we go.

(PAGE 64) 1. THE VAULT OF CHICOMOZTOC

Tribal warrior (MM pg 350), scout (MM pg 349), mastiff (MM pg 332), panther (MM pg 333), commoner (MM pg 345), cult fanatic (MM pg 345).

If any of these figures touch the floor, they grow, animate and attack. They're constructs.

DIG UP, STUPID

Try to get out the hole, it collapses. 2 damage to each digger and Dex save DC 13 or be buried and take 7 more. If you fail by 5 or more, you are trapped and can't breathe! Without help, that person can make an Athletics check DC 15 once per minute to get out.

SUFFOCATION (PH PG 183)

Hold breath for minutes equal to 1 + Con Mod, minimum 30 seconds. Once that runs out, you drop to 0 and start dying.

THE DOOR

It looks like there's no handle or lock. Perception DC 20 allows you to spot a keyhole. The key is in the diorama. The group can also try peeling it open with pitons.

MARCHING ORDER

Once the group is ready to leave this room, have them tell you the marching order. It will matter right away!!

(PAGE 66) 2. THE HALL OF THRASHING CANES

Step on pressure plate, get swatted by logs. Spotting the plate is tough: Perception DC 20.

WITHIN THE LINES

It's a little confusing. I guess once 3-4 heroes are in the 6 squares between the red lines, the trap goes off. They automatically take 7 damage and are pushed five feet.

The logs stay and act as a barrier. The group will have to break it or something.

(PAGE 66) 3. ROOST OF THE CONCH

Giant crayfish (page 235), Kalka-Kylla (page 238)

INTERROGATED BY A CRAYFISH

So the crayfish demands to know what the group is doing here. Kalka Kylla, the crab, is asleep. If a fight breaks out, Kalka-Kylla wakes up and joins in. It's slippery in here, if you dash or engage in combat, you must make a Dex save DC 10 or fall prone (before you make the attack!)

Slipping Getting up from prone costs half your movement. So if a hero slips, they can get up and try again. If they fail again, they will either attack from the prone position or get up and not be able to attack this round.

Prone: Disadvantage to hit, creatures have advantage to hit you if they're within 5 feet, otherwise they have disadvantage.

(PAGE 66) 4. MUD-FILLED DOORWAY

I don't think too many groups will figure out how to clear this silt. Who knows, maybe they will.

(PAGE 67) 5. TOMB STONE AND WET LIME

The group sees a huge block that can be pushed in to access a room. The block is covered in lime. Touch the lime, take 1 damage. Leather armor will lose 1 AC after an hour.

PUSHING THE BLOCK

Pushing it requires 4 characters to have a total of 48 strength.

(PAGE 67) 6. RUBBLE-FILLED STAIRCASE

More potential collapsing like in room 1!

DIGGING AGAIN

2 damage to each digger and Dex save DC 13 or be buried and take 7 more. If they fail by 5 or more, the character is trapped and can't breathe! Without help, that person can make an Athletics check DC 15 once per minute to get out.

Suffocating. PH pg 183 hold breath for minutes equal to 1 + Con Mod, minimum 30 seconds. Once that runs out, you drop to 0 and start dying.

(PAGE 67) 7. THE SEPULCHER OF TLOQUES-POPOLOCAS

Vampire spawn (MM pg 298), ring of protection (DMG pg 191), bracers of defense (DMG pg 156) +2 to AC if no armor/shield, ring of resistance (fire) (DMG pg 192), ring of animal influence (DMG 189)

Berserker Axe +2 to his and damage (see below)

SPELLS

Glyph of warding (PH pg 245), passwall (PH pg 264), burning hands (PH pg 220), gust of wind (PH pg 248), bestow curse (PH pg 218), hold person

(PH pg 251), dried potion of invisibility (PH pg 188), elixir of health (PH pg 168).

SLEEP GAS

Picking the lock on the double doors disable the trap. Smashing the doors open fills the area with sleep gas. Roll initiative. If a character ends their turn in here, they must make a Con save DC 10 or become poisoned and unconscious for 5,000 years! Seriously! If magic is used to cure the poison, it only blocks the poison for one hour. The only way to get rid of it for good is to have someone cast dispel magic at 7th level or higher.

The vapors don't disperse for a month!!

THE AXE

In the actual room, there's an axe stuck in the wall. It casts a weird shadow and if you get close, you feel cold. It is impossible to pull this axe from the wall. Nobody can pick it up until Tloques has been slain.

THE GLYPHS

This tomb can't be opened until the group figures out the glyphs. I find this very confusing, but I think I've got it.

Same Glyphs, Same Order. The tomb has 4 main glyph markings on it, right in a row (it's a day, date and year). At the base of the block, there are rows of glyphs. among those rows are the same glyphs that are on as does the wall. If the group touches the glyphs on the rows that match up with the ones on the tomb in the same order, the tomb is unlocked and the lid can be removed.

THE CORPSE

The body inside is loaded with treasure. If the group takes the mask and the pendant, we go through a very intricate process round by round.

Coming back to life:

1. **Round 1.** The bones begin to knit together and the creature sits up. He looks around. He has AC 12 and 27 hit points. If the group puts the mask and the pendant back, he falls inert again. Technically he's prone, so if the heroes are adjacent, they have advantage to hit him.
2. **Round 2.** AC 12 and 27 hit points. Same thing.
3. **Round 3.** AC 17 and 54 hit points. Two claws: +6/+6 (disadv) Hit: 8 (2d4+3) or grapple (escape DC 13). He is still prone, though, so he has disadvantage.
4. **Round 4.** AC 17 and 81 hit points. Two claws: +6/+6 (disadv) Hit: 8 (2d4+3) or grapple (escape DC 13).

PLAYER REACTION

So once this starts, I'd say you should ask your group what they do. If they don't answer fairly quickly, narrate his body coming together a bit, and now we're in round 2. Ask again. Round 3: Now he's starting to look like a person! Round 4: He's a pale-skinned dude.

SLACK-JAWED GAWKERS

If the group does nothing: Here's how I'd do it. Tloques looks at the group, confused. He staggers out of the crypt, maybe he falls and the group can catch him and help him up. He coughs dust and nods thanks. Hobbles over to the axe. Stands there for six seconds (summoning bats). Pulls the axe out as the bats show up and now we have ourselves a combat.

THE BERSERKER AXE

Berserker Axe (requires attunement) (DMG pg 185 - altered)

- +2 to hit and damage
- 12 charges, regains d6+4 per day.
- (5) Passwall (PH pg 264)
- (2) Gust of Wind (PH pg 248)
- (1) Burning Hands DC 15 (PH pg 220)
- You keep the axe within reach at all times.
- You have disadvantage on attack rolls with other weapons unless all enemies are at least 60 feet away.
- When a hostile creature damages you, make a DC 15 Wis save. **Fail:** You're berserk. You must use your action each to make all possible attacks against the creature nearest to you. You're berserk until no creatures are within 60 feet of you that you can see or hear.

PROBLEM AXE

The axe seems like it could cause problems out of game. You might want to tweak it if you think a player might be a jerk with it.

KEEPING IT

The group could make it work, I guess, as long as they stay away from the wielder. But after the bad guys are dropped, the group will need to de-bersek the character. If the wielder is blind and deaf, the berserk goes away. So if the group puts a thick hood and earmuffs (?) on the character, that would do it, right?

(PAGE 69) 8. COURSES OF THE GODS

More lime! 1 acid damage.

(PAGE 69) 9. STONE STATUE

The 12-foot tall statue has gem eyes and a magic sword! Climb it, it tips. Dex save DC 15 or 7 damage.. and a secret passage is revealed! Not too shabby.

+1 longsword, +2d6 damage to plants.

(PAGE 70) 11. THE COURT OF CEM- ANAHUAC

Tecuziztecatl (page 245), swarm of rats (MM pg 339)

WATER

2 feet deep. Costs 3 feet of speed for every 1 foot travel (So speed 30 means the hero moves 10 feet).

Like earlier, if you dash or have a combat, it's a Dex save DC 10 or you fall prone (before you make the attack). Half your speed to get up.

MOAT

It's 12 feet deep. I guess the character slips a bit and starts swimming.

THE SLUG

He brags in an ancient language, but when he's getting hurt badly, he surrenders and will make a slippery slug-bridge for the heroes to get over the moat.

(PAGE 71) 12. THE TOMB OF HURAKAN

When they open the door, they take 2 damage and make a Str save DC 15.

- **Fail:** Be washed down the hall and make a Dex save DC 15 or drop whatever you're holding. You're dumped in the moat in 11.

(PAGE 72) 13. CHILD OF ZOTZILAHA

Nereid (pg 240), giant lightning eel (page 236), gloves of missile snaring (DMG pg 172), dried potion of clairvoyance (DMG pg 187)

CRAFTY VILLAIN

'Tis a lady! Chac the eel is hidden in the water. The nereid is flirty yet brimming over with chaos and evil. If she's in big trouble, she'll offer the group her treasure in the water. I'd imagine she'd kiss a wizard, as then they won't be able to speak for a minute/cast most spells. She's got the magic shawl which can be destroyed and will hurt her badly.

(PAGE 72) 15. THE GREAT HALL

The true exit to this room is a secret door behind a sun painting.

To the characters, this is one long hallway. If they traverse it and pass under the arch, they walk into a wall. Optical illusion! If they look around a bit, they might set off a trap that will bar them in to a little alcove. Get out with ten minutes of work.

(PAGE 73) 17. HALL OF THE GREAT SPIRIT

Bracelet of rock magic (page 228)

There's a magic bracelet sitting in the mouth of an eagle head sculpture. Touch the bracelet, the mouth clamps down (no save). No damage, you're just stuck there. AC 16, 25 hit points. The victim takes 1/4th of the damage dealt to the sculpture.

(PAGE 73) 18. HALLWAY OF THE ANCIENTS

Zombies (MM pg 316)

15 corpses line the hallway. Once someone is half-way down the hallway, they animate and attack! Once the battle is over, anyone who took damage must make a Con save DC 11 or get a modified version of sewer plague:

SEWER PLAGUE (DMG PG 257)

Con save DC 11. **Fail:** Infected.. it takes 1 hour to kick in. Then you get 1 level of exhaustion (PH pg 291), only regain half hit points from spending hit dice and gain no hit points from a long rest!! At the

end of each long rest, make a Con save DC 11.

Fail. Gain a level of exhaustion. **Succeed. Remove** a level of exhaustion.

(PAGE 74) 19. SILVER COFFER

Group goes in, steps on the alcove, trap goes off. The hallway tilts, forming a ramp. The group tumbles into the alcove and takes 3 damage. They're sealed in. They can get out by chipping out a locking mechanism, but it takes a long time and remember, we're in poison country! 3 damage per hour.

(PAGE 74) 20. SPIRIT GUARD OF AY-OCUAN

Wight (pg 300), amulet of protection from turning (page 228)

There's two amulets in here. One on the floor, and one on the wight. If the group moves the bronze and chrysoprace lamp, the wight will pop up out of the floor.

(PAGE 75) 21. STONE BLOCK

The group will probably have to push this block all the way up. I don't quite get how they get past it at the top. I guess you could say the tunnel is a bit wider at the top than it is depicted on the map.

(PAGE 75) 22. CHAMBER OF THE NACE-HUAL

Martial arts adepts (page 240)

MIX THE POTION AND DRINK

Con save DC 20 or you sleep for 5,000 years! Magic that cures poison staves it off for one hour.

THE SLEEPERS

If either sleeper is disturbed, they will karate chop the crap out of you.

(PAGE 76) 23. LIGHT AHEAD

Will-o'-wisp (MM pg 301) The wisp tries to lead the group to 23a.

(PAGE 76) 23A. TRIANGULAR STONE

The wisp passes through the obstacle. The group needs to cross the pit and realize that the stone can be pivoted.

(PAGE 76) 24. SANDBOX

Will-o'-wisp (MM pg 301)

The wisp leads the group further. If 3-4 characters stand on the ten-foot square section, portcullises drop on either side of them. Each has AC 15 HP 100. **Lift it:** Str check DC 25 (with disadvantage)! Or 20 and no disadvantage with a crowbar.

ONCE 5 ROUNDS PASS

Holes open in the ceiling. Dust trickles from them.

5 MORE ROUNDS

Two things happen, **First**, sand starts pouring through. It fills 2 feet per minute. The area will be completely full in 10 minutes. **Second**, the will-o'-wisp attacks!

3 Ms MORE

Once 3 minutes pass, there's all these rules about choking from dust and being restrained. That's 30 rounds, so I imagine whatever was going to happen to the group has happened already.

(PAGE 77) 25. THE NEST OF THE WARRIORS

Giant fire beetles (MM pg 325)

The beetles are docile and won't attack unless the group starts bullying them. The group might find the most poorly-made +1 dagger of all time. On a natural one, it falls apart.

(PAGE 77) 27. STAIRS

Time for the classic rolling boulder trap! 30 pounds or more on the pressure plate, here comes boulder.

PASSIVE PERCEPTION 14

Check and see if anyone has a passive perception of 14 or higher. If so, they're not surprised.

ROLL INITIATIVE

The boulder has a +10! Most of the group will be surprised, so they can't act on round one.

BOULDER ROLLS 60 FEET

Anyone in the way rolls a Dex save DC 15.

- **Fail** means they take 27 damage and 50% chance they drop anything they are carrying, which will be destroyed (I'd say magic items don't break in my game).
- **Fail by 5 or More:** Max damage!! That's 50 damage and prone.

THE DOOR

Once the boulder gets at the bottom, it smashes the door and might make the giant fire beetles angry.

(page 77) 28 The Arc of Nanahu-atcuin

Gas spore (MM pg 138)

(page 78) 29. The Tomb of Pelota

Lift the capstone, there's treasure! If you take the treasure, a curse hits you in one hour. Disadvantage to either Dex or Str checks/saves. This curse lasts until magically removed. The pelota ball comes to life.

Pelota Ball: AC 13 HP 50 +5 to hit 1 (1d4-1) dmg

- It flies up to 30 feet per round
- Immune to everything except: acid, fire, force, piercing and slashing.
- It can be grappled or restrained.
- Has +5 to skill checks.

PRE-GAME

Roll Initiative. The ball attacks. When a character hits it, it bounces off the back wall, triggering a

glowing effect. Once that happens twice, a horn sounds and the ball stops attacking. Goals begin to glow on either end of the hall.

THE GAME

It is trying to get into the south goal, the group wants it in the north goal.

- **Hit the Ball.** It moves 15 feet towards your goal.
- **To Score.** The ball must be within 15 feet of the goal and the player must say that they are trying to score. Roll to hit. You need to hit AC 17 to score.
- **If the Ball Scores.** Magic missiles hit the group. 1 missile per character, 3 damage each.
- **If the Group Scores.** The ball returns to the middle of the corner to play for the next point.
- **To Win.** The group needs to have 2 more points than the ball.

VICTORY

The group gets some fabulous prizes and an eagle whistle (page 228).

(page 79) 30. The Guardian Beast

Weretiger (MM pg 210)

If the group messes with anything here, the statue comes to life as a bonus action and attacks. It has surprise!

COMES BACK IN ONE DAY

If killed, it becomes a statue again. It comes back to life in one day. To truly kill it, you need to destroy its heart, which is hidden in a stuffed tiger.

(PAGE 79) 31. CALENDAR STONE

Scroll of protection - feline beasts and feline lycanthropes (DMG pg 199)

The scroll gives you a protective barrier in a 5 foot radius that lasts for 5 minutes. It can get in if it makes a DC 15 Charisma check,

(PAGE 80) 32. THE PORTAL TO DEATH

The door by the "T" on the map is trapped. Arms pop out and grab the character. Getting out requires either a Dex save DC 20 or two characters can pull it open only if their combined Strength is a 30!

SLOW MOTION PIT LID

If 5 rounds go by, a pit slowly opens up under the trapped character. It takes 2 rounds to open. Then the arms let go and you fall in and take 11 damage. The spikes are fake?! So you just hit the floor.

THE DOOR

The door at the other end must be bashed open with a Str check DC 20. Success means you teleport to area 15, which is a one-way trip.

DOUBLE DOORS

When opened, 5 crossbows mounted in the ceiling of the next room fire. +6 to hit, 5 damage. Two crossbows aim at the left square, two aim at the right, and one goes down the middle. It seems like if one character opens them, they get targeted by 3 crossbows.

(PAGE 80) 33. THE TOMB OF TLACAE-LAL

Doppelganger (MM pg 82), scroll of stone shape (PH pg 278), hat of disguise (DMG pg 173)

When someone steps in, wall of fire is triggered. That's 5d8 fire damage.

DOPPLEGANGER

Then we have a doppelganger who tries to kill and replace a member of the party. That's very hard to pull off in a meta-game sense. I think your best bet is if you have a player who might be up for it, set this up with them in advance. Their character is killed and they play the doppelganger.

TREASURE CHESTS

With these chests you're going to want to know who is standing where when they are opened. Some of them have traps that hit people on each of the four sides.

1. (505 gp) Jammed lid, no big deal
2. (494 gp) Wow. You reach in, Dex save DC 15 or a vise traps your arm(s). Roll init. It acts on init 0. Needles come out of the sides of the pyramid. 1 dmg, Con save DC 15, 21 poison dmg, half on save. Either way, you're poisoned with a special type: Any poison damage you take from this can't be regained for at least 5 days. You save every 24 hours, take 3 damage. Once you've made 5 saves, you're cured. It looks like others can force the save with a heal check as it says "five successful saves against it."
3. (876 gp) I guess the perfume (harmless) and the 4 darts go off at the same time. +6 to hit, 5 damage.

Other Treasure: 905 gp

Grand total value of treasure in this room: 2780 gp

(PAGE 82) 33A. SACRIFICE TO THE SUN

Stone of ill luck (page 229), 90 gold worth of aztec dealies

(PAGE 82) 34. GUARDIANS BAR THE WAY

Step on a pressure plate, the halberds block your path. **Touch them.** You take 5 lightning damage and make a DC 15 Con save or be paralyzed! You can try a Dex save DC 10 to get by them. I think the idea here is that you touch them, you are paralyzed and continue to touch them until somebody is able to free you.

(PAGE 82) XIPE'S AUDIENCE CHAMBER

(page 82) 35. Xipe's Audience Chamber: Panther (MM pg 333), oni (MM pg 239), detect magic (PH pg 231), dust of disappearance (DMG pg 166).

The panther can't see the group unless they attack it.

CLIMBING UP THE HOLE

There's a hole in the ceiling above a well full of liquid light. You can't climb the walls, you have to get a grappling hook up through the hole.

The Oni Catches it. The heroes don't know that the oni up there catches the rope/grappling hook and once the character is halfway up the rope, the oni starts reeling them in.

Choose. The character has a choice: Get reeled in or let go and fall into the well.

Falling into the Well. The liquid light clings to you and spreads to cover your body over the course of 20 rounds. Once it gets over your mouth and eyes.. you're going to die. To get rid of this stuff, the hero must be immersed in water. A darkness spell will cause it to be inert for one hour.

(PAGE 83) 37. BED OF XILONEN

Roper (MM pg 261), wand of lightning bolts (DMG pg 211)

He's a "gigantic variety of polyp." He's got treasure in his insides!

(PAGE 84) 38. BARRED PIT

Thorn slingers (page 246)

CROSSING THE PIT

The adventurers have to cross this pit by walking on thin bars while thorn slingers shoot thorns at them. The 3rd and 6th bar might collapse (roll a 5 or less on a d20 and it happens).

THE PROCESS

The thorns: +3 to hit, 8 damage and the character must make a Dex save DC 14 (6+the damage: 8) or fall into the 25-foot deep pit, take 3 damage and land on a slinger's adhesive blossoms. Grappled, escape DC 11 with disadvantage, when grappled take 3 acid at the end of each of the slinger's turns.

(PAGE 84) 39. CHAMBER OF THE SECOND SUN

Giant constrictor snake (MM pg 324), baboons (MM pg 318)

SNAKE AMBUSH

Hey we're above the poison gas! Here's your reward: A giant snake jumps out and bites you and rocks fall from the ceiling at the start of each character's turn +5 to hit, 3 dmg. Once the snake is killed, 4 baboons drop down through the ceiling. Seriously, baboons.

(PAGE 85) 40. DRAGON BREATH

Stone golem (MM pg 170)

THE TRAP

When someone gets to the top of the stairs, the statue breathes. At the same time, the floor gets slippery, DC 10 Acrobatics or fall prone. It breathes up to 4 times.

Dragon Statue. AC 17 HP 178 Breath: 30 feet long, 10 feet wide. Con save DC 15 7 fire, half on save.

- Immune: Non-magic weapons, poison, psychic, charmed, exhausted, frightened, paralyzed, petrified, poisoned.
- Immune to any effect that would alter its form.
- Has advantage on saves vs. magic
- Its attacks are magical.

(PAGE 85) 41. FIRE GOLD

Yellow mold (DMG pg 105)

YELLOW MOLD

Fire destroys this stuff immediately. **Touch it.** 10 foot radius spore cloud. Con save DC 15 or 11 poison and poisoned for 1 minute. While poisoned, take 5 poison at the start of each of your turns. You can save at the end of each turn to end the effect.

(PAGE 86) 42. THE CHAPEL OF KUKULKAN

Couatl (MM pg 43), helmed horror (mm pg 183), phantasmal force (PH pg 264), arcane lock (PH page 215), detect magic (PH pg 231), wall of force (PH pg 285), balance of harmony (page 228), mirror of the past (page 228), periapt of wound closure (DMG pg 184), dried potion of healing (mm pg 188)

You might want to print out/draw a map of this room to show the players. There's a free one right here (the room is on the bottom right corner of the tier 2 map).

Lots of stuff in here. Quick summary:

- **Get Close to Mirror.** One character might get locked into an illusory battle.
- **Touch Mask.** One character might get trapped behind steel bars.
- **Touch Other Items.** The exit might get arcane locked (PH page 215, DC 25 to bash it open) and a couatl tells the group they've been poisoned.
- **Three Challenges.** The group must complete three challenges to find the cure.
- Once the challenges are done, they either fight the couatl or they do not. If they don't, it gives them magic items.

THE MIRROR

The first character to come within 10 feet of the mirror rolls a Wis save DC 15. Fail, and they are attacked by an (illusory) feathered warrior (+6 to hit and 3 damage). The rest of the group sees their ally suddenly stop moving. There is no feathered warrior.

Snapping out of it. If allies disturb the hero, the save can be re-rolled. Phantasmal force (PH pg 264) The player can make an Investigation check DC 15 to see if it's an illusion. **Success.** The effect ends. Any damage they take counts, it doesn't go away when the spell ends.

THE COUATL

Couatl is on MM pg 43. To make this "poison" feel more real, you might want to have the group roll initiative. At the top of each round, tell them they're getting weaker. Trouble breathing, wobbly legs, heart palpitations, that kind of thing.

Careful Roleplaying. You might want to play the couatl in a way that is more friendly. If you make the couatl really annoying and cruel, the group will definitely want to fight it. We want to give the group at least a chance to get those magic items at the end.

WEAKNESS

To effectively narrate the progressively worse weakness, maybe model them after exhaustion, like this:

1. Hands trembling
2. Legs weak
3. Dizzy, uncoordinated
4. Arms weak, hard to lift things
5. It takes great effort to move at all
6. Trouble keeping eyes open.

THREE CHALLENGES

I would say, after each of these are completed, declare a new stage of weakness.

1. **Destroy the helmed horror.** MM pg 183
2. **Bypass the crystal wall.** This one could be a problem because the solution is so odd. Maybe describe a few indentations in the ice that look like holes. That way the group might touch their stuff to it.
3. **Bypass the invisible wall of force:** Maybe tell any clerics/paladins they sense unholy energy coming from the glyph.

These are very abstract and don't operate by normal D&D rules, which is something that might fluster some players. Make sure you give them the information they need.

FIGHTING THE COUATL

Look at its stats (MM pg 43). AC 19! It bites you, and if you fail your save you are unconscious for 24 hours! This is definitely a TPK situation so proceed with caution.

(PAGE 87) 43. THE SMOKING MIRRORS

Ochre jelly (MM pg 243), command (PH pg 223)

RED MIRROR

See yourself killed. Touch the mirror, take 2 fire. Maybe base the visions on upcoming rooms.

BLACK MIRROR

You see an ancient ancestor. **Touch the mirror.** Cha save DC 13 or all your money/valuables turn to glass. Yikes.

WHITE MIRROR

Wis save DC 13 or stunned until the end of your next turn. An ochre jelly (MM pg 243) attacks you.

BLUE MIRROR

You see water. **Touch it.** Cha save DC 13 or you're teleported into the water. I would say that you

should describe the mirror as if it were a pane of glass with water on the other side, like an aquarium. That gives the group a good chance of understanding that they need to smash it.

GOLDEN LIQUID

Turns objects into gold for one hour. I'd say if you are generous, maybe have it make two smallish items permanently gold.

(PAGE 88) 44. SUN OF MOTION

Otto's irresistible dance (PH 264)

We have us an octopus statue with a gem on it.

TOUCH THE GEM

Wis save DC 16 or dance until you release the gem.

TOUCH THE STATUE

Your hand gets stuck to it, the statue spins around and around, smashing you into walls. 3 damage at the end of each turn. Escape DC 15, take 2 more damage upon escaping.

- **To Stop the Spinning.** Destroy the gem.

C(PAGE 88) 45. MICTLAN

Heat metal (PH pg 250), fear (PH pg 239)

Error. There's a typo here. The chute goes to room 47, not 48.

DIORAMAS

The floor of this room contains a massive diorama. There are miniatures depicting all sorts of things. If you stay on the path, you're fine. If you step into a diorama, bad stuff happens.

- **Hill.** Con save DC 15 or be pushed off, and prone.
- **Burning Sands.** Con save DC 15 or take 1 damage per round from a nosebleed until you leave the area.
- **Grassy Plain.** Cha save DC 15 or you won't want to leave the area. If you take

damage or you wait 24 hours, you can repeat the save. Each time you fail, the DC of the save goes up by 1!

- **Flames.** Your equipment becomes red-hot. Take 3d8 fire damage per round. Make a Con save DC 15 or drop what you're holding.
- **Ice.** Your equipment goes ice cold. You take 3d8 cold damage per round. You can't drop held items because they're frozen to your body.
- **Marshes.** Shortness of breath for 3 rounds and then suffocate (PH pg 183). You can hold your breath for 1+Con mod in minutes (minimum 30 seconds). Then you drop to 0 and start dying.
- **River.** Int save DC 15 or forget where you are and why you're here. Spellcasters forget all spells of one level for each point they failed the save by.
- **Pit of the Worms.** Wisdom save DC 15 or fear: You are frightened (disadvantage on ability checks and attack rolls). You must dash and move away using the safest route. If out of line of sight, you can make another save to end the fear.

CLIMBING THE HOLE

No handholds, but climbable. This leads to 47. There's a giant spider in there!

(PAGE 89) 46. TLAZOTEOTL

Gibbering moulder (MM pg 157), dried potion of hill strength (DMG pg 187), +1 rod of the pact keeper (DMG pg 197)

Eat the heart, talk to snakes! Pretty cool.

C(PAGE 89) 47. SPIDER IN HIDING

Giant spider (MM pg 328)

THE CHUTE

You go up the chute 30 feet at an angle. Make a Perception check DC 17 or the spider surprises you.

FIGHTING IN THE CHUTE

You have disadvantage on attacks because it's so cramped. When you are hit, you must make a DC 11 Str or Dex save. **Fail.** You slip 5 feet down the chute for every point you failed by. After 30 feet, you fall into room 45.

- **Falling.** I'm not sure how high the ceiling is in room 45, it's anywhere from 20-40 feet high. Let's say 30 feet. So that's 3d6 damage and the adventurer probably ends up in one of the diorama areas. There's 8 of them, you could just roll a d8 to see which one.

(PAGE 90) 48. HOUND OF THE BAT

Water weird (MM pg 299)

Under the crayfish shell is a key to 53.

(PAGE 90) 49. SACRED CHITZA-ATLAN

Centaur mummy (page 231)

The mummy does nothing until a character tries to leave the room. Then it attacks. Don't forget that a character hit by the hooves gets mummy rot. They lose 10 hit points per day from their max total!

(PAGE 90) 50. JADE WALL

The wall might fall on you. Dex save DC 10, 9 damage. No biggie.

(PAGE 90) 51. WIND TUNNEL

Again, not sure how high the ceiling is, which is a problem because the hatch is up there. I guess we'll say 30 feet. Make sure to describe the area beyond the hatch as an empty room or something.

The only thing to do here is get out. Once the wind starts, it never stops.

START YOUR TURN IN THE WIND

Str save DC 13. **Fail.** Thrown 10 feet, prone, and take 3 damage. You might want to describe the wind as much less strong when a character is prone so that the group has a clue that if they stay prone they can get out of there without making saves.

MONITOR REACTIONS

Some players will love this room and some will hate it, so make sure it doesn't ruin the session.

(PAGE 91) 52. THE HIDDEN ROOM OF NAHUAL

Doppelganger MM pg 82

Once a character grabs the scepter, they have visions of a great battle. You might want to make up a little scenario, as if it is kept vague the player is definitely going to drop it, right?

VISION

Here's an example. We could say that the character has visions of the Battle of Pesh, which is where the rod of seven parts was created. The Queen of Chaos (she is a woman whose body has an octopus lower half) and Miska the Wolf Spider are fighting the wind dukes of Aaqa (blue-skinned humanoids). There's other ancient obyriths there, including Cabiri (an eye-god kind of thing) and Bechard (a demon whale, seriously). We have to fill 30 seconds, so that's 5 rounds. Give the character a situation each round, like:

1. A Wolf spider lunges at you (describe the chaos of battle, let the player reorient).
2. The Queen of Chaos tries to grab you in her tentacle.
3. A wind duke stabs her, frees you (if necessary), you can get a shot on her if you want.

4. Miska is battling a wind duke. You have advantage to attack it.
5. Miska's blood hits the rod of law and it shatters into 7 pieces, covering you with white light. Now the character is petrified.

SWEATY PALMS

While the player is going through this, each round, tell the other players that the hero is getting sweaty and staring off into space.

(PAGE 91) 53. THE VALVE

3d6 damage if you fall in the pit.

PICK THE LOCK ON THE SECRET KEYHOLE?

I'd say yes but it's up to you. I wouldn't want the group to go look for the key. That could make things very boring as they re-explore old rooms.

(PAGE 91) 54. TEMPLE RUIN

Giant hyena (pg 326)

We're outside!!! Climbing over rubble might cause some damage. Dex save DC 13 Fail: 7 dmg. Fail by 5 or more: Buried.

MONSTER

A giant hyena is lurking here.

TREASURE

The entire altar can be lifted (combined strength of 30), as there's stuff underneath. Dex save DC 15, the sharp wings slice at you for 13 damage. Under it is a pit full of treasure. It's all money and valuables, no magic items.

(page 92) **Total Value of Treasure:** 5,500 gp

CHANGING THE FINAL ENCOUNTER

If you want a more epic ending to this adventure, you might want to use the idea from the 4th edition version of Tamoachan from Dungeon 209.

The creatures/tribesfolk from the very beginning of the adventure attack in waves. Let's say the group of heroes is 7th level at this point. Let's do 3 waves of bad guys.

Let's also say it's getting dark out, so we have dim light.

We'll use tribal warriors (MM pg 350). They have a challenge rating of 1/8. According to kobold fight club, 16 of them is EASY for the heroes. So let's do that. Players love it when they get to wade in and destroy lots of mooks.

WAVE 1

16 tribal warriors. It sounds like a lot, but they're really weak.

WAVE 2

2 lizardfolk shamans and 8 tribal warriors. We'll just re-skin the lizardfolk and say that they are human (or whatever) shamans.

WAVE 3

Coaxoch the Bat Queen (kraken priest), 3 giant bats, 2 swarms of bat.

COAXOCH

Coaxoch wears a cloak of the bat (DMG pg 159). Let's make her the Queen of the Olman Tribe/Zotzilaha worshipers or whatever you want them to be.

Spells: We'll re-skin a kraken priest from Volo's page 215. They can cast call lightning, which makes for a dramatic final encounter. We'll need to change some of her 3/day spells. Let's go with fireball, misty step and shatter.

New Flavor: Let's re-flavor Voice of the kraken to "voice of the bat." It's a big sonar screech kind of thing. DC 14 charisma save or be frightened.

Bats. Let's have her call on Zotzilaha for aid. Out of the sky comes... bats!

POSSIBLE FINISH

If you want to give the group a fun final finale, have her misty step over near a huge pile of rubble. They could cause it to collapse on her, which I think would be a suitable ending.

BEWARE!

This one was really tough to prepare. Each thing is so complicated. Definitely be ready if you decide to run this!



WHITE PLUME MOUNTAIN

One of the most famous D&D “modules” of all time, White Plume Mountain is a dungeon crammed full of all sorts of challenging rooms and powerful artifacts. This one is just pure fun. It is easy to prepare, and it will take the group quite a while to get through it.

THE REGION

If you look at the overview map, you can see other locations near the mountain. Dragotha has her lair detailed in a number of D&D products. Like *Dungeon Magazine* #134 (it is extremely high level). The other areas on the map are detailed in the little-known sequel, *Return to White Plume Mountain* by Bruce Cordell.

MUDDY FLOOR

Most of the floors of this dungeon are covered in muck that is one foot deep. It cuts speed down by one third, and makes sneaking difficult.

(PAGE 96) THE WIZARD’S MOUTH

This cave “breathes,” pushing steam out of the cave and then drawing air in. The entrance to the dungeon is in a hatch in the mud. You need a Str check of 20 to open it.

(PAGE 98) 2. RIDDLING GUARDIAN

Gynosphynx (MM pg 282), Wall of Force (PH pg 285) It is immune to all damage. It extends into the ethereal plane, too.

A lot of the sphinx's spells are not really combat-oriented. But if it casts greater invisibility and claws the crap out of the group (with legendary actions, that's 5 claws per round, up to 65 damage per round) that's pretty good.

(PAGE 98) 3. HIDDEN SLIME

Green slime (DMG pg 105)

It's hidden under the water, so we're looking at some damage: 5 acid damage. You take the damage again at the start of your next turn until it is scraped off or destroyed.

- It does 11 acid to wood and metal.
- Cold, fire, and radiant damage destroys a patch immediately.
- If you know it's there, you can make DC 10 Dex save to avoid it. Otherwise, it just hits you, no roll.

(PAGE 98) 4. GLASS GLOBES

Shadows (MM pg 269), fear PH pg 239), air elemental (MM pg 124), potion of flying (DMG pg 187), gray ooze (MM pg 243), hold person (PH pg 251).

Sealed in a room, smash the spheres to find the key.

(PAGE 99) 5. NUMBERED GOLEMS

Make sure you tell the group you are going to time them in real life to give them a fair chance.

USING THE GOLEM

In the original adventure, the golem could join the party. It was very powerful and looked like it would unbalance everything. That's probably why this has the vague comment about the golem becoming an ally but not giving it stats.

FLESH GOLEM

The first thing that comes to mind is that you could say that the flesh golem is falling apart due to standing in this steaming place for so many years. Each time the golem does something, more stitches come loose. You can keep in your head that once the golem does 5(?) things, such as attack, lift, take damage, whatever) then it falls apart.

Berserk. Looking at the flesh golem stats (MM pg 169), look at "berserk." Once it is down to 40 hit points, it has a chance of attacking the nearest creature it can see..!

JUMPING

The most amusing thing about actually using the golem is that there is no way whatsoever that this golem will make it through the frictionless room or the hanging chain/platform jumping room. Just thinking about the flesh golem in those rooms makes me laugh.

BE CAUTIOUS

Whatever you do, think carefully because it could ruin the game. Maybe give yourself an out by describing that its "power" flickers on and off, and that it could shut off at any time. If things get unbalanced: Oh look! It shut off.

(PAGE 100) 7. GEYSERS AND CHAINS

I love this room.

GEYSERS

Two geysers go off at 3 minutes and 5 minutes. That's 30 rounds and 50 rounds. You should definitely keep that in your head while the heroes are discussing what to do.

TIMING

It's entirely up to you when the geysers go off to start with. You could just have one come right at a character if you want. I think you should decide in advance the conditions in which the geysers launch. Such as: The first character to get above the first geyser, or... 10 rounds after the group enters.

NO SKILL CHECKS?

You do want drama though, although really, even without the geysers this is a very deadly room. We're looking at 10 jumps here. The weird thing is, there's no skill check at all for these jumps. You just do it and succeed. That doesn't seem right, but then again, who is going to succeed on 10 checks? You could make the DC really low, such as a 5. That way, certain characters won't be able to fail, but others will have a small chance.

Alternative. You could also make it one check for every 3 platforms.

SPELLS

At 8th level, the group is probably going to have some way around the platforms. When I ran this a few years ago, the wizard had spider climb but the rest of the group was so excited (they were mostly kids) that they drowned her out. They proceeded to get geysered like crazy and she calmly crossed to the other side safely.

(PAGE 101) 8. COFFIN

Vampire (MM pg 297), Whelm (DMG pg 218), potion of mind reading (DMG pg 188, you gain the effect of detect thoughts: PH pg 231), conjure minor elemental (PH pg 226), dispel magic (PH pg 234), magic mouth (PH pg 257)

DARKNESS

This room is under the effect of magical darkness: Remember, darkvision doesn't work in magical darkness and non-magical light doesn't affect it.

- **Blinded.** They're going to be blinded: The adventurers have disadvantage on attack rolls and the vampire has advantage to hit them. With many spells, the caster can't target what it can't see.

STAKE TO THE HEART

This is its resting place, so if it is reduced to 0 hit points here, it's dead. If it is reduced to 0 hit points outside of this room, it turns to mist and reforms in the coffin, and will be paralyzed for one hour. If the group drives a stake through its heart, it is paralyzed until the stake is removed.

WHELM (DMG PAGE 218)

- +3 to hit and dmg
- **Fear of the Outdoors.** You will develop a fear of being outdoors. When outside during the day, you have disadvantage to attack rolls, saving throws and ability checks.
- **Range 20/60.** When thrown, it flies back to your hand. It does +d8 dmg when thrown, +2d8 vs. giants.
- **(1/Day) Shockwave.** Each creature of your choice within 60 feet must make a Con save DC 15 or become stunned for one minute, saving again at the end of each of their turns.

- **Supernatural Awareness:** You automatically notice secret doors within 30 feet of you.
- **Spells.** (1/Day) Detect Evil and Good (PH pg 231), Locate Object (PH pg 256)
- **Personality.** Whelm is lawful neutral and was made to protect the Dankil dwarf clan.

(PAGE 101) 9. POOL AND DRAIN

There's a tiny chance the group might find the hatch protected by an illusion. If so, they go to the exit where two efreet wait to beat them up.

(PAGE 101) 10. DECEPTIVELY DEEP ROOM

Kelpies (page 238)

Yikes, look at that charm power. Each kelpie could wait until adventurers start swimming, charm two of them.. and they immediately start drowning. Looking at the suffocation rules (PH pg 183), that means that the character skips holding their breath and immediately drops to 0 and starts dying.

(PAGE 101) 11. SPINNING CYLINDER

Remember that the oil can be set on fire. It gets ugly.

(PAGE 102) 12. BURKET'S GUARDPOST

Veteran (MM pg 350), werewolf (MM pg 211)

(PAGE 102) 13. SNARLA'S SANCTUM

Snarla: AC 11 (12 in hybrid) HP 58 spd 30 Bite/Claw +4 6 dmg and Con save DC 12 or be cursed with lycanthropy, 7 damage. Immune to non-magic weapons that aren't silvered!

SPELLS

Looking at her spells, not too much going on there. I guess stinking cloud on the group when far away,

and maybe some pumped-up magic missiles (level 3 missiles would be 5d4+5)

SPELLBOOK

Snarla's spellbook is guarded by a glyph of warding: PH pg 245 20 foot radius explosion Dex save DC 14, 5d8 fire or half as much on a save.

(PAGE 103) 17. THE BOILING BUBBLE

Giant crab (MM pg 324 - modified), Wave (DMG pg 218)

There is not a lot of space in this bubble, although the scale of the map is 10 feet, not 5, so they've got space to play with. It looks like no matter where it is placed, a fireball would destroy the bubble. It deflates and comes apart in d6 rounds. It looks like it does 44 fire damage and then another 44 for each turn that the character starts its turn in the water.

Giant Crab AC 15 HP 161 +9 to hit, reach 10 ft., 27 (4d10+5) bludgeoning and the target is grappled (escape DC 14). It can grapple up to two targets.

- Blindsight 30 ft.
- Immune: Charmed, frightened, paralyzed

Total treasure. 11,935 gold

WAVE (DMG PAGE 218)

You must worship a god of the sea to attune to this.

- +3 to hit and damage
- **Critical.** Target takes extra necrotic damage equal to half its hit point maximum.
- **Trident of fish command.** (DMG pg 209) dominate beast (PH pg 234)
- **Weapon of Warning** (DMG pg 213)
- **Cap of Water Breathing** (DMG pg 157)
- It can speak to animals and telepathically include you in the conversation

(PAGE 104) 19. METAL-HEATING CORRIDOR

The gimmick here is that some characters will need to take off their armor to get through this hallway. Remember that taking off plate mail takes 5 minutes, and putting it on takes 10 minutes. The armorless characters will then be ambushed by the ghouls emboldened by the sight of meaty warriors with an AC of 10.

(PAGE 104) 20. GHOUL AMBUSHERS

Ghouls (MM pg 148)

They can't be turned due to amulets that they wear.

(PAGE 104) 22. FRICTIONLESS TRAP

This is an awesome room that doesn't play by the rules. You can't fly or teleport. You have to go across physically. Someone is going to have to brave the friction! There are two pits that need to be crossed.

No DC?

There is no DC for jumping the pits! I'd imagine it would be a 15 or 20. Probably a DC 20, right?

SUPER-TETANUS

Super-Tetanus! It's no joke. DC 15 Con save or you take 11 dmg at the start of each of your turns, and you don't get a save again for one minute! That's 10 rounds or 110 points of damage! Someone will need to cure it or at least heal the character. If you are jokey like me, maybe put a tetanus shot in somebody's healer's kit.

(PAGE 104) 23. FLOATING STREAM

Kayaking on a floating stream. It takes the group to Bluto's guardpost, where bad guys are waiting with nets.

(PAGE 105) 24. SIR BLUTO'S GUARD-POST

Champion (page 231), knights (MM pg 347), boots of springing and striding (DMG pg 155)

SURPRISE

The bad guys are ready. The group is probably going to be surprised. So roll initiative, and the characters don't go in round one. The bad guys throw nets on the heroes and drag them out. Is there a roll for that?

Nets. Nets are found on PH pg 148.

- Those hit by a net are restrained until freed (Restrained: Speed 0, disadvantage on attack rolls, creatures have advantage to hit you).
- A creature can use an action to make a DC 10 Str check, freeing itself on a success.
- 5 slashing damage will destroy the whole net!

(PAGE 105) 26. TERRACED AQUARIUM

Giant crayfish (MM pg 235), giant scorpions (MM pg 327), manticores (MM pg 213)

This is a classic room that is very hard to describe. This book has a fantastic picture of the room that you should show the group if you can.

RANGED ATTACKS

The manticores have their wings clipped. The heroes could just stand at the top and launch ranged attacks. Remember that the 6 crayfish can get out of the water and attack the heroes, they have a speed of 30.

Glass. AC 15 HP 20, broken with a Str check DC 15.

(PAGE 107) 27. LUXURIOUS PRISON

Blackrazor (DMG pg 216), potion of greater healing (heals 4d4+4), scroll of protection (fiends) (DMG pg 199), armor of vulnerability (slashing) (DMG pg 152), ring of protection (DMG pg 191), ring of spell storing (DMG pg 192)

ONI

Qesnef the "halfling" is an oni. His job is to guard the treasure. He's got cone of cold and he can become invisible at will. He can fly innately, too. The question is how tall is the ceiling? Hallways are ten feet high. It says it's a large room. 20 feet?

BLACKRAZOR (DMG PAGE 216)

- +3 to hit and damage
- When you reduce a creature to 0 hp, it devours their soul and you have temporary hit points equal to their hit point max, and you have advantage on attack rolls, saving throws and ability checks until those temp hit points are gone.
- If you hit undead with it, you take d10 necrotic and the target regains d10 hit points. If this damage reduces you to 0 hit points, Blackrazor devours your soul.
- Immune to being charmed and frightened
- You can sense creatures within 60 feet.
- If the sword doesn't feed on a soul for three days, a conflict (DMG pg 216) occurs. That means an opposed Charisma check (it has +4 to the roll). It could theoretically take control of the wielder.

(PAGE 107) ESCAPING THE DUNGEON

The adventure says you can make up a dungeon if you want. If you're not going to use the next chapter, just steal a section from Dead in Thay. There's a lot of cool stuff in there.



DEAD IN THAY

Dead in Thay is an enormous adventure, a sprawling dungeon full of themed areas. This one is really great to go through and pull out encounters for your game. There are entire mini-dungeons already made for you that deal with oozes, golems, you name it. The final encounter area is extremely cool, but it definitely requires a bit of thought before being run. There's a lot of little details and it can be easy to screw it up.

THE INS AND OUTS

First of all, I find the set-up to this confusing. There's all of these gates and glyph keys and stuff. Basically, the white gates block passages and the black gates teleport you to zones. You have to have the right keys to go to certain places.

Let's go over all of the weird elements.

THE DOOMVAULT

The Doomvault is a secret Thayan training ground. The red wizards of Thay are a big, evil cabal of wizards in the Forgotten Realms.

RELEVANT NPCs

VILLAINS

There are three main villains to know about:

SYRANNA

Leader of the Thayan Resurrection resistance movement

KHAZIT GUL

Thayan archmage who built the Doomvault, hoping to drain enough souls to become a god. He didn't and decided to become a lich instead.

SZASS TAM

Big bad guy who has captured a bunch of Chosen and is siphoning their power in the Doomvault to try to become a god.

IMPRISONED ALLIES

There are two imprisoned NPC allies in the Doomvault:

SHALENDRA FLOSHIN

She's in room 2, page 119

KELSON DARKREADER

He's in room 31 on page 132

OBJECTIVE

Find the phylactery vault and strike a deathblow to Szass Tam.

1. Destroy the creatures in the Doomvault
2. Get to the Phylactery Vault
3. Destroy the phylacteries

MOVING ABOUT

The dungeon is divided up into 9 sectors. Each of them are protected by a dimensional barrier. You can't teleport through or bypass them by going ethereal. The only way to get from one sector to another is to use the white and black gates.

WHITE GATES

A circle of runes and quartz with a luminous white mist. Someone with a glyph key attuned to the area can use it to pass through to another zone.

Without a glyph key, you take 5 damage and are pushed 10 feet back.

BLACK GATES

A circle of runes and black onyx that exudes smoke-like shadow energy. You can use a black gate to teleport to different areas, including the gatehouse, which is a fairly safe place to rest.

DISRUPTING A GATE

Disrupting a number of black gates is essential to getting to the phylactery vault.

How to Disrupt. If you have a glyph key, use an action to make a DC 15 Arcana check. **Fail:** 7 force damage.

THE GATEHOUSE

This area is controlled by Syranna, the rebel red wizard who is helping the heroes. It has teleportation circles that Syranna can use to send you to many sectors of the Doomvault:

- Area 1 (Abysal Prisons)
- Area 23 (Blood Pens)
- Area 33 (Masters' Domain)
- Area 38 (Far Realm Cysts)
- Area 49 (Forests of Slaughter)
- Area 61 (Ooze Grottos)
- Area 77 (Predator Pools)

GLYPH KEYS

Magic crystal pendants on a bronze chain.

When you get a key, you automatically know where it is attuned to and what that sector is called.

One glyph key allow you to travel to one sector, and use a number of white gates.

PASSING ATTUNEMENTS

If you have two glyph keys, you can make a DC 15 Arcana check to pass the attunements. For example, if you have a key to the Ooze Grottos and another to the Predator Pools, you can make a check so that you can make the ooze grotto key also work on the predator pool key. So basically, you can load up one glyph key so that you don't have to carry all of these different keys.

The key doesn't lose attunements, so in theory you could end with a big pile of keys that are all attuned to all of the sectors.

CONTACT STONES

These are sort of like telephones. You can contact Syranna through a contact stone and she can attune glyph keys through it.

PIT TRAPS IN 5E

It is weird how some 5e adventures allow for Dex checks to avoid falling into a pit trap, and others don't. In this adventure, it goes like this:

Dex save DC 15 or take 7 bludgeoning and 13 piercing. The lid closes magically after 5 minutes.

TEMPLES OF EXTINCTION

This is the area the heroes need to get to. It is where the Chosen are being held. There are four keys attuned to this area. They are found in:

- Area 10
- Area 25
- Area 31
- Area 63

RESTING

The adventure doesn't want you to rest because this mission is time sensitive. It's a huge dungeon, though, the group will have to rest. There are some areas in the dungeon that give the group magical benefits as if they took a long rest.

CREATURE NOTES

There are a couple of things to keep in mind:

REDUCED THREAT MONSTERS

These monsters are weaker than the normal version. They have half hit points and a -2 to pretty much everything. They're never bigger than Large.

I was able to do most of them right here in the guide.

DREAD WARRIORS

These are cool, but complicated. The red wizards can control them and cast spells through them. Any time the group fights a dread warrior for 3 rounds, Tarul Var becomes aware of it and takes control of one. Tarul Var's stats are on page 244. He could drop a level 6 fireball on the group and do 11d6 to them, yikes.

THAYAN POTIONS (PAGE 115)

Thayans have d4-2 potions. The adventure wants you to roll on the potion chart. You might just want to place those in advance to save time rolling and looking up stuff. Remember that the bad guys can use those potions, which can add a lot to an encounter.

SOUL BINDING

Anyone who dies in the Doomvault has their soul siphoned for Kazit Gul to use. One very cool option is, if your character dies, you can bring them back to life as a soul-bound entity tied to the Doomvault. Over the course of a few weeks, you'll turn into a wight. There is a place in the dungeon (Area 31) that can put you back to normal.

LET'S BEGIN!

The group starts with the players map and a glyph key. You, the DM, get to pick where the group starts. You could start out at room 1, though I found the first couple of rooms to be kind of weak. It should start off with a bang, right?

(PAGE 119) 1. CHANDELIER CHAMBER

Vampire spawn (MM pg 298), wight (MM pg 300), zombie (MM pg 316), quasit (pg 63)

(PAGE 119) 2. ARENA

Vampire (pg 297), vroock (MM pg 64), commoners (MM pg 345), knight (MM pg 347)

Any creature who gets within 10 feet of the fighting pit must make a Wis save DC 13 or they must fight until the vroock is destroyed.

Reduced Threat Vroock AC 15 HP 52 +4/+4, 8 dmg/12 dmg

- Spores: 15 foot radius, DC 12 Con save, 3 poison
- Stunning Screech: Each creature within 20 ft., DC 12 Con save or stunned until the end of the vroock's next turn.

Issem has a glyph key. He'll hand it over if he can drink someone's blood:

VAMPIRE BITE

Vampire Bite: +9 on a willing creature. 7 damage plus 10 necrotic. The target's hit point max is reduced by the necrotic damage taken (10). This lasts until a long rest.

(PAGE 119) 3. ISSEM'S VAULT

Wraith (MM pg 302), detect magic (PH pg 231), comprehend languages (PH pg 224), greater restoration (PH pg 246)

Each character makes a DC 13 Wis save. For each failure, one wraith emerges from the prisms. Don't forget that the pit traps are Dex save DC 15, 7 damage and 13 piercing.

(PAGE 120) 4. MYSTIC CIRCLES

DC 15 to pick the door, DC 20 to force it.

The group enters, and for 3 rounds nothing happens. At the start of round 4, a random circle glows. At the end of round 4, Lightning fills the room. DC 10 Dex save.

- **Fail.** 7 lightning damage. Every two round it happen again.

(PAGE 120) 5. SUCCUBUS VAULT

Succubus (MM pg 285), Thayan warriors (page 246)

You can do whatever you want with Pencheska. She could be an ally, a traitor, whatever. Pencheska was in the "prequel" to this adventure, Scourge of the Sword Coast. In that scenario, she teamed with a ghostly pit fiend named Baazka. She infiltrated the government of Daggerford and was manipulating the mayor. She has a glyph key

(PAGE 121) 6. ELEMENTAL FURNACE

Fire elemental (page 125)

The group could free this thing and get themselves a fire elemental ally:

Fire Elemental AC 13 HP 102 +6/+6 10 fire and the target is set on fire. Speed 50!

(PAGE 121) 7. CHAOS RIFT

This room has a really cool map.

It's possible that the heroes might enter another plane for a round (or more). Here's some ideas:

- **(Acid) The Murkendraw**, a swamp in the feywild. We can say that swaths of the swamp are acidic. This is where Baba Yaga spends a bit of time, so the heroes might spot her famous dancing hut surrounded by 50 necrophidius golems.
- **(Cold) The Plane of Ice.** Maybe they spot Bloodmire, the lake of frozen blood.
- **(Fire) The City of Brass** in the Elemental Plane of Fire. Fire genies everywhere haggling, dragging their poor slaves along.
- **(Lightning) Pandemonium**, a chaotic, dangerous realm with floating rivers, earthmotes, and firewalls all jumbled to-

gether. They might see the Spawning Stone in the distance, with hundreds of slaads flying around it hacking each other to pieces.

- **(Thunder) The Astral Plane.** You could have the characters float in the void and see the city of Tu'Narath in the distance. It is the home of the githyanki, a city built on a dead god.

(page 121) 8. Summoning Chamber

Dread Warrior (page 233), wights (MM pg 300), zombies (MM pg 316), hezrou (MM pg 60), quasits (MM pg 63), vroock (MM pg 64), manes (MM pg 60)

The demons beg to be released, they are trapped in the confines of the magic circles. All a character has to do is scuff up the circle a little bit and see what happens...

(page 122) 9. Dead End

This is cool trap. Open the doors, darkness pours out and make a DC 15 Charisma save or take 7 damage and be paralyzed. You might have the whole group trapped in the shadow.

DARKNESS

Darkness: It says "darkness" and I assume that means darkness like the spell? It snuffs out the light of torches and light spells of 2nd level or lower. You're blind (disadvantage on attack rolls, fail any ability check that require sight)

(page 122) 10. Tarul Var's Quarter

Tarul Var (page 244), dread warriors (page 233), potion of mind reading (DMG pg 188), loadstone (page 228)

Tarul Var is hiding out here. Remember that he casts spells through the dread warriors.

The truename box is trapped: All within 10 feet make a Dex save DC 15 or take 21 force damage on a fail and half that on a success.

DEVIL TRUENAMES

Devil Truenames: This thing has truenames of minor devils in it, which is cool. With a truename, you can force a devil to serve you. Whenever you use the truename as part of the casting of the spell, the devil is much more vulnerable to it. Here's some minor devils from old products:

Gurdansk, a cornugon who is encased in greenish metal that absorbs magic missiles. He wields the spear of the guardian, a magic item which gives him truesight and allows him to never be surprised.

Ezu, a spined devil with a pet poisonous snake that delivers messages in the city of Sigil.

Allea, a half-fiend bard who is secretly the daughter of Mephistopheles. She's currently spying on Baalzebul.

Erinyes: Ustyrinjah, a heavily-scarred erinyes who is incredibly paranoid. She has the ear of Dispater.

(page 123) 11. Torture Chamber

Wight (MM pg 300), skeletons (MM pg 272), glabrezu (MM pg 52)

Reduced Threat Glabrezu: AC 17 HP 78 4 attacks:
Two Pincers +7/+7 to hit 14 damage & grappled,
Two fists +7/+7 to hit, 5 damage x2

Can't cast spells or summon allies

Can only attack those within 5 feet

(page 123) 12. False Pit Gauntlet: We have open pit traps in front of the doorways. If you jump over them, you trigger the reverse gravity, take 10 points and are restrained on the ceiling for one minute.

(page 123) 13. Sorlan's Haunt

Ghost (MM pg 147) Fake locks! Make sure you know who is standing where. All within 10 make a Con save DC 14 or take 5 damage and fall prone.

You could bust out the ghost's horrifying visage, possibly aging some characters d4x10 years!

(page 124) 14. Demon Cells

Conjurer (page 232), deathlock wight (page 233), Thayan apprentice (page 245), hezrou (MM pg 60), quasits (pg 63), vrock (pg 64)

(page 124) 15. Maze of Undoing

Glabrezu (MM pg 52)

This is one you might need to draw a map for. It would be hard to fairly decide when a hero steps on a teleportation trigger.

(page 124) 16. Gallery of Swarms: This is a cool room, but it seemed to annoy my players. You have a choice:

Walk through the 2 feet of dead insects and risk falling in a pit trap.

Try to use the platforms and roll a DC 10 Con save or be swarmed, taking 5 damage and 5 poison AND making a Dex save DC 15 to see if you fall off into the husk pile.

That's 14 platforms to get to the double doors that lead nowhere! Maybe stick a magic item in there to be a chum.

(page 125) 17. Crawling Hall

Thayan apprentice (page 245), Thayan warriors (page 246), giant spider (MM pg 328), giant centipede (MM pg 323)

(page 125) 18. Barracks

Thayan apprentices (page 245), Thayan warriors (page 246), wight (pg 300)

3 warriors and 4 apprentices are asleep. They wake up in 2-3 rounds if there's a battle. Sitting on the throne fills the room with insects for a minute. I could see one of the bad guys sitting on it if the fight is going poorly for them.

(page 126) 19. Walkway Pen

Deathlock wight (page 233), skeletons (MM pg 272), spy (MM pg 349)

This is another one you might need to draw a map of. It's possible a character will touch a pillar, fall unconscious, fall into the pig pen and get swarmed by the pigs, taking 6 damage per round. You could have Drevin, the friendly polymorphed pig, fend off the other pigs to help the fallen adventurer.

(page 126) 20. Abbatoir

Skeleton (MM pg 272), wight (pg 300), deathlock wight (page 233), otyugh (MM pg 248)

The Otyugh might try to break the chain. It has +3 and the DC is a 20.

(page 127) 21. Egg Chamber

Enchanter (page 234), dread warrior (page 233), skeletons (MM pg 272)

Be ready for the possibility that the heroes will want to keep the eggs, especially the wyverns (to raise them as flying mounts). Also make sure your players are OK with the eggs being destroyed in combat, little monster babies are still babies.

(page 128) 22. Hatchling Pens

Transmuter (page 247), Thayan apprentices (page 245), Thayan warriors (page 246), remorhaz (MM pg 258), basilisk (MM pg 24), darkmantles (MM pg 46), ettercaps (MM pg 131), carrion crawlers (MM pg 37), behir (MM pg 25), hook horrors (MM pg 189), wyvern (MM pg 303)

All the caged monsters are reduced threats. That's half hit points and -2 to attacks, dmg, DCs, etc.

BLOOD VINES

The undead just go about their business while the blood vines restrain and injure the heroes. Each vine has AC 15 HP 8. They attack: Dex save DC 13 11 dmg and restrained. Escape DC 13, start of each round take another 11.

(PAGE 129) 23. DARK GARDEN

Zombies (pg 316), wight (pg 300)

The undead just go about their business while the blood vines restrain and injure the heroes. Each vine has AC 15 HP 8.

They attack. Dex save DC 13 11 dmg and restrained. Escape DC 13, start of each round take another 11.

(PAGE 128) 24. PALE GARDEN

Skeletons (MM pg 272), shambling mound (MM pg 270)

The shambling mounds hide until a character moves more than 15 from a doorway. Whenever a plant is damaged, the pillars react and do 5 lightning damage to all within 5 feet of it.

(PAGE 128) 25. DREAMING GARDEN

Enchanter (page 234), dread warriors (page 233), zombies (pg 316), black dragon wyrmling (MM pg 88), fly (pg 243), potion of poison (DMG pg 188), potion of healing (2d4+2)

Standing in the garden for 1 minute triggers a Wis save DC 12 **Fail**. Knocks you unconscious

MASTERS' DOMAIN

(PAGE 129) 26. TEMPLE OF LIGHT

Gargoyles (MM pg 140)

If you touch a pillar you gain 5 temp HP.

There's an unconscious red wizard named Vorja here who can be helpful to the group.

4-Armed Gargoyles AC 15 HP 63 +4/+4/+4 to hit, 5 (1d6 + 2) damage

- Spd 30, fly 60
- Resistant to non-magic weapons

(PAGE 130) 27. TEMPLE OF SHADOW

Wraith (pg 302)

Touch a Pillar. Take 5 necrotic and 5 cold. The pillars give the wraith 5 temp hit points.

You can use an action to make a DC 14 Wis or Cha check to block out the wailing/disadvantage on attack rolls.

(PAGE 130) 28. TEMPLE OF BLOOD

Vampiric mist (page 247)

Slippery Blood. Moving more than half your speed is a DC 10 Dex save to fall prone.

Touch a Pillar. You're restrained and must make a DC 15 Con save or take 5 necrotic (-5 to your max hit points until a long rest!)

We're losing hit points from our max like crazy in here! That's what vampiric mists do.

(PAGE 130) 29. CONDITIONING COURT

Illusionist (MM pg 237), Thayan apprentice (page 245), Thayan warriors (page 246)

If the group just passes through, they're fine. If they make noise or kill the chained-up Thayans, roll a d4+1 to see how many rounds it takes for the bad guys to come out of their cells. The illusionist comes out in one round, the apprentice comes out the round after that.

(PAGE 131) 30. TRAINING FLOOR

Evoker (page 235), Thayan warriors (page 246), dread warrior (page 233), skeletons (MM pg 272), armor of vulnerability (DMG pg 142), ring of protection (DMG pg 191)

All the bad guys except for Lahnis have half their max hit points. Lahnis is willing to turn against his allies as he is sympathetic to Syranna.

(PAGE 132) 31. UNDYING LABORATORY

Necromancer (page 241), deathlock wight (page 233), wights (pg 300), potion of water breathing (DMG pg 188), scroll of darkvision (PH pg 230)

This is the place where you can transform soul-bound characters back to normal.

Kelson Darktreader is here, getting his soul sucked out.

Reduced-Threat Wights. AC 14 HP 45 +4/+4 5 (1d6 + 2) necrotic and DC 13 Con save or hit point max reduced until long rest

- **Throw Urn.** Range 10/20, +4 to hit, 3 (1d6) damage and a DC 17 Con or Wis save or take 10 (3d6) necrotic and become paralyzed for one minute. Repeat the save at the end of your turns.

(PAGE 133) 32. THE WIZARDS' COURT

Thayan apprentices (page 245), evoker (page 235), tome of the stilled tongue (DMG pg 208)

These are the same bad guys from #29.

(PAGE 133) 33. CAVERN GUARD POST

Thayan warrior (page 246), gnolls (MM pg 163), orcs (MM pg 246)

(PAGE 133) 34. SHARD CAVERN

This is a cool room. One round after you go in there, Dex save DC 15 or 14 damage! Shards are flying everywhere every round, and now the path is difficult terrain. It resets when the room is empty. I assume the path would stay difficult terrain when it resets.

This will alert the horde of bad guys in room 35.

(PAGE 134) 35. DREAD LEGION BAR-RACKS

Thayan warrior (page 246), orcs (MM pg 246), gnolls (MM pg 163)

The stone wall confused me for a minute. The wall is 15 feet high, but you can take the steps from 34 to this room.

FAR REALM CYSTS

(PAGE 134) 36. DARK WATER

Aboleth (MM pg 13)

Water Globes. You can control one with a DC 10 Int check. If someone else tries to take control, you make an opposed INT check.

If the globe touches someone else, that person must make a DC 15 Str save or be drawn in and can't get out until it uses an action to make a DC 15 Int check. When you're inside the globe, you have half-cover (+2 to AC and Dex saves).

Reduced Threat Aboleth AC 17 HP 67 +9/+9/+9 to hit, 10 damage and a DC 12 Con save or unable to regain hit point unless underwater.

- (3/Day) Enslave: One target within 30 feet makes a DC 12 Wis save or it is charmed by the aboleth. The save can be remade once every 24 hours whenever the target takes damage.

(PAGE 135) 37. COMPELLING LIGHT

Wights (pg 300), dread warriors (page 233), zombies (pg 316)

See the Light. DC 13 Wis save, fail means you walk in and gawk at the light while the bad guys start pounding on you. You get another save when you take damage.

End Your Turn. When you end your turn in this room, you take 10 necrotic.

(PAGE 135) 38. SINKHOLE CAVERN

Zombies (MM pg 316), ogre zombie (MM pg 316)

Sinkhole. You just fall in, no save. You're restrained (0 speed, disadvantage on attacks and enemies have advantage to hit you). **Escape.** DC 13 Str or Dex check. Small creatures have advantage on this check.

(PAGE 135) 39. BEHOLDER'S DOMAIN

This injured beholder might fight the group for two rounds, but then it will question them. It hates the red wizards.

Start Your Turn. When you start your turn in here, make a DC 12 Wis save or roll on the eye ray chart on page 136.

Floor Problems. The slimy floor is difficult terrain and there's a sinkhole! You just fall in, no check. This time you're restrained (0 speed, disadvantage on attacks and enemies have advantage to hit you) and you are unable to breathe (you can hold your breath a minimum of 30 seconds aka 5 rounds).

Thaxalia, Reduced-Threat Beholder. AC 18 HP 90 +3 to hit, 12 damage

Eye Rays. 3 random rays at up to 3 targets within 120 ft:

- Charm: Wis save. DC 13 Fail: Charmed for 1 hour or if the beholder harms you.
- Paralyze: DC 14 Con save. Fail: Paralyzed 1 minute, save on end of each of your turns
- Fear: DC 14 Wis save. Fail: Frightened 1 minute, save at the end of each of your turns.
- Slow: DC 14 Dex save. Fail: You're at half speed and can't take reactions, and can only take either an action or a bonus

action, not both. Lasts 1 minute, save at the end of each of your turns.

- Enervate: DC 14 Con save. Fail: take 34 necrotic, half on save.
- Telekinesis: DC 14 Str save. Fail: It moves you up to 30 feet and you're restrained until the start of the beholder's next turn.
- Sleep Ray: DC 14 Dex save. Fail: Fall asleep and remain unconscious for 1 minute. You wake up if you take dmg or someone uses an action to wake you.
- Petrify: DC 14 Dex save. Fail: Restrained and at the end of your next turn, save again. Success, you're not restrained. Fail: You're petrified.

(3/round) Legendary Actions (Do this at the end of other creatures' turns): Use a random eye ray.

(PAGE 136) 40. SLIME SLAVES

If you start your turn prone on the slime floor, take 4 poison.

(PAGE 136) 41. GARBAGE TRANSFER

Skeletons (MM pg 272)

These skeletons are doing janitorial work and won't attack. If destroyed, they re-assemble in one minute.

(PAGE 137) 42. OTYUGH LAIR

Otyugh (MM pg 248), reduced-threat otyugh young

Stench. At the start of your turn make a DC 10 Con save. Success: Immune to odor for 1 hour. Fail: Poisoned until the start of your next turn.

Reduced Threat Otyugh-Young AC 14 HP 57 +4/+4/+4 10 dmg and DC 13 Con save or poi-

soned. You can save every 24 hours. **Fail.** Your hit point max is reduced by 5.

- **Tentacle.** +4 to hit, 5 dmg, 4 piercing, and grappled (escape DC 13 (No tentacle slam, no restrained in tentacle attack))

(PAGE 137) 43. SUMMONING CHAMBER

Disable the Circle. DC 20 Arcana. **Fail.** Each creature in the area makes a DC 15 Int save. **Fail.** Disadvantage on Int/Wis/Cha checks and initiative. Also can't maintain concentration. This lasts until the end of a long rest!

(PAGE 137) 44. CHAOS LAIR

Gricks (MM pg 173), gibbering moulder (MM pg 157), grell (MM p 172)

Magic Field. When you fail an attack roll/save/skill check, all of your spells and magic items lose their power until the end of your next turn.

Gibbering. Don't forget that anyone within 20 feet of a moulder must make DC 10 Wis save. **Fail.** No reaction and roll a d8:

- 1-4: Nothing.
- 5-6: No actions, use all movement to move in a random direction.
- 7-8: Melee attack against a random creature within reach or nothing if no one nearby.

(PAGE 137) 45. ELDRITCH ALTAR

Enhance a Magic Item. Place an item on the altar. After one minute, it glows purple. Changes item's appearance randomly, and a random creature within 50 feet has their soul sucked into the item! No save! If you put the item in the hand of the soul-sucked hero, they are revived, but only as long as they hold the item.

When a soul is in an item, the wielder can communicate telepathically with it.

FORESTS OF SLAUGHTER

Boredom Alert. This whole section seems like it could get really boring. It's just rooms full of monsters. I think if you play up each of their motivations (some want to be fed, some want your glyph keys, etc.) that might keep the campaign snappy. Also, don't forget the trees! They have some pretty nasty effects.

You might need to use a map for this section, because stuff happens if you end your turn next to a tree, and there's a whole lot of trees.

(PAGE 138) 46. HOOK HORROR NEST

Hook horrors (page 189)

End Your Turn Next to a Tree. DC 15 Wis save. **Fail.** You can't see hostile creatures (Blind: disadvantage on attack rolls, they have advantage to hit you, fail any ability check that requires sight) for one minute, repeat save at the end of each of your turns.

The heroes have advantage on stealth because the horrors are complacent. They defend their eggs.

(PAGE 138) 47. COCKATRICE ROOST

Cockatrices (MM pg 42)

End Your Turn Next to a Tree. DC 15 Wis save. **Fail.** You can't see hostile creatures (**Blind.** Disadvantage on attack rolls, they have adv to hit you, fail any ability check that requires sight) for one minute, repeat save at the end of each of your turns.

(page 139) 48. GORGON LAIR

Gorgons (MM pg 171)

End Your Turn Next to a Tree. DC 15 Wis save.

Fail. You can't see hostile creatures (Blind: Disadvantage on attack rolls, they have adv to hit you, fail any ability check that requires sight) for one minute, repeat save at the end of each of your turns.

(PAGE 139) 49. GATE CAVERN

Helmed horror (MM pg 183), wight (pg 300)

End Your Turn Next to a Tree. DC 15 Wis save.

Fail. When you deal damage, the target gains 5 temp hit points per successful attack. Lasts 1 minute, repeat save at the end of your turns. It looks like the temp hit points come after the damage is dealt.

(PAGE 139) 50. BARGHEST RANGE

Barghests (page 230)

End Your Turn Next to a Tree. DC 15 Wis save.

Fail. When you deal damage, the target gains 5 temp hit points per successful attack. Lasts 1 minute, repeat save at the end of your turns. It looks like the temp hit points come after the damage is dealt.

Determined Barghests. They're hiding in the tall grass (DC 20 Perception to spot) and they want glyph keys.

(PAGE 140) 51. POOL OF RECOVERY

Harm (PH pg 249)

End Your Turn Next to a Tree. DC 15 Wis save.

Fail. When you deal damage, the target gains 5 temp hp per successful attack. Lasts 1 minute, repeat save at the end of your turns. It looks like the temp hit points come after the damage is dealt.

- **Drink.** Gain benefits of a short rest.

- **Drink Twice per Tenday.** Hit point max is halved for a tenday!
- **Drink Three Times per Tenday.** Harm: DC 15 Con save. **Fail.** 14d6 necrotic and hit point max reduced by that amount for 1 hour. **Success.** Half damage.

Can You Put Some in a Waterskin? Most players will have the idea of taking some of this water with them. Would that work? I guess it's up to you. I'd let them, because they can only use it once every ten days. Honestly, if they take some, it's going to hurt them. It's almost like you should say no just to protect them from themselves.

(PAGE 140) 52. DISPLACER BEAST DENS

Displacer beasts (MM pg 81)

End Your Turn Next to a Tree. DC 15 Wis save.

Fail: When you deal damage, the target gains 5 temp hit points per successful attack. Lasts 1 minute, repeat save at the end of your turns. It looks like the temp hit points come after the damage is dealt.

Reduced-Threat Displacer Beasts AC 13 HP 42 +4/+4 to hit, reach 10 ft., 7 bludgeoning damage plus 3 piercing.

Displacement Attacks have disadvantage against it. If it is hit, this trait is disrupted until the end of its next turn.

Avoidance When hit with saving throw effects, takes half damage on a failed save, no damage on a success.

(PAGE 140) 53. PERYTON ROOST

Perytons (MM pg 251)

End Your Turn Next to a Tree. DC 15 Con save.

Fail: You can't regain hit points for 10 minutes.

Reduced-Threat Peryton AC 13 HP 16 +3/+3 to hit, 5 dmg/6 dmg

- Spd 20, Fly 60
- Flyby: Doesn't provoke opportunity attacks when flying out of reach.
- Dive Attack: Fly 30 feet toward a target and hit with melee: +9 (2d8) dmg.
- Resistant to non-magic weapons.

(PAGE 140) 54. TROLL CAVERN

Trolls (MM pg 291)

End Your Turn Next to a Tree. DC 15 Con save.

Fail. You can't regain hit points for 10 minutes.

The female is dominant and has a glyph key. They want slaves or food.

(PAGE 140) 55. POOL OF CONSUMPTION:

End Your Turn Next to a Tree. DC 15 Con save.

Fail: You can't regain hit points for 10 minutes.

Drink. You take 22 (4d10) necrotic. This pool heals undead.

(PAGE 140) 56. BEHIR LAIR

Behir (page 25)

End Your Turn Next to a Tree DC 15 Con save.

Fail: You can't regain hit points for 10 minutes.

It might be asleep and it won't attack if awake.

(PAGE 141) 57. LEUCROTTA LAIR

Leucrotta (page 239)

End Your Turn Next to a Tree: DC 15 Str save.

Fail. Paralyzed for one minute. Repeat the save at the end of each of your turns.

They call out as if they were humans in pain. A hero can make a DC 14 Insight check to tell that

it's an imitation. They do triple damage on a critical with their hooves!

(PAGE 141) 58. POOL OF RENEWAL

End Your Turn Next to a Tree: DC 15 Str save.

Fail. Paralyzed for one minute. Repeat the save at the end of each of your turns.

Drink: Greater Restoration (PH pg 246) Removes: Charm/petrify or curse or ability score reduction or reduced hit point maximum.

Drink Twice per Tenday: Hit point max cut in half for a tenday.

Drink Three Time per Tenday: Harm (PH pg 249) DC 15 Con save. **Fail:** 14d6 necrotic and hit point max reduced by that amount for 1 hour. **Success:** Half damage.

(PAGE 141) 59. CHOKER GROTTO

Chokers (page 232)

End Your Turn Next to a Tree: DC 15 Str save.

Fail: Paralyzed for one minute. Repeat the save at the end of each of your turns.

Four are in the trees and will try to pull the characters into the trees +5/+5 to hit, 5 dmg plus 3 dmg and grappled (escape DC 15)

(PAGE 141) 60. OWLBEAR GROVE

Owlbears (MM pg 249)

End Your Turn Next to a Tree: DC 15 Str save.

Fail. Paralyzed for one minute. Repeat the save at the end of each of your turns.

Reduced-Threat Owlbear: AC 13 HP 28 +5/+5 to hit, 8 dmg/12 dmg

OOZE GROTTOS

Ooze Prod. Attack an Ooze with it: 1d4 force dmg and the ooze's speed drops to 0 until the end of its next turn.

(PAGE 141) 61. BONE ROOM

Ochre jellies (MM pg 243), wight (MM pg 300)

Bone Pile. You take 4 acid dmg when you enter or start your turn there.

(PAGE 142) 62. OOZE TEMPLE

Deathlock wights (page 233), ochre jellies (MM pg 243), gray oozes (MM pg 243)

Spilled Ooze: Difficult terrain, end turn in it: 4 acid dmg.

(PAGE 142) 63. SPAWN VATS

Deathlock wights (page 233), skeletons (MM pg 272), transmuted reduced threat black pudding (MM pg 241), gray ooze (MM pg 243) and ochre jelly (MM pg 243), dispel magic (PH pg 234), greater restoration (PH pg 246), potion of greater healing (DMG pg 188), potion of heroism (DMG pg 188)

Ooze Prod: Attack an Ooze with it: 1d4 force dmg and the ooze's speed drops to 0 until the end of its next turn.

Fall in Vat: Take 5 dmg, DC 11 Con save or paralyzed until the start of your next turn.

Villainous Speech: Sarkalla is crazy and will stop mid-battle to give an epic speech about how the heroes should join her and usher in the dawn of the Ooze Age. Together, they will sail on a sea of slimes towards prosperity, health care and equality for all.

1-2 Reduced-Threat Black Pudding: AC 7 HP 42 +5 to hit, 4 dmg plus 16 acid. Nonmagic armor has -1 to AC (cumulative).

- Spd 20, climb 20 Blindsight 60
- Immune: Acid, Cold, Fire, Blinded, Charmed, Deafened, Exhausted, Frightened, Prone
- Slashing or Lightning Damage: It splits into two puddings, each with half hit points.
- Hit it with melee within 5 feet: You take 4 acid and nonmagic weapons gain -1 to damage (cumulative).

3 Reduced-Threat Gray Ooze: AC 8 HP 11 +1 to hit, 2 dmg plus 5 acid and nonmagic armor gains -1 to AC (cumulative).

- Spd 10, climb 10 Blindsight 60
- Resistance: Acid, Cold, Fire
- Immune: Blinded, Charmed, Deafened, Exhausted, Frightened, Prone
- Hit it with melee within 5 feet: You take 4 acid and nonmagic weapons gain -1 to damage (cumulative).

4-6 Reduced-Threat Ochre Jelly: AC 8 HP 22 +2 to hit, 7 dmg plus 3 acid.

- Spd 10, climb 10 Blindsight 60
- Immune: Lightning, Slashing, Blinded, Charmed, Deafened, Exhausted, Frightened, Prone
- Resistances: Acid
- Reaction: If it has 10 HP or more and is Medium or larger, when hit with slashing or lightning, split into two jellies

(PAGE 143) 64. WHITE MAW

White Maw (page 248)

When the heroes enter: The exits are sealed with "white stone" (the gray ooze that fills the room).

Touch the Black Pillar: 9 psychic dmg and prone.

(PAGE 143) 65. RED MASTER

Ooze Master (page 241)

Start Turn Within 10 ft of Pillar: DC 15 Con save, or 7 acid. If this drops you to 0 hit points, you turn to ooze and merge with the pillar.

Reaction: Don't forget, he can make characters attack each other with his reaction.

(PAGE 143) 66. BLACK ELDER

Black pudding (MM pg 241)

This one's scary. The whole group might get blinded.

Start Turn Within 20 ft of Pillar. Regain d6 hit points. If you were wounded and it heals you to your hit point max, make a DC 15 Con save or become blinded until a short rest!

(PAGE 144) 67. LABORATORY BAR-RACKS

Transmuter (page 247), Thayan apprentices (page 245), specter (MM pg 279)

They're asleep, they'll tip cots over for cover (+2 AC and Dex saves)

Get Within 5 Feet of Mirror: DC 15 Wis save or a specter emerges and attacks. Life drain!

(PAGE 144) 68. ARCH OF BLADES

Transmuter (page 247), Thayan apprentices (page 245), skeletons (MM pg 272)

Get Within 5 Feet of Arch: All of this happens right in a row:

1. DC 15 Wis save or run through the arch.
2. Make a DC 15 Dex save. **Fail.** 33 slashing **Succeed.** Half damage.

3. Then! Make another DC 15 Wis save.
Fail. You can't willingly move away from the arch until after the start of your next turn (where you'll be making another DC 15 Wis save to run through again).

(PAGE 144) 69. SPAWN CAVERN

Transmuter (page 247), Thayan apprentices (page 245)

Ooze Prod: Attack an Ooze with it: 1d4 force dmg and the ooze's speed drops to 0 until the end of its next turn. The prod suppresses the spawn pool until the end of your next turn.

Start Turn Next to Spawn Pool: DC 13 Dex save
Fail. 7 acid.

(PAGE 145) 70. BATTLE POOL

Transmuters (page 247), Thayan apprentices (page 245), black pudding (MM pg 241)

Ooze Prod: Attack an Ooze with it: 1d4 force dmg and the ooze's speed drops to 0 until the end of its next turn.

Ooze Pool: Difficult terrain, enter or start turn in it: 13 acid dmg. Every time you move 5 feet, a pudding gets an attack on you: +5 to hit, 4 dmg plus 16 acid. Nonmagic armor has -1 to AC (cumulative).

- Round 2: Pudding comes out. These puddings attack everyone..
- Round 4: Another pudding comes out.
- Round 6: Another one!

Reduced-Threat Black Pudding: AC 7 HP 42 +5 to hit, 4 dmg plus 16 acid. Nonmagic armor has -1 to AC (cumulative).

- Spd 20, climb 20 Blindsight 60

- Immune: Acid, Cold, Fire, Blinded, Charmed, Deafened, Exhausted, Frightened, Prone
- Slashing or Lightning Damage: It splits into two puddings, each with half hp.
- Hit it with melee within 5 feet: You take 4 acid and nonmagical weapons gain -1 to damage (cumulative).

(PAGE 145) 71. DEAD POOL

Start Turn in Here: DC 10 Con save. Fail: 2 acid. You can hold your breath to avoid this dmg (you can hold your breath for at least 5 rounds before you have problems).

Ooze Pool: Enter/Start Turn: 9 acid and 9 poison.

I'm just saying.. you could have part of the ledge collapse to add a little drama. DC 12 Dex? Or fall in?

(PAGE 145) 72. OOZE DUEL

Transmuter (page 247), dread warriors (page 233), thayan warriors (page 246), gelatinous cube (MM pg 242)

You could roll out the fight between the Thayans and the cube beforehand in case the characters creep around a bit. The cube will attack the Thayans and the heroes indiscriminately.

(PAGE 145) 73. JELLY PIT

Transmuter (page 247), Thayan apprentices (page 245), ochre jellies (MM pg 243)

Roll: Maybe pre-roll the d4s so you know what round the oozes will come out.

Ooze Prod: Attack an Ooze with it: 1d4 force dmg and the ooze's speed drops to 0 until the end of its next turn.

Jelly Pit: 3 feet deep, difficult terrain, enter or start turn: 9 acid. Each 5 feet you move in it provokes an opportunity attack +2 to hit, 7 dmg plus 3 acid.

Reduced-Threat Ochre Jelly: AC 8 HP 22 +2 to hit, 7 dmg plus 3 acid.

- Spd 10, climb 10 Blindsight 60
- Immune: Lightning, Slashing, Blinded, Charmed, Deafened, Exhausted, Frightened, Prone
- Resistances: Acid
- Reaction: If it has 10 HP or more and is Medium or larger, when hit with slashing or lightning, it splits into two jellies each with half hp.

PREDATOR POOLS

This is a water area, so let's bust out the water rules: PH pgs 182, 183, 198 and DMG 116.

SWIMMING (PH PAGE 182)

When swimming, each foot of movement costs one extra foot. So, half speed, basically. Swimming in rough water will require an athletics check.

UNDERWATER COMBAT (PH PAGE 198)

Melee has disadvantage unless it is a dagger, javelin, short sword, spear or trident.

Ranged has disadvantage to hit unless a crossbow, net or javelin/spear/dart etc. Auto-miss if target is beyond normal range.

WATER GLOBES

You can control one with a DC 10 Int check. If someone else tries to take control, you make an opposed INT check.

If the globe touches someone else, that person must make a DC 15 Str save or be drawn in and can't get out until it uses an action to make a DC 15 Int check. When you're inside the globe, you have half-cover (+2 to AC and Dex saves).

(PAGE 146) 74. KRAKEN POOL

Malformed kraken (MM pg 197)

The kraken attacks anyone who looks over the ledge.

(PAGE 146) 75. DRAGON TURTLE PRISON

Reduced threat dragon turtle (MM pg 119)

Chains: When the dragon turtle moves, its chains might hit a character: DC 12 Dex save or knocked prone.

Reduced-Threat Dragon Turtle: AC 20 HP 170 +10/+10/+10 to hit, 24/14/14

- Resist: Fire.
- Speaks Aquan and Draconic (it has an Int of 10)
- Tail: +10 24 and DC 18 Str save or pushed 10 feet and prone.
- (Rchg 5-6) Steam Breath: 60-foot cone, DC 16 Con save. Fail: 50 fire dmg. Success: Half dmg.

(PAGE 147) 76. NAGA'S DEN

Spirit naga (MM pg 234), commoners (pg 345), detect magic (PH pg 231), identify (PH pg 252), lesser restoration (PH pg 255), remove curse (PH pg 271)

Glyph: DC 15 Wis save or disadvantage to hit the naga, naga has advantage against saves caused by you. This lasts until the naga dies!

(PAGE 147) 77. SCRAG POOL

Trolls (MM pg 291)

Make a Dex Save within 5 Feet of the Pool: Fail: Fall prone. Fail by 5 or more: Fall into the water.

(PAGE 147) 78. UNDEAD POOL

Ghouls (MM pg 148)

If You Do Radiant Damage: DC 15 Wis save or compelled to jump in the pool, take 9 necrotic dmg.

(PAGE 147) 79. BONE POOL

Merrow (MM pg 219)

Start Your Turn in the Pool: DC 10 Con save or you're poisoned until the start of your next turn.

SPAWN POOLS

Spawning Essence:

- **Drink it:** Gain the benefits of a short rest.
- **Drink Twice in 10 days:** DC 15 Wis save or suffer confusion (PH pg 224) for 1 minute, repeat the save at the end of each of your turns.

Spawn Pits: Enter or start your turn: 2 piercing damage.

(PAGE 148) 80. BLACK GATE POOL

Kuo-toa (MM pg 199)

This is one of those unfolding combats. You've got 5 kuo toa to start with, with 4 more sleeping in the water, and potentially a dread warrior, 2 wights and 4 zombies coming in from 81!

You might want to not involve the sleeping kuo toa, because the black gate is underwater with them. When the group dives in... kuo toa wake up.

(PAGE 148) 81. SPAWN HALL

Dread warrior (MM page 233), wight (MM pg 300), zombies (MM pg 316)

Scenes of demons and humanoids engaging in debauchery! Maybe you should come up with some scenes, just don't creep your players out. Maybe the debauchery is strip poker or something.

(PAGE 148) 82. SEA HAG LAIR

Merrow (MM pg 219), sea hag (MM pg 179), giant crabs (MM pg 324), staff of charming (DMG pg 201), potion of water breathing (DMG p 188), water walk (PH pg 287)

The hag wants to team up to take out Ilhanvas (the naga) in area 76.

Start Turn in Debris Pile. DC 10 Con save or poisoned until the start of your next turn.

North Pool Magic Circle. It takes 3 arcana checks DC 20 to get it active. It teleports you to a location deep underwater in an ocean, which sounds like death to me. It is apparently linked to the sahuagin mentioned in "Blood Pools" on page 149. High water pressure, sahuagin, sharks.

You could connect the portal to anywhere you want, I guess. Maybe you could have it connect to some kind of secret, awesome room of your own devising.

(PAGE 149) 83. BARON'S COURT

Sahuagin (MM pg 263), sahuagin baron (MM pg 264), hunter sharks (MM pg 330), potion of diminution (DMG pg 187)

End Turn on Top of a Pillar (marked "x") Con save DC 15 or paralyzed for 1 minute and you fall into the water and sink to the bottom. I'm not sure, but that could mean that you can't hold your breath (because you are paralyzed) so you immediately drop to 0 hit points and begin making death saves. It says that you keep saving vs. the paralyzation at the end of each of your turns, so maybe not. I'd say they can hold their breath because otherwise that's almost certain death.

(PAGE 149) 84. ALTAR POOL

Sahuagin (MM pg 263), sahuagin princess (MM pg 264), hunter sharks (MM pg 330), commoners

(MM pg 345), aid (PH pg 211), bless (PH pg 219), dagger of venom: DMG pg 161

The Priestess: Lots of notes on the priestess:

- Chanting: The priestess doesn't stop chanting unless she takes 20 damage or more.
- Dagger: The priestess has a dagger of venom she could use. Using it would go like this: As an action, she can coat the blade with poison. Then:
- Dagger Attack: +4 to hit, 3 (1d4+1) piercing damage and when she hits with it, the target must make a DC 15 Con save or take 2d10 poison and become poisoned for one minute.
- Spells: She can cast mass healing word 3 times: Up to 6 creatures gain d4+4 hit points.
- Sacrifice Boon: If 3 rounds go by and she pulls off the sacrifice, the sahuagin on the altar gain aid and bless: +5 to hit point max and current hit points, +d4 to attacks rolls and saving throws for 1 minute.

Prisoner: He is catatonic until taken out of this room.

(PAGE 149) 85. PRISONER CAVERN

Dread warrior (page 233), skeletons (MM pg 272), commoners (MM pg 345)

Get Within 20 Feet of the Black Shrine: DC 15 Int save. Fail: -1d6 to Int, Wis and Cha. Once you have a score at 2 or lower, you're paralyzed until taken out of the room.

The Prisoners: Catatonic until taken out of this room.

GOLEM LABORATORIES

(PAGE 150) 86. HALL OF TELEPORTATION

Helmed horrors (MM pg 183), reduced-threat flesh golem (MM pg 169)

The creatures come to life if someone gets within 5 feet of the pillars.

Get within 5 feet of Pillar: DC 17 Wis save or 5 lightning damage and be teleported to random space next to another pillar. If result is the same pillar, 10 dmg instead of 5. The creatures activate:

Reduced-Threat Helmed Horrors AC 20 HP 30 +4/+4 to hit, 7 dmg.

- They can fly! Fly 30 ft.
- Advantage on saves vs. spells
- Immune to fireball, heat metal, lightning bolt.

Reduced-Threat Flesh Golems AC 9 HP 46 +5/+5 11 dmg

- Immune to nonmagic weapons!
- Fire dmg gives it disadvantage to attack rolls/ability checks until the end of its next turn.
- Lightning damage (which it is immune to, anyway) heals it.
- Advantage on saves vs. spells.
- Berserk: Start turn with 40 hp or less, roll d6. On a 6, it attacks the nearest creature and continues to do so until destroyed or healed back to full.

(PAGE 150) 87. GOLEM VAULT

Necromancer (page 241), thayan apprentices (page 245), skeletons (MM pg 272), ghoul (MM pg 148)

Examine the Unguents: DC 15 arcana: They're worth a cool 1,500 gp.

The golems can't be activated. You'll probably have players who really want to activate them or sew an extra arm on their body or something. That seems like a lot of fun, so maybe mull it over in advance. Having a lumbering golem sidekick could be fun, especially if an NPC dies and they stick its head on there. That would be pretty awesome.

(PAGE 150) 88. BLACK PRISON

Wight (pg 300), zombies (pg 316), deathlock wight (page 233)

There's 1 wight and 8 zombies not in cages. These cages aren't locked. The undead can get out if they want. Those cages heal them (and hurt you if you're in there for 1 minute or longer).

(PAGE 151) 89. TRANSMUTATION PITS

Transmuter (page 247), priest (MM pg 348), clay golem (MM pg 168)

Start Turn in Clay Pit: DC 13 Str or Dex save or 5 dmg and restrained until the start of your next turn. Escape: Make the save and then make a DC 15 Str or Dex check.

Step on Teleport Circle: 5 force dmg (you only take this dmg the first time), pushed 10 feet and knocked prone. (These circles are connected to the cursed skull room in 91, but people can only travel from there to here.)

The bad guys need to use an action to activate the golem:

Reduced-Threat Clay Golem: AC 14 HP 66 +8/+8 to hit, 14 dmg and make a DC 13 Con save or reduce hp max by amount of dmg taken.

- Speed 20!
- (Rchg 5-6) Until the end of its next turn, the golem has +2 to AC, can use a slam

attack as a bonus action and has advantage on Dex saves.

- Advantage on saves vs. magic
- Acid dmg heals it.
- Berserk: Start turn with 60 hp or less, roll d6. On a 6, it attacks the nearest creature and continues to do so until destroyed or healed back to full.

(PAGE 151) 90. GOLEM PITS

Clay golem (MM pg 168)

Brightness: In this room you have disadvantage on ranged attack rolls, and checks involving sight.

Start Turn Next to Pillar: DC 13 Con save and blind until the start of your next turn.

Glyphs:

- Study: Make a DC 10 arcana check to understand them.
- Shut Off: Use an action: Touch one, make a DC 15 arcana check and shut off for a minute.
- Subdue: You could also subdue them with a DC 10 arcana: Lowers the pillar to a DC 8 Con save but it also heals the clay golem 5 points per round.

(PAGE 151) 91. HALL OF SKULLS

I don't even know what to say about this one. It's way out there and it is very brutal.

Get Within 5 Feet of Mist: 5 dmg, Pulled into room 91, knocked prone.

Walk Into a Skull Mouth: Roll d6 for random skull. Roll a DC 15 save, depending on which skull. **Fail:** -d4 to checks/saves tied to the ability of the skull. If a Character ends up with a -5 to checks/saves, they also gain the secondary trait.

Stench trait of a Troglodyte (MM pg 290): Any creature that starts its turn within 5 feet of you makes a DC 12 Con save or is poisoned until the start of their next turn. Success: Immune to your stench for 1 hour.

Turn the Black Gate On: DC 20 Arcana check. The DC goes down by 2 each time a character goes into a skull mouth.

(PAGE 151) 92. TIMELESS PRISON

Gargoyle (MM pg 140), deva (MM pg 16)

Each round, two things happen:

Gargoyles Appear: Each round, a 4-armed gargoyle comes out of a pillar until 6 have come out.

Adjacent: Anyone next to the pillar the gargoyle came out of must make a DC 12 Dex save or take 10 dmg from falling rubble.

6 Gargoyles Total: On Round 6, the last gargoyle comes out and touches the deva statue. The deva becomes real and screams. Roll init for her. On her turn, she attacks whoever is closest. A DC 15 Charisma check will set her straight.

4-Armed Gargoyles AC 15 HP 63 +4/+4/+4 to hit, 5 (1d6 + 2) damage

- Spd 30, fly 60
- Resistant to non-magic weapons

Lumalia seems like a really cool NPC. She's now chaotic good and will fight alongside the heroes. She is very powerful and can deal out tons of healing.

Lumalia: AC 17 HP 136 +8/+8 to hit, 7 (d6+4) dmg plus 18 (4d8) radiant.

- Advantage on saves vs. magic, Resist: Non-magic weapons
- 1/Day: Raise Dead

- 3/Day: Healing Touch: Regain 20 (4d8+2) hit points and freed from any curse/disease/poison/blindness/deafness.
- Shapechange into any humanoid or beast challenge 10 or lower.

(PAGE 153) 93. STONE QUARRY

Stone giant (MM pg 156)

Seems like the group can get surprise on the giants or sneak past them if they want.

The Pit: The area 10 feet around it is difficult terrain. Pit is 30 feet deep with sloped sides.

(PAGE 153) 94. GOLEM ASSEMBLY

Transmuter (page 247), thayan apprentice (page 245), reduced-threat stone golem (MM pg 156)

Walk Through Arch: Thrown ten feet, DC 15 Con save or take 5 force dmg and fall prone (you only take this the first time you go through an arch).

Touch a Copper Panel: 2 lightning damage, you can walk through arches with no bad effects until the end of your next turn.

The transmuter can activate the golem with an action and a DC 15 Arcana check (he has a +6):

Reduced-Threat Stone Golem: AC 17 HP 89 +8/+8 to hit, 17 dmg

- Advantage on saves vs. magic
- (Rchg 5-6) One creature within 10 feet makes a DC 15 Wis save. **Fail.** Half speed, no reactions, only one attack on a turn. Can only take an action or a bonus action on a turn, not both. Lasts 1 minute, save at the end of each of your turns.

(PAGE 154) 95. EFREET PRISON

Efreeti (MM pg 145)

The heroes enter, the efreet demands to be freed with a dispel magic, gust of wind, or knock spell. He is bound here by chains of smoke.

If they free him: He rampages through the dungeon killing Thayans (he doesn't need glyph keys).

If they don't: He attacks.

You could have him offer the group a wish as per the wish spell (PH pg 288), which might be fun but could also be a headache. Maybe have him offer them a specific reward, like a house in the City of Brass or an arranged marriage with one of his lovely children.

The Other Efreet: There's another Efreet in room 97 (page 155). You could say that this is the efreet's relative or significant other. It would probably want to go there to free the efreet, but someone needs to break the charm person on that efreet.

Gout of Flame: Jump it: 2 dmg. Enter/start your turn in it: 21 fire dmg.

Molten Pool: Enter/start your turn: 35 fire.

Urns: They are binding vessels for efreet? Be ready for heroes who might try to use them to trap the efreet inside. **When Broken:** Any creature within 10 feet gains resistance to fire for 1 hour.

(PAGE 154) 96. FIRE VORTEX

Ash Floor: 6 inches deep, difficult terrain.

Step into Center of Room. 5 rounds of fire! Each round: DC 15 Dex save. Fail: 21 fire dmg. Success: Half dmg.

(PAGE 155) 97. GOLEM FORGE

Conjurer (page 232), thayan apprentices (page 245), efreeti (MM pg 145)

Tip the Crucible: (You can move it 5 feet with a DC 20 Str check) DC 15 Str check: Molten metal fills a 30 ft. x 30 ft. area. Anyone in that area takes 21 fire dmg and must make a DC 15 Con save or fall prone (!). For the next five rounds, anyone in this area takes 10 dmg. For the 5 rounds after that, they take 3 fire.

TEMPLES OF EXTRACTION

This place is really cool. There's a "Chosen" exarch of a deity trapped in each room having their power siphoned. They're in these special shrines:

Figuring Out Shrine Effects: DC 10 Wis check.

ENTER A SHRINE

DC 10 Cha check. Fail: 5 force dmg and knocked prone. Succeed: Difficult terrain. Succeed by 5 or more: Normal terrain.

DISABLE A SHRINE

Stand on the shrine, make 3 DC 15 checks, choosing from these options (Fail a check: 5 force dmg, knocked prone):

- Strength Check DC 15: Smash Pillars
- Dexterity Check DC 15: Disable Runes
- Intelligence Check DC 15: Disrupt the flow.

ONCE SIX SHRINES ARE DISRUPTED

You can use a glyph key to go to the Phylactery Vault.

Helpless Chosen Stats: AC 10 HP 5 +0 to all checks/rolls.

- The Chosen don't need glyph keys.

- Some of them are monsters with different stats that attack as soon as they're freed.

SHRINES OF BINDING

(PAGE 156) 98. TEMPLE OF POISON

Necromancer (page 241), helmed horror (MM pg 183), yuan-ti malison (MM pg 309)

Dark Mist. Start Turn in Here: DC 15 Con save or stunned until the start of your next turn. **Success:** Immune to this effect for a day and gain +5 poison dmg with weapon attacks.

Oussa: Chosen of Zehir, serpent god of poison, darkness and murder. Oussa will attack the party like an idiot.

(PAGE 157) 99. TEMPLE OF SUFFERING

Enchanter (page 234), Thayan apprentice (page 245), 2 dread warriors (page 233), wand of binding (DMG pg 209)

Suffering Aura: When you hit with an attack in this room make a DC 15 Wis save.

- **Fail:** You take damage equal to 25% of the damage you dealt out to one target.
- **Success:** Regain 25% of the damage as hit points!

Kieren: Chosen of Ilmater, god of suffering, martyrdom and perseverance. He's a lawful good dude who offers encouraging words.

(PAGE 157) 100. TEMPLE OF PAIN

Deathlock wight (page 233), wraith (pg 302), shadows

Web of Pain: Start turn in this place: DC 15 Con save. **Fail:** Creatures have advantage to hit you and you have disadvantage on attacks and on Str and Dex saves/checks until the end of your next turn.

Irisoth: Chosen of Loviatar, the Maiden of Pain. She's a lawful evil half-elf, what you do with her is up to you.

(PAGE 158) 101. TEMPLE OF OOZE

Transmuter (page 247), wight (pg 300), gray oozes (MM pg 243), ochre jellies (MM pg 243)

Start Turn within 15 Feet of Walls: Opportunity attack with advantage: +3 to hit, reach 15 ft., one target. Hit: 4 (1d6+1) dmg plus 7 acid and non-magic metal armor gets -1 to AC.

Therzt: Chosen of Ghaunadaur, god of oozes.

Therzt is a chaotic evil drow who kills himself with Melf's acid arrow (PH pg 259): +3 to hit, reach 15 ft., one target. Hit: 4 (1d6+1) dmg plus 7 acid and nonmagic metal armor gets -1 to AC.

- **He Might Miss:** The funny thing here is that he has to make an attack roll and he has +0 to hit. **Hit:** 4d4 acid and 2d4 acid a round later. **Miss:** Half of the 4d4 acid and that's it. It is possible he will live.
- **If He Dies:** If he dies, it causes two gray oozes to come out of the walls to attack.

(PAGE 158) 102. TEMPLE OF SHADOWS

Shadows (MM pg 269)

If you have a light spell of 3rd level or higher going, then it's dim light. If not, it's dark in here.

We'd better dig out the light rules again:

- **Dim light (lightly obscured):** Disadvantage on Perception checks.
- **Darkness (heavily obscured):** Blindness. Creatures have advantage to hit you, and you have disadvantage to hit them. You fail any ability check requiring sight.

When You Take Damage in Here: DC 15 Wis save or 5 poison and blinded for 1 minute. Repeat the save at the end of each of your turns to end the effect.

Ashdra: Chosen of Ibrandul god of darkness and the underground. He is a comforter and protector. Ashdra is a chaotic evil human drow.

(PAGE 158) 103. TEMPLE OF FORTUNE

Necromancer (page 241), flesh golem (MM pg 169)

This room is all about critical hits and misses:

- **Attack Rolls:** Roll a 1: You take the dmg from your attack. Roll a 20: Roll the extra dmg dice twice instead of once.
- **Saves:** Roll a 1: Suffer max dmg/worst possible effect. Roll a 20: The caster suffers the effects of the spell, not you.
- **Ability Checks:** Roll a 1: Worst possible outcome. Roll a 20: Spectacular outcome (backflips).

Curran Corvalin: Chosen of Tymora, goddess of luck. Curran is a chaotic good male halfling. He thinks he has good luck.

(PAGE 159) 104. TEMPLE OF SAVAGERY

Evoker (page 235), dread warriors (page 233), shadow (MM pg 269), wight (pg 300)

Once Battle Begins: If you don't deal damage in a round, you take 5 psychic damage.

End Your Turn in Here: DC 15 Cha save. Fail: You can't use reactions, you'll make an opportunity attack on anyone and you get advantage on the roll.

Torlin Silvershield: Chosen of Bhaal, god of assassins. Torlin is a wight and he attacks right away.

(PAGE 159) 105. TEMPLE OF PLAGUE

Necromancer (page 241), deathlock wight (page 233), dread warrior (page 233), zombie (pg 316)

Death Saves in Here: You have disadvantage on death saves!

Start Your Turn in Here: DC 13 Con save:

- **Fail:** 5 poison dmg and incapacitated (can't take actions or reactions).
- **Three Failed Saves:** You lose your poison dmg (15) from your hp max.
- **Three Successful Saves:** You are immune to this mist for 4 hours.

Bandagh: Chosen of Yurtrus, orc god of disease. Bandagh is a neutral evil orc with pockmarks/scars from disease. He is too weak to oppose the group in any way.

(PAGE 159) 106. TEMPLE OF THE FOREST

Wraith (pg 302), will-o'-wisp (MM pg 301), druid (MM pg 346)

Invisible Will-o'-Wisps: They're invisible at the start!

Move More than Half Speed or Miss a Melee Attack: All creatures make a DC 13 Str save or restrained (Spd 0, attack rolls vs you have advantage, you have disadvantage on attack rolls and Dex saves).

Eira: Chosen of Rillifane Rallathi, elf god of nature. She's not that hurt and she wants to join the group. She's a druid with half her max hit points (MM pg 346).

- Her max hp is 27, so she has 13 hp. She'd better cast barkskin right away (AC 16).

- She has merged with a Chosen of Talona and shifts between evil and good, arguing with herself. If/when she dies, she turns to ash.

(PAGE 159) 107. TEMPLE OF WINTER

Evoker (page 235), thayan apprentice (page 245), yetis (MM pg 305), deathlock wight (page 233), Robe of Summer (page 229)

Start Turn with Metal Armor/Weapon: DC 13

Con save. **Fail:** 5 cold dmg. **Fail by 5 or More:** Disadvantage on Str/Dex attacks/saves/checks until start of your next turn.

The Red Wizard Has Cold Resistance: She takes half damage from cold because of her robe of summer.

Hedrun Arnsfurth: Chosen of Auril, god of winter. Hedrun is a deathlock wight (page 233) and she immediately attacks.

THE PHYLACTERY VAULT

Gargoyle (MM pg 140), demilich (MM pg 48)

This place is really cool, but confusing. The group appears in a place like the inside of a hollow pyramid/4-sided die. The gravity is such that you can walk up the walls. Your job here is to open all 12 sepulchers (each full of lich phylacteries!!) and then kill Kazit Gul (destroying all of his gems).

- **Moving Around:** Walking up a wall requires a DC 13 athletics or acrobatics check. **Fail:** Prone.
- **Ranged Attacks:** Disadvantage to attacking creatures on another side.
- **Flying:** Landing on a wall is a DC 10 Acrobatics check or fall prone.

SEPULCHERS

1. **Open the Door:** Either DC 17 Dex check to Pick it or DC 20 Str check to break it in.
2. **Once It's Open:** All three doors on this floor turn into gargoyles and attack.
3. **Disrupting the Sepulcher:** In each of the 12 sepulchers, you need to make three successful DC 15 Arcana or Religion checks.
4. **Fail:** You take dmg equal to the amount you failed by!

You get a +1 to the check for each glyph key that you hold.

Once You Disable the First Sepulcher: Kazit Gul shows up (flavor on the bottom of page 163).

Once Kazit Gul is Defeated: His 8 diamonds need to be crushed.

Once Kazit Gul is Killed and at Least Three Sepulchers are Drained: The place starts to collapse. The group will need to make it to the magic circles to get out.

Dark Pools: Start your turn, take 9 necrotic and can't regain hit points while in it.

Pedestals: They hurt undead, but not Kazit Gul.

4-Armed Gargoyles: AC 15 HP 63 +4/+4/+4 to hit, 5 (1d6 + 2) damage

- Spd 30, fly 60
- Resistant to non-magic weapons

Kazit Gul: If you look at the demilich stats, you will see some scary stuff:

- **(Rchg 5-6) Howl:** All within 30 feet make a DC 15 Con save or drop to 0 hit points!

- It can use life drain to suck hit points out of three people to regain that many hit points.
- At the end of other turns, it can drop the hp max of every creature within 30 feet by 10 points!



AGAINST THE GIANTS

Against the Giants is a collection of three giant lairs. Originally, these adventures linked to the classic drow series that culminated in Queen of the Demonweb Pits. The fire giant lair is gigantic and can be a real pain to get a handle on. These scenarios seem like fun, but like Tamoachan, there's a lot of details to keep track of and a plethora of treasure chests full of poisonous snakes.

NAMES

Most of the creatures and NPCs in this do not have names. You might want to make some up or just have a list of appropriate names ready in case it comes up.

CLASSIC NAMES

You can use the fairly ridiculous names of the pre-gens from the 1st edition adventure if you want:

Gleep Wurp, the Eyebiter, Cloyer Bulse, Roaky Swerked, Frush O'Suggill, Fonkin Hoddypeak,

Flerd Trantle, Redmod Duple, Faffle Dweomercraft, Beek Gwenders of Croodle,

NAMES FROM THE PERKINSONIAN INSTITUTE

Or you could use these names from the 4e Chris Perkins version:

Krystal Mudstone, Korial Summerwind, Gorik Blunthammer, Dergle Obsen, Veliax the Sly, Della Daggerbright, Thoot Grimhold, Dwern the Sly, Gobb Brightshield, Nyzan Silvervein and Zorn Ironbeard

RANDOM TREASURE

If you have time, you might want to roll the treasure hoard on the table in the DMG (DMG pg 137) for room 23 on page 176-177. It could grind the game to a halt.

STORYLINE

Story: Some mysterious force (Lolth) has organized the giants and has them raiding settlements. The group is going to deal with this, starting with the hill giants.

STEADING OF THE HILL GIANT CHIEF

The heroes are given provisions to last a few weeks, and it is assumed that they find a cave near the hill giant stronghold to rest in.

NO, YOU CAN'T BURN IT DOWN

Everything is damp, so.. the heroes can't just set the whole place on fire.

BIG DOORS

Open a Giant Door: DC 10 athletics.

RANDOM ENCOUNTERS (PAGE 167)

You might want to pick some random encounters in advance. My favorites are Grutha coming to find her pet bear (is it hiding under a bed or something?) and the two drunk hill giants going to sleep it off.

INTOXICATION

This one starts off pretty fun. The giant guards are drunk and taking a nap. The group can do all sorts of fun stuff here.

(PAGE 167) 1. FRONT GATE AND FOYER

Hill giants (MM pg 155)

Listen at the door: The group might hear snoring.

They are drunk and passed out. If they survive a round of throat-slitting, they will call out for the giants in 1b. You might want to put a giant cup of ale as large as a character here, just to see if one of the characters will swim in it or something.

(PAGE 167) 1B. TOWER GUARD

Hill Giant (MM pg 155)

He is also dozing and drunk!

(PAGE 167) 2. SUBCHIEF

Hill Giant (MM pg 155)

She is sleeping, too. DC 8 Stealth to sneak by without waking her.

(PAGE 168) 3. DORMITORY

12 “orcs” (MM pg 246)

These giants use orc stats, and they are goofing around.

(PAGE 168) 4. BARRACKS

2 hill giants (MM pg 155)

They’re snoring. Maybe they are spooning.

(PAGE 168) 5. MAIDS’ CHAMBER

1 hill giant (MM pg 155), 3 “ogres” (hill giant servants), potion of healing (DMG pg 188), potion of superior healing (DMG pg 188), potion of poison (DMG pg 188), potion of mind control (page 229)

The matron wants the heroes dead, but the maids aren’t too keen on fighting and will actually help the group a bit if the matron is taken care of. They might even give the group their magic potions.

(PAGE 168) 7. CHAMBER OF THE CHIEF’S WIFE

Polar bear (MM pg 334)

Grutha’s pet bear is here. It might be a fun wrinkle to have Grutha comes down the hall, calling for her bear.

(PAGE 168) 9. ARMS ROOM

Javelin of lightning (DMG pg 178)

(PAGE 168) 10. SMALL DINING ROOM

The manticores hide is pretty cool, the group might want to make a cloak or vest out of it.

(PAGE 168) 10A. SECRET ROOM

The group can find a note written in giant, signed by Eclavdra (Lolth’s agent). It contains the attack plans for the hill giants. If you’re not using the drow, you might want to get rid of it or adapt it to your story.

(PAGE 170) 11. GREAT HALL

Frost giant (MM pg 155), hill giant (MM pg 155), polar bear (MM pg 334), stone giant (MM pg 156), cloud giant (MM pg 154), ogre (MM pg 237)

There’s a total of 27 creatures in here. This is a pretty scary situation. Some players will have some ill-advised ideas. Definitely give them a warning to make sure they understand just how dangerous this is. I love the idea of the heroes poisoning the food, though. That would be really intense.

In 4e, the stone giant emissary is named Laerthar

Total Treasure (average of possible total): 15,420 gp

(PAGE 171) 13. WEAPONS ROOM

We have a +1 warhammer in here and a hammer that heckles dwarves. I find the idea of a magic weapon that makes fun of everybody to be quite amusing. You could google some Don Rickles jokes and go nuts. Just make sure you don't hurt any real-life feelings and be willing to let the hammer get its comeuppance.

(PAGE 171) 14. MAIN GUEST CHAMBER

Waythe, the sentient greatsword is detailed on page 229.

WAYTHE

Waythe (requires attunement – it takes good-aligned characters just 1 minute to attune to it)

- +1 to hit and damage
- +2d6 damage vs. giants and they must make a DC 15 Strength save or fall prone
- Functions as a wand of enemy detection (DMG pg 210) 7 charges
- Enemy Detection: Use an action/spend a charge and for the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you.
- It regains all charges daily at dawn
- No risk of it crumbling if you use the last charge.
- Int 12 Wis 2 Cha 14
- It has hearing and darkvision 120 feet.
- Waythe is courageous to the point of foolhardiness, and does not like being wielded by those who are timid or evil.

(PAGE 171) 17. KITCHEN

29 commoners (MM pg 345), ogre (MM pg 237), orc (MM pg 246)

They will run from any conflict.

(PAGE 171) 19. SERVANTS' QUARTERS

Ogre (MM pg 237), hill giant (MM pg 155)

The servants are flirting with this handsome hill giant, who will want to show off.

(PAGE 171) 20. ORC SLAVE QUARTERS

Commoners (MM pg 345)

These orc slaves will help the group, and tell them that the orcs below are rebelling and can be helpful as well.

(PAGE 171) 21. OGRE QUARTERS

Ogre (MM pg 237), potion of storm giant strength (DMG pg 187), potion of invisibility (DMG pg 188)

(PAGE 172) 22. OPEN YARD

Dire wolves (MM pg 321)

DUNGEON LEVEL

Ceilings: Are 15-20 feet high

Random Encounters: If you use the 12 rebel orcs, just be prepared to use them in combat against the giants. That is a lot of die rolls and it can really slow the game down. You might want to consider making them into a two 6-orc "swarms of orcs". Just use their stats and add their hit points and damage together. Once it is at half hit points, 3 orcs die and the damage gets cut in half.

(PAGE 172) 2. CHAMBER OF THE KEEPER

Stone giant (MM pg 156), potions of water breathing (DMG pg 188)

The Keeper is a big, evil, pale hunch-backed giant. He has two pet apes. Both have modified stats:

The Keeper: AC 17 HP 126 reach 15, +10/+10 to hit, 20 (3d8+7) slashing dmg

- Spd 40
- **Rock Catching.** If a rock or similar object is hurled at The Keeper, he can make a DC 10 Dex save to catch it and take no damage from it.

Apes: AC 12 HP 30 +5/+5 6 (1d6+3)

Spd 30, climb 30

(PAGE 173) 3. CELL BLOCK

Bugbears (MM pg 33), noble (MM pg 348), knight (MM pg 347), wight (MM pg 300), orc (MM pg 246)

1. Cell 1: Insane noble
2. Cell 2: Human engineer/dungeon builder
3. Cell 3: Elf knight, will fight alongside the heroes
4. Cell 4: Skeletal remains wearing jewelry on the floor. If the group enters, they get up. They're 3 wights!
5. Cell 5: Five orc rebels want to get escape

(PAGE 173) BUGBEAR COMPLEX

Bugbear (MM pg 33), bugbear chief (MM pg 33)

- 4. Outpost: 8 bugbears (MM pg 33)
- 5. 9 sleeping bugbears (MM pg 33)
- 6. 8 sleeping bugbears (MM pg 33)
- 7. Bugbear chief (MM pg 33) and 4 bugbears (MM pg 33). They all do 11 (2d8+1) slashing
- 8. Outpost: 6 alert bugbear guards (MM pg 33)

(PAGE 174) OBEDIENT SLAVE QUARTERS

Orcs (MM pg 246), commoners (MM pg 345)

All of these creatures are demoralized and offer no resistance or aid.

- 9. Barracks: 24 unarmed orcs (MM pg 246)/commoners (MM pg 345)
- 10. Barracks: 30 unarmed orcs (MM pg 246)/commoners (MM pg 345)
- 11. Barracks: 25 unarmed orcs (MM pg 246)/commoners (MM pg 345)

(PAGE 175) UNRULY SLAVE QUARTERS

Bugbear (MM pg 33), orc (MM pg 246), commoners (MM pg 345)

Some of these people might aid the group

- 12. Barracks: 48 unarmed orcs (MM pg 246)/commoners (MM pg 345)
- 13. Barracks: 24 unarmed orcs (MM pg 246)/commoners (MM pg 345)
- 14. Barracks: 16 unarmed orcs (MM pg 246)/commoners (MM pg 345)

In 4e, there is one orc named named Javoc who fights valiantly alongside the heroes.

(PAGE 175) 15. TORTURE CHAMBER

Hill Giant (MM pg 155)

Two dozing hill giants.

(PAGE 175) 16. ARMORY AND SMITHY

Fire giant (MM pg 154), commoner (MM pg 345), veteran (MM pg 350)

There are 5 dwarves being forced to work in here with 2 fire giants overseeing things.

In 4e, the fire giant smith's name is Smolderheart

(PAGE 175) 17A. WEIRD ABANDONED TEMPLE

Ring of mindshielding (DMG pg 191)

Touch a Pillar: DC 15 Con save or poisoned for 1 hour

Gaze at the Wall: DC 15 Int save or cursed with permanent insanity (as per the symbol spell, PH pg 280)

- **Insanity:** Can't take actions, can't understand what other creatures say, can't read, speaks gibberish. The DM controls their movement. The character is pretty much screwed unless someone has remove curse, greater restoration, heal, etc.

In 4e, this temple is linked to Tharizdun and the Elder Elemental Eye.

(PAGE 176) 19. NATURAL CAVERN

Orog (MM pg 247), orc (MM pg 246), commoners (MM pg 345)

78 orcs ready to rebel

(PAGE 176) 20. TROGLODYTE CAVERN

Troglodyte (MM pg 290), kobold (MM pg 195)

23 stranded troglodytes

(PAGE 36) 1. END OF THE TRAIL

(page 176) 21 Lizards' Lair: Giant crocodiles (MM pg 324), giant lizards (MM 326)

(PAGE 176) 23. CAVERN OF THE CARRION CRAWLERS

Carrion crawler (MM pg 37)

Treasure table is on DMG pg 137. You should roll this in advance if possible.

(PAGE 177) 25. WINE CELLAR

Drink the Wine: DC 15 Con or Wis save. **Fail:**

Drunk (poisoned) for one hour, roll the save again in an hour. **Fail that one:** Unconscious. Once awakened, drunk for another hour, then gain one level of exhaustion.

(PAGE 177) 28. STONE GIANT MINERS

Stone giant (MM pg 156)

Not interested in fighting.

(PAGE 177) 29. FALSE TREASURE

The group sees a pile of loot in coffer. Touch them: Bars drop and seal the entrance and the other bars that lead to 30 lift up. The manticores in room 30 attack.

(PAGE 177) 30. IMPRISONED GUARDS

Manticore (MM pg 213)

(PAGE 178) 31. MINOR TREASURE ROOM

Potion of poison (DMG pg 188)

- Chest 1: Copper
- Chest 2: (Trap+7 to hit, 10 (3d6) slashing) Silver
- Chest 3: Electrum, unlabeled potion (poison) (DMG pg 188)
- Chest 4: Copper ingots
- Chest 5: Empty
- Chest 6: 11 ivory tusks
- Chest 7: Locked (Trap: Take 1 dmg and 11 poison dmg, and make a DC 13 Con save or poisoned for 1 hour. Fail by 5 or more: You are also unconscious. Wake up if you take dmg or if someone spends an action to shake you awake). 325 gp worth of gems.

Poison Needle, DMG pg 123, Drow Poison DMG pg 258

Total Gold Value: 5,208 gp

(PAGE 178) CHIEF'S SECRET TREASURE ROOM

Flame tongue (DMG pg 170),

Finding the room goes like this:

Either you fall in and take 11 (2d10) dmg and a DC 15 Con save. Fail 22 (4d10) poison, Success: Half dmg.

Or:

1. Detect the trap: DC 15 perception.
2. Prod the lid open: DC 10 Str check
3. If you want to wedge it shut so you can safely cross it: DC 15 Str check

Illusory yellow mold: Just in case: (Yellow mold DMG pg 105) If touched, it ejects spores in a 10 foot cube. DC 15 Con save or 11 poison and poisoned for 1 minute, taking another 5 poison at the start of each turn until you make your save.

- Large Chest: 8,000 gp
- Iron Box (locked): 1,000 platinum
- Small coffer: Gems
- Another Coffer: 7 pieces of jewelry
- Under the Illusion: 11 +1 arrows, +2 spear, flame tongue shortsword that detects gems and jewels
- Broken Barrel Illusion: Map to frost giant lair and...
- Obsidian Box: A chain and instructions on how to use it to teleport to the glacial rift of the frost giants.

THE GLACIAL RIFT OF THE FROST GIANT JARL

Stuff to Remember:

Travel on the Surface of the Rift: Random PC must make a DC 1 Acrobatics or fall in, taking d6 to 15d6 dmg, depending on what area they are on above.

Flying: It's too windy to fly. Roll a d8 for random direction traveled.

Visibility: 150 ft

Down Below: It is actually more windy at the bottom of the rift. Visibility is 30 ft. Advantage on stealth checks here.

Light: The entire upper level is lit by a natural greenish light, no torches needed.

Slippery: If you are hit by an attack or you move more than half your speed, make DC 10 Acrobatics check or fall prone.

Fire: Fireball and other fire spells cause 5 minutes of fog that makes the area heavily obscured: You're blinded! (PH pg 290) You have disadvantage on attack rolls, creatures have advantage to attack you. Auto-fail any check that requires sight.

(PAGE 181) 1. GUARDROOM ICE CAVERN

Frost giant (MM pg 155)

(PAGE 181) 2. GUARDROOM ICE CAVE

Frost giant (MM pg 155)

If a fight breaks out, calls for the giant on room 1 to help.

(PAGE 181) 3. EMPTY ICE CAVE

Noise means ceiling collapse: DC 15 Dex save.

Fail: 16 dmg. Success: Half dmg.

(PAGE 181) 4. SMALL ICE CAVE

Winter wolf (MM pg 340), dire wolf (MM pg 321)

(PAGE 181) 5. ICE CAVERNS

Staff of frost (DMG pg 202), scroll of protection (elementals) (DMG pg 199), ring of resistance (fire) (DMG pg 192), Armor of vulnerability (DMG pg 152)

Noise Causes a Cave-in: DC 15 Dex save. Fail: 16 dmg. Success: Half dmg.

(PAGE 182) 6. PROVISIONS

Cure wounds (PH pg 230)

(PAGE 182) 7. CAVERN

Ogre (MM pg 237)

The sleeping ogres are under covers and probably won't be noticed right away.

(PAGE 182) 8. SOUTH CAVERN

Ogre (MM pg 237), potions of healing (DMG pg 188)

Six ogres

The armband under the skin is a token of free passage, meaning the group can move around in here without being attacked as long as they are not aggressive.

Total Value of Treasure: 2,788

(PAGE 182) CAVERN GUARD POST

- 9. Northwest Chamber: Frost giant (MM pg 155)
- 10. Southeast Chamber: Frost giant (MM pg 155)

There's a total of three more armbands that can give the group free passage here.

(PAGE 182) 11. CAVE OF BONES

Piles of bodies and refuse, almost nothing of value.

(PAGE 183) 12. LOWER BONE CAVE

Giant ice toads (page 235)

They worship a gem on a "protuberance." Seems like there's potential for shenanigans with that.

(PAGE 183) 13. ICE CAVERN

Yeti (MM pg 305), frost brand (DMG pg 171)

The yeti leader wields the frost brand: 11 (2d6+4) slashing plus 3 (1d6) cold dmg

(PAGE 183) 14. MISTY ICE CAVE: Maybe narrate the deep cracks in the ice to give the heroes an extra chance not to lose their stuff.

Slippery: If you're hit or you move more than half you speed, DC 10 Dex save. Fail: prone. Fail by 5 or More: You drop what you're holding in a crack and lose it forever.

Fog: Heavily obscured: You're blinded. (PH pg 290) You have disadvantage on attack rolls, creatures have advantage to attack you. Auto-fail any check that requires sight.

(PAGE 183) 15. ICE CAVE

Tiger (MM pg 339)

They're on a ledge and will try to surprise the adventurers.

(PAGE 183) BARRACKS COMPLEX

These giants aren't sleeping, they are getting ready for a raid.

- 16. Outer Sleeping Area: Frost giant (MM pg 155)
- 17. Upper Sleeping Area: Frost giant (MM pg 155)
- 18. Middle Sleeping Area: 2 Frost giants (MM pg 155)
- 19. Lower Sleeping Area: Frost giant (MM pg 155)

(PAGE 183) 21. ICE CAVERN

Brown mold (DMG pg 105)

The brown mold covers a 10 foot square, when you get within 5 feet of it: DC 12 Con save. Fail: Take 22 cold dmg. Success: Half damage.

- It is immune to fire and extinguishes fire within five feet.
- It is instantly destroyed by cold damage.

(PAGE 183) 22. GUARD ICE CAVE

2 Frost giants (MM pg 155)

(PAGE 183) 23. GUARD CAVE

2 Frost giants (MM pg 155)

(PAGE 183) 24. VISITORS' CAVE

Hill giant (MM pg 155), ogre (MM pg 237)

There's a gold skull with a parchment inside. The parchment is a token of free passage to the fire giant hall.

(PAGE 183) 25. VISITORS' CAVE

Stone giant (MM pg 156)

They don't fight unless they are attacked.

(PAGE 185) 26. SPECIAL VISITORS' CAVE

Fire giant (MM pg 154), hill giant (MM pg 155)

(PAGE 185) 27. WINTER WOLF PACK

Winter wolf (MM pg 340)

(PAGE 185) 28. SNOW-COVERED DOME OF ICE

Remorhaz (MM pg 258)

(PAGE 185) 29. WHITE PUDDING

Black Pudding (MM pg 241)

LOWER LEVEL

Boulders: Some areas are blocked by boulders: DC 20 Athletics to move them.

Light: Lit by torches and fire beetles in little cages

(PAGE 185) 2. VAULTED CAVERN

Young white dragon (MM pg 101), potion of poison (page 188), potion of resistance (fire) (DMG pg 188), potion of diminution (DMG pg 187), potion of growth (DMG pg 187, enlarge (PH pg 237)

Two dragons! One is on the gold pile, the other is 30 feet up on the ledge. It's likely the group will see one dragon, plan, and attack, only to be blindsided by second dragon, at which point it will be utter chaos.

In the 4e update, these dragons are given names: Caulstfax and Engdreth. They are brother and sister.

Total Treasure: 19,900 gp (including the gems in 2a).

(PAGE 186) 4A. STONE RUBBLE

The skeleton is holding a map to a secret tunnel. It's a fake. If you want to kick it up a notch, maybe have the digging cause a cave-in and then draw in the toads from 4b, if they are still alive.

(PAGE 186) 4B. HUNGRY AND HOPPING

Giant ice toads (page 235)

(PAGE 186) 5. ENTRANCE CAVERN

Frost giant (MM pg 155)

He'll grab a horn and spend an action to blow it, alerting the giants that there is trouble. That could feasibly draw in a lot of creatures:

The oni and four ogres from 6, and eight ogres from 9. I don't think the cloud giant in 7 would join in. The storm giant in 8 is chained up.

(PAGE 186) 6. EMISSARIES' CAVERN

Oni (MM pg 239), ogre (MM pg 237), necklace of fireballs (DMG pg 182), potion of mind control (frost giant) (page 229), potion of cloud giant strength (DMG pg 187 – Str of 27!), bag of holding (DMG pg 153)

Fireballs: The oni has a necklace of fireballs with 5 beads left. The oni could throw all 5 if it wants to (although all it does is raise the level of the spell by one for each extra bead). So if you used all 5, that would be a DC 15 Dex save. Fail: 12d6 fire. Success: Half dmg.

- **Fireball Fog:** Remember, the fireball will cause five minutes of fog! Heavily obscured: You're blinded. (PH pg 290) You have disadvantage on attack rolls, creatures have advantage to attack you. Auto-fail any check that requires sight.

(PAGE 187) 7. GUEST CAVERN

Cloud giant (MM pg 154)

This guy has made an alliance with the Jarl.

(PAGE 187) 8. PRISON CAVERN

Storm giant (MM pg 156)

In the 4e version, the prisoner's name is Elektra. There's some good flavor for this:

"Trapped behind a heavy wooden portcullis is an 18-foot-tall female giant with purple skin and hair as dark as a thundercloud. She wears heavy iron manacles on her wrists and has a large ball-and-chain clamped to her right ankle, belying the finery of her garments. "Did my father send you? Finally!" she says with a sneer, stomping her chained foot. "Get me out of here!"

The frost giants are trying to ransom her off to her father, Lord Krombaalt, ruler of the storm giants.

The heroes can win her over by speaking well of her father and pointing out that her behavior reflects on her people.

If they make her angry and she gets away, she destroys a settlement linked to the group or some location they value.

Giant Ally: Making her an ally might feel weird – it might make the adventure too easy. I say give it a try, but give yourself an out. Maybe have her receive a sending spell from her father, who tells her to come home at once. Maybe she could meet the group at a later time and reward them with some storm magic thing.

(PAGE 187) 9. SERVANTS' QUARTERS CAVERN

Ogre (MM pg 237)

(PAGE 187) 10. ANTECAVERN

Frost giant (MM pg 155)

(PAGE 187) 11. GREAT CAVERN OF THE JARL

Frost giant (MM pg 155)

There's 2 frost giants, one on A and one on B. They're 30 feet up and can chuck rocks.

(PAGE 187) 13. GUARD AREA

Frost giant (MM pg 155)

(PAGE 187) 14. KITCHEN

Hill giant (MM pg 155), ogre (MM pg 237), commoner (MM pg 345)

The four humans are in a cage, they're going to be food! If you can, work in a Soylent Green reference that nobody under the age of 80 will get.

(PAGE 187) 16. COMMON QUARTERS

CAVERNS

Frost giant (MM pg 155), hill giant (MM pg 155), ogre (MM pg 237)

(PAGE 187) 17. KENNEL CAVE

Polar bear (MM pg 334)

With 65 HP

CAVERNS OF THE JARLS

(PAGE 188) 18. WEST CHAMBER

Frost giant (MM pg 155), hill giant (MM pg 155), ogre (MM pg 237)

(PAGE 188) 19 EAST CHAMBER

Frost giant (MM pg 155), hill giant (MM pg 155), ogre (MM pg 237)

I assume that it was just an error that the frost giant servant was not listed as a hill giant and the two young frost giants are ogres.

(PAGE 189) 20. JARL'S ANTECAVERN AND TROPHY HALL

All sorts of cool stuff on the walls. The group could take some hides and have special armor made.

- Shield +1 (Trapped): Take the magic shield off the wall: Spear! +10 to hit, 10 (3d6) piercing dmg.
- Walrus Tusks (Trapped): If you touch the tusks, the dragon head starts shouting "Alarm! Robbers!"

(PAGE 189) JARL GRUGNUR'S PRIVATE CAVERNS

Cloud giant (MM pg 154), winter wolf (MM pg 340) arrow-catching shield (DMG pg 152), potion of speed (DMG pg 188), potion of superior healing (DMG pg 188, heals 8d4+8), potion of storm giant

strength (DMG pg 187, Str of 29!), potion of poison (DMG pg 188), oil of slipperiness (DMG pg 184), potion of healing (DMG pg 188), philter of love (DMG pg 184), scroll of protection (fiends) (DMG pg 199), delayed blast fireball (PH pg 230), finger of death (PH pg 241)

Don't forget the two winter wolves, they're way down at the bottom of the entry.

Jarl Grugnur: AC 18 (AC 20 vs. ranged) HP 200 +12/+14 to hit, reach 10 ft., 23 (3d8+10) slashing dmg.

- Spd 40
- Arrow-Catching Shield: If someone makes a ranged attack against someone within 5 feet of the Jarl, he can use his reaction to become the target instead.

Estia: AC 16 (+2 vs. ranged) HP 200 +12/+12 to hit, reach 10 ft., 23 (3d8+10) piercing dmg.

- Spd 40
- She wields a +2 morningstar and wears a saber-tooth tiger hide cloak

(PAGE 189) HIDDEN TUNNEL

Glyph of Warding (PH pg 245), cloudkill (PH pg 222), pearl of power (DMG pg 184), Nolzur's marvelous pigments (DMG pg 183), wand of paralysis (DMG pg 211)

There's an iron bar sticking out of the wall. If pushed downwards, it teleports all in the alcove to Snurre's hall in the Hall of the Fire Giant King!

Invisible Box: It's way up on a ledge. Glyph of Warding DC 17 Cloudkill: 20 foot radius cloud of poison fog: DC 17 Con save. Fail: 5d8 poison. Success: Half dmg.

HALL OF THE FIRE GIANT KING

This dungeon is huge, full of monsters and it is front-loaded. You'll fight the fire giant ruler, King Snurre, almost right away. The group is supposed to be looking for the evil mastermind, so they should keep going. Level two has a red dragon, and level three has Eclavdra and her drow minions, the true villains of the scenario. There's even a few mindflayers at the end.

DUNGEON NOTES

Lots of little things:

BIGLY

This feels too big. You might want to junk some of the empty rooms. I can see groups getting bored fighting ropers and piercers.

SAFE CAVE

The group can use a cave 2 miles away to rest in. Each time they do so, there is a greater chance that the giants learn of it.

FRONT DOORS

They're massive! 29 feet tall, 10 feet wide. The group needs to make a combined athletics check of 25! Or, there's a 50% chance the door is ajar, but a fire giant is watching it.

SECRET ENTRANCES?

There are none! If the group goes poking around, all they will find is vent holes that spew flaming gases that 7 points of fire damage.

DOORS

The doors inside require a DC 15 athletics check to open. They don't swing shut on their own.

STARTING POINT

On the map on page 190, the front doors are on the bottom left corner. There's another number 1 on the right, but that's something different.

(PAGE 192) 1A. ALCOVE

Fire giant (MM pg 154)

Right as the group comes in, there's a giant hidden behind a tapestry to the left. He'll blow a horn and the group will have problems. These creatures will be coming:

2 Ettins from area 2, 2 hellhounds, 2 fire giants and maybe King Snurre himself from area 3, 2 fire giants from area 18, 8 hellhounds and 3 more fire giants from 21-25.

If the Group Runs In and Hides: The ettins are closest. I'd imagine that if the group scrambles inside and tries to lose them, Snurre's 2 hellhounds would try to sniff the heroes out with their advantage on perception using hearing and smelling, +5 to the roll.

Returning: Once the group leaves and comes back, a ballista will be set up. It fires multiple bolts at once! One for each hero. That's +6 to hit, 11 (2d10) dmg. Ballistas take 3 actions to reload, so either there's a bunch of flunkies next to it re-arming it, or the bad guys will just get that one shot off.

(PAGE 192) 2. GRAND HALL

Ettin (MM pg 132)

(PAGE 192) 3. THRONE ROOM AND AUDIENCE CHAMBER

King Snurre, fire giant (MM pg 154), hell hound (MM pg 182)

On the map, 1 and 2 are the giant. 3 and 4 are the hell hounds.

In the 4e version, there's a drow named Taz'zt here. He's keeping an eye on Snurre for Eclavdra. This might be a nice way to make sure the group continues through the dungeon rather than leave because they killed the king.

If Snurre runs, he will go to room 5 (page 207) and huddle up with other escaped major NPCs.

King Snurre: AC 18 HP 187 +11/+11 to hit, reach 10 ft., 28 (6d6+7) slashing and 7 (2d6) fire dmg.

- Spd 30, Immune to Fire, Resistance to cold
- Speaks Common and Giant

(PAGE 193) 4. CHAMBER OF THE QUEEN'S SERVANTS

Hill giant (MM pg 155)

Servants: AC 13 HP 105 +8/+8 to hit, reach 10, 18 (3d8+5) slashing

(PAGES 193 – 194) 5. QUEEN'S CHAMBER

Fire giant (MM pg 154), Mirror of seeing (gem of seeing) (DMG pg 172), poisonous snake (MM pg 334), giant weasels (MM pg 329), potion of resistance (fire) (DMG pg 188), potion of mind control (mammal) (page 229), potion of mind control (fire giant) (page 229)

Queen Frupy will flee to room 5 (page 207) if things go bad. Many a treasure to be had:

4 Copper Coffers: Each has a poisonous snake in it

Bronze Caskets: Copper

Iron Casket: Trap: Glyph of Warding (PH pg 245), Fireball: DC 15 Dex save. Fail 8d6 fire. Success: Half dmg. Jade box.

Scrolls with two random 7th-level spells. I picked some that you could use:

Wizard: Mordenkainen's Magnificent Mansion (PH pg 261), Prismatic Spray (PH pg 267)

Cleric: Resurrection (PH pg 272), Etherealness (PH pg 238)

Total Value of Treasure: 6,508 gp

(PAGE 194) 6. CHAMBER OF THE KING'S GUARDS

Fire giant (MM pg 154)

These two are hanging out, eating cheese.

(PAGE 194) 7. KING SNURRE'S PRIVATE QUARTERS

Hell hounds (MM pg 182),

There's not much of value in here, but it's a cool room. 39 skulls of various creatures, room lit by flaming jets of a gas and a huge iron brazier with glowing coals.

(PAGE 195) 8. HYDRA CAVE

Hydra (page 190)

(PAGE 195) 9. KING SNURRE'S TREASURE CAVE

Poisonous snake (DMG pg 334)

Trunks:

1. (Locked) Trunk 1: Silver
2. (Locked) Trunk 2: Empty
3. Trunk 3: Jewelry
4. (Locked) Trunk 4: Trap: Blade +11 13 (3d8) slashing. Silk.
5. (Locked) Trunk 5: Valuable wood.
6. Trunk 6: Electrum.
7. (Locked) Trunk 7: Ivory tusks.
8. Trunk 8: Invisible poisonous snakes!! Invisible jewelry. I guess you can't sell it until you cast dispel magic on it.

Chests:

1. Chest 1: Trap: Gas 10 ft radius DC 15 Con save. Fail: Poisoned until short/long rest. Empty!
2. (Locked) Chest 2: Rocks.
3. Chest 3: Trap: All within 10 make a DC 15 Dex save. Fail: 7 acid. Success: half dmg.

You get to roll on a bunch of charts (starting on DMG pg 144), accepting only potions and scrolls (other results mean you just move on to the next roll). Table A x4, Table B x2, Table C x2, Table D x1, Table E x1.

Here's what I got: 3 potions of healing (DMG pg 188), scroll of compelled duel (PH pg 224), potion of animal control (DMG pg 187), potion of growth (DMG pg 187), potion of diminution (DMG pg 187), oil of sharpness (DMG pg 184), Potion of storm giant strength (DMG pg 188)

I also rolled a Heward's handy haversack (DMG pg 174). I know you're supposed to disregard it, but it's a pretty cool item.

- Chest 4: Trap: All within 15 feet have spikes hot at them: +11 to hit, 7 piercing. Empty!
- (Locked) Chest 5: Empty!
- (Locked) Chest 6: Trap: Lock and handle covered in oil of taggit (DMG pg 258): DC 16 Con save or 3 poison dmg and poisoned. Repeat the save every 24 hrs. taking another 3 poison on a failed save. The poison dmg can't be healed! It takes 7 successful saving throws to end this effect!

Coffers:

1. Coffe 1: Trap: Poison needle does 1 dmg and purple worm poison (DMG pg 258): DC 19 Con save. Fail: 42 (12d6) poison. Success: Half dmg. 3 gold rings. One is a ring of protection (DMG pg 191).
2. (Locked) Coffe 2: Copper (platinum hidden under it)
3. (Locked) Coffe 3: Hot spices!
4. Coffe 4: 6 unholy statuettes/ Each linked to a stat. Whoever carries it has disadvantage on ability checks to that stat.
5. (Locked) Coffe 5: Piles of gems

Total Value of Treasure: 22,011 gp

(PAGE 196) 10. ARSENAL COMPLEX

Fire giant (MM pg 154)

The giant will get the chimera from 11 if possible.

(PAGE 196) 10A. WEST ARSENAL

+1 longbow, twenty +1 arrows

(PAGE 196) 10B. EAST ARSENAL

Shield of missile attraction (DMG pg 200)

(PAGE 196) 11. CHIMERA PEN

Chimera (MM pg 39)

(PAGE 196) 12. ADVISOR'S QUARTERS

Gnoll (MM pg 163)

(PAGE 196) 12A. OBMI'S STUDY

Assassin (MM pg 343), dwarven plate (DMG pg 167), gauntlets of ogre power (DMG pg 171), ring of invisibility (DMG pg 191)

Obmi (in 4e, his full name is Obmi Ironwhisper) was a major villain in Gary Gygax's real-life Greyhawk campaign. He lived in Castle Greyhawk and continuously escaped from the heroes because he had boots of speed and he was very clever. Obmi is meant to be a very devious NPC.

Obmi pretends to be a prisoner, and will flee to room 5 (page 207) if things go poorly for him.

Obmi: AC 15 HP 78 +10/+10/+10 to hit, Hit: 7 (1d6 + 4) and DC 15 Con save or 24 poison. Half dmg on a success.

- Assassinate: During his first turn, he has advantage on attack rolls against those who have not taken a turn. Hit: Critical hit.
- Sneak attack: +13 dmg when he hits with advantage or when the target is within 5 feet of an ally.
- Evasion: On Dex saves, it takes half damage on a fail or no dmg on a success.

Obmi stats with his items: AC 23 HP 78 +11/+11+11 to hit, Hit: 8 (1d8 + 4) dmg

- Ring of invisibility: He can turn invisible.

(PAGE 197) 13A. WEST ALCOVE

Move the chest, 6 arrows! + 11 to hit, Hit: 5 (1d10) dmg and DC 11 Con save or 10 (3d6) poison.

There are some tokens of free passage in this room that can allow the group to move about safely.

(PAGE 197) 13B. SOUTH ALCOVE

The group is ultimately looking for who is motivating the giants, and it is Eclavdra. If you can, try to play this up a bit. Maybe describe the writing, maybe there's a bit of webbing stuck to it. Just something to get them thinking about who or what Eclavdra is.

(PAGE 197) 14. DOOR GUARD

Fire giant (MM pg 154)

(PAGE 197) 15. KITCHEN

Fire giant (MM pg 154), hill giant (MM pg 155), gnoll (MM pg 163)

In the 4e version, the cook's name is Sulfuria

(PAGE 198) 16. GUEST CHAMBER

Rakshasa (MM pg 257), potion of superior healing (DMG pg 188), potion of mind reading (DMG pg 188), potion of invulnerability (DMG pg 188), zone of truth (PH pg 289), true seeing (PH pg 284), darkness (PH pg 230), cure wounds at lvl 4 (PH pg 230), symbol (PH pg 280)

Remember that the Rakshasa is immune to spells lvl 6 and lower! Looking at the rakshasa stats, it really doesn't have a lot of offense. Its best tactic is probably to charm or dominate the most powerful character in the party.

In the 4e version, the rakshasa is named Ka'vir. He disguises himself as the elf princess trapped further below.

(PAGE 198) 18. BARRACKS

Fire giant (MM pg 154), Hill giant (MM pg 155)

They are sharpening their weapons.

(PAGE 198) 19. SERVANTS' QUARTERS

Hill giant (MM pg 155)

(PAGE 198) 20. COMMUNAL QUARTERS

Hill giant (MM pg 155), ogre (MM pg 237)

The "ogres" are fire giant kids. You might want to remove them if you think it might be unpleasant for some of your players.

(PAGE 198) 21. ENTRY HALL OF THE KENNELS

Hell hounds (MM pg 182)

The kennel keeper and his wife from 23 will come running if there's a commotion.

(PAGE 198) 22. KENNEL CHAMBER

Hell hounds (MM pg 182)

(PAGE 198) 23. KENNEL KEEPER'S QUARTERS

Fire giant (MM pg 154), javelin of lightning (DMG pg 178), hellhound cloak (page 228), sword of vengeance (DMG pg 206)

(PAGE 198) 24. GUARDPOST

Fire giant (MM pg 154)

(PAGE 198) 25. BARRACKS

Fire giant (MM pg 154), hill giant (MM pg 155)

Fire Giant with Magic Axe: AC 18 HP 162
+13/+13 to hit, 22 (3d8 + 9) dmg

SECOND LEVEL

(PAGE 199) 1. HALL OF THE DEAD

Sarcophagi of ancient giant kings and queens! This is screaming out for a fire giant mummy encounter but there's nothing going on in here.

In the 4e version, there are fire giant death knights, which is pretty awesome. Maybe you could stick them here.

(PAGE 199) 2. ETTIN GUARDS' CHAMBER

Ettins (MM pg 132)

In the 4e version, there are a pair of 2-headed fire giants, the result of crossbreeding between the giants and ettins.

(PAGE 199) 3. VISITORS' CHAMBER

Stone giant (MM pg 156)

(PAGE 199) 4. STORAGE ROOM

Hill giants (MM pg 155)

Wow, Chief Nosra of the hill giants will be here if he survived. He has frost giant stats with an AC 17.

(PAGE 199) 5. COMMUNITY QUARTER

Fire giant (MM pg 154), hill giant (MM pg 155), ogre (MM pg 237)

(PAGE 201) 6. SMITHY

Fire giant (MM pg 154), Troll (MM pg 291)

The fire giant will try to toss the mace into the lava just so the group can't have it.

This dude is known as Zarkad in the 4e version.

(PAGE 201) 7. TORTURE CHAMBER

Fire giant (MM pg 154)

Short Version: So it looks like the giant can grapple a character and move next to the iron maiden on one turn. On its next turn, it can put the character inside the maiden.

Long Version: The torturer will try to put someone in the iron maiden. It goes like this:

- Grapple rules are on PH pg 195
- The giant makes an athletics check vs. the hero, who can make either an athletics check or acrobatics check. If the giant wins, the target is grappled:
- **Grappled:** Speed 0, it ends if an effect removes the grappled creature from the reach of the grappler
- **Move the grappled target:** The giant can move with the grabbed target, but at half speed. So that's Spd 15 for a fire giant.

- Just put the person in the maiden! 55 (10d10) piercing. The victim can't open it from within. That's pretty horrible.

The Well: The torturer will grab someone and throw them in the well. They'll fall 90 feet into an underground pool of water. They should probably take a little damage, just from hitting a wall on the way down or something. Maybe 3d6?

You know what would be really crazy is if they threw the iron maiden down into the well so it lands on the characters in the well.

The Headsman: AC 18 HP 162 +13/+13 to hit, 22 (3d8 + 9) dmg

(page 201) Cell Complex

Fire giant (MM pg 154), empyrean (MM pg 130), wererat (MM pg 209), Noble (MM pg 348), commoner, centaur (MM pg 38), gnoll (MM pg 163), troll (MM pg 291), assassin (MM pg 343), arrow of giant slaying (DMG pg 152), cloak of elvenkind (DMG pg 158), boots of elvenkind (DMG pg 155).

Cells:

1. 1C. Elf noble who promises to reward the group with magic items. In 4e, she is Princess Moonshadow. She is shackled and she has a sack over her head. She likes to be in charge and she hates the drow. She's a spellcaster and wants to join the party.
2. 2C. 8 elves awaiting sacrifice. In the 4e version, these are Moonshadow's guards.
3. 3C. A merchant being held for ransom. In 4e, this is Dram Blighthammer: The dwarves tried to raid the giants and he was captured. His dad is the wealthy merchant.
4. 4C. Empty. There's a secret door in here.

5. 5C. 2 centaur nobles. In 4e, no centaurs. Instead, it's Fonkin Hoddypeak! The pre-gen! It turns out that one of the pregens, Gleep Wurp, was a traitor who works with the giants. Sadly, Cloyer Bulse was eaten by the giants. Fonkin can join the group, but he's a coward.
6. 6C. Empty.
7. 7C. 2 gnolls who were insubordinate. There's a dead gnoll, too.
8. 8C. Empty
9. 9C. An insane troll who is tortured often.
10. 10C. 7 gnolls who committed employee theft.
11. 11C. Two inert skeletons.
12. 12C. A female assassin who pretends to be an adventurer. She will rob the characters if she can.
13. 13C. Boldo the fire giant, accidentally insulted Snurre.
14. 14C. Empyrean who was poisoned. It's a child of a god. You pick which one!

The guard is hanging out here talking with three human women (they're actually wererats).

(page 202) 8. Secret Room

Wererats (MM pg 209), oil of taggit (DMG pg 258), Drow Poison (DMG pg 258), potion of poison (DMG pg 188), scroll of protection (lycanthropes) (DMG pg 199), ring of shooting stars (DMG pg 191), potion of healing (DMG pg 188), potion of diminution (DMG pg 187), pipes of the sewers (DMG pg 185)

Poison needle does 1 dmg and the character has to make a DC 16 Con save or 3 poison dmg and poisoned. Repeat the save every 24 hrs, taking another 3 poison on a failed save. The poison dmg can't be

healed. It takes 7 successful saving throws to end this effect.

Third chest: Trap: Two poison darts: +8 to hit 2 (1d4) DC 13 Con save or be poisoned for 1 hour. Fail by 5 or more: Unconscious as well. You wake up if you take damage or if someone spends an action to shake you awake.

Whoever reads the scroll of protection must make a DC 15 Wis save or contract lycanthropy. The details of becoming a lycanthrope are on MM pages 206 and 207. As a wererat, the character gains a Dexterity of 15.

Then there's some do-it-yourself treasure. You can use this if you want:

Spell Scroll of 7 Cleric Spells: Let's do one of each level. (1) Protection from evil and good (PH pg 270), (2) Protection from poison (PH pg 270), (3) Remove Curse (PH pg 271), (4) Death Ward (PH pg 230), (5) Raise Dead (PH pg 270), (6) True Seeing (PH pg 284), (7) Symbol (PH pg 280) ...Resist the urge to give your group a scroll of fire storm inside the fire giant dungeon!

4 Potions: Potion of Storm Giant Strength (DMG pg 187), Potion of Growth (DMG pg 187), Potion of greater healing (DMG pg 188), Potion of longevity (DMG pg 188)

(PAGE 202) TEMPLE OF THE EYE

9. GIANTS' WORSHIP AREA

Murals of giants worshiping

10. SERVANTS' AND THRALLS' WORSHIP AREA

Touch Pillar: OK, here we go...

DC 15 Wis save or effects of fear spell (PH pg 239): Drop whatever you're holding and become frightened.

- Frightened: Disadvantage on attack rolls and ability checks, can't move closer to source of fear.
- You must take the Dash action and move away on each of your turns.
- Once you don't have line of sight to the source of your fear, you can make a save to end it.

11. PRIESTS' AREA

This one gets pretty wild.

Large Pillar: If you touch the right glyphs, you teleport to room 18.

Touch the Altar: It fades in color for 3 rounds and then become amethyst. **Touch it again:** DC 15 Wis save or paralyzed for one hour.

Beat the drums, ring the chimes and strike the triangle: A huge eye appears. Each creature must roll a d12 to see which symbol they are hit with.

- 1. **Death:** DC 15 Con save or 10d10 necrotic mg. Success: half dmg.
- 2. **Discord:** DC 15 Con save or bicker and argue for 1 minute. During this time you have disadvantage on attack rolls and ability checks.
- 3. **Fear:** DC 15 Wis save or frightened for 1 minute, drop what you're holding and move at least 20 feet away.
- 4. **Hopelessness:** DC 15 Cha save. Fail: Full of despair, can't attack or target any creature with any kind of harmful attack/spell etc.

- 5. **Insanity:** DC 15 Int save. Fail: Insane for 1 minute. Can't take actions/understand others/read, you speak in gibberish, DM controls your movement.
- 6-12. No effect

Tentacle Rods: If the group has three tentacle rods when playing the instruments: An elder elemental god appears, tries to drag a character into the altar and destroy them utterly. +11 to hit, reach 20 ft.

Try Again: If the group for some reason tries again, there's a different chart to roll on.

(PAGE 205) 12. DROW CLERICS' AREA

Ropers (MM pg 261)

Wall of Tentacles: AC 20 HP 186 Each round it gets 2 bite attacks and 8 tendril attacks:

- +7 to hit, reach 5, Hit: 22 (4d8 + 4)
- **Tendrils:** +7 to hit, reach 20, Hit: Grappled (escape DC 15). While grappled, you're restrained and have disadvantage on strength checks/saves.
- **Reel:** It can pull a grappled creature so that it ends up 5 feet from it.
- **Tendrils:** Each can be attacked (AC 20 HP 10) but they grow back the next round.
- Resistance to nonmagic weapons
- Dispel magic does 50 dmg to it.
- Disintegrate does 100 dmg to it.
- Once it is at half hit points, it casts darkness (PH pg 230) Creatures with darkvision can't see in it. It goes out 15 feet.

Outer Chamber: Drow elite warrior (MM pg 128), drow mage (MM pg 129), tentacle rod (DMG pg 208), Scroll of word of recall (PH pg 289)

Inner Chamber: Drow priestess of Lolth (MM pg 129), tentacle rod (DMG pg 208), glyph of warding (PH pg 245), insect plague (PH pg 254), gate (PH pg 244), divine word (PH pg 234), greater restoration (PH pg 246), potion of poison (DMG pg 188), potion of mind control (giant) (page 229), potion of growth (DMG pg 187), potion of heroism (DMG pg 188), philter of love (DMG pg 184)

In the 4e version, her allies are detailed:

- Virchiln: Her consort
- Nalice: Captain of her house guard
- Raeme and Sziraz: Sycophantic underpriests
- Taz'zt: Spy who watches Snurre (probably dead now)
- Jiryzne: A yochlol who is undercover
- Gleep Wulp: The pregen traitor! How could you?

(PAGE 206) 13. GUEST CHAMBER

Frost giant (MM pg 155)

If Jarl Grugnur survived, he's here with his wife and one more frost giant.

(PAGE 206) 14. GUEST CHAMBER

Cloud giant (MM pg 154), lion (MM pg 331)

(PAGE 206) 15. TROLLS' CHAMBER

Troll (MM pg 291)

(PAGE 206) 16. THRALL PEN

Gnoll (MM pg 163)

(PAGE 206) 17. THRALL PEN

Gnoll (MM pg 163)

THIRD LEVEL

(PAGE 207) 1. CAVERN

Roper (MM p 261)

(PAGE 207) 2. GLOWING CAVE

Giant fire beetles (MM pg 325)

(PAGE 207) 4. CAVE

Hell hounds (MM pg 182)

(PAGE 207) 5. CAVERN

Fire giant (MM pg 154)

One giant is resting and one is keeping watch.

This is where Snurre and Frupy and even Obmi will flee to.

(PAGE 207) 6. GREAT VAULTED CAVERN

Gorgon (MM pg 171)

It's a dragon! (illusion) There's a gorgon in here who will just hang out until a character gets within 30 feet, then it breathes.

(PAGE 207) 7. TREASURE TROVE CAVE

Adult red dragon (MM pg 98), Dragon slayer (DMG pg 166), brazier of commanding fire elements (DMG pg 156), potion of resistance (fire) (DMG pg 188)

To get in here, you must roll a boulder aside. In the lair, it's magically vast. Brazzemal, the dragon, will wake up. If the group hands over a pile of magic items, the dragon will let them go.

The adventure makes it like the group can't beat this thing, but I think they could. You might want to have the dragon slayer sword sticking out and gleaming with light. Maybe let a character grab it and use it. Its breath does 63 dmg.

It should have lair actions, right? Those are on MM pg 99

Treasure Total: 26,434 gp

(PAGE 208) 8. CAVE

Drow elite warrior (MM pg 128), drow (MM pg 128)

(PAGE 208) 9. WIDE PASSAGE

Piercer (DMG pg 252)

(PAGE 208) 10. SINGING CHAMBER

Gray ooze (DMG pg 243)

11. TROLL ANNEX

Troll (MM pg 291)

12. TROLL CENTRAL

Troll (MM pg 291)

13. TROLL HEAVEN

Troll (MM pg 291)

Why is this troll heaven? What's going on in here?

Dominant Troll: AC 15 HP 120 1 bite: +7 to hit, 7 (1d6+4) dmg and 2 claw: +7 to hit, 11 (2d6+4) dmg

Regen: Regains 10 HP at the start of its turn. Fire and acid shuts this down.

(PAGE 208) 14. NARROW CAVERN

There's slime on the ceiling and in the pool.

Green Slime (DMG pg 105) It drops from the ceiling. If you are unaware of it, no roll.. it just hits. If you are aware: DC 10 Dex 5 (1d10) acid, you take dmg again at the start of each of your turns until it is scraped off. It does 11 acid to nonliving material, so it will likely destroy the scraping tool.

Cold/fire/radiant/sunlight/cure disease destroys it.

(PAGE 208) 15. GRAY CAVERN

Drow (MM pg 128), drow elite warriors (MM pg 128), drow mage (MM pg 129)

(PAGE 208) 16. SMALL CAVERN

Drow (MM pg 128), drow elite warriors (MM pg 128), drow priestess of Lolth (MM pg 129), staff of swarming insects (DMG pg 203)

You will probably trip on the tripwire. If so, iron balls hit the floor: DC 10 Dex save or fall prone.

(PAGE 209) 17. JEWELLED CAVERN

Mind flayer (MM pg 222), Tome of clear thought (DMG pg 208)

The box the tome comes in is amusing. You have to be really smart to open it: 18 Intelligence!

(PAGE 209) 18. SMALL CAVERN

Drow (MM pg 128), drow elite warriors (MM pg 128)

(PAGE 209) 19. SALAMANDER CENTRAL

Salamander (MM pg 266)

Get within 10 feet of lava: 11 (2d10) fire dmg.

Fall in lava: 33 (6d10) fire dmg and more at the start of your turn

(PAGE 209) COUNCIL CHAMBER AND DROW HQ

Drow (MM pg 128), drow elite warriors (MM pg 128), hold person (PH pg 251), blindness (PH pg 219), stinking cloud (PH pg 278), potion of speed (DMG pg 188), potion of superior healing (DMG pg 188)

In the 4e version, Krombaalt the storm giant lord (father of Elektra, who the group may have freed and befriended in the frost giant adventure) gives the group a reward: A flying tower!! Pretty awesome.



TOMB OF HORRORS

This is perhaps the most famous D&D adventure of all time. The Tomb of Horror is a “death trap dungeon,” a place full of insidious devices and tricks designed to challenge and/or murder any character of any level. This one is quick to read through and prepare, but it has unique issues that can ruin a session if not considered carefully.

RUNNING THIS ADVENTURE

There are a number of hurdles to overcome when you run this scenario, many of which have nothing to do with rules or preparing.

NOT FOR EVERYONE

Maybe the most important thing to know about this adventure is that some people hate it. A good portion of players will not enjoy running a gauntlet where there are a lot of arbitrary, weird things that can kill you.

This place is not “fair.” If you think you have players who won’t enjoy it, warn them first and just

don’t run it if you think it’s going to be a big problem.

WARN THEM

There are a lot of points in this adventure where there’s no saving throw. You just die. You might fall in lava, you might get steamrolled, or you might get crushed by the ceiling. Make sure that the players know that up front, because some people really don’t like it when an adventure “breaks the rules.”

BE COOL

Try not to rub it in or gloat when things happen. The heroes are likely to die. I always say that you should secretly root for the characters. We’re gunning for a fun, wacky, scary time, not an opportunity to screw with their characters.

The door is wide open for you to be passive aggressive and abuse your power. The players are trusting us. If you lose the trust of your players, the game crumbles and becomes a paranoid arms race which you can always win, but you will likely lose your players. Deal with interpersonal issues outside of the game.

MARCHING ORDER

You need to know the marching order before you even start. This place is full of traps and you’ve got to know who is where. Make it very clear to the group that unless they say differently, you are going to assume that’s the order they are in.

Establish any rules of thumb beforehand (such as, “I will assume the thief is carrying the torch at all times unless you tell me differently”). If you wait until a trap hits and you ask people where they are, they’re going to be as far away from the trap as possible.

ANIMAL SIDEKICKS

Animal companions always get forgotten. They will make a big difference in here because they are one more target, one more thing that can trigger a trap.

Animals are unpredictable. Make sure you establish how the animal acts immediately so that the group doesn't feel like you're using it to screw them. If a donkey gets nervous due to loud noise, make sure you show that off right away.

PERCEPTION

There's a lot of searching in this adventure. You might want to cut to the chase and say: "You thoroughly search the area and find nothing." If you have the players describe how they do it, where they look, and roll for every nook and cranny, the game will come to a halt and the players might get bored.

ROLL IT YOURSELF

If you have a group that could conceivably decide to try to wedge traps shut, you should secretly make the roll for them to see if it works. If a player rolls low, they know it didn't work. Their character wouldn't know that, so if you roll it, it eliminates any chance of meta-gaming.

EXCELLENT PLAY

I was joking in an earlier chapter about *excellent play*, but at the time this adventure was written, "player skill" was what this adventure was ostensibly testing.

That means that if your players are clever and what they're doing is both legal and feasible, don't block them. They're using their real-life player skills!

HOW DO YOU DEFINE WHAT A GOOD PLAYER IS?

The big problem with judging "good play" is that nobody knows what the criteria is. What Gary Gygax thought constituted good play might not be what you think it is. The important thing is that

your players know your mindset. They know how you run your game, your house rules, and what flies and what doesn't at your table.

NEW PLAYERS

If you are playing with new people, you should tell them what you think will lead to success in this adventure. Definitely tell them if you plan on handling traps in a detailed "you are there, what do you do?" way, or if it's just a die roll.

COMMUNICATION BETWEEN DM AND PLAYER

Make it clear that the onus is on them to make sure you know where they are positioned in a room or hallway. If you don't hear it or acknowledge it, it doesn't count. If they don't tell you where they are, you're going to have to decide and that could be a life-or-death decision. If you're torn, just roll and let the dice decide for you. High is good, low is bad.

LET'S DO THIS THING!

Going over all of this stuff will likely get your players fired up and ready to go. They will be alarmed and intrigued when you tell them about the real-life reputation of the Tomb of Horrors. This isn't any normal adventure, this thing is a meat grinder and their successes are true achievements. It can be a lot of fun with the right players.

Let the dice fall where they may!

BEGIN!

The beginning of this adventure is weird. The group comes to this hill and they know it contains the entrance to the tomb. They have to poke through the dirt and dig out the entrance. But what they don't know is that there's three entrances, and only one is the real one.

All of the entrances are on the same side! How do you fairly decide which entrance they find? I say roll a d6. 1-2 is area 1, 3-4 is area 2, 5-6 is area 3.

(PAGE 212) 1. FALSE ENTRANCE TUNNEL

Make sure you know who's in the tunnel before anything happens.

Open the doors: DC 15 Dex save. Fail: 27 (5d10) bludgeoning dmg. Success: Half dmg.

You could use the Tamoachan rules for being buried and suffocation. I mean, this is a deadly adventure, right?

(PAGE 214) 2. FALSE ENTRANCE TUNNEL

You need to know who is where before this happens.

WHEN SOMEONE MOVES PAST THE BLOCK

Roll initiative. On each count, the block slides six inches toward the opposite wall. So that means the group can pretty much avoid being trapped. I'd say that at initiative count 4, there's two feet of space left. So if you have a player who rolled a 2 or a 1 for initiative, they're the ones who are in real trouble.

The other thing here is that the group might hustle to get to the doors. Then they're trapped in a tiny area with some fake doors. Can the group move the block back? I guess not. If they have digging equipment they could probably dig around it.

(PAGE 214) 3. ENTRANCE TO THE TOMB OF HORRORS

This is a legendary location. This hallway is full of dangers, including probably the most famous trap in D&D history.

COVERED PITS

No save or die roll, you just fall in: 3 (1d6) dmg plus 11 (2d10) piercing dmg and DC 15 Con save or 22 (4d10) poison dmg, half dmg on a successful save.

MESSAGE FROM ACERERAK

Those who study the floor can put together Acererak's riddle/clue thing. It's something of a trap all on its own.

(PAGE 214) 4. FRESCO OF THE WIZARDLY WORK ROOM

Chest Sticking Out of the Wall: Poison Needle: 1 dmg and DC 15 Con save or poisoned for 1 hour (disadvantage on attack rolls and ability checks).

WHAT'S IN THE CHEST?

A rod! Pull it.. A pit trap opens underneath you: 3 (1d6) dmg, 11 piercing, DC 15 Con save. Fail: 22 poison.

(PAGE 214) 5. THE ARCH OF MIST

If you just walk through the arch: You appear in room 7.

If you press the stones and walk on the path through the arch: Room 11.

If you press the stones and do not walk on the path: You go to 3 (The entrance to the tomb).

If a character walks through: Don't jump to what they see. Let the group react. You want to know how many rounds that character is alone for. Wait until the rest of the group has declared whether they're going through or not, and if so, how long they're going to wait. Then you can jump to the character, knowing who will arrive to help, and when.

6. THE FACE OF THE GREAT GREEN DEVIL

Sphere of annihilation (DMG pg 201)

This one is famous:

- It obliterates any object other than an artifact.

- **Stick your hand in there:** 4d10 force dmg.
- If you jump in, you're dead/annihilated.

(PAGE 219) 7. THE FORSAKEN PRISON

Inside one of the pit traps in the entrance hallway is a secret 3-foot diameter tunnel that leads to a door. This is a magical one-way door. You go through, you can't come back out.

It leads to a room with no exits, just three levers:

- **Push all three up:** A trapdoor in the ceiling opens up.
- **Pull all three down:** The whole floor gives way. You fall, taking 10d6 dmg. You have ten minutes to climb out before the exit is sealed off.

(PAGE 216) 8. GARGOYLE LAIR

Gargoyle (MM pg 140)

The gargoyle animates as soon as someone enters.

4-Armed Gargoyle: AC 15 HP 63 +4/+4/+4 to hit, 5 (1d6 + 2) damage

- Spd 30, fly 60
- Resistant to non-magic weapons

(PAGE 216) 9. COMPLEX OF SECRET DOOR

This one is a pain. You have to find secret doors as darts shoot at you. Roll initiative and at Init 20 roll the 50% chance that the darts fire away. Remember, it's one dart in each room. The group will be spread out, so that's a lot of darts.

Darts: DC 20 Dex save. Fail: 5 (1d10) piercing dmg.

(PAGE 216) 10. GREAT HALL OF SPHERES

It's just illusions concealing crawlspaces.

ARCHWAY

Make sure you don't say what happens when someone goes through. Wait and see what the rest of the group does. Once you know who is going through and how long the others wait, then you can jump to the player who went through.

So you go through.. you appear in area 3, naked. Your gear goes to 33. Tomb of Horrors!

(PAGE 217) 11. THE THREE-ARMED STATUE

Gem of seeing (DMG pg 172)

Its hands are out. There are depressions in the palms.. gems would fit in them perfectly! Put three gems in.. they're crushed. If the group keeps going, once they get to 10 gems, an invisible gem of seeing appears in the hand of the broken arm.

This gem only works 12 times, then it shatters. This item is extremely useful in this dungeon. It can detect things that are otherwise almost impossible to detect.

(PAGE 218) 12. TRAPPED FALSE DOORS

Open a fake door, a spear shoots out: +11 to hit, 9 piercing dmg.

(PAGE 218) 13. CHAMBER OF THREE CHESTS

Swarm of poisonous snakes (MM pg 334), ring of protection (DMG pg 191), giant skeleton (page 236)

These chests are a middle finger from the tomb to the players. Chests:

Gold (plate covering iron): SNAKES

Silver (plate over iron): There's a ring of protection. Say, a secret compartment in the bottom! d4 DARTS: +11 to hit, 3 (d6) dmg each.

Oak Bound with Thick Bronze Bands: GIANT SKELETON! I think it would be cool to say that it

was a pile of bones that animates rather than it teleporting in.

(PAGE 218) 14. CHAPEL OF EVIL

Again, you need to know who is where. Especially who is in the center aisle.

PEWS

You can open the pews and find treasure inside.

Open the front row of pews: Poison gas fills the whole room in 2 rounds. DC 15 Con save. **Fail:** Poisoned for... 48 hours! Poisoned: Disadvantage on attack rolls and ability checks.

TOUCH THE ALTAR

A lightning bolt shoots down the center aisle: DC 15 Dex save. Fail: 8d6 lightning. Success: Half dmg.

- **Then the altar turns red.** Touch it again, it explodes: Fireball DC 15 Fail: 8d6 fire. Success: Half dmg.

WALK THROUGH ARCHWAY

Your gender and alignment reverse.

- **Exit and re-enter:** 3 psychic dmg, alignment is restored.
- **Go in again:** Gender restored, you appear in area 3, naked. Your stuff is in room 33. Tomb of Horrors!

MYSTERIOUS O

It's a hole that you can fit a coin or magic ring in. Put a ring in it, and a passage to the hallway that leads to 16 opens up. That hallway is crucial, as it is the secret entrance to the entire second half of the tomb.

(PAGE 219) 15. STONE GATE

Stick a magic ring in it, passage to the hallway. The ring is destroyed forever!

THE HALLWAY

Three doors. Each time you open one, make DC 15 Dexterity save or d6 dmg plus 11 piercing and make a DC 15 Con save or take 22 poison.

THE 3RD PIT

This has the door to the rest of the dungeon.

(PAGE 219) 16. LOCKED OAKEN DOOR

OPENING THE DOOR

You have to destroy it. It has 100 hit points!

Again, know the marching order. The first three heroes are screwed. The floor tilts down toward the lava.

Roll initiative:

- On initiative count 10, they fall prone and slide 10 feet toward the pit.
- **Scramble up:** DC 10 athletics. Fail by 5 or more: You slide 5 feet toward the pit.
- **On the 4th Square:** You take 3 fire dmg
- **On the 5th Square:** You take 11 fire dmg.
- **Fall in:** You're dead. It's lava, you're just dead.

(PAGE 220) 17. MAGICAL SECRET DOOR

I hope the group has detect magic or that gem of seeing. It says you can't detect this door normally, only with magic.

(PAGE 220) 18. CORRIDOR PROTECTED BY FEAR GAS

Fear Gas: DC 15 Con save or frightened for 1 minute. You just run back to 17 until you make your save or it wears off.

Opening the secret door gets rid of the gas.

(PAGE 220) 18A. FALSE CRYPT

Greater zombie (page 237), web (PH pg 287), potion of healing (2d4+4)

This fake Acererak really hams it up. You can pick up the mace. Once you hit him three times, he is defeated and the entire tomb begins to shake and collapse! The heroes can run out to safety. The collapse is an illusion. This is just a way to try to trick the group into thinking they defeated Acererak.

(PAGE 221) 19. LABORATORY AND MUMMY PREPARATION ROOM

Ochre jelly (PH pg 243)

Three vats:

1. Western Vat: Dirty water (you can cook hot dogs in it)
2. Middle Vat: Slow-acting acid. It takes a round to kick in, does d3 acid dmg. This acid damages magic items! There is half of a golden key at the bottom. Getting the key.. I think mage hand would work, right?
3. Eastern Vat: Ochre Jelly! And the half of the golden key.

The Key: Once assembled, this is known as The First Key. As noted on page 226, when this key is made, Acererak's soul is called back to the material plane.

(PAGE 221) 20. HUGE PIT FILLED WITH SPIKES

It's an open spiked pit. You have to get in and climb out to continue onward.

Stepping on the last 5 feet of the pit causes all of the spikes to shoot up into the air. Everybody in the pit: +11 to hit 11 (2d10) piercing dmg. New spikes replace the old ones.

(PAGE 222) 21. THE AGITATED CHAMBER

Poisonous snake (MM pg 334)

This one's wacky. Roll init. At the end of each round, roll a die. Odd: The room begins bucking. DC 10 Dex save or 1 dmg.

The exit is behind a tapestry. The problem: The tapestries are made of green slime and brown mold.

GREEN SLIME (DMG PAGE 105)

It drops from the ceiling, **If you are unaware of it**, there is no saving throw, it just hits. **If you are aware of it:** DC 10 Dex 5 (1d10) acid, you take dmg again at the start of each of your turns until it is scraped off. It does 11 acid to nonliving material, so it will likely destroy the scraping tool. Cold/fire/radiant/sunlight/cure disease destroys it.

BROWN MOLD (DMG PAGE 105)

The brown mold covers a 10 foot square area. When you get within 5 feet of it: DC 12 Con save. Fail: Take 22 cold dmg. Success: Half damage.

- It is immune to fire and extinguishes fire within five feet.
- It is instantly destroyed by cold damage.

Treasure: It doesn't say how many coffers there are. Maybe say 12? You roll for each one, it's just gems, coins, or... poisonous snakes!

(PAGE 222) 22. THE CAVERN OF GOLD AND SILVER MISTS:

Siren (page 243), potion of greater healing (DMG pg 188), bracers of defense (DMG pg 156), ring of feather falling.

This is zany. **Enter the room:** DC 15 Int save. Fail: You have an Int and Cha of 1! You can't do much other than walk around and protect your friends. This effect goes away once you leave the room

SIREN

There are two sacks in front of her. If the group touches them, they disappear.

She magically tells the group her story. She can't indicate this, but her curse is broken if the group invites her to come with them. If the group does this, they can touch one sack. The other disappears, but this one's got some loot.

Siren is with the group now. She's not especially helpful. She does have greater invisibility. Also, she just seems like a really fun NPC to run.

If the group tries to touch both sacks at the same time, both sacks disappear, along with Siren.

(PAGE 222) 23. FALSE/TRUE DOOR

It's a false door. with a secret door inside it. Tomb of Horrors!

(PAGE 223) 23A. KNOCKOUT CORRIDOR

SLEEP GAS

DC 15 Con save. Fail: Fall unconscious for 2d4x10 minutes.

Every ten minutes, roll a d4. On a 4, a stone juggernaut rolls over everyone and they die!

(PAGE 223) 24. ADAMANTINE DOOR

Stick 3 swords into it. Boom. Done.

(PAGE 223) 25. PILLARED THRONE ROOM

TOUCH A PILLAR

You float (the cure for this is to wear the crown) and are sucked toward one of the two devil faces:

- **Northwest Face:** You are teleported to room 6 naked. Your stuff appears in 33.
- **Northeast Face:** You are teleported to 27A.

The Gem: You can cast wish with it! Evil, Tomb of Horrors wish, that is. Whatever the wish, it's distorted and horrible. Then, roll initiative. On initiative count 1, it explodes, killing everyone within 15 feet.

THE CROWN

The crown turns floaters back to normal, but it is stuck on your head. Worse, you're blind when not in this room. To take it off, you touch the scepter to it. Which end?

- **Gold:** Crown comes off.
- **Silver:** You turn to dust and you're dead.

Exit: Sticking the silver end of the scepter in the throne reveals a secret passage.

(PAGE 224) 26. SMALL ROOM WITH A DOOR OF ELECTRIC BLUE:

Mummy lord (MM pg 229), ring of resistance (fire) (DMG pg 192)

Take the gem: The mummy (lord) attacks.

(PAGE 224) 27. THE PORTAL OF SCINTILLATING VIOLET

Flying sword (MM pg 20)

The flying swords attack and are invulnerable to everything except these 4 spells: Telekinesis, heat metal, disintegrate, magic weapon.

(PAGE 224) 27A. CHAMBER OF HOPELESSNESS

Potion of diminution (DMG pg 186)

If you leave this room, all 6 sets of swords attack. That's 12 nearly-invulnerable flying swords.

(PAGE 225) 28. THE WONDROUS FOYER

Antipathy/Sympathy (PH pg 214)

LOOK AT THE KEY

Wis save DC 17. Fail: You're frightened and run away from the key. This condition always remains. Any time you see the key, you run.

This is the Second Key. You need this key to get to Acererak. When the group obtains this key, Acererak prepares for battle in his room.

(PAGE 225) 27. THE VALVES OF MITHRAL

Ochre Jelly (MM pg 243), wight (MM pg 300)

The door has a sort of keyhole. Different things happen, depending on what you do with the door:

- **Use the first key:** Take 5 lightning dmg.
- **Use the second key:** Take 10 lightning dmg.
- **Use the golden end of the scepter:** Doors open!
- **Use the silver end of the scepter:** You are teleported to 6, naked. Your stuff appears in 33. Tomb of Horrors!

SLASH OR PIERCE THE DOOR

You might want to narrate this as if a wound has opened up. A huge torrent of blood pours out and fills the area in 20 rounds. Fire turns it to poison gas – you just die (A character in the 5 foot wide passage can make a DC 17 Con save to live). Remember.. lit torches! Fire!

You can “turn off” the blood by casting cure wounds spells on the door.

There's a big list of spells that do different things to the blood. Disintegrate will save you, as will raise dead.

(PAGE 225) 30. FALSE TREASURE ROOM

Efreet (MM pg 145), wish (PH pg 288), Staff of the Magi (DMG pg 203)

No spells/magic items work in here.

Move statue: You find a secret door that lets you go on.

Bronze Urn: Three wishes! Like the wish spell?

The Staff: The staff of the magi is broken into pieces. Can it be fixed? I'd say yes, but it's got some quirks. This is the fake treasure right? Maybe roll on the wild magic table every time it is used.

Chest: Triple locks, each with a poison needle: Poison needle does 1 dmg and purple worm poison (DMG pg 258): DC 19 Con save. Fail: 42 (12d6) poison. Success: Half dmg.

(PAGE 226) 31. ONE-WAY DOORS

You open the door and a pit trap appears beneath you: d6 dmg, 11 piercing and DC 15 Con save. Fail 22 poison. Succeed: half dmg.

(PAGE 226) 32. SECRET DOOR

The only way to open this is with the First Key

(PAGE 226) 33. THE CRYPT OF ACERERAK THE DEMILICH

Demilich (MM pg 48), ghost (MM pg 147), defender (DMG pg 164), sword of vengeance (DMG pg 206), berserker axe (DMG pg 155), spear of backbiting (page 229)

You must use the second key to access this room.

When the key is used: Roll init. On init count 10, anybody still in this hallway is crushed to death.

Just treasure and a skull.... No discernible threat.

- **Touch the treasure:** A dust-thing forms. It doesn't attack, it just hovers there. Any

attack against it gives it 1 hp, spells give it 1 hp per level of the spell. If it gets to 50 hp, it becomes a ghost and attacks.

- ***Touch the Skull:*** It floats into the air and looks the group over. This is Acererak.

FIGHTING ACERERAK

This fight is really brutal. It seems like Acererak can win in a single round. He has his legendary actions and his lair actions (MM pg 49).

Lair Actions: Knock prone, create a personalized antimagic field, or make it so that nobody can regain hit points for a round.

Then he's got this:

(Rchg 5-6) Howl: Everybody makes a DC 15 Con save or they drop to 0 hit points!

And he has this:

Trap Soul: DC 19 Cha save. Fail: Your soul is trapped in a gem. Success: 24 necrotic dmg. If this drops you to 0 hp, you're soul is trapped in a gem. If Acererak is defeated, crushing the gems frees the souls.

The closest that any group I've run through this tomb has gotten to Acererak is room 27, with the levitating pillars. As far as I know, there's still a brother and sister team huddled in 27A trying to figure out a way past those flying swords.

MAKING A YAWNING PORTAL CAMPAIGN

Let's take a stab at placing all of these adventures into one cohesive story. This is just meant to be an example of how you could do it. If you can, set up the basic framework beforehand. Know the motivation of the villain, and know where the dungeons are and what their purpose is.

UNDERMOUNTAIN

Let's put all this stuff in Undermountain! I mean, why not, the entrance to Undermountain is in the Yawning Portal, right? The one tricky thing here is that it seems a bit unfeasible to put the giant lairs down there. You could, but it doesn't feel right. The glacial rift in a dungeon underground? We'll work around it.

FIRST SESSION

So let's start off with the group at level one. They are in Waterdeep. It's entirely up to them if they know each other or not. All that matters is that it's night time and they happen to be in the same general vicinity.

Suddenly, shouts and explosions. Waterdeep is under attack! The red wizards have gated in to the city and seem to be going after certain targets. So we'll start off a bit like Hoard of the Dragon Queen started – the heroes are in a settlement under siege.

The most difficult thing here is that they're going to rub elbows with high level bad guys that they have no chance of defeating. We'll have to be real careful. The true purpose of this is for the players to get a look at all of the bad guys they are going to have to kill in this campaign. We are going to build anticipation so that the group will be extremely ex-

cited when they finally get to try to take them down.

TWIG BLIGHTS

The group sees a bark-skinned guy (let's make this Karakas the Ranger, who is on page 21 – let's say he was transformed by the Gulthias Tree instead). The bark-skinned guy orders some twig blights to swarm a lone guard of Waterdeep. The guard has no chance without help. Hopefully the group helps, if not the blights are coming for them next, anyway. If possible, Karakas runs away.

NIGHTSCALE

With that done, and hopefully with the guard saved, the group hears the flapping of wings over the screams and clatter ringing throughout the city. There is a black dragon, Nightscale, swooping down toward them! It's not going for them, it breathes acid on a building. The building partially collapses. The group hears the cries of those still trapped inside. They can try and rescue them before the place collapses completely.

CENTAUR MUMMY

With that done, they see a surreal sight. The centaur mummy from Tamoachan is leading a few zombies (the zombies from page 73) toward a band of brave but skill-less citizens trying to protect their city. We should have the mummy touch one of them, so the group can get a look at the mummy rot effect. The group can take down the zombies, they're just zombies. The mummy has bigger fish to fry and rides off down a street.

BLACKRAZOR

On a rooftop, the group can see a wight wielding Blackrazor (the wielder's soul has been drained, Blackrazor controls the wight). Guards are coming at Blackrazor, but they're getting cut down left and right. We want to play up the ridiculous badassery of Blackrazor here.

Blow Him Up. The group is safe, and they can use range attacks or clever ideas here to help the guards. They could try to knock Blackrazor off the roof, or collapse a portion of the roof. Actually, it might be really cool if the heroes see that the building that Blackrazor is on has a bunch of barrels of elemental fire in it. The store sells magic unguents or residuum or something. They can blow the whole building up with a fire spell or flaming arrow. Blackrazor's fate is unknown. That would be fun.

RED WIZARDS

At that point, the group's luck runs out. Tarul Var, the red wizard, comes upon the group. He is clearly one of the people in charge of this assault, calmly issuing orders to sub-ordinates. He tells one of them to "Tell the giants to attack."

Nearby, an old woman is holding the symbol of her god, praying for aid. Tarul Var looks down at her..

Tarul Var. The group could hide and observe. If they don't, Tarul (stats on page 244) can address them. The group is no match for this guy. He can counterspell and paralyze like crazy. He might paralyze one character and then detect thoughts on them, curious.

Lumalia. Whatever happens, suddenly, a shaft of light appears and from it steps a deva. Lumalia (page 153) shows up, answering the woman's prayer. Lumalia starts kicking ass and urges the group to help, either get the woman to safety or take some shots at the red wizards.

GIANTS

Whatever the group does, the giants are outside the city and they rush the walls and chuck boulders. A massive boulder hits a building that collapses, kicking up dust everywhere. Any characters who look for her see that Lumalia is down and the wizards have her. She's gonna be a statue in room 92, page 152.

ACERERAK

Before the group can do anything else, another heroic figure appears – Elminster the legendary wizard. He tells the red wizards to unhand the deva. Tarul Var craps his pants. The group is more than welcome to stand with Elminster and maybe get some shots in or nasty words. But what they don't know is that this attack is all about drawing out powerful individuals, so that they can be put in the shrines (dead in thay, temples of extraction page 155).

Elminster Trapped. A flash of light appears behind the group. It's a floating skull with gem eyes. Acererak! The demilich drains Elminster's soul into a gem. Then perhaps Acererak looks the group over – a chance for them to interact with the ultimate villain of the entire campaign. Then he'll tell Tarul Var, "We got what we came for" and they all teleport away.

THE YAWNING PORTAL

The group can catch their breath, and then they hear cries from a nearby building – the Yawning Portal. There's some twig blights in there, twig blighting it up. The group can run in and save the town drunks, earning the appreciation of the owner, the mysterious Durnan (page 6).

RESTING AT THE INN

As a reward for their help, Durnan can offer the group a room to stay in for free. Let's make it a cool suite kind of thing to maybe entice the group to accept the offer. There's a few wounded citizens that could use healing. The group can interact with the NPCs here and realize that they can live here if they so desire. They'll see the well and we've got our setup for the campaign.

REGULARS AT THE YAWNING PORTAL

We're going to have some NPCs, regular customers, here in the Yawning Portal for the group to interact with.

PENCHESKA

Pencheska: She is an entertainer that really likes to drink. The truth – she’s one of the succubus spies who report to Acererak (Pencheska’s in room 5, page 120). We’re going to try to keep her deal secret for a long time, so play it cool. If the group figures it out, good for them! There’s another succubus spy elsewhere in the city. She is Idalla, the dark-haired woman from room 49 on page 56.

ENDROTH KNAG

Member of the city watch being pressured to retire. He ponders unresolved cases as he sips ale.

THE WHITE LADY

An elderly elf wearing plain white robes. She comes in every night and whispers cryptic statements over and over.

BROTHER SEPULCHER

A bald priest who wears grey robes and long, white gloves who likes to stare at a skull he keeps with him. He worships Jergal, the exarch of proper burials. Brother Sepulcher likes to record the name and description of each person who enters Undermountain.

OLD STANNOC

An elderly halfling who is a gambler and odds maker. He tries to evaluate each adventurer before they go down so he can set proper odds.

THE MISSING ADVENTURERS

We should also make it a point to note that the adventurers who went to the Sunless Citadel are:

Karakas the Ranger (pg 21), Talgyn (pg 25), Sharwyn (pg 30, stats pg 242), Sir Braford (pg 30, stats pg 243)

They went into the Yawning Portal well a week ago and haven’t been heard from since. We changed Karakas, so have it where the group does not find his body or his stuff on page 21.

THE NEXT DAY

The next day, the city is in extreme disarray. The group learns that the bad guys specifically targeted the Harpers (a vast, secret organization of good guys). They killed as many Harpers as possible.

SPIES

The heroes don’t know this, but Idalla and Pencheska, the succubus spies, have spent the last year identifying as many harpers and harper strongholds that they could. The bad guys want to kill all the heroes to draw out the most powerful heroes so they can stick them in those shrines in the temple of extraction (we’re getting rid of the Chosen and doing this instead).

THE MEETING

All adventuring types of the city are gathered together. The giant army must be defeated. Durnan knows more than most (he’s practically immortal). He knows the real problem is down in Undermountain, not out in the giant lairs. Their lairs aren’t too far from Waterdeep. It’s assumed that the red wizards are operating from there as well. If the group goes to the gathering, they are not accepted as part of the giant-slaying force. If you want, have Acquisitions Inc be there, ready to lead the charge.

TRUE PURPOSE OF THIS

The point here is to answer the question of “why are we dealing with this rather than higher level heroes in the city?” All NPC heroes of level 3 and higher are out hunting the giant army or are following orders to guard and protect the city. Nobody is going to indulge Durnan’s wacky ideas. And anyway, Durnan knows the deal. He knows the group can do it, that’s how this adventuring thing works.

DURNAN’S STORY

Durnan tells the heroes that he once went down into Undermountain (he was in there for two

years). He faced off with Acererak – he tried to get into Acererak’s tomb alongside his friend Mirt. Durnan says that the tomb was like hell. They entered a hallway full of horrible traps. They came into a series of rooms where darts kept flying at them. They had no choice but to flee. Let’s have Durnan show the group his scars. His chest is covered with over a dozen holes/scars.

SCARY TOMB!

We’re saying here that the Tomb of Horrors is so deadly that Durnan and Mirt only made it through the first area, and then they had to run away. That way, when the group gets there, they’ll say: “This is that hallway. Oh no.” And they’ll be looking for the darts, which is good because that area is really brutal and they deserve a warning.

THE BLACK GATES

Durnan explains that Undermountain operates through gates, contact stones and glyph keys. These are from Dead in Thay, we’ll use them throughout the whole campaign. We’ll put black gates in every dungeon in this book. This is how Acererak and Tarul Var communicate and coordinate with their allies. They communicate through the contact stones.

FREE STUFF

Durnan urges the group to go down below. He offers up some of his old gear – an ancient +1 sword (with the seal of Durgeddin from forge of fury on it), maybe some dust of disappearance or something, and two potions of healing. He tells them that he has a friend in Downshadow who can help them.

He also gives them a glyph key. They can attune it to the gate in Downshadow.

DOWNSHADOW

Downshadow is this collection of poor people who live in Undermountain close to the well. Let’s put a black gate here, so the group can teleport back here when they complete a dungeon.

Let’s stick an NPC linked to each dungeon here so the group can get clues and learn a little about them if they want.

(SUNLESS CITADEL) BIANCA

A woman who was a thrall of the vampire Gulthias and misses him. She’s crazy, creepy and spaced out. She still has the fang marks on her neck and she wears gothic clothes.

(FORGE OF FURY) SHAKLA

A half-orc who abandoned the orcs in the forge of fury. She is quite happy in Downshadow

XIYATYL

A mysterious woman who claims that her parents, Cipactonal and Oxomoco, have been asleep for centuries and she is waiting for them to wake up. Then, it will be her turn to sleep. Her parents are the sleepers in room 22, page 75. We should have it where she plays Pelota (page 78) with the scamps and sad sacks of Downshadow. Any characters who take the time to learn the game and play a bit should get special bonuses once they get to room 29 of Tamoachan.

(WHITE PLUME) GEDDI

A dwarf with horrible burn scars. She once wielded Whelm, but it was taken from her by Nix and Nox, the efreeti of White Plume Mountain. She suffered permanent injuries and now spends her time beating people in drinking competitions. She is a direct descendant of Durgeddin and is the rightful owner of the Forge of Fury.

(DEAD IN THAY) BART THE BEGGAR

Let's say that Bart was a red wizard who really didn't like the things that were happening in the Doomvault, so here he hides.

(AGAINST THE GIANTS) RUBY

Ruby: A powerful, red-haired half-giant. She's an unwanted daughter of King Snurre. She also likes it in Downshadow and is the unofficial protector.

(TOMB OF HORRORS) ADENIAN

An ancient elf who went into the tomb of horrors and has never gotten over it. He's shellshocked still, muttering about a green devil face. When he trances, he has flashbacks. Every time the group visits him, he gives them another clue to the tomb of horrors. We're going to use him to help the group get through that adventure. He should tell them that they NEED the gem of seeing from the gargoyle statue and he'll hand them 10 gems. He'll also tell them to make sure to extinguish all fire near the double doors and that healing the doors is the key, and do not approach the lava pit - there is nothing there but death. Add more, whatever things you think the group might need to know. It's up to them to take this advice, but we want to give them a real chance to get through the tomb. It would suck for this campaign to end in a TPK and we want to help them in a way that doesn't feel contrived. This way makes sense. Adenian survived the tomb. He can give them clues.

Then a few utility NPCs:

SHARA SHAANA

Cleric of Amaunator. She can heal the group, maybe.

IZZY THE APPRAISER

An elderly gnome. He can appraise stuff and identify magic items.

Let's say that the group has to pass through Downshadow to get to the Sunless Citadel.

SUNLESS CITADEL

So the group goes to the sunless citadel, goes through all that stuff. There's a black gate by the entrance and a black gate in the final room.

Maybe you should change the white dragon wyrmling to a black dragon – it's the spawn of Nightscale, of the forge of fury.

The heroes defeat the druid and the tree. They see a black gate down there. The druid has a glyph key that is attuned to the forge of fury.

Let's also say that the bark-skinned people don't die in 24 hours. We want to use Karakas and it could take more than a day to get to it.

RESTING AT THE INN

I would say that when the group sleeps at the Yawning Portal after this, bark-skinned Karakas the Ranger tries to kill them in their sleep. How did he get up the well? Pencheska. The group won't know this for a while, ideally.

ANOTHER ATTACK

The next day, the giants and Nightscale the black dragon attack Waterdeep again. Nightscale is here to take out to take out some straggler Harpers and to hopefully draw out another powerful hero that they can put in a shrine in the temple of extraction. It works.. This time they get Farideh the tiefling warlock, the star of the Brimstone Angels novels.

MYSTERIOUS DURNAN

If we can, let's also show a clue that Durnan is really old and potentially really powerful. Maybe they notice him lifting something that only someone with giant-strength could lift.

PENCHESKA IS YOUR FRIEND!

Also, let's establish that Pencheska is the one who operates the winch that raises and lowers people in the well. She just likes doing it. That's true, but

we're setting it up for her to sabotage this thing later in the campaign.

FORGE OF FURY

There's a black gate near the entrance and in the final room. That's going to happen in every adventure. The group can use the gates to go back to Downshadow, which is close to the well and the Yawning Portal.

We go through the forge of fury. Epic battle with Nightscale. When Nightscale dies, try not to mention her bones. We are hoping that the bad guys can make an undead dragon out of her. If the players mention her corpse at all, we should say that her hide has been mangled by their spells and blades and there's no dragon parts left worth harvesting, except maybe the heart and eyes. The hide is too damaged to make armor out of.

Remember, if the group ever comes here again – the corpse is gone. The bad guys have stolen the remains of Nightscale. They're animating her and making her the guardian of the Phylactery Vault.

We find another glyph key and black gate. That one leads to strange caverns which ultimately lead to Tamoachan.

THE RIGHTFUL HEIR

Once the group has slain the dragon.. now they have the attention of the bad guys. The group also finds a deed that shows that Geddi of Downshadow is truly the rightful heir to the forge. If they give it to her, she gathers up dwarves from Waterdeep and starts the forge back up, perhaps making weapons and equipment for the group.

THE SILVER DRAGON

At the Yawning Portal, the group has a visitor. It is a beautiful, silver-haired woman named Elia. She is secretly a silver dragon named Otaaryliakkarnos. She works with the Council of Waterdeep, and she got word that the group took out Nightscale. She

hated Nightscale and she is impressed. She wants to get a look at the heroes and see exactly what they are doing down in Undermountain.

BLACKRAZOR

But right when the heroes have made friends with her (or whatever), there is a ruckus. Yup, the bad guys are back. It is Blackrazor, Nix and Nox, and more of those tamoachan zombies. Elia assumes her dragon form to fight them off. Maybe the group takes out the zombies and fights a few terrifying rounds with Blackrazor. Then, once again, Acererak appears and draws the soul of the silver dragon. Mission accomplished – they are teleported away.

THAT'S GERMAN FOR "THE BART, THE"

At this point, Bart of Downshadow is looking for the group. He wants to admit to them that he knows the plan of the red wizards. But before he can get to them, Pencheska kisses him and kills him. The group will find his shriveled corpse and can be told that he wanted to talk to them.

THE HIDDEN SHRINE OF TAMOACHAN

Then we go through Tamoachan. In that room on page 91, if you sit on the throne, you have visions of the past. Let's have it where the character who sits on it sees an ancestor, a hireling alongside Mirt and Durnan. This is over 1,000 years ago. The character watches them dig out an entrance to the tomb of horrors (one of the false ones). Then the vision is over.

NEXT GLYPH KEY

At the end of Tamoachan, another glyph key, another black gate. Each black gate takes us down a level of Undermountain.

ORIGIN OF DURNAN

At this point, the group might question Durnan. He's got quite a story. Maybe he spills the beans and confesses that he became immortal through a wish granted to him by an efreet (one of the trapped efreeti in Dead in Thay).

MEET THE COUNCIL OF WATERDEEP

A messenger enters the Yawning Portal looking for the group. Their presence is requested right away at the town square or something. It turns out that a solar (angel) has come to Waterdeep looking for Lumalia, the deva. The group can explain what happened to her.

RECOGNITION

At this point, there is a crowd and Waterdeep officials here. The ruler of Waterdeep, Lady Laerel Silverhand is here as well. She is very powerful in her own right. We have a discussion where Laeral realizes that the group is a bunch of badassess and that they are on the right track. So the whole city knows now that the group killed Nightscale and they might be the Waterdeep's best hope to end these attacks. The beautiful Idalla is nearby. She tries to catch the eye of one of the heroes. She's the other succubus spy, and she knows that the group needs to die.

RETURN OF BLACKRAZOR

Suddenly... a portal opens up and a horde of bad guys pour through. It's a chaotic melee in the square. Red Wizards everywhere, Nix and Nox, Blackrazor. The group can fight some wizards, or Blackrazor. Don't worry too much if the group grabs Blackrazor. We can just have it injure and reject the wielder, but do it in a way where it is clear that Blackrazor could change its mind down the road.

WHITE PLUME MOUNTAIN

OK.. time for White Plume. It's underground. In Undermountain. It's an underground volcano, I guess. Who cares, it's an awesome dungeon.

The group goes through White Plume Mountain. If the wight wasn't destroyed, we can have it be in the room with Qesnef. The group loots the place and defeats the bad guys. Another glyph key, another black shrine.

WHELM AND THE FORGE OF FURY

Whelm wants to defend the forge of fury. That's what it did long ago. The group can hand it over to Geddi, or they can keep it. A character in the group gets Wave, the artifact nobody in my groups ever wanted.

JUST A PANTHER, NOTHING TO SEE HERE

As the group returns from their successful mission and are heading down the tunnel to the well that leads up to the Yawning Portal, they pass by a weird thing – a panther. It's a famous panther, but they probably won't know that.

IT'S A TRAP!

The spies have laid a trap. Idalla is ethereal at the bottom of the well. Pencheska operates the winch and cranks the heroes up. But she's pre-sabotaged it. Once the group is up 120 feet of the 140-foot well, the rope snaps. The heroes plummet and take 12d6 dmg, or none if someone has feather fall or a clever idea. The idea here is that they fall and then Idalla surprises those who are still conscious, and kisses them to death.

DRIZZT

We have a failsafe here. The panther is owned by a fellow named Drizzt Do'Urden, the famous drow adventurer. If necessary, he emerges from the shadows and helps them fend off and defeat Idalla the succubus.

NEW ALLY

Durnan can fix the winch and attach a new rope. He'll get the group up in no time. Pencheska will act sad and will bolster the idea that Idalla must have messed with the winch. She sees Drizzt, her eyeballs explode and she knows Acererak needs to get here ASAP. But she's got to play it cool for at least a few hours to smooth things over, if necessary.

ANOTHER ATTACK

Drizzt wants to sit down with the group and go over what they know. He can commend the group on the work they've done. He'll be incredibly alarmed if one of the group has Blackrazor, but hey, it's a cool item.

The group probably knows the deal by now. Acererak is going to snatch Drizzt. So let's let them think that and do something different.

THE REBEL RED WIZARD

Let's introduce Sylvanna, the rebel red wizard. She's against what Tarul Var and Acererak are attempting. She meets with the group covertly in some dark location of Waterdeep. Unfortunately, she's being watched. A portal opens, in comes the red wizards and that adult red dragon from the Hall of the Fire Giant King!

The roof gets blown off the place if necessary. The group is in an epic battle. They see something in the night sky flying towards them.. then, nearby, Acererak appears. Oh no, he's going to get the soul of Drizzt! Wait, that thing in the sky is the Acquisitions, Inc airship. Jim Darkmagic flings a bunch of autographed portraits and gets ready to launch spells. Acererak assumes Jim is a powerful wizard, sucks his soul, and the bad guys bail out. Acererak is soon after disappointed in Jim, but sticks him in a shrine anyway.

Drizzt Out 6-8 Weeks Due to Hip Flexor

DRIZZT OUT 6-8 WEEKS DUE TO HIP FLEXOR

During the battle, let's have Drizzt really get his butt kicked. The dragon breathes on him, all sorts of stuff. The rest of Acquisitions Inc, Drizzt and the group go back to the Yawning Portal. The Acq Inc guys talk about the giants a bit. They foreshadow Snurre and the Frost Giant Jarl.

DEAD IN THAY

Now it's time for the big one. Dead in Thay. In our version, the Doomvault is acquiring souls for Acererak, not Szass Tam. Acererak is the one trying to become a god. Remember that Pencheska is not down here, so take her out of the room.

The group will have the chance to rescue Lumalia from her transformation into a statue. If they do, she'll join them and become a trusted ally.

THE EFREET

The heroes can free the efreet who made Durnan immortal. I say the efreet offers the group one wish as per the spell, with one additional choice: One of them can become immortal like Durnan. This doesn't mean they can't be hurt, it means they don't age anymore. Let's say that the efreet can only grant this wish once every 500 years, as per the orders of the Sultan of the City of Brass. The Sultan reviews all granted wishes issued by the efreeti and he's already going to be angry that this efreet didn't put a sinister twist when granting this wish, but will let it go because the red wizards dared to enslave a mighty genie.

THE RESCUE

The heroes get to rescue all the NPCS – Elminster, Farideh, Laerel Silverhand, Elia, and Jim Darkmagic. They're all drained and weak, and they will be for some time.

PHYLACTERY VAULT

The end is tricky. We can't have Acererak die in the Phylactery Vault. He's the bad guy at the end of the Tomb of Horrors. So in the final fight, we'll have the opponent be Nightscale, who has been made into an undead dragon!! Now we're talking, right?! She could be a skeletal dragon, a ghost dragon, whatever.

The group might wonder why Acererak isn't here. They'll find out when they get back to the Yawning Portal.

NOW IT'S PERSONAL

When they get home, the heroes find the place to be trashed. A huge fight took place and there are dead bodies all over. Acererak finally realized the best time to steal NPC souls is when the group is busy in a dungeon. He attacked, maybe with the red dragon again.

PENCHESKA THE TRAITOR

The group spots Pencheska leaning over Drizzt's body. What's she doing? Kissing him! Draining his lifeforce! The group finally sees that she is a succubus spy. They need to stop her right now before Drizzt is dead forever.

DURNAN GONE

After the fight, the group might wonder where Durnan is. He's in one of Acererak's gems. There are no more shrines because the group cleared the Doomvault. That means that Durnan is just an eternal prisoner in the gems of Acererak. The only way to save him is to take down Acererak.

So there's two things left to do. Take down the giants and then go destroy Acererak for good. The group learns that the giants are the only ones with a glyph key to the Tomb of Horrors.

AGAINST THE GIANTS

We go through Against the Giants. We can change the notes from Eclavdra to Acererak if you want. We can just take the drow out of the final adventure – the dungeon's way too big, anyway. Or, if you want, keep them in. Maybe they're looking to finish what Acererak started.

The group kills the giants, kills Snurre, and finds the glyph key and a black gate in the lair of the red dragon.

TOMB OF HORRORS

The group can use any black gate to go to the tomb. When they're ready, they go. They brave the tomb of horrors and hopefully destroy Acererak and shatter his gems. Hopefully with the clues Adenian was giving out, the group can survive the most deadly traps. They can rescue Durnan, go back to Waterdeep and be hailed as heroes.

REWARD

Maybe this incident has spurred something in Durnan. He wants to wander again. He hands over ownership of the Yawning Portal to one or all of the heroes.

Good luck! I hope your games go well!

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