

# BROADSWORD

ADVENTURES FOR FIFTH EDITION

ISSUE NO. 21 \$25.00 Monthly



# BROADSWORD

Monthly



# BROADSWORD

ADVENTURES FOR FIFTH EDITION

ISSUE NUMBER 21 Monthly



**COVER:**  
The Dread Knight awaits you in his dank old oubliette. Art by iobard.



## Time for a Change

BroadSword 21 marks the end of Volume 2 of BroadSword. I'm taking this opportunity to shake things up a little bit for Volume 3. The late Redmond Simonsen, art director of the classic game publisher SPI and editor of Ares magazine, once said, "The more graphic engineering the artist can build into the game equipment and rules, the easier and more enjoyable becomes the play of the game."

With these words in mind, I'm pleased to announce that the next issue will feature an updated layout, meant to improve the utility of the book for the long-suffering Game Masters and players out there. But not to worry, fans of the old-school look! BroadSword will still be presented in black and white. I feel the monochrome format is the best way to impart information in a clear, uncluttered manner. If your game books are able to convey information with just a glance, and with minimal page-turning, you're doing a good job.

Additionally, the DMDave team has been working tirelessly on a new short-form monster block format for inclusion in BroadSword. This format will act as a mnemonic device for GMs who tire of page-flipping and referencing the *MM* during an adventure. Simply review the full blocks before play, and with a glance at the adventure's page all but the most amnesic GMs will be able to recall the pertinent monster information.

This and a host of other updates debut in issue 22. See you there!

-Scott Craig

Melissa Presti	OMERIA ONLINE	4
David Hamrick	USING THIS BOOK	5

### ADVENTURES

Rikki Brown	VILLAGE OF THE 'SHROOMS	6
Matt Rowland	LAST WILL AND TESTAMENT OF JEREMIAH GHOSTWOOD	14
Alex LeFort	LUCID DREAMING	22
E. Jacoby-Hawkins	ZAMARITH'S TOWER	28
Tim Andrews	FORLORN HALLS	36
Benjamin Palmer	SHRINE OF THE SNAKE QUEEN	42
TJ Firestone	THE MACABRE GALLERY OF CAPRICE MONARCA	48
Ellie Hogan	OCEANBOUND	54
Dave Hamrick	DEPTH WATCHER'S POOL	62
Dave Hamrick	DREAD KNIGHT'S OUBLIETTE	74

### APPENDIX

	OPEN GAME LICENSE	113
--	-------------------	-----

## VOL. II, NO. 9

Editor-in-Chief <b>Scott Craig</b>	Layout <b>Scott Craig</b>
Content Editor <b>Benjamin Gilyot</b>	Art Director <b>Scott Craig</b>
Head Writer <b>David Hamrick</b>	Staff Artist <b>Matias Lazaro</b>
Proofreading <b>Laura Jordan &amp; the DMDave Irregulars</b>	Logistics <b>Jennifer Craig</b>
	Distribution <b>Vault of Wonders LLC</b>

BroadSword Monthly is Copyright 2022 Hamrick Brands, LLC  
BroadSword Template Design by Scott Craig - Vault of Wonders LLC

*Carthago delenda est!*  
- Cato the Elder

---

---

# OMERIA ONLINE

## YOUR GUIDE TO THE DMDAVE COMMUNITY

Written by **Melissa Presti**  
Art by **William McAusland**

### DMDave Discord Server

Discord is a gaming communication app for your phone and/or computer where you can connect with fellow 5e enthusiasts. There are thousands of DMDave patrons online—gaming, discussing all things 5e, and sharing memes. Join the community and stay for the banter! *To access the server, you must be a DMDave Patreon member at any level.*



### DMDave Patreon

Patreon is a membership platform that allows creators and artists like DMDave to release brand new content through a subscription service. DMDave offers exclusive 5e adventures & content, plus additional perks, to subscribers (or “patrons”) at various monthly membership costs starting at \$3 USD.



### BroadSword Monthly Online Store

You can purchase BroadSword Monthly issues in the DMDave.com Shop! Digital downloads or printed books are offered for single issues, bundles, and even 3, 6, or 12 issue subscriptions.



### Roll20 Adventures

DMDave adventures are constantly added to the Roll20 library where you can purchase the complete VTT setup. The adventures include all original artwork, professional maps, dynamic lighting, and endless customization options. Save time and enhance your favorite parts of RPG tabletop play!



# USING THIS BOOK

---



---

## GETTING THE MOST FROM BROADSWORD

Written by David Hamrick  
Art by Tim Hartin

### Must-have Tomes

To run these adventures, you will need access to the Fifth Edition rules and associated core rulebooks, abbreviated as *PHB*, *DMG*, and *MM*.

### Understanding the Format

In addition to the monsters included in the *MM* core rulebook, you will also need to use the content found in the Appendices of this book.

When a creature's name appears in **bold type**, that's a visual cue pointing you to its stat block in the *MM*. If a stat block appears as part of this book, the adventure's text tells you where to find it.

*Spells* and equipment mentioned in the adventure are described in the core rulebooks. *Magic items* are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that is described in this book.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.






























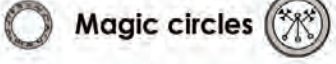






### Abbreviations

The following abbreviations are used throughout these adventures:

- hp = hit points
- AC = Armor Class
- DC = Difficulty Class
- XP = experience points
- pp = platinum piece(s)
- gp = gold piece(s)
- ep = electrum piece(s)
- sp = silver piece(s)
- cp = copper piece(s)
- NPC = nonplayer character
- PC = player character
- APL = Average Party Level

## Dungeon Key

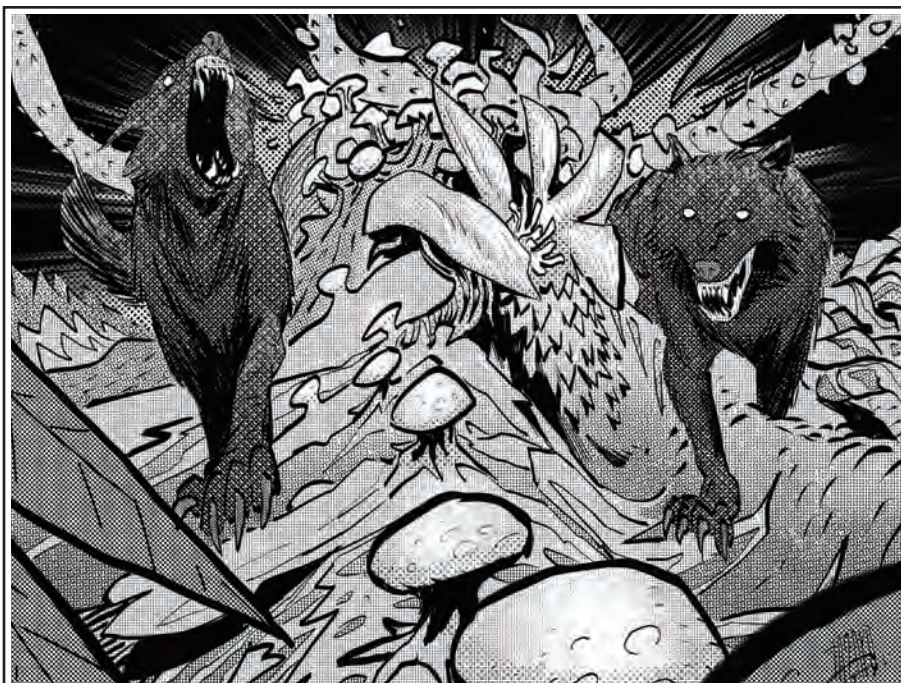
1 square = 10 ft.

<ul style="list-style-type: none"> <li> Door</li> <li> Double door</li> <li> Secret door</li> <li> Secret trap door in floor</li> <li> Concealed door</li> <li> False doors</li> <li> Pillar</li> <li> Statue</li> <li> Altar</li> <li> Covered pit trap</li> <li> Open pits</li> <li> Wells</li> <li> Tapestry/curtain</li> <li> Downward slope arrow</li> <li> Turn-around trap</li> <li> Illusionary wall</li> <li> Rubble</li> <li> Sarcophagus</li> <li> Falling block trap</li> <li> Mirror</li> </ul>	<ul style="list-style-type: none"> <li> Trap</li> <li> Stairs</li> <li> Bars/gate</li> <li> Wooden planks</li> <li> Dais/raised platform</li> <li> Fountain</li> <li> Pool</li> <li> Chute Trap</li> <li> Throne</li> <li> Magic circles</li> <li> Thaumaturgic circle</li> <li> Pentagram</li> <li> Elevation lines</li> <li> Brazier</li> <li> Teleporter</li> <li> Teleporting pillars</li> </ul>
---	---

© Tim Hartin 2020

- LG = Lawful Good
- NG = Neutral Good
- CG = Chaotic Good
- LN = Lawful Neutral
- N = Neutral

- CN = Chaotic Neutral
- LE = Lawful Evil
- NE = Neutral Evil
- CE = Chaotic Evil



# VILLAGE OF THE 'SHROOMS

An adventure for level 3 characters

Written by **Rikki Brown**  
Cartography by **Dyson Logos**  
Art by **Matias Lazaro** and **Maciej Zagorski**

---

*Village of the 'Shrooms is a Fifth Edition adventure intended for three to five characters of 2nd to 4th level and is optimized for four characters with an average party level (APL) of 3.*

The characters investigate an isolated village inhabited only by children. There, they discover a carnivorous alien fungus that is controlling most of the children in an attempt to spread itself far and wide and infest the whole kingdom. They must find a way to save the children and destroy the fungus before it escapes beyond the limits of the town. This adventure can be dropped into any campaign setting.

## Adventure Background

Two tendays ago, the residents of Kingston were startled by a blazing fireball that hurtled from the night sky and crashed into the cornfields south of the village. Those that saw and heard ran from their homes to investigate the thunderous boom and found a glowing meteorite embedded in a roughly circular, fifty-foot-wide, smoldering clearing. Heat washed off the eight-foot meteorite like a wave, while faint wisps of smoke rose into the night sky from the charred corn stalks on the edge of the crater. The villagers poked and prodded at the rock but eventually, when the last dull glow had gone and the steam stopped rising, they retreated into their homes, satisfied that there was nothing to fear.

No one had witnessed the glowing ember that shot from the fireball a few seconds before it crashed into the dirt. No one had seen it streak over the village and plummet into the grounds of Kingston Manor. No one saw the glowing rock crack, or the puff of spores that burst from it and settled on the soil where they took root. No one saw anything, until little Isaac Kingston limped from the manor and found the strange purple-capped fungi that had sprung from the soil overnight. Nor did any-

one see the reaction from Jeremiah Kingston when little Isaac showed his father the strange crop that had sprouted. No one saw the red angry welts rising on little Isaac's face left by his father's hand, or the tears that fell from his eyes as he sobbed on his knees in the dirt. But the spores, released when little Isaac fell, that invaded his body and were carried to his mind, could feel his pain and anger and confusion. And the fungus knew that it could work with this.

Jeremiah Kingston was enraged when little Isaac disturbed him an hour later by entering the sanctum of his study. Even as he rose to his feet, harsh words already spewing from his lips, he realized something was wrong. Little Isaac was not cowering as he approached him, not even when Jeremiah lifted the cane he always kept by his desk. He raised it above his head, but Isaac simply glared up at him with a steely gaze and menacing smile. Jeremiah's anger burned ever brighter until his arms fell limp as a force choked his neck, dropping him to the ground. Gasping as he lay on the floor, looking up at his son, his final thought before the darkness swallowed him was that his son did not look so little anymore.

Isaac was thrilled with the power the fungus had given him, so he never questioned the instructions it issued. One by one, he brought the children of Kingston to the garden, where the fungus assimilated them and turned them into more of its willing puppets, the so-called myconkids. Five days later, most of the children were under its control, so it put the next phase of its plan in motion. That

night, the children used their newfound powers to lead the adults of the village to the cornfields to be infected, and tied them to stakes driven into the ground. The fungus did not need them as puppets, at least not while they lived. Instead, it required nourishment to feed and spread. The adults were consumed quickly, and with their dying breaths, they cast the spores far and wide, leaving their husks hanging from the stakes like macabre scarecrows. That night, every adult in the town was culled and the fungus spread throughout all the cornfields surrounding the town.

The fungus began to infect other creatures (birds, wolves, and fish) in an effort to spread further but these hosts proved poor incubators, though they were useful puppets in a pinch. The fungus realized it needed more humanoids in order to spread itself farther. In the meantime, it would hunt down the last of the children so that no one in Kingston was beyond its control. And so, the fungus waited.

### Adventure Summary

The characters will be drawn into the strangely empty town of Kingston where they discover the alien fungus and its host of puppet animals, scarecrows, and myconkids, and the small group of uninfected children still surviving in the village. They will have to find a way to destroy the fungus and escape the village, perhaps rescuing the children as they do so. If they don't, the characters will simply end up as fertilizer for the alien fungus.

### Adventure Hooks

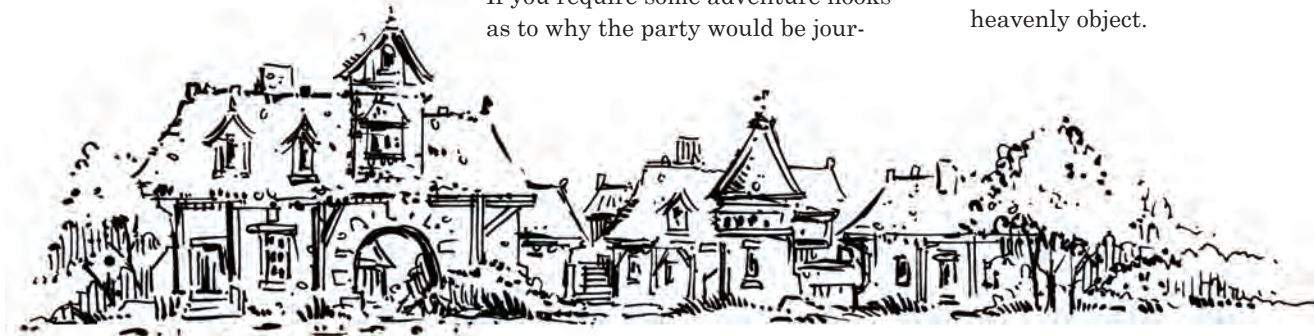
If you require some adventure hooks as to why the party would be jour-

neying to Kingston, choose from the following:

**Strange Behavior.** Reports of animals acting strangely around the village of Kingston have filtered through to neighboring towns. Wolves have been seen prowling around the roads and fields of Kingston, stopping anyone from leaving (even during daylight hours), and strange murders of crows have been seen circling the village, as if searching for something. These animals need to be dealt with so that the town is no longer cut off from the realm.

**Missed Deliveries.** Members of the local merchant's guild approach the characters with a job they need doing. Regular shipments from the Kingston distillery have not turned up as expected. Initially, they thought there was simply a delay, but a messenger dispatched to enquire about the disruption has not returned and now they are worried that something more ominous is afoot. They will pay the characters 100 gp each if they travel to Kingston and discover what has happened to the deliveries, and an extra 100 gp if they get the deliveries flowing again. To this end, they suggest the characters search out distillery owner Jeremiah Kingston when they reach the village.

**Shooting Star.** A blazing object was seen streaking through the night sky two tendays ago. Observers who saw it reported that the object was hurtling from the heavens at great speed and surmised that it came to rest somewhere near the village of Kingston. Being the curious sort, the characters decide to journey forth and find and investigate this strange heavenly object.



## Kingston

The village of Kingston is a farming community that grew around the original Kingston family farm. Later generations added the Kingston mill and distillery after they created a delicious whisky from the various local crops. Nowadays, the Kingston family doesn't run the farms by itself but has attracted tenant farmers to work the land, while the distillery has become the main source of income. The village grew from the banks of the Maine river as it was a plentiful source of water to irrigate the farmlands, as well as a source of power for the mill.

A dozen or so homes and farmsteads line the road or are scattered throughout the area, as well as the mill, distillery, general store, local tavern, and Kingston Manor which sits on a rise at the northern edge of the village. Though there is no militia, there was a village constable who had a small guardhouse to deal with the occasional drunk or vagabond the village might suffer.

The village is now largely abandoned, inhabited by just fifteen myconkids at Kingston Manor and the six remaining uninfected children who have taken refuge in the mill. The remains of the adult population are spread throughout the cornfields as the scarecrow-like, undead sporehusks.

### General Features

Unless otherwise stated, areas of Kingston have the following features:

**Buildings.** The many buildings spread throughout the village are

constructed from wooden planks. Building stories are a standard 10 feet in height. All of the buildings are built on stone foundations with wooden planks used for floors and roofs. Almost all of the buildings are unlocked and abandoned with no signs of recent life. A successful DC 12 Wisdom (Perception) check will reveal that there are small humanoid footprints in the dust in the kitchen areas. The pantries and cupboards have been emptied of all food.

**Doors.** Doors are made of solid oak and have an AC of 15 and 18 hit points, with immunity to poison and psychic damage. Any locked doors require a DC 12 Dexterity check by someone proficient with thieves' tools to open, or a character can break the door open with a successful DC 15 Strength check.

**Illumination.** All of the buildings in the village are unlit as the myconkids do not require light to see in the dark, and the uninfected have learned that the light just betrays their location to the creatures hunting them down.

**Purple Fungus.** The alien fungus has spread throughout the cornfields surrounding the village, growing in clusters of purple-capped mushrooms that pose a danger to all uninfected creatures that disturb them. Any creature that touches or disturbs a patch of the fungus causes a puff of spores to be released. It takes 3 (1d6) poison damage and must make a DC 15 Constitution saving throw or be infected by the spores. Any character that is wearing a mask or some type of protection over their mouth

and nose will have advantage on this saving throw. It takes 1d4 + 1 hours for the first symptoms to show in infected creatures. The symptoms include fatigue and cramps. The infected creature suffers 3 (1d6) poison damage and incurs one level of exhaustion. The cycle then repeats until the creature is cured or dies from the infection. The only way to cure the infection is through magical means such as *lesser restoration* or *heal*, or by destroying the fungus completely throughout the village. Any creature that dies from this infection is raised as a **sporehusk** (see the appendix). Should an infected creature die by other means, the disease will continue to consume its body, but it will not rise as a sporehusk. The fungus can be destroyed by fire, but all infestations have to be destroyed before any infected creatures are cured and the now-dead spores flushed from their bodies.

**Cornfields.** For every hex within the cornfields that the characters enter, roll a d20 for a random encounter. An encounter occurs on a roll of 15 or higher. Roll on the table below for encounters:

d4	Encounter
1	1d4 <b>swarms of crows</b> (using <b>swarm of ravens</b> stat block)
2	3 <b>wolves</b>
3	1 <b>sporehusk</b> & 1 <b>myconkid</b> (see the appendix for both)
4	2 <b>sporehusks</b> (see appendix)

**Perimeter.** The alien fungus has infected the local wildlife and is using them as puppets to patrol the village and stop anyone from escaping.

Round	Road	Fields	Woods	River
1	1d4 + 1 <b>wolves</b>	1d4 <b>swarms of crows</b>	1d4 <b>wolves</b>	1d4 + 1 <b>swarms of quippers</b>
2	1d4 <b>swarms of crows</b>	2 <b>wolves</b>	1d4 <b>swarms of crows</b>	1d4 <b>swarms of crows</b>
3	2 <b>wolves</b>	1 <b>sporehusk</b>	1 <b>wolf</b> & 1 <b>swarm of crows</b>	1d4 <b>swarms of quippers</b>
4	2 <b>sporehusks</b>	2 <b>swarms of crows</b> & 1 <b>sporehusk</b>	1 <b>sporehusk</b>	1 <b>myconkid</b>
5	2 <b>myconkids</b>	1 <b>myconkid</b> & 1 <b>wolf</b>	1 <b>myconkid</b>	2 <b>swarms of quippers</b>
6	1 <b>sporehusk</b>	2 <b>sporehusks</b>	1 <b>sporehusk</b> & 1d4 <b>wolves</b>	1 <b>myconkid</b> & 2 <b>swarms of crows</b>



All **crows** (use **raven** stat block), **wolves**, and **quippers** in the vicinity of the village are under the control of the fungus and will attack any creature that tries to escape Kingston, fighting to the death. The stat blocks for the **myconkids** and **sporehusks** can be found in the appendix. If any characters try to escape, use the table at the bottom of page 8 for the encounter, based on the location.

If the characters retreat back into the village, the animals will stop attacking, and only the sporehusks and myconkids will give chase.

The following locations are keyed to the map of Kingston village on page 10:

### 1. East Road

The east road is a packed-dirt road that runs for a mile from the main caravan road to Kingston. Travelers know they are approaching the village when they encounter the fields full of corn that press tightly on both sides of the road. This gives the road an oppressive, claustrophobic feel in the summer when the crops are high. There are a large number of crows circling overhead.

**Encounter: Bait** When approaching the town, the party hears the cries of frightened children. Rounding the bend, they see two **myconkids** (see the appendix) surrounded and being menaced by five **wolves**. The wolves, like all the wildlife around Kingston, are under the control of the fungus, and this is just a trap to lure in unsuspecting travelers. The wolves will attack any character that intervenes, but if they are moderately hurt, they will flee. The myconkids will play the part of helpless children in order to lure the characters into helping them. They will ask the characters to escort them back into town, claiming they need help after the adults disappeared on the night the meteorite crashed nearby.



### 2. Farmhouse

While the characters are passing between two farmhouses on the eastern road, read the following text:

There's a sudden whistling followed by a crack, as a rock flung from the south smacks one of the children on the temple, stunning them and knocking them to the ground. More missiles fly, striking the children and knocking them to the ground.

"Get away from them! They're going to kill you!" a voice yells. A figure emerges from behind the southern farmhouse, a boy of maybe fifteen years, a scarf tied over his lower face. He reaches his hand out to you and shouts, "Come with me if you want to live!"

**Encounter: Factions.** Three of the **uninfected** attack the **myconkids** with their slings and attempt to get the party to follow them. They will not attack the characters but will flee if they are attacked in return. The myconkids will attempt to capture the uninfected if they get the chance, though if they escape, they will then turn their attention to the characters and all pretence will be dropped.

The uninfected use **commoner**

statistics with the following modifications:

- They have 9 Strength and 12 Dexterity rather than 10 and 10.
- They have proficiency in Stealth.
- Their club attack is replaced with the following action: **Sling**. *Ranged Weapon Attack*: +3 to hit, range 30/120 ft., one target. *Hit*: 3 (1d4 + 1) bludgeoning damage.

### 3. The Golden Sheaf Tavern

The tavern is empty, though the half-consumed food and drinks on the tables indicate that something unexpected caused the people to disappear. A few stools have been knocked over, as if whatever happened happened quickly. Dust has settled over everything showing little signs of life, though a few small humanoid footprints, like those of a child, can be found in the kitchen.

**Treasure: Ten Green Bottles.** Most of the food and drink has been pilfered from the tavern already, though a cursory search of the bar area will reveal ten full bottles of *Kingston Whisky* (see the appendix). This is a highly potent and highly flammable spirit. A successful DC 12 Wisdom (Perception) check reveals a sack of 500 gp in a hidden cupboard beneath the bar.

# VILLAGE OF THE 'SHROOMS



#### 4. Kingston Mill

The mill is a large building that is split into two floors. The lower floor is home to the great millstones that are powered by the water wheel on the back of the building. Beneath the stones, which are elevated roughly 4 feet off the ground, are the bins to catch the freshly ground grains. There are stairs in the corner leading to the upper floor 20 feet above. This is the grain store, and there are many burlap sacks of wheat, barley, and corn waiting to be ground. There are two cutouts in the floor so that the grain can be tipped into the hoppers that feed into the millstones below.

Unlike most of the buildings in town the mill is locked up tight. The large double doors are barred from the inside making it almost impossible to break them down. It would require a successful DC 25 Strength check to break them open. There is another door on the upper floor where the grain pulley is located, though this door is blocked by many bags of grain on the inside. The only useable door is on the back wall and leads to a walkway that would be used to access the waterwheel.

**Encounter: Sanctuary.** This is where the six **uninfected** (see above) have made their home since the fungus has taken over the village. They will not attack any creature unless they know it is under the fungus' control, or to defend themselves if attacked first. They will ask the characters for help unless they have allied themselves with the myconkids. The uninfected have the following information to share with the characters:

- Always wear a mask or similar to protect your nose and mouth, as the strange purple mushrooms release spores that can take control of your mind.
- The adults were all taken into the crop fields fifteen days ago and have not been seen since.
- The myconkids have become monsters since they were infected by the fungus, and they have

mind-control powers.

- The animals in the area have all been infected too and are controlled by the myconkids.
- The leader of the myconkids is Isaac Kingston, and they are in Kingston Manor.
- There was a meteorite that crashed from the sky into the south fields around the time that things started getting strange.

#### 5. Kingston Distillery

The interior of the distillery is taken up with four great copper pot stills, two at either end of the room. Delicate copper piping leads from the top of one still into another set beside it. Beneath two of the stills are braziers ready to be lit and begin the process, while there are water baths beneath the others to condense the vapors into alcohol once again. Even though this area has not been used in some time there is still the heady odor of alcohol hanging in the air due to the storage vats against the south wall.

**Treasure: Moonshine.** The storage vats contain 500 gallons of pure grain alcohol. This is highly flammable, and poisonous if drunk in high volumes.

#### 6. General Store

The general store is a simple one-room store that has tightly packed shelves cluttered with everything you could ever need. Like the rest of the village, there is no sign of life, though there are numerous footprints in the dust, so someone has definitely been here recently. Common supplies can be found in the store, including anything on the Adventuring Gear table in the *PHB* worth 25 gp or less.

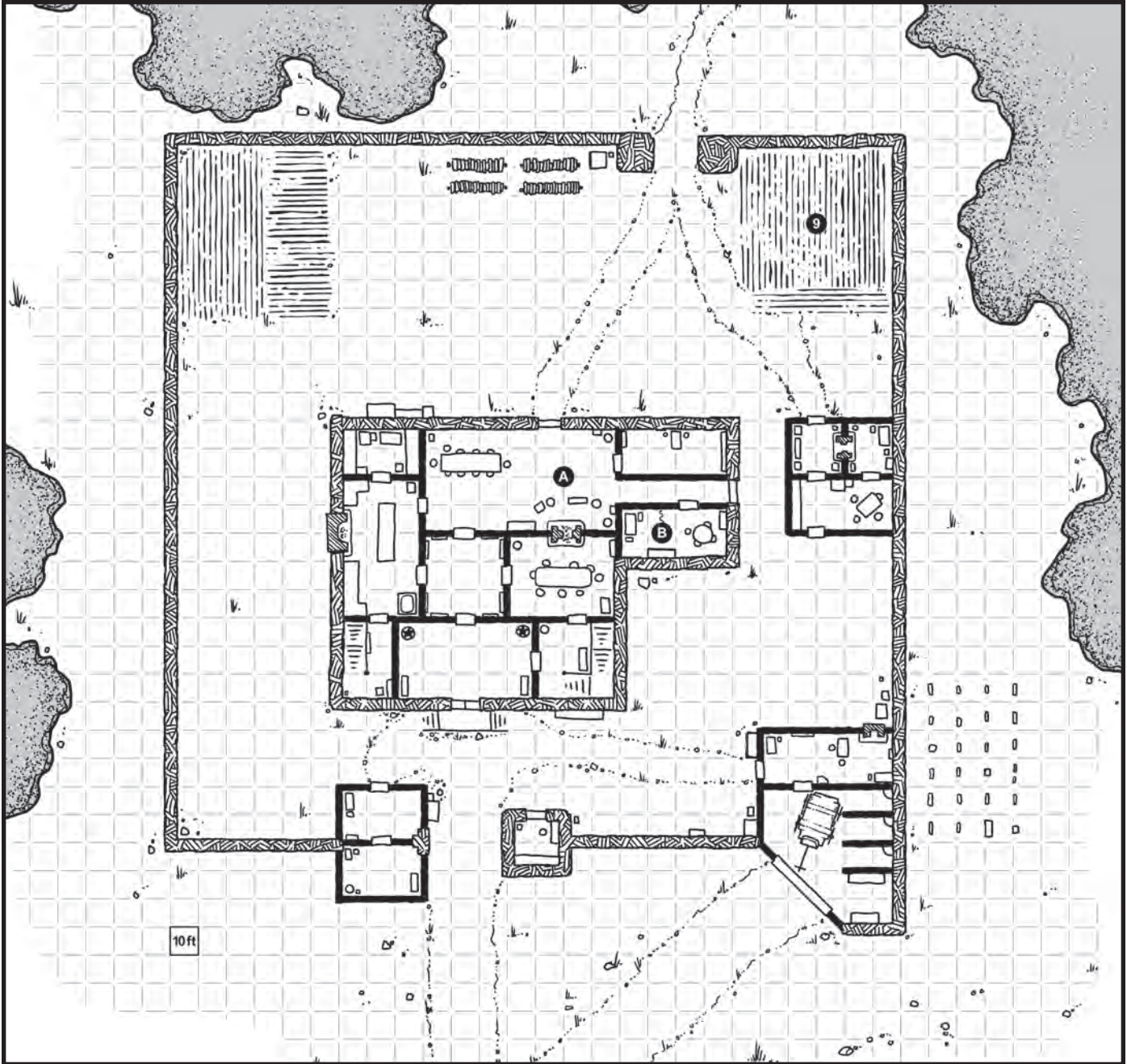
**Encounter: Stakeout.** One **myconkid** (see the appendix) and two **wolves** lie in wait ready to pounce on anyone that sneaks into the store looking for provisions.

#### 7. Guardhouse

The guardhouse contains two iron-barred cells, each with a single cot and a bucket. The cells are locked. The rest of the room contains a locked roll top desk and leather backed chair, facing a fireplace.

**Treasure: Contraband.** The desk contains the keys to the cells, and a finely crafted dagger in a leather sheath. This is a +1 *dagger*.





## 8. Kingston Manor

The manor is a grand two-story building set atop a small rise overlooking the village. The building is open and largely disused, though most of the rooms are lavishly decorated with mahogany paneling, silk tapestries, paintings in gilded frames, and crystal chandeliers throughout the manor. Silver candlesticks and ornaments are in almost every room. Characters

wishing to loot the manor may roll once on the Treasure Hoard: Challenge 5-10 table in the *DMG*.

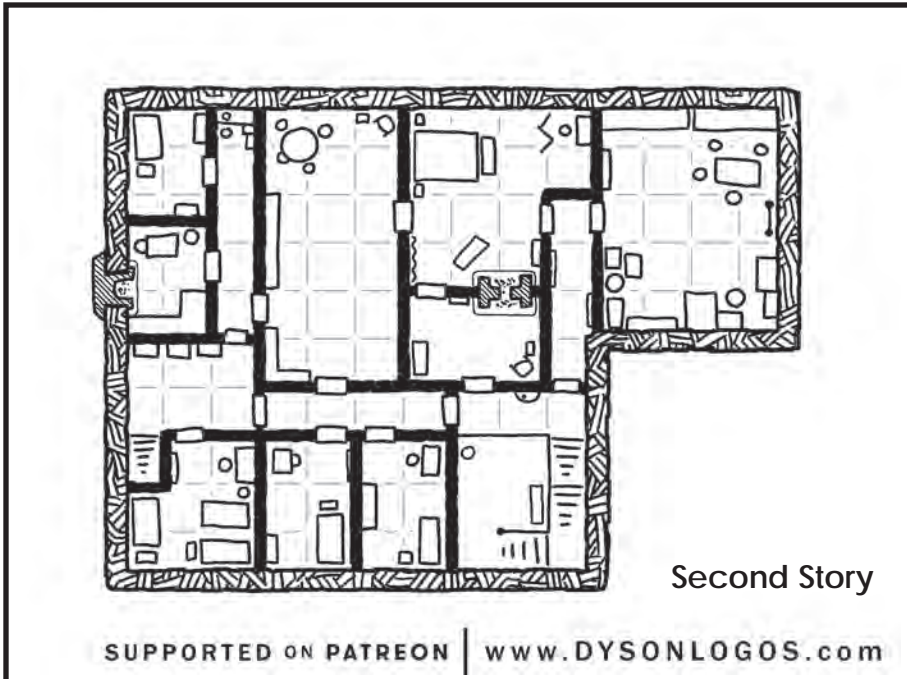
Only two rooms are in use within the manor:

### 8A. Parlor

The parlor's fine decor has been tarnished by the large swathes of dirt that have been spread over half the floor in a thick layer leading from the back door to the fireplace on the south

wall. The dirt is covered with the purple-capped fungus (see General Features).

**Encounter: Myconkids.** Four **myconkids** (see the appendix) are standing in the soil, their heads drooping and eyes closed. Thin tendrils extend from their feet into the soil gathering nutrients from the soil while they sleep. They will awaken if they or the fungus are disturbed.



**8B. Study**

Read the following as the characters enter the room:

A putrid stench assaults your senses as soon as you open the door. Buzzing flies dart past as you step in, taking in the decor. A large mahogany table with ornate chairs sits opposite the door, and two bookcases rest against the south and east walls. A silk screen hides the rest of the room but behind it, you discover the source of the stench and flies; the bloated rotting corpse of Jeremiah Kingston lies in a crumpled heap before his desk.

A successful DC 12 Wisdom (Medicine) check will reveal that the cause of death was strangulation caused by a crushed neck, and that death occurred around twenty days ago. If the characters search the body, they will find a gold pocket watch (50 gp) and a small key.

**Treasure: Recipe.** The desk has a locked drawer (the key is in Jeremiah's pocket) which holds a notebook that has the family recipe for *Kingston Whisky* (see the appendix).

**9. Kingston Manor Grounds**

There are two servants' quarters in the garden, as well as a coach house in the south-east corner. All of the outbuildings stand empty and disused. The area at the back of the house has two gardens in opposite corners. Both are festooned with the purple-capped fungus, though the northeastern one has many tendrils and vines twisting through the dirt. Isaac Kingston stands within, flanked by two wolves. When the characters appear, Isaac drops to his knees and plunges his arms into the soil, allowing the vines and tendrils to climb up and cover his body. Within seconds, his figure is completely obscured by the writhing, twisting limbs. A moment later, the mass stands, a large humanoid figure composed of the twisting vines and adorned with the purple capped fungus all over its body.

**Encounter: Fungal Mound.** The **fungal mound** has decided the characters are too dangerous to attempt to capture so will fight them to the death. It is accompanied by two **wolves** and uses the **shambling**

**mound** statistics with the following modifications:

- **New Trait: Spore Cloud.** The fungal mound is surrounded by a spore cloud. A creature that touches it or that hits it with a melee attack while within 5 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature takes 3 (1d6) poison damage and is infected (see General Features).

**10. Crashed Meteor**

A 50-foot clearing of broken cornstalks sits in the southern fields. At its center is the craggy silver-flecked meteorite that fell from the skies twenty days ago. Staked into the ground flanking the meteorite are two grotesque hooded scarecrows, with many crows sat on each.

**Encounter: Sporehushks.** The two **swarms of crows** and two **sporehushks** (see the appendix) will attack as soon as the characters near the meteorite.

**Concluding the Adventure**

Should the characters survive and manage to completely destroy the fungus within the village, the infected animals and humanoids will suffer bouts of nausea for 24 hours as the spores are purged from their bodies, after which they will be entirely cured. The surviving children can be escorted to the next town where they will be taken in and rehomed with new families. If the characters were sent by the merchants guild, they can return and explain what happened in Kingston, though they can claim their extra reward if they found the recipe for *Kingston Whisky*.

If the characters should perish or flee the town without completely destroying the fungus, it continues spreading beyond the limits of Kingston and overwhelms the neighbouring towns and villages until it consumes the entire region. Ω



# LAST WILL AND TESTAMENT OF JEREMIAH GHOSTWOOD

An adventure for level 4 characters

Written by **Matthew Rowland**  
Cartography by **Matthew Rowland**  
Art by **Matias Lazaro, William McAusland, and Maciej Zagorski**

---

*Last Will and Testament of Jeremiah Ghostwood is a Fifth Edition adventure balanced for four characters with an average party level (APL) of 4.*

Characters who complete this adventure should earn half the experience required to reach level 5. Characters must return the undead that are haunting Ghostwood Ranch to rest, either by destroying the ghost of Jeremiah Ghostwood or by fulfilling the spirit's last will and testament.

This adventure takes place on the haunted Ghostwood Ranch and surrounding property. While the ranch is intended to be located in a frontier region, the wider environment is left intentionally ambiguous, allowing you to easily incorporate this adventure into any ongoing campaign or setting of your choice.

## Adventure Background

In his heart, Jeremiah Ghostwood knew that his twins Flynn and Fiona were a pair of bad apples. He had a sneaking suspicion that the death of his youngest child Danny ten years ago was no accident, and he was upsettingly certain that Flynn and Fiona would do anything to acquire the family ranch and his hard-earned wealth. But, for better or worse, Jeremiah also loved his children dearly. Because of that love, he did nothing in the face of Flynn and Fiona's growing malevolence. Because of that love, Jeremiah is dead.

Last night, Flynn and Fiona killed their father in his sleep and claimed the Ghostwood Ranch for themselves, while their outlaw posse—the Ghostwood Gang—took care of Jeremiah's ranch hands by locking them in the barn and setting it alight. Jeremiah, although too soft on the twins in life, refused to let this ultimate betrayal go unpunished. His ghost rose to haunt the ranch, and the power of his anger has caused generations of dead Ghostwoods and a ghastly ensemble of corpses and grim spirits to awaken all across the property.

Flynn, Fiona, and their gang fled the haunted ranch before they could locate Jeremiah's treasure. By morning, they made it through the woods and to the safety of the main road, where they now wait to strike a bargain with any passersby willing to destroy their father's ghost in exchange for a cut of his treasure. The Ghostwood twins have no intention of honoring any agreement they enter into and instead, plan on keeping the property and the treasure all to themselves once their father's ghost is dispatched.

None of the undead stalking the Ghostwood property can rest until either Jeremiah's ghost is destroyed, or his last will and testament is fulfilled by transferring the Ghostwood Ranch to its rightful beneficiary, Annabeth Minali. Annabeth—Anna for short—is an earnest, headstrong young elf and Jeremiah's favorite ranch hand. Anna had gotten up to go to the privy when the twins and the Ghostwood Gang struck, and thus avoided the same fiery end as the other four ranch hands. Unaware of Jeremiah's fate, she slipped away from her unknown assailants in the dead of night and is now holed up in the Ghostwood hunting cabin (see **area 5**), unsure of her next move and with nowhere else to go.

### Adventure Hooks

**The Ghostwood Twins.** Regardless of which of the hooks below is chosen, the adventure always begins with Flynn and Fiona Ghostwood hailing the characters from the side of the road and pleading for them to clear the Ghostwood ranch of its undead occupants. The other members of the Ghostwood Gang are well hidden in the surrounding woods, roughly 200 feet further down the road. Read out loud or paraphrase the following text just as the party catches sight of the twins:

As you finish rounding a bend in the road, you spy a young man and woman, both looking dishevelled and shaken, standing in the ditch up ahead. Upon catching sight of you, they each wave an eager greeting and the woman shouts: "Please help us—our father's ghost is haunting our home!"

The twins conveniently leave out the fact that they brought the haunting upon themselves by ruthlessly murdering Jeremiah when asking the characters for assistance; instead, they make his ghost out to be a malevolent spirit. They claim that their father was a cruel man who died in his sleep last night, and who

now intends to continue making life miserable for his surviving kin from beyond the grave. Flynn and Fiona rightfully surmise that their father's ghost is the force animating the rest of the undead creatures now wandering the property, and ask the characters to destroy him. In exchange for this service, Flynn and Fiona—as the supposedly rightful heirs to the Ghostwood Ranch—may offer the characters a variety of awards:

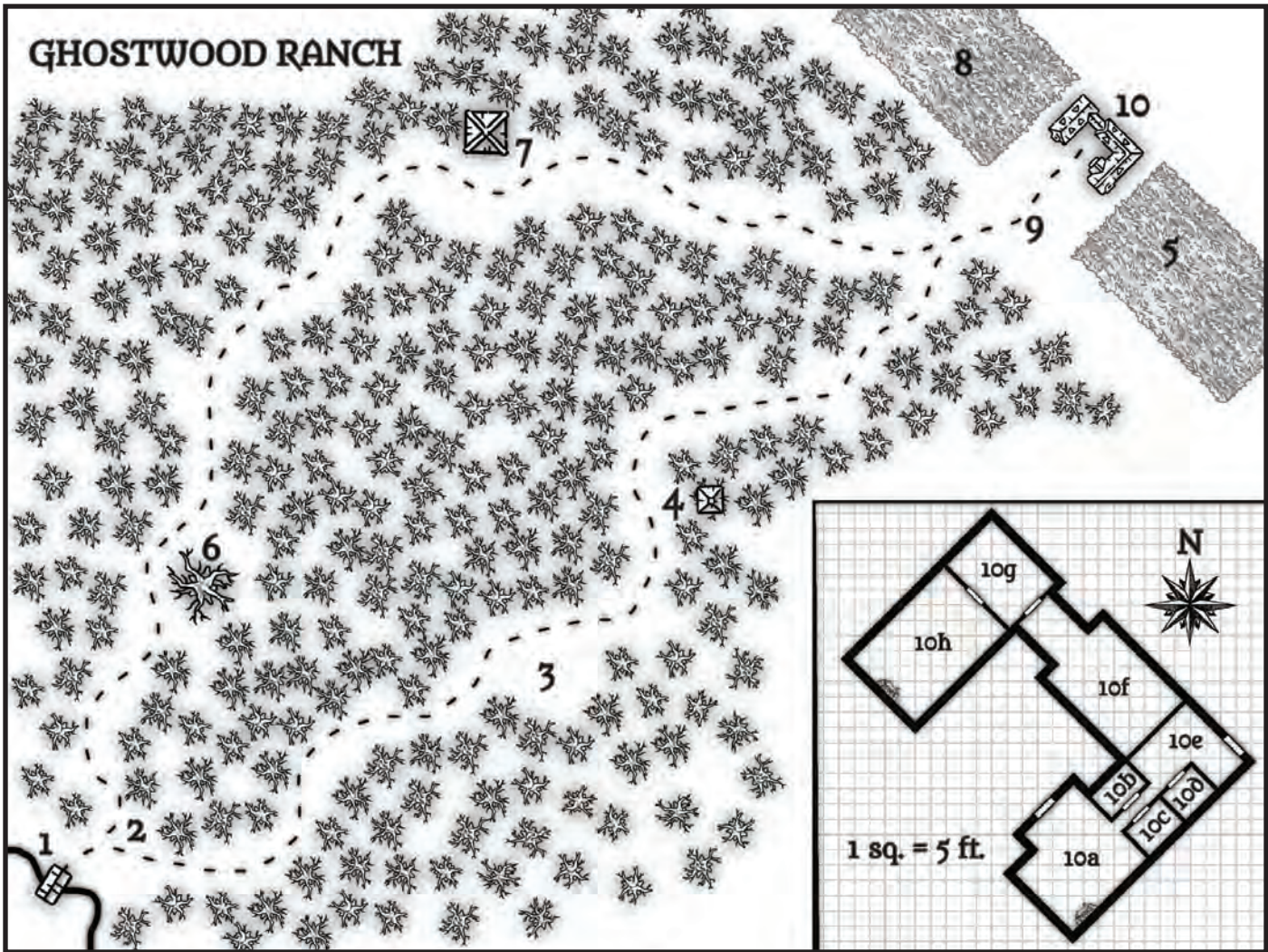
**Favor.** Flynn and Fiona claim that Ranch has fallen on hard times under their father's abusive watch, but that they plan on returning the property to its former prosperity. The twins promise to generously pay the characters back for their help just as soon as good times return to Ghostwood, and to repay the favor in any way that they can.

**Wealth.** Flynn and Fiona allege that their father was a miser whose unfair business dealings allowed him to accrue a great deal of coin and other material wealth. Presenting themselves as the rightful heirs to this treasure, the twins promise to handsomely compensate the characters with 400 gold pieces (gp) for forcefully exorcising Jeremiah's ghost from the premises. Characters can successfully barter for an additional 200 gp by making a successful DC 13 Charisma (Persuasion) check, as Flynn and Fiona aren't overly concerned about how much treasure the adventurers think they'll get.

**Magic.** The twins claim that they always suspected their father of dabbling in the ghoulish art of necromancy, and they portray the haunting of Ghostwood Ranch as proof that Jeremiah was indeed a magic user. Strange spell scrolls (see **area 10g**) reside within Jeremiah's chambers—Flynn and Fiona tell the characters that they are more than welcome to the writings if they destroy Jeremiah's ghost.

Flynn and Fiona secretly have no intention of honoring any agreement made with the characters. When





the characters enter the Ghostwood property, the twins and their gang follow behind at a safe distance and attempt to kill the adventurers at the Ranch once their father’s ghost is vanquished.

The Ghostwood twins are exceptional liars; a successful DC 21 Wisdom (Insight) check is needed for a character to determine that Flynn and Fiona are being dishonest. If the adventurers ask the Ghostwood twins to accompany them to the ranch, Flynn and Fiona politely but adamantly refuse, insisting that they are traumatized by the ghostly image of their father and useless in combat. Once an agreement is struck, the twins lead the characters a short distance off the road and to a covered

bridge spanning the Marrow River. The river marks the beginning of the Ghostwood property, and is where the twins claim they will wait for the characters to return.

### Ghostwood Ranch

#### General Features

**Restless Ground.** Jeremiah’s spirit has infused the entire Ghostwood property with necrotic magic, causing all manner of dead creatures to rise and stalk the material plane once more. Any undead creature destroyed on the premises while Jeremiah’s ghost still exists rises with full hit points 1d4 hours later. A living creature that dies on the property while the curse is in effect begins to twitch

moments after death, and rises with full hit points 1d4 hours later as a **zombie** version of its former self. Any creature raised in this way keeps the alignment it had in life.

The undead of Ghostwood Ranch relentlessly attack anyone they find on the property, except for Anna. Ridding the Ghostwood Ranch of Jeremiah’s ghost—either by honoring his last will and testament or by destroying him—returns all risen creatures to a permanent rest.

#### The Ghostwood

The Ghostwood is five miles of twisted forest standing between the characters and the Ghostwood Ranch house. Jeremiah’s ghost has turned the wood into a haunted and dangerous place.



Cold whispers from disembodied mouths creep up the necks of anyone foolish enough to enter the area, and gray spirits slink through brush, lost and forlorn.

The branches of the old oaks making up the Ghostwood form a thick canopy that lets only the gloomiest of morning light touch the cold forest floor, and the entire wood is lightly obscured by unnatural fog.

**Arrival**

A sinister-looking wood crowds the far side of the river. Tendrils of fog slither between twisted trees that sway this way and that, seemingly of their own accord.

Flynn and Fiona tell the adventurers that the 10-foot-wide road running through the bridge and into the Ghostwood will take them to the ranch. Characters who stick to either the left or the right forks of the road will arrive at the Ghostwood Ranch.

Characters can also travel straight through the thick Ghostwood instead of sticking to the roads leading to the ranch house; those who choose to do so can successfully navigate the wood by making a successful DC 15 Wisdom (Survival) check. On a failed check, the party unknowingly travels in the wrong direction and becomes lost. After 1 hour, a character can repeat the check in an attempt to get the party moving in the desired direction. At the end of each hour the characters spend off of the road within the Ghostwood, roll on or choose from the random encounter table below to determine what the party walks into:

If characters travelling off of the road are still within the Ghostwood

d4 Encounter	
1	1 <b>zombie ogre</b> futilely trying to run down a nimble <b>zombie</b> —its face painted like a rodeo clown—wearing patched overalls. The zombie is also wearing <i>boots of speed</i> , which it is attuned to.
2	2 gnarled <b>awakened trees</b>
3	2d8 <b>zombies</b>
4	A small family graveyard containing 1d4 <b>specters</b>

after four random encounters, they emerge back onto the road at **area 9** instead of facing a fifth random encounter.

**Encounter Locations**

The following locations are keyed to the map below:

**1 – Howling Bridge**

A covered bridge spanning the Marrow River stands before you. Its timbers are old and rotting, and its middle sags alarmingly toward the water swiftly flowing thirty feet below. The inside is shrouded in darkness; a mournful wind howls through the decrepit tunnel.

The bridge is 15 feet wide, 40 feet long, 10 feet tall, and made out of rotting wood. Any given 5-foot-square portion of its ceiling, walls, and floor has AC 12 and 8 hp.

**Encounter: Shadows in the Rafters.** Six **shadows** hiding in the rafters attack the adventurers once they are midway through the bridge. Three drop down and attack from the front, blocking the party’s advance, while another three strike from the rear to cut off any escape.

**2 – Fork in the Road**

You come to a fork in the road, with both the left and the right branches stretching into the woods before you.

The left and right roads both lead to the Ghostwood Ranch, but the wooden signpost saying so is broken and long missing.

**3 – Round ‘Em Up**

The road opens up into a 100-foot-wide clearing. Three **riding horses** are running and screaming in fear in the center of the area.

**Encounter: Skeleton Riders.** Three **skeletons**, each brandishing a whip and mounted on a **warhorse skeleton**, are attempting to herd the terrified horses into the Ghostwood.

**4 – Haunted Treehouse**

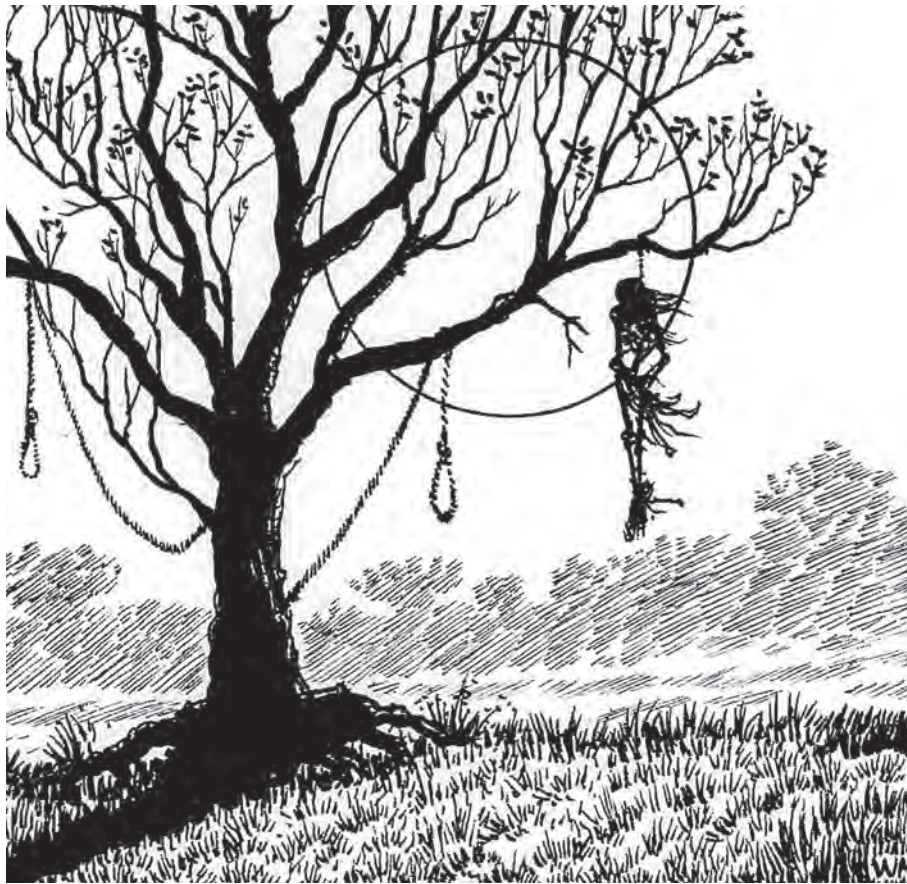
A successful DC 10 Wisdom (Perception) check reveals a lightly obscured path leading to a decrepit treehouse 30 feet off the path and 20 feet up in a large oak tree. The treehouse is 20 square feet with a 6-foot ceiling. A rope ladder drops down out of a hole in its floor once the characters come within 15 feet of the structure.

A character who enters the treehouse and succeeds on a DC 13 Intelligence (Investigation) check notices a rudimentary heart carved into the tree trunk rising through the middle of the treehouse. Two crude ‘F’s and one crossed-out ‘D’ are carved inside the heart, as follows: “F + F + ð.”

**Encounter: Daniel Ghostwood.** The **ghost** of Daniel Ghostwood haunts this children’s treehouse. Danny was Jeremiah’s third and youngest child. When Danny was six and Flynn and Fiona were twelve, the twins killed their younger brother by pushing him out of the treehouse. His mischievous spirit eagerly waits for someone to come visit and play with him.

Danny has 9 hit points and he can only take the Etherealness and Possession actions. Danny is the one who drops a rope ladder through the hole in the floor of the treehouse when the adventurers are close. His mischievous laughter echoes through the surrounding woods, seemingly from very far away.

Danny is looking for new playmates; if the adventurers enter the treehouse, he flies through and amongst them in a non-threatening way before trying to possess one of them. If he



is successful, he uses the possessed adventurer's body to continue roughhousing with the others.

If asked about his death, Danny recounts that he was playing with his brother and sister before "flying" out of the treehouse. He remembers nothing more about his death. Danny voluntarily ends the possession after twenty minutes and continues to play in his incorporeal form. Danny cries and flees to the Ethereal Plane if the adventurers hurt him or his feelings.

### 5 – South Cornfield

This cornfield is 100 feet deep and 200 feet wide. The corn is 6 feet tall, and the entire field counts as a heavily obscured area.

**Encounter: Minotaur Skeletons.** Two **minotaur skeletons** lurk in the cornfield. They begin stalking toward the characters as soon as they enter the cornfield.

### 6 – Hanged Man's Tree

A massive dead oak tree looms over the road, its twisted limbs stretching out in all directions. An old rope slung over one of its branches swings lazily in the non-existent wind. One end of the rope is tied to the tree's partially exposed roots; the other is frayed and dangles 10 feet off the ground.

A wooden sign nailed to the dead oak bears the following message in faded Common:

Hanged for horse theft and murder. Justice done by Jeremiah Ghostwood.

**Encounter: Hanged Wight.** A **wight** hides in a north-facing hollow in the base of the tree. A noose is cinched around its neck tight enough to tear the skin; the monster's eyes threaten to bulge out of their sockets

just as they did when the person it used to be was hanged. The wight attacks if it detects the adventurers approaching the tree or walking along the road by shooting an arrow from its longbow at them.

### 7 – Hunting cabin

A single-room, 30-foot-square hunting cabin with a peaked roof sits just off the main road.

The elven **commoner** Annabeth Minali has been hiding inside the cabin since the previous night. She is sleeping on a bed in the ladder-accessed end loft when the adventurers enter the cabin. Anna was visiting the privy when the Ghostwood Gang attacked and doesn't know the identity of the assailants. She fears that she is the sole survivor, but does not know what became of her employer Jeremiah.

Anna loved working for Jeremiah, detests Flynn and Fiona, and reacts to the news of Jeremiah's demise with sadness. She becomes nervous and tightlipped if the adventurers mention their agreement with the Ghostwood twins. Jeremiah was a fair boss and a kind man, and Anna remains loyal to him. If the adventurers ask her about the twins before mentioning their agreement, Anna tells them that Flynn and Fiona are ruthless and underhanded. If the characters inquire about the twins after revealing that they are working for Flynn and Fiona, Anna lies and tells them that the twins were a pleasure to work with.

Anna asks to accompany the adventurers to the ranch if she believes they mean her and Jeremiah's ghost no harm. If she thinks they are going to follow through on their agreement with the Ghostwood twins, she insists on staying behind in the hunting cabin and does her best not to raise the suspicions of the adventurers, or she tries to slip away into the Ghostwood if the characters insist she come along. The undead haunting Ghostwood Ranch do not attack Anna.

**8 – North Cornfield**

This cornfield is 100 feet deep and 200 feet wide. The corn is 6 feet tall, and the entire field counts as a heavily obscured area.

**Encounter: Minotaur Skeletons.**

Two **minotaur skeletons** lurk in the cornfield. They begin stalking toward the characters as soon as they enter the cornfield.

**9 – Skeleton Lane**

The left and right forks of the road rejoin to form a 50-foot lane that leads to the ranch house.

**Encounter: Ghostwood Skeletons.**

Ten **skeletons**—generations of Ghostwoods—are going through the same motions they did in life along the length of the lane. Some mime raking out the gravel; others are standing on ladders and picking withered apples from nearby rows of trees. They stop what they are doing and attack as soon as the characters start walking up the lane.

**10 – Ghostwood Ranch**

A foreboding, single-story log building looms in front of you. The windows dotting the “U”-shaped dwelling stare at you blankly, dark and opaque. Thin wisps of smoke rise from the smoldering ashes of the destroyed barn behind the house. The house gives out a long, low creak, as if someone or something has stepped on a warped board within.

The ranch is well-built and made of two-foot-thick logs.

**Ceilings.** Ceilings are slanted, 9 feet high where they join with the walls, and 14 feet high at their peaks.

**Doors.** Doors are made of strong oak fitted with iron handles and hinges. All doors are fitted with key locks and are unlocked. Each door has AC 15, 29 hit points, and immunity to poison and psychic damage.

**Light.** The interior is dimly lit, the only light in each room being weak rays of sunlight struggling through

the grimy windows. Unlit candles in tin chamberstick candle holders can be easily found in each room.

**10a – Den**

A liquor bar and shelves are built into the southwest wall of this room, while a cold stone fireplace faces the front door from the southeast wall. Three wooden chairs and matching side tables face the hearth.

A bottle of whiskey, seemingly of its own accord, falls off of a shelf behind the bar and loudly shatters just as the characters are about to exit the room.

**10b – Flynn’s Room**

A simple bed, dresser, and wooden chest occupy this room. The dresser is full of simple but sturdy working clothes; the chest is unlocked and contains many knives. Five knives previously thrown by Flynn from his bed are deeply embedded in the door.

**Treasure.** The chest also contains three gold belt buckles won by Flynn at local rodeos for owl bear roping, axe beak wrangling, and hippogriff riding. Each buckle is worth 25 gp.

**10c – Danny’s Room**

This room contains a child-sized bed and wardrobe. Thick dust covers all surfaces; carved wooden toys sit on the well-made bed, caringly placed there long ago by Jeremiah.

**10d – Fiona’s Room**

This room contains a bed, dresser, and chest identical to those in Flynn’s room (**area 10b**). Characters who succeed on a DC 15 Intelligence (Investigation) check find a child’s slingshot hidden beneath a loose floorboard.

This item, given to Danny Ghostwood by Jeremiah, is what prompted Fiona to push Danny out of the treehouse.

**10e – Kitchen**

A breakfast table and four wooden chairs sit in the west corner of the room. Shelves holding bags of dried corn, oats, and flour sit against the northeast wall. A door to the right of the shelves in the northeast wall

leads outside. A wood-burning iron stove stands against the southeast wall.

**10f – Dining Room**

A long, dusty wooden dining table and a dozen wooden chairs occupy the center of this room. A thin layer of dust covers the furniture; the Ghostwoods had not dined together in quite some time.

The chair at the far end of the table pushes itself back from the table, as if occupied by an invisible entity, when the characters enter the room.

**10g – Jeremiah’s Bedroom**

This room contains a dresser, a writing desk and chair, a bed, a sturdy wooden chest reinforced with iron bands, and a shelf holding a variety of hand-carved knickknacks.

The bedding is covered in blood. Last night, Flynn and Fiona killed Jeremiah in his sleep. They dumped his body in the barn before their gang barred the doors and set it on fire. The newly risen undead drove them from the property a short time later, and neither twin had remembered the grisly scene they’d left in Jeremiah’s bedroom when they hired the characters.

After several moments, a gruff, disembodied voice speaks out in a slow, coy cadence:

Oh me, oh my, where are my manners? Don’t be shy y’all—please, come on in.

The door to Jeremiah’s study (**area 10h**) creaks open when the voice finishes.

**Treasure: Anna’s Inheritance.**

The reinforced chest contains 2,500 cp, 900 sp, 110 gp, ten bloodstones (worth 50 gp each), one cantrip *spell scroll*, one 1st-level *spell scroll*, one 2nd-level *spell scroll*, and a *bag of holding*. Lying on top of the treasure is the last will and testament of Jeremiah Ghostwood, who bequeathed the treasure and the Ghostwood Ranch to Anna. The chest is anchored to the

floor with iron bolts and locked shut. It has AC 18, 50 hit points, and is immune to poison and psychic damage.

A character proficient with thieves' tools can use them to unlock the chest with a DC 19 Dexterity check. The key can be found in Jeremiah's study (see **area 10h**).

### 10h – Jeremiah's Study

This room is unnaturally cold, and a blue-grey pallor seems to color everything within. Full bookshelves line the southeast wall. A young black dragon skull mounted on a polished wooden plaque hangs on the northwest wall. Opposite you, the southwest wall holds a large stone fireplace. A bear skin lies on the floor in front of it, and an overstuffed chair, its high back facing you, sits before the fireplace. As you enter the room, a roaring fire suddenly fills the hearth.

"Welcome," a cold voice says.

#### **Encounter: Jeremiah Ghostwood.**

The **ghost** Jeremiah Ghostwood sits in the chair facing the fireplace. A forgiving and kindhearted man in life, Jeremiah is now driven only by a burning desire for revenge against his patricidal children. He wishes to destroy them, and to see Anna given ownership of the ranch as its rightful inheritor.

If Anna is accompanying the characters, Jeremiah is overjoyed to see her. He tells Anna about Flynn and Fiona's betrayal and informs her that she is the rightful heir to the ranch. Jeremiah is friendly toward the characters so long as they support Anna taking over the ranch and renege on their agreement with the Ghostwood twins. He reveals that the key to the chest in **area 10g** is hidden in the left eye socket of the black dragon skull. Jeremiah peacefully fades away once his will and testament is read, and the undead roaming the property return to their permanent rests.

If the characters are not accompanied by Anna, Jeremiah fears she is



dead and is convinced that the party is in league with Flynn and Fiona. He wants to hear the characters admit to their duplicity before killing them, but ultimately attacks even if they swear that they are not working with or for twins. Jeremiah has nothing left to lose; he fights until he is destroyed.

#### **The Ghostwood Gang**

Intent on taking the ranch and its treasure for themselves, **bandit captains** Flynn and Fiona Ghostwood and their three **bandit** lackies followed along behind the characters and now wait to ambush them outside the house. Flynn and a bandit watch the back door leading into **area 10e**, while Fiona and the remaining two bandits are ready and waiting outside the front door. The Ghostwood Gang prefers to engage the characters at range with their daggers and light crossbows, only choosing to close

distance if they feel they have the upperhand. Cowards at heart, Flynn and Fiona flee if all three bandits are killed.

#### **Concluding the Adventure**

Anna offers the characters half of the treasure in the chest located in **area 10g**—including all three *spell scrolls* and the *bag of holding*—if they successfully helped her gain possession of Ghostwood Ranch. She also tells them that they are welcome to stay at the ranch any time they please. If either Flynn or Fiona escape the encounter, they seek to attack the characters in their sleep once the party is back on the road. The undead of Ghostwood Ranch return to their resting places once Jeremiah's ghost is no more, regardless of whether the characters exorcise him peacefully or violently. Ω

# BROADSWORD

Monthly

Get your hands on a monthly Fifth Edition publication for both old-school and new-school fans!

*Every issue is 100+ pages filled with action-packed adventures featuring brand new rules options, maps, monsters, and more.*

*Digital and physical copies are both available.*

- Original world-class fantasy artwork
- 100% Fifth Edition compatible
- 6+ adventures for all Levels



*Subscribe for  
as little as*

**\$8**

*a month!*

GO TO: [DMDAVE.COM/BROADSWORD-MONTHLY-SUBSCRIPTIONS](http://DMDAVE.COM/BROADSWORD-MONTHLY-SUBSCRIPTIONS)



# LUCID DREAMING

An adventure for level 5 characters

Written by Alexander LeFort  
Cartography by Alexander LeFort  
Art by Matias Lazaro and Maciej Zagorski

---

*Lucid Dreaming is a Fifth Edition urban adventure for three to six characters of 3rd to 5th level, optimized for a party of four 5th-level characters.*

An independent historian in the city of Mylene needs help recovering a book he loaned to a wealthy spice merchant who has delayed returning it. When the party attempts to recover the book, they learn that the book is no longer in the spice merchant's possession, and that the merchant is tangled up with an incubus that hides in plain sight as the operator of a well-known city pipehouse.

Can the party recover the book from the pipehouse? Can they avoid the wrath of the incubus, or will they confront the fiend directly? This adventure takes place in the holy capital city of Mylene in the Siothas campaign setting but can easily be placed in any other urban environment in another campaign world.

## Adventure Synopsis

The adventure begins when the characters speak to Boiko, a local historian who is in need of some assistance. Boiko will tell them of a book about lucid dreaming that he loaned to a wealthy spice merchant named Ranjan. It has been weeks, and Ranjan has not only not returned the book, but has actively avoided any contact from Boiko. When the adventurers are sent to Ranjan's shop to collect the book, they'll need to either best Ranjan's bodyguards, craft a persuasive argument, or find Ranjan's diary to learn that the merchant no longer has the book in his possession. Ranjan can then tell the characters that he is being targeted by an incubus within the city, who took the book away from him because Ranjan was using it to attempt to repel the fiend's advances. Ranjan explains that he is doing everything he can to resist the fiend's attempts at mind control, but he worries he will soon lose himself. The party will need to enter the brothel to recover the book;

whether they assault it using force or stealthily infiltrate it is up to them. In addition, they'll have to decide if they wish to slay the fiend to end its influence over the city or simply take the book, return it to Boiko as promised, and leave well enough alone.

## Adventure Background

The Belltower is one of the best-known brothels in the city of Mylene. A former church that was converted into a house of pleasure, the Belltower serves some of the wealthiest clientele in the city, from high priests to bankers, from nobles to merchants. It was founded by Madame Dorothea, the daughter of a trade prince who purchased the building from the church, which had sought new property. She renovated it, gathered a staff, and operated it successfully for a period of thirty-four years until her death of natural causes. Staff and clientele alike were worried when the mysterious new owner, a man named Thrasymedes, swooped in to purchase the business from Dorothea right before her death. But their fears, it seemed, were unfounded, as Thrasymedes treated his staff with respect and was adored by employees and clientele alike for his friendly nature and open style of communication. The business thrived, and continues to do so to this day. But Thrasymedes is not as he appears—the man is in fact an incubus using the brothel as a front to claim souls for his infernal master. Thrasymedes does not target his employees and he leaves the vast majority of his clientele alone. Instead, the incubus focuses on particularly wealthy individuals he believes are closest to infernal corruption. Ranjan the spice merchant is one of these individuals.

After meeting the merchant when Ranjan visited the brothel, Thrasymedes set his sights on him. He began visiting Ranjan while he slept, whispering sweet nothings into his ear through his dreams, and promising him a lifetime of riches and

### Pipehouses in Mylene

Consumption of alcohol is forbidden in Mylene. Instead, people of the city smoke from communal hookah pipes in public spaces referred to as pipehouses. These pipehouses function much like taverns do, but instead serve flavors and varieties of tobacco rather than alcohol. Smoking of personal tobacco within a pipehouse is generally prohibited; patrons must purchase their tobacco from the clerk before they are allowed to use one of the establishment's many pipes. In many pipehouses, substances other than tobacco are offered that can produce inebriation similar to that of alcohol.

pleasure should Ranjan do as he bids. So far, Ranjan has been resisting the influence of the incubus. After some research, he was directed to Boiko the historian, who loaned him a book about the practice of lucid dreaming. Ranjan hoped that by controlling his dreams, he could repel the influence of the incubus. But Thrasymedes saw what Ranjan was doing and arrived on the merchant's doorstep to take the book away from him with a smile and a wave. Paralyzed by fear, Ranjan dared not directly oppose the fiend and handed the book over without a fight. Thrasymedes, in turn, has blackmail material on a large enough number of important members of society to make any outside help unlikely.

## Adventure Hooks

The characters may be interested in recovering the book for Boiko for a number of different reasons. A few of these reasons are outlined below.

**A Favor For Me First.** Lucid Dreaming works well as a "surprise" side quest. As a historian, Boiko keeps a large collection of texts and knows much about the city, its history, and its inhabitants. The characters may seek out Boiko for the knowledge he possesses, or to ask him

to research something on their behalf. Boiko is happy to help for free, if only the party can help him out with a little problem he's having.

**A Tavern Notice.** The party may be drawn to Boiko through a bounty posted in a local tavern, promising a sum of 200 gold pieces in exchange for collecting a debt. The bounty poster encourages "violently capable" persons to apply.

**A Personal Connection.** Boiko shares a personal connection with one of the party members. Perhaps he is a tutor, a family member, or an old friend. Regardless, because of this connection, the party is altruistically motivated to help him recover his property.

## Debt Collecting

The adventure begins when the adventurers seek out Boiko, an independent historian who lives in the Wahvemos district of Mylene. Boiko's homestead is a narrow, two-story building of clean white stone and timber, dotted with round windows and topped with a flat, blue-shingled roof. When the characters knock on the door, they soon hear distant footfalls and a muffled "Coming!" from beyond. The interior of Boiko's home smells of old parchment and chamomile tea, which he keeps a constant pot of.

**Boiko the Historian.** Boiko (LG male human **commoner**) is one of the only historians in the city—general record keeping is maintained almost exclusively by the Seethan church and is therefore limited in scope. While the city library is often a first destination for general research, if one is interested in the details of local history, Boiko is the man to speak to. He has written extensively about local issues and goings-on, and maintains a personal library of his own with encyclopedic range. Boiko is of noble blood, and has leveraged this status to schedule interviews and maintain connections with a number of important figures in local society. He lives with Sam, his pet

**cockatrice**, which he raised from a hatchling and which was born with a dwarfism condition that has kept its size Small. Sam squawks constantly, and Boiko will frequently engage the creature in conversation as if it understands him. Boiko is in his mid-sixties, heavy-set, with dark skin, thick curly black hair, and bright green eyes.

When the characters have settled in, Boiko explains:

Here's what I'm hoping you can assist with. Two months ago, I loaned a rare and valuable book to a city merchant named Ranjan, on the condition that he return it in one month's time. As you can guess, the book has not been returned. Ranjan has been avoiding me—my letters are ignored, and even when I visited his shop to speak with him directly, his bodyguards rudely turned me away. I happily did the man a favor, and this is how he treats me. I worry the bastard may have even sold the book. And I thought he might be a friend—pah! This is simple: someone with some muscle needs to go speak with him and recover what is mine. And if Ranjan is not willing to talk, then we must pursue other methods.

Boiko can also provide the characters with further information throughout conversation:

- The book is the personal diary of a distant historical prince who taught himself to lucid dream; a method of retaining a sort of consciousness while asleep.
- Others have asked Boiko about the book in the past out of general curiosity. He assumed Ranjan was interested in the book for similar reasons.
- The book is valuable because the prince worked with a monk to turn the diary into an illuminated manuscript.
- Ranjan is a wealthy spice merchant; he contracts the services

of a dwarven mercenary company known as the Unspoken to protect himself and his shop. The Unspoken are capable enough, but shouldn't pose a serious problem for skilled adventurers.

- He lives above his shop in a luxurious second-story suite in the Southgate district of the City.

Boiko stresses that the recovery of the book is of utmost importance—the party shouldn't fear “breaking a few eggs to make an omelette.” While they should do their best to avoid any death, minor lawbreaking is of no concern to Boiko, and he may in fact be able to leverage his personal connections to help the party avoid any legal troubles they may get caught up in. Besides, he explains, the guard in this City is usually happy to let the upper-classes enforce their own rules; it is the poor and the downtrodden they keep a much closer eye on.

### Paying a Visit

After speaking with Boiko, the next step for the party is to visit Ranjan's shop, to which the historian has provided directions. When the characters arrive in front of the shop, read aloud:

The main floor of this elegant two-story building is lined with windows providing sightlines into a storefront beyond—shelves of jars, bowls of incense, colorful tapestries, and decorative pieces fill the space. A hard-looking dwarf armed with a battleaxe stands beside the front door, his eyes seemingly locked into a thousand-yard stare.

The dwarf at the door is a member of the Unspoken mercenary company. He rarely interacts at all with customers; his primary purpose is to look mean to deter thieves and robbers. He will not stop the party if they approach. Inside the shop are two more dwarven bodyguards posted near the east and south walls. At the end of the room beyond the rows of shelves is a polished mahogany service counter.

**The Unspoken.** The Unspoken are a mysterious dwarven mercenary company with strange religious beliefs. Each member of the company has their tongue cut out and subsequently becomes mute. No outsiders fully understand why, and the company is silent on the matter. They communicate only when necessary, through sign language and dwarven script. Members of the Unspoken routinely ignore those who try to speak to them, especially if those people are not their employers.

**Speaking to Ranjan.** Ranjan (CN male human **commoner**) can be found behind the counter of his shop. If he believes the characters are potential customers, he greets them warmly and with good nature until he finds out the real reason they're paying him a visit, at which point he becomes immediately annoyed and defensive. He can be convinced to reveal the truth to the characters with a successful DC 18 Charisma (Persuasion) check. See “Learning of Thrasymedes.”

**Dealing with the Unspoken.** Ranjan makes it clear that he will not be intimidated. If the characters even attempt it, Ranjan immediately calls for his bodyguards to “deal with them.” The two mercenaries in the shop and the one posted outside the door immediately attack (they use **veteran** statistics), pursuing a non-lethal outcome. When a single mercenary remains, he drops his weapon as a sign of surrender. If Ranjan's Unspoken bodyguards are bested, he quickly drops all pretense of toughness and agrees to tell the party the truth. See “Learning of Thrasymedes.”

**Getting Sneaky.** Ranjan keeps a diary in the study within his suite above the shop. Characters can infiltrate the suite in a number of different ways, including scaling the exterior of the building and prying open the balcony window with a successful DC 12 Dexterity check using thieves' tools or a DC 14 Strength (Athletics) check. Alternatively, if a minor distraction



is created within the shop, a character can sneak behind the curtain to the backroom with a successful DC 15 Dexterity (Stealth) check, where they'll find a staircase that rises to the second story suite. Ranjan's suite consists of a common area, a bedroom, a bathroom, and a study, where his diary is located. Characters who read through the diary learn the information described in the "Learning of Thrasymedes" section.

### Learning of Thrasymedes

Once Ranjan has been convinced to admit the truth to the characters, his tone changes to one of fear and desperation. He tells them that he cannot return the book to them because it is no longer in his possession. He is embarrassed of the truth. He explains the following:

- Weeks ago, he began being visited by a man named Thrasymedes in his dreams. Thrasymedes fills his dreams with dark thoughts, urging him to continue cheating on his wife and goading him into physical violence against innocents.
- He knows this man's name because he has met him multiple times before at a pipehouse called the Belltower, which Thrasymedes owns. He believes Thrasymedes to be a demon or devil of some sort.
- Ranjan believes Thrasymedes is attempting to control his mind. He fears nobody will believe his story and has tried to deal with the problem alone. He borrowed the book from Boiko because he thought that lucid dreaming might give him some power to repel Thrasymedes' influence.
- A few days after Ranjan collected the book from Boiko, Thrasymedes arrived on his doorstep in the flesh, and sweetly demanded that he hand the book over to him. Ranjan found himself unable to resist and handed Thrasymedes the book.
- Ranjan worries he comes closer to giving into Thrasymedes' dark urgings and is terrified that Thrasyme-

des will force him to do something terrible.

Ranjan can provide the characters with directions to the Belltower. He also warns them that he suspects Thrasymedes may be influencing or blackmailing other important members of the city, and cautions them from seeking help from people they do not trust with their lives. He recommends that they try to get in contact with a woman named Juliana who works at the pipehouse; he had become friendly with her over a period of a few months, and she may be willing to provide the party with information about Thrasymedes and the Belltower if she knows they are trying to help Ranjan.

### The Belltower

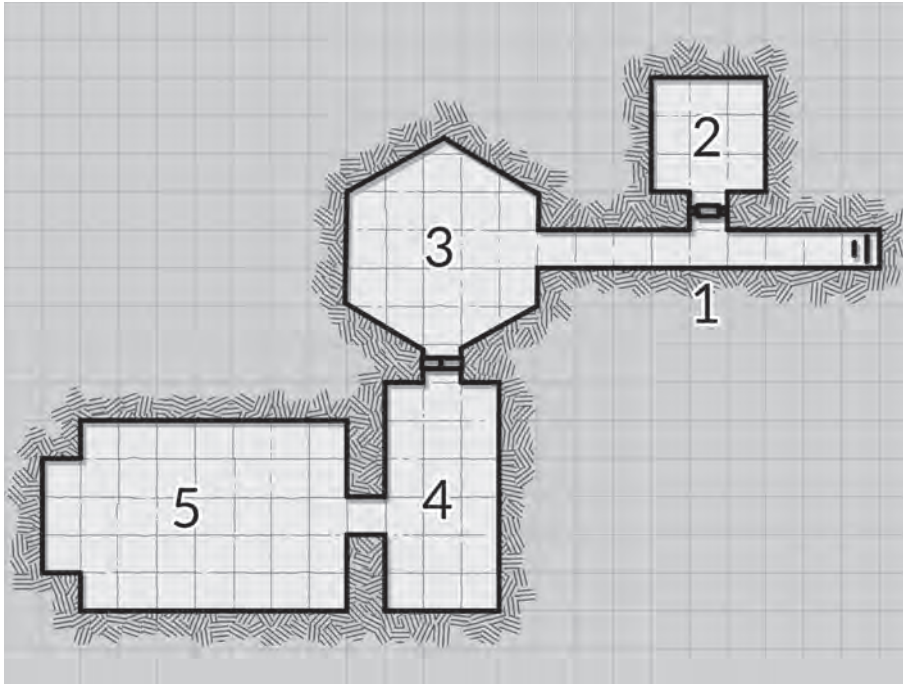
The Belltower is a former-church-turned-pipehouse that was renovated to include a second story for guest rooms. It features an expansive basement lounge where Thrasymedes spends most of his time both for leisure and business. None of the Belltower's employees except for Thrasymedes' thralls are aware of any of his wrongdoing; the incubus is covert enough and specific with his targets to have thus far avoided detection. There are no specific encounters keyed to the first two floors of the pipehouse. If you decide a map is necessary for your table, a quick hand-drawn tavern map or something you can find freely available online should do.

**Gathering Information.** If the party seeks out Ranjan's referral, Juliana, they'll find out that the young, dark-haired woman works as a clerk on alternating nights. With a successful DC 12 Charisma (Persuasion) check, a 50 gp bribe, or a DC 18 Charisma (Intimidation) check, Juliana can share any or all of the information presented in the Secrets and Clues section below. Alternatively, if the characters wish to gather information on their own terms, either with stake-outs, surveillance

magic, or by turning-the-druid-into-a-spider-and-scouting-all-the-rooms, they can learn the same information themselves.

### Secrets and Clues

- The entrance to the basement lounge is a curtained doorway in the back storeroom where most of the tobacco is kept.
- There is a boarded-up window that leads into the storeroom around the back side of the building. If the boards can be pried loose, the window provides covert access.
- The first two floors of the pipehouse are staffed by two clerks, the cook, a kitchen helper, and two **bug-bear** bodyguards named Rex and Puncture. Puncture mans the front entrance while Rex guards the door to the storeroom.
- Thrasymedes frequently throws private parties in the basement lounge. These parties are small and the guest lists are very exclusive.
- Four individuals (three men and a woman) spend a lot of time with Thrasymedes in his lounge. They hang on his every word, serving him faithfully. They were with Thrasymedes when he originally purchased the Belltower, and he refers to them as his "entourage." The rest of the staff find their enthusiasm for the owner somewhat off-putting.
- The members of Thrasymedes' entourage are **enchanted thralls** (see below) that he has mind-controlled. They are enhanced with supernatural abilities and strong combat skills.
- Thrasymedes is an **incubus** whose ultimate purpose is to collect damned souls.



### The Basement Lounge

The basement lounge of the Belltower has existed since it was first converted into a pipehouse by the original owner decades ago. Thrasymedes, however, has made some of his own improvements. The lounge is used for private meetings, parties, and black market deals.

### General Features

Unless otherwise stated, its features are described as follows:

**Ceilings, Walls, and Floors.** The lounge is composed mostly of stacked brick and large timber beams. Most parts of the walls are concealed by purple curtains that hang from brass rods nailed to the wall below the ceiling. Floors are paved with cobblestone. Hallways are 5 feet wide and ceilings are 9 feet high.

**Doors.** Doors are constructed from timber and reinforced with iron.

**Light.** Wall-mounted torches illuminate the lounge with ambient, flickering light.

**Perfume.** The lounge is heavily perfumed via incense burners scattered throughout. Characters who enter the lounge must make a successful DC 8

Constitution saving throw or develop a mild headache from the fumes. Characters can repeat this saving throw every 5 minutes, ending the headache on a success.

**Music.** Distant, muffled lute music can be heard throughout the basement. The music grows louder the closer the party gets to Thrasymedes' lounge (area 5).

**Enchanted Thralls.** Thrasymedes has turned a select few employees of the Belltower into **enchanted thralls**. Enchanted thralls use **cult fanatic** statistics, though they do not have access to the *spiritual weapon* spell.

### Encounter Locations

#### 1. Entry Corridor

This corridor is filled with flickering torchlight and the sweet, earthy smell of incense. The faint, distant sounds of lute music are carried on the air. A door midway through the corridor exits to the north. At the end of the corridor, translucent purple drapes hang in a doorway, partially concealing a larger chamber beyond.

This corridor is unguarded, as Rex the bugbear bodyguard serves to protect the storeroom entrance above.

#### 2. Thrasymedes' Office

The door to this room is locked. It can be opened with the key on Thrasymedes' person, a successful DC 16 Dexterity check using thieves' tools, or a successful DC 20 Strength (Athletics) check. If the door is broken open, the enchanted thrall in the meeting room (area 3) arrives within 2 rounds to investigate the noise. When the characters enter the room, read aloud:

Two red leather wingback chairs are positioned in front of an elegant desk of dark ebony wood. Bookshelves behind the desk line the far wall. A patterned rug is positioned in front of a hearth filled with crackling pink flames. A transparent glass jar resting atop the hearth's mantle is filled with pink flower petals.

**Boiko's Book.** A character who makes a successful DC 13 Intelligence (Investigation) check finds a hidden compartment built into the underside of the desk. Inside the compartment are two books; one with a gold star embossed onto its cover, and another, much thicker book of marred leather that smells faintly of brimstone. Further investigation of the book marked with the gold star reveals it to be the book Boiko loaned to Ranjan. The brimstone book is Thrasymedes' personal soul ledger, where he records the names of the souls he has collected for his infernal master, as well as any deals or deeds associated with them. Inscribed on its pages are the names of over four dozen individuals, many of them wealthy or powerful, and some which the characters may recognize, depending on the circumstances of the campaign.

**Illusory Hearth.** Characters with a passive Perception of 12 or higher notice that the hearth in this room gives off no heat. A casting of *detect magic* reveals auras of illusion and

divination magic streaming forth from the flames. Thrasymedes uses this hearth to communicate with his infernal overlord by casting a flower petal into the flames and speaking an incantation which summons an illusory avatar. A character can deduce the true purpose of the hearth with a successful DC 18 Intelligence (Arcana) check.

### 3. Meeting Room

A circular table of mahogany surrounded by eight wingback chairs fills the middle of this chamber. Below the table is a colorful area rug. Multiple large oil paintings of distinguished-looking figures in painted gold frames decorate the walls. A pair of double doors exit to the south.

**Encounter: Ohmear and Fhararis.** Two of Thrasymedes' **enchanted thralls** (see above), Ohmear and Fhararis, are in this room sharing a meal prepared by the kitchen upstairs. Ohmear leans back in his chair with his feet up on the table while he chews on a leg of mutton, while Fhararis sits more politely in his seat and pokes at his food with a knife and fork. The pair do not immediately engage in combat unless provoked; instead preferring to amusedly question the characters on their intentions before attacking. A successful DC 20 Charisma (Persuasion) check convinces them to allow the characters to get an audience with Thrasymedes. If combat breaks out, they are joined by the rug under the table, which is a **rug of smothering**.

**Treasure: Oil Paintings.** Each oil painting is worth 100 gp. There are four in total.

### 4. Private Lounge

This room is filled with red velvet couches, low-burning candles, and end tables littered with half-filled glasses of a pinkish liquid. Shelves on the east wall hold vials

and pitchers of various substances. Nearly a dozen barely-conscious people in varying states of undress hang off of the furniture, some softly mumbling incoherently to themselves or others. These people are clearly high out of their minds. A curtained doorway leads to the west.

All of the people in this room are under the influence of a magical wine (the pinkish liquid in the glasses) that induces mild hallucinations and feelings of euphoria, lethargy, and introspection. They all arrived here and consumed the wine willingly, though they are too inebriated to explain any of that to the characters. A casting of *detect magic* reveals an aura of enchantment magic emanating from all of the wine. A character who ingests at least 1 ounce of the liquid must make a DC 18 Constitution saving throw or become incapacitated for one hour.

### 5. Thrasymedes' Lounge

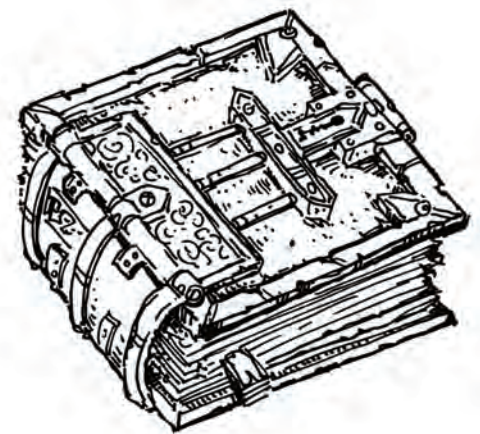
This room looks much like the one before it—couches, end tables, and candles are arranged throughout. Six more inebriated people are plastered over the furniture. In the middle of the room is a banquet table laden with finger food. At the far end of the room, on a sprawling chaise sectional, is an impossibly handsome man with long blonde hair and a strong chin, flanked by an equally attractive dark-haired man and woman. The dark-haired man feeds the blonde grapes, while the woman massages his shoulders.

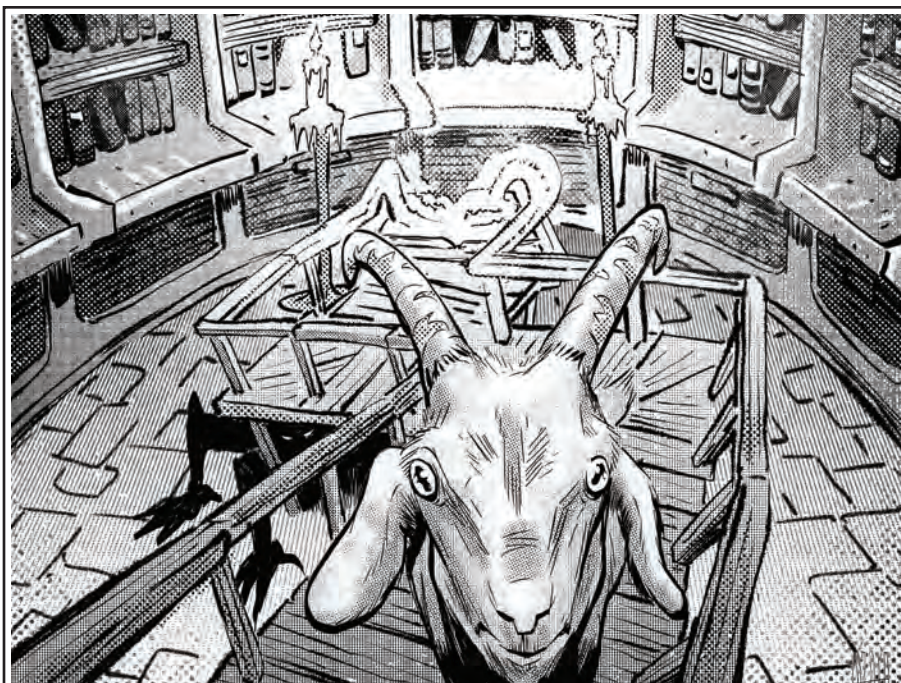
**Encounter: Thrasymedes.** Thrasymedes (an **incubus**) lounges in this room and is accompanied by two **enchanted thralls** (see above). Always able to play it cool, Thrasymedes is willing to engage in conversation with the characters before attacking. If the characters ask him about his pipehouse business, he coyly clarifies that all of his engagements are strictly

consensual, and nobody ever signs any documents against their will. The wine, he explains, is a highly secret personal recipe; it does no harm and its effects wear off after a few hours. He doesn't advise that they run to the authorities, as he maintains close relationships with people in high places that could cause such a plan to backfire on the characters. The characters can convince Thrasymedes to leave Ranjan alone with a successful DC 20 Charisma (Persuasion or Intimidation) check. If Thrasymedes knows that the characters have taken his ledger, he does everything he can to prevent them from leaving the pipehouse. A lute hovers in the air against the south wall, its strings plucking themselves.

### Concluding the Adventure

If the characters slay Thrasymedes and return to Ranjan with this news, the merchant is overjoyed, rewards them with 600 gp, and promises them that they will always have a friend in him within the city, should they need a favor. If the characters help Ranjan explain his situation to Boiko, Boiko is understanding and holds no grudge against Ranjan. If the characters retrieve Boiko's book without eliminating or making a deal with Thrasymedes, Ranjan continues to be harassed by the incubus and eventually ends up coerced into signing away his soul to the Hells. Ω





# ZAMARITH'S TOWER

An adventure for level 5 characters

Written by **Erich Jacoby-Hawkins**  
Cartography by **Erich Jacoby-Hawkins**  
Art by **Matias Lazaro, Maciej Zagorski, and Daniel F. Walthall**

---

*Zamarith's Tower* is a Fifth Edition adventure for three to five characters, optimized for a party of four characters of 6th level.

A fugitive wizard has taken possession of a tower abandoned by another mage a century ago. He needs some daring adventurers to clear the tower for his occupation by dealing with whatever guardians or traps the previous owner left. This adventure is set in the city of Baldergates but can be located any place of your choice.

## Adventure Background

A century ago, sailor-turned-wizard Zamarith built a tower for residence and research. Exploiting a nymph, he acquired a legendary artifact called the *Shining Trapezohedron*, unwittingly releasing an entity called Haunter of the Dark, which killed him. Yet with his traps and guardians still active, no-one could enter his tower to investigate his disappearance. Eventually city authorities seized the tower for unpaid taxes.

Larraokon, rumored to be a fugitive former member of a powerful wizardly order to the south, purchased the tower from the city and uses the lowest parts of the tower. What no-one else knows is that Larraokon is actually hiding somewhere else, but cast *simulacrum* to create a false trail, placing his double here to impersonate him. Since this double cannot regain used spell slots, it can't risk combat and limits itself to casting rituals from the spellbook its master provided.

Unable to access the rest of the tower due to risks it can't afford to face, it advertised for daring adventurers. The adventure begins when the characters arrive at the tower.

## Adventure Hooks

**Curiosity.** One or more of the characters has a patron or is part of a faction curious about the current location and disposition of an alien artifact called the *Shining Trapezohe-*

*dron*, rumored to have been found by Zamarith a century ago.

**Morality.** A fey relative of Loosea Westinra, the nymph Zamarith kidnapped, wants her rescued if possible, or at least discover her fate.

**Compensation.** Larraokon will pay characters for clearing the tower and retrieving particular objects, and they may also find other treasures to keep.

## Zamarith's Tower

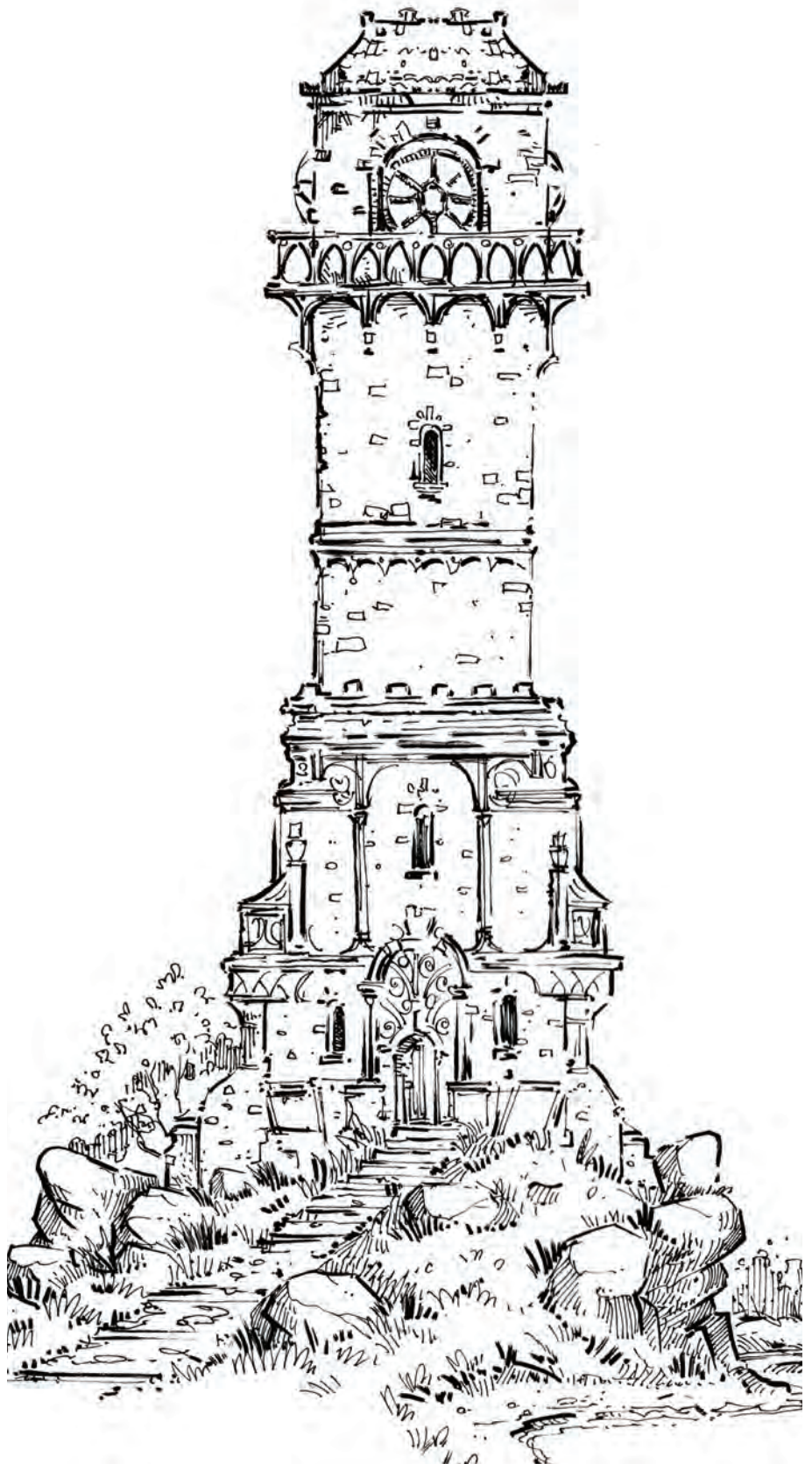
### General Features

Unless otherwise noted, locations in Zamarith's Tower have the following features.

#### **Ceilings, Floors, and Walls.**

Exterior walls are made of red stone blocks, interior walls of steel-covered wooden panels. Floors are marble tiles over wood. Ceilings are coated with hardwall plaster and are 15 feet high on the first story, 1 foot shorter on each higher story, returning to 15 feet on the 6th story.

**Doors.** The tower's doors are steel-plated wood, 2 inches thick, 3 feet wide, and 7 feet tall. They have AC 19, 27 hit points, and immunity to poison and psychic damage. Except where otherwise noted, all doors are protected by *arcane lock*. Unless deactivated by using a password or *knock* spell, *arcane locked* doors require a successful DC 25 Strength check to force open. Doors at the top and bottom of a staircase are linked; both cannot be open at once; one will not open unless the other is closed. This is true even if the *arcane lock* has been disabled. Each *arcane locked* door is also protected by a *glyph of warding* (explosive runes), which triggers if *knock* is cast on the door or if the door is broken or forced open. The glyph does 22 (5d8) damage of the type rolled on the table below to each creature in a 20-foot-radius sphere (a successful DC 17 Dex save halves the damage).



d10	Damage type
1-2	Acid
3-4	Cold
5-6	Fire (if the 5th story, reroll)
7-8	Lightning
9-10	Thunder

The password for the *arcane lock* and *glyph* can be discovered through trial-and-error, by casting *identify* on the door and succeeding on a DC 17 Intelligence (Arcana) check, or through a successful DC 17 Intelligence (Arcana) check if the glyph has already been detected, which itself requires a successful DC 17 Intelligence (Investigation) check. A failed check cannot be repeated by the same character.

**Lighting.** Rooms are lit by *continual flame* lanterns hung from the walls or ceiling.

**Climate.** Air in the tower feels fresh, although the source of ventilation can't be detected. Temperature and humidity are mild and comfortable.

**Magical Protection.** The entire tower is under the effects of a permanent *private sanctum* spell that can only be dispelled by an 18th- or higher-level caster. Teleportation or planar travel into or out of the tower, between floors, or through any wall or closed door is prevented, creatures in the tower can't be targeted by divination spells, and sensors created by divination spells cannot enter or appear inside the tower.

## Encounter Locations

The following locations are keyed to the provided map of Zamarith's Tower on page 31.

### 1 - Showroom and Workshop

Double doors to the street are propped open. As you enter the tower, a bell rings from somewhere inside. You find a showroom with racks of garments for sale and a long, curved counter in front of a connecting door.

If the characters look around, read:

Garments in the showroom are all individually priced, at about four times their standard cost, and are guaranteed to repel moisture and mildew for one full year from time of enchantment. A card on the counter lists prices to have your own garments enchanted; one week being standard, rush service at a premium. Eventually a man wearing wizardly robes and cap opens the connecting door.

"Larraokon" inquires as to what the characters would like, and once he realizes they are here about the job, closes the outside doors and invites them to follow him to his private chamber. He is a construct with the stats of an **archmage** with 49 hp and only 2 spell slots of levels 1 through 5 and no 7th-level slot. He wears a *mantle of spell resistance*.

He leads you through the back room, which has many rows of racks of garments, large tables or mannequins for placing them on, and shelves with boxes of unknown substances. He says "ma-ZA-rith", opens the door to a set of stairs, then leads you up, waiting until you close the door behind you.

### 2A - Lobby/Bachelor Pad

"Larraokon" leads the characters to a room on the second story with a table and chairs on one side and a large curtained bed on the other, invites the characters to sit around the table, offers refreshments (delivered by an *unseen servant*), then tells them:

"A century ago, the wizard Zamarith built this tower for his residence and research. But then he disappeared, not long after he was said to have kidnapped a nymph and acquired the mysterious *Shining Trapezohedron*. I assume he died or left permanently, but his tower's magical defenses remain.

The city took ownership, I got it from them, and now I'd like to access the upper levels.

I will pay you 500 gp for each level of the tower you clear, plus extra for certain artifacts you might retrieve. Are you interested?"

Assuming they accept, "Larraokon" offers the following information:

- The stairway between the 1st and 2nd story has a door at each end, only one of which can be open at a time. Other stairs may have the same feature.
- The password for the first stairwell and the door to the workshop is "ma-ZA-rith." He does not know if the same password will work for other doors in the tower.
- The tower's labs or workshops are powered by lightning collected through a rod extending from the roof, storing it somewhere within.
- The 2nd level has a construct workshop with some active constructs and an inert, partially-assembled shield guardian. He will pay an extra 1,000 gp for its control amulet, which probably has markings similar to those on its chest.
- In general, destroying any monsters or traps is encouraged, but the contents of labs, workshops, libraries, or stores should be preserved as best as possible for his own use.
- Other than the noted items, characters may claim personal treasures that belonged to Zamarith, although he might make an offer for interesting magic items.
- Finally, if they bring him the *Shining Trapezohedron*, he'll reward them 2,000 gp.

He will not answer questions about his past or status, only that he has plans for the tower he would like to advance.

### 2A - Construct Workshop

Using the password "Lorraokan" opens the door for the characters to enter, then closes it behind them to keep any monsters from escaping. Upon entering the room, read:

This room comprises the rest of the tower level. Shelves and strange devices line the walls, with workbenches in the middle. Opposite is a closed door to an ascending stairwell. In the center a metal column rises to the ceiling, next to a large lever in the “down” position. Suits of armor stand to either side.

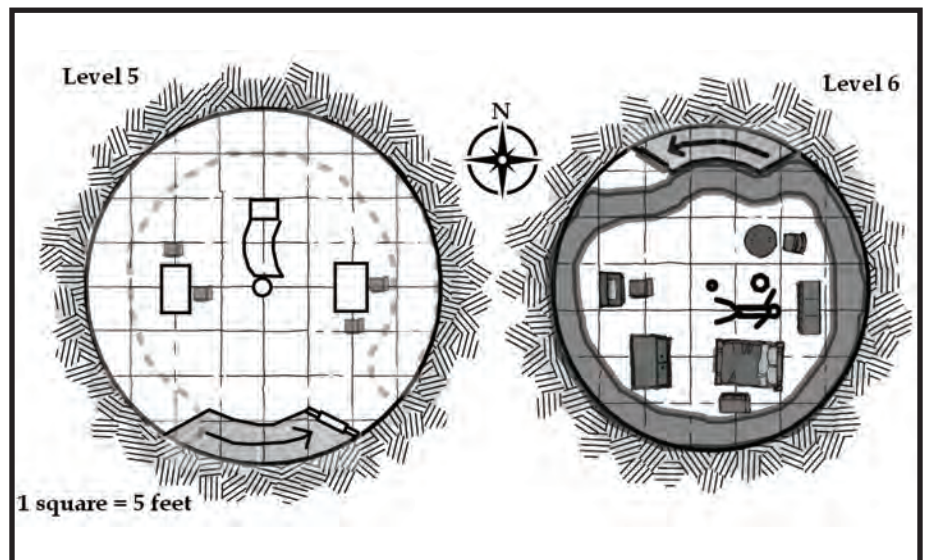
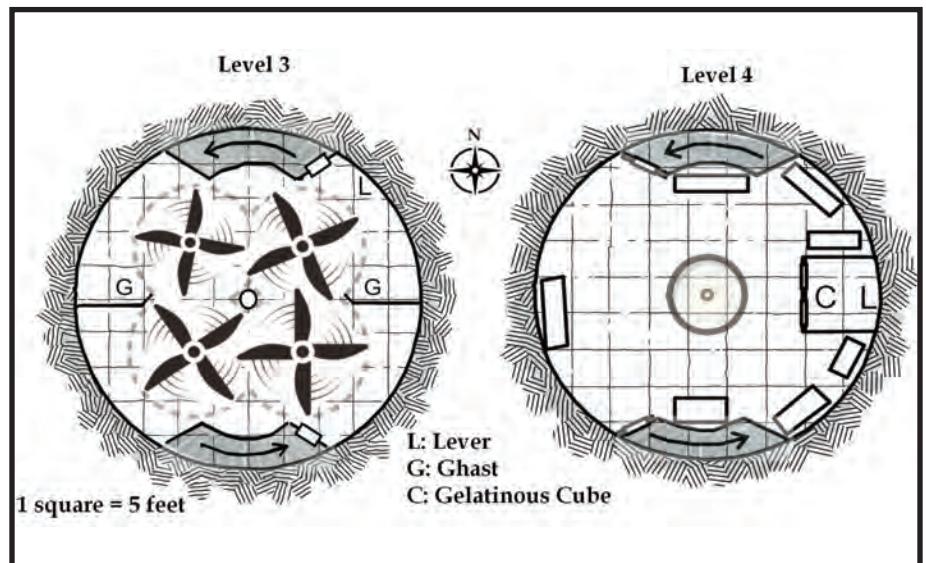
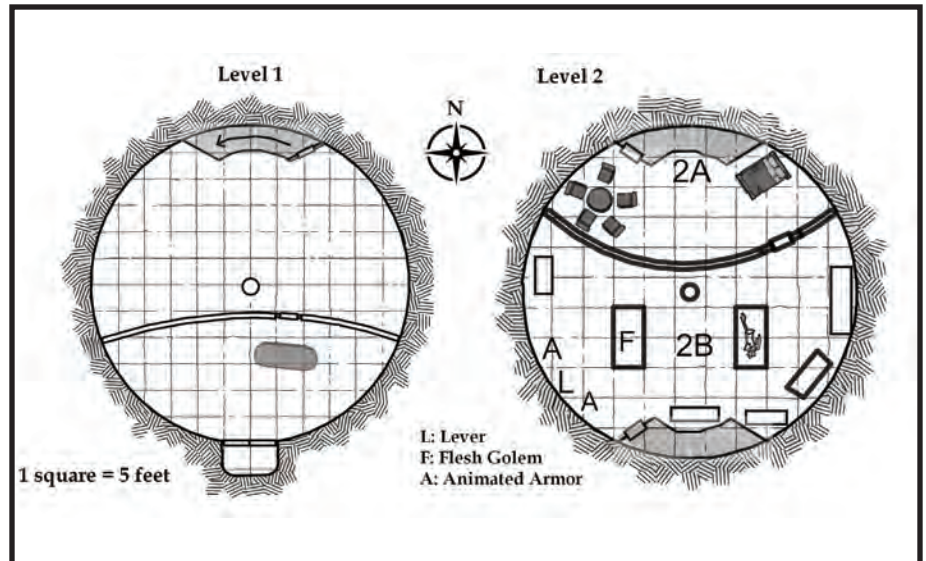
One of the workbenches has a partially assembled shield guardian lying on it, with an anchor symbol on its chest. Another large workbench has a gruesome assemblage of oversized human limbs, head and torso crudely stitched together.

Suddenly, a bolt of electricity leaps from the metal column to strike the corpse, which sits up and climbs off the workbench.

**Constructive Encounter.** The **flesh golem** attacks the nearest character. If the golem is attacked or the lever approached, the two **animated armors** also move to attack.

**Lightning.** Starting on the 2nd round, on initiative count 20, a bolt of lightning from the column will strike a random creature in the room. (Roll a die to determine the target.) This continues every round until the lever is pulled up (see below). If the target is a character, make a ranged spell attack against them with an attack bonus of +9. This attack has advantage if the target is wearing armor made of metal. On a hit, the character takes 18 (4d8) lightning damage and can't take reactions until the start of their next turn. If the target is the flesh golem, it automatically heals the golem for 18 (4d8) hit points due to its Lightning Absorption. If the target is an animated armor, the creature is automatically outlined in sparks. Until the start of its next turn, attack rolls against it have advantage and it deals an additional 9 (2d8) lightning damage on a hit.

**Lever.** It takes an action to raise the lever, which is more than twice as heavy as *mage hand* can lift. Raising it stops the lightning bolts from the



column, but also causes heavy double steel blast doors to swiftly slide shut across the lab entrance. These cannot be destroyed or opened other than by using the magical lever on the 5th story. Once the battle is over, "Larra-akon" shouts that he cannot open the doors from his side, so the characters must find some way to open them higher in the tower.

**Treasure.** The shelves contain a set of smith's tools, a set of tinker's tools, a set of leatherworker's tools, ingots or lumps of silver, mithril, adamantium and meteoric iron, brass, bronze, copper, lead, and tin with a total value of 550 gp, a *potion of speed*, an *oil of slipperiness*, and a *shield of missile attraction*.

The password for the doors of the stairwell to the 3rd story is "RA-ZA-mith".

### 3 - Ventilation Chamber

Once characters enter this room, read:

This open chamber fills the tower's whole 3rd story. Four vertical axles stretching from floor to ceiling are evenly spaced in the room, with long, curved blades radiating out from them at various heights. Their sweep overlaps and restricts passage across the circular room. On either side of the room, thick metal screens extend from the walls, and on the far side a large lever in the "down" position is next to the closed door to an ascending stairwell. The large metal column from the workshop below continues from the floor to the ceiling.

The tower's ventilation system, expelling bad air from the lab and workshop above and below, also serves as a deadly obstacle.

**Blades.** Opening either door to this room while the lever is down causes the axles to start spinning rapidly. Any creature that enters the area shown on the map or starts its turn there must make a DC 15 Dexterity save or take 22 (4d10) slashing dam-

age. Areas with blades (spinning or not) are considered difficult terrain to creatures walking, climbing, or flying through them.

**Fans.** In addition to their slashing peril, the spinning blades also suck air from the room, although this is not immediately apparent. Beginning the round after they start spinning, and each round after that, every creature in the room that needs to breathe must succeed on a DC 10 Constitution save or begin suffocating. Each subsequent round the DC for this save increases by 1. Once these checks start, it is too late to hold a breath.

**Guards.** There is one mummified **ghast** hiding and watching from behind the screen on each side of the room, giving them total cover from the doorway. The screens block vision unless a creature's eyes are right against them. Each ghast will hold an action to attack from hiding any creature passing within 5 feet of the edge of the screen, or move to attack any

creature that gets past the blades. The ghastrs look like mummies and do not need to breathe.

**Lever.** It takes an action to raise the lever, which is more than twice as heavy as *mage hand* can lift. Raising it stops the blades from spinning and allows fresh air to refill the room, ending the suffocation effect the following round.

The password for the doors of the stairwell to the 4th story is "mar-AZ-ith".

### 4 - Ooze Lab

This room occupies the whole story. Counters, shelves, and cabinets of alchemical equipment line the walls. In the center, a 2-foot-high circular wall surrounds a mound of rotting vegetation with the metal pole rising through it to the ceiling. Opposite is a closed door to an ascending stair. Next to it is a 10-foot-wide closet with glass doors; a lever





in the “down” position can be seen at the back of the closet. In the center, the large metal column continues from the floor to the ceiling.

Suddenly, a bolt of electricity leaps from the metal column to strike the mound of vegetation, which rises up and pulls itself over the wall.

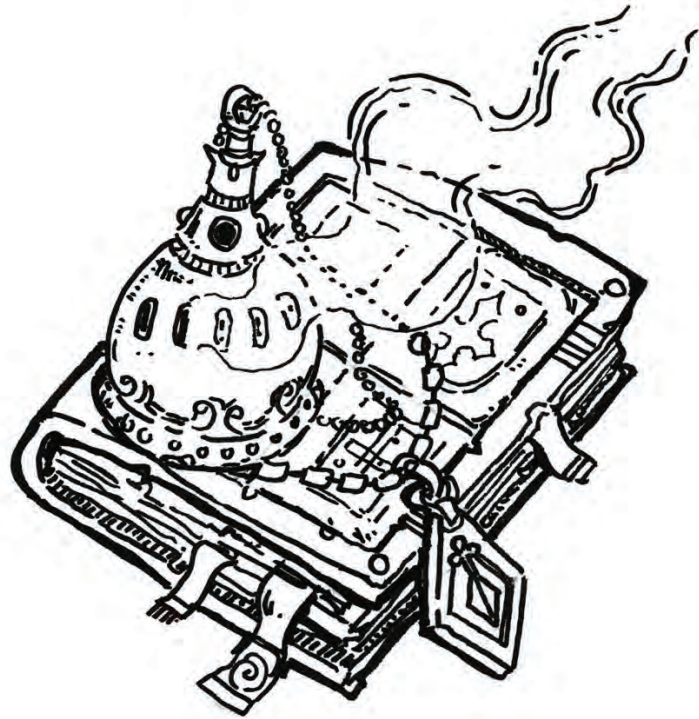
**Engulfing Encounter.** The vegetation is actually a **shambling mound** that attacks the nearest character.

**Lightning.** Starting on the 2nd round, on initiative count 20, a bolt of lightning from the column will strike a random creature in the room. Roll a die to determine the target; Large targets have 4 times the chance to be struck. This continues every round until the lever is pulled up (see below). If the target is a character or the gelatinous cube (see below), make a ranged spell attack against them with an attack bonus of +9. This attack has advantage if the target is wearing armor made of metal. On a hit, the target takes 18 (4d8) lightning damage and can't take reactions until the start of its next turn. If the target is the shambling mound, it automatically heals it for 18 (4d8) hit points due to its Lightning Absorption.

**Jelly Storage.** The lever is on the back wall of the closet. It takes an action to raise the lever, which is more than twice as heavy as *mage hand* can lift. Raising it stops the lightning bolts from the column.

However, the closet is completely filled by a transparent **gelatinous cube**. The glass doors at the front are latched but unlocked. A character opening the doors will need passive Perception of 15 or make a successful DC 15 Wisdom (Perception) check to spot the cube, which waits for 1 round before attacking, hoping the character steps into it and is engulfed. If the cube exits the closet to seek prey, it is subject to lightning strikes as a Large target, and it will attempt to engulf the shambling mound if it ends up next to it.

**Treasure.** The cabinets contain four



flasks of alchemist's fire, eight vials of acid (each labeled with the kind of ooze it was extracted from), a *potion of acid resistance*, *universal solvent*, enough material to make three sets of alchemist's supplies, and rare alchemical ingredients worth a total of 400 gp.

The password for the doors of the stairwell to the 5th story is “zara-MITH”.

## 5 - Library

The walls of this circular room are obscured by shelves displaying a great variety of books and scrolls. In the middle the metal column rises from floor to ceiling; to either side are tables and chairs. Across the room is a lectern with an open book upon it; as you enter, a mouth appears above the book and says, “Once upon a time, there was a bridge over troubled waters.” A short bridge materializes in front of the book, and a little goat crosses it toward you, bleating plaintively.

**Fire Suppression.** Fire cannot burn in the library. Any lit torch or lantern brought in immediately extinguishes; tinder will not light. Any spell which creates actual fire or flames that do fire damage only produces harmless colorful sparks. This does not suppress heatless magical fires like *sacred flame* or *continual flame* or flameless sources of fire damage like *heat metal*.

**Encounter: Gruff Goats.** The baby goat (size Small, hp 2, ram damage 1 (1d4-1)) bleats and approaches, trying to shelter between the characters and nuzzle one with its head. At the start of the following round, a full-sized goat (mother) walks off the bridge and starts bleating at the baby. In the third round, a **giant goat** (father) appears and charges the character nearest the baby, with the baby using the Help action for the father's charge/ram attack. If any goats are harmed by characters, all goats will keep attacking the characters.

On the fourth round, a **troll** emerges from under the bridge, says in Giant,

"I smell meat!" and attacks the characters. If none of the characters have attacked any goats, the goats ram the troll each round, with smaller ones using the Help action for larger ones. If any goats are killed, the rest fight to the death against whomever dealt the killing blow; otherwise, any that are wounded run back over the bridge, disappearing into the book.

If the troll is reduced below 40 hp and takes acid damage, it also retreats under the bridge, disappearing back into the book.

Slain goats or trolls disappear the following round.

**Magic Storybook.** The pages of the book on the lectern cannot be turned until the goats and troll have all been slain or returned to the book. Other pages contain illustrations from common fairy tales, except one that shows a noblewoman climbing a set of stairs into the sky, and one with a mad artificer using a panel of many levers to manipulate a construct. The title on the cover and spine of the book is "Once Upon a Time".

There is a notebook on one of the tables. The cover is blank; the first page says simply, "Once upon a time..." while other pages each have a description of a scene from the magic storybook and a phrase, such as "there was a bridge over troubled waters" on the page describing the billy goats gruff. If the phrase is said after "Once upon a time" while the appropriate page is displayed, parts of the image materialize in the Library.

The phrase for the stairs page quotes another world's song about a woman with glittering golden ideas purchasing heavenly stairs, which spoken (or sung) causes an enclosed stairwell to appear on the far side of the room, with stairs leading to the 6th floor (behind the usual closed, *arcane locked* door). The phrase for the levers page is "there must be fifty ways to love your lever," which causes a panel of labeled levers to appear near the south stairs, which open or close any of the doors in the tower,

including the blast doors blocking escape from the workshop on the 2nd story. (Levers do not allow the doors at the top and bottom of a stairway to be open simultaneously).

The GM can add other fairy tale materializations and their activation phrases if desired. This magic storybook only functions within this room, anything it creates is real but cannot leave the room, and the pages cannot be turned until any creatures that emerged from that page return to the book or are destroyed.

**Treasure.** There is a *stone of good luck* serving as a paperweight on one of the tables, holding down a *deck of illusions*. Among mundane books, the shelves also contain five *spell scrolls* chosen by the GM from the wizard spell list and a *tome of clear thought* that has already been used but will regain its power in 1d4 years.

The password for the doors of the stairwell to the 6th story is "za-MA-rith".

## 6 - Zamarith's Chambers

The stairs debouch into a forest that stretches as far as you can see in all directions. Mist rises from a stream, obscuring a small island on which are a large curtained bed, table, chairs, desk, wardrobe, and chest of drawers. Through the trees, dappled sunlight shines down.

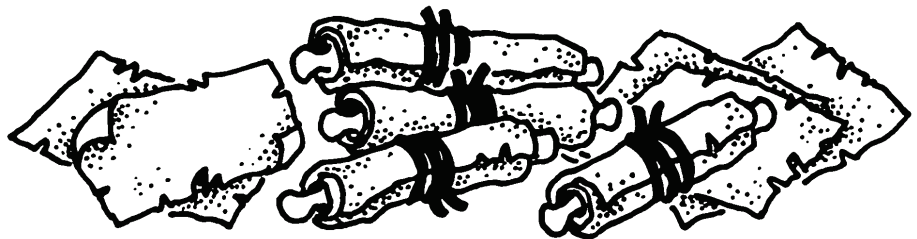
The 8-foot-deep stream and island are real (the water magically appears upstream and disappears downstream), but the forest, sky, and light are illusions, as physical investigation will show.

If characters approach the stream, a ghostly female fey figure rises halfway out of the water and groans at them.

**Encounter: Nymph Banshee.** The spirit of Loosea Westinra, the nymph Zamarith kidnapped, haunts this magical stream. She uses the **ghost** stat block but instead of Possession, has the following action: **Dazzle (1/Day).** The nymph drops her spectral robes, exposing her unearthly beauty. All humanoids, fey, or giants within 30 feet that can see her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Loosea tried to seduce Zamarith at her secret ocean pool, but he turned the tables and forced her to retrieve the *Shining Trapezohedron* she had hidden, and dragged her back with him. When the Haunter of the Dark emerged and attacked Zamarith, Loosea was killed in the crossfire of Zamarith's counter-attacks, becoming a banshee-like spirit haunting the stream.

She cannot rest until every trace of Zamarith has been destroyed—not just his bones, but his soul absorbed by the Haunter of the Dark. She demands the characters do everything they can to totally destroy Zamarith; if they promise to do so, she causes stepping stones to rise from the stream for them to use. If not, or if the characters try to leave the island without destroying him, she attacks. Her spirit is tied to this stream and cannot break contact with it. If Zamarith's bones and the Haunter are destroyed, she dissolves into the



stream with a final groan.

When characters cross the stream, read:

The island seems uninhabited. A skeleton in wizardly robes lies in the center of the patio, beside an oddly-shaped metal box with a hinged lid and unearthly creatures engraved on it.

If characters touch or interfere with the body, the box, or any of the furniture, read:

A gem-encrusted skull rises from underneath the bed, saying "You shall regret disturbing the rest of Zamarith the Great!" Then a thick reddish mist rises from the metal box and floats toward you.

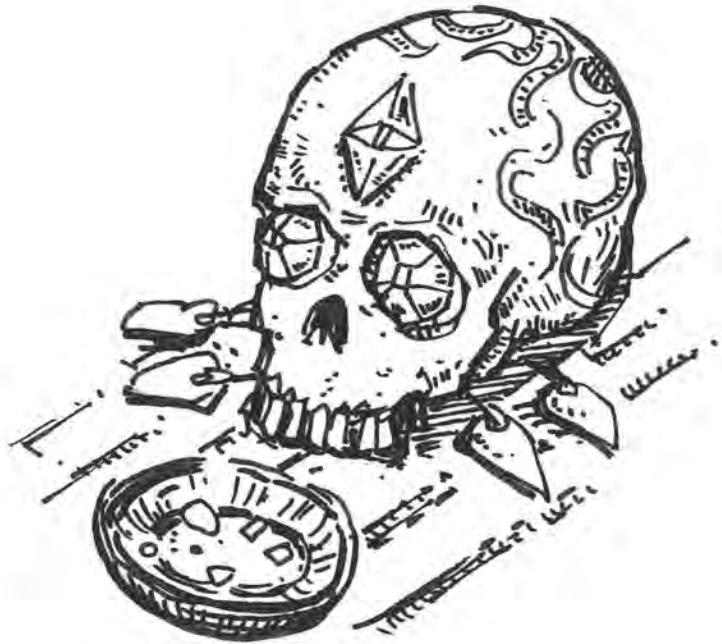
**Encounter: Zamarith's Leftovers.** The **gem skull** and the **Haunter of the Dark** (it uses the **crimson mist** stat block, see the appendix for both creatures) attack characters on the island.

The gem skull masquerades as a demi-lich, using various phrases such as "Your soul shall nourish my existence!" "Your pitiful attacks cannot harm one who transcends death itself!" "You think you can flee from my power? Ha!" or "Your magic is puny compared to mine!"

It floats almost 15 feet up, near the ceiling, to avoid melee attacks, but won't pass over the stream lest Loosea use her withering touch. Confused by the lingering presence of Zamarith's extracted lifeforce, it does not attack the Haunter.

The Haunter of the Dark won't cross the running water of the stream but otherwise fights until destroyed. If the characters leave the island to attack from across the stream, it hides in the metal box where it has total cover until a creature comes where it can attack.

**Treasure.** Held within the box by a metal band attached to seven small bars radiating out to the sides is the *Shining Trapezohedron*, a cosmic



gem four inches in diameter, nearly black, red-striated, multi-faceted, and irregular. It draws the Haunter of the Dark from the Far Realm and contains it until someone gazes deeply into it, releasing the Haunter to devour them. If the Haunter is destroyed, its essence returns to the Far Realm, eventually to be drawn back into the Trapezohedron. It has no powers the characters can use.

The body of Zamarith is still wearing a *ring of protection*, a set of *bracers of defense*, and an amulet with the power of an *ioun stone of reserve*. It also wears a platinum ring with a star sapphire and diamonds worth 1,000 gp.

In a small drawer in a bedside table is an amulet with an anchor symbol on it, which goes with the unfinished shield guardian in the workshop. On a shelf is Zamarith's spellbook, which contains all the spells in the archmage stat block plus *arcane lock*, *glyph of warding*, *magic mouth*, and *private sanctum*.

A total of 500 gp of gems and precious metal can be salvaged from the defeated gem skull.

## Concluding the Adventure

If the characters destroy the skeleton of Zamarith (e.g. by crushing it) and defeat the Haunter of the Dark, Loosea's spirit will rest and they can take their loot and go. They will need to activate the lever page of the magic book in the Library to escape the 2nd story.

## Adventure Hook Resolutions

There were three adventure hooks presented in the introduction of this adventure. Here are the resolutions for each hook:

**Curiosity.** The characters can report that the *Shining Trapezohedron* is now definitely in the possession of the mage Larraokon.

**Morality.** The characters can report back on the ultimate fate of the nymph Loosea Westinra.

**Compensation.** Larraokon pays what was promised. He also offers to pay the going rate for spell scrolls from the Library and the magic items from Zamarith's body, or exchange magic weapons or other magic items of comparable value for them, at the GM's discretion. He is especially eager to acquire the *ioun stone*. Ω



# FORLORN HALLS

An adventure for level 7 characters

Written by **Tim Andrews**  
Cartography by **Dyson Logos**  
Art by **Matias Lazaro**

---

---

*Forlorn Halls is a Fifth Edition adventure for three to seven characters of 7th level and is optimized for four characters with an average party level (APL) of 7.*

This adventure pits the party against the deadly traps and even deadlier creatures of a new dungeon, only for them to discover that it isn't a dungeon at all.

## Adventure Background

A massive and squat pyramid-shaped construction appeared one morning just outside the walls of mighty Hilne, Golden City of Hope. There is one question on everyone's mind: What could this thing be?

Through the divination magic of the College of Magi, an answer is given: This place is a dungeon and, what's more, a dungeon filled with danger, wondrous magic, and treasure. The greatest treasure, or so the mages say, is a powerful magical relic, able to open gateways to other worlds.

The nobility of the city, eager to lay claim to this new place and the power that lies within, are seeking adventurers to brave its depths and retrieve its wonders.

Due to the alien nature of the construct however, the mages and nobles are wrong. This is no dungeon, but a damaged vessel of the *shoth*, an aberrant race of oozing humanoids from another plane of existence.

The *shoth* are benevolent and travel the planes searching for creatures to join with them and become part of their great oneness. Moreover, the *shoth* only wish to help the people of Hilne.

Damaged as their vessel is however, the *shoth* have not ventured forth. Instead they repair their damaged ship and await visitors.

## Adventure Hook

Resting from their most recent adventure in the Elder Goat Inn, the party are approached by Elrich Mortopher (NG male human **noble**), the majordomo of Lord Mancis Doe, one of the nobles interested in the pyramid. Read or paraphrase the following:

A minstrel plays a lively tune and many of the patrons jig and sway while calling out the chorus in half-drunken hollers.

A rotund man in expensive clothing and wearing the heraldry of one of Hilne's many noble families strides with purpose towards your table.

"I am Elrich Motopher, majordomo to House Doe and chief valent to his Lordship, Mancis Doe. My Lord requests the pleasure of your presence," he says in a clipped and officious manner.

Clearly used to being immediately obeyed, the man huffs. "He will pay you each fifty gold just to hear his offer, but we must go now."

If the characters ask any questions, Elrich will inform them that "his lordship wishes his business to be kept *his business*." A (nearly impossible) successful DC 30 Charisma (Persuasion or Intimidation) check is required to encourage him to provide any further detail and, even then, all he will say is that "his lordship wishes you to retrieve something from the new dungeon."

## Doe Mansion

Outside of the inn waits a four-horse carriage, large enough for Elrich and the party, and a short ride across town brings the party to the home of Lord Doe, a grim, three-story building of dull gray stone. Despite its dour appearance, it appears well kept.

Standing before the building are two footmen who step smartly, one towards the carriage and the other to

### Lord Doe's Quest

Mancis seeks nothing more than the heart of the dungeon itself and he will pay handsomely for it. He goes on to explain the following:

The College of Magi inform him that a cubic gate lies at the center of the dungeon, perhaps the very thing that allowed it to appear before the city. For retrieving the relic, he'll pay the party 2,000 gp. A successful DC 15 Charisma (Persuasion) check garners an additional ten percent. Anything apart from the relic that the party finds is theirs for the taking. He wants the relic to keep it out of the hands of those that would threaten Hilne. This is a lie, Mancis intends to use the relic for his own nefarious plots. But only a successful DC 18 Wisdom (Insight) check will reveal that he is holding something back. Neither he nor Lady Doe will tell the characters any more unless forced to do so by magical means.

the large wooden front door. Simultaneously, they open the doors, stepping out of the way as Elrich bustles inside.

Once inside, the party are escorted directly to the library, where Lord Mancis Doe (LN male human **spy**) and Lady Tessa Doe (CN female human **veteran**) await them. "Tea I think, Mr. Motopher," he commands his servant, who nods and exits the room.

Lord and Lady Doe will invite the party to sit, offering them cake and tea when it arrives, carried in by two more footmen. Once the room is empty of servants, they explain what they want from the party.

If the characters attack in any form, the nobles raise the alarm and the characters will have to deal with the entire watch.

If the characters take the quest, Elrich returns and delivers them to the area outside of the Forlorn Halls.

## Side Quests

When the party first arrives outside the Halls, they are approached by two bystanders.

**Wipe Them Out! All of Them.** The first of these is the Lord Bishop Tenniferius Cost (LG halfling male **priest**). Read or paraphrase the following:

"Ah more adventurers I see, good, good." A stout, elderly halfling approaches you. He wears the robes of a priest and, by the expensive look of his clothes, it is clear he must be a leader of the local clergy.

"Are you planning to enter the dungeon? If so, I demand you destroy every vile creature you find within; that place stinks of evil! Doing so will ensure your place in whatever heaven or eternal rest you believe in. Or I can reward you handsomely with more... immediate gains."

The bishop's quest is straightforward enough: Kill everything inside the dungeon because it's evil. Tenniferius will be vague about what rewarding the party "handsomely" actually means, but a successful DC 15 Charisma (Persuasion) check will reveal that he has a powerful magical item, a *ring of necrotic resistance*, to give as a reward.

**Please, my Husband.** The second bystander to approach the party is Annette Rogers (NG half-elf female **commoner**).

A slight but handsome woman, Annette informs the party that her husband, an elf called Afri, was a member of another adventuring band that went inside the dungeon three days ago.

Afri's party has not returned. She asks the characters to keep an eye out for Afri and to help him if they can. She can offer no reward but her undying thanks.

**The Forlorn Halls**

The name, Forlorn Halls, was given by the locals, due to the dangerous and alien look of the construction.

But in reality, the Halls are the extraplanar vessel of the shoth. The vessel was attacked and forced to flee from its last location. It is now damaged, and the shoth are working to repair it.

The damage has released dangerous monsters from research laboratories on board. These creatures and the vessel's defensive systems have been attacking the adventuring parties that have entered.

**Wandering Monsters**

The damage to the vessel freed a number of specimen creatures that the shoth had collected. Furthermore, worker oozes patrol the halls looking for messes to clean up. The shoth simply avoid these creatures.

These monsters wander the halls, unable to escape because they are not intelligent enough to interface with the biometric systems, or because they choose not to.

If the characters spend a long time in a given area, you can check for wandering monsters by rolling a d20. On a roll of 17-20, an encounter takes place. Conversely, if the players seem restless, you can decide that an encounter occurs. Roll 1d12 and consult the Wandering Monsters table to determine what the party meets.

**Wandering Monsters.**

d12	Result
1-3	One <b>gelatinous cube</b>
4-5	Four <b>goblins</b>
6	One <b>grick</b>
7-9	Three <b>giant wolf spiders</b>
10-11	Two <b>giant wasps</b>
12	One <b>giant scorpion</b>

**General Features**

Unless otherwise stated, the areas within the Forlorn Halls have the following features.

**Biometric Interface.** The shoth do not use keys or normal control mechanisms. Instead, they use an interface to control the various machines and doors. An interface is a circular disk with a shallow layer of blue ooze upon it.

The first time a creature touches this ooze, it takes 1 point of acid damage and the vessel's central consciousness stores its biometric data. This creature can then use any of the vessel's systems by touching the relevant interface and willing the desired effect.

**Ceilings.** Ceilings are 15 feet high.

**Light.** The Forlorn Halls are well-lit with a warm and pleasant green light. The light does not seem to come from anywhere in particular but is always there.

**Metal Doors.** These doors are locked with a magical lock. They will open to the command of any character that is already linked to the Biometric Interface. Otherwise, each lock needs to be dispelled with a spell such as *knock* or *dispel magic* and can then be opened.

**Walls and Floors.** The walls and floors appear to be constructed of continuous stone with strange geometric patterns. A ten-minute investigation of the runes by anyone with the Arcana skill will reveal that they have something to do with abjuration magic. This magic is used to shield the entire ship and is part of the reason that divination spells struggle to penetrate it from outside.

**Encounter Locations**

See the map on page 40.

**1 - Animated Door**

The dungeon appears to be a single massive stone block, the surfaces of which are smooth and glow with a gentle blue light.

The only entrance that anyone has been able to find is a large double door on the side that faces the city. Two parallel sets of steps climb to meet in front of this door.

When the characters ascend the steps to the door, read or paraphrase the following:

The door appears to be made of burnished steel, but as you get closer, its surface morphs into the androgynous face of a plain and featureless humanoid.

“Hello, does this one welcome guests or bar entry to enemies?”

From stories told around town, you are aware that this is how the door has greeted everyone who has come close. The rumours also say that it doesn't seem to matter what answers people have given, the door opens just the same.

**Friend or Foe.** This door is no mere barrier, but a sophisticated piece of hardware and part of the shoth's shared consciousness.

Once it has received an answer to its first question it asks two more: What do you seek within? And: Are you the best example of your people?

While creatures are present, the door casts a powerful version of the *detect thoughts* spell on each and every creature within range.

Each character that attempts to enter the doorway must succeed on a DC 17 Wisdom saving throw or the door reads their thoughts. If any character is of non-good alignment, then the vessel directs the wandering monsters towards the party.

If this happens, when rolling a d20 to check for wandering monsters, an encounter takes place on a roll of 14-20.

Regardless of this, once any character has answered the door's third question, it morphs back into a flat surface and opens.

**2 - Hallway**

You stand in a long hallway as the door behind you slowly begins to close. Immediately to either side of the door are two thick metal pillars, each one stood in a shallow alcove. On the floor in front of each pillar

are metal tracks. The tracks seem as though they allow the pillars to move out of their alcoves and rotate ninety degrees.

**Pillars.** Casting *detect magic* or using a similar effect reveals that these pillars are charged with evocation energy.

Each pillar is made of mithral and has AC 21, 50 hp, and immunity to bludgeoning, poison, and psychic damage.

**Trapped Hallway.** This 50-foot-long hallway is trapped. The trap is triggered when a creature steps onto one of the tiles noted on the map. Noticing these tiles are different requires a successful DC 17 Wisdom (Perception) check. The trap cannot be disarmed, but stepping around the trapped tiles is simple enough.

Once in place, the pillars seal the hallway off from outside and every round on initiative count 20, a bolt of lightning shoots from the pillars in a straight line, reaching the far wall. Any creature within the hallway must make a DC 15 Dexterity saving throw. On a failure they take 11 (2d10) lightning damage, or half as much on a successful save.

The pillar can be reset only by using the biometric interface in **area 11**.

### 3 - Balcony Barricade

**Encounter: Goblins.** Eight goblins, released from their holding pen, have set up defenses here. The goblins will attack any creatures that enter the area.

The goblins have barricaded the top of the stairs and the balcony, and have an assortment of heavy things to drop upon anyone coming up the stairs. The goblins gain three-quarters cover from ranged attacks while behind their barricades. A goblin can use an action to throw an object down onto a creature below. The creature must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage.

### 4 - Library

This small area is kept comfortable for guests of the shoth. Seating lines each wall and next to each seat is a biometric interface.

If a character interacts with an interface, they fall unconscious for one minute and cannot be roused unless they take at least 1 point of damage. The character can also choose to wake themselves as an action.

While unconscious, the characters have access to the vast library of the shoth. The equivalent of billions of books, maps, and other sources of information is available to them and the character gains the benefit of the *legend lore* spell.

This interface is intended for use by the shoth however, and so the process is extremely tiring for a humanoid mind. Any character that uses this interface takes a level of exhaustion.

### 5 - Scythe Room

This large room is filled with dozens of scything blades, stabbing spikes, and saws that pass from one side of the room to another. This is part of the defenses system initiated when the vessel was damaged. It poses no threat to the shoth whose Amorphous trait allows them to navigate the room without danger.

For most other creatures however, this room is extremely dangerous. For every 5 feet of movement taken within this room, a creature must succeed on a DC 16 Dexterity saving throw, taking 10 (4d4) slashing or piercing damage (your choice) on a failed save.

The room's defenses can only be deactivated by using the biometric interface found in the corridor between **areas 5 and 6**.

### 6 - Hall of the Guardian

This room was built as another defense for the shoth. Stood in an alcove in the back of the room stands a large androgynous humanoid.

**Encounter: The Guardian Awakes.** As soon as a creature steps into this area, the guardian, a **clay golem**, awakens and attacks any non-shoth.

### 7 - Morgue

The corpses of fifteen adventurers of various races lie here. They have been stripped of their gear, weapons, and clothing, and wrapped in black sheets. The shoth plan to dissolve them and most of their gear into much-needed nutrients and raw materials.

### 8 - Ooze Research Chamber

The shoth collect and study many creatures, but none more so than other creatures similar to itself. Read or paraphrase the following:

This massive vaulted room is pristinely clean and free of even a single mote of dust or muck. Standing in two evenly spaced rows of three are six shallow vats.

Five of the vats contain what appear to be different-colored liquids. From left to right and back to front, the vats contain black, yellow, gray, clear, and green liquids.

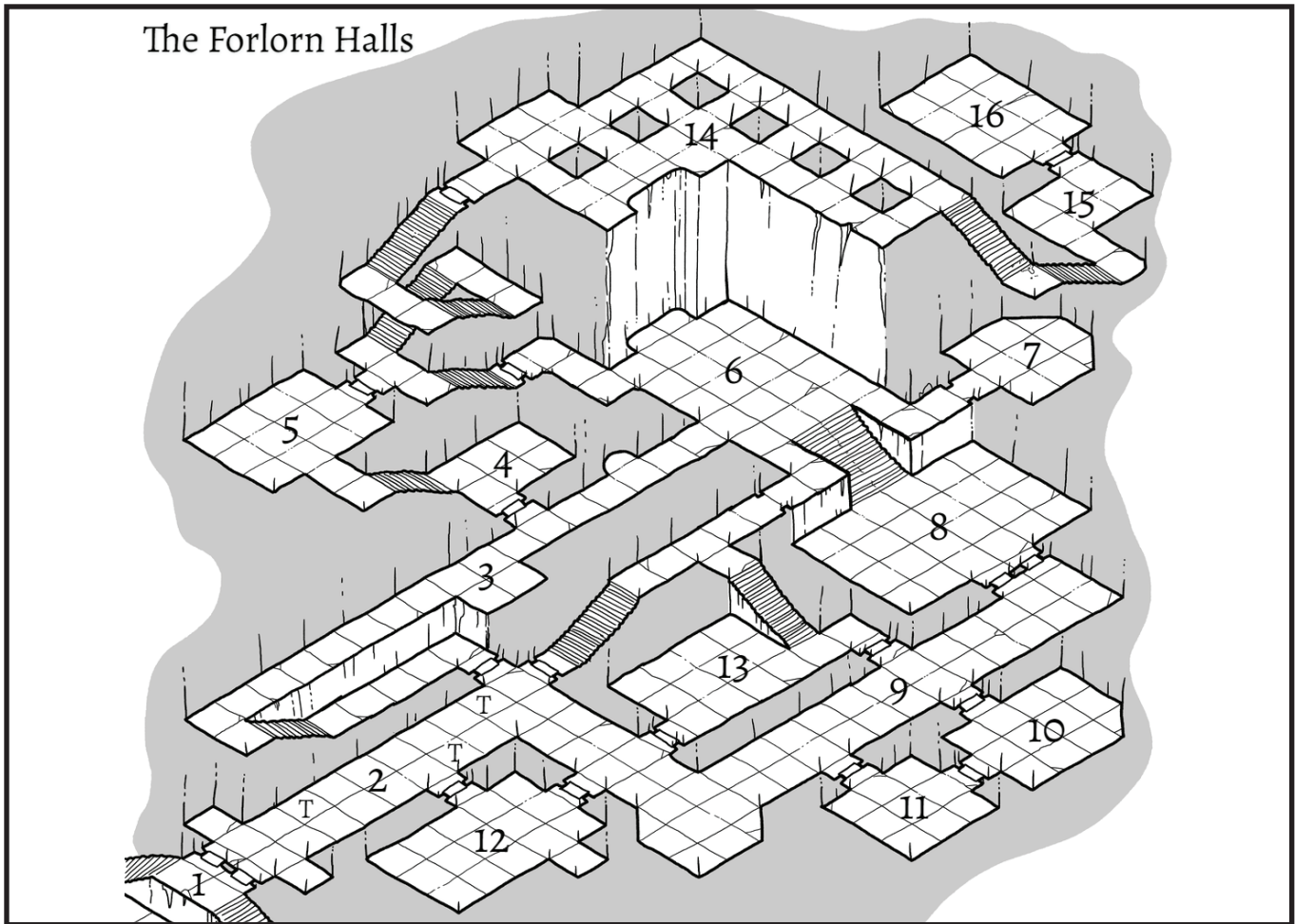
**Oozes.** In the same order as list above, the vats contain a **black pudding**, an **ochre jelly**, two **gray oozes**, a **gelatinous cube**, and a harmless green ooze. If released, these oozes immediately attack.

**Stasis Fields.** Each of the vats containing a dangerous ooze have a permanent *wall of force* covering them, stopping the oozes from escaping. Each vat also has a biometric interface. As an action, a character can use the interface to shut off the stasis field, releasing the ooze within.

**Treasure.** A successful DC 13 Intelligence check made with proficiency in either alchemist's tools or a herbalism kit with reveal that the green ooze acts as a *potion of acid resistance*. There is enough of the ooze for two potions.

### 9 - Hall of History

The walls of this hallway are made of the same metallic material as the main door and are covered in raised images that are in constant motion. They show scenes of androgynous



humanoids performing a variety of tasks, from building pyramids to fighting armies of other creatures.

This hallway is showing the triumphs and histories of the shoth of this vessel. A history that dates back for more than a millennium.

If a character spends at least ten minutes watching a section of the hallway they learn that, while the humanoids in the images often fight, they seem to build, create, and craft wonders in equal measure.

**10 - Dangerous Monster Pens**

Most of the monsters that were released from their pens were able to escape this room, but one creature was too large.

**Encounter: It's a Dinosaur!** A **tyrannosaurus rex** is eating the remains of an adventuring party that it recently destroyed.

**Treasure.** One of the corpses is wearing a +1 *leather armor* that even the rex's teeth couldn't penetrate. While bloody, it is intact.

**11 - Medical Bay**

This sterile and austere room appears to be an alchemy workshop of some kind, although exactly what its purpose is is unclear. Bound to a metal table is an injured elf. "Please, please help me," he begs.

**Afri Rogers.** The injured man is Afri Rogers (LG male wood elf **veteran** with 32 hp and no weapons). If questioned, Afri will explain that he was knocked unconscious while fighting a horrid, serpent-like monster (a grick). When he woke up he was tied up here. The shoth placed Afri here and ad-

ministered treatment to his injuries. They bound him to stop him from reopening his wounds. A DC 15 Wisdom (Medicine) check will reveal that Afri's wounds would have been fatal, but have been well tended to.

Afri will ask for help escaping. He can tell the characters about **areas 1, 2, 11 and 12**, but did not venture further.

**12 - Specimen Pens**

This room housed a number of specimens of undead creatures, collected by the shoth for later study. The damage has freed some of these and destroyed the rest. Read or paraphrase the following:

Smashed crates, broken glass and the remains of dozens of humanoid and bestial corpses cover this large room. The scene is grisly in the extreme,



but it is also clear that there simply isn't enough blood for all of these corpses to be fresh.

With a hollow groan, three figures shamble out from behind some crates.

Their bodies are dry and their skin is cracked and peeling; it's clear these creatures are walking dead.

#### **Encounter: The Walking Dead.**

Three **mummies** are loose in this room. They attack any creature that enters.

**Biometric Interface.** An interface in this area will shut down or initiate the lightning pillars in **area 2**.

**Bloody Remains.** What little remains of two members of Afri's adventuring party lies here, torn apart by undead.

**Treasure.** While their weapons and armor are damaged beyond repair, on the remains of a robed female elf is a satchel that contains two *potions of healing*.

### 13 - Telepathic Enhancer

A large throne-like chair dominates the center of this room. Climbing out of the chair are tubes, wires, and piping that disappear into the ceiling far above.

On each armrest of the chair are more of the ooze discs found throughout the complex.

The chair thrums gently with energy, and pulses of white light travel from the chair into the ceiling.

**Telepathic Enhancer.** The chair is a powerful tool, used for enhancing the telepathic abilities of the shoth. It is used to communicate with the central shoth homeworld.

If a creature with an Intelligence score of at least 14 sits in the chair and uses one or both of the biometric interfaces, they gain the benefit of a *telepathic bond* spell with any other creatures that have used the chair within the duration of the spell.

### 14 - Dissolving Pools

This large, "L"-shaped room has six large pits in it. Each pit is filled with a thick, viscous blue ooze that smells slightly acidic.

This acid is used to dissolve other creatures and turn them into shoth. At the room's back is a much larger pit that holds the vessel's commander, a huge shoth.

**Encounter: The Shoth.** More precisely, this commander is a **droth** (see the appendix for details). It has recently created more shoth from itself to make repairs to the vessels. This process has weakened the droth, halving its maximum hit points.

The droth has no desire to attack the party and rather, will be impressed with them for having reached this far. It will apologize and explain why the defensive systems have been attacking, and that the other shoth have been attempting to reseal the wandering monsters in their holding cells.

Moreover, it will offer to help the nearby city with knowledge and technology, and potentially invite the characters to become part of shoth. Finally, it will tell the characters that they are welcome to retrieve the items of the other adventurers who died in the vessel. These are kept in **area 15**.

The droth will fight to defend itself, but will only attack if the characters attempt to remove the *cubic gate* from **area 16**.

If a battle does break out, the droth will summon six **soozes** (use the **gray ooze** stat block) from the six dissolving pools to help it fight.

### 15 - Antechamber

This small area acts as an antechamber to the main control hub of the vessel. It is empty except for two low metal benches. A large metal chest sits between the benches.

**Treasure.** The most useful items taken from the fallen adventurers are stored here in the chest. Within the chest are the following items: a *potion of growth* and a *+1 shield*.

### 16 - Master Control Room

This room houses the instruments and arcane technology required for moving and controlling the shoth vessel. It is home to banks of dials, switches, and levers that will bemuse the characters. Even a successful DC 25 Intelligence check will only reveal that the room is used to control the functions of the dungeon.

Housed in an adamantine panel in the center of the room is the *cubic gate*. This magical item powers the vessel's ability to move between planes of existence.

Removing the *cubic gate* from the panel will mean that the vessel is stuck in its current location until it is replaced.

Removing the cube requires a successful DC 16 Dexterity (Sleight of Hand) check. On a failure, a character not only fails to remove the item, but they take 7 (2d6) lightning damage.

**Treasure.** If removed, the *cubic gate* is a powerful tool and the very relic that Lord Doe sent them to retrieve.

### Leaving the Vessel

If the characters destroy the shoth, Bishop Cost is aware and rewards them with the *ring of necrotic resistance*. If they don't, the Bishop berates them for their foolish weakness.

If the characters retrieve the *cubic gate*, Lord Doe pays them the promised reward. If they don't, Lord Doe will be decidedly displeased and may even attempt to have the characters killed later. Moreover, the shoth are finally able to repair their vessel and move on, but not before inviting the party to journey with them.

### Concluding the Adventure

With heart, soul, and steel, the adventurers have explored the Forlorn Halls and learned, if not all, then some of its wonders and perhaps even gained a powerful ally, either in the form of the shoth or House Doe. Ω



# SHRINE OF THE SNAKE QUEEN

An adventure for level 7 characters

Written by Benjamin Palmer  
Cartography by Benjamin Palmer  
Art by Matias Lazaro, Maciej Zagorski, and Ian MacLean

---

*Shrine of the Snake Queen* is a Fifth Edition adventure intended for four characters with an average party level (APL) of 7. Characters who complete this adventure should earn enough experience to reach 8th level.

An artifact of terrible power has been located deep in the heart of the jungle and must be recovered. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

## Adventure Background

When the gods were first brought into being, their divine essences latched on to mortals, forming the current pantheon of deities. A few of these godly entities failed to find a suitable host, however, and instead crystallized into a solid form. These *Shards of the Divine* can grant great and terrible powers to those who hold them. One such shard, the *Shard of the Deceiver*, has been found by a tribe of serpentfolk deep within the jungles of the Wildlands. This powerful artifact has caused the ancient, shattered empire to come together in the hopes of reasserting their dominance over the region.

Luckily, knowledge of the shard's discovery made its way to a powerful archmage who has put out a call for adventurers to undertake what he describes as an adventure to save the world itself.

## Adventure Hooks

***An Empire Rises.*** The characters are summoned via *sending* spell to the tower of an archmage. He informs them of the discovery of the shard and the consequences of it falling into the wrong hands.

***Tales of Long Ago.*** The characters heard legends of the *Shards of the Divine* when they were first adventuring. Now that one has been found, they're eager to be the ones to finally reclaim one.

**Salvation has a Price.** The characters, upon hearing of an impossible mission that must be completed to save the world, eagerly seek out the archmage in charge of it looking for a quick and bountiful payday.

## The Archmage's Tower

Denmarsh is one of the major city-states in the kingdom of Cressia north of the Empty Lands on the continent of Arden. A popular port city, it sees a vast number of travelers all year round.

Arriving at the tower of Vaxilos, the archmage of Denmarsh, you find yourself standing before a rather plain looking blue wooden door with a brass knocker in the center of it. There doesn't appear to be any obvious way to open the door.

If the characters use the knocker, a *magic mouth* spell activates above it and tells them to come on in. The door then shimmers for a minute. If they don't, they can repeat the procedure, but Vaxilos will become annoyed if they take that long. During this time, a character can pass through the door as if it didn't exist. Doing so, they find themselves in a sparsely-decorated chamber with a spiral staircase leading up to a larger chamber above. Stepping on the staircase reveals it to be a magical escalator that carries the characters up to Vaxilos' laboratory above.

The magical staircase deposits you into a large room full of alchemical and cosmological equipment. Hunched over a bench in the center of the room is a tall elderly man wearing a bright blue robe.

The man is Vaxilos the **archmage** of Denmarsh. He is responsible for the various quest board postings that the characters have come across previously regarding this world-saving mission they're about to undertake. After a few moments, once he's finished with his current experiment, he turns and greets the characters. He then relays the following to them.

- The *Shards of the Divine* were lost long ago. They haven't been seen in thousands of years.
- Each shard is a manifestation of one of the core attributes of a creature.
- The serpentfolk of the southern jungles discovered one of the shards within an ancient temple.
- They're now rallying the scattered tribes together under one banner so they can retake the continent and re-establish their once great empire.

As time is of the essence, Vaxilos has located an ancient teleportation circle that can carry the characters close to the temple. From there, they'll need to move in on foot, clear out the serpentfolk present, and reclaim the shard. If the characters inquire as to why this specific teleportation circle

must be used, Vaxilos informs them that magic works a bit differently in the jungles and the only way to guarantee that they land on target and on time is to use this specific circle.

With their marching orders in hand, the characters will need to make their way through the swamps outside of Denmarsh to the location of the magic circle in a crumbling ruin seven days' travel from the city.

## Through the Swamps

The journey into the swamps is dangerous. It will take the characters seven days to reach the old outpost. Each day, the characters run the risk of encountering something along the way. Roll 1d6 every day. On a roll of 3 or less, they have one of the random encounters below.

On the seventh day, the characters come upon the remains of the old outpost, mostly recovered by nature. All that remains is the magic circle and some rubble. When the characters approach, they inadvertently disturb a **hydra** that was sleeping in the nearby tree line. It immediately shakes off its slumber and attacks.

Once the hydra has been dealt with, the characters are free to make use of the magic circle. It requires a successful DC 16 Intelligence (Arcana) check to activate. Once activated, it will transport the characters to the jungles of Arden, far to the south.

### d6 Encounter

- |   |  |
|---|--|
| 1 | Eight <b>sahuagin</b> ambush the characters as they move through the swamps.   |
| 2 | Two <b>shambling mounds</b> emerge from the water and attack the characters.   |
| 3 | One <b>goblin shaman</b> (uses the <b>priest</b> stat block) and his pet <b>giant crocodile</b> appear from the brush and try to scare off the characters. If they fail to flee or convince the goblin to let them pass, a fight ensues.                         |
| 4 | A <b>gorgon</b> comes charging towards the party eager to turn their bodies to stone.  |
| 5 | Two <b>otyugh</b> are devouring the corpses of random travelers ahead. If the characters are sneaky, they can get past them without a fight. If they do fight them and win, they find 500 gp in small gems on the freshest traveler corpse.                      |
| 6 | Three <b>trolls</b> are sitting around a campfire making a foul stew. Strangely enough, they're quite friendly. The stew, although disgusting to smell, is quite invigorating. Anyone who partakes of it gains 2d12 temporary hit points that last for 48 hours. |



## Welcome to the Jungle

The characters arrive in an overgrown clearing upon a similar magic circle to the one they just activated. Investigating this one reveals that it can be used to return to the swamps outside Denmarsh with another successful DC 16 Intelligence (Arcana) check. The magic circle overlooks a small valley. Anyone who succeeds on a DC 14 Wisdom (Perception) check can make out a dug-out area to the south with what appears to be a large

altar at the bottom of it.

It takes a couple hours to traverse the jungle and get to the depression in the jungle floor. When the characters get close enough, they realize that the stone around the depression was carved away long ago and the remains of what appears to be a temple sit in the excavated area now. There are also some serpent-like creatures milling about.

The characters will encounter a variety of serpentfolk creatures during this adventure. Use the table below

to see what stat blocks they're based on and what changes have been made to them.

**Encounter: Serpentfolk.** One **serpentfolk gladiator**, two **serpentfolk warriors**, and a **serpentfolk cultist** are tending to the outside of the temple when the characters arrive. They are xenophobic and extremely territorial. They'll give the characters one warning in Abyssal to leave their sacred place before they attack. Zealots, the group fights to the death.

Monster	Stat Block
Serpentfolk Cultist	Use the <b>priest</b> stat block but quadruple its hit points. It also gains the Magic Resistance trait.
Serpentfolk Gladiator	Use the <b>gladiator</b> stat block but add 10 (3d6) poison damage to its spear attack. It also gains the Magic Resistance trait.
Serpentfolk Warrior	Use the <b>veteran</b> stat block but swap out the shortsword attack for a bite that deals the same amount of damage plus 10 (3d6) poison damage. It also gains the Magic Resistance trait.
Shadow Serpent	Use the <b>wraith</b> stat block.

## The Temple of Zengar

The entrance to the temple has long since collapsed. Now, a 30-foot drop leads from the surface to the temple floor below.

### Features

The temple has the following features unless otherwise noted.

**Ceilings.** The ceilings are made of stone and rise 10 feet above the floor.

**Floors and Walls.** The floors are made of ornate worked stone while the walls are made of a cobbled granite.

**Doors.** The doors are made of solid oak with metal reinforcements. They're all unlocked unless otherwise stated.

**Lighting.** The temple is pitch black.

### Encounter Locations

See the map on page 46.

#### 1. Entrance

This chamber was not always the primary entrance to the temple. It has taken on that role since the other entrances collapsed long ago. Three sarcophagi sit at the edges of this room. They contain the skeletal remains of serpentfolk along with 50 gp worth of jewelry each. If a serpentfolk sees a character wearing the jewelry, it gains advantage on its attack rolls against them as its rage over the desecration of its deceased ancestors overwhelms it.

#### 2. Hall of Supplication

A single beam of light crosses this chamber from the mouth of one snake head to the other. If the light is broken, a dart shoots out. Whoever broke the light beam must succeed on a DC 16 Dexterity saving throw, taking 2 (1d4) piercing damage and 14 (4d6) poison damage on a failure, or half as much damage on a success.

#### 3. Lesser Altar

A sacrificial altar stands against the northwest wall. Two snake-headed statues protrude from the walls next

to it. On the altar is an ornate dagger worth 500 gp to the right buyer.

**Trap: Gas.** If someone removes the dagger, the snake heads begin pouring a poisonous gas into the room. Anyone inside the room when this happens must succeed on a DC 12 Constitution saving throw. On a failure, the character suffers a level of exhaustion. The gas persists and slowly begins to spread throughout the complex. It spreads one chamber at a time at a rate of one chamber per hour. Anyone who begins their turn within the gas must succeed on the original saving throw again. A creature that is aware of the gas can choose to hold their breath to avoid making the saving throw. After 24 hours, the gas dissipates and the trap resets. A character that inspects the altar can discover the trap with a successful DC 15 Intelligence (Investigation) check.

#### 4. Great Hall

This was once an ornate place of worship for the serpentfolk, but it has since fallen into disrepair. The halls to the north and south have collapsed, and the side chambers have flooded.

**Encounter: Serpents and Serpentfolk.** There is a **serpentfolk gladiator** in the main chamber. Each of the four alcoves contains a **giant constrictor snake**. The gladiator

can cause one of the alcove doors to fly open each round as a free action, allowing the snake inside to join the fray.

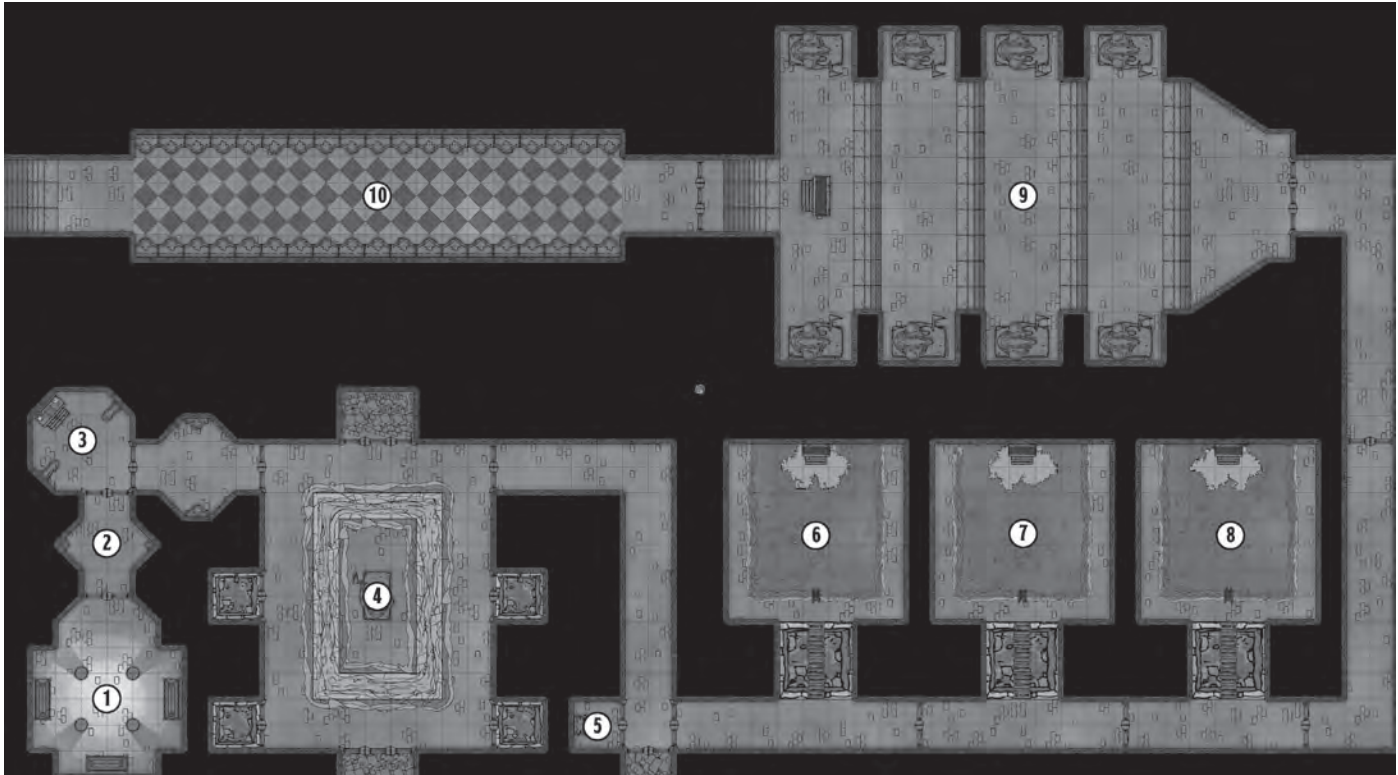
**Treasure: Corpses.** Each alcove contains a number of skeletal corpses. The characters can find ornate jewelry in each alcove worth 50 gp. As before, if a serpentfolk sees a character wearing the jewelry, it gains advantage on its attack rolls against them as its rage over the desecration of its deceased ancestors overwhelms it.

#### 5. Trap Door

This door is a trap designed to fool looters.

**Trap: Gas.** If this door is opened, it causes a noxious gas to begin flowing from the serpent head inside. Anyone within the adjacent hallway when this happens must succeed on a DC 12 Constitution saving throw. On a failure, the character suffers a level of exhaustion. The gas persists and slowly begins to spread throughout the complex. It spreads one chamber at a time at a rate of one chamber per hour. Anyone who begins their turn within the gas must succeed on the original saving throw again. A creature that is aware of the gas can choose to hold their breath to avoid making the saving throw. After 24 hours, the gas dissipates and the trap





resets. A successful DC 15 Intelligence (Investigation) check of the door reveals the trap.

### 6. The Altar of the Egg

This chamber contains a 10-foot-deep pit and an overgrown altar. The walls of this chamber depict eggs and newborn snakes.

**Encounter: Serpentfolk.** Worshipping at the altar is a **serpentfolk cultist** and two **serpentfolk warriors**. They attack if disturbed.

**Treasure: Ornate Key.** The key to the next chamber is on this altar. Without it, the door cannot be opened.

### 7. The Altar of the Serpent

This chamber contains a 10-foot-deep pit and an overgrown altar. The walls of this chamber show serpentfolk warriors in battle.

**Encounter: Serpentfolk.** Worshipping at the altar is a **serpentfolk cultist** and two **serpentfolk gladiators**. They attack if disturbed.

**Treasure: Ornate Key.** The key

to the next chamber is on this altar. Without it, the door cannot be opened.

### 8. The Altar of the Skin

This chamber contains a 10-foot-deep pit and an overgrown altar. The walls of this chamber show the bodies of fallen snakes and serpentfolk.

**Encounter: Serpentfolk.** Worshipping at the altar is a **serpentfolk cultist** and two **shadow serpents**. They attack if disturbed.

**Treasure: Ornate Key.** The key to the next chamber is on this altar. Without it, the door cannot be opened.

### 9. Chamber of Her Royal Highness

Once, the serpentfolk gathered in this grand chamber to worship and hear the gospel of their queen. Now, it is a shadow of its former self.

**Encounter: Queen and Servants.** Standing at the far end of the room is the **serpentfolk queen** (see the appendix) and a **serpentfolk cultist**. Before her, six **serpentfolk**

**warriors** stand guard. As soon as the characters enter, the queen will chastise them for intruding upon their sacred place. The characters can try to convince her to let them have the shard and go; however, this will require a DC 25 Charisma (Persuasion) check. If they fail, the serpentfolk attack.

### 10. Hall of Fangs

This long hallway contains numerous snake-headed statues along the walls and an ornate floor. Skeletal remains can be seen scattered about, their bodies riddled with darts.

**Trap: Darts.** Whenever a character ends their movement on one of the diamond shaped squares, roll 1d8. On a 1 or a 2, a dart flies out of the wall and strikes them. They must succeed on a DC 16 Dexterity saving throw, taking 2 (1d4) piercing damage and 14 (4d6) poison damage on a failure, or half as much on a success. A creature can avoid the pressure plates that trigger the trap with a DC 18

Dexterity (Acrobatics) check.

### 11. Hall of the Avatar

This chamber contains a massive pool of water with the skeleton of a gigantic snake at the bottom of it. At the far end, an altar can be seen. A floating orb of greenish light hovers above it.

#### *Encounter: Avatar of Zengar.*

Hiding beneath the altar under the water is an **avatar of zengar** (see the appendix). This massive snake-like creature exists solely to protect the shard and nothing else. As soon as the characters approach the altar, it emerges and strikes. Though it cannot speak, it fights intelligently, using its Hypnotic Glare on whoever it

perceives to be the biggest immediate threat and its constrict on whoever it thinks will die the easiest. It also uses its ability to spit poison and swallow creatures to break up the characters and force them to fight on its terms.

#### *Treasure: Shard of the Deceiver.*

Once the avatar has been dealt with, the shard is free for the taking (see the appendix for details). Whoever touches it must succeed on a DC 20 Charisma saving throw. Failure means they instantly attune to it and lose attunement to all other items. While attuned to the shard, a creature cannot attune to any other magic item. A creature can only break the attunement with a *greater restoration* spell.

### Concluding the Adventure

With the shard in the characters' hand, the serpentfolk's attempts to reclaim their empire fall apart as the various factions begin to bicker about who should lead now that the queen has been slain or no longer possesses the shard. The magic circle above the ruins easily transports the characters back to the swamps outside of Denmarsh. They'll need to brave the swamps once more (rolling on the random encounter table as before) before returning to Vaxilos with the shard in hand. He'll offer to hide it away where no one can find it but will not press the matter if the characters believe they're capable of protecting it on their own. Ω





# THE MACABRE GALLERY OF CAPRICE MONARCA

An adventure for level 7 characters

Written by **Thomas J. Firestone**  
Cartography by **Dyson Logos**  
Art by **Matias Lazaro and Maciej Zagorski**

---

---

*The Macabre Gallery of Caprice Monarca is a Fifth Edition adventure intended for three to five characters of 7th to 9th level, and is optimized for four characters with an average party level (APL) of 8.*

The party travels to a remote, macabre art gallery and confronts the curator, a psychic vampire! This adventure is setting-agnostic and can be easily placed into any fantasy setting. Any of the details such as names and locations can be changed to fit your campaign.

## Adventure Background

A century ago, starving artist Wetten Monarca barely made enough money to care for his sick wife and two daughters. With meager sustenance and no access to medicine, Wetten's wife soon perished. Bereft and grief-ridden, Wetten began to neglect his own health and, before long, joined his wife. Before he died, he managed to teach his daughters Caprice and Vacilla all he knew about art.

Now orphans, Caprice and Vacilla joined a street gang to survive. With the skills they learned from their father, the two sisters quickly became the graffiti team for the gang's territory. One day, the headmistress of the city's bard college caught the girls in the act, but was so impressed by the graffiti art that she offered them a scholarship on the spot. The sisters, knowing the gang wouldn't approve of their defection, reluctantly agreed. They hid out from the gang at the college for a time and immersed themselves in their studies. Caprice excelled at oil painting while her sister Vacilla gravitated toward sculpture.

By the end of the year exhibition, the sisters had all but forgotten about their former gang. The gang, however, had not forgotten about them. A member of the gang recognized the sisters' art style after seeing a flyer advertising an exhibition taking place at the college. The gang showed up



and fire-bombed the place, setting it ablaze. Luckily, the sisters were out back sharing a bottle of wine that Vacilla had swiped. The ensuing firestorm and carnage took the lives of most of the class, instructors, and patrons. In the confusion, and fearing for their safety if they stayed, the Monarca sisters fled into the forest beyond the city's border.

For a time, the sisters wandered aimlessly. The two feared they would never be free to make their art again and wanted revenge on the gang. Perhaps sensing this desperation, the sisters were approached by, and made an infernal bargain with, a mysterious stranger who promised them uncanny powers. Unwittingly trading their humanity for immortality, Caprice and Vacilla were transformed into a psychic vampire and a medusa, respectively. With their newfound power, the two exacted their revenge on the gang.

However, the power that the two acquired came at a terrible price. Caprice found that she needed to siphon people's memories in order to sustain her own life, while Vacilla could no longer look at anyone, lest her gaze turn them to stone. They used the gang's modest treasure hoard to construct an expansive gallery in the forest, where they could continue

making their art and prey upon the more intellectual denizens of nearby settlements and cities.

The Monarca sisters became more twisted as the years crept by, and the Macabre Gallery slowly built a reputation for showcasing tailor-made works of gore and depravity, the likes of which satiated even the most morbidly curious collector. Nearly forgotten because there hasn't been an opening in decades, the gallery that lives in infamy, and is mentioned only in hushed tones, opens its doors once again...

### Adventure Hooks

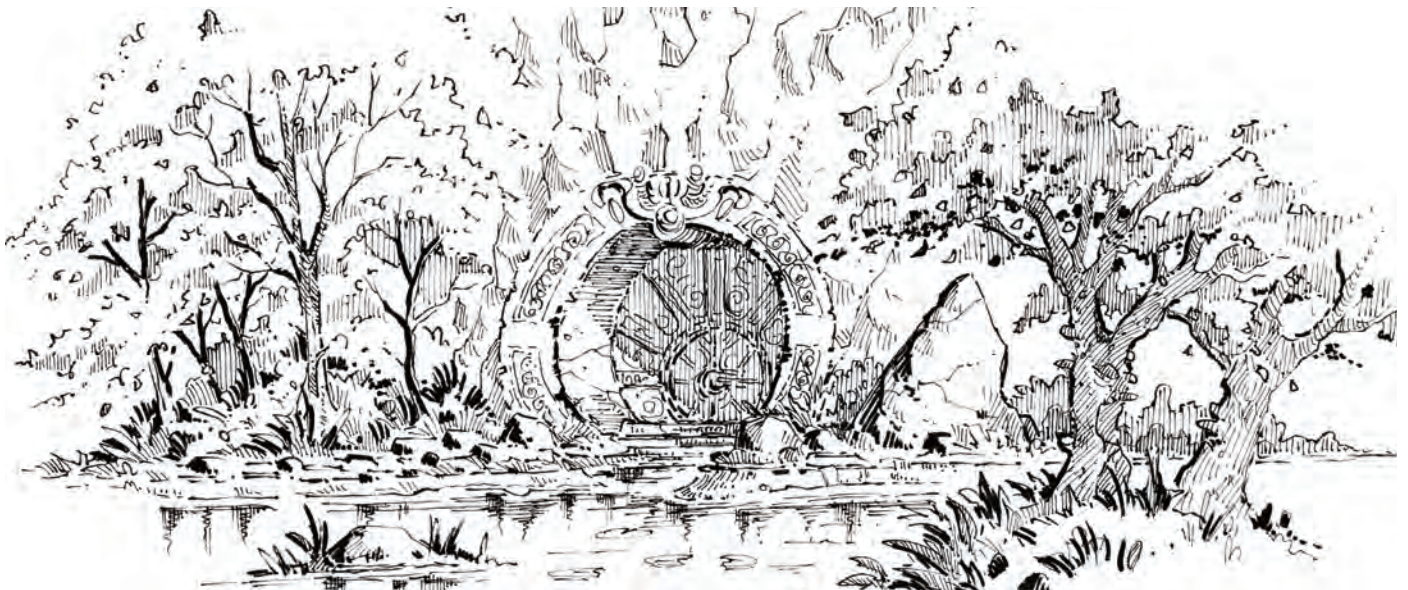
The following plot hooks provide some possible ways for the characters to get involved in the adventure. Feel free to use a single adventure hook suggestion or several in combination. Those playing a bard character and/or another class with the entertainer, guild artisan, noble, or sage backgrounds may find this adventure particularly interesting.

**A Macabre Opening.** A cloaked, hooded figure hands a member of the party a flier and quickly dashes away. The flier is an intricately and gruesomely designed invitation to an art exhibition of the fabled "Macabre Gallery of Caprice Monarca" located deep in the forest. It is rumored that

this peculiar, bizarre gallery only opens its doors to a select few and only on rare occasions. This could be an exclusive opportunity to see the gallery before it closes again for who knows how long.

**Artists Wanted.** Constable Dod has recently received five separate missing persons reports from bardic colleges in the city and surrounding area. The constable has taken several statements and it appears that all five were offered artist's residencies from a prestigious gallery some months ago. All accepted, left from their respective colleges, and were never heard from again. The constable has gathered a reward of 500 gp for any information regarding the whereabouts of the missing persons.

**Dilettante of Decay.** A local noble, Lord Rahm, needs an anniversary present for his art aficionado wife Leeda. This is no simple task however, because Leeda is well-known for her eccentric, unusual tastes and will only be satisfied with a painting from Caprice Monarca's infamous "gallery of the macabre," of which she has heard rumors. Lord Rahm offers the party a reward of 1,000 gp to travel to this remote gallery and acquire a piece from the Macabre Gallery and gives the party an additional 2,000 gp to purchase the work.



## The Macabre Gallery

The Macabre Gallery is a series of interconnected rooms and tunnels carved out of a small mountain several day's travel from any settlement.

### Regional Effects

The region surrounding the Macabre Gallery is warped by Caprice Monarca's unnatural presence, creating any of the following effects:

- There's a noticeable increase in the populations of owls, ravens, and snakes within 5 miles of the gallery.
- Beasts with an Intelligence of 4 or lower are clever and more likely to avoid being caught in traps within 3 miles of the lair.
- Humanoids with an Intelligence of 8 or higher within 1 mile of the lair experience mild headaches if they don't learn or experience something new every 24 hours.

If Caprice Monarca is destroyed, these effects fade over the course of 1d10 days.

### General Features

Unless otherwise stated, the Macabre Gallery has the following features.

**Ceilings, Floors, and Walls.** The ceilings, floors, and walls are carved out of the bedrock and hewn smooth. Ceilings in the galleries (**areas 2, 3, and 5**) are 25 feet high, the rest are all 10 feet high.

**Doors.** Normal doors are constructed of oak planks bound by iron and hung on iron hinges. These doors have AC 15, 20 hp, and immunity to poison and psychic damage. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 18 Strength check to break open.

**Illumination.** Unless stated otherwise, the interior of the Macabre Gallery is illuminated by candlelight and/or torchlight. Hallways are lit by torches in small sconces lining the walls. The three galleries (**areas 2, 3 and 5**) are lit by candles in iron

chandeliers hanging from the ceiling. During the day, sunlight provides bright light to the entryway (**area 1**).

**Iron Bars.** There is a 3-foot-tall, 3-foot-wide sewer grate that consists of iron bars embedded into arched stone blocks in the southeastern wall of **area 1**. It prevents passage to most everything except the slow, steady stream of water running from the small pond in **area 1 to areas 9 and 10**. This iron barred grate has AC 19, 40 hp, resistance to piercing damage, and immunity to poison and psychic damage. A character can bend the iron bars with a successful DC 21 Strength check.

**Razorvine Hazard.** A wall of razorvine hedges surrounds the entrances and exits of the Macabre Gallery. The characters must traverse through the razorvine if they wish to enter **area 1** or exit **area 15**. A 10-foot-high, 10-foot-wide, 5-foot-thick section of razorvine hedge has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine's blade-like thorns.

### Encounter Locations

See the map on page 52.

#### 1. Entryway

All doors in this area are locked. The characters must face the razorvine hazard (see General Features) before entering the entryway (**area 1**) of the Macabre Gallery.

An unkindness of ravens sit atop an old, weathered sign constructed above the entryway that reads: "*La Galerie Macabre. Art is pain*" in faded red ink.

At the small pond in the center of this area, a young woman is filling her waterskin.

A sign posted on the door to the main gallery (**area 2**) reads: "*Gallery Hours: Sunset to Sunrise, Daily. Please knock.*" Below the sign is a

brass door knocker fashioned to look like an upturned warhammer smashing into a skull. The other three doors in this area have signs that read: "*No Admittance.*"

**Kyun.** Kyun (LG female human **commoner**) is the 18-year-old twin sister to one of the artists who went missing. Kyun greets the party and tells them all she knows:

- She misses her brother Hyung terribly since he left for the gallery months ago.
- Hyung hasn't sent her any letters, which is unusual because he always sends letters to her when he travels.
- She found the flier invitation and came to the gallery to surprise her brother, since it seems the gallery is open now.
- She arrived shortly before the party. It took her several days to get here and she came from a different town than the characters.
- She and Hyung use a "secret language" (similar to pig latin) and he always calls her "little stinker" because she was born second. While she used to hate it, the nickname has become endearing.
- She asks if the party would like to accompany her.

As the party continues deeper into the gallery, Kyun, perhaps a little nervously preoccupied with her physical appearance, frequently touches up her makeup with a thin powder puff from a small, round, Art Deco-style mirror compact that she pulls from her satchel. If noticed, she embarrassingly blurts out the makeup compact was a gift from her brother Hyung before putting it back into her satchel.

#### 2. Main Gallery

If the characters use the door knocker during gallery hours (sunset to sunrise), Rian, the docent, will answer the door.

When that happens, read::

You hear the sound of metal scraping against metal as beams slide and locks click open. The door

creaks on its hinges as it swings open and a cloaked figure gives you a perfunctory greeting: “Welcome to the Macabre Gallery, I am Rian, one of the docents here. Please come in...”

The main gallery is cavernous and sounds echo and reverberate off of the stone walls. Large paintings are hung here, along with several sculptures standing atop stone bases.

**Rian & Kup.** Rian (male **vampire spawn**), a pale-skinned docent, greets the party. Another cloaked figure, Kup (female **vampire spawn**), is absent-mindedly dusting the paintings and statues. Both wear darkened lenses, and their long, dark hair covers their ears entirely. They both have an air of apathy bordering on contempt; their voices are often flat and monotone. Rian calls to Kup and tells her to “inform the curator that there are guests.”

He suggests that the party take the tour while they wait. The tour will take the party from the main gallery (**area 2**) to the statue room (**area 5**) in numerical order. If the party agrees, Rian will start the tour and begin to describe the paintings, which have titles such as: “Flames of Darkness, Death Stench, Damned for Eternity, Ecstatic Punishment, Celebrations of Weakness,” and so on. Each of the surreal works depict humanoid suffering in some form. If visual descriptions are needed, the paintings are similar in style to works by artists such as Salvador Dalí, Hieronymus Bosch, and Francisco Goya.

Whether the party decides to take the tour or wander the gallery alone, Rian will always stay with the group. Kyun will examine each painting and ask if her brother painted it, to which Rian, with building annoyance, will reply, “No.”

**Encounter: Diabolical Docents.** The two **vampire spawn** each hide a **swarm of insects** (scorpions) under their cloaks. Neither docent is outwardly hostile towards the characters,

unless accosted or attacked, and even then, they will try to subdue or knock the characters out (Vacilla wants to petrify the characters into statues).

### 3. Lesser Works Gallery

The doors to Vacilla’s quarters and the back hallways (**areas 8 and 15**) are locked.

The lesser works gallery has several smaller paintings hung on the walls.

Just as the party is about to leave the lesser works gallery, they hear a muffled female scream from Vacilla’s quarters (**area 8**). If they ask Rian what the scream was or want to investigate, Rian will shrug indifferently and conclude, “Art is pain,” before trying to usher the characters into the hall of remembrance (**area 4**). If pressed, Rian will assure the party that the scream is probably from the sculptor, Vacilla. He’ll lean in and whisper: “You know how artists are... she’s a bit unorthodox in her methods and doesn’t like to be disturbed when working.” The party may want to roll a Wisdom (Insight) check, but as far as Rian knows, he’s telling the truth as he’s never actually seen Vacilla “sculpting.”

### 4. Hall of Remembrance

The statue in this hallway depicts a human male and female embracing, each seemingly holding the other up, their bodies fraught with exhaustion. The inscription is marked “*Mother & Father, rest eternally in peace.*” The subdued but altogether tranquil tone of this statue starkly contrasts the fear and horror of all the other paintings and sculptures in the gallery.

### 5. Statue Room

The statue room contains Vacilla’s sculptures (which are actually petrified adventurers). Each statue displays a look of abject fear and horror. The centerpiece is a statue of a dwarf whose belly has been slashed open, stone innards spilling out. Shortly after arriving in this room, Caprice Monarca enters the statue room from **area 14**. Kup and Rian take a “smoke

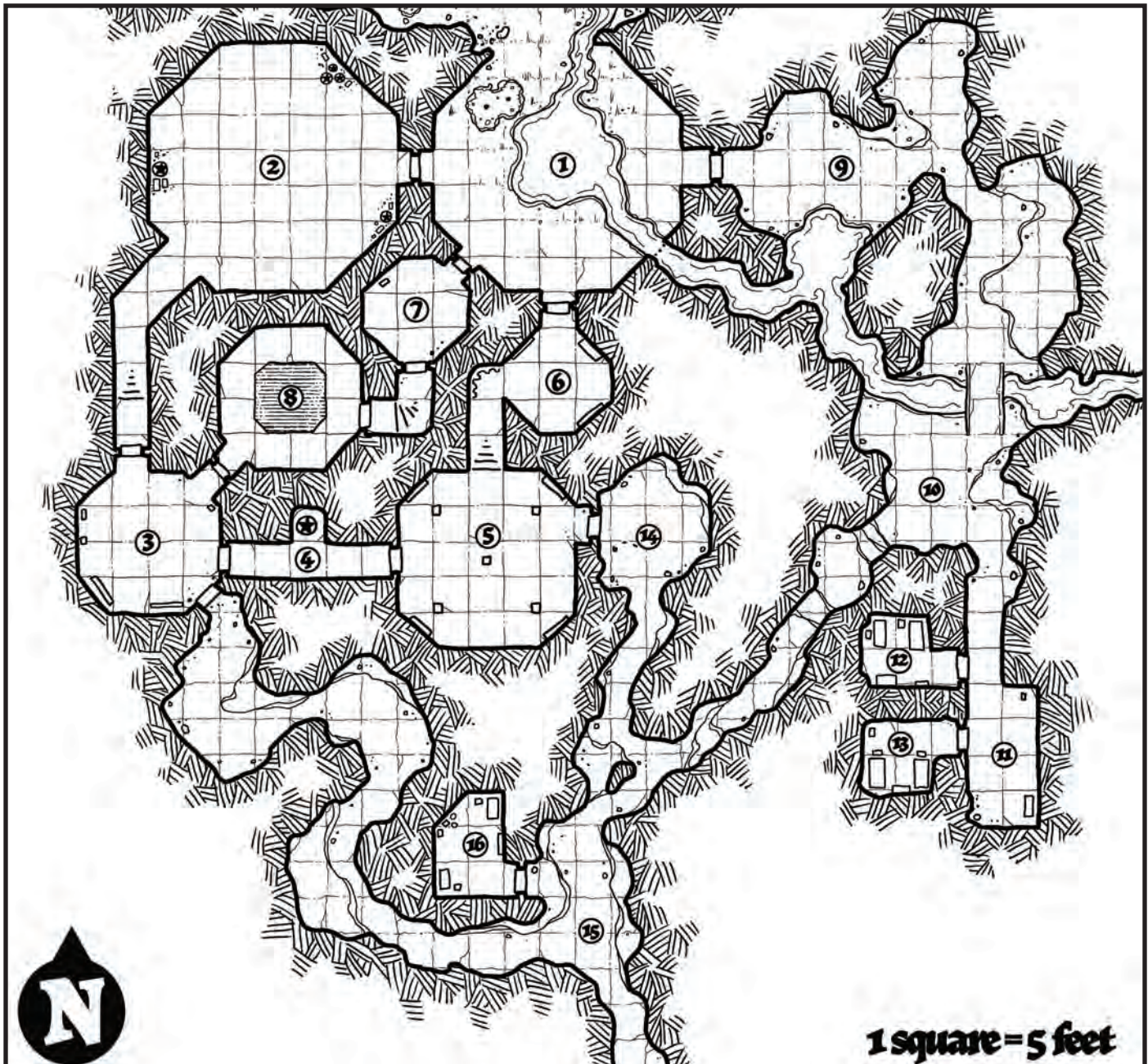
break” in the small lounge (**area 6**).

**Encounter: Caprice Monarca.** Caprice Monarca (female **psychic vampire**, see the appendix) wears mauve-colored lenses. Her clothes are shades of black, mauve, and dusty rose. She is whip-smart, tactical, and cunning.

If combat breaks out, she will try to avoid fighting the party toe-to-toe. Instead, she will levitate and use her ranged psychic attacks while retreating and calling for backup. If her health drops below half, she will attempt to flee out of the back of the gallery compound through **area 15**. If necessary, utilize the rules for chases in chapter 8 of the *DMG*.

What Caprice is willing to share with the party:

- She won’t take less than 2,500 gp for anything in her collection.
- She says that her sister Vacilla is currently going through her “adventurous” phase and needs models to pose for her sculptures.
- If the party would be willing to pose for Vacilla, she will lower the price of an art piece by 100 gp per model.
- Vacilla only works with one model at a time.
- Caprice knows Kyun’s name and perfectly imitates the “secret language” of her and her brother, even calling her “little stinker.” Kyun is visibly shaken, as she and her brother were the only ones who knew about that.
- If Kyun or the party ask about Hyung, Caprice lies and says she knows little, except that Hyung didn’t feel as if he were thriving at the gallery and decided to leave shortly after he arrived. She has an air of incredulity, as if Hyung has foolishly given up something extremely valuable. She assumes he went back to “whatever paltry little village he came from.” Hyung is actually in the artists’ workspace (**area 10**), though he remembers very little of his past life.



**6. Small Lounge**

This small lounge is furnished with velvet couches. Above the door leading north, a sign reads: "Exit."

**7. Vacilla Monarca's Studio**

This is Vacilla's workshop where she turns her victims into stone statues; one was just petrified and turned into her latest "sculpture" (this was the scream the party heard earlier).

**Treasure: Baubles and Trinkets.** Vacilla collects trophies from her

"models" before petrification. The items worth anything are: a gold necklace worth 75 gp, a silver ring worth 25 gp, and a ruby hairpin worth 35 gp.

**8. Vacilla Monarca's Quarters**

The door to this area is locked. Vacilla's quarters are sparse, just a large square bed, and two gargoyle statues.

**Encounter: Vacilla Monarca & Her Gargoyles.** Vacilla Monarca is a **medusa**, and much less cordial

than her sister or the docents. Unless escorted by Caprice, she and her two **gargoyles** will attack the characters on sight. She will let her gargoyles take the brunt of the attacks and will attempt to flee and call for reinforcements if she doesn't succeed in petrifying at least one character within three rounds of combat or if her health drops below half, whichever comes first.

If the characters remember Kyun's

makeup compact mirror, they may attempt to use the mirror to have Vacilla petrify herself—that is, if they can procure or conjure a source of bright light.

### 9. Dyeing & Construction

Parchment, canvas rolls, wood for frames, binding supplies, and other similar items are stored in this hallway.

### 10. Artist's Workspace

This is where the artists work on their paintings. Numerous vessels of paint sit amongst easels and stools, each with works in various stages of completion. The small stream from **area 1** flows under the small bridge and through a small passage to the east. There are three artists working here, one of which is Kyun's brother Hyung (NG male human **commoner**).

Hyung, like the other artists, is gaunt, malnourished, sleep-deprived, and suffering from memory loss due to Caprice's psychic vampirism; in fact, none of the artists know their own names or where they came from. Hyung's hair appears to have fallen out in large patches and Kyun barely recognizes him. He does not wish to talk to anyone, he just wants to continue working on his painting, and will say so if questioned by the party: "Please leave me be, I must concentrate on my work." If Kyun and the party persist, Hyung becomes increasingly more agitated until at last he shouts at Kyun and the rest of the party to leave him alone.

Kyun, understandably, is despondent and refuses to leave her brother's side; he lets her stay as long as she is quiet and doesn't attempt to stop him from working. If the party wishes to convince Hyung to leave the gallery, they must either knock him out and physically remove him, or either kill or route Caprice Monarca. Once she is gone, the artists will regain some semblance of memory, enough for Hyung to at least recognize his sister and leave willingly.

### 11. Artist's Kitchen

This is a simple kitchen; pots and pans sit on the stovetop of a wood oven. The dining area consists of a wooden table and two worn chairs.

### 12. Artist's Quarters

Contains cots and a small dresser.

### 13. Rian & Kup's Quarters

Two coffins lie here.

### 14. Storage Area

Various paint supplies are stored in this area. There is a small, fine wooden box that stands out among the barrels and crates.

**Treasure: Box of Marvelous Pigments.** The fine wooden box contains *marvelous pigments*.

### 15. Tunnel Leading Out

The characters must face the razor-vine hazard (see General Features) before exiting via the tunnel leading out of the Macabre Gallery.

This tunnel leads through the south side of the small mountain and into the forest. Caprice Monarca will use this tunnel to flee from the party.

### 16. Caprice Monarca's Quarters

Caprice's coffin rests on elaborately woven rugs alongside a small treasure chest. On the plush couch in the corner of the room is a deceased male human who looks similar to the other artists; gaunt, malnourished, and patches of hair missing. A successful DC 15 Wisdom (Medicine) check reveals no visible wounds and no signs of poisoning; it's as if his very life essence was drained somehow.

**Treasure: Chest.** Inside the unlocked chest is 2,000 gp and a whip called *Novacula* (see the appendix).

## Concluding the Adventure

However the party decides to handle the Monarca sisters, the characters eventually make their way back to town. If rescued, Hyung and the other artists can perhaps slowly rehabilitate with rest, care, and support, but whether they will get their memories

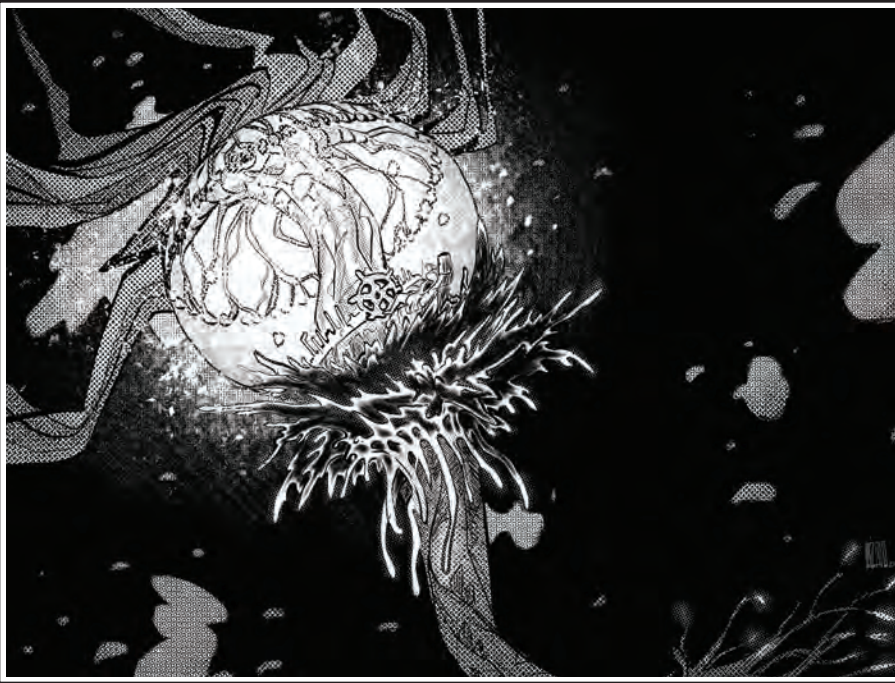
back without the use of a *greater restoration* spell or similar magic remains to be seen.

The party may wish to cure Vacilla's "sculptures" of their petrification and can either attempt to do so themselves or contact a magic-user that knows the *greater restoration* spell or similar magic. The party should use caution though, because even after being cured of their petrification, many of the adventurers may die from grievous injuries Vacilla inflicted upon them before petrifying them, the busts in particular probably have no chance of surviving once cured.

## Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here are the resolutions for each hook:

- **A Macabre Opening.** The party has indeed visited the fabled Macabre Gallery of Caprice Monarca and lived to tell the tale. The encounters and treasures found in the gallery are sure to be cherished for years to come, or at the very least, sold for a profit. This is a small consolation given all the trauma the Monarca sisters have inflicted over the years.
- **Artist's Wanted.** Constable Dod receives the evidence he needs from the characters and gladly pays the reward of 500 gp. Dod will take responsibility for any prisoners the party brings him; however, the sisters may prove to be too powerful to be kept imprisoned. If they survive, the sisters are none too pleased about the outcome of this endeavor, and you can bet that both Dod and the characters are now their targets. This unfolding of events may lead to other adventures.
- **Dilettante of Decay.** Leeda is overjoyed with whatever gruesome art the characters bring back, and even though Lord Rahm doesn't understand his wife's morbid fascination with death, he's happy that she's happy and will remember how resourceful the party is, which may lead to further requests. Ω



# OCEANBOUND

An adventure for level 11 characters

Written by **Ellie Hogan**  
Cartography by **Ellie Hogan**  
Art by **Matias Lazaro** and **Maciej Zagorski**

---

---

*Oceanbound* is a *Fifth Edition* adventure for a party of four characters with an average party level (APL) of 11.

The adventure begins when the party is accidentally transported to the Elemental Plane of Water. They must survive the depths, make a deal with the Sea Witch Ulsaira, and steal a powerful magical item for a submerged glacier full of elementals before they will be able to return home. A party with a character that can cast the spell *water breathing* or has other underwater adaptations will have an advantage in this adventure, but it is designed under the assumption that the characters can't breathe underwater.

## Adventure Background

The demigod Ulsaira, known as the Sea Witch, resides in the Elemental Plane of Water. Her lair is located in a region that is a common destination of spells and effects that allow a creature to travel to the Elemental Plane of Water. Her servants patrol the waters surrounding her lair to find stranded mortals to save and bring to her, so that Ulsaira can make deals with them to increase her influence and power.

Ulsaira has recently set her sights on the *Dominion Pearl*, a powerful magical item that greatly improves a creature's control over its surroundings. Given enough time, a *Dominion Pearl* can influence its surroundings enough to create a domain. The *Dominion Pearl* is currently owned by Nixigidusk, an ice elemental that has used the *Dominion Pearl* to amplify its powers and create a massive glacier. Not only does Ulsaira covet the item for herself, but the glacier is close enough to her lair that she is concerned about its expansion.

## Bargaining with Ulsaira

Ulsaira gains power from making bargains with mortals. The more personal meaning the bargain has, the more attractive it is for her. For example,

a monetarily worthless pendant that has been in a family for generations and has deep personal value is much more attractive to her than a newly forged, expensive magical item that has never been used. Some of her favorite things to bargain for include:

- Items with deep personal meaning
- Character proficiencies, abilities, and senses
- Years of life (essentially indentured servant contracts)
- Cherished memories (e.g. removing a loved one from a character's memory completely)

What Ulsaira takes, she also has the power to give. Although she is effectively omniscient in her own domain, she doesn't know any more about the events on other planes of existence than she is able to learn from those she makes bargains with. Any bargain she offers should present a difficult choice for the character.

### Into the Depths

This adventure begins when the party finds itself unexpectedly in the Elemental Plane of Water. Some suggestions for how this may have happened include:

- The party was travelling by sea and was sucked into a whirlpool con-

#### Character Background Information

This adventure works best if the DM knows specific information about each character's background. If you don't already have it, you can either ask your players to provide the following information ahead of time or ask for relevant details as it comes up:

1. Describe the most significant death of an enemy or loved one your character has experienced.
2. What is your character's greatest fear?

nected with the Elemental Plane of Water.

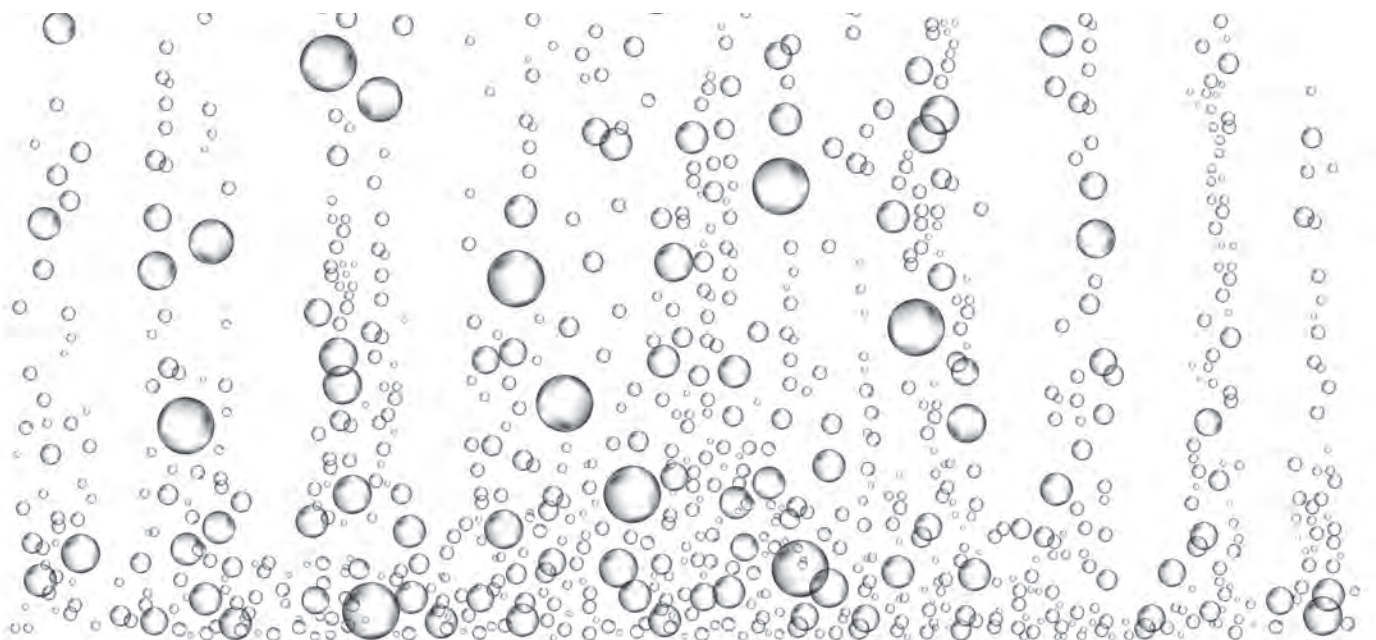
- The party entered (or was forced through) a mysterious portal found within a dungeon without knowing its destination.

Regardless of how the party enters the plane, they arrive to find themselves submerged in a seemingly endless expanse of luminescent water. The only object visible is a large, umbrella-like plant which floats around 100 feet away. A character that succeeds on a DC 12 Wisdom (Perception) check can see that there is an air bubble under the floating

plant's umbrella of leaves big enough to fit six Medium creatures. A small humanoid seems to be manipulating the plant with a makeshift rope rigging.

The plant-ship, affectionately referred to as the *DSV Gnomebrella*, is manned by Phissa Squigglespock (neutral good female gnome **scout**). She is bound to patrol the area for Ulsaira for fifty years due to a bargain she made fifteen years ago when she was stranded here herself. Phissa encourages the characters to visit the Sea Witch to make a bargain if they have no other way of returning, assuring them that while Ulsaira couldn't be called 'good,' she does respect her bargains.

If the party wants to meet the Sea Witch, Phissa steers the *DSV Gnomebrella* to Ulsaira's lair. It takes 8 hours to reach the jagged, barren rock the Sea Witch resides in. Phissa warns the characters that Ulsaira demands respect and is probably a demigod. She refuses to enter Ulsaira's lair. "Once was more than enough for me," she explains with a shudder. "Besides, I've already bargained away everything I'm willing to give."



## Ulsaira’s Lair

The following locations are keyed to the provided map of Ulsaira’s Lair.

### General Features

Unless otherwise noted, locations in Ulsaira’s Lair have the following features.

#### **Ceilings, Floors, and Walls.**

Ulsaira’s lair is hewn from a massive rock floating in the Elemental Plane of Water.

**Climate and Gravity.** Ulsaira’s will shapes the environment of her lair. She maintains breathable air and gravity comparable to the Material Plane in her lair.

**Doors.** All of the lair’s doors are controlled by Ulsaira. They are locked until the players complete the test of the room. A locked door has no obvious locking mechanism and can essentially be treated as a decorative part of the wall. Doors remain unlocked behind the party. They are free to leave at any time.

**Lighting.** Locations in Ulsaira’s lair are dimly lit with phosphorescent moss that grows on the walls and ceiling.

### Encounter Locations

#### 1: Entrance

A short tunnel leads into the massive rock. After a disorienting shift from the directionless expanse of the Elemental Plane of Water to normal

gravity, the party emerges into a pool of water in a small room. A large sign titled “Rules of Hospitality” stands beside an ornate stone door. This sign appears to be written in whatever language a creature is most comfortable with. The door forward is unlocked.

#### **Rules of Hospitality.**

1. Do not kill my sentient employees.
2. Do not attempt to bypass any locked doors.
3. Do not sleep within my domain

If the players breach these rules of hospitality at any time, they must succeed on a DC 20 Wisdom saving throw or become become *polymorphed* into a frog. They are instantaneously transported from Ulsaira’s lair to the water outside the entrance. If they return and break the rules of hospitality again, Ulsaira will kill them.

#### 2: Test of Strength

The first chamber is set up like a large colosseum ringed with heavy metal doors from which a variety of grunts, screeches, and thumps emanate. This room is used to test the combat strength of the party with successively more difficult fights. The party is no use to her dead, so creatures with an Intelligence score of 5 or higher understand that they should use non-lethal attacks where possible. After all creatures in an encounter are defeated, the door to the next encounter opens at the next initiative count 20.

**Encounter 1: Pinchers.** Four **giant crabs**.

**Encounter 2: Paralyzers.** Two **chuul**.

**Encounter 3: Poisoners.** Two **wyverns**. They fly out from a door near the ceiling.

**Encounter 4: Slammers and Spellcasters.** Two **shambling mounds** and one **mage** (chaotic neutral male human). The mage casts *greater invisibility* on himself before the door opens. Instead of *fireball*, he knows the spell *lightning bolt*.

Once the party completes the fights, the door forward unlocks with a loud click.

#### 3: Test of Greed

Four podiums with various items are spaced equidistant along a wide hallway. Each one is very obviously trapped, as shown in the Podium Contents and Traps table. The object on each podium has a small, 5-foot-diameter sphere of antimagic surrounding it, preventing spell effects from passing through but not affecting the traps themselves.

The door forward at the far end is unlocked and slightly ajar.

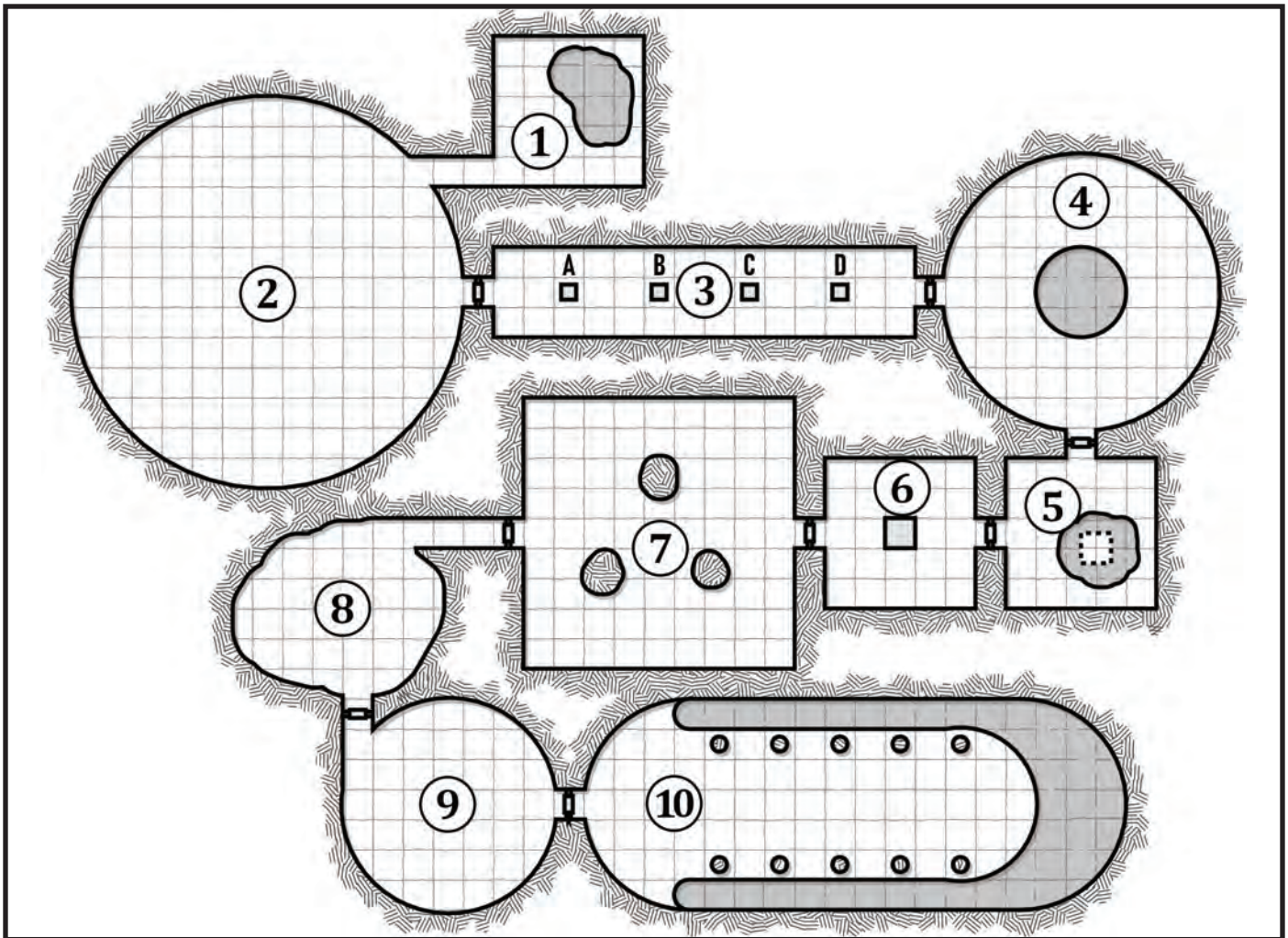
#### 4: Pool of Loss

A small pool ringed with rune-carved stones sits at the center of this room. Chilly mist swirls delicately around it. As the characters enter the room, a number of ghostly figures equal to

#### **Podium Contents and Traps.**

Podium	Contents	Trap
A	200 pp	Glowing arcane symbols are inlaid into the stone surrounding the podium. Any creature that comes within 10 feet of the podium is targeted by the <i>blight</i> spell (DC 15).
B	<i>gloves of swimming and climbing</i>	Tripwires are strung in a web surrounding the podium, interspersed with small holes. A creature attempting to reach the podium must succeed on a DC 18 Dexterity saving throw or trigger the trap. If triggered, gas begins hissing from the holes and the air in the room becomes unbreathable within 3 rounds. Every creature remaining in the room after that time begins to suffocate. The gas dissipates after 10 minutes.
C	Trident	Pink mist lightly obscures a 10-foot-diameter sphere around the podium. A creature that enters the mist is affected by the <i>confusion</i> spell (DC 15).
D	<i>spell scroll of control water</i>	Dripping green vines sprouting from the podium angle towards the closest creature in the room. A creature that moves within 10 feet of the podium is attacked by the vines (+7 to hit). On a hit, the vines affect the creature with the <i>contagion</i> (Mindfire) spell.





the number of characters present rise from the pool. Each ghost resembles a dead enemy or loved one from a character’s past. Each character must succeed on a DC 15 Wisdom saving throw or become convinced that this is the soul of the person the ghost resembles.

**Encounter: Ghostly Reflections.**

These figures use the **ghost** stat block, but they are merely reflections of the characters’ loved ones. The ghosts immediately attack the character they ‘knew’ and speak to the character as they do so, blaming them for their death.

**5: Test of Morality**

A young elven male (a lawful neutral noble) is suspended in a cage hung 30 feet above a pool of bubbling green

acid by a 10-foot chain. As soon as he notices the party, he frantically waves and gestures to be let out, but he seems to be unable to speak. The door forward is unlocked and slightly ajar.

This is one of Ulsaira’s employees who bargained his ability to speak for underwater adaptations. As soon as he can convince a petitioner to ‘save’ him, he is free to leave.

**Trap: A Noble Rescue.** Any creature that enters the acid pool or begins its turn there takes 13 (3d8) acid damage. The bars of the cage are made of thick iron. Each 5-foot section has AC 19, 20 hp, and immunity to poison and psychic damage. The cage door is locked with a padlock reinforced with *arcane lock* and requires a DC 25 Dexterity check with thieves’ tools to open. The elf is terrified of

ranged attacks made against the cage, fearing friendly fire.

**6: Test of Intelligence**

A square dais standing at the center is split into four even sections, each of which is further subdivided into four more sections. Four different figurines of wizardly humans are currently placed on the dais while three more of each are placed on a separate stand. A plaque attached to the dais reads:

“Four mages tried to cast a spell; instead they split reality

Things quickly had to stabilize to reach a new neutrality

In all four quadrants only one of each mage now resides

And over every row and column one of each presides”

The player handout for this puzzle can be found in the Appendix. This is a 4x4 sudoku puzzle with the solution on this page.

**Trap: Puzzling Mistakes.** If any of the wizard figurines are placed in the wrong spot, *magic missiles* cast at 3rd level come out of the figurine’s hand, targeting whoever placed the incorrect figurine.

**7: Test of Priorities**

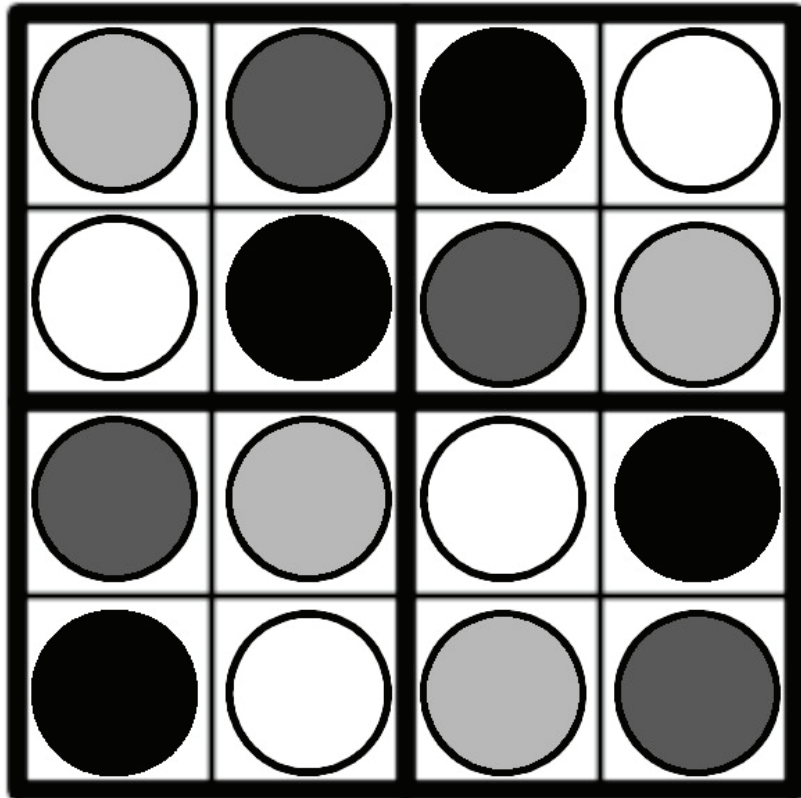
One of Ulsaira’s favorite bargains to make involves taking a sense away from a mortal. This test helps her discover which basic sense a petitioner favors most. Three large stone columns decorated with depictions of eyes, ears, noses, and mouths form a triangle in this room. As soon as all of the characters have entered the room, the stone melts away revealing misshapen humanoids stitched together from mismatched body parts.

**Encounter. Senseless Violence.** The three **flesh golems** immediately attack the players. They have orders to use non-lethal violence. Every round on initiative count 20, each character must choose a sense to lose: sight, smell, taste, or hearing. They lose this sense until the next initiative count 20 when they must pick a new sense to lose. Each character must cycle through these four senses before they can repeat a sense.

**8: Test of Fear**

A circle of glowing arcane symbols provides the only light in the room, tinting everything an ominous red and casting long shadows on the uneven cavernous walls. A sign near the entrance reads: “Each petitioner must face their fears.”

**Hazard: Face Your Fears.** Each character must step into the arcane circle one at a time. While standing in the circle, an illusion of the character’s greatest fears appears in the room. When the illusion first appears, the creature in the circle must succeed on a DC 15 Intelligence saving throw or suffer from horrible nightmares during its next long rest. A



The Solution

creature affected by these nightmares only regains half as many hit dice as normal and gains a level of exhaustion. This effect can be removed early by *dispel magic* or similar magic.

**9: Test of Skill**

This circular room has five alcoves spread along the exterior wall. Each has a test of skill within it. A statue of a twisted, fey-like woman with a mass of tentacles where her legs should be stands at the center of the room, arms folded and lips pressed tight as if deeply disappointed. An inscription at the base reads: “Each petitioner must impress me with their own merit.”

**1. Strength.** A lever with a sign reading “pull me” is attached to the wall of the alcove. A glowing, flame-shaped sigil is inscribed on the side of the alcove. A creature must succeed on a DC 16 Strength check to pull the lever. On a failure, the flame sigil releases a burst of fire that functions

like the spell *hellish rebuke* (DC 16).

**2. Dexterity.** A wire leads from one side of the alcove to the other, looping and zig-zagging back on itself along the way. A metal ring around the wire sits on a wooden rest at the left. A sign reads: “Move the ring to the far side without touching the wire.” A creature moving the ring must succeed on a DC 16 Dexterity check to complete this task. With a failed check, the ring moves itself back to the wooden rest and any creature touching it takes 13 (2d12) lightning damage.

**3. Intelligence.** A puzzle cube is attached to a small pedestal at the center of the alcove, a sign reading “solve me” displayed behind it. As soon as a creature touches the cube, an illusory timer appears. A character that succeeds on a DC 16 Intelligence check solves the puzzle before the time runs out. A creature that fails has its hands burned by the puzzle cube and takes 13 (2d12) fire damage.

4. **Wisdom.** A line at the center of the alcove splits it into two even halves. A sign at the center reads “find the differences”. Whenever a creature comes within 5 feet of the alcove, the walls rearrange themselves into an intricate fresco that is nearly identical across the two halves and an illusory timer appears. A character that succeeds on a DC 16 Wisdom check finds the differences before the timer runs out. A creature that fails is sprayed with a foul-smelling green liquid and takes 13 (2d12) poison damage.

5. **Charisma.** An alcove lined with twisted humanoid puppets has a sign reading “entertain us” and a small wooden platform with a pair of footprints at the center. A creature standing on the platform must make a DC 16 Charisma check to entertain the audience with the method of their choice. With a successful check the puppets begin to cheer and clap, while a failed check causes the puppet to boo and hiss, dealing 13 (2d12) psychic damage to the creature on the platform.

Each character must succeed on one of the skill challenges without obvious assistance, or attempt all five challenges before the door forward will open. Reward your players for creative solutions that fulfill the letter of the request even if it isn't the “obvious” solution. Ulsaira respects ingenuity.

**10: Petitioner’s Hall**

Unlike the rest of the lair, the petitioner’s hall is constructed from smooth stone decorated with intricate carvings. A waterfall at the far side of the room plunges into a shallow pool that runs around the perimeter of the walls, the glowing corals within bathing the room in cool blue light.

As the characters enter, a huge face forms in the spray from the waterfall. This is a projection of Ulsaira who hides her true body much deeper in the rock. Her booming voice echoes through the chamber: “Enter, mor-

tals, and speak your desire.” She initially offers each character a personalized bargain to return back to the Material Plane (see Bargaining with Ulsaira for guidelines). If one or more of the characters are reluctant to agree (and they should be!), she offers an alternative bargain: go to Nixigidusk’s Glacier and return with the *Dominion Pearl* from its core. If the characters lack a way to breathe underwater, she grants each a talisman that confers the effects of *water breathing* for 48 hours, bargain-free.

Once the discussion is complete, the party is transported back to the exterior of the lair where Phissa is still waiting. She knows the location of Nixigidusk’s Glacier and is obligated to transport the characters if they require her help.

**Nixigidusk’s Glacier**

It takes 4 hours for the *DSV Gnomebrella* to reach Nixigidusk’s Glacier. It would take a creature with a swim speed of 30 feet 6 hours of continuous swimming to cross the same distance.

The glacier appears deceptively small in the endless expanse of the waters as the party approaches. It looms larger and larger the closer the characters approach, a mass of dark ice within the luminescent water. The water slowly cools from pleasantly warm to extremely cold beside the massive hunk of ice. The glacier’s form is twisting and irregular with many tunnels leading into its interior.

**General Features**

Unless otherwise noted, locations in Nixigidusk’s Glacier have the following features.

**Ceilings, Floors, and Walls.**

Rooms and tunnels in the glacier are carved out of the ice and fully sub-

merged in water. Impurities trapped in the ice make it nearly opaque.

**Extreme Cold.** The glacier is extremely cold. After each hour a creature spends in the glacier, it must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures naturally adapted to cold water climates.

**Lighting.** The natural luminescence of the water bathes the interior of the glacier in dim light.

**Navigating the Glacier**

The glacier is a maze of winding tunnels that become more convoluted the closer to the center of the glacier the party gets. Each time they leave a location in the glacier, one character acting as the navigator makes a Wisdom (Survival) check. The DC required to progress deeper into the glacier is shown in the navigation table. If the navigator fails this check by 10 or more, they accidentally travel one layer shallower in the glacier. Otherwise, the party remains in the same layer. Traveling between locations takes 4d8 minutes.

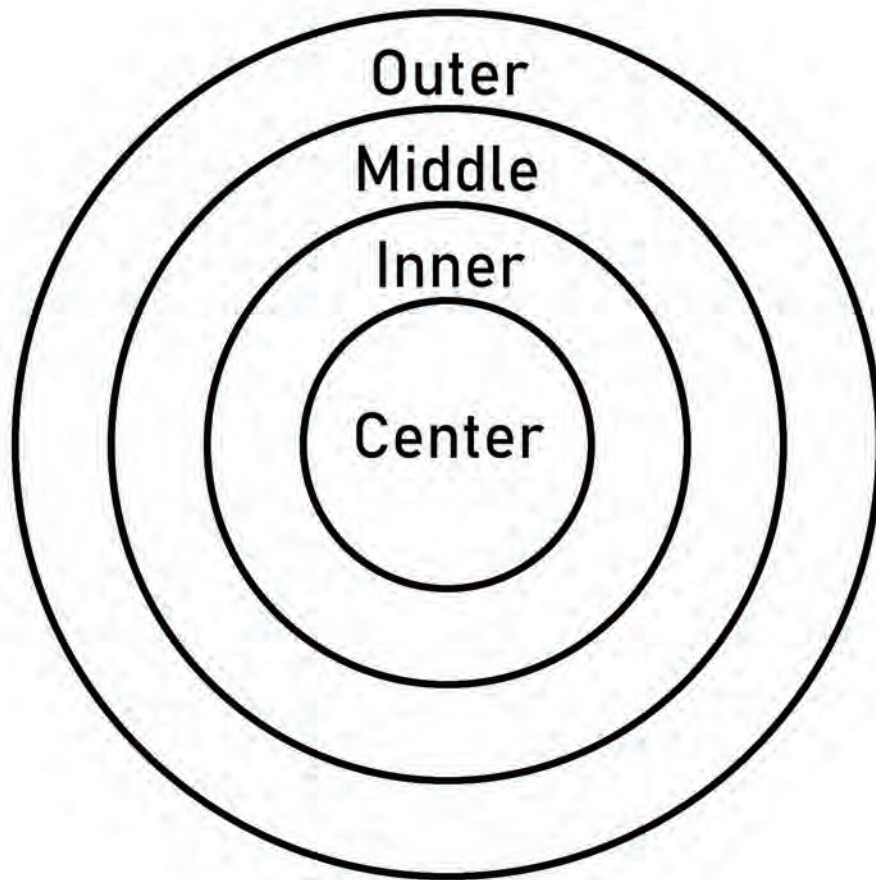
**Navigation.**

Glacier Area	Wisdom (Survival) check DC
Outer to Middle	10
Middle to Inner	15
Inner to Center	20

Once you have determined which layer the party ends in, roll 1d4 (re-rolling any 4’s) on the following table to determine which location in that layer the party finds. There is only one location, the Elemental Core, at the center of the glacier.

**Layer Location.**

Layer	1	2	3
Outer	Ex-Adventurer	Ice Prison	Ambush
Middle	Silty Current	Still Waters	Trapped Ship
Inner	Map	Toxic Waters	Mirrored Hallway



**Outer 1: Ex-Adventurer**

Another adventurer was previously sent by Ulsaira to steal the *Dominion Pearl*. She didn't make it past the first room she encountered.

**Encounter: Entrance Patrols.**

Three **ice elementals** (see the appendix) lurk in the tunnels surrounding the room and attack as soon as they spot intruders.

**Treasure: Adventurer's Pack.** The dead adventurer's pack contains the contents of an explorer's pack along with 500 gp and two diamonds worth 1,000 gp each.

**Outer 2: Ice Prison**

A blue crystal protrudes from the ice in this small chamber. The water in this room is noticeably colder than the glacier tunnels, requiring a Constitution saving throw for the extreme cold (see Nixigidusk's Glacier General Features) every 30 minutes instead of every hour.

**Trap: Cold Snap.** If any creature touches the crystal, the water inside the room freezes into sharp icicles. Each creature in the room takes 16 (3d10) piercing damage and must succeed on a DC 15 Constitution saving throw, taking an additional 22 (4d10) cold damage on a failed saving throw or half as much on a success.

**Outer 3: Ambush**

The tunnels leading to this room are oddly warm.

**Encounter: Ambush Predator.** A depths remorhaz (uses the **remorhaz** stat block but it can breathe underwater and has a swim speed of 30 feet) has burrowed into the glacier and ambushes any corporeal creature that comes near.

**Middle 1: Silty Current**

A strong current, murky with silt and other debris, runs through this small room. The silt heavily obscures the area.

**Hazard: Strong Current.** A character attempting to cross the current must succeed on a DC 15 Strength (Athletics) check or be pulled into the current. A character pulled into the current takes 22 (4d10) bludgeoning damage immediately and may choose to make another DC 15 Strength (Athletics) check, entering a random room in the outer layer of the glacier on a success. A character that chooses not to or fails the second saving throw takes an additional 22 (4d10) bludgeoning damage and is expelled from the glacier.

**Middle 2: Still Waters**

The water in this location is perfectly still.

**Encounter: Sneaky Elementals.** Three **salt water elementals** (use the **water elemental** stat block but they lack the Freeze feature) are resting at the center of the room, indistinguishable from the water around them. They attack the party on sight.

**Middle 3: Trapped Ship**

The battered remains of a sunken ship are embedded in the ice in this room. A character with proficiency in water vehicles or who succeeds on a DC 15 Intelligence (Investigation) check can tell that this part of the ship was likely the cargo hold.

**Treasure: Valuable Cargo.** The ship's cargo is untouched. The hatch to the cargo hold is frozen shut and requires a DC 20 Strength (Athletics) check to pry open. Alternatively, each 5-foot section of the ship walls has AC 15, 15 hp, and immunity to poison and psychic damage. Within the hold there is a chest with 10,000 gp and a *scimitar of speed*.

**Inner 1: Map**

The walls of this cavern are smooth and have crude maps etched into them. Nixigidusk drew this to trick intruders to leave the glacier.

**Trick: Faulty Directions.** A character that spends 10 minutes attempting to understand the map can make a DC 20 Wisdom (Survival)

check. On a success, they realize that the map is inaccurate and will lead them out of the glacier. On a failure, the character believes they have discovered the path to the center of the glacier. If they follow the map's directions, the next time the party makes a navigation check, they automatically find themselves in a Middle location regardless of their roll.

### Inner 2: Toxic Waters

A diseased sea snake was recently killed in this room. Its blood mingles with the water in the area, lightly obscuring the room.

**Hazard: Blood in the Water.** The sea snake was infected with sight rot. Any creature that drinks or breathes the water in the room must succeed on a DC 15 Constitution saving throw or become infected as well.

**Treasure: Snake Bits.** The snake's venom glands are intact. A creature that succeeds on a DC 11 Wisdom (Survival) check can harvest the two venom glands. Each gland is worth 100 gp to a poisoner or can be distilled into the serpent venom poison following downtime rules.

### Inner 3: Mirrored Hallway

Razor-sharp geometric ice crystals jut from the walls of the room, reflecting and focusing the light from a glowing gem at the center of the room. Any creature that enters the room must succeed on a DC 15 Constitution saving throw or become blinded for 10

minutes. Creatures with darkvision make this saving throw with disadvantage.

**Hazard: Ice Spikes.** A creature that attempts to navigate this room must succeed on a DC 12 Dexterity (Acrobatics) check or take 18 (4d8) slashing damage and 9 (2d8) cold damage from the sharp ice. A creature that is blinded makes this check with disadvantage.

**Treasure: Let There Be Light.** The light source is a *gem of brightness* with 40 charges remaining. It is currently trapped in ice and requires a DC 15 Strength check to break free.

### Center: Elemental Core

The *Dominion Pearl* is located at the center of the glacier, embedded within a crystal clear pillar of ice along with glittering platinum pieces and gems. Nixigidusk, the Ice Elemental, resides here. Far more intelligent than its brethren, Nixigidusk will attempt to persuade the party to leave it alone. The glacier is home to dozens of elementals and requires the *Dominion Pearl* to be maintained. Unfortunately Nixigidusk knows of no alternative method for their players to return to the Material Plane.

**Encounter: Thieves! Nixigidusk** (see the appendix) will fiercely defend the *Dominion Pearl*, but not with its life. If its hit points are reduced below 50, it will attempt to flee. Nixigidusk does not need to make navigation checks when moving through the glacier.

**Treasure: Shiny!** Nixigidusk decorated the pillar containing the *Dominion Pearl* by freezing 1,200 pp and nine opals each worth 1,000 gp inside the clear ice. Removing all of the treasure requires an hour of hacking away at the ice. The exact function of the *Dominion Pearl* is not relevant to the adventure unless the players want to keep it for themselves. If the characters wish to know the rough functioning of the item, they may learn:

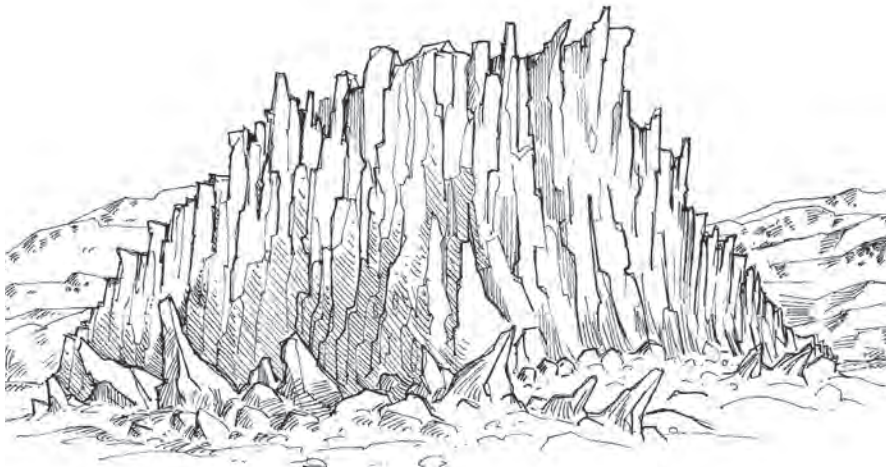
- A creature attuned to the *Dominion Pearl* must stay in the area for a long period of time to fully activate the item.
- Selling it would be incredibly risky. The *Dominion Pearl* is so rare that many individuals would happily go to war to get it.

## Concluding the Adventure

If the party successfully retrieves the *Dominion Pearl* for Ulsaira, she fulfills her end of the bargain and uses *plane shift* to send the characters back to the Material Plane. Without the *Dominion Pearl*, the glacier slowly melts over the next two months.

If they don't retrieve the *Dominion Pearl*, each character must individually make a bargain with Ulsaira (see Bargaining with Ulsaira for guidelines). Ulsaira will also attempt to get the characters to agree to additional bargains one last time, using what she learned from their initial trip through her lair to entice them. If they take the *Dominion Pearl* from Nixigidusk but don't give it to her, she will send other adventurers after them to try to take it while they remain on the Elemental Plane of Water.

If the party refuses to make a deal with Ulsaira, they'll be stuck on the Elemental Plane of Water for the foreseeable future. Hopefully they have some way of breathing underwater and didn't make an enemy of Nixigidusk... Ω





---

*Depth Watcher's Pool is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 11, 14, 17, or 20. This adventure offers details for each level and makes adjustments accordingly.*

This adventure takes the heroes underground into a series of tunnels, pools, and temple chambers where fish-humanoid hybrids worship a horrific, multi-eyed aberration called a depth watcher.

### Plug-in Adventure

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Depth Watcher's Pool Hooks table on the next page offers details for introducing this adventure to your players.

### Level Selection

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 11th, 14th, 17th, or 20th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you offer this adventure to parties whose average party level is less than 10 as it will be too difficult for the players.

**Gold Rewards.** To further incentivize the party to enter the depth watcher's pool and battle the beast and its minions, the party's patron

# DEPTH WATCHER'S POOL

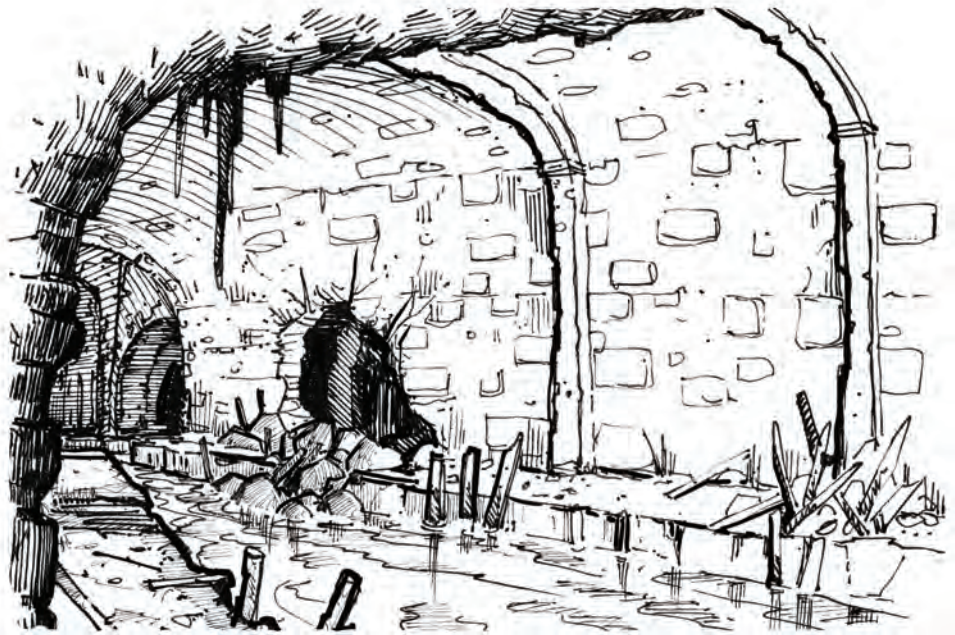
## An adventure for levels 11, 14, or 17

Written by **Dave Hamrick**  
Cartography by **Tim Hartin**  
Art by **Maciej Zagorski, Daniel F. Walthall, Rick Hershey,**  
and **William McAusland**

might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a hefty price.

**Scaling the Adventure.**

APL	Version	Difficulty
10	11th-level	Hard
11	11th-level	Medium
12	11th-level	Easy
13	14th-level	Hard
14	14th-level	Medium
15	14th-level	Easy
16	17th-level	Hard
17	17th-level	Medium
18	17th-level	Easy
19	20th-level	Hard
20	20th-level	Medium



**Depth Watcher's Pool Hooks.**

d8	Side Quest	Details
1	Fetch Quest	To defeat a deadly enemy, the characters must recover an <i>arrow of slaying</i> rumored to be hidden somewhere within the temple (it's in <b>area 29</b> ).
2	Recover Stolen Item	The depth watcher stole a valuable suit of <i>elven chain</i> or a <i>tome of understanding</i> and now keeps it among its hoard in <b>area 29</b> . Its original owner wants the item back.
3	Receive Information	The characters are sent into the temple seeking information from the hierophant lich Trulaq ( <b>area 17</b> ) or the sea hag coven ( <b>area 21</b> ). In exchange for the information, the characters must defeat the depth watcher.
4	Rescue Mission	A well-respected mage entered the lost temple in hopes of speaking with the hierophant lich Trulaq. Unfortunately, they were captured by the depth watcher's minions. The mage is being held captive in <b>area 5</b> .
5	Missing Person	Hundreds of adventurers have vanished into the depths of the depth watcher's pools, including a mighty prince. The prince's brother, the heir apparent, wants proof that his brother is dead. Any time the characters search the waterways for treasure (see "Dead Heroes" below), the first time a result of 20 comes up on the table, the characters discover the prince's body instead of the listed treasure.
6	Monster Hunt	To establish himself as the new power in the land, a petty tyrant tasks the characters to enter the temple and defeat the depth watcher. The tyrant hopes this act will be the one thing for which they are remembered.
7	Supernatural Investigation	It's unnaturally cold near the old temple. Sages in the area assume the worst. The characters are sent inside to find out what is happening exactly.
8	Secure Aid	An immortal archfiend is hellbent on destroying the world. The only creature capable of defeating the fiend is the depth watcher. The characters must enter the depth watchers temple and somehow convince it to aid them in their fight against the fiend.

## Depth Watcher's Pool

The Depth Watcher's Pool has two distinct sections. The first section is the depth watcher's temple where its deep one cultists toil, plot, and worship the depth watcher. The second section is the depth watcher's actual lair, a series of submerged tunnels filled with dangerous aquatic creatures, sea hags, and, of course, the depth watcher itself. The depth watcher's pool fits into any campaign where a subterranean lair would be appropriate. Thanks to the depth watcher and its minions' natural resistance to cold damage, it might even work in an arctic or glacial environment.

### General Features

Unless stated otherwise, the Depth Watcher's Pool has the following features:

**Regional Effects.** The region containing a depth watcher's lair is warped by the creature's presence, which creates one or more of the following effects:

Underground surfaces within 1 mile of the depth watcher's lair are slick with ice and are difficult terrain. Water sources within 1 mile of the lair are supernaturally cold. Enemies of the depth watcher that drink such water immediately take 1 cold damage after drinking the water. As an action, the depth watcher can telepathically communicate with any willing creature within 1 mile of it. Additionally, as an action, the depth watcher can see through the same creature's eyes and hear what it hears until the start of its next turn, gaining the benefits of any special senses that the creature has.

**Temple Architecture.** The walls in the temple portion of the complex (areas 1 through 17) are made from large limestone blocks laid in a common bond pattern for added stability. Most of these walls are 5 feet thick with zero gaps between the masonry. The temple's floors are made from

dressed tiles laid in intricate patterns. It's not uncommon for ice to build up on these floors (see below).

Ceilings in the temple's corridors rise 15 feet above the ground, while the ceilings in the chambers rise a full 25 feet from the floors and are either coffered or arched.

**Cavern Architecture.** The natural caverns at the east end of the complex (areas 18 through 29) are natural tunnels carved by seismic activity and the natural flow of water.

**Doors.** The doors throughout the complex are made of solid stone tablets that are 10 feet tall, 3 feet wide, and 1 inch thick. The doors are hung on massive stone hinges built into the frames. Mechanisms built into the doors allow the doors to be locked; a locked door requires a successful DC 20 Dexterity check using proficiency in thieves' tools to open. Alternatively, a creature can break down a door with a successful DC 25 Strength (Athletics) check. Otherwise, a door has AC 18, 50 hp (damage threshold 10), and immunity to poison and psychic damage.

**Illumination.** The entire complex is bathed in darkness. The boxed text assumes that the characters have darkvision or their own method of casting light.

**Extreme Cold.** The entire complex is gripped by freezing temperatures hovering around 10 degrees below 0 Fahrenheit. Creatures exposed to these conditions must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on their saving throws, as do creatures wearing cold-weather gear and creatures naturally adapted to cold climates. All of the monsters found within the complex are resistant or adjusted.

Although the water doesn't freeze, it is frigid and deadly. A creature can be immersed in the water for a number of minutes equal to its Constitution score before suffering any ill effects.

Each additional minute spent in the water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Again, creatures with resistance or immunity to cold and creatures adapted to such conditions automatically pass their saving throws.

Finally, slippery ice covers many of the surfaces throughout this lair, particularly those within 10 feet of water. The first time a creature moves onto slippery ice on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

**Submerged Areas.** The water that fills half this complex flows in from its eastern side and remains relatively still. Although it's cold, its position below the frost line keeps it warm enough that it doesn't freeze over. Still, this water is subject to the cold effects detailed above. At its deepest points, the water is usually half as deep as its respective chamber or passage is wide (ie, a 20-foot-wide water passage is 10 feet deep at its deepest point). The narrow passages throughout the complex (such as the tunnels connecting areas 19, 20, and 26) are completely submerged, requiring creatures to swim underwater through them. As a rule of thumb, a narrow passage is any passage that's less than 15 feet wide.

**Dead Heroes.** All throughout the complex, the bodies of dead heroes litter the bottoms of the waterways. Uninterested in worldly possessions, the denizens of the temple frequently ignore the bodies and fail to collect their belongings. Naturally, this creates a wonderful looting opportunity to those who are patient enough to dive down and search the corpses.

If a character spends at least 1 minute searching the bodies in this area, they can make a DC 15 Intelligence (Investigation) check to find one or more items of value. The character gains a +1 bonus to the check for every minute they spend beyond the first. To determine what they find on a successful check, roll a d20 and



refer to the Submerged Treasures table below. On a result of 1, there are no more valuables hidden among the bodies and all subsequent checks result in failure.

**Submerged Treasures.**

d20	Treasure
1	No more items of value can be found in the water
2-10	3d6 x 10 gp
11-16	1 art object (jewelry) worth 250 gp
17-19	1 uncommon magic item (your choice)
20	1 rare magic item (your choice)

**Keyed Locations**

The following locations are keyed to the map of the Depth Watcher's Pool on page 66.

**1 - Tinkle**

This watery passage's walls are decorated with the bodies of the dead. They've been stuck to the walls with binds of ice, their blue faces still locked in screams of terror.

**Encounter: Watchers.** The nature of this encounter depends on the level of the adventure as shown on the Area 1 Encounters table below. These monsters are detailed in the appendix.

**Area 1 Encounters.**

Version	Encounters
11th	2 eyes of the deep
14th	3 eyes of the deep
17th	4 eyes of the deep
20th	4 eyes of the deep

**Investigation: Dead Adventurers.** The adventurers stuck to the walls aren't the only dead adventurers here. Ten feet below the surface of the water, dozens more litter the waterway. The characters can search the bodies using the "Dead Heroes" rules detailed in General Features.

**2a - Inversion.** Although it's filled with the icy water from the cavern complex to the east, this long pool was created by the temple's builders instead of natural events. The pool is 10 feet deep.

Unless the characters are stealthy, there's a chance that they alert the creatures in **area 2b** to their presence.

**Treasure: More Dead Heroes.** The semi-preserved bodies of the dead litter the bottom of this pool. The characters can search the bodies using the "Dead Heroes" rules detailed in General Features.

**2b - Calendar**

This huge room serves as the main temple for the depth watcher's deep one worshippers and servants. Massive, 5-foot-thick columns decorated with crude carvings of eyeballs stand against the western wall of the temple. Although disturbing, the eyes have no effect.

A gruesome design, shaped from the severed body parts of the dead, decorates the floor directly west of the pool at 2a. A character who spends a round observing the graphic and succeeds on a DC 15 Intelligence (Arcana, History, or Religion) check (the player's choice) is able to determine that the design is a calendar of sorts. Its implications to the greater campaign are up to you and the story—otherwise, it has no meaning beyond being disgusting.

**Hazard: Slippery Floors.** The floors within 10 feet of the pool are slippery. See General Features for details.

**Encounter: Deep Ones.** A handful of the deep watcher's followers gather around the calendar. They attack anyone who intrudes here and fight until killed. The nature of the encounter is determined by the level of this adventure as shown on the Area 2 Encounters table below. All of these monsters are detailed in the appendix.

**Area 2 Encounters.**

Version	Encounters
11th	3 deep ones led by 1 deep one hybrid priest
14th	3 deep ones and 1 eye of the deep led by 1 deep one hybrid priest
17th	3 deep one hybrid priests and 1 eye of the deep led by 1 deep one archimandrite
20th	4 deep one hybrid priests and 1 eye of the deep led by 1 deep one archimandrite

**Treasure: Temple Key.** The leader of the encounter described above carries a key to the door that connects **areas 2c** and **3**. Lacking clothing, the creature carries it in its mouth. Finding the key requires a successful DC 15 Intelligence (Investigation) check. If the creature is utterly destroyed (by a *disintegrate* spell or similar), the key, too, is destroyed with it.

**2c - Runoff**

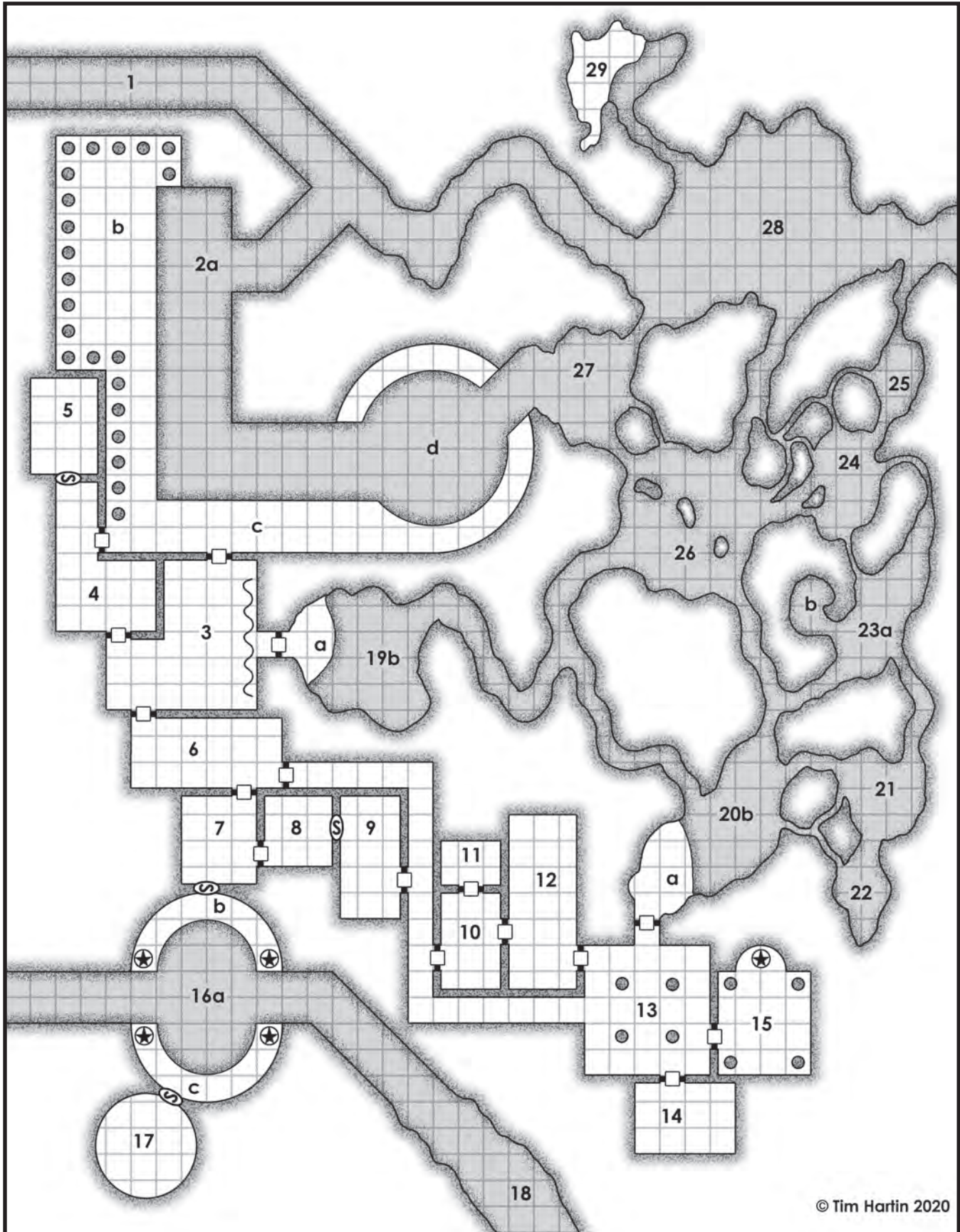
Six mutilated corpses lie against the wall, their bodies covered in thick frost.

**Hazard: Slippery Floors.** The tile floors within 10 feet of the pool's edge are slippery (see General Features).

**Investigation: Dead Adventurers.** More dead adventurers lie at the bottom of the pool in this part of the temple. The characters can search the bodies using the "Dead Heroes" rules detailed in General Features.

**2d - Swarming**

This large, round, man-made pool is 15 feet deep and fed by the natural caverns to the east. Although the bodies of dead adventurers litter its bottom, these corpses are devoid of valuables.



**3 - Pressure**

The door that connects this area to **area 2c** is locked. The leader of the encounter in **area 2b** holds the key.

The corpses of six humanoid-fish hybrids (deep ones) lie in two neat rows at the center of this room. Their eyes have been torn from their skulls.

**Hazard: Slippery Floors.** The floors in this room are covered in ice. See Slippery Floors in General Features for details.

**Obstacle: Concealed and Stuck Door.** A curtain conceals the presence of the door that leads to **area 19**. The door is frozen shut on the opposite side, requiring a successful DC 20 Strength check to break open. Breaking the door open may result in an injury (see **area 19** for details).

**4 - Dark**

The southern door connecting this area to **area 3** is locked.

This room is used as a prison. Six would-be heroes are stuck to the wall with bonds made from solid ice.

**Encounter: Prison Guards.** The nature of the encounter is determined by the level of this adventure as shown on the Area 4 Encounters table below. All of these monsters are detailed in the appendix.

For encounters involving more than one creature, one of the creatures will flee to another part of the temple to alert the creatures in that area.

**Area 4 Encounters.**

Version	Encounters
11th	1 lake troll
14th	1 lake troll
17th	2 lake trolls and 1 eye of the deep
20th	2 lake trolls, 1 eye of the deep, and 1 deathcap

**Treasure: Prison Key.** One of the lake trolls carries the key to the door that leads to this chamber.

**Obstacle: Restraints.** The icy binds keeping the prisoners in place each have AC 12, 10 hp, immunity to cold

and psychic damage and vulnerability to fire damage. A creature can break the ice by succeeding on a DC 15 Strength (Athletics) check to break it from the wall.

**Optional Rules: Simplified NPCs.**

The prisoners are all **veterans**, but each one has only 10 hit points remaining and is suffering from one level of exhaustion. Their weapons are stored against the eastern wall (typical weapons for veterans). If freed, the veterans are anxious to help the party any way they can.

Instead of running the NPCs individually, which could potentially slow down play, use this rule: for every two veterans who join the characters in combat, one character receives the benefits of the Help action.

**Investigation: Secret Door.** There is a secret door that connects this area to **area 5**. The prisoners know the door's location. Otherwise, the characters will only find the door with a successful DC 15 Wisdom (Perception check).

**5 - Reclamation**

The depth watcher's servants torture and interrogate intruders and other captives in this area. When the characters arrive, there is a single mage who is being tortured by the room's torturer (see below).

**Encounter: Torturer.** The nature of the mage's torturers is determined by the level of this adventure, as shown on the as shown on the Area 5 Encounters table below. All of these monsters are detailed in the appendix.

**Area 5 Encounters.**

Version	Encounters
11th	1 deathcap and 1 eye of the deep
14th	1 deathcap and 1 eye of the deep
17th	2 deathcaps and 1 eye of the deep
20th	2 deathcaps and 1 eye of the deep

**Optional Rules: Mage Helper.** If freed, the **mage** is more than happy to join the party. The mage has only 5 hit points and one level of exhaustion. The mage has no spells memorized, but it can call upon *fire bolt* cantrip once per turn (+6 to hit, range 120 ft., one target; 11 (2d10) fire damage on a hit). The mage knows the general location of the depth watcher and can help lead the characters to its cavern (**area 28**). The mage also knows that the depth watcher can see through the eyes of the eyes of the deep.

**6 - Hammer**

Crude paintings depicting an aberrant aquatic creature with one central eye and multiple eye-stalks cover the floors and walls of this chamber. At the center of the room, there is a small stone box covered with a blood-stained bit of fabric.

**Investigation: What's in the Box?**

If the characters look inside the box, they discover ten fleshy orbs. A successful DC 15 Intelligence (Arcana or Nature) check (the player's choice) reveals that each of the orbs are the eyes of some huge creature. There is also a small, slime-encrusted hammer tucked into the box. There is no skill check the characters can make to understand the meaning of these items—some questions are just better left unanswered.

**7 - Drowning**

There are three corpses on the ground—all deep ones. Others of their kind gather around these corpses, speaking unholy prayers in Deep Speech.

**Encounter: Depth Watcher's Minions.**

The nature of this encounter depends on the level of the adventure as shown on the table below. All of these monsters are detailed in the appendix.

*Area 7 Encounters.*

Version	Encounters
11th	1 deep one and 1 eye of the deep
14th	1 deep one and 1 eye of the deep
17th	2 deep one hybrid priests and 1 eye of the deep
20th	3 deep one hybrid priests and 1 eye of the deep

**Investigation: Secret Door.** There is a secret door hidden in the southern wall. Finding the secret door

requires a successful DC 20 Wisdom (Perception) check. The door is locked.

**8 - Outmaneuver**

One or more creatures seemingly cobbled together from spare body parts, shards of ice, dried leather, and other detritus lurk in this chamber.

**Encounter: Doom Golem.** The creature is a **doom golem** (see the appendix). In the 20th-level version of the adventure, there are two **doom golems** here. The doom golems remain perfectly still and do not attack unless activated by an eye of the deep.

**9 - Incremental**

This chamber reeks of dead fish and spoiled food. Jagged shelves line the walls, upon which sit a variety of strange tools created from animal bones. Three stone slabs dominate the center of the room, upon which sit severed humanoid heads.

**Encounter: Depth Watcher's Minions.** The nature of this encounter depends on the level of the adventure, as shown on the table below. All of the monsters are detailed in the appendix.

*Area 9 Encounters.*

Version	Encounters
11th	1 deep one and 1 eye of the deep
14th	1 deep one and 1 eye of the deep
17th	2 deep one hybrid priests and 1 eye of the deep
20th	3 deep one hybrid priests and 1 eye of the deep

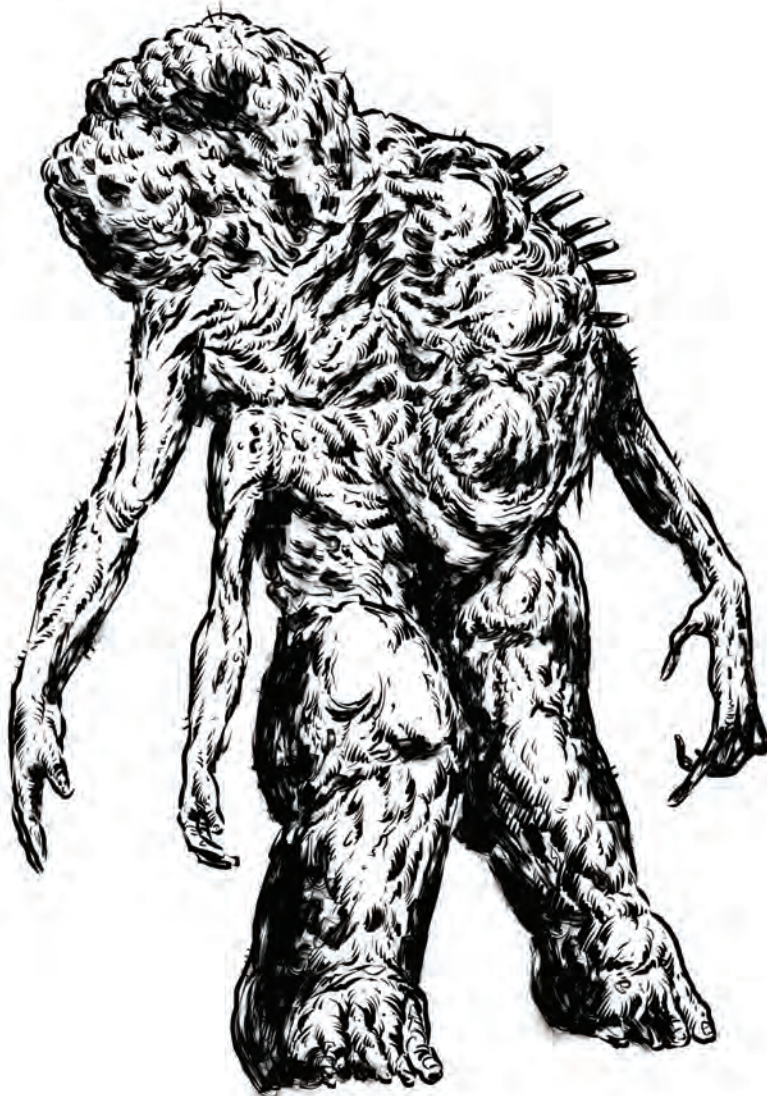
**Treasure: Refuse Bin.** At the far end of each table sits a stinking refuse bin filled with unwanted goods such as torn clothing and jewelry. The boxes contain 100, 200, and 350 gp worth of jewelry.

**10 - Krill**

Tiny, incandescent, shrimp-like creatures crawl over the floor of this room. Some of the creatures present shove pseudopods-full clumps of the krill into their maws. The effect seems to produce a euphoric effect within the creatures.

**Hazard: Krill Swarm.** The krill makes the floors of this chamber slippery, creating difficult terrain as if the room was subjected to the Slippery Ice hazard detailed in General Features. Furthermore, any creature that falls prone in this room becomes covered in krill. While the krill don't do any damage, it's pretty unsettling.

**Encounter: Seers.** The depth watcher's trusted seers lurk in this chamber, the nature of which de-



depends on the level of the adventure as shown on the table below. All of the creatures are detailed in the appendix. The gargoctopuses are not outwardly hostile, preferring to parley and learn what they can from the characters before they engage in combat. All of these monsters are detailed in the appendix.

**Area 10 Encounters.**

Version	Encounters
11th	1 <b>eye of the deep</b> and 1 <b>gargoctopus</b>
14th	1 <b>eye of the deep</b> and 1 <b>gargoctopus</b>
17th	1 <b>eye of the deep</b> and 2 <b>gargoctopuses</b>
20th	1 <b>eye of the deep</b> and 2 <b>gargoctopuses</b>

**11 - Sploosh.** The door leading to this chamber is locked and trapped. Any creature that attempts to open the door triggers the trap; a bolt of electricity leaps out, making a +10 attack roll against the target. On a hit, the trap deals 28 (8d6) lightning damage. Spotting the trap requires a successful DC 15 Intelligence (Investigation) check, and disarming it requires a successful DC 20 Dexterity check using proficiency in thieves' tools. A creature with proficiency in Arcana makes either check with advantage.

Two huge, circular stone tubs crowd this chamber. Both are filled to the brim with brackish water. There is nothing else of interest in this area.

**12 - Virtuous**

Slime coats the floors and walls of this area. The discarded remains of half-eaten fish, krill, and other crustaceans litter the floor.

**Encounter: Guards.** More of the depth watcher's minions are found in this chamber. Refer to the **Area 12 Encounters** table below to determine the number of types and creatures found here. All of these monsters are detailed in the appendix.

**Area 12 Encounters.**

Version	Encounters
11th	6 <b>deep ones</b>
14th	6 <b>deep ones</b>
17th	8 <b>deep ones</b>
20th	8 <b>deep ones</b> and 2 <b>deep one hybrid priests</b>

**13 - Anemone**

The door connecting this area to **area 20** is locked and trapped. Any creature who attempts to open the door before disabling the trap is targeted by a *glyph of warding* that casts *flesh to stone* (DC 17). A creature that fails two saving throws against this spell is permanently turned to stone. Spotting the glyph requires a successful DC 17 Intelligence (Investigation) check, and a DC 17 Intelligence (Arcana) check is required to disarm it.

This large antechamber is relatively empty compared to the rest of the temple. Four thick columns boost the room's 20-foot-high ceilings. The columns are decorated with crude drawings of the depth watcher.

**Treasure: Hidden Compartment.**

There is a small compartment hidden in the base of the northwestern-most column. Spotting the compartment requires a successful DC 18 Wisdom (Perception) check. The compartment contains a *talisman of ultimate evil*.

**14 - Elongate**

The door to this chamber is locked.

**Encounter: Stolen Mounts.**

A team of unusual, snail-like creatures called **lou carcolh** are stored in this room. Having gone unfed for nearly a week, the creatures are ravenous. The number of these things lurking in this room depends on the level of the adventure, as shown on the **Area 14 Encounters** table below. Lou carcolhs are detailed in the appendix.

**Treasure: Dark Fey Saddles.** Each of the lou carcolhs is fitted with a saddle decorated with silver filigree. Each saddle is worth 500 gp.

**Area 14 Encounters.**

Version	Encounters
11th	3 <b>lou carcolhs</b>
14th	3 <b>lou carcolhs</b>
17th	5 <b>lou carcolhs</b>
20th	5 <b>lou carcolhs</b>

**15 - Spelunk**

The door to this chamber is locked.

Two rows of three stone pews each face north toward a headless female statue. A stone altar stands a few feet in front of the statue. A golden blade stained with dried blood rests atop it.

**Treasure: Cursed Blade.** The golden dagger is a +2 *dagger*. Any humanoid that touches the dagger becomes cursed. The cursed creature immediately takes one level of exhaustion and becomes poisoned for 1 hour. These effects can be removed by the normal methods. If the curse isn't removed in 24 hours, the creature begins to undergo a metamorphosis, and gains the following trait:

- The creature gains a swim speed of 30 feet.
- **Amphibiousness.** The creature can breathe air and water.

If the curse persists for 7 days without being removed, the creature's alignment becomes chaotic evil and it changes into a **deep one**. At this point, the curse cannot be removed. Only a *wish* spell will revert the creature to its original form.

**16 - Opposite**

The watery passage flows through this large pool. Platforms at the north and south side of the pool rise a foot over the surface of the water. Statues depicting headless females flank the eastern and westernmost sides of either platform.

**Trap: Antipathy.** The *antipathy* spell protects the entirety of this chamber. When a creature comes within 60 feet of this area, the creature must succeed on a DC 17 Wisdom saving throw or become

frightened. The creature remains frightened while it stays within 60 feet of it. While frightened by the chamber, the creature must use its movement to move to the nearest safe spot from which it can't see the chamber. If the creature moves more than 60 feet from the chamber and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the chamber or moves within 60 feet of it.

**Hazard: Freezing Water.** If the *antipathy* trap isn't enough to deter trespassers, the water in the pool (**area 16a**) is unnaturally cold—in fact, its temperature is somehow below freezing although it's still liquid. Any creature that enters this section of the area must make a DC 15 Constitution saving throw. Creatures resistant or immune to cold damage automatically pass their saving throws. On a failed saving throw, the target begins to freeze and is restrained and must repeat its saving throw at the start of its next turn. If the target succeeds on its second saving throw, the effect ends for it. Otherwise, the target becomes a frozen statue. A creature frozen this way is petrified, except the target does not have resistance to all damage and it is vulnerable to bludgeoning and fire damage. Creatures immune to the petrified condition are not immune to this effect. Frozen statues sink to the bottom of the pool.

**Investigation: Secret Doors.** There are secret doors hidden in the wall north of the northern platform (**area 16b**) and south of the southern platform (**area 16c**). Finding either door requires a successful DC 20 Wisdom (Perception) check.

**Encounter: Walled Horrors.** Gruesome arms sprout from the walls at the south side of the pool whenever a living creature that is not associated with the lich in **area 17** comes in range; the arms are walled horrors. One **walled horror** (see the appendix) attacks in the 11th- and 14th-level

version of this adventure, and two **walled horrors** attack in the 17th- and 20th-level versions.

### 17 - Elegant

This circular room boasts a 30-foot-high domed ceiling. Frost-covered bookshelves crawl up the length of the walls, each shelf crammed with books enchanted to ignore cold and moisture. A large table dominates the center of the room. Dozens of books and scrolls rest atop it.

**Encounter: Trulaq.** Trulaq, a

**hierophant lich** (see the appendix), has lived in this library since time immemorial. The lich even predates the existence of the depth watcher and its minions. For the most part, the deep ones have left Trulaq to her own devices, allowing her to continue her scholarly pursuits in peace. In the 11th- and 14th-level versions of this adventure, Trulaq is alone. In the 17th- and 20th-level versions of this adventure, an **eye of the deep** (see the appendix) keeps Trulaq company. Trulaq has no interest in disrupting



the depth watcher's operation, nor does she have any interest in fighting any party capable of making it past her defenses in **area 16**. Old, wise, and set in her ways, she defers to peace if accosted. Although Trulaq does not keep her sacred vessel here, destroying her is only an annoyance she'd rather avoid. Plus, she's quite protective of her library. She'd rather offer the characters 10,000 gp (payable within one week at a predetermined location) before surrendering the collection over to them.

**Treasure: Trulaq's Library.**

Trulaq long ago abandoned the desire for wealth, preferring her cloistered life in this domed rotunda. Still, the books and scrolls here are worth a fortune, particularly to those interested in ancient theology. The entire collection is worth 15,000 gp to a religious scholar. If the characters search the library and succeed on a DC 15 Intelligence (Investigation) check, they will discover a small chest that contains six *portable holes*. Trulaq uses the holes to move her library.

### 18 - Turbulence

The chilly water starts to pick up speed as it cascades deeper into the underworld.

**Encounter: Eyes of the Deep.**

Three **eyes of the deep** (see the appendix) float above the water here, watching for trespassers.

### 19 - Treacherous Shatter

The door that connects this area to **area 3** is frozen shut. It can be forced open with a successful DC 20 Strength check. Doing so causes huge icicles to fall from the natural ceiling above. When this happens, any creature that opens the door or who's standing in **area 19b** must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed saving throw, or half as much damage on a successful one. After the icicles collapse once, they can't do so again until they reform in 7 days.

**Investigation: Dead Adventurers.**



More dead heroes litter the bottom of the pool in this chamber (**area 19a**). See the section "Dead Heroes" in General Features for details on the possible treasures they might possess.

### 20 - Torture Chamber

The door connecting this chamber to **area 13** is locked and trapped. See **area 13** for details.

These natural walls are covered in thick ice. Captives of the depth watcher's minions were placed against the wall and frozen into place. Eventually, they died from exposure. Their faces still poke out of the ice, the horror on their frost-bitten faces

permanently preserved.

**Investigation: Dead Adventurers.**

There are a total of eight adventurers frozen into the walls of this cavern. The ice surrounding a dead adventurer has AC 13, 20 hit points, immunity to cold, poison, and psychic damage, and vulnerability to fire damage. Once a dead adventurer is freed, the characters can loot its body. Use the "Submerged Treasures" table under "General Features" to determine the goods these dead adventurers carry, treating a result of 1 as "nothing of value."

### 21 - Antiquarian

This area is similar to **area 20**, except the pool is chock full of frozen heroes. The bodies make swimming through the area extremely difficult—in addition to any penalties that the characters would normally suffer while swimming, the water also counts as difficult terrain, requiring 2 feet of movement per 1 foot moved.

**Investigation: Dead Adventurers.** More dead heroes litter the walls and water of this chamber. See the section “Dead Heroes” in General Features for details on possible treasures that they might possess.

**22 - Glitter**

Before the characters enter this area, they can hear the sea hags that lurk here cackling and scheming.

The walls of this mostly submerged chamber are dressed with bleached whale bones, broken bits of arctic sailing vessels, and other curios.

**Encounter: Sea Hag Coven.** Three sea hags named Smelly Bessie, Chittering Lori, and Eileen Stoneshuffler live in this cave, often found sitting cross legged on the pool’s floor. In the 20th-level version of this adventure, they’re protected by a lake troll named Gaa.

The sea hags work for the depth watcher but aren’t loyal to it. They use their spells and artifacts to keep a watch on the depth watcher’s enemies, reporting to the aberration whenever they discover something worth reporting—i.e., anything that they feel will better their relationship with the depth watcher.

At your discretion, these hags might have failed to mention the characters to the depth watcher, hoping that they would defeat the beast so that the three could rule the temple and the deep ones. If this is the case, the hags share everything they know about the depth watcher, hedging that the characters will kill the creature. They ask for nothing in return other than freedom to do as they please once the depth watcher is gone, promising they won’t scheme

beyond the chilly halls of the pool.

If the characters refuse to bargain with the hags, the hags beg for their lives, knowing that the characters are far beyond their combat capabilities.

**23 - Delightful**

Huge icicles dangle from the ceiling, making it difficult for the characters to swim above the water.

**Encounter: Ice Ropers.** Hidden among the icicles are one or more **ropers** that perfectly blend with the colossal icicles that hang from the ceiling (they still get to use their False Appearance feature). The number of ropers present depends on the level of the adventure as shown on the table below.

**Area 23 Encounters.**

Version	Encounters
11th	1 roper
14th	2 ropers
17th	2 ropers
20th	3 ropers

**Investigation: Dead Adventurers.** More dead heroes litter the bottom of this cavern as well as the small alcove to the north (**area 23b**). See the section “Dead Heroes” in General Features for details on possible treasures that they might possess.

**24 - Cicadas**

Three **eyes of the deep** (see the appendix) gather in this small, hard-to-reach cavern. If the depth watcher comes under attack, these eyes respond to its telepathic calls (see **area 28** for details).

**25 - Itching**

Bizarre, bioluminescent lichen floats on the surface of the water in this cavern. A creature that swims through this area must make a DC 15 Constitution saving throw. On a failed saving throw, the target starts to itch uncontrollably. Unless the target spends each of its turns concentrating (as if concentrating on a spell), it suffers disadvantage on all ability checks and attack rolls. The effect

continues until the target completes a short or long rest. Casting *lesser restoration* on the target or using an effect that removes disease—such as a paladin’s Lay on Hands feature—also ends the effect.

A 5-foot-square patch of the lichen can be burned away with a spell or effect that causes at least 1 point of radiant or fire damage.

**26 - Eviscerate**

The remains of dozens of dead heroes, animals, and other unfortunate creatures litter the bottom of this murky pool, all victims to the horrible creatures that haunt its waters.

**Encounter: Quippers.** Hundreds of quippers infest the waters of this cavern. In the 11th-level version of this adventure, there are eight **swarms of quippers** present. All other versions of the adventure place fifteen **swarms of quippers** here.

**27 - Sleeping**

More of the red lichen detailed in **area 25** floats atop the waters of this cavern. See **area 25** for details.

**28 - Necessary**

This colossal cavern boasts 25-foot-high ceilings over the surface of the water. The pool itself is 20 feet deep at its center.

**Encounter: Depth Watcher.** This is where the **depth watcher** lurks. The nature of the encounter depends on the level of the adventure as shown on the table below. All of these monsters are detailed in the appendix.

Unless the characters have somehow made it this far without being noticed by the aberration, it has already made preparations for battle. The depth watcher is megalomaniacal and sadistic, deriving thrills from targeting the weakest among it, while staying as far away as it can from melee attackers who’d try to distract it.

The depth watcher fights until it is destroyed or the characters give it a good reason to stop attacking them.

**Area 28 Encounters.**



Version	Encounters
11th	1 <b>depth watcher</b> (no lair actions)
14th	1 <b>depth watcher</b> with lair actions
17th	1 <b>depth watcher</b> with lair actions and 2 <b>eyes of the deep</b>
20th	1 <b>depth watcher</b> with lair actions, 2 <b>eyes of the deep</b> , and 2 <b>lake trolls</b>

**29 - Disembodied**

This hidden sandy beach serves the spot where the depth watcher keeps its most valued treasures, the majority of which were items that it's collected from the old temple its minions now inhabit.

**Trap: Glyphs of Warding.** Paranoid that other creatures might steal its hoard, it trapped the passage leading into the chamber with three *glyphs of warding*, all of them spaced 10 feet apart from each other. The first glyph casts *feeblemind*, the second casts *maze*, and the third casts *cloudkill*—the DC for all three glyphs is 17.

**Treasure: The Depth Watcher's Hoard.** The contents of the depth watcher's hoard is determined by the level of the adventure, as shown on the following table.

**Depth Watcher's Hoard.**

Version	Treasure
11th or 14th	20,000 gp, 2,000 pp, 20 gems worth 500 gp each, an <i>arrow of slaying</i> , a <i>hat of disguise</i> , a <i>staff of withering</i> , and a <i>tome of understanding</i>
17th or 20th	40,000 gp, 30,000 pp, 20 gems worth 1,000 gp each, an <i>arrow of slaying</i> , <i>elven chain</i> , <i>oathbow</i> , and <i>plate armor of resistance</i> (damage type of your choice)

**Concluding the Adventure**

If the characters successfully clear the depth watcher from the old temple and surrounding caverns, one or more of the creatures in the temple assume leadership of the deep ones and the other minions. Prime candidates include the hierophant lich Trulaq (**area 17**) or the sea hag coven (**area 21**).

When the characters (and their players, really) recognize that the dozens of bodies that litter the pools of the temple contain valuables, they might want to spend a little time thoroughly searching the waterways. To search the temple top to bottom, one or more characters can spend five days of

downtime spending a minimum of 8 hours each day performing dives into the water. At the end of the duration, one character must make an Intelligence (Investigation) check. The character gains a +2 bonus for each character that helps them search. Refer to the Downtime Deep Dive table below to determine how much loot the characters find. The characters can repeat this downtime action, but take a cumulative -5 penalty for each additional 5 day period that the characters spend searching the location.

**Downtime Deep Dive.**

Check Result	Treasure Found
< 0	There is no more treasure to be found in the caverns
1-10	1d6 x 100 gp and 1d4 - 1 random uncommon magic items
11-20	1d6 x 1,000 gp, 1d4 - 1 random uncommon magic items, and 1d2 - 1 random rare magic items
21+	1d6 x 10,000 gp, 1d4 - 1 random uncommon magic items, 1d2 - 1 random rare magic items, 1d2 - 1 random very rare magic items Ω





# DREAD KNIGHT'S OUBLIETTE

An adventure for levels 8, 11, 14, or 17

Written by **Dave Hamrick**  
Cartography by **Tim Hartin**

Art by **Maciej Zagorski, Bradley K. McDevitt, Jason Glover, Rick Hershey, Jack Badashski, and William McAusland**

---

---

*Dread Knight's Oubliette is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 8, 11, 14, or 17. This adventure offers details for each level and makes adjustments accordingly.*

This adventure takes the heroes underground into a massive dungeon overrun by intelligent undead creatures who follow the leadership of a mighty dread knight.

## Plug-in Adventure

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Dread Knight's Oubliette Hooks table on the next page offers details for introducing this adventure to your players.

## Level Selection

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 8th, 11th, 14th, or 17th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you offer this adventure to parties whose average party level is less than 7 as it will be too difficult for the players. Offering this adventure for parties whose average level is greater

than 18 might not offer enough challenge to keep the players engaged.

**Gold Rewards.** To further incentivize the party to enter the dread knight's lair and battle the undead general and its minions, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the

adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a hefty price.

**Sequel to Depth Watcher's Pool**

This adventure can be connected to the previous adventure, *Depth Watch-*

*er's Pool*, either as an entry point for the latter or vice versa. If you want to run this adventure before *Depth Watcher's Pool*, set it one level lower than *Depth Watcher's Pool*. Similarly, set the adventure one level higher if you wish to make this the follow-up to *Depth Watcher's Pool*.

**Scaling the Adventure.**

APL	Version	Difficulty
7	8th-level	Hard
8	8th-level	Medium
9	8th-level	Easy
10	11th-level	Hard
11	11th-level	Medium
12	11th-level	Easy
13	14th-level	Hard
14	14th-level	Medium
15	14th-level	Easy
16	17th-level	Hard
17	17th-level	Medium
18	17th-level	Easy



**Dread Knight's Oubliette Hooks.**

d8	Type	Details
1	Fetch Quest	An archmage suspects that the dread knight owns multiple warp hogs, strange creatures that can travel freely between the inner planes. The archmage will pay the characters a handsome reward if they can capture one of the hogs and bring it back alive.
2	Recover Stolen Item	A rogue named Crackling robbed a stage coach and vanished into the forest. If the characters recover Crackling, they will be paid a gold reward of 500 gp. Crackling can be encountered in <b>area 5</b> .
3	Receive Information	Locals suspect that the dread knight is planning an attack against the region. The characters are sent into its lair to discover whether or not this is true.
4	Rescue Mission	A wealthy noble's cat ran off into the forest near the oubliette. While tracking the animal, the characters stumble upon the dungeon. The cat is the orange tabby Fluffy found in <b>area 15</b> .
5	Missing Person	Drow aristocrats ask the characters to track down a party of three drow who went missing near the oubliette. The missing drow are found in <b>areas 9, 30b, and 30e</b> .
6	Monster Hunt	To establish himself as the new power in the land, a petty tyrant tasks the characters to enter the oubliette and defeat the dread knight. The tyrant hopes this act will be the one thing for which they are remembered.
7	Supernatural Investigation	Supernatural cold radiating from the oubliette is killing plants in the area. The characters are sent into the dungeon to discover why.
8	Secure Aid	A force even more dangerous than the dread knight gathers power in the area. The characters are sent into the oubliette to convince the dread knight to join them in their defense against this greater evil.

## Dread Knight's Oubliette

The oubliette is a sprawling dungeon complex situated below a large keep or ruins, either one from another adventure in *BroadSword*, or one of your own design. Wherever you place it, the adventure assumes that there is a normal entrance at **area 1**, as well as trap doors that dump trespassers into cells in **areas 2, 30e**, and **32b**. This adventure fits into any campaign where a cold subterranean lair would be appropriate. Thanks to the dread knight and its minions' natural resistance to cold damage, it might even work in an arctic or glacial environment. Otherwise, use the dread knight's supernatural presence as an explanation for the severe cold (or simply remove it).

### General Features

Unless stated otherwise, the Dread Knight's Oubliette has the following features:

**Dungeon Architecture.** The walls in the complex are made from large limestone blocks laid in a common bond pattern for added stability. Most of these walls are 5 feet thick with no gaps between the masonry.

The temple's floors are made from dressed tiles laid in intricate patterns. It's not uncommon for ice to build up on these floors (see below).

Ceilings in the temple's corridors rise 15 feet above the ground, while the ceilings in the chambers rise a full 25 feet from the floors and are either coffered or arched.

**Doors.** The doors throughout the complex are made of solid stone tablets that are 10 feet tall, 3 feet wide, and 3 inches thick. The doors are hung on massive stone hinges built into the frames. Mechanisms built into the doors allow the doors to be locked; a locked door requires a successful DC 20 Dexterity check using proficiency in thieves' tools to open. Alternatively, a creature can break down a door with a successful DC 25 Strength (Athletics) check.

Otherwise, a door has AC 18, 50 hp (damage threshold 10), and immunity to poison and psychic damage.

**Secret Doors.** There are various secret doors hidden throughout the oubliette. Spotting a secret door requires a successful DC 20 Wisdom (Perception) check.

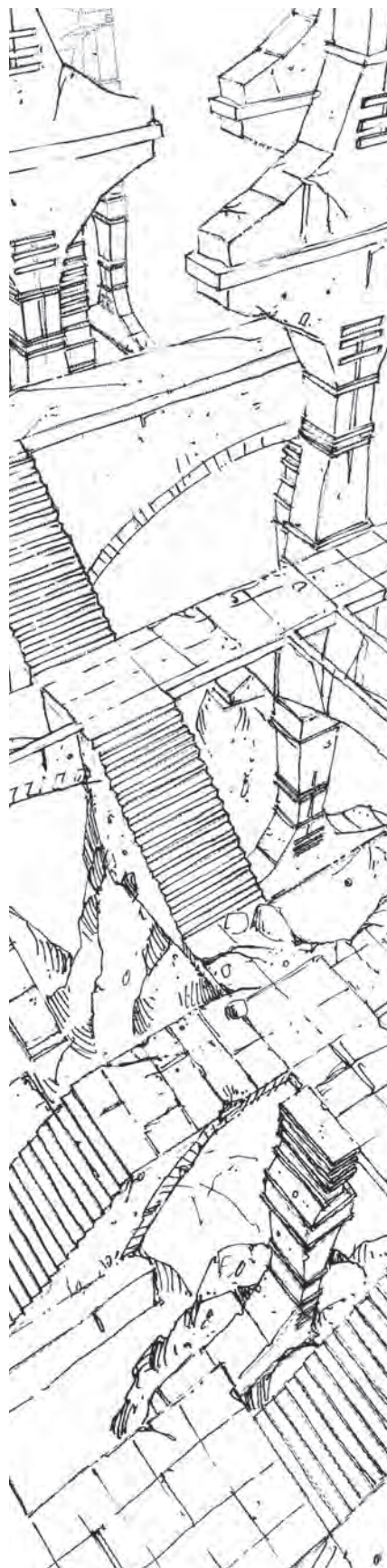
**Illumination.** The entire complex is bathed in darkness. The boxed text assumes that the characters have darkvision or their own method of casting light.

**Desecrated Territory.** All of the oubliette is considered desecrated. Undead in the oubliette have advantage on all saving throws. A *detect evil and good* spell reveals the presence of the desecration. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area.

**Extreme Cold.** The entire complex is gripped by freezing temperatures hovering around 10 degrees below 0 Fahrenheit. Creatures exposed to these conditions must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on their saving throws, as do creatures wearing cold weather gear and creatures naturally adapted to cold climates. All of the monsters found within the complex are resistant or adjusted.

Although the water doesn't freeze, it is frigid and deadly. A creature can be immersed in the water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in the water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Again, creatures with resistance or immunity to cold and creatures adapted to such conditions automatically pass their saving throws.

Finally, slippery ice covers many of the surfaces throughout this lair, particularly those within 10 feet of water.



The first time a creature moves onto slippery ice on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

**Minions.** This adventure features a lot of low CR monsters, hardly a challenge for the party. While it can be fun for high-level characters to carve through a mob of low-challenge bad-dies, the game's combat mechanics can make the event a slog. Instead, consider using minions. Throughout this adventure, many of the creatures will be annotated as "minions." A minion is usually a creature whose CR is between 0 and 1 that hardly poses a challenge for a party of high-level characters, regardless of their quantity.

**Hit Points.** A minion is destroyed when it takes any amount of damage. If a spell or other effect would cause half damage to the minion on a successful saving throw, then the spell automatically destroys all of the minions targeted by the spell. Damage resistance, immunities, and other special defenses such as Magic Resistance or Turn Immunity still factor into whether or not an attack hits.

**Saving Throws.** Individual minions make their saving throws as normal. When a group of minions is targeted by an area of effect such as a cleric's Turn Undead effect or the fireball spell, make one roll for the entire group. If the saving throw is successful, half of the minions are affected by the area of effect (your choice, or just make it so odd or even-numbered minions are affected). If the saving throw fails, then all of the minions are affected. Spells that deal half damage on a successful saving throw automatically destroy all of the minions targeted by the spell.

**Skills.** If a minion needs to make a skill check, instead of rolling, use its

passive score (its skill check modifier plus 10).

**Attacks.** Minions use the optional mob rules for attacks. Instead of rolling an attack roll, determine the minimum d20 roll a creature needs in order to hit a target by subtracting its attack bonus from the target's AC. Then refer to the Mob Attack table below. The table shows you how many creatures that need that die roll or higher must attack a target in order for one of them to hit. If that many creatures attack the target, their combined efforts result in one of them hitting the target. Then, the minions roll average damage.

**Mob Attacks.**

d20 Roll Needed	Attackers Needed for One Hit
1-5	1
6-12	2
13-14	3
15-16	4
17-18	5
19	10
20	20

**Hive Mind.** If you want to create a truly memorable—and harrowing!—experience for the characters, use this optional rule: All of the basic skeletons in the oubliette possess one or more elements of the bone collective from **area 21b**. As such, the bone collective is always aware of what's going on in the oubliette, so long as one or more of its skeletons remains. To protect its interest, the bone collective can mentally command the skeletons to leave their posts and reinforce areas, carry out ambushes, or whatever else you feel is necessary to challenge the characters.

The skeletons it controls are listed on the following Hive Mind Skeletons table.

**Hive Mind Skeletons.**

Area	Skeletons
1	minotaur skeletons, swordbreaker ettin skeletons, young black dragon skeletons
3	skeletons
4	skeletons
15	skeletons
17	skeletons
19	skeletons
23	skeletons (not 8th-level version)
24	skeletons
28b	skeletons
28d	skeletons
31	skeletons
32a	minotaur skeletons, swordbreaker ettin skeletons, young black dragon skeletons

**The Death Skull.** The dread knight's most powerful servant, a disembodied skull referred to as a **death skull** (see the Appendix), constantly patrols the oubliette's long hallways. If the characters cause a ruckus or create too much trouble, the death skull appears and attacks until destroyed. Its Rejuvenation feature prevents it from being permanently destroyed, allowing it to return in an hour. Furthermore, it always remembers who or what destroyed it each time, and it knows the direction and distance to whatever creature destroyed it so long as the quarry remains in the oubliette.

The only way to permanently destroy the death skull outside of using a *wish* spell is to reunite it with its former lover. See **areas 13, 14, and 30g** for details.



**Keyed Locations**

The following locations are keyed to the map of the Dread Knight's Oubliette on page 80.

**1 - Gauntlet**

The "true" entrance to the oubliette is here, a 35-foot-tall flight of stairs descending from the level above.

This long hallway stretches 70 feet north to south. Columns standing against the eastern and western walls hold the hall's 25-foot-high ceiling aloft. There is a barred cell at the south end of the hall, within which an earth elemental quietly meditates (see area 2).

**Encounter: Welcome Committee.** A gauntlet of the dread knight's servants stand guard in this hallway. The nature of this encounter depends on the adventure's level, as shown on the Area 1 Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

**Area 3 Encounters.**

Version	Encounter
8th	3 minotaur skeletons
11th	4 swordbreaker ettin skeletons*
14th	4 flesh golems
17th	4 young black dragon skeletons*

**2 - Melange**

This small, locked cell holds a ponderous **earth elemental** named Koak. Koak was captured after falling through a hole in the ceiling. If freed, Koak might follow the characters and assist them on their adventure. However, Koak is somewhat slow and prone to long bouts of quiet contemplation.

**Development: Extended Adventure.** The hole in the ceiling is a pit trap from the level above the oubliette. A future adventure will detail this level and the pit trap. If you wish to forgo using this pit trap in your campaign, assume that Koak was captured by the Dread Knight's soldiers and held for questioning.



**3 - Dripping**

A 10-foot-wide well surrounded by a 3-foot-tall stone wall dominates the center of this round room. The well is a 100-foot-deep stone shaft with a pool of cold, murky water at its bottom. Any creature that falls into the well takes 1d6 bludgeoning damage per 10 feet that they fall. Climbing back up the well is a tricky affair, requiring a successful DC 10 Strength (Athletics) check each time a creature uses its movement or Dash to climb.

**Encounter: Skeletal Minions.** A regimen of ten **skeletons** waits here for commands from the dread knight or one of its officers. These skeletons use the minions rule detailed in "General Features."

**Skeleton Minion Attacks.**

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**Treasure: Dead Adventurer.** A long-dead tiefling paladin lies at the bottom of the well. The tiefling's arms and armor are waterlogged and useless, but he wears a special *cloak of protection*. Not only does the cloak confer the typical +1 bonus to the wearer's AC and saving throws, but the wearer can use their bonus

action to make the cloak billow. The billowing has no game effect, but it'll make the wearer feel good about themselves.

**Investigation: Secret Door.** The north wall conceals the presence of a secret door. The door cannot be opened from this side.

**Development: Extended Adventure.** The well at the center of this room not only goes down, but goes up, too, exiting 35 feet above this chamber into the keep above. If you don't wish to extend this adventure, ignore this fact.

**4 - Sadness**

Worn arcane symbols drawn in charcoal still mark the walls and floors of this old conjuration room. The symbols no longer function. Dead rats, stabbed to death by the room's reactive skeletons, lie everywhere.

**Encounter: Skeleton Minions.** Twenty-four skeletons wait here for commands from the dread knight or one of its officers. They attack any non-undead creature that enters this room. These skeletons use the minions rule detailed in "General Features."

**Skeleton Minion Attacks.**

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**Treasure: Hidden Jewels.** A loose stone hides a cache of stashed gems. Spotting the stone requires a successful DC 18 Wisdom (Perception) check. The total number of gems equals the adventure's level; each gem is worth 100 gp.

**5 - Crackling**

The walls of this room are rough with broken masonry, the remains of bas-reliefs hammered away by one of the dungeon's previous inhabitants.

**Encounter: Crackling the Spy.** A spy named Crackling keeps an eye on the gauntlet room from this chamber. Three days ago, Crackling slipped into the dungeon after falling through one of the pit traps (see areas 30 and 32), but managed to escape his cell. He's spent the last few days trying to escape.

If the characters catch up with Crackling, Crackling is eager to join the party, especially if they can help him get out of the oubliette. Although he's neutral evil, he's smart enough to recognize powerful heroes when he sees them and does plenty of lip service. He's also smart enough not to mention the valuables he's stashed in area 11.

**6 - Acrid**

This room was stripped bare ages ago. A strange smell—like burning leather—perfuses the area.

**Hazard: Antilife Aura.** An antilife aura consumes this entire chamber, preventing living creatures from regaining hit points while in this chamber. Crackling (see area 5) has been using the room to rest, but hasn't been able to heal from his injuries.

**7 - Contemplating**

Broken couches caked in mud beset the room.

**Hazard: Daze Spores.** A weird fungus coats the surface of some of the broken furniture. If the characters touch the furniture, the fungus emits a cloud of spores that fills the entire room. When this occurs, each creature in the room must make a DC 13 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the target is incapacitated and can't speak intelligibly.

**8 - Plague**

Rats! Rats everywhere!

**Encounter: Grak and the Gang.** A wererat (in giant rat form) named Grak leads a pack of fourteen diseased giant rats in this chamber. Grak wears a tiny jeweled crown with an adjustable strap that allows him to keep it on his head when he switches between forms. The rats move through the different sections of the dungeon looking for scraps to eat. They capitalize on any chance they can to destroy one or more of the Dread Knight's skeletal servants, too.

Grak and his posse flee any creatures who look too tough to fight. The giant rats use the minion rules detailed in "General Features."

**Giant Rat Minion Attacks.**

Character AC	Rats Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

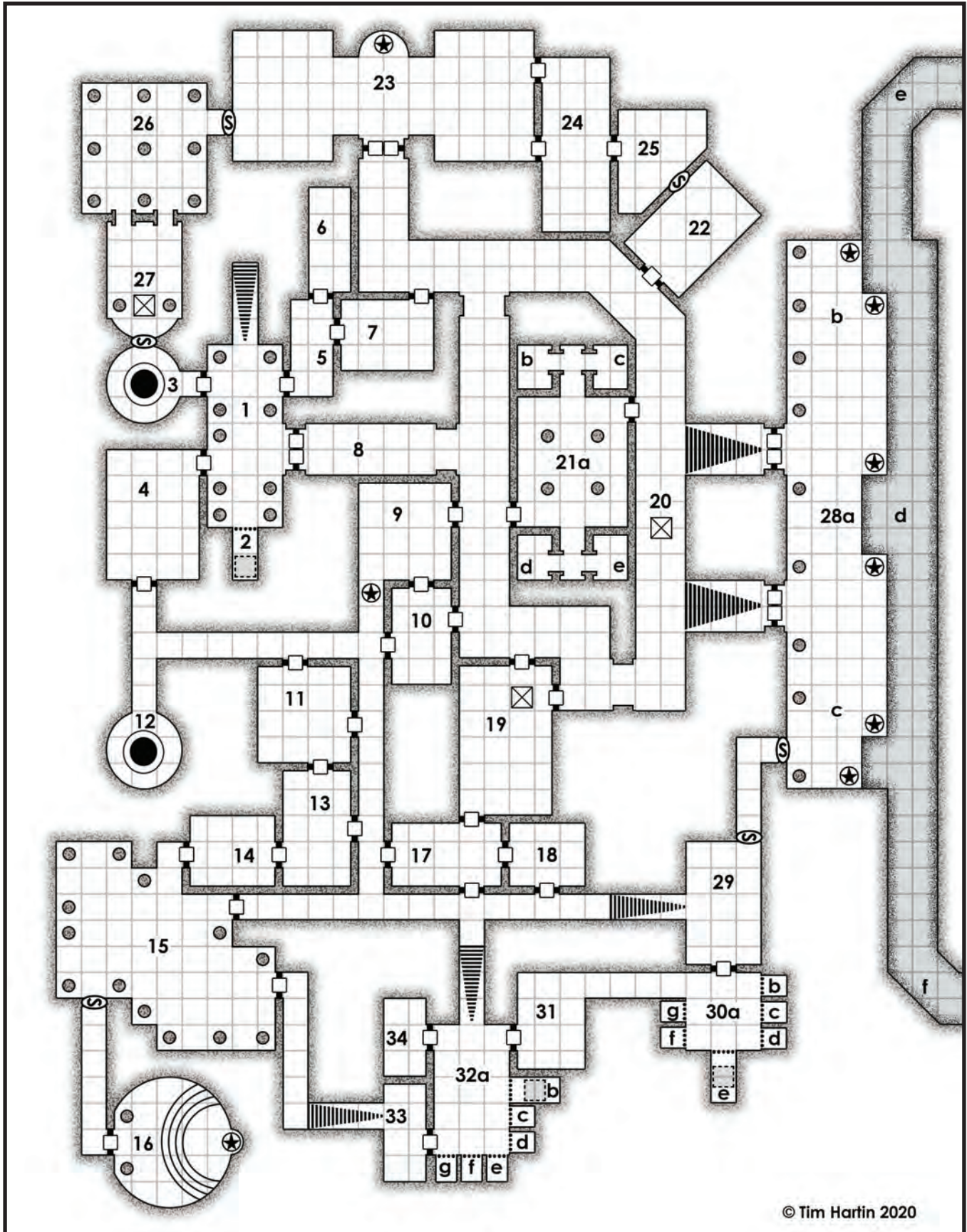
**Treasure: Grak's Goods.** Grak's tiny crown is worth 250 gp—after a good polish, of course. It's filthy!

**9 - Pokeweed**

Unless the creatures in this room have been alerted to the characters' presence, the characters hear the duergar inside grunting as they tussle with the shambling mound.

An inch of foul-smelling water covers the stone floors of this chamber. Black and purple creeper vines grow on everything. A wide statue depicting a portly woman holding a basket of bananas blocks passage to the south. A Small or smaller creature can squeeze through the woman's legs. Otherwise, no other creature can get through.

**Encounter: Duergar and the Mound.** A handful of duergar, the number of which depends on the level of the adventure as shown on





the table below, use spears to coax a poisonous shambling mound into devouring a prone drow elf. For eight or more duergar, the duergar become minions (see page 77 for details). When the drow becomes aware of the characters, it shouts for help. If the characters don't intervene, the shambling mound spends its first turn killing and consuming the drow. It then turns against the characters.

The **shambling mound** is poisonous to the touch. When the shambling mound hits a creature or a creature touches it or hits it with a melee weapon, the target must make a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat its saving throw, ending the effect on itself at the end of each of its turns.

**Area 9 Encounters.**

Version	# of Duergar
8th	4
11th	8*
14th	10*
17th	12*

**Development: Der'k the Drow.**

When the characters enter the area, the **drow** only has 1 hit point remaining and is poisoned (see above). If the characters save the drow, he thanks them for their assistance and swears a life debt to the character with the highest Charisma score. The Drow—whose name is Der'k—asks the characters to help him save his companions imprisoned in **area 30**.

**Investigation: Statue.** A character who examines the banana-woman statue and succeeds on a DC 10 Intelligence (Investigation) check notices that there are scrape marks on the ground just behind it. One or more characters with combined Strength scores of 20 can push the statue back 5 feet, revealing a small cubby below it. Sadly, whatever was once in the cubby is long gone, replaced by more foul-smelling water.

**10 - Viscera**

Unless the duergar in this room have been alerted to the characters' presence, the characters hear the duergar inside arguing with each other. "It's not my fault he exploded!" one complains in Undercommon. "I thought it was a *potion of healing*."

Fresh, stinking duergar guts cover the ceilings, floors, and walls of this chamber. Treat the area as if it was covered in slippery ice (see page 76 for details).

**Encounter: Blood-Soaked Duergar.** A throng of eight **duergar** stand in the middle of this room. All eight are covered in blood and gore. They're busy blaming each other for the recent death of an ally who mistakenly drank a vial of alchemist's fire. Because they're in the middle of a heated argument, they suffer a -5 penalty to their Wisdom (Perception) scores. For 14th-level or higher adventures, treat the duergar as minions (see "General Features").

**Duergar Minion Attacks.**

Character AC	Duergar Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**11 - Fisticuffs**

A broken forge, a toppled and rusty anvil, and rotting wooden tools are all that remain of this old smithy.

**Investigation and Trap: Hidden Goods.** Crackling (see **area 5**) stores the loot he's collected during his stint here amid the stones of the collapsed forge. He has also trapped it with a hunter's trap. A successful DC 17 Wisdom (Perception) check spots the treasure, but a successful DC 18 Intelligence (Investigation) check is needed to spot the hunter's trap. Any creature who touches the treasure

without first disarming the trap must succeed on a DC 13 Dexterity saving throw or take 2 (1d4) piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the trap's 3-foot-long chain. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Crackling's stash contains mixed coins worth 200 gp per level of the adventure along with a *potion of superior healing*. Crackling stole the coins from a passing stagecoach.

**12 - Decimated**

Rusted iron cages and crushed and withered crates lie pinned under huge stone blocks fallen from the crumbling ceiling. The entire room counts as difficult terrain.

**Investigation.** Characters who search the rubble find nothing but ancient animal bones.

**13 - Carrion**

All three doors to this room are locked; the westernmost door is *arcane locked* (add +10 to the DCs for checks made to open it). When the characters open any of the three doors, centuries of chilly standing water gushes out; any creature with a Strength score of 9 or less standing in the open doorway is knocked prone.

Inside, two rows of six stone pews face a large stone podium at the south end of the room. A headless skeleton wearing moldy robes lies slumped over the podium. It still clutches a wooden gavel in its boney right hand.

**Obstacle: Wall of Force.** A permanent *wall of force* running east to west separates a portion of this room, starting just south of the door in the eastern wall.

**Investigation.** Characters who thoroughly search the room learn and find nothing else of value.

**14 - Time**

Both doors that lead into this chamber are *arcane locked* (add +10 to the DCs for checks made to open it).

Other than dust, bits of rubble shed from the crumbling ceiling overhead, and cobwebs, this room is in surprisingly excellent condition. Three dusty sofas dress the north wall while a vanity, wardrobe, and small cot decorate the south.

**Investigation.** Characters who search the room find an old leather-bound journal tucked between the cot's mattress and frame. The journal is written in an ancient form of Undercommon; only a creature with an Intelligence score of 13 or higher who can speak Undercommon will understand the writing. It takes at least one hour to read through the journal.

The journal details the life of a magistrate named Rolf that once lived and worked in the keep above the oubliette. The magistrate loved one of the servants who also worked there. Sadly, the girl was caught stealing from the lord of the manor, Duke Gilyot. Gilyot imprisoned her in the dungeon, circumventing the magis-

trate's judicial responsibilities. The girl died a month later from malnutrition.

After this occurrence, the magistrate began to take out his frustrations on anyone who came before his court, guilty or otherwise. In his last entry, the magistrate shares his excitement that he'll finally be able to try the Duke himself, following the Duke's crimes against the people of the land. This last entry is dated over one hundred years ago.

**15 - Fluffy**

Skeletons! Lots of skeletons!

Multiple columns lift the 25-foot-high arched and trayed ceiling off the floor. Other than the unbelievable number of skeletons that fill this chamber, it's relatively devoid of filth.

**Encounter: Skeleton Minions.**

Twenty-five **skeletons** wait here for commands from the dread knight or one of its officers. Double the number of skeletons in the 11th- and 17th-level versions of this adventure.

The skeletons attack any non-un-dead creature that enters this room. These skeletons use the minions rule detailed in "General Features."

**Skeleton Minion Attacks.**

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**Encounter: Fluffy the Cat.** One of Curio's cats escaped through the secret door in the southwest wall and is now hiding in a niche in the wall (otherwise the skeletons would destroy her!). The cat—whose name is Fluffy—is terrified and hungry. From her spot, Fluffy has full cover, which grants her protection from most area of effect spells.

**Investigation: Secret Door.**

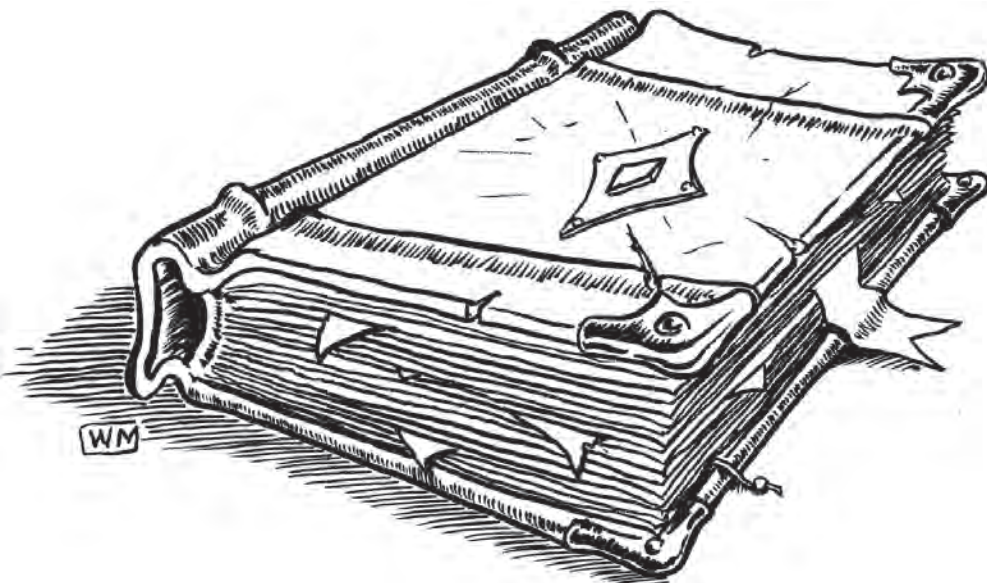
There's a secret door hidden in the southwest corner of the room.

**16 - Conversion**

When the characters first enter this area from the secret door in **area 15**, they hear soft music playing. Characters with passive Wisdom (Perception) scores of 13 or better also hear someone humming along with the melody. The stench of animal urine pervades the area.

The door to this chamber is cracked open just enough for a character to sneak a peek inside. So long as the room's inhabitants aren't disturbed beforehand, anyone looking inside witnesses the following:

This large, round room is cut in half by a 5-foot-high circular dais, at the center of which stands a tall statue depicting some long-forgotten warrior or god of war. Everywhere you look, cats of all varieties linger, mew, or nap. Joining this clowder is an animated skeleton wearing ill-fitting blue and green robes. The skeleton hums along with the illusory music, petting its feline companions as it does.





Dozens of ancient books clutter the foot of the statue while weapon racks jammed with rotting and rusted weapons cover the room's rounded walls.

**Encounter: Curio the Hierophant.** The robed skeleton is a **hierophant lich** (see the Appendix) named Curio. In life, Curio was a cantankerous priest who served a lawful evil god of tyranny. Old age and cats have since softened the lich up—Curios' alignment is neutral. Joining Curio are his nine **cats**.

Unless the characters are aggressive, Curio is content to question the characters' purpose before entering combat. Naturally, harming or speaking ill of Curio's cats is a death sentence.

**Development: Find Fluffy for Facts.** Curio won't fight the characters but won't help them either—not

unless they help him first. A day ago, Curio's fat, orange tabby, Fluffy, went missing. If the characters find Fluffy and bring the cat back unharmed, Curio will share what he knows about the oubliette.

Unfortunately, Curio hasn't left this chamber in nearly one hundred years. However, he still remembers where to find all the original exits, pointing characters to **areas 1** and **28**. He also shares that some of his old allies might still be somewhere in the oubliette. He mentions that they, too, will be ancient undead. He suspects that at least one such hierophant lich—a pedantic woman named Trulaq—might still be studying in her old library. If you're running this adventure as part of a series, Trulaq is located in **area 17** of the Depth Watcher's Pool. Curio offers directions to the hidden chamber (he isn't aware of the safeguards Trulaq's since put

into place). Otherwise, Trulaq abandoned the oubliette decades ago.

**Treasure: Ancient Books.** If the characters inspect the stack of books below the statue, they find a variety of old treatises on ancient religions, forgotten gods, and bizarre rites. Each book, six in all, is worth 100 gp each to a collector. Curio used to study the books but now spends his undeath caring for strays.

The weapons are all worthless.

### 17 - Focus

Moldy, worthless paintings hang from the walls of this old gallery.

**Encounter: Skeleton Minions.** Twelve **skeletons** wait here for commands from the dread knight or one of its officers. They attack any non-undead creature that enters this room. These skeletons use the minions rule detailed in "General Features."

**Skeleton Minion Attacks.**

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**Investigation.** A character who casts *mending* on one or more of the paintings learns that the paintings all depict the same figure: a tall, proud noble with a fabulous plume of raven black hair. A plaque under each painting names the figure “Duke Benjamin Gilyot.”

**18 - Hourglass**

Seismic activity caused the floors of this old dressing room to sink some time ago. All of the old furniture lies in a broken pile at the center of the mess. Only by walking next to the walls will a creature avoid the difficult terrain condition the heap creates.

**Hazard: Caustic Slime.** Stinking, caustic slime pools at the bottom of the trash heap. Any character who comes within 5 feet of the center of the room smells it. The slime coats the bottoms of nearly every piece of furniture. If a character rifles through the pile, they take 2 (1d4) acid damage from the slime.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys the slime.

**Investigation.** A character who searches the pile of rubbish and succeeds on a DC 15 Intelligence (Investigation) check discovers an *hourglass of slumber*. See the Appendix for details.

**19 - Sonder**

Broken crates, barrels, and other containers litter this room.

**Encounter: Fistivar the Skeletal Necromancer.** Having recently been chased from his own tomb of skeletons (see the adventure *Dungeons & Lairs #1: Skeleton Tomb* for details), Fistivar, a **skeletal necromancer** (see the Appendix), is in a rather sour mood. During one of his ponderous walks, he came to the grim realization that perhaps he isn't as powerful as he thought. Moreover, he's worried that other ancient undead are just as interesting and unique as he is. This has created quite the conundrum for the old bag of bones.

When Fistivar sees the characters, he immediately asks them, “What is your purpose in life?” If the characters give a good response—something worth Fistivar's time (your discretion)—he gives them a dismissive wave, complaining that he's too bored to fight. If the characters give a snarky or threatening response, he shakes his head (this is his way of rolling the eyes he doesn't have) and sends his minions after them.

The skeletal necromancer is currently under the protection of **skeletons**. The number of minions protecting Fistivar is determined by the level of this adventure, as shown on the table below. For 12 or more skeletons, use the minion rules in “General Features.”

Be sure to note any special abilities and adjustments warranted by Fistivar's gear, as detailed below.

**Area 19 Encounters.**

Version	# of Skeletons
8th	6
11th	12*
14th	16*
17th	20*

**Hazard: Pit Trap.** There is a 10-foot-square trapdoor disguised to look like the floor (marked on the map) that conceals a 20-foot-deep pit. Any creature weighing 50

**Sewer Plague**

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending hit dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

pounds or more that steps onto this square breaks open the trap door and tumbles into the pit. The skeletons, including Fistivar, all weigh less than 30 pounds. The trapdoor then snaps back into place.

The bottom of the pit is filled with 5 feet of frigid water (see General Features for details) which will break the fall of any creature falling inside. Unfortunately, the water also hides a series of spikes. A creature that falls onto the spikes takes 7 (2d6) piercing damage. The filthy spikes also force a DC 11 Constitution saving throw; on a failed saving throw, the target contracts sewer plague (see the sidebar).

The moisture has turned to ice at the highest point of the pit trap. It takes a successful DC 17 Strength (Athletics) check to climb out of the pit. Spotting the trap in advance requires a successful DC 20 Wisdom (Perception) check. A piton or similar wedge jammed into the trapdoor prevents it from opening.

Fistivar and the skeletons are aware of the trap's existence. Not only that, but Fistivar will stand at the opposite end of the trap door in hopes that melee attackers will fall through trying to get at him. He then laughs at them

and calls them dumbos.

**Treasure: Fisticar's Gear.** Fisticar is equipped with a variety of magic items. Which items he has depends on the level of the adventure, as shown on the table below. The listed items are cumulative and affect his statistics. Items marked with an asterisk are detailed in the Appendix.

**Fisticar's Gear.**

Version	Magic Item
8th	<i>pearl of power</i>
11th	<i>slippers of spider climbing</i>
14th	<i>lantern of revealing</i>
17th	<i>wand of necrosis*</i>

**20 - Impaled**

There is a pit trap similar to the one described in **area 19** in the center of this hallway, except its door has already been wedged open. A dead adventurer lies at the bottom of the pit, impaled upon the spikes.

**Treasure: Adventurer's Gear.** The pit's filth-ridden water ruined any nonmagical goods ages ago. However, it does still carry the adventurer's prized sword. The nature of this sword depends on the level of the adventure as shown on the table below.

**Adventurer's Gear.**

Version	Magic Item
8th	+1 <i>shortsword</i>
11th	+2 <i>shortsword</i>
14th	+2 <i>shortsword</i>
17th	+3 <i>shortsword</i>

**21 - Priests' Quarters**

**Areas 21a** through **21e** comprise a large central room with four attached cells that once belonged to the priests who once served the keep.

**21a - Trophies**

Ancient religious iconography decorates the walls and columns of the central chamber. The items are worthless and haunted. When a creature ends its turn in this area, it can hear the priests' ancient chants and prayers. The sounds seemingly come from the cells to the north and

south. A creature that succeeds on a DC 13 Intelligence (Investigation) check realizes that they're illusory and harmless.

**21b - Seneschal**

The original contents of this cell were stripped out decades ago. Now, only an oversized, gold-painted chair stands here, its back pressed against the northern wall. A character that inspects the chair and succeeds on a DC 13 Intelligence (Investigation) check recognizes that the chair is all that's holding the wall and ceiling in place. If a creature touches the chair or moves it, a cave-in occurs. Each creature in this area must succeed on a DC 13 Dexterity saving throw, or take 5 (1d10) damage from the falling rubble. The cave-in is loud and alerts other creatures in the area.

**21c - Blasted**

A stinking puddle of water covers the ground. All of the old furniture of this ancient cell is now covered in mildew. A character who investigates the old bed discovers a small wooden chest in decent shape. The chest is locked and trapped. The lock is simple, requiring a successful DC 10 Dexterity check using proficiency in thieves' tools to open. If the trap isn't disarmed, the chest explodes—any creature within 5 feet of the exploding chest must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw or half as much damage on a successful one. Spotting the trap requires a successful DC 15 Intelligence (Investigation) check and disarming it requires a successful DC 15 Dexterity check using proficiency in thieves tools.

The inside of the chest holds six *potions of greater healing*, a *pearl of power*, and a *catnip amulet* (see the Appendix).

If a character uses the *catnip amulet* to coax Curio's cats away from him (see **area 17**), Curio sees this as a personal attack and engages the party until they relinquish control of his cats or he's destroyed.

**21d - Soil**

Any valuable items that once hung on the walls of the trophy room (**area 21a**) were stripped and stored here. Shortly thereafter, part of the ceiling collapsed, burying them all in a pile of loose dirt and stones.

One or more characters can spend 10 minutes or longer searching through the rubble. At the end of the search, have one searcher make an Intelligence (Investigation) check. The roll gains a +1 bonus for each additional character beyond the first partaking in the search plus a +1 bonus for every 10 minutes the characters spend searching the room, including if they return and come back. Refer to the buried treasure table below to determine what the characters find amid the rubble.

**Buried Treasure.**

Check Result	Treasure
9 or lower	The characters fail to find anything valuable amid the rubble.
10-20	The characters find one item worth 100 gp.
21 or higher	The characters find one item worth 100 gp. All subsequent checks to search the rubble discover nothing of value.

**21e - Ritual**

An eerie, 3-foot-tall creature composed of spare bones lurks in this area, a **bone collective** (see the Appendix). It spends its time cobbling together strange, skeletal monstrosities from the spare parts it has collected, including the two **armored skeletons** that are in this area, too. They use the **skeleton** stat block, except that they wear half plate and a shield, making their AC 19.

The bone collective is responsible for creating all of the basic animated skeletons that work in the oubliette. And using its Hive Mind trait, it's

placed a small part of itself into all of them. Unless the characters somehow avoided a fight with a basic skeleton in the dungeon, the bone collective is already aware of their presence. Intelligent, deceptive, and eager to ascend to a higher position of power, the bone collective doesn't fight the characters. Instead, it proposes that they defeat the dread knight. If they do, and return with proof of its demise, it will share with the characters the location of the dread knight's most prized possessions: the warp hogs hidden in **area 27**. Whether or not it upholds its end of the bargain is up to you.

Obsessed only with the creation of more undead, the bone collective has no desire to fight the characters. If attacked, it changes into its swarm form and escapes through small holes in the masonry. It then uses its Hive Mind ability to command any skeletons in the area to attack the characters.

## 22 - Joust

Animal bones litter the floor of this old room.

**Encounter: Duke Gilyot.** The former lord of the house, Duke Gilyot, still persists here as a **ghost knight** (see the Appendix). Joining the Duke is a **warhorse skeleton**. The Duke continues to brush the animal as if it still had flesh and hair.

If alerted to the presence of danger, the Duke mounts the horse and rides through the halls, looking to squash any troubles it encounters.

**Development: The Duke.** The Duke's memories of its former life are spotty. It remembers ruling a great house, but doesn't realize that the house was actually the one that was once above the oubliette. When the dread knight encountered the Duke, it tricked the Duke into thinking it was only a commander in the dread knight's armies. Characters who recognize the ghost as the duke by viewing one or more of the paintings throughout the oubliette and other parts of the dungeon (if you use



this as the extended adventure) can convince the Duke of its status with a successful DC 15 Charisma (Persuasion) check. Once the Duke remembers who he was in life, he turns his anger toward the dread knight. At your discretion, the Duke might join the characters in the final fight against the dread knight.

**Treasure: The Duke's Lance.** Even in the afterlife, the Duke wields its favored lance, *Sir Varion's lance* (see the Appendix for details).

**Investigation.** There is a secret door hidden in the northern wall that connects this area to **area 24**.

## 23 - Juxtaposed

The southern double doors are locked.

This humongous room was once used as a private audience chamber for important guests. Other than a little wear and tear, dust, and cobwebs, it still looks more or less the same as it once did. A colossal headless statue stands in a circular alcove at the north end of the room. The statue holds a powerful lance with one arm and its helmet with the other.

A huge wooden table dominates the center of the room. Maps, scrolls, history books, and other tools for planning battles clutter the table. These

items are relatively new compared to the rest of the dungeon.

**Encounter: The Dread Knight.**

The **dread knight** (see the Appendix) lingers here, perpetually strategizing. The knight isn't immediately aggressive. It recognizes that anyone powerful enough to make it through its defenses is likely a formidable opponent. Furthermore, it understands the virtue of diplomacy and guile.

Before it draws its sword, it spends a few rounds learning what it can about the characters, particularly their goals and desires. It's willing to offer almost anything in its power to provide with the exception of a few things:

- The dread knight won't stop attacking the nearby villages and cities with its undead army. As an undead creature, it's compelled to continue this course of action, and nothing outside of destroying it will allow it to relent.
- It won't surrender the warp hogs in **area 27**. They are far too valuable to relinquish.
- It won't pay the characters more than 10,000 gp.

If the characters accept a deal with the dread knight, it keeps its word so long as the characters promise to never return to the oubliette. At your discretion, it may allow them to travel through the oubliette unaccosted, so long as they avoid armed confrontation with the dread knight's lackeys.

If the characters behave irrationally or refuse to bargain, the dread knight calls forth its minions from **area 24**, assuming they haven't already been destroyed. It then makes a tactical retreat to **area 26**. From there, it will use one of the warp hogs to escape.

In the 8th-level version of the adventure, only the dread knight is here. In all other versions, he's joined by twenty **skeletons**. This does not include the skeletons he calls from **area 24** to assist. The skeletons use the minion rules described in "General Features."

**Skeleton Minion Attacks.**

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**Treasure: War Funds.** The dread knight keeps an *arcane locked* war chest under the table. Until the lock is dispelled, only a DC 25 Dexterity check using proficiency in thieves' tools will open it. The *arcane lock* also fixes the chest in space, similar to the way an *immovable rod* functions. The dread knight can open the chest without any issue. Inside, the dread knight stores 30,000 gp. Double the amount for adventures of 17th level or higher.

**Investigation: Secret Door.** A row of bookshelves lining the western wall conceals the presence of a secret door that leads to **area 25**. The door is *arcane locked*, but can be opened without issue by the dread knight. Otherwise, it requires a DC 25 Dexterity check using proficiency in thieves' tools to unlock, or a DC 30 Strength check to break down.

**24 - Smoke**

For some long-forgotten reason, black smoke constantly fills this chamber. Oddly, the smoke won't leave the room, nor will a gust of wind disperse it. The smoke heavily conceals everything, and any creature that starts its turn in the chamber must make a DC 10 Constitution saving throw or become poisoned until it leaves the chamber. Creatures immune or resistant to fire automatically pass their saving throws. While poisoned in this way, the target can't breathe and begins to suffocate.

**Encounter: Skeleton Minions.**

Eighteen **skeletons** wait here for commands from the dread knight or one of its officers. They attack any non-undead creature that enters this room. These skeletons use the minions rule detailed in "General Features."

**Skeleton Minion Attacks.**

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**25 - Silence**

Three stone tables dressed with simple plates, cups, bowls, and flatware crowd the center of this old refectory. Other than a little dust and some cobwebs, the room is in pristine condition.

**Hazard: Silence.** A permanent field of *silence* (as the spell) completely blankets the room.

**Investigation.** There is a secret door hidden in the northern wall that connects this area to **area 24**.

**26 - Burning**

This hidden chamber is used by the dread knight in **area 24** to host special guests from the planes.

**Encounter: Shkkkw the Fire Elemental.** A feisty **fire elemental** named Shkkkw (pronounced "Shakow!", always yelled) paces around the room. An ambassador to a mighty efreeti from the elemental plane of fire, Shkkkw's spent the last two days trying to convince the dread knight and its forces to join the efreeti's ongoing war against earth elementals. But Shkkkw lacks patience. If the dread knight doesn't come to terms in the next twenty-four

hours, it hopes to find someone within the oubliette who will. If there is a necromancer among the characters, or they've formed an alliance with one of the other powerful ancient undead entities in the oubliette—such as one of the three hierophant lichs (areas 17, 29, and 34), the skeletal necromancer (area 19), or the bone collective (area 21e)—Shkkkww proposes that the characters defeat the dread knight and install a new leader. Shkkkww is prepared to grant the characters 500 obsidian pieces for their services (see below), plus they may keep whatever treasures they steal from the oubliette with the exception of the warp hogs in area 27. It also asks that they leave the bone collective in area 21e alone, as it is the one who actually controls the dread knight's forces.

If the dread knight flees through this area, Shkkkww remains behind, eager to make the same deal with whoever is responsible for chasing the dread knight away.

As a fire elemental on the material plane, Shkkkww is not afraid of being destroyed. However, he'd rather not suffer the annoyance.

If the characters are traveling with the earth elemental Koak, Shkkkww forgoes negotiations and attacks immediately.

**Treasure: Shkkkww's Offering.** The fire elemental Shkkkww travels with a fireproof satchel made from salamander leather. The satchel contains 500 pieces of obsidian, each one worth 10 gp. If the characters take his deal, he offers the satchel's contents willingly.

### 27 - Unyielding

This room is covered in rotting hay and animal filth.

**Hazard: Antimagic Aura.** A field of *antimagic* (as the spell) covers this area. It's what prevents the warp hogs from escaping (see below).

**Encounter: Warp Hogs.** Three warp hogs (see the Appendix) live in this room. The three are all trained by the dread knight to plane hop to locations of the dread knight's choosing. A character can learn the dread knight's commands by spending 1 week of downtime (a total of 40 hours of uninterrupted work) with the hog. At the end of the week, the character must succeed on a DC 20 Wisdom

(Animal Handling) check. If the check succeeds, the character learns how to control the hogs' plane shifting powers. However, the hogs still only travel to the locations the dread knight specified. Where those locations are within the different planes is up to you, but likely large, non-elemental-friendly settlements mostly shielded from the planes' hazardous conditions.

The hogs are well-fed and cared for and see no reason to fight unless spooked or provoked. Each rare hog is worth 10,000 gp to anyone who understands their unique abilities.

**Investigation: Pit.** A pit trap similar to the one described in area 19 is hidden at the south end of this room. It's been spiked shut so as not to endanger the warp hogs. Beyond the dangers described, the pit only holds old bones and mold.

**Secret Door.** There is a secret door at the south end of this area that can only be opened from this side.

### 28 - Subterranean Waterways

The eastern portion of the oubliette opens into a series of subterranean waterways, 10 feet deep and frigid. Slick ice coats the stonework at the eastern edge of the platform (see General Features for details).

If you are running the extended portion of this adventure, these waterways connect to the Depth Watcher's Pool. Otherwise, they take travelers to some underground destination of your choice.

The doors connecting this area to the western part of the oubliette, including the secret door, are all locked.

#### 28a - Bejeweled

A pair of headless statues standing at the edge of the water. Their shields are decorated with glass stones carved to look like gems. The glass stones are worthless. Any dwarf, gnome, or native to the elemental plane of earth in the party immediately recognizes this fact.





### 28b - Tar

Twenty **skeletons** wait here for commands from the dread knight or one of its officers. All of the skeletons recently battled and destroyed a tar elemental that crawled up from the depths. As such, they're all covered in sticky tar. The skeletons' movement speeds are reduced to 10 feet and they have disadvantage on Dexterity-based attacks (the table below accounts for this change), saving throws, and skill checks. They attack any non-undead creature that enters any part of **area 28**. These skeletons use the minions rule detailed in "General Features."

#### *Tar-Covered Skeleton Minion Attacks.*

Character AC	Skeletons Needed for One to Hit
5 or less	1
6-11	2
12-13	3
14-15	4
16-17	5
18	10
19	20

### 28c - Reversed

A variety of smashed and discarded furniture congests this portion of the chamber, creating a 20-foot square of difficult terrain at its center. There is a secret door connecting this area to a hallway that leads to **area 29** in the southwestern corner. Like the other doors in the western wall, this door is locked, too.

### 28d - Mausoleum

The mushy remains of leather-bound books cover the bottom of this section of the pool. Joining the old books are ten more **skeleton** minions. Double the number of skeletons at the bottom of the waterway in the 14th and 17th-level versions of this adventure. While these minions aren't covered in tar-like their allies on the platform, they do move at half their normal speed thanks to the frigid water. If a

fight breaks out in **area 21a-c**, the skeletons clamber onto the platform and join the fray.

These skeletons use the minions rule detailed in "General Features."

#### *Skeleton Minion Attacks.*

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

### 28e - Epic

If running the extended version of this adventure, this waterway leads to **area 1** of the Depth Watcher's Pool. Otherwise, it goes to a location of your choosing.

**28f - Greed.** If running the extended version of this adventure, this waterway leads to **area 1** of the Depth Watcher's Pool, and it's guarded by two **eyes of the deep** (see the Appendix). Otherwise, this passage is unguarded and it goes to a location of your choosing.

### 29 - Bubbly

The remains of an old adventurer campsite litter this room.

**Encounter: Torturer.** Buoble, a **hierophant lich** (see the Appendix), uses a peephole in the southernmost door to spy on the goings-on in **area 30**. While "enjoying the show", the lich suffers a -5 penalty to its passive Wisdom (Perception) score. Just before the characters encountered him, Buoble conjured a rotting wind to torment the prisoners in **area 30**.

If interrupted, the lich spins on its heel, attacks, and attempts to flee to any area that holds skeleton minions, such as **areas 17** or **31**. Buoble is a coward and enjoys the endless malicious activities his undeath provides. Fear of being destroyed causes him to

cave to demands immediately. Buoble knows everything there is to know about **areas 29** through **34** of the oubliette. However, he rarely travels beyond this region, only doing so when he lacks "play things" (aka prisoners) to toy with. Buoble despises Xhaqa and would love it if the party "handled" him.

**Investigation: Secret Door.** There is a secret door hidden in the northwestern corner of this room. It leads to an empty hallway that connects this area to **area 28c**. The actual door to 28c is locked.

### 30 - Eastern Prison

A guardroom with six attached cells comprise this area. The doors to all six cells are locked, as described in the General Features section.

### 30a - Breeding

As the characters come within 60 feet of this area, they can hear the prisoners screaming as they're assaulted by the **rotting wind** (see the Appendix) Buoble conjured (see **area 29** for details). The rotting wind then attempts to kill each of the creatures held in the cells, starting with the drow in cell 30b going clockwise from there. For simplicity's sake, assume the rotting wind automatically kills one creature each round. Once it kills all three creatures, it lingers in **area 30a** until it receives new instructions, another living creature enters the area, or it's destroyed.

### 30b - Shower

Water perpetually leaks from the ceiling of this 10-foot-square cell. The cell holds a miserable, wet **drow** named Charlo. Charlo is a paranoid and volatile drow. Unless the characters are accompanied by Der'k (**area 9**) or Bree (**area 30e**), nothing short of magic or a successful DC 15 Charisma (Persuasion) check will convince Charlo to follow the party, even if they free him from the cell.

**30c - Pythonesque**

A human knight wearing black plate armor lies on the floor of this 10-foot-square cell. Both his arms and both his legs have been hacked away at the joint, leaving only his torso and head intact. Surprisingly, the knight is still alive. If asked about his current condition, he claims “tis but a scratch” or that “it’s just a flesh wound.” He’s still eager to fight, willing to bite his adversaries’ legs off if he must. The black knight uses the **knight** stat block except he is permanently incapacitated, has a movement speed of 5 feet (it can flop about and roll), and has a total of 26 hp. A *regeneration* spell returns any one of the knight’s missing limbs.

**30d - Conflagration**

A **magmin** named Joeber (pronounced “yo-BURR?”, always as a question) awaits her grim fate from this 10-foot-square cell. Joeber is stubborn and slow (traits gained from her earth elemental side), and always quick to share pessimistic thoughts (traits gained from her fire elemental side). If freed, Joeber will join the party, all the while remarking, “Well, I’ll probably die, but whatever, I guess” as she plods along behind them.

**30e - Greed.** A drow **spy** who’s taken to calling herself “The Best Rogue Ever” (or just “Bree” for short) sits in this 20-foot-by-10-foot cell. While exploring the grounds above the oubliette, she tumbled into a chute trap that deposited her here. The fall broke her foot, forcing her to spend time recovering before she could attempt to climb back up the chute.

If freed and rescued from the rotting wind, Bree is glad to join the party, but only long enough to serve her interests. Bree is allied with Der’k (**area 9**) and Charlo (**area 30b**). She considers herself the leader of all groups she joins.

The chute in the ceiling rises 25 up to the ground level above, hidden in the floor of the keep above. Climbing the ice-slick chute requires a successful DC 18 Strength (Athletics) check. If you choose not to run the extended version of this adventure, you are free to remove this feature.

**30f - Possession**

This cell is empty.

**30g - Puppets**

A duergar named K’tuuf (pronounced “kuh-TOOF”) is held prisoner in this 10-foot-square cell. A knock on the head during a tussle with the poisonous shambling mound in **area 9** knocked K’tuff crosseyed and damaged his brain. He now believes that one of his socks is alive and capable of telepathic communication. K’tuff wears the sock—which he’s named K’tuufsen—on his right hand. K’tuuf uses the duergar stat block, except he is not wearing armor (AC 10) or carrying weapons. Also, he has disadvantage on all ability checks and saving throws due to his brain damage. A *greater restoration* spell heals K’tuuf’s brain damage.

If the characters free K’tuuf, he will travel with them only if they convince his sock puppet, K’tuufsen, to go along as well. As K’tuuf explains, K’tuufsen only responds to aggression—convincing the sock puppet requires a successful DC 10 Charisma (Intimidation) check.

**31 - Shock**

These old barracks lie in ruins.

**Encounter: Skeleton Minions.**

Skeletons wait here for commands from the dread knight or one of its officers. There is one **skeleton** stationed here for each level of the adventure. The skeletons attack any non-undead creature that enters this room. These skeletons use the minions rule detailed in “General Features.”

**Skeleton Minion Attacks.**

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

**32 - Western Prison**

A ruined guardroom with six attached cells comprises this portion of prison. The doors to all six cells are locked, as described in the General Features section. The dread knight keeps its most important prisoners in this area.

**32a - Aristocracy**

A coterie of the dread knight’s most trusted servants stand guard in this hallway. The nature of this encounter depends on the adventure’s level, as shown on the **Area 32a Encounters** table below. Creatures marked with an asterisk are detailed in the Appendix.

**Area 32a Encounters.**

Version	Encounter
8th	3 <b>minotaur skeletons</b>
11th	4 <b>swordbreaker ettin skeletons*</b>
14th	4 <b>flesh golems</b>
17th	4 <b>young black dragon skeletons*</b>

**32b - Sub-zero**

The entirety of this chamber is blanketed in thick, enchanted ice. Checks made to resist the effects of extreme cold that permeate the dungeon are made with disadvantage in this cell.

There is a chute similar to the one described in **area 30e** hidden in the ceiling of this chamber.

Characters who search the area discover a rogue who met its doom in

this cell lying in the corner, encased in thick ice. The ice covering the rogue has AC 14, 10 hp, immunity to cold and psychic damage, and vulnerability to fire damage. The rogue's pack contains the contents of an explorer's pack, excluding the rations, and a pouch that contains 100 gp per level of the adventure.

### 32c - Darkness

This cell is bathed in permanent magical *darkness* as the spell. There is a **deep one** (see the Appendix) prisoner hiding in the darkness. Even if it's freed, the deep one sees no reason to thank the characters or repay the favor and flees to the eastern part of the oubliette, where it can return to the water.

### 32d - Snakes

Another **deep one** prisoner lies in this cell. It only has 1 hit point remaining. The dread knight's servants have been torturing it for details on its boss (the Depth Watcher). Like the neighbor in the dark cell beside it, this deep one will offer no thanks for freeing it.

### 32e - Grimoire

The only things in this otherwise-empty cell are mud-stained pages torn from an old spellbook. A successful DC 15 Intelligence (Arcana) check reveals that the pages are part of a wizard's *contact other plane* entry. Without the rest of the pages, the sheets are worthless.

### 32f - Hamstrung

A third **deep one** prisoner sits in this cell. One of its legs has been removed. Its speed is halved, and it must use a cane or crutch to move. It falls prone after it uses the Dash action, and it has disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell restores the lost appendage. Unsurprisingly, the deep one is not friendly toward the adventurers.



### 32g - Ghost

If the characters enter this 10-foot-square cell, the **ghost** of a middle-aged servant appears. She looks confused for a moment before she finally asks "Rolf? Is that you?" If one or more of the characters pretends to be Rolf (see **areas 13** and **14** for more information), the ghost believes that the character is her former lover and follows them around, speaking to the character as if she were still alive. If anything disrupts the ghost's perceptions, she becomes afraid and goes ethereal, fleeing back to this cell. Unless she is destroyed, the cycle begins anew.

If the characters encounter the death skull while traveling with them, the ghost immediately recognizes the death skull as her former lover. The death skull then remembers the injustices caused by the ghost knight, Duke Gilyot (**area 22**), and flies off to attack the Duke. Once the Duke is destroyed, the death skull shatters and becomes a **ghost**, resembling the magistrate it was in life. The magistrate's ghost then embraces the girl and the two vanish.

The servant girl's ghost is harmless and won't fight back even if attacked.

### 33 - Feast

Dozens of rats cover the floors of this area. They're currently gnawing on the remains of a fish-humanoid hybrid's leg (see **area 32f** for details). Although the rats aren't aggressive, the sight is truly gruesome.

### 34 - Primavera

The door to this chamber is locked. The lich Xhaqa (see below) possesses the only key.

Old clothing and boots caked in mud litter the floors of this old closet.

**Encounter: Interrogation.** A hierophant lich named Xhaqa (pronounced "zok-WAH") happily tortures a **deep one hybrid priest** (see the Appendix) strapped to a chair at the center of this room. So consumed with his duties, Xhaqa won't stop his interrogation of the deep one unless he's attacked.

**Treasure: Xhaqa's Tools.** An old, moldy crate stands against the east wall of this room. A leather roll-up containing Xhaqa's interrogation tools lies atop the crate. Although macabre, the tools are of exquisite craftsmanship and all made from mithril. The tools are worth 2,500 gp as a complete set.

**Development: Unfriendly Fish.** Even if freed, the deep one hybrid priest is never friendly toward the characters. It takes the opportunity to escape, even abandoning its allies in the cells in **area 30**.

## Concluding the Adventure

If the characters successfully clear the dread knight from the oubliette, one or more of the creatures in the dungeon assume leadership of the skeleton and the other minions. Prime candidates include the bone collective (**area 21e**), the ghost knight (**area 23**), or one of the aggressive hierophant liches (**areas 29** or **34**). The cat-loving hierophant lich, Curio, might even take the position... so long as he can continue to spend the rest of his unlife with his clowder of cats. Ω

Written by Griffon's Saddlebag, Rikki Brown, TJ Firestone, Benjamin Palmer, Kobold Press, Dave Hamrick, and Kyle Pointer

Art by Ellie Hogan, Maciej Zagorski, Jack Badashski, William McAusland, and Rick Hershey

## New Magic Items

### Catnip Amulet

*Wondrous item, common*

This gold and jade amulet seems to draw domestic cats to it. While wearing the necklace, you have advantage on ability checks made to find or call Tiny domestic cats (if there are any) and on Wisdom (Animal Handling) checks you make to interact with them.

### Hourglass of Slumber

*Wondrous item, very rare*

This ebony and gold hourglass is filled with nebulous clouds of dreamy smoke instead of sand. The hourglass can act as a 1-minute timer, allowing the smoke to filter from one chamber to the next for the duration.

The hourglass has 3 charges and regains 1d3 expended charges daily at dusk. While holding it, you can expend 1 or more of the glass's charges to turn it over and cast the sleep spell from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. This version of the spell has the following changes:

- The spell lasts until the hourglass's timer ends or is stopped, or until the hourglass is flipped again.
- Each time a sleeping creature takes damage, it must make a Constitution saving throw, waking up on a success. The DC is equal to 20 minus half the damage dealt (minimum DC 10). After 3 failed saves, a creature automatically wakes up.

### Kingston Whiskey

*Potion, common*

This spirit has restorative and medicinal qualities. When you drink one

measure of whisky, you regain 2d4 + 2 hit points. If you drink more than one measure within an hour, you are intoxicated and have disadvantage on any attack rolls or Dexterity checks, though you gain advantage on Charisma checks. These effects last for 1 hour.

### Novacula

*Weapon (whip), uncommon (requires attunement)*

This whip is similar in appearance to the razorwire vines at the back entrance to the Macabre Gallery. It has the name "Novacula" inscribed on the wooden handle.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, this whip has 3 charges. You can use a bonus action to expend 1 charge, causing the cracker and fall of the whip to sprout razor sharp leaves. The whip deals an extra 2d8 piercing damage to the next target it hits, leaving the razor-sharp leaves embedded in the creature.

The whip regains 1d3 expended charges daily at dawn.

### Shard of the Deceiver

*Wondrous item, legendary (requires attunement)*

While attuned to this item, your Charisma score becomes 20, unless it is already higher. You also gain proficiency in the Deception skill, if you don't already have it, and your proficiency bonus is doubled for any check you make with it.

You can cast the *disguise self* spell at will and have advantage on any checks made to pass yourself off as a different person.

### Sir Varion's Lance

*Weapon (lance), uncommon (requires attunement)*

This weighty lance was originally designed for Sir Varion, a brave knight with a famous disregard for horses. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the heavy property, but is uniquely balanced to function well in close-quarters combat. Attacking a target within 5 feet of you with this weapon doesn't impose disadvantage on the attack roll.

If you are attuned to *Sir Varion's shield*, you can wield this weapon with one hand, instead of two, while also holding the shield.

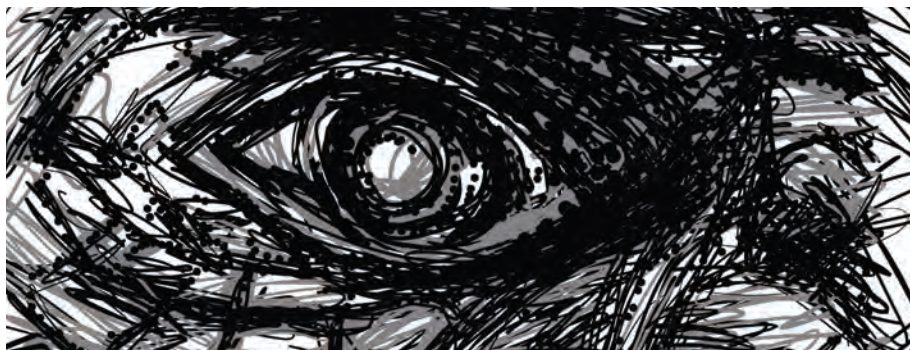
### Wand of Necrosis

*Wand, very rare (requires attunement by a sorcerer, warlock, or wizard)*

This gnarled, wooden branch has grown over one of the severed fingers of a powerful lich, creating a gruesome and deadly wand. The wand has 7 charges. If the wand has at least 1 charge remaining, you have resistance to necrotic damage while you hold it.

While holding this wand, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 15, attack bonus +7): *blight* (4 charges), *finger of death* (7 charges), *inflict wounds* (1 charge per spell level, plus 1 additional charge to make its range 30 feet), or *ray of enfeeblement* (2 charges).

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand explodes, destroying the wand in a flash of green light that duplicates the effect of the *finger of death* spell, targeting only you. If you become a zombie as a result of this effect, you are under the command of the nearest lich within 100 miles of you, if any.



AVATAR OF ZENGAR					
<i>Gargantuan monstrosity, lawful evil</i>					
Armor Class 15 (natural armor)					
Hit Points 217 (15d20 + 60)					
Speed 30 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	12 (+1)	3 (-4)
Saving Throws Str +9, Con +8					
Skills Perception +5					
Damage Resistances bludgeoning					
Damage Immunities poison					
Condition Immunities poisoned					
Senses blindsight 10 ft., passive Perception 5					
Languages —					
Challenge 10 (5,900 XP)					
<b>Legendary Resistance (3/Day).</b> If the Avatar of Zengar fails a saving throw, it can choose to succeed instead.					
ACTIONS					
<b>Multiattack.</b> The Avatar of Zengar makes three melee attacks and uses its Hypnotic Glare if available.					
<b>Bite.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 10 ft., one target. <i>Hit:</i> 18 (3d8 + 5) piercing damage.					
<b>Constrict.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one creature. <i>Hit:</i> 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the Avatar of Zengar can't constrict another target.					
<b>Hypnotic Glare (Recharge 5-6).</b> The Avatar of Zengar glares at a creature it can see. The creature must succeed on a DC 14 Wisdom saving throw or become incapacitated. The creature can attempt the saving throw again at the end of each of its turns and whenever it takes damage.					
LEGENDARY ACTIONS					
The Avatar of Zengar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Avatar of Zengar regains spent legendary actions at the start of its turn.					
<b>Attack.</b> The Avatar of Zengar makes a bite or constrict attack.					
<b>Swallow.</b> The Avatar of Zengar makes a bite attack against a creature within range. If the creature is hit, it must succeed on a DC 14 Dexterity saving throw or be swallowed whole. A creature that is swallowed is blinded, deafened, restrained, cannot breathe, and has full cover. At the beginning of each of the Avatar of Zengar's turns the creature takes 9 (2d8) acid damage. If the snake takes more than 30 damage in a single turn, it must succeed on a DC 20 Constitution saving throw or immediately regurgitate the swallowed creature. The Avatar of Zengar can only have one creature swallowed at a time.					
<b>Spit Poison.</b> The Avatar of Zengar spits a glob of poison at an unoccupied square within 60 feet. Place a poison token on that square. Any creature that begins its turn within 5 feet of the poison must succeed on a DC 14 Constitution saving throw taking 10 (3d6) poison damage on a failure or half as much on a success. The poison persists for the remainder of the combat.					

## New Monsters

### Bone Collective

A bone collective is almost a fluid; its thousands of tiny bones coalesce into a humanoid form only to disperse in a clattering swarm the next moment. Their tiny bones rustle when they move, a quiet sound similar to sand sliding down a dune.

**Spies and Sneaks.** Bone collectives are not primarily fighters, although they swarm well enough. They prefer to spy and skulk. When cornered, however, they fight without fear or hesitation, seeking to strip the flesh from their foes.

**Zombie Mounts.** Bone collectives' long finger bones and hooked claws help them climb onto zombie mounts and control them. Bone collectives almost always wear robes or cloaks, the better to pretend to be humanoid. They understand that most creatures find their nature disturbing.

**Feed on Society.** Bone collectives join the societies around them, whether human, goblin, or ghoul. They prey on the living and the dead, using them to replenish lost bones. Occasionally, they choose to serve necromancers, darakhul, some vampires, and lichs, all of whom offer magical attunements and vile joys to the collective.

They dislike extreme heat, as it makes their bones brittle.



**Crimson Mist**

*A thick crimson haze floats lazily through the air. Every few seconds, some of the mist coalesces into a drop of liquid that spatters beneath it, leaving a thin trail of blood in its wake.*

All vampires die horribly when exposed to the sun's golden rays. Yet when a vampire is killed by sunlight while feeding upon a living victim, its blood-fattened body explodes into a fine, crimson mist. The vampire's

mind and personality are destroyed by the light of the sun, but its unholy lust for blood and hatred of the living persist in the form of a cloud of sanguine mist.

**Bloody Thoughts.** A crimson mist begins its existence as an unthinking creature of animalistic instincts. However, as it feeds on the blood of the living, it also feeds on their thoughts. Over years of feeding, fragmented memories from hundreds of victims—and sometimes even memories from the vampire that spawned it—congeal into a patchwork consciousness. The unending torment of fractured thoughts and incoherent schemes only drives the mist deeper into homicidal madness.

**Reclaimed Memories.** Some mists overcome the chaos of their thoughts and are able to create a cogent personality from the disparate snapshots of hundreds of lives. These mists gain the ability to speak any language their victims knew and can draw upon dozens of personas as they toy with their victims. They occasionally form into humanoid silhouettes, as if trying to regain their lost humanity. A mist that has reformed a personality has an Intelligence score of 17 (+3), a Wisdom score of 15 (+2), and a Charisma score of 18 (+4). Its Wisdom and Charisma saving throws increase to Wis +4 and Cha +6. It also gains the ability to speak all languages it knew in life.

**Undead Nature.** The crimson mist doesn't require air, food, drink, or sleep.



<b>BONE COLLECTIVE</b> <i>Small undead, chaotic evil</i>					
<b>Armor Class</b> 17 (natural armor) <b>Hit Points</b> 120 (16d6 + 64) <b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	14 (+2)	10 (+0)	16 (+3)
<b>Saving Throws</b> Dex +8 <b>Skills</b> Arcana +5, Deception +6, Perception +3, Stealth +11 <b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered <b>Damage Immunities</b> necrotic, poison <b>Condition Immunities</b> exhaustion, poisoned <b>Senses</b> darkvision 120 ft., passive Perception 13 <b>Languages</b> Common, Darakhul <b>Challenge</b> 8 (3,900 XP)					
<b>Hive Mind.</b> All elements of a bone collective within 50 miles of their main body constantly communicate with each other. If one is aware of a particular danger, they all are. Any bone collective with at least 30 hit points forms a hive mind, giving it an Intelligence of 14. Below this hp threshold, it becomes mindless (Intelligence 0) and loses its innate spellcasting ability. At 0 hp, a few surviving sets of bones scatter, and must spend months to create a new collective. <b>Swarm.</b> A bone collective can act as a swarm (composed of smaller elements), or it can grant a single member (called an exarch) control, acting as a singular creature. Changing between forms takes one action. In its singular form, the collective can't occupy the same space as another creature, but it can perform sneak attacks and cast spells. In swarm form, the bone collective can occupy another creature's space and vice versa, and it can move through openings at least 1 foot square. It can't change to singular form while it occupies the same space as another creature. It uses its skills normally in either form. <b>Innate Spellcasting.</b> The bone collective's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: <i>chill touch</i> 3/day: <i>animate dead</i> (up to 5 skeletons or zombies)					
<b>ACTIONS</b>					
<b>Multiattack.</b> he bone collective makes two claw attacks, or one claw and one bite attack, or one swarm attack. <b>Bite.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 31 (4d12 + 5) piercing damage, and the target must make a DC 16 Constitution save or become poisoned and take 1d6 Charisma damage. A poisoned creature repeats the saving throw every four hours, taking another 1d6 Charisma damage for each failure, until it has made two consecutive successful saves or survived for 24 hours. If the creature survives, the effect ends and the creature can heal normally. Lost Charisma can be regained with a lesser restoration spell or comparable magic. <b>Claw.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 25 (3d12 + 5) slashing damage. <b>Swarm.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 0 ft., one creature in the swarm's space. <i>Hit:</i> 57 (8d12 + 5) piercing damage, or 31 (4d12 + 5) pericing damage if the bone collective has half its hit points or fewer. If the attack hits, the target must make a successful DC 15 Constitution save or become poisoned and take 1d6 Charisma damage. A poisoned creature repeats the saving throw every four hours, taking another 1d6 Charisma damage for each failure, until it has made two consecutive successful saves or survived for 24 hours. If the creature survives, the effect ends and the creature can heal normally. Lost Charisma can be regained with a <i>lesser restoration</i> spell or comparable magic.					

**CRIMSON MIST***Medium undead, chaotic evil***Armor Class** 15**Hit Points** 68 (8d8 + 32)**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	18 (+4)	5 (-3)	13 (+1)	8 (-1)

**Saving Throws** Dex +8, Wis +4, Cha +2**Damage Resistances** acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** cold, necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 11**Languages** understands Common but can't speak**Challenge** 6 (2,300 XP)

**Pseudocorporeal.** The crimson mist is weightless and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing.

**Sanguine Feast.** Whenever the crimson mist deals necrotic damage to a living creature with blood in its body, the creature's hp maximum is reduced by the same amount and the mist regains hp equal to half the necrotic damage dealt. The reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0.

**Vampire Weaknesses.** The crimson mist has the following flaws:

**Forbiddance.** The crimson mist can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** The crimson mist takes 20 force damage if it ends its turn above or within running water.

**Sunlight Hypersensitivity.** The crimson mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**ACTIONS**

**Engulf.** The mist moves up to its speed. While doing so, it can enter a Medium or smaller creature's space. When the mist enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mist. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the mist enters the creature's space, and the creature takes 15 (4d6) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 15 (4d6) necrotic damage at the start of each of the mist's turns. When the mist moves, the engulfed creature doesn't move with it, and is freed. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the mist. A creature within 5 feet of the mist can take an action to pull a creature out of the mist. Doing so requires a DC 14 Strength check, and the creature making the attempt takes 14 (4d6) necrotic damage. The mist can only engulf one Medium or smaller creature at a time.

**DEATH SKULL***Tiny undead, lawful evil***Armor Class** 13 (16 with mage armor)**Hit Points** 45 (10d4 + 20)**Speed** 0 ft., fly 50 ft. (hover)

<b>STR</b>	1 (-5)	<b>INT</b>	12 (+1)
<b>DEX</b>	17 (+3)	<b>WIS</b>	13 (+1)
<b>CON</b>	14 (+2)	<b>CHA</b>	14 (+2)

**Skills** Insight +4, Perception +4**Damage Resistances** lightning, necrotic, poison**Damage Immunities** cold, fire, poison**Condition Immunities** charmed, frightened, paralyzed, poisoned, prone**Senses** truesight 120 ft., passive Perception 14**Languages** the languages it knew in life**Challenge** 5 (1,800 XP)

**Regeneration.** The death skull regains 10 hit points at the start of its turn. If the death skull takes radiant damage, this trait doesn't function at the start of the death skull's next turn. The death skull is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

**Rejuvenation.** When the death skull is destroyed, it regains all its hit points in 1 hour. When it returns, it remembers how it was destroyed and who was responsible. It knows the direction and distance to its destroyer as long as the two of them are within 500 feet of each other. If another creature destroys the death skull, its quarry changes the next time it rejuvenates. Only a *wish* spell cast upon the death skull's remains will stop it from rejuvenating.

**Innate Spellcasting.** The death skull's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells, requiring no material components when it does.

At will: *fire bolt*, *mage armor*, *mage hand* (the hand is invisible), *prestidigitation*  
3/day each: *dispel magic*, *shield*  
1/day: *etherealness*

**ACTIONS**

**Multiattack.** The death skull makes two Necrotic Ray attacks.

**Necrotic Ray.** Ranged Spell Attack: +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) necrotic damage. On a hit, the target can't regain hit points until the end of its next turn.

**Fire Breath (Recharge 4-6).** The death skull breathes fire in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 22 (5d6) fire damage on a failed saving throw or half as much damage on a successful one.

**Deathcap Myconid**

*Deathcap flesh ranges from white to pale gray to a warm yellow-orange. Their heads resemble fungal caps, often either red with white spots, red at the center with a brown edge, or a bluish-purple tone. Although deathcaps have vicious-looking fanged mouths, they use them only to ingest earth or mineral nutrients.*

<b>DEATHCAP MYCONID</b> <i>Medium plant, neutral evil</i>			
<b>Armor Class</b> 15 (natural armor) <b>Hit Points</b> 90 (12d8 + 36) <b>Speed</b> 20 ft.			
<b>STR</b>	12 (+1)	<b>INT</b>	10 (+0)
<b>DEX</b>	10 (+0)	<b>WIS</b>	11 (+0)
<b>CON</b>	16 (+3)	<b>CHA</b>	9 (-1)
<b>Senses</b> darkvision 60 ft., passive Perception 10 <b>Languages</b> — <b>Challenge</b> 4 (1,100 XP)			
<b>Distress Spores.</b> When a deathcap myconid takes damage, all other myconids within 240 feet of it sense its pain. <b>Sun Sickness.</b> While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.			
<b>ACTIONS</b>			
<b>Multiattack.</b> The myconid uses either its Deathcap Spores or its Slumber Spores, then makes a fist attack. <b>Fist. Melee Weapon Attack:</b> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (4d4 + 1) bludgeoning damage plus 10 (4d4) poison damage. <b>Deathcap Spores (3/Day).</b> The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 3 rounds. While poisoned this way, the target also takes 10 (4d4) poison damage at the start of each of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. <b>Slumber Spores (3/Day).</b> The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned and unconscious for 1 minute. A creature wakes up if it takes damage, or if another creature uses its action to shake it awake.			

**Mushroom Farmers.** These sentient mushroom folk tend the white forests of fungi in the underworld and are allies of the darakhul. Despite their ominous name, deathcap myconids are chiefly farmers. They cultivate dozens of species of mushrooms anywhere they have water, dung, and a bit of earth or slime in the underworld deeps. For this reason, other races rarely attack them. The ghouls do not eat them, and they cannot be made into darakhul.

**Toxic Spores.** Although deathcaps are mostly peaceful, their spores are toxic and sleep-inducing. They make excellent allies in combat because their abilities tend to punish attackers, but they aren't especially lethal on their own. They use their poison and slumber spores to full effect against living creatures; they typical-

<b>DEEP ONE</b> <i>Medium humanoid, chaotic evil</i>			
<b>Armor Class</b> 13 (natural armor) <b>Hit Points</b> 91 (14d8 + 28) <b>Speed</b> 30 ft., swim 30 ft.			
<b>STR</b>	16 (+3)	<b>INT</b>	10 (+0)
<b>DEX</b>	12 (+1)	<b>WIS</b>	8 (-1)
<b>CON</b>	14 (+2)	<b>CHA</b>	12 (+1)
<b>Saving Throws</b> Str +5, Con +4, Cha +3 <b>Damage Vulnerabilities</b> fire <b>Damage Resistances</b> cold <b>Senses</b> darkvision 120 ft., passive Perception 9 <b>Languages</b> Common, Void Speech <b>Challenge</b> 2 (450 XP)			
<b>Amphibious.</b> A deep one can breathe air or water with equal ease. <b>Frenzied Rage.</b> On its next turn after a deep one takes 10 or more damage from a single attack, it has advantage on its claws attack and adds +2 to damage. <b>Lightless Depths.</b> A deep one is immune to the pressure effects of the deep ocean. <b>Ocean Change.</b> A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.			
<b>ACTIONS</b>			
<b>Claws. Melee Weapon Attack:</b> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d8 + 3) slashing damage.			

<b>DEEP ONE ARCHIMANDRITE</b> <i>Large humanoid, chaotic evil</i>			
<b>Armor Class</b> 15 (natural armor) <b>Hit Points</b> 153 (18d10 + 54) <b>Speed</b> 40 ft., swim 40 ft.			
<b>STR</b>	20 (+5)	<b>INT</b>	12 (+1)
<b>DEX</b>	15 (+2)	<b>WIS</b>	17 (+3)
<b>CON</b>	17 (+3)	<b>CHA</b>	19 (+4)
<b>Saving Throws</b> Dex +5, Wis +6, Cha +7 <b>Skills</b> Arcana +4, Perception +6 <b>Damage Vulnerabilities</b> fire <b>Damage Resistances</b> cold, thunder <b>Senses</b> darkvision 240 ft., passive Perception 16 <b>Languages</b> Common, Void Speech <b>Challenge</b> 8 (3,900 XP)			
<b>Amphibious.</b> A deep one can breathe air or water with equal ease. <b>Frenzied Rage.</b> On its next turn after a deep one archimandrite takes 10 or more damage from a single attack, it has advantage on its attacks and adds +4 to damage, and it can make one extra unholy trident attack. <b>Legendary Resistance (1/Day).</b> If the deep one archimandrite fails a saving throw, it can count it as a success instead. <b>Lightless Depths.</b> A deep one archimandrite is immune to the pressure effects of the deep ocean. <b>Voice of the Archimandrite.</b> With a ringing shout, the deep one archimandrite summons all deep ones within a mile to come to his aid. This is not a spell but a command that ocean creatures and deep ones heed willingly. <b>Innate Spellcasting.</b> The deep one archimandrite's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components: <i>At will:</i> <i>bless, revivify, sacred flame, shocking grasp, suggestion</i> <i>3/day each:</i> <i>charm person, lightning bolt, sanctuary, shatter</i> <i>1/day each:</i> <i>chain lightning, cone of cold, ice storm</i>			
<b>ACTIONS</b>			
<b>Multiattack.</b> A deep one archimandrite makes one claw attack and one unholy trident attack. <b>Claw. Melee Weapon Attack:</b> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) slashing damage. <b>Unholy Trident. Melee Weapon Attack:</b> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 14 (2d8 + 5) piercing damage plus 13 (2d12) necrotic damage.			



ly flee from constructs and undead. They count on their allies (carrion beetles, darakhul, purple worms, dark creepers, or even various devils) to fend off the most powerful foes.

<b>DEEP ONE HYBRID PRIEST</b> <i>Medium humanoid, chaotic evil</i>			
<b>Armor Class</b> 14 (natural armor)			
<b>Hit Points</b> 120 (16d8 + 48)			
<b>Speed</b> 30 ft., swim 30 ft.			
<b>STR</b>	18 (+4)	<b>INT</b>	12 (+1)
<b>DEX</b>	14 (+2)	<b>WIS</b>	12 (+1)
<b>CON</b>	16 (+3)	<b>CHA</b>	15 (+2)
<b>Saving Throws</b> Con +5, Wis +3, Cha +4			
<b>Skills</b> Athletics +6, Deception +4, Perception +3			
<b>Damage Vulnerabilities</b> fire			
<b>Damage Resistances</b> cold			
<b>Senses</b> darkvision 120 ft., passive Perception 13			
<b>Languages</b> Common, Void Speech			
<b>Challenge</b> 4 (1,100 XP)			
<b>Amphibious.</b> A deep one can breathe air or water with equal ease.			
<b>Frenzied Rage.</b> On its next turn after a deep one hybrid priest takes 10 or more damage from a single attack, it has advantage on its melee attacks and adds +4 to spell and claws damage.			
<b>Lightless Depths.</b> A deep one is immune to the pressure effects of the deep ocean.			
<b>Ocean Change.</b> A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.			
<b>Voice of the Deeps.</b> A deep one priest may sway an audience of listeners with its rolling, droning speech, fascinating them for 5 minutes and making them dismiss or forget what they've seen recently unless they make a successful DC 13 Wisdom saving throw at the end of that period. If the saving throw succeeds, they remember whatever events the deep one sought to erase.			
<b>Innate Spellcasting.</b> The deep one priest's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: <i>sacred flame</i> , <i>shocking grasp</i> 3/day each: <i>inflict wounds</i> , <i>sanctuary</i> , <i>sleep</i> 1/day each: <i>ice storm</i> , <i>shatter</i>			
<b>ACTIONS</b>			
<b>Claws.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage.			

**Clones.** Deathcap myconids live in communal groups of related clones. They reproduce asexually, and an elder and its offspring can be nearly identical in all but age. These clone groups are called deathcap rings.

Myconids build no huts or towns, but their groups are defined by their crops and general appearance. Indeed, many sages claim that the deathcaps are merely the fruiting, mobile bodies of the forests they tend, and that this is why they fight so ferociously to defend their forests of giant fungi.

## Deep One

*With enormous eyes, a wide mouth, and almost no chin, the deep ones are hideous, fishlike folk, often hunched and scaled when encountered in coastal villages.*

**Great Old Ones.** In their fully grown form, the deep ones are an ocean-dwelling race that worships Great Old Ones such as Father Dagon and Mother Hydra, and they dwell in deep water darkness. They've interbred with coastal humans to create human-deep one hybrids.

**Coastal Raiders.** The deep ones keep to themselves in isolated coastal villages and settlements in the ocean for long periods, and then turn suddenly, at the command of their patron gods, into strong, relentless raiders, seizing territory, slaves, and wealth all along the coasts. Some deep ones have even founded small kingdoms lasting generations in backwater reaches or distant chilled seas.

**Demand Sacrifices.** They demand tolls from mariners frequently; those who do not leave tribute to them at certain islands or along certain straits find the fish escape their nets, or the storms shatter their hulls and drown their sailors. Over time, some seafaring nations have found it more profitable to ally themselves with the deep ones; this is the first step in their patient plans to dominate and rule.

## Depth Watcher

While the deep waters beneath the oceans of the multiverse are home to myriad ferocious and dangerous creatures, the depth watcher stands—or swims alone.

### Lair Actions

When fighting inside its lair, a depth watcher can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the depth watcher can take one lair action to cause one of the following effects:

**Flash freeze.** The depth watcher flash freezes a 40-foot cube of water. Each creature in the area must make a DC 17 Constitution saving throw. On a failed saving throw, a target takes 36 (8d8) cold damage and its movement speed is reduced to 0 until the end of its next turn.

**Inky Darkness.** Magical darkness spreads from a point the depth watcher chooses within 60 feet of it, filling a 15-foot-radius sphere until the depth watcher dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**Unexpected Eye.** An eye emerges somewhere in any water within 60 feet of the depth watcher. One random eye ray of the depth watcher shoots from the eye at a target of the depth watcher's choice that it can see. The eye then closes and disappears.

The depth watcher can't repeat an effect until all three have been used, and it can't use the same effect on consecutive rounds. A depth watcher encountered in its lair has a challenge rating of 16 (15,000 XP)

**DEPTH WATCHER**

*Large aberration, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 190 (20d10 + 80)

**Speed** 0 ft., swim 40 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	14 (+2)	17 (+3)	16 (+3)

**Saving Throws** Str +8, Wis +8, Cha +8

**Skills** Perception +13

**Damage Resistances** cold

**Condition Immunities** prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** Aquan, Deep Speech, Undercommon

**Challenge** 14 (11,500 XP)

**Drowning Cone.** The depth watcher’s central eye creates an area of drowning magic in a 150-foot-cone. At the start of each of its turns, the depth watcher decides which way the cone faces and whether the cone is active. While in the area, creatures begin to drown, losing the ability to breathe and immediately running out of breath. This effect suppresses any means a target may have to breathe water or maintain a supply of air, including spells, magic items, or any innate water breathing. An affected creature begins suffocating. It drops to 0 hit points at the end of its next turn after a number of rounds equal to its Constitution modifier (min. 1 round), unless it is able to breathe again before that time.

**Echolocation.** The depth watcher can’t use its blindsight while deafened or out of water.

**Limited Amphibiousness.** The depth watcher can breathe air and water, but it needs to be submerged at least once every 8 hours.

**ACTIONS**

**Multiattack.** The depth watcher makes three attacks: one with its bite and two with its tentacles.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage.

**Tentacles.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The watcher has eight tentacles, each of which can grapple only one target.

**Eye Rays.** The depth watcher shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Lure Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be entranced by phantasmal floating lights it sees in front of the depth watcher, becoming charmed by it for 1 minute. While charmed, the target must use half its movement on each of its turns to move closer to the depth watcher, then may use no further movement that turn. The creature moves by the most direct route to the depth watcher, while avoiding obvious hazards. Due to the distraction, the target also has disadvantage on attack rolls and ability checks while it is charmed. The target may repeat its save each time it takes damage, ending the effect early for it on a success. If the depth watcher directly damages the target, the effect ends immediately.
2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target’s speed is halved for 1 minute. In addition, the creature can’t take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Boiling Ray.** A 5-foot-radius sphere of boiling water appears, centered on the target. Any creature in the area must make a DC 16 Constitution saving throw, take 35 (10d6) fire damage on a failed save, or half as much on a successful one. This fire damage ignores fire resistance gained for being fully immersed in water.
6. **Tidal Ray.** A 10-foot wide, 60-foot long line of quickly flowing water appears from the depth watcher. The line can curve up to 45 degrees every 10 feet along its length. Any creature that enters this current for the first time on a turn, or that starts its turn there must succeed on a DC 16 Strength saving throw or become restrained and be carried 20 feet along the current’s path. A creature caught in the current can use its action to repeat its save, moving to the nearest unoccupied space outside the area on a success.
7. **Chill Ray.** The targeted creature must make a DC 16 Constitution saving throw. The target takes 22 (4d10) cold damage, and its speed is halved until the end of the depth watcher’s next turn on a failed save, or half as much damage and no speed reduction on a successful one.
8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

**LEGENDARY ACTIONS**

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

**Eye Ray.** The depth watcher uses one random eye ray.

The depth watcher resembles a large, cyclopean angler fish where, instead of a single lure-tipped antenna, it sports eight long, muscular tentacles, in addition to its ancestors' ten magically-empowered eyestalks.

**Sage Arbiters**

While others of its ilk are wont to engage themselves and those around them in schemes for power, wealth, and notoriety, depth watchers are much more reserved. It's not uncommon for a depth watcher to go decades, if not centuries without contact with another intelligent being, save for those it intends to consume as prey. This does not mean that this

species is free of its relatives' superiority complex however.

In fact, depth watchers are perhaps the *most* smugly self-superior examples of their kind—they are simply more secure in their belief of this than the others. However, because they don't seek validation of their greatness from others, depth watchers have no reason to keep such companions around—and no reason not to simply eat them instead.

**Obsession with the Natural Order**

If there's one personality trait in a depth watcher that is predictable enough to be exploited, it's their obsession with maintaining what they

see as “the natural order of things.”

Depth watchers live to insist that all things be as they are in nature: night follows day, wind creates waves, predators eat prey. Any deviation from this state of “stability” is an abomination to a depth watcher, and an irritation to their psyche. Point out some such deviation to a depth watcher, and rest assured that they will not be able to ignore it.

**Doom Golem**

*One hears a doom golem long before one sees it; a wailing of despair, a whisper of fate, like a lesser incarnation of death itself.*

**Winter Bound.** Made of antlers, bone, and steel infused with winter spirits of death and destruction, doom golems are the creations of evil wizards and doomsday cults. They invariably include a hangman's rope, bones of an animal sacrificed to a dark god, and the captured final breath of a man sent to die in exile. A doom golem is animated by a trapped spirit of the arctic, which flees with a howl when the golem is destroyed.

**Glowing Bones.** The golem's inner core glows blue, making it easy to see a doom golem after nightfall. Their bone frameworks are sometimes built with polar bear skulls or white dragon bones, and many have a pronounced hunch in their posture.

**Chorus of Fear.** A doom golem's clattering bones make noise to terrify foes. Animals find the sound disquieting, but demons, goblins, and other creatures of evil are delighted by the ominous tones.

**Construct Nature.** A golem doesn't require air, food, drink, or sleep.

<b>DOOM GOLEM</b> <i>Large construct (golem), unaligned</i>					
Armor Class 17 (natural armor) Hit Points 153 (18d10 + 54) Speed 30 ft.					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
24 (+7)	13 (+1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)
<b>Damage Immunities</b> cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine <b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, petrified, poisoned <b>Senses</b> darkvision 120 ft., passive Perception 10 <b>Languages</b> understands the languages of its creator but can't speak <b>Challenge</b> 10 (5,900 XP)					
<b>Fear Aura.</b> Any non-evil creature that starts its turn within 20 feet of the doom golem must make a DC 15 Wisdom saving throw, unless the doom golem is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the doom golem's Fear Aura for the next 24 hours. <b>Immutable Form.</b> The golem is immune to any spell or effect that would alter its form. <b>Luminous Skeleton.</b> The doom golem sheds dim light in a 10-foot radius. <b>Magic Resistance.</b> The golem has advantage on saving throws against spells and other magical effects. <b>Magic Weapons.</b> The golem's weapon attacks are magical.					
<b>ACTIONS</b>					
<b>Multiattack.</b> The doom golem makes one bite attack and one doom claw attack. <b>Doom Claw. Melee Weapon Attack:</b> +11 to hit, reach 10 ft., one target. <i>Hit:</i> 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage. <b>Bite. Melee Weapon Attack:</b> +11 to hit, reach 5 ft., one target. <i>Hit:</i> 23 (3d10 + 7) slashing damage. <b>Wind of Boreas (Recharge 5-6).</b> The doom golem releases an arctic wind in a 15-foot radius around itself or in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 38 (11d6) cold damage on a failed save, or half as much damage on a successful one.					
<b>REACTIONS</b>					
<b>Doom Upon You.</b> When a creature the doom golem can see within 60 feet of it hits it with a spell or attack that requires a ranged attack roll, the doom golem strikes the attacker with a doom bolt. The doom bolt is a shadowy reflection of the original attack, using the same attack roll and effects as the original, except it deals necrotic damage.					

**Droth**

*Be at peace, lose your bones, be one with the shoth.*

The shoth are an aberrant race of oozing humanoids from outside the known planes. Their leader, and

namesake, is a creature with god-like powers whose gelatinous body floats like a star in a distant galaxy. The shoth have no home world; instead, they wander the universe inside massive oozing vessels capable of interplanar travel. The largest of these

<p><b>DREAD KNIGHT</b> <i>Medium undead, lawful evil</i></p>					
<p><b>Armor Class</b> 20 (plate armor, shield) <b>Hit Points</b> 127 (15d8 + 60) <b>Speed</b> 30 ft., fly 45 ft.</p>					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
20 (+5)	11 (+0)	18 (+4)	13 (+1)	12 (+1)	22 (+6)
<p><b>Saving Throws</b> Str +10, Dex +5, Con +9 <b>Skills</b> Intimidation +11 <b>Damage Immunities</b> necrotic, poison <b>Condition Immunities</b> exhaustion, frightened, poisoned <b>Senses</b> darkvision 60 ft., passive Perception 11 <b>Languages</b> Common, Infernal <b>Challenge</b> 13 (10,000 XP)</p>					
<p><b>Legendary Resistance (3/Day).</b> If the dread knight fails a saving throw, it can choose to succeed instead. <b>Magic Resistance.</b> The dread knight has advantage on saving throws against spells and magical effects. <b>Turn Resistance.</b> The dread knight has advantage on saving throws against effects that turn undead.</p>					
<p><b>ACTIONS</b></p>					
<p><b>Multiattack.</b> The dread knight makes three melee weapon attacks or three Fire Ray attacks. <b>Longsword.</b> <i>Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d8 + 5) slashing damage plus 9 (2d8) necrotic damage, or 10 (1d10 + 5) slashing damage plus 9 (2d8) necrotic damage if wielded with two hands. <b>Shield Bash.</b> <i>Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. <b>Fire Ray.</b> Ranged Spell Attack: +6 to hit, range 120 ft., one creature. <i>Hit:</i> 22 (4d10) fire damage. <b>Soul Siphon (1/Day).</b> The dread knight targets a creature that it can see within 60 feet of it. The target must make a DC 19 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed saving throw, or half as much damage on a successful one. The target's hit point maximum is reduced by a number equal to the necrotic damage taken and the dread knight then regains an amount equal to the necrotic damage taken. If the target's hit point maximum is reduced to 0 it dies. Otherwise, the reduction lasts until the target finishes a short or long rest. A humanoid slain in this way rises the next round as a wraith under the dread knight's control, taking its turn immediately after the dread knight's.</p>					
<p><b>REACTIONS</b></p>					
<p><b>Parry.</b> The dread knight adds +5 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.</p>					
<p><b>LEGENDARY ACTIONS</b></p>					
<p>The Dread Knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dread Knight regains spent legendary actions at the start of its turn. <b>Attack.</b> The dread knight makes one melee weapon attack. <b>Defensive Position (Costs 2 Actions).</b> The dread knight takes the Dodge action. <b>Soul Thirster (Costs 3 Actions).</b> The dread knight regains one use of its Soul Siphon.</p>					

<p><b>DROTH</b> <i>Huge aberration (shoth), lawful neutral</i></p>			
<p><b>Armor Class</b> 16 (natural armor) <b>Hit Points</b> 230 (20d12 + 100) <b>Speed</b> 20 ft., climb 10 ft.</p>			
<b>STR</b>	18 (+4)	<b>INT</b>	14 (+2)
<b>DEX</b>	9 (-1)	<b>WIS</b>	16 (+3)
<b>CON</b>	20 (+5)	<b>CHA</b>	20 (+5)
<p><b>Saving Throws</b> Con +9, Wis +7, Cha +9 <b>Skills</b> Perception +7 <b>Damage Resistances</b> cold, fire <b>Damage Immunities</b> acid</p>			
<p><b>Senses</b> blindsight 60 ft., passive Perception 17 <b>Languages</b> all, telepathy 100 ft. <b>Challenge</b> 12 (8,400 XP)</p>			
<p><b>Absorbent (3/Day).</b> When the droth damages a creature, it absorbs a portion of that creature's knowledge and power. As a bonus action, it can recreate any action available to a creature it damaged within the last minute. This includes spells and actions with limited uses or with a recharge. This recreated action is resolved using the droth's statistics where applicable. <b>Amorphous.</b> The droth, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.</p>			
<p><b>Soothing Aura.</b> Any creature hostile to the droth that starts its turn within 20 feet of the droth must succeed on a DC 17 Wisdom saving throw or have disadvantage on all attack rolls until the end of its next turn. Creatures with Intelligence 3 or lower automatically fail the saving throw.</p>			
<p><b>ACTIONS</b></p>			
<p><b>Multiattack.</b> The droth makes two oozing crush attacks. <b>Oozing Crush.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 15 ft., one target. <i>Hit:</i> 30 (4d12 + 4) bludgeoning damage and 7 (2d6) acid damage. <b>Merge.</b> A shoth with less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. A shoth can accept one such merger every 24 hours. <b>Acid Wave (Recharge 5-6).</b> The droth rises up and crashes down, releasing a 20-foot-radius wave of acidic ooze. Each creature in the area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 45 (10d8) acid damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.</p>			

vessels, the Dripping Palace, contains an avatar of Shoth itself.

The singular purpose of Shoth, and therefore all the shoth, is to dissolve willing, sentient life in great bubbling pools called zolvs. Far from being war-like and dominating, the shoth instead form close relationships with creatures, assisting those creatures in whatever way they can. The shoth provide assistance, wisdom, riches, and guidance until the object of their attention accepts the greatest offer the shoth can make—absolute co-mingling. In this way, the shoth increase

both their knowledge and their numbers. They have been known to work for a millennia or more before making the offer of the zolv.

The process of dissolving oneself in a zolv is not painful or unpleasant. The creature wades into the thick protein bath and is flooded with calm and peaceful emotions. Slowly, the creature submerges itself, and its body is dissolved, rising again as a vaguely-humanoid ooze.

The shoth follow a strict code of laws recorded in magical spheres called zoms. Each shoth carries its own zom,

to which it telepathically refers often. Only the shoth can fully understand the zom's sigils and sounds, though magic such as the comprehend languages spell gives the caster some measure of understanding. The laws of Shoth are actually the collected wisdom of all the disparate sentient species who have been dissolved over the aeons.

The shoth divide themselves into different castes according to their age. Newly dissolved shoth are called soozes, while shoth who have persisted a century or more earn the title oth. These elders serve as generals in the shoth armies or as scholarly wizards who pursue magical knowledge to add to the collective. The few who live for 500 years or more become droths. These massive piles of ooze no longer appear humanoid, instead looking like smaller versions of Shoth itself. Droths are required for the creation of zolvs and, therefore, are usually the last to arrive to a world.

**Trustworthy.** The shoth are true to their word. They are interested in gaining the trust of others and do not employ trickery, deception, or intimidation to obtain it. Once the shoth have targeted a creature or group for dissolution, they are true friends and allies.

**Never by Force.** Though the shoth have many laws recorded in the zoms, the overarching law states that creatures must agree to be dissolved without force or coercion. The zolv is the last step in the relationship, and it is never offered before the shoth are confident the creature will accept.

Oth who live for centuries eventually transform into droth. These huge, undulating piles of ooze travel from world to world, creating the zolvs wherever they are needed. Droth have a calming effect on living creatures, and their rippling surface is not unlike a great body of water. Droth have a different sense of time than other shoth and communicating simple messages with them can take days or weeks. Droth are revered by the

### EYE OF THE DEEP

*Small aberration, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 36 (8d8)

**Speed** 0 ft., swim 30 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	11 (+0)	16 (+3)	11 (+0)

**Skills** Perception +7

**Damage Resistances** cold

**Condition Immunities** prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 17

**Languages** Aquan, Deep Speech, Undercommon

**Challenge** 3 (700 XP)

**Echolocation.** The eye of the deep can't use its blindsight while deafened or out of water.

**Limited Amphibiousness.** The eye of the deep can breathe air and water, but it needs to be submerged at least once every 8 hours to avoid suffocating.

**Eyes of the Depth Watcher.** The eye of the deep can telepathically share everything that it sees or hears with any depth watcher within 1 mile of it.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) piercing damage.

**Eye Rays.** The eye of the deep shoots up to two of the following magical eyes rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Madness Ray.** The target must succeed on a DC 12 Wisdom saving throw or it must use its reaction, if available, to move as far as its speed allows away from the eye of the deep. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.
2. **Paralyzing Ray.** The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Freeze Ray.** The targeted creature must make a DC 12 Constitution saving throw. The target takes 16 (3d10) cold damage and its speed is halved until the end of the eye of the deep's next turn on a failed save, or half as much damage and no speed reduction on a successful one.
4. **Drowning Ray.** The target creature must succeed on a DC 12 Constitution saving throw or begin to drown, losing the ability to breathe and immediately running out of breath. This effect suppresses any means a target may have to breathe water or maintain a supply of air, including spells, magic items, or any innate water breathing. An affected creature begins suffocating. It drops to 0 hit points at the end of its next turn after a number of rounds equal to its Constitution modifier (minimum 1 round), unless it is able to breathe again before that time. A target can repeat its saving throw at the end of each of its turns, ending the drowning effect on itself with a success.

sooze and the oth, as they resemble Shoth itself. Droth, in turn, bolster the abilities of the lesser shoth.

**Made From Their Bodies.** The dissolving pools (zolv) of the shoth are made from a portion of a droth. A droth who has recently created a zolv remains weakened (maximum hp halved) for several days. For this reason, the droth are heavily guarded during and after the zolv production process.

### Gargoctopus

*A giant, blue octopus sits quietly in the waterlogged ruins of a library, poring over the remnants of ancient clay tablets.*

**Scholarly Wanderers.** Belying its fearsome appearance, a gargoctopus is an insatiably curious scholar fascinated by the remnants of vanished cultures. It wanders the oceans exploring drowned cities and sunken ships, and occasionally it raises its imposing bulk from the water to investigate relics and ruins on land.

**Sharing Lore.** It is in such sur-

roundings that a gargoctopus sometimes encounters terrestrial adventurers. If it views them as trespassers, rivals, or threats, it may react aggressively or even violently, but a gargoctopus treated with careful respect can be a source of great lore. When one gargoctopus encounters

GARGOCTOPUS					
<i>Large monstrosity, neutral</i>					
Armor Class 13 (natural armor)					
Hit Points 104 (16d10 + 16)					
Speed 40 ft., climb 20 ft., swim 40 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	12 (+1)	19 (+4)	16 (+3)	14 (+2)
Skills History +7, Investigation +7, Perception +6, Stealth +7					
Senses darkvision 60 ft., passive Perception 16					
Languages —					
Challenge 5 (1,800 XP)					
<i>Amphibious.</i> The gargoctopus can breathe air and water.					
<i>Shifting Camouflage.</i> The gargoctopus has advantage on Dexterity (Stealth) checks made to hide.					
<i>Spider Climb.</i> The gargoctopus can climb on difficult surfaces, including upside down on ceilings, without needing to make an ability check.					
ACTIONS					
<b>Multiattack.</b> The gargoctopus makes four tentacle attacks or one bite attack and three tentacle attacks.					
<b>Bite.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 17 (3d8 + 4) piercing damage.					
<b>Tentacle.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 15 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained, the gargoctopus can automatically hit the target with its tentacle, and it can't use the same tentacle on another target. The gargoctopus can grapple up to four creatures at one time.					
<b>Fling.</b> One Medium or smaller creature grappled by the gargoctopus is thrown up to 20 feet in a random direction and is knocked prone. If the target strikes a solid surface, the target takes 7 (2d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone.					
<b>Tentacle Slam (Recharge 5-6).</b> The gargoctopus slams the creatures grappled by it into a solid surface. Each grappled creature must make a DC 15 Constitution saving throw. On a failure, a target takes 10 (3d6) bludgeoning damage and is stunned until the end of the gargoctopus' next turn. On a success, a target takes half the damage and isn't stunned.					
<b>Ink Cloud (Recharge 6).</b> A 20-foot-radius cloud of darkness extends around the gargoctopus. The area is heavily obscured until the start of the gargoctopus' next turn. If underwater, the gargoctopus can use the Dash action as a bonus action after releasing the cloud.					

GEM SKULL			
<i>Tiny construct, neutral</i>			
Armor Class 15 (natural armor)			
Hit Points 27 (6d4 + 12)			
Speed 0 ft., fly 40 ft. (hover)			
STR	1 (-5)	INT	16 (+3)
DEX	17 (+3)	WIS	16 (+3)
CON	14 (+2)	CHA	10 (+0)
Skills Perception +5			
Damage Immunities poison, psychic			
Condition Immunities charmed, frightened, paralyzed, poisoned, prone			
Senses darkvision 60 ft., passive Perception 15			
Languages Common			
Challenge 4 (1,100 XP)			
<b>Eerie Resemblance.</b> The gem skull resembles a greater lich. A creature that can see the gem skull can discern its true nature with a successful DC 15 Intelligence (Arcana) check.			
<b>Innate Spellcasting.</b> The gem skull can innately cast <i>mage hand</i> , requiring no components to do so. Its innate spellcasting ability is Intelligence (spell save DC 13). The hand is invisible.			
<b>Magic Resistance.</b> The gem skull has advantage on saving throws against spells and other magical effects.			
ACTIONS			
<b>Multiattack.</b> The gem skull makes two psychic blast attacks.			
<b>Psychic Blast. Ranged Spell Attack:</b> +5 to hit, range 100 ft., one creature. <i>Hit:</i> 21 (4d8 + 3) psychic damage, and the target must succeed on a DC 13 Intelligence saving throw or become stunned until the end of its next turn.			
<b>Scream (Recharge 5-6).</b> The gem skull emits an earsplitting howl. Each creature within 60 feet of the gem skull that can hear it must make a DC 13 Constitution saving throw. A creature takes 7 (2d6) thunder damage and is deafened for 1 minute on a failed saving throw, or takes half as much damage and isn't deafened on a successful one. A deafened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.			

another in its travels, the two spend days or weeks exchanging information, ensuring the survival of the knowledge they have each acquired.

**Tentacle Whirlwind.** While preferring a life of the mind, an angered gargoctopus becomes a whirlwind of wet, crushing tentacles. Its ability to match the coloration of its flesh to its surroundings, and to adhere to walls and ceilings, makes it an elusive opponent. It can emit a cloud of ink that spreads in air or water, often using it to escape a dangerous situation. A gargoctopus is frequently accompanied by giant octopi serving as loyal bodyguards.

### Gem Skull

A favored guardian of archmages, gem skulls are human skulls decorated with gems and precious metals. Intelligent and insightful, some archmages even use the skulls as companions and assistants in their laboratories and libraries.

**Constructed Nature.** The gem skull does not require air, food, drink, or sleep.

### Ghost Knight

The ghost knight has accepted the blessing of undeath to advance through the ranks. Mounted on a warhorse skeleton, the ghost knight is a dangerous foe, spearing enemies with its lance and trampling foes under her mount's hooves.

### Hierophant Lich

The hierophant lich is a dry, dusty skeleton with fragments of hair and skin and a fierce, raging light of unholy zeal blazing in its eyes. It is often crowned by a black halo, wreathed in purple flames, or wielding a staff topped with a demonic head that whispers vile suggestions or wicked prophecies to it.

**Servants of Dark Gods.** The hierophant lich is always a devout follower of a dark god, demon lord, arch-devil, or creature of outer darkness. When the hierophant's mortal

lifetime would normally end, its dark master grants it additional life, so that it may continue to serve darkness. Usually, this gift is dispensed as part of the burial rites of the hierophant lich. The creature rises just as its body is about to be buried. In other cases, it leaves its tomb shortly after burial, or it stands up when the fires of its cremation are just starting to catch.

**Reborn at the Altar.** Each hierophant lich has a sacred vessel that protects its vile soul. So long as this altar, unholy relic, or other sacred object remains whole, the hierophant lich is never permanently slain.

**Pure Evil Bones.** The bones of a hierophant lich are said to contain deep, unholy power that serves to produce unholy scrolls, wardings, or wands.

**Undead Nature.** A hierophant lich doesn't require air, food, drink, or sleep.

#### Lair Actions

On initiative count 20 (losing initiative ties), the hierophant lich can take a lair action to cause one of the following effects; the lich can't use the same effect two rounds in a row:

**Unholy Shield.** The hierophant lich gains an unholy shield of protection in the form of a shadowy halo of shifting purple. It gains 20 temporary hp until initiative count 20 on the next round.

**Smite Call.** The hierophant lich calls on its god to smite a creature that the lich can see within 60 feet of it. The target must make a DC 17 Wisdom saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one. If the target fails, it is poisoned until initiative count 20 on the next round.

**Unholy Channel.** Channeling its god's energy, the hierophant lich grants up to five allies advantage on their next attack rolls.

### GHOST KNIGHT

*Medium undead, lawful evil*

**Armor Class** 17 (half plate armor)  
**Hit Points** 97 (15d8 + 30)  
**Speed** 30 ft.

<b>STR</b>	17 (+3)	<b>INT</b>	8 (-1)
<b>DEX</b>	15 (+2)	<b>WIS</b>	10 (+0)
<b>CON</b>	14 (+2)	<b>CHA</b>	7 (-2)

**Skills** Animal Handling +3, Athletics +6, Perception +3, Stealth +5

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common

**Challenge** 6 (2,300 XP)

**Charge.** If the ghost knight is mounted and moves at least 30 feet in a straight line toward a target and hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) damage.

**Mounted Warrior.** When mounted, the ghost knight has advantage on attacks against unmounted creatures smaller than its mount. If the ghost knight's mount is subjected to an effect that allows it to take half damage with a successful Dexterity saving throw, the mount instead takes no damage if it succeeds on the saving throw and half damage if it fails.

**Turning Defiance.** The ghost knight and all darakhul or ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

#### ACTIONS

**Multiattack.** The ghost knight makes three melee attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Battleaxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

**Lance.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 10 (3d6) necrotic damage.

**Lake Troll**

*This large, lanky creature has arms too long for its body. Its hands are webbed and equipped with wicked claws. Its skin is covered in dull green*

*scales and embedded with stones,, and limp hair like scraggly seaweed hangs across its long-nosed face.*

Water-dwelling cousins of the more common trolls, lake trolls are both

stronger and slightly more intelligent, but thankfully less common. Accompanied by a reek of old, rotting fish, these slimy creatures live beneath the surface of lakes, ponds, rivers, and sometimes even ocean coves.

**Violently Territorial.** A lake troll is savage in the defense of its claimed expanse of territory; any encroachment into the creature's water is met with sudden violence from the depths. Fishermen are the most vulnerable to

<b>HIEROPHANT LICH</b> <i>Medium undead, any evil alignment</i>					
<b>Armor Class</b> 14 (natural armor) <b>Hit Points</b> 91 (14d8 + 28) <b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (0)	13 (0)	15 (0)	12 (0)	20 (0)	17 (0)
<b>Saving Throws</b> Con +6, Int +5, Wis +9 <b>Skills</b> Insight +9, Perception +9, Religion +5 <b>Damage Immunities</b> poison; bludgeoning, piercing, and slashing from nonmagical weapons <b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, poisoned <b>Senses</b> truesight 60 ft., passive Perception 19 <b>Languages</b> Abyssal, Common, Infernal <b>Challenge</b> 9 (5,000 XP)					
<p><b>Legendary Resistance (3/Day).</b> If the hierophant lich fails a saving throw, it can choose to succeed instead.</p> <p><b>Levitate.</b> As a bonus action, a hierophant lich can rise or descend vertically up to 20 feet and can remain suspended there. This trait works like the <i>levitate</i> spell, except there is no duration, and the lich doesn't need to concentrate to continue levitating each round.</p> <p><b>Rejuvenation.</b> If it has a sacred vessel, a destroyed hierophant lich gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of the vessel.</p> <p><b>Turn Resistance.</b> The hierophant lich has advantage on saving throws against any effect that turns undead.</p> <p><b>Spellcasting.</b> The hierophant lich is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The hierophant lich has the following cleric spells prepared:</p> <p>Cantrips (at will): <i>guidance, mending, sacred flame, thaumaturgy</i>            1st Level (4 slots): <i>command, detect magic, protection from evil and good, sanctuary</i>            2nd Level (3 slots): <i>blindness/deafness, hold person, silence</i>            3rd Level (3 slots): <i>animate dead, dispel magic, spirit guardians</i>            4th Level (3 slots): <i>banishment, freedom of movement, guardian of faith</i>            5th Level (1 slot): <i>flame strike</i></p>					
ACTIONS					
<p><b>Unholy Smite.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (2d6 + 1) bludgeoning damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 17 Wisdom saving throw or be charmed for 1 minute. The charmed target must defend the hierophant. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. An undead target that fails is charmed for 24 hours and can only repeat the saving throw once every 24 hours.</p>					
LEGENDARY ACTIONS					
<p>The Hierophant Lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Hierophant Lich regains spent legendary actions at the start of its turn.</p> <p><b>Cantrip.</b> The hierophant lich casts a cantrip.</p> <p><b>Unholy Smite (Costs 2 Actions).</b> The hierophant lich uses its Unholy Smite.</p> <p><b>Damnation (Costs 2 Actions).</b> The hierophant lich threatens one creature within 10 feet of it with eternal suffering. The target must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the hierophant lich's Damnation for the next 24 hours.</p>					

<b>LAKE TROLL</b> <i>Large giant, chaotic evil</i>			
<b>Armor Class</b> 15 (natural armor) <b>Hit Points</b> 126 (12d10 + 60) <b>Speed</b> 20 ft., swim 40 ft.			
STR	DEX	CON	CHA
20 (+5)	13 (+1)	20 (+5)	6 (-2)
INT	WIS	CHA	
8 (-1)	10 (+0)	6 (-2)	
<b>Skills</b> Perception +3 <b>Senses</b> darkvision 60 ft., passive Perception 13 <b>Languages</b> Common, Giant <b>Challenge</b> 7 (2,900 XP)			
<p><b>Amphibious.</b> The lake troll can breathe air and water.</p> <p><b>Keen Smell.</b> The lake troll has advantage on Wisdom (Perception) checks that rely on smell.</p> <p><b>Regeneration.</b> The lake troll regains 10 hit points at the start of its turn. If the lake troll takes cold or fire damage, it regains only 5 hit points at the start of its next turn; if it takes both cold and fire damage, this trait doesn't function at the start of the lake troll's next turn. The lake troll dies only if it starts its turn with 0 hit points and doesn't regenerate.</p>			
ACTIONS			
<p><b>Multiattack.</b> The lake troll makes one bite attack and two claw attacks.</p> <p><b>Bite.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d8 + 5) slashing damage.</p> <p><b>Claws.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) piercing damage. If the lake troll hits a creature with both claw attacks in the same turn, the target creature must make a successful DC 16 Dexterity saving throw or its weapon (if any) gains a permanent and cumulative -1 penalty to damage rolls. If the penalty reaches -5, the weapon is destroyed. A damaged weapon can be repaired with appropriate artisan's tools during a long rest.</p>			



these attacks, especially when they explore new bodies of water.

**Cruel Cunning.** Even seasoned soldiers are wise enough to fear the claws of a lake troll; a person with no weapon facing the creature is doomed. Lake trolls delight in splintering wood, twisting metal with their talons, and dulling blades on their tough hide. They often prioritize wielders of grand weapons so they can delight in the horror of their newly-disarmed prey. Lake trolls are cunning ambushers. They make use of the water to cover their attack and to protect themselves from the flames of would-be troll hunters.

**Hard to Kill.** A lake troll's regeneration is shut down only by cold and fire damage at nearly the same time, making them tricky to fight and exceedingly difficult to kill. Many

<b>ICE ELEMENTAL</b>			
<i>Large elemental, neutral</i>			
<b>Armor Class</b> 17 (natural armor)			
<b>Hit Points</b> 126 (12d10 + 60)			
<b>Speed</b> 30 ft., swim 30 ft.			
<b>STR</b>	20 (+5)	<b>INT</b>	5 (-3)
<b>DEX</b>	8 (-1)	<b>WIS</b>	10 (+0)
<b>CON</b>	20 (+5)	<b>CHA</b>	5 (-3)
<b>Damage Vulnerabilities</b> thunder			
<b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical attacks			
<b>Damage Immunities</b> cold, poison			
<b>Condition Immunities</b> exhaustion, paralyzed, petrified, poisoned, unconscious			
<b>Senses</b> darkvision 60 ft., passive Perception 10			
<b>Languages</b> Aquan			
<b>Challenge</b> 5 (1,800 XP)			
<b>Frigid Form.</b> A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.			
<b>Icy Appearance.</b> While it remains motionless, the elemental is indistinguishable from a patch of sharp ice.			
<b>ACTIONS</b>			
<b>Multiattack.</b> The elemental makes two slam attacks.			
<b>Slam.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) cold damage			

adventurers have been shocked or slain when a lake troll they presumed was burned to death suddenly leapt back into the fray. Because they're reclusive and so very lethal, these creatures are poorly understood by most scholars.

## Lou Carcolh

*A slimy green serpent with a hardened shell-like growth upon its back, the lou carcolh epitomizes the horror of both snake and snail. Its venomous maw features two needle-sharp fangs.*

**Trappers.** The lou carcolh's preferred means of capturing prey is laying an ambush with its many mouth appendages stretched great distances, entrapping creatures who touch or step on them. The appendag-

<b>MYCONKID</b>			
<i>Small humanoid (human), neutral evil</i>			
<b>Armor Class</b> 12 (natural armor)			
<b>Hit Points</b> 55 (10d6 + 20)			
<b>Speed</b> 25 ft.			
<b>STR</b>	9 (-1)	<b>INT</b>	14 (+2)
<b>DEX</b>	12 (+1)	<b>WIS</b>	9 (-1)
<b>CON</b>	14 (+2)	<b>CHA</b>	8 (-1)
<b>Skills</b> Perception +1			
<b>Senses</b> darkvision 120 ft., passive Perception 11			
<b>Languages</b> Common, telepathy 100 ft. (can only communicate with other infected creatures and give them instructions)			
<b>Challenge</b> 2 (450 XP)			
<b>Distress Spores.</b> When the myconkid takes damage, all other infected creatures within 300 feet of it can sense its pain.			
<b>Innate Spellcasting (Psionics).</b> The myconkid's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components: <i>At Will:</i> <i>charm person</i> , <i>chill touch</i> , <i>command</i> <i>3/day each:</i> <i>hold person</i>			
<b>ACTIONS</b>			
<b>Fling.</b> <i>Ranged Weapon Attack:</i> +4 to hit, range 30/120 ft., one target. <i>Hit:</i> 4 (1d4 + 2) bludgeoning damage. The myconkid hurls a small projectile at the target using the power of its mind.			

<b>LOU CARCOLH</b>			
<i>Medium monstrosity, unaligned</i>			
<b>Armor Class</b> 14 (natural armor)			
<b>Hit Points</b> 78 (12d8 + 24)			
<b>Speed</b> 30 ft., climb 10 ft., swim 20 ft.			
<b>STR</b>	15 (+2)	<b>INT</b>	3 (-4)
<b>DEX</b>	14 (+2)	<b>WIS</b>	10 (+0)
<b>CON</b>	14 (+2)	<b>CHA</b>	10 (+0)
<b>Skills</b> Perception +2, Stealth +6			
<b>Senses</b> tremorsense 60 ft., passive Perception 12			
<b>Languages</b> —			
<b>Challenge</b> 2 (450 XP)			
<b>Slime Trail (1/Day).</b> For 1 minute, the lou carcolh leaves a slime trail behind it as it moves. The slime creates difficult terrain, and any creature walking through it must succeed on a DC 13 Dexterity (Acrobatics) check or fall prone. The slime remains effective for 1 hour.			
<b>Sticky Tongues.</b> Given half an hour, the lou carcolh can extend its 6 sticky tongues up to 60 feet from itself. A creature who touches one of these tongues must succeed on a DC 13 Dexterity saving throw or be restrained as it adheres to the tongue. The tongues can be attacked (AC 12, 10 hp), and any damage done to a tongue is also done to the lou carcolh. Killing a tongue ends the restrained condition, and the lou carcolh can't use that tongue for for the next 24.			
<b>ACTIONS</b>			
<b>Bite.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d8 + 2) piercing damage and 2 (1d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn.			
<b>Spit Venom.</b> <i>Ranged Weapon Attack:</i> +4 to hit, range 30/120 ft., one target. <i>Hit:</i> 16 (3d10) poison damage.			
<b>Sticky Tongue.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 60 ft., one target. <i>Hit:</i> The target is restrained and the lou carcolh can't use the same sticky tongue on another target.			
<b>Reel.</b> The lou carcolh pulls in each creature of Large size or smaller who is restrained by one of its sticky tongues. The creature is knocked prone and dragged up to 30 feet towards the lou carcolh. If a creature is dragged within 5 feet of the lou carcolh, it can make one bite attack against the creature as a bonus action.			

es regrow daily, so it is never without a fresh set.

**Steeds to Dark Fey.** Some dark fey creatures tame and ride lou carcolh as steeds. Their surprising speed, climbing ability, and comfort in the water make them ideal for traversing dread wetlands and fetid forests.

**Nixigidusk**

Nixigidusk is a powerful elemental made of water and ice. It has a serpent-like body with a single set of long, clawed arms near its head.

**Lair Actions**

On initiative count 20 (losing initiative ties), Nixigidusk can take a lair action to cause one of the following magical effects, but can't use the same effect two rounds in a row:

**Blinding Ice.** Tiny ice crystals form in a 20-foot-radius sphere centered on a point Nixigidusk can see within 120 feet of it. The crystals spread around corners. Each creature in the crystals must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Ice Shards.** Shards of ice explode from a point on the walls Nixigidusk can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

**Fell Whirlpool.** A whirlpool forms in a 60-foot radius around Nixigidusk. Each creature other than Nixigidusk in that area must succeed on a DC 15 Strength saving throw or be knocked prone.

**NIXIGIDUSK**

*Large elemental, neutral*

**Armor Class** 18 (natural armor)  
**Hit Points** 180 (19d10 + 76)  
**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

**Saving Throws** Dex +7, Con +9, Wis +7, Cha +9  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** cold, fire, poison  
**Condition Immunities** poisoned  
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 12  
**Languages** Aquan, Common  
**Challenge** 14 (11,500 XP)

**Magic Resistance.** Nixigidusk has advantage on saving throws against spells and other magical effects.

**Magic Sight.** Magical darkness doesn't impede Nixigidusk's darkvision.

**ACTIONS**

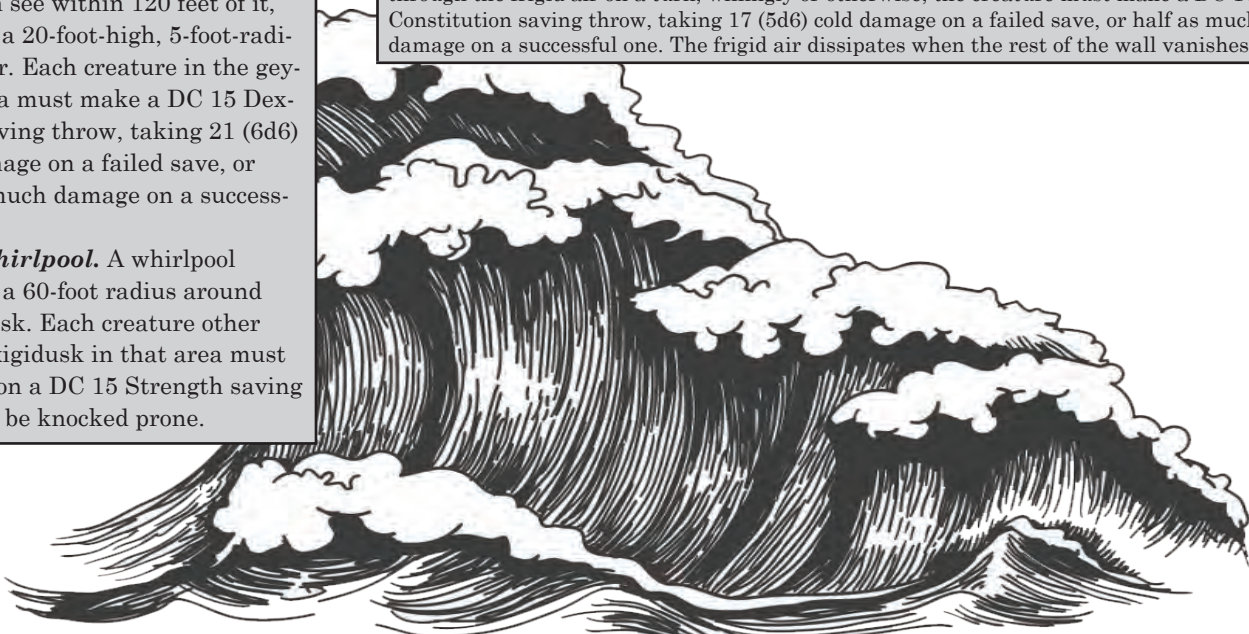
**Multiattack.** Nixigidusk makes three attacks: one with its bite, one with its claws, and one with its tail.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

**Wall of Ice (Recharge 6).** Nixigidusk magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until Nixigidusk is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.



## Psychic Vampire

This creature is a well-coiffed humanoid with perfectly arranged hair, manicured hands, and noble dress. Its baleful red eyes and pointed ears betray its supernatural origin.

**Alternate Form of Vampire.** Psychic vampires originate in much the same way as traditional vampires: by being bitten by a normal vampire. At some point, however, a small minority of those who become this fearsome type of undead develop not a craving

for blood, but rather a need to consume the memories of their victims. Typically, those who develop into this form of vampire were people who were overly cerebral, often coming from the ranks of wizards, sages, or artists. Many psychic vampires keep

PSYCHIC VAMPIRE						
<i>Medium undead, lawful evil</i>						
Armor Class 17 (natural armor)						
Hit Points 144 (17d8 + 68)						
Speed 30 ft.						
	STR	DEX	CON	INT	WIS	CHA
	18 (+4)	18 (+4)	18 (+4)	23 (+6)	15 (+2)	18 (+4)
Saving Throws Dex +9, Wis +7, Cha +9						
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks						
Damage Immunities psychic						
Senses darkvision 120 ft., passive Perception 12						
Languages the languages it knew in life						
Challenge 13 (10,000 XP)						
<p><b>Legendary Resistance (3/Day).</b> If the vampire fails a saving throw, it can choose to succeed instead.</p> <p><b>Levitate.</b> As a bonus action, the vampire can rise or descend vertically up to 20 feet and can remain suspended there. This trait works like the <i>levitate</i> spell, except there is no duration, and the vampire doesn't need to concentrate to continue levitating each round.</p> <p><b>Regeneration.</b> The vampire regains 20 hp at the start of its turn if it has at least 1 hp and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.</p> <p><b>Vampire Weaknesses.</b> The vampire has the following flaws:</p> <ul style="list-style-type: none"> <li><b>Forbiddance.</b> The vampire can't enter a residence without an invitation from one of the occupants.</li> <li><b>Harmed by Running Water.</b> The vampire takes 20 acid damage if it ends its turn in running water.</li> <li><b>Stake to the Heart.</b> If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.</li> <li><b>Sunlight Hypersensitivity.</b> The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.</li> </ul>						
ACTIONS						
<p><b>Multiattack.</b> The psychic vampire can use Imprison Mind. It then makes two attacks, only one of which can be a psychic assault.</p> <p><b>Unarmed Strike.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one creature. <i>Hit:</i> 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).</p> <p><b>Imprison Mind.</b> The vampire chooses one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw or be incapacitated for 1 minute. While incapacitated, its speed is reduced to 0 and its mind is overwhelmed with a flood of its own insecurities, shortcomings and inability to accomplish its goals. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target can also repeat the saving throw if another creature uses an action to shake the target out of its stupor.</p> <p><b>Psychic Assault.</b> The vampire chooses one creature it can see within 30 feet of it. The target must succeed on a DC 17 Intelligence saving throw or take 18 (4d8) psychic damage and suffer memory loss, and the vampire regains hp equal to the psychic damage dealt. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control. The target's memory loss can manifest in a variety of ways. Roll a d4 and consult the table on the next page. If the target is already affected by one of these options, roll again, unless otherwise noted. The memory loss lasts until it is cured by a <i>greater restoration</i> spell or similar magic.</p> <p><b>Knowledge Keepers (1/Day).</b> The vampire magically calls 2d4 swarms of ravens or 1d4 giant ravens (use giant vulture statistics). The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The creatures remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.</p>						
LEGENDARY ACTIONS						
The Psychic Vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Psychic Vampire regains spent legendary actions at the start of its turn.						
<b>Move.</b> The vampire moves up to its speed without provoking opportunity attacks. If it uses this legendary action while levitating, the vampire can move up to half its speed horizontally instead.						
<b>Unarmed Strike.</b> The vampire makes one unarmed strike.						
<b>Psychic Pulse (Costs 3 Actions).</b> The vampire releases a powerful wave of psychic energy. Each creature within 20 feet of the vampire must succeed on a DC 17 Intelligence saving throw or be stunned until the end of its next turn.						

repositories in their employ, prizing the construct's ability to keep and protect knowledge too valuable to leave on a library shelf.

**Limited Vampiric Abilities.**

Strangely, while psychic vampires share the same basic undead form as well as the sheer brutality of the standard vampire, they do not possess some of their other abilities, such as the ability to shapechange or turn into mist. For that reason, they typically plan their lairs in ways that provide them easier methods of escape should the need arise. They also tend to be a bit less arrogant than the typical vampire, substituting that with raw intensity and intricate planning to advance their schemes.

**Undead Nature.** A psychic vampire doesn't require air.

**Psychic Assault.**

d4 Memory Loss	
1	The target forgets how to use a particular skill or tool. It has disadvantage on one random skill or tool proficiency. If the target is already affected by this memory loss, randomly choose an additional skill or tool proficiency to also be affected.
2	The target forgets one of its current allies and now views the ally as hostile. If the target is already affected by this memory loss, choose an additional ally.
3	The target forgets key aspects of fighting and has disadvantage on its first attack roll each turn.
4	The target forgets how to defend itself properly, and the first attack roll against it each turn has advantage.

**Rotting Wind**

*A rotting wind brings a chilling gust to the air, turning nearby foliage to rot and raising a sense of dread in all creatures in its path.*

**Air of Tombs.** A rotting wind is an undead creature made up of the foul air and grave dust sloughed off by

ROTTING WIND			
<i>Large undead, neutral evil</i>			
<b>Armor Class</b> 15			
<b>Hit Points</b> 82 (11d10 + 22)			
<b>Speed</b> 0 ft., fly 60 ft. (hover)			
<b>STR</b>	14 (+2)	<b>INT</b>	7 (-2)
<b>DEX</b>	20 (+5)	<b>WIS</b>	12 (+1)
<b>CON</b>	15 (+2)	<b>CHA</b>	10 (+0)
<b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical attacks			
<b>Damage Immunities</b> necrotic, poison			
<b>Condition Immunities</b> charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious			
<b>Senses</b> blindsight 60 ft. (blind beyond this radius), passive Perception 11			
<b>Languages</b> —			
<b>Challenge</b> 6 (2,300 XP)			
<b>Air Form.</b> The rotting wind can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.			
<b>Befouling Presence.</b> All normal plant life and liquid in the same space as a rotting wind at the end of the wind's turn is blighted and cursed. Normal vegetation dies in 1d4 days, while plant creatures take double damage from the wind of decay action. Unattended liquids become noxious and undrinkable.			
<b>Invisibility.</b> The rotting wind is invisible as per a <i>greater invisibility</i> spell.			
<b>ACTIONS</b>			
<b>Wind of Decay.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 0 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with tomb rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the <i>remove curse</i> spell or comparable magic.			

innumerable undead creatures within lost tombs and grand necropoli.

**Scouts for Undead Armies.** A rotting wind carries the foul stench of death upon it, sometimes flying before undead armies and tomb legions or circling around long-extinct cities and civilizations.

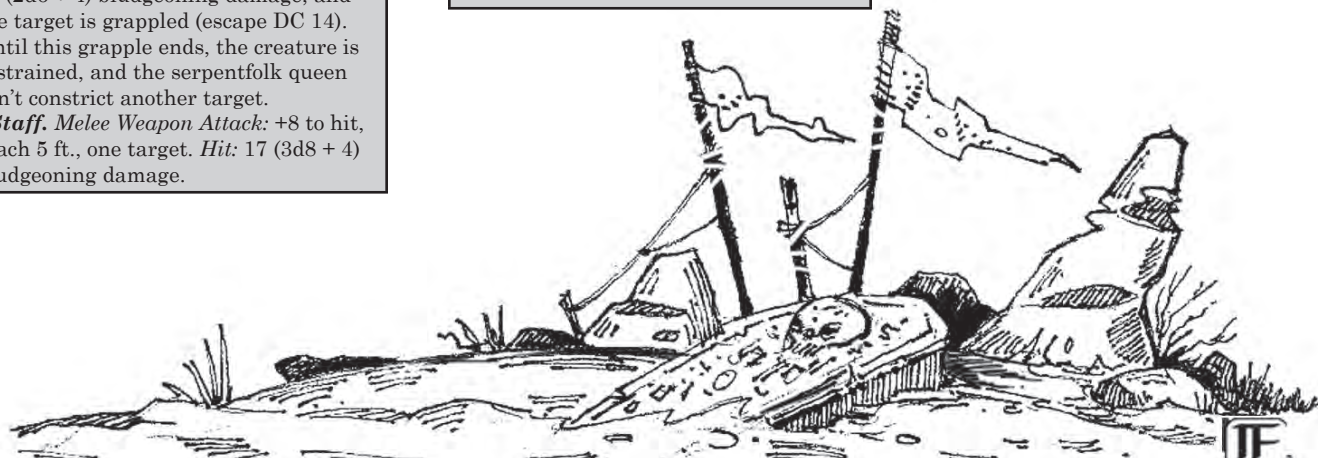
**Withering Crops.** Rotting winds sometimes drift mindlessly across a moor or desert, blighting all life they find and leaving only famine and death in its wake. This is especially dangerous when they drift across fields full of crops; they can destroy an entire harvest in minutes.



<b>SERPENTFOLK QUEEN</b> <i>Medium humanoid (serpentfolk), lawful evil</i>			
<b>Armor Class</b> 16 (natural armor, or 19 with mage armor)			
<b>Hit Points</b> 172 (23d8 + 69)			
<b>Speed</b> 40 ft.			
<b>STR</b>	18 (+4)	<b>INT</b>	16 (+3)
<b>DEX</b>	18 (+4)	<b>WIS</b>	20 (+5)
<b>CON</b>	16 (+3)	<b>CHA</b>	20 (+5)
<b>Skills</b> Perception +9, Stealth +8			
<b>Damage Immunities</b> poison			
<b>Condition Immunities</b> poisoned			
<b>Senses</b> darkvision 60 ft., passive Perception 19			
<b>Languages</b> Abyssal, Common, Draconic			
<b>Challenge</b> 10 (5,900 XP)			
<b>Magic Resistance.</b> The serpentfolk queen has advantage on saving throws against spells and other magical effects.			
<b>Spellcasting.</b> The serpentfolk queen is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It knows the following sorcerer spells: At Will: <i>acid splash, mage hand, minor illusion</i> 1st Level (4 slots): <i>burning hands, charm person, disguise self, mage armor, shield</i> 2nd Level (3 slots): <i>cloud of daggers, hold person, suggestion</i> 3rd Level (3 slots): <i>counterspell, fireball</i> 4th Level (2 slots): <i>banishment, wall of fire</i>			
<b>ACTIONS</b>			
<b>Multiattack.</b> The serpentfolk queen makes three melee attacks.			
<b>Bite.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.			
<b>Constrict.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one creature. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the serpentfolk queen can't constrict another target.			
<b>Staff.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 17 (3d8 + 4) bludgeoning damage.			

<b>SKELETAL NECROMANCER</b> <i>Medium undead, lawful evil</i>			
<b>Armor Class</b> 12 (15 with mage armor)			
<b>Hit Points</b> 91 (14d8 + 28)			
<b>Speed</b> 30 ft.			
<b>STR</b>	10 (+0)	<b>INT</b>	10 (+0)
<b>DEX</b>	14 (+2)	<b>WIS</b>	10 (+0)
<b>CON</b>	15 (+2)	<b>CHA</b>	18 (+4)
<b>Saving Throws</b> Wis +2, Cha +6			
<b>Skills</b> Arcana +2			
<b>Damage Vulnerabilities</b> bludgeoning			
<b>Damage Immunities</b> poison			
<b>Condition Immunities</b> exhaustion, poisoned			
<b>Senses</b> darkvision 60 ft., passive Perception 10			
<b>Languages</b> the languages it knew in life			
<b>Challenge</b> 4 (1,100 XP)			
<b>Spellcasting.</b> The necromancer is a 7th-level spellcaster. Charisma is its spellcasting ability (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared: Cantrips (at will): <i>chill touch, mage hand, prestidigitation</i> 1st Level (4 slots): <i>burning hands, fog cloud, mage armor, magic missile</i> 2nd Level (3 slots): <i>blindness/deafness, darkness</i> 3rd Level (3 slots): <i>animate dead, fear, vampiric touch</i> 4th Level (1 slot): <i>blight, dimension door</i>			
<b>ACTIONS</b>			
<b>Quarterstaff.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.			
<b>Chill Touch.</b> Ranged Spell Attack: +7 to hit, range 120 ft., one creature. <i>Hit:</i> 9 (2d8) necrotic damage. The target can't regain hit points until the start of the necromancer's next turn.			

<b>SPOREHUSK</b> <i>Medium undead, neutral evil</i>			
<b>Armor Class</b> 8			
<b>Hit Points</b> 22 (3d8 + 9)			
<b>Speed</b> 20 ft.			
<b>STR</b>	14 (+2)	<b>INT</b>	3 (-4)
<b>DEX</b>	6 (-2)	<b>WIS</b>	6 (-2)
<b>CON</b>	16 (+3)	<b>CHA</b>	5 (-3)
<b>Saving Throws</b> Wis +0			
<b>Damage Resistances</b> fire			
<b>Damage Immunities</b> poison			
<b>Condition Immunities</b> blinded, deafened, frightened, poisoned			
<b>Senses</b> blindsight 30 ft. (blind beyond this radius), passive Perception 8			
<b>Languages</b> understands the languages it knew in life but can't speak			
<b>Challenge</b> 1 (200 XP)			
<b>False Appearance.</b> While the sporehusk remains motionless, it is indistinguishable from an ordinary scarecrow.			
<b>Undead Fortitude.</b> If damage reduces the sporehusk to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the sporehusk drops to 1 hit point instead.			
<b>ACTIONS</b>			
<b>Rotting Touch.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> 5 (1d6 + 2) bludgeoning damage, and the target must make a DC 13 Constitution saving throw. On a failed saving throw, the target takes 10 (3d6) necrotic damage, and on a successful saving throw the target takes half as much necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this reduces the target's hit point maximum to 0, the target dies. Otherwise, the reduction lasts until the target finishes a short or long rest.			



**Swordbreaker Ettin Skeleton**

Any creature that has been dead for more than 100 years and that has a skeletal structure can be animated as a swordbreaker skeleton.

**Undead Nature.** The swordbreaker skeleton no longer requires air, food, drink, or sleep.

<b>SWORDBREAKER ETTIN SKELETON</b> <i>Large undead, lawful evil</i>					
<b>Armor Class</b> 12 (natural armor) <b>Hit Points</b> 85 (10d10 + 30) <b>Speed</b> 40 ft.					
<b>STR</b>	21 (+5)	<b>INT</b>	6 (-2)		
<b>DEX</b>	8 (-1)	<b>WIS</b>	8 (-1)		
<b>CON</b>	17 (+3)	<b>CHA</b>	5 (-3)		
<b>Skills</b> Perception +3 <b>Damage Vulnerabilities</b> thunder <b>Damage Resistances</b> piercing, slashing <b>Damage Immunities</b> poison <b>Condition Immunities</b> exhaustion, petrified, poisoned <b>Senses</b> darkvision 60 ft., passive Perception 13 <b>Languages</b> understands Giant and Orc but can't speak <b>Challenge</b> 4 (1,100 XP)					
<b>Fossilized Bones.</b> Any nonmagical slashing or piercing weapon made of metal or wood that hits the swordbreaker skeleton cracks. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the swordbreaker skeleton is destroyed after dealing damage. <b>Two Heads.</b> The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. <b>Wakeful.</b> When one of the ettin's heads is asleep, its other head is awake.					
<b>ACTIONS</b>					
<b>Multiattack.</b> The swordbreaker ettin skeleton makes two attacks: one with its battleaxe and one with its morningstar. <b>Battleaxe.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) slashing damage. <b>Morningstar.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) piercing damage.					

**Walled Horror**

*An unnatural, cloying chill fills the air, and multiple ghostly hands burst from a wall to pummel and grab all within reach.*

**Unassuming Horror.** The walled horror is an undead that appears to be a normal stretch of wall until it lashes out at passersby.

**Tragic Origins.** A walled horror is created when a group of humanoids is bound together and entombed behind a wall in an area with a high concentration of necrotic energy. The humanoids experience profound terror before dying of thirst or suffocation, and their spirits remain trapped within the wall, becoming an undead that seeks to add others to its collection.

<b>WALLED HORROR</b> <i>Large undead, chaotic evil</i>					
<b>Armor Class</b> 17 (natural armor) <b>Hit Points</b> 114 (12d8 + 60) <b>Speed</b> 0 ft. (immobile)					
<b>STR</b>	18 (+4)	<b>DEX</b>	1 (-5)	<b>CON</b>	20 (+5)
		<b>INT</b>	5 (-3)	<b>WIS</b>	8 (-1)
				<b>CHA</b>	18 (+4)
<b>Damage Resistances</b> cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks <b>Damage Immunities</b> necrotic, poison, psychic <b>Condition Immunities</b> blinded, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned <b>Senses</b> truesight 60 ft. (blind beyond this radius), passive Perception 9 <b>Languages</b> understands all languages it knew in life but can't speak <b>Challenge</b> 7 (2,900 XP)					
<b>Spirit-Infused Structure.</b> The walled horror is immobile except for its Wall Hop trait. It uses its Charisma instead of its Dexterity to determine its place in the initiative order. <b>Wall Hop.</b> As a bonus action, the walled horror can disappear into the wall and reappear on a 10-foot-by-10-foot stone wall or panel of wood that it can see within 30 feet of it. Claw marks briefly appear on the surface of the origin and destination walls when it uses this trait. <b>Wall-Bound Spirits.</b> The spirits that make up the walled horror are bound to a 10-foot-by-10-foot panel of wall, behind which their original bodies are trapped. The walled horror can move to nearby walls with its Wall Hop trait, but it can never be more than 120 feet away from its bound wall. If its bound wall is damaged while the walled horror is elsewhere, the walled horror takes half the damage dealt to the bound wall. When the walled horror finishes a long rest while inhabiting its bound wall, any damage to the bound wall is repaired.					
<b>ACTIONS</b>					
<b>Multiattack.</b> The walled horror makes two spectral claw attacks. <b>Spectral Claw.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage plus 4 (1d8) psychic damage, and the target is grappled (escape DC 15). <b>Spectral Scream.</b> <i>Ranged Spell Attack:</i> +7 to hit, range 60 ft., one creature. <i>Hit:</i> 18 (4d8) psychic damage, and the target must succeed on a DC 15 Charisma saving throw or be frightened until the end of its next turn as it is assaulted by images of being buried alive or entombed. While frightened, the creature's speed is reduced to 0. <b>Entomb.</b> The walled horror makes one spectral claw attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is partially entombed in the wall, and the grapple ends. The entombed target is blinded and restrained, and it takes 9 (2d8) psychic damage at the start of each of the walled horror's turns. A walled horror can have only one creature entombed at a time. A creature, including the entombed target, can take its action to free the entombed target by succeeding on a DC 15 Strength check. A creature slain while entombed is pulled fully into the wall and can be restored to life only by means of a true resurrection or a wish spell.					

<b>WARP HOG</b> <i>Medium elemental, unaligned</i>			
<b>Armor Class</b> 11 (natural armor) <b>Hit Points</b> 30 (4d8 + 12) <b>Speed</b> 40 ft.			
<b>STR</b>	13 (+1)	<b>INT</b>	3 (-4)
<b>DEX</b>	11 (+0)	<b>WIS</b>	12 (+1)
<b>CON</b>	16 (+3)	<b>CHA</b>	6 (-2)
<b>Damage Resistances</b> acid, cold, fire, lightning, thunder <b>Senses</b> darkvision 60 ft., passive Perception 11 <b>Languages</b> — <b>Challenge</b> 1/2 (100 XP)			
<b>Charge.</b> If the warp hog moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.			
<b>Hold Breath.</b> The warp hog can hold its breath for 1 hour.			
<b>Relentless (Recharges after a Short or Long Rest).</b> If the warp hog takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.			
<b>ACTIONS</b>			
<b>Tusk.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) slashing damage.			
<b>Plane Hop (Recharge 6).</b> The warp hog conjures a portal linking an unoccupied space it can see within range to a random location on one of the elemental planes. Roll a d4 to determine to which plane the portal goes: 1-air, 2-earth, 3-fire, 4-water. The portal is a circular opening, measuring 10 feet in diameter. The hog can orient the portal in any direction it chooses. The portal lasts for 1 minute or until the warp hog uses this ability again. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.			

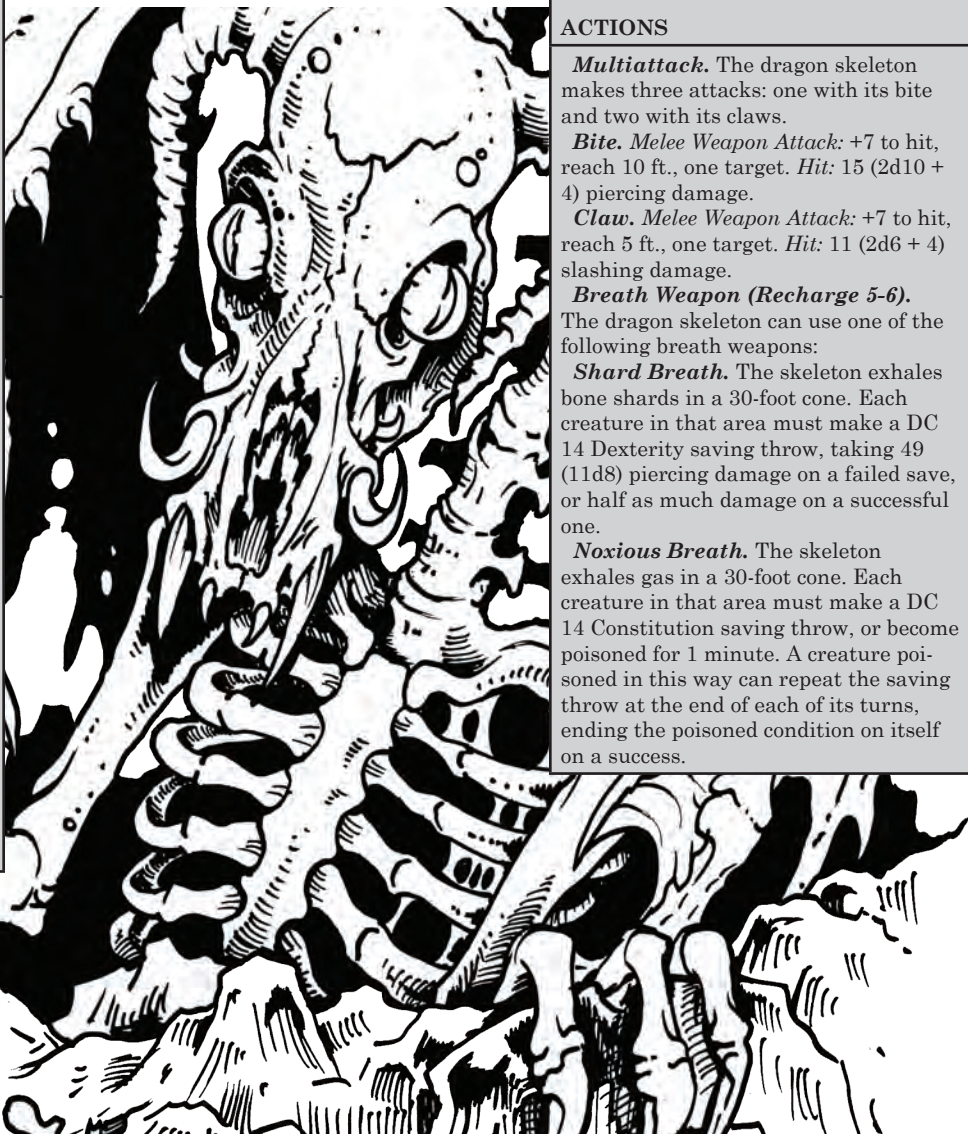
**Entombed Treasures.** While the spirits of the entombed victims join with the stone and mortar of the wall, their bodies and belongings are left to rot in the cavity behind the wall. When the walled horror is destroyed, it collapses into a pile of rubble, revealing the remains and belongings.

**Undead Nature.** A walled horror doesn't require air, food, drink, or sleep.

### Young Black Dragon Skeleton

The corpse of any true dragon can be animated as a dragon skeleton.

**Undead Nature.** The dragon skeleton no longer requires air, food, drink, or sleep.



### YOUNG BLACK DRAGON SKELETON

*Large undead, lawful evil*

**Armor Class** 18 (natural armor)  
**Hit Points** 127 (15d10 + 45)  
**Speed** 40 ft., fly 80 ft., swim 40 ft.

**STR** 19 (+4) **INT** 8 (-1)  
**DEX** 14 (+2) **WIS** 10 (+0)  
**CON** 17 (+3) **CHA** 8 (-1)

**Saving Throws** Dex +5, Con +5, Wis +3, Cha +2

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** acid, poison

**Condition Immunities** exhaustion, poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 10

**Languages** understands Common and Draconic but can't speak

**Challenge** 7 (2,900 XP)

#### ACTIONS

**Multiattack.** The dragon skeleton makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Breath Weapon (Recharge 5-6).**

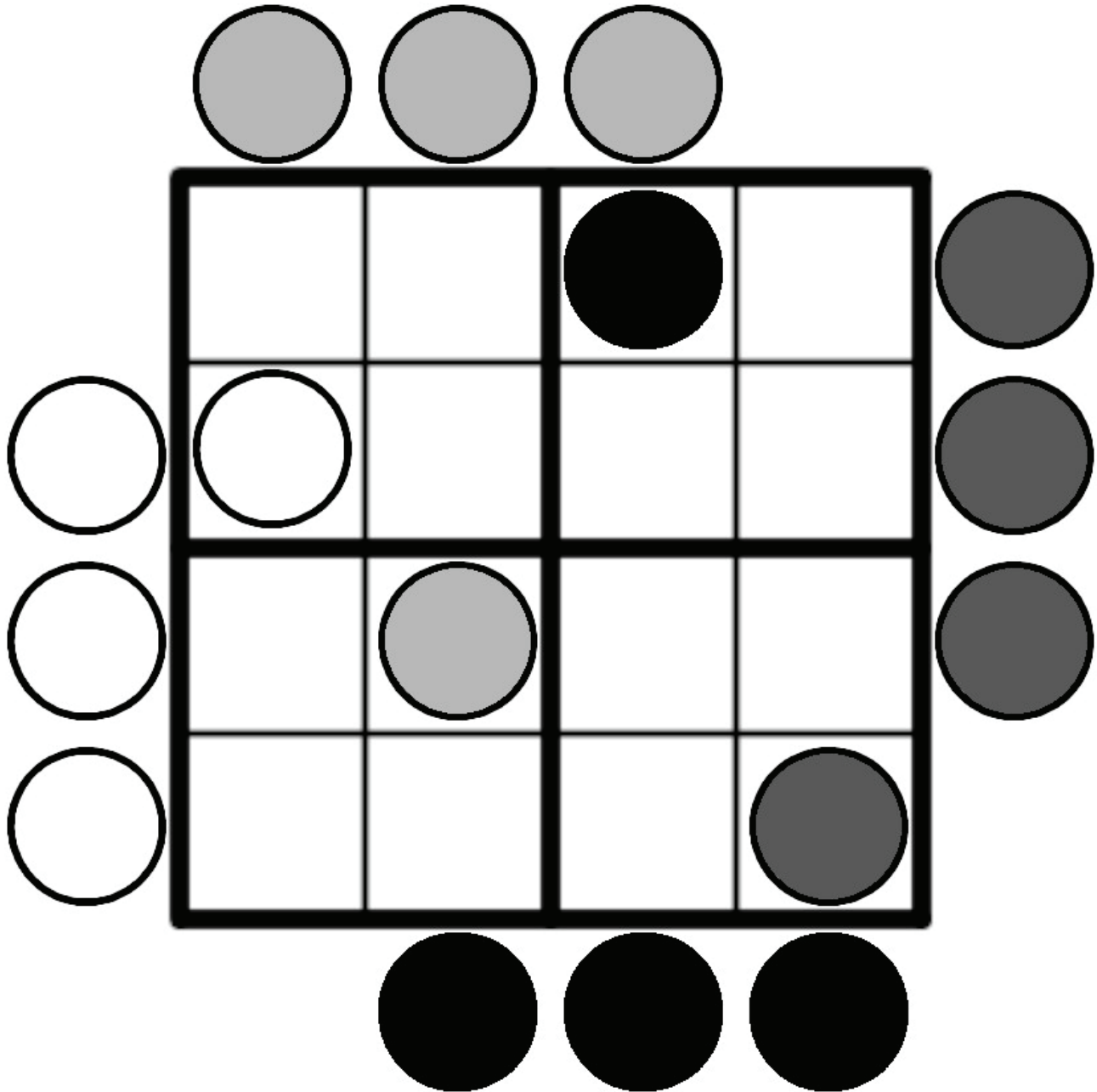
The dragon skeleton can use one of the following breath weapons:

**Shard Breath.** The skeleton exhales bone shards in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 49 (11d8) piercing damage on a failed save, or half as much damage on a successful one.

**Noxious Breath.** The skeleton exhales gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Player Handouts

Ulsaira's Lair Puzzle



Permission granted to duplicate this page for personal use.



## PRODUCT IDENTITY

“Omeria,” “BroadSword Monthly,” “DMDave,” and accompanying logos are trademark Hamrick Brands, LLC and are Product Identity.

General layout and presentation of this product are Product Identity.

This entire product, with the exception of what is listed in “Notice of Open Gaming Content” below, and the copyrighted works used with permission listed under “15. Copyright Notice,” is Product Identity.

## NOTICE OF OPEN GAMING CONTENT

The following are Open Gaming Content:

Death Skull, Dread Knight, Eye of the Deep, Gem Skull, Skeletal Necromancer, Warp Hog by Dave Hamrick.

Bone Collective, Deathcap Myconid, Deep One, Deep One Archimandrite, Deep One Hybrid Priest, Ghost Knight, Lake troll, Rotting Wind from the Tome of Beasts by Kobold Press.

Doom Golem, Droth, Gargoctopus, Lou Carcolh from the Creature Codex by Kobold Press.

Psychic Vampire, Swordbreaker Ettin Skeleton, Walled Horror, Young Black Dragon Skeleton from Tome of Beasts 2 by Kobold Press.

Depth Watcher by Kyle Pointer/ItsADnDMonster-Nov.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creature characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Some cartography copyright Dyson Logos, used with permission.

Publisher’s Choice Quality Stock Art is copyright Rick Hershey/Fat Goblin Games.

Some artwork copyright William McAusland, used with permission.

Some artwork released into the public domain by Kevin Crawford of Sine Nomine Publishing.

Some cartography copyright Tim Hartin, used with permission.

Some artwork copyright Daniel F. Walthall, used with permission.

Some images used under license from Shutterstock.com.

Assorted works are used with permission and are courtesy of the following copyright holders: Maciej Zagorski of The Forge, Bradley K. McDevitt, Jack Badashski, Jason Glover of Indie Conquest.

*Village of the ‘Shrooms, Kingstong Whisky, Myconkid, Sporehusk* copyright Rikki Brown, used with permission.

*Last Will and Testament of Jeremiah Ghostwood* copyright Matthew Rowland, used with permission.

*Lucid Dreaming* copyright Alexander LeFort, used with permission

*Zamarith’s Tower* copyright Erich Jacoby-Hawkins, used with permission.

*Forlorn Halls* copyright Tim Andrews, used with permission.

*Shrine of the Snake Queen, Shard of the Deceiver, Avatar of Zengar, Serpentfolk Queen* copyright Benjamin Palmer, used with permission.

*The Macabre Gallery of Caprice Monarca, Novacula* copyright Thomas J. Firestone, used with permission.

*Oceanbound, Ice Elemental, Nixigidusk* copyright Ellie Hogan, used with permission.

*Catnip Amulet, Hourglass of Slumber, Sir Varion’s Lance, Wand of Necrosis* copyright The Griffon’s Saddlebag, used with permission.

*Bone Collective, Crimson Mist, Deathcap Myconid, Deep One, Deep One Archimandrite, Deep One Hybrid Priest, Doom Golem, Droth, Gargoctopus, Ghost Knight, Lake troll, Lou Carcolh, Psychic Vampire, Rotting Wind, Swordbreaker Ettin Skeleton, Walled Horror, Young Black Dragon Skeleton* copyright Kobold Press, used with permission.

*Depth Watcher* copyright Kyle Pointer, used with permission.

BroadSword Monthly 21 is copyright 2022 Hamrick Brands, LLC.

END OF LICENSE

