

Chapter 5. The Emerald Enclosure

The Emerald Enclosure comprises areas 75 through 80. This section of the Nightmare Tunnels is designed for four characters with an average party level (APL) of 9. Characters who successfully navigate all or most of the Enclosure should earn enough experience to reach 10th level.

Miniaturization

The Emerald Enclosure is perhaps the most unique part of the Nightmare Tunnels as it's more than just a mere six rooms. When creatures approach the area from the long passage that connects these areas to the Crimson Chambers (see page 6), they are reduced to 1/128th their normal size, to approximately half an inch in height. They soon discover that these six rooms contain thousands of miniaturized humanoids who live and operate in the area. Depending on their reasons for entering the Emerald Enclosure, the characters might set out on an epic quest to uncover the best method to escape—or even destroy—the Nightmare Tunnels.

Approaching the Emerald Enclosure

The long hallway that stretches between area 2 and the door to area 75 emits a strong aura of transmutation magic. Each time a creature or object moves 5 feet down the corridor, it

shrinks. The target's size is halved in all dimensions and its weight is reduced to one-eighth of normal. This continues each time the creature moves another 5 feet south, to half, then a quarter, and so on until the creature is 1/128th its normal size.

Similarly, once the creature or object traveling north along the passage comes within 35 feet of the entrance to area 20, it enlarges. For each real world 5-foot square the target travels, its size doubles in all dimensions and its weight is multiplied by eight. This continues until the creature returns to its normal size.

Relative Measurement Descriptions

For simplicity's sake, the measurements presented in the portion of the adventure are relative to the current size of the characters and not their actual size. For example, when the characters are reduced to 1/128th their normal size, what would typically be a 5-foot-square space is now a 9-acre area. The pit in area 76 isn't 20 feet deep, it's just over half a mile (2,560 feet) deep. The cat in area 77 isn't a Tiny creature, it's a Gargantuan kaiju capable of destroying entire miniaturized towns with a single pounce. And so on.

If you need to calculate the "real world" size of an object, just divide the listed value by 128. So the 266-foot-tall bed in area 77 would actually be approximately 25 inches high.



Emerald Enclosure Features

Because this area is vastly different from the rest of the dungeon, areas 75 through 80 use the following general features (unless stated otherwise).

Ceilings, Floors, Lighting, and Walls

While the ceilings, floors, and walls are hewn from the same black rock as the rest of the dungeon, it looks considerably different when one is shrunk to 1/128th one's normal size. The rough stonework looks like badlands at that size, complete with small, stony hills. A loose piece of rubble takes on the appearance of a giant boulder, while a crack in a floor's surface might look like a deep chasm.

The ceilings in the Enclosure are 1,280 feet high in corridors and 1,920 feet high in the chambers.

Doors

The "real world" doors, those that are their normal size, are massive structures impossible for even the tallest miniaturized giant to open. However, each door possesses a gap between the bottom of the door and the floor that measures approximately 6 feet high, just enough height to allow Medium or smaller creatures to pass through without any issue. Gaps in the doors' colossal woodwork allow for large creatures and objects to pass through.

Doors in the miniature towns and other domiciles are usually made from wood fibers scraped from wood materials or book pages and processed—a similar process to how wasps create their nests. A wood fiber door has AC 14, 10 hp, and immunity to poison and psychic damage. If a wood fiber door is locked, it's usually barred shut by a large splinter or held in place by a thread of silk. A character can push open a barred wood fiber door with a successful DC 15 Strength (Athletics) check.

Secret Doors. Secret doors in the Emerald Enclosure are a little easier to spot than those in the rest of the dungeon. A character can spot a secret door with a successful DC 15 Wisdom (Perception) check.

Giant Items

For some unknown reason, the items and creatures that were present in these six chambers before the north passage started reducing things remained their original size. However, if they're removed from their respective locations and brought north through the passage, they still grow in size. This includes living creatures such as the cat in area 77 (otherwise known as Garantine the Destroyer by the citizens of Underbed) and the vampire lord in area 76. A few enlarged items from these areas have even made their way into other parts of the dungeon.

Illumination

All six of the chambers are lit by globes of *continual flame* that drift far above the floors. These globes cast the areas in bright light. However, there are still many shady regions of the Emerald Enclosure in which despicable and dangerous creatures might hide. The corridors are not lit.

Magical Protections

The Emerald Enclosure is subject to the same magical protections as the rest of the Nightmare Tunnels.

What Creatures Are Found Here?

A variety of unusual and important creatures dwell in this section of the dungeon.

Miniature Settlers

Nearly all of the rooms that comprise the Emerald Enclosure are home to one or more settlements of miniaturized humanoids and other creatures. Many of these creatures recognized long ago that they could never escape the Nightmare Tunnels. It made sense for them to establish colonies within these relatively titanic rooms where they could raise families and protect themselves from the horrors beyond the miniaturization hallway. Some of these settlers may act as foes for the characters, while others could become close allies.

Behemoths

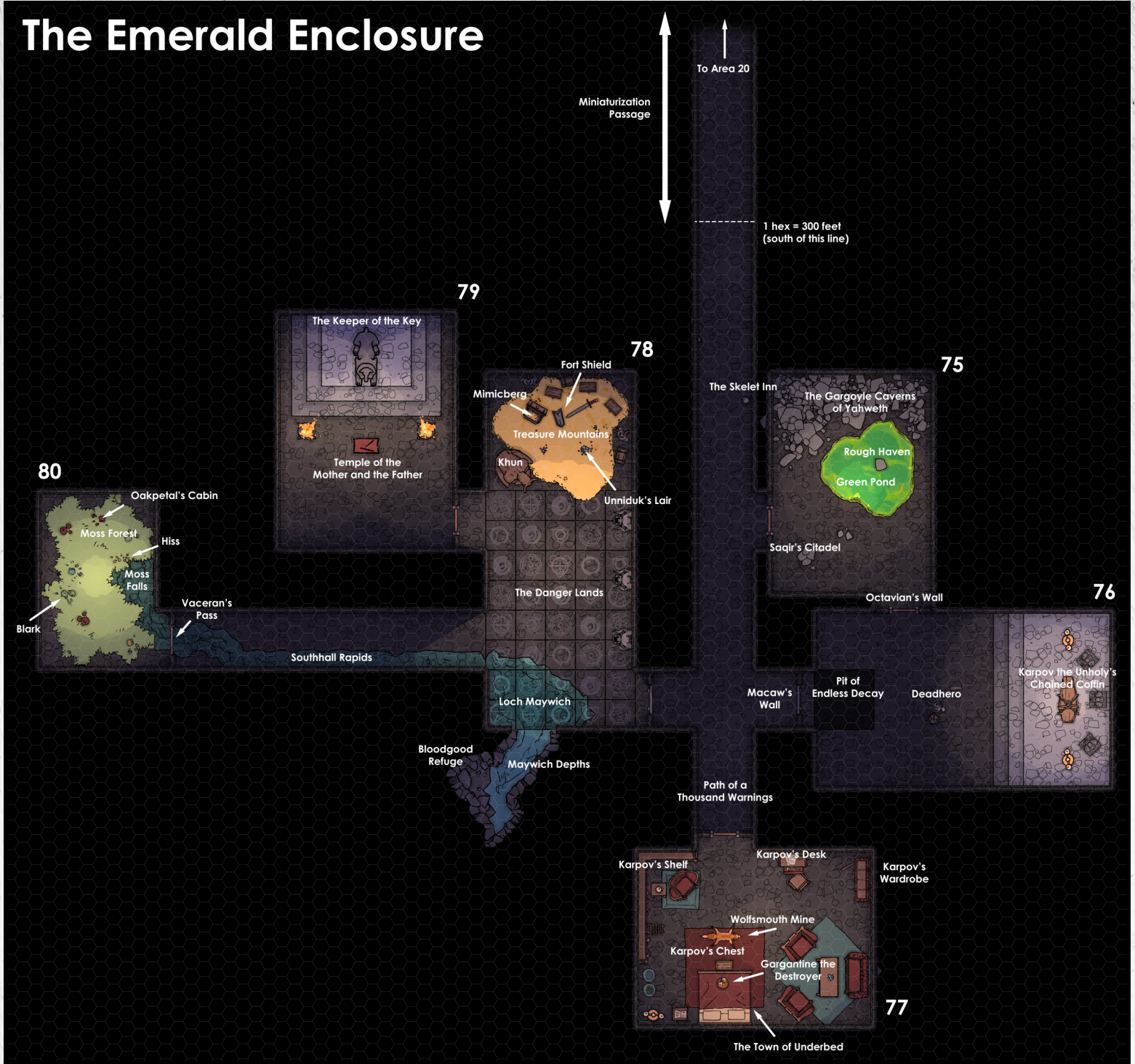
On rare occasions, certain creatures are not affected by the Enclosure's minimization effect. Blown up to titanic proportions, these behemoths—as they're known among the Enclosure's inhabitants—are among the most dangerous creatures in the area. Common behemoths include rats, flies, spiders, ants, and other diminutive beasts. Four such creatures are included in the Appendix.

Vaceran Oakpetal

Vaceran Oakpetal is the greatest adventurer ever to have set foot in the Nightmare Tunnels. He spent most of his time in the tunnels seeking Skullface's five artifacts. Having failed in his endeavours, he's not retired, content to spend the remainder of his days at a cabin in the mossy forest of area 80.



The Emerald Enclosure



Keyed Regions

The following regions are keyed to the map of the Emerald Enclosure on this page.

75 - Kingdom of Mole

Region 77 is collectively known as the Kingdom of Mole. Once a guardroom, the north end of the ceiling caved in centuries ago. A puddle of green slime pools at the center of the room where it dissolved the rock beneath it. The western door that leads into this room lacks the same fortifications many of the other regions' doors possess.

The Skelet Inn

A human skull sans jawbone rests half a mile north of the door that leads to Mole. It serves as the first stopover for those entering the Emerald Enclosure, as well as a last stop for those exiting. The skull is 60 feet tall and approximately 280 feet in diameter.

A missing tooth serves as the inn's front door. A neutral **minotaur** bouncer named Nookea stands at the entrance. Gruff, with a poor grasp of Common, Nookea makes for a rough introduction to the Emerald Enclosure. Just beyond the door, a spiral staircase leads up through the skull's foramen magnum ("throat hole").

The inn is managed by a family of **doppelgangers**. Although two of the doppelgangers are older and typically

The Skelet Inn



identify themselves as the "parents," all four doppelgangers frequently switch familial roles and genders to keep things fresh. These doppelgangers don't have names, and prefer to be identified by their most current role; the "father" is Father, "daughter" is Daughter, and so forth. Customarily, Mother runs the kitchen with help from Son. Father performs deliveries and manages the books, and Daughter serves the customers.

The following locations are keyed to the map of the Skelet Inn above.

1 - Entrance. A catwalk made of processed wood fibers connects all of the inn's major rooms. A ramshackle wooden candelabra hangs by a necklace chain above the foramen magnum, illuminating the area. Walls made from log-like splinters divide the inn's areas.

2 - Common Area. The inn's common area sits atop the skull's anterior cranial fossa. There are three wood fiber tables beset with plenty of chairs. Small cups carved from wood offer up droplets of the inn's wine. The Family won't reveal the source of the wine, but many believe he has a "real sized" bottle hidden somewhere in the Enclosure from which he draws his supply.

3 - Rooms. The inn has two rooms and rarely needs more than that. Very few Emeraldites venture beyond the Crossroads, and half of those who actually do are far too paranoid to stay at an inn. If push comes to shove, the Family will offer up one or more of their own beds (area 5) for guests to sleep.

Each bedroom includes two wood-fiber beds, a large candle which illuminates the room's open eye socket window, and a small closet for storage.

4 - Kitchen. All of the Skelet Inn's meals are prepared here, in the kitchen. A chimney carved into the bone wall of the inn's posterior cranial fossa allows the Family to cook indoors. Common menu staples include roasted spider, mushroom filets, and moss stew.

5 - Family's Quarters The right side of the posterior cranial fossa serves as the Family's bed chamber. Father and Mother share a bed on the lower level while Son and Daughter sleep in the loft at the rear of the skull. A secret door in the northeastern wall hides the Family's escape room.

6 - Escape Room. This small room contains the Family's collected wealth in spider silk sacks. If they need to make a hasty retreat, they can climb out of the skull through its jugular foramen.

Events at the Skelet Inn. As the characters' likely introduction to the unusual nature of the Emerald Enclosure, the Skelet Inn should provide plenty of information to prepare them for what's to come. The table below includes a few possible events that might occur in the inn to further drive home this section's weirdness.

Events at the Skelet Inn

d6 Event

1 Enticed by the smells of the inn's kitchen, a "real world" rat (see the statistics for **rat behemoth** in the Appendix) attacks the inn. The Family and Nookea implore the characters to assist them in the defense.

2 The characters meet a **knight** who entered the Enclosure seeking her long-lost love. She believes that he is somewhere in Mimicberg and hopes that the characters will help her find him.

4 Father Family (**doppelganger**) asks the characters to escort him to the city of Yahweth at the north end of Mole. He must pay off a debt to the gangster Smokun who helped bankroll the inn.

5 A monk from the Temple of the Mother and the Father stops by the inn on his way to visit The Master (see area 49). The monk shares news that a war between the vampires of Bloodgood Refuge and Deadhero is close to happening.

6 While resting at the inn, one of the characters finds part of a journal shoved between the cracks in the bone. The journal was written by the druid Vaceran Oakpetal. The journal details an artifact called Lavender Cowl. Oakpetal believes that the item is hidden somewhere in the Emerald Enclosure.

Saqir's Citadel

Approximately 1,000 feet southwest of Mole's western door lies a 150-foot-high pile of rubble. A vacant citadel built from stone quarried from the room's floor stands atop the rubble. Switch back stairs carved directly into the rock allow for visitors to climb up to the citadel's gate.

Known as Saqir's Citadel, this imposing fortress was once the home to a clan of dwarven smiths descended from the Nightmare Tunnels' original architect, Saqir the Engineer. When the gargoyles of Yahweth conquered Mole, they slaughtered the dwarves. The only thing that lurks in the halls of this once great (albeit miniature) dwarven citadel are their insane constructs.

Green Pond

In any other dungeon, Green Pond would be nothing more than an ordinary puddle of green slime. But in the Emerald Enclosure, the Green Pond is a veritable lake of acid death measuring 1,800 feet across at its widest point and up to 5 feet deep at its deepest point. Few dare to even come near the pond, as the very air around it sears the flesh.

Every minute that a creature spends within 100 feet of Green Pond's "shores," it takes 1 acid damage from the caustic air around it. A creature that comes into contact with the slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, the green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a 5-foot-square area of the slime.

Rough Haven

A 100-foot stone island rises from the center of Green Pond. Decades ago, the rock served as a prison camp for the Enclosure's most dangerous criminals. Then, one night, all of the camp's guards mysteriously vanished, leaving the prisoners devised ways to leave the island, but others saw it as a second chance. Rough Haven has since become a community for the Enclosure's outsiders, outcasts, and outlaws. The island's leader is a purple-skinned elven woman named "Ugly Mug" Harlowe (**berserker**).

The safest way to reach the island is by the Spoon Ferry. As its name would suggest, the ferry is a magical spoon which its owner, an argumentative **troll** named Gilk, paddles to and fro the Haven. The cost for passage is one 2 cp.

Emerald Enclosure Currency

The Emerald Enclosure uses coins for currency just like any other nation in Omeria. So there is no confusion between "real world" currency, such as the large 8-foot-wide coins that comprise the Treasure Mountains, and currency brought in from the outside that has been miniaturized, all monetary values in the text refer to coins that have been reduced in size.

Gargoyle Caverns of Yahweth

The remains of the portion of this room's ceiling that collapsed dominate the north end of Mole. Within this twisting maze of boulders, shattered timbers, and dust, lurk the fearsome Gargoyles of Yahweth.

The gargoyles entered the dungeon ages ago, dragged from their high homes bordering the Elemental Planes of Air and Earth. They were supposed to serve as the former dungeon's master's guards. Although they served well, they were quickly replaced with more traditional earth elementals. Unable to escape the dungeon, and weak compared to their replacements, the gargoyles took residence here in the Emerald Enclosure.

Gargoyles aren't the only ones that live in these caverns. Other vile creatures with tendencies toward chaos, evil, or



both live in the caverns, too. Despite the unpredictable nature of its primary inhabitants, Yahweth still manages to maintain a semblance of tribal society. It's survival of the fittest. Currently, Yahweth is ruled by a Gargantuan animated gauntlet dubbed Steelfist. Steelfist doesn't speak, therefore, it relies on its majordomo, the gargoyle Eviscerator Otteg, to deliver its edicts.

76 - The Land of Defenestrate

Decades before the Emerald Enclosure assumed its position among the dungeon's strangest sections, a vampire named Karpov the Unholy lived here. Eventually, a hero named Manfred the Mighty entered the vampire's lair and the two fought. Karpov bested Manfred, but in doing so, was gravely injured. When he returned to his coffin, Manfred's sidekick, a plucky awakened shrub named Carlo, ensorcelled the vampire's coffin with a *spell scroll of imprisonment*. The casting required Carlo to sacrifice the druidice energy responsible for awakening him. Once Karpov was trapped, Carlo reverted back to a normal shrub.

An age later, this room looks almost exactly as it did following Manfred and Karpov's battle.

When the first microsettlers of the Emerald Enclosure arrived here in the Land of Defenestrate, they recognized immediately that this room and its full-sized undead inhabitant must be defended at all costs. From the remains of Carlo's brittle branches and roots, the settlers built fortifications below both the western and northern doors, preventing access via the gap. These walls were named for the sites' respective overseers, Lord Macaw (west) and Lady Octavian (north). The remaining settlers then built a village and citadel within Manfred's remains, naming their new home Deadhero (see below).

Karpov is still trapped inside his coffin. Only Carlo's Key (see area 79) unlocks the chains holding him in place. All Deadheroites dread the oft-prophesied day when the colossal vampire will rise from its coffin.

Deadhero

It's been a century since Defenestrate's first settlers built the keep and village at Deadhero. Now, the village is home to approximately three hundred citizens. Fiercely dedicated to their mission—the continued imprisonment of the vampire Karpov—all Deadheroites are trained as warriors from birth. Those who cannot or will not serve are exiled.

Deadhero's current master-at-arms and leader is a one-armed **archmage** named Manfred the Tenth, whose black-and-white view of Defenestrate and its continued defense disturbs many of Deadhero's citizens. The new Manfred is also a devout follower of the Revival Prophecy, and very close with the temple's head priest, Okai.

The only Enclosure settlement with which Deadhero trades is the neighboring city of Underbed in Acrid Realm, which provides them with much needed food and water. Deadhero and Mimictown still have bad blood between them ever since the Hall Wars, when Deadhero placed Mimictown's beloved prince Freemer into the Pit of Endless Decay.

The Pit of Endless Decay

Even imprisoned, Karpov's natural aura of desecration continues to pervade the room. One in ten children born to Deadheroites are cursed, tainted by Karpov's presence. Originally, these Cursed Ones were put to death by Deadhero's executioner. But then the parents of the Cursed Ones began to hide their children, concealing their dark desires. Eventually, three such children learned of each other and their connection to the imprisoned vampire. Fearful they would be discovered, the three Cursed Ones fled Deadhero and traveled west to the huge pit trip east of Macaw's Wall.

In the real world, this pit trap was nothing more than a 20-foot-deep pit filled with rusting iron spikes. But in the Emerald Enclosure, it's a 1,280-foot-wide, half-mile-deep pit of darkness and despair.

Into the pit the trio of Cursed Ones descended. Inside, they discovered evil awakened spiders, micro-elementals, and other dangerous creatures who shared the Cursed One's unquenchable desire to free Karpov from his chained coffin. Only recently have the paladins of Macaw's Wall discovered the presence of the dangers that lie in the pit. Many of Defenestrate's citizens hope that Manfred the Tenth will deal with the pit's denizens before it's too late.

The Lavender Cowl Skullface's Lavender Cowl (see page 28) is kept hidden in a crack between two stones at the bottom of the pit. Six **wights** guard the cowl. If the cowl is stolen, the three Cursed Ones—all use the **mage** stat block, except they are undead and immune to poison and the poisoned condition—will stop at nothing until the characters are killed.

77 - Acrid

The vampire Karpov (see area 76) kept a small room at the south part of this section of the Nightmare Tunnels. Decades later, the room looks very much the same as it did before, albeit with a few unique additions thanks to the Emerald Enclosure's miniaturization effects.

The bedroom's given name is Acrid, reflecting the unusual smells that sometimes come from the mysterious,

unopenable chest at the foot of Karpov's old bed. However, most non-Acradians refer to Acradians as "The Bedroom People."

Path of a Thousand Warnings

Karpov's old room is perhaps one of the most dangerous parts of the Emerald Enclosure, as it's home to the immortal feline, Gargantine the Destroyer. And while there are micro settlements that exist within the old bedroom, those settlers make it clear to outsiders that the room is extraordinarily dangerous.

As visitors approach the door to Karpov's room from the north, multiple signs and warnings—the majority of which are carved onto the actual stone of the floor before the door—inform them of the dangers therein. This section of the dungeon is given the hyperbolic moniker, "Path of a Thousand Warnings."

Wolfsmouth Mine

An avid fox-hunter in life, one of Karpov's favorite decorations was the wolf rug he kept at the foot of his bed. Today, this taxidermied creature is home to a family of miniaturized **wereboars**. Thanks to their cursed nature, the wereboars are immune to Gargantine's attacks—although, a couple of the wereboars were swallowed by the gargantuan cat in the past and had to escape the "hard way". They use this supernatural immunity to hold sway over their fellow Acradians.

Underbed

The appropriately named town of Underbed is the largest settlement in the entire Emerald Enclosure. Thanks to the infamous Book Wall, a literal wall of books that prevents Gargantine from getting under the bed, the semi-subterranean citizens have little to fear from the colossal cat.

The people of Underbed have long positioned themselves as the scholars of the Enclosure. This is thanks in large part to their access both to Karpov's old bookshelf as well as his desk. Three of Karpov's old spellbooks are hidden under his bed. These books form the basis of arcane study for the Underbedians who have painstakingly copied over Karpov's old notes to more accessible formats.

Underbed's current ruler is a mysterious figure named Zesuraussk. This tall, masked figure rarely speaks. On the few occasions Zesuraussk does speak, it's always via telepathy to one of their closest advisors. Rumors persist that Zesuraussk was among the first inhabitants of the Nightmare Tunnels. Some even believe that Zesuraussk might somehow be connected to the psychic darkmantle, Tempus (see area 70).

Gargantine the Destroyer

Gargantine is a 200-foot-long orange tabby that lives in the bedroom. The behemoth spends the majority of her time sleeping on Karpov's old bed.

For whatever reason, Gargantine does not age. Plus, she seems to be immune to most forms of damage. As such, the Acradians have learned that it's better to stay out of the gargantuan cat's destructive path.

Despite her immortal status, Gargantine still needs to eat, drink, sleep, and breathe. Two colossal bowls at the southwest corner of Acrid keep the cat fed and these bowls

mysteriously refill each day at dawn. The Underbedians retrieve and use these bowls to feed their own people. Strangely, Gargantine does not produce waste of any sort. For this, the Acridians are eternally grateful.

Because Gargantine cannot escape through the door to the north of Acrid, the cat has lived in this room since time immemorial. Underbedian scholars often theorize about what would happen if Gargantine escaped the room. Would she be affected by the enlargement effects of the hallway? And if so, could the Nightmare Tunnels support a cat that size? There are factions among the Underbedians who believe that increasing Gargantine's size could be the one thing that could disrupt the Nightmare Tunnels, forcing Uncle Skeleton to shut down the entire project.

78 - Resentment

Directly west of Karpov's old bedroom stood his vault. The door to the vault was once locked, but clever miniaturized engineers discovered a way to unlock it despite its relatively large size. Regardless, many of the vault's old traps remain. These traps have since become important landmarks, and lent the name "Resentment" to the entire region.

A colossal pile of gold coins dominates the northern wall. The people of the Emerald Enclosure call the pile Treasure Mountains. Two settlements stand atop Treasure Mountains, Mimicberg and Fort Shield. A miniaturized **adult blue dragon** named Unniduk claims a pile of gems at the south end of the "mountain range" as its lair.

Loch Maywich and Maywich Depths

Water cascading from the southern "forest" of Mossy pools in the southwest corner of the room, creating a huge pond. The water then seeps southward into a crack in the room's wall vanishing into an area known as Maywich Depths.

Directly west of the cascading falls of Maywich Depths stands a fortress of stone named Bloodgood Refuge (see area 76). This fortress is home to miniaturized **vampire spawn** cultists dedicated to the vampire Karpov. One might think that these vampires work well with the Cursed Ones of Defenestration, but nothing could be further from the truth.

Both factions vie for complete control of Karpov's attention, and frequently clash within the Path of a Thousand Warnings.

The Danger Lands

The Danger Lands is the name given to a path of puzzle-laden pressure plates that cover the floors of Resentment. Naturally, most of the creatures who live in Resentment are far too small to trigger the pressure plates. And even if the pressure plates were triggered, most of the dangers therein—spinning scythes, arrows shot from the wall, jets of fire—only affect things standing 12 inches or higher. The only one they fear is a lone pressure plate in the southwestern corner that releases toxic gas. This would surely spell the end for all of the miniaturized settlers of Resentment. Fortunately, the Three Sisters of Mimicberg (see below) keep the pressure plate from triggering thanks to multiple *wall of force* spells they've cast around it.

Mimicberg

Mimicberg, considered by many to be the greatest settlement in all of the Emerald Enclosure, calls the inside of a treasure chest home. Over five hundred settlers call Mimicberg home, the majority of whom are spellcasters of some form or another. Three sisters named Ofeusa, Epiusa, and Unetha serve as Mimicberg's uncontested leaders. The three sisters are responsible for the *walls of force* surrounding the poison plate.

Fort Shield

Hidden under a shield—hence the name—Fort Shield is the sister settlement of Mimicberg and home to Resentment's military body. Fort Shield's primary job is to protect the coins that make up Treasure Mountain from ever leaving the Emerald Enclosure. Even a single coin escaping through the miniaturization path would draw unwanted attention to the fortress, as the coin would immediately expand into a 5-foot-wide, 7-ton disc of pure gold worth over 700,000 gp. A dog-headed tiefling **knight** named Zokair serves as Fort Shield's leader.



79 - Parents

This chapel is dedicated to a colossal stone sphinx that stands at the north end of the room. *Continual flames* burn within a pair of iron braziers at either side of the room. A scarlet prayer pillow functions as a temple of sorts of the settlers of the Emerald Enclosure. A **succubus** named Mother and an **incubus** named Father are the temple's priests.

When the people of the Emerald Enclosure need guidance, they turn to the Parents (as they are collectively known). Through guile and subterfuge, the fiendish duo deliver vague and cryptic messages, often coercing the leaders of the various communities into bending to their will.

Unbeknownst to the people of the Emerald Enclosure, the Parents were tasked by Uncle Skeleton himself to protect the true secret of the sphinx statue—it hides Carlo's Key, the one tool needed to unlock Karpov's coffin (see area 76). Uncle Skeleton knows that if Karpov rises and travels down the miniaturization hallway, he could swell to Gargantuan sizes and potentially destroy the dungeon.

Keep in mind, if Uncle Skeleton wasn't trying to win a soul-collection contest, he'd normally find this sort of thing amusing. But he's got quotas to keep.

80 - Mossy

The westernmost room of the Emerald Enclosure is overgrown with thick, emerald moss, lending the entire area its name. Relatively huge mushrooms rise from this "forest," granting natural shelter to those who live here. Water slides down from the eastern wall of the room, creating moss falls. The falls then flow through the gap in the eastern door—known as Vaceran's path—and out into the hallway toward Resentment, eventually forming Loch Maywich.

Blark

Blark is home to a family of thirty-some **ogres** in the center of the forest. The ogres are led by Mama Smoosh, a curiously lean and old ogre whose higher-than-normal Intelligence makes her the most dangerous figure in the family. Her six sons all act as her guardians and raiders. The Blarkians have a long-standing feud with the lizardfolk of Hiss north of Moss Falls.

Hiss

The next major tribe that lives within the mossy forest are the **lizardfolk** of Hiss, north of Moss Falls. What the Hissians lack in strength compared to their enemies in Blark, they make up for in numbers. Hiss is home to roughly two hundred lizardfolk. Hiss' last tribal chief was killed in battle with Mama Smoosh, leaving a power vacuum among the lizardfolk. Two lizardfolk brothers, Zook and Nanoo, are currently fighting for control of the clan. As the brothers clash, Hiss suffers.

Oakpetal's Cabin

The human **druid** Vaceran Oakpetal lives in this cabin made of splinters and timbered mushroom stems. Vaceran has lived in the Nightmare Tunnels for a considerable length of time and gone toe-to-toe with nearly all of the dungeon's previous owners. He's even had a tussle or two with Uncle Skeleton.

Of everyone who lives in the Nightmare Tunnels, Vaceran knows the most about its dangers and secrets. Vaceran even has a few theories on how to permanently destroy the dungeon. Currently, he's interested in collecting a series of artifacts that once belonged to an undead being of immense power named Skullface. If all five artifacts are brought to Skullface, it will revive the tyrant. Skullface will then try to destroy Uncle Skeleton. For more details on Skullface, read Chapter 3: The Amber Areas.

Below are some of the information Vaceran knows regarding Skullface that he will share with the characters:

- Vaceran knows that Skullface is hidden somewhere in the Amber Areas. He believes that there is a secret area at the center of the room "that breathes fire." It's within that complex that Skullface's sarcophagus hides.
- The five artifacts needed to raise Skullface are the Malediction Staff, the Greatsword Darkness, the Pauldrons of Punishment, Skullface's Shield of Ceaseless Spite, and the Lavender Cowl.
- Vaceran knows that the sword Darkness can be found near Skullface's body, somewhere in the Amber Areas.
- The leader of Clan Darkness, a hobgoblin clan that lives in the Golden Galleries, might know the location of the Malediction Staff. Vaceran warns that the hobgoblin is actually a fiend in disguise.
- The Lavender Cowl is rumored to be hidden somewhere in the Emerald Enclosure. Vaceran believes it's being held either by the vampires who live in Bloodstone Refuge (see area 78) or the Cursed Ones who lurk at the bottom of the Pit of Endless Decay (area 76). The latter is true.
- Old rumors persist that the Pauldrons of Punishment are kept somewhere in a series of natural caverns called the Silver Suites. Vaceran never ventured into the suites, fearful of the great dangers that lie within.
- Skullface's Shield of Ceaseless Spite is owned by a diabolical orc warlord named Marshy who manages the dungeons of the Cobalt Corridors.

Of course, all this information comes with the caveat that he spent the vast majority of his time in the dungeon trying to claim these artifacts to no avail.

Having retired, Oakpetal isn't interested in leaving this section of the dungeon.

Credits

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. Tim Hartin, DMDave

Cover Art. Wero Gallo

Interior Art. Dean Spencer, Fat Goblin Games, Nacho Lazaro, Paper Forge, Pavel Kunc, Shutterstock

Proofing and Layout. Benjamin Gilyot, Laura Jordan

Appendix: New Creatures

On rare occasions, certain creatures are not affected by the Enclosure's minimization effect. Blown up to titanic proportions, these behemoths—as they're known among the Enclosure's inhabitants—are among the most dangerous creatures in the area. Common behemoths include rats, flies, spiders, ants, and other diminutive beasts. Four such creatures are included in this Appendix.

Giant Ant

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (2d10 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	1 (-5)	11 (+0)	4 (-3)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Pack Tactics. The ant has advantage on an attack roll against a creature if at least one of the ant's allies is within 5 feet of the creature and the ant isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Giant Fly

Medium beast, unaligned

Armor Class 14

Hit Points 9 (2d8)

Speed 10 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Danger Sense. The fly has advantage on initiative checks and Dexterity saving throws against effects that it can see, such as traps and spells. It can't use this trait if it is blinded, deafened, or incapacitated.

Actions

Acid Spew. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one creature. *Hit:* 10 (3d6) acid damage.

Rat Behemoth

Gargantuan beast, unaligned

Armor Class 12

Hit Points 189 (14d20 + 42)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	17 (+3)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

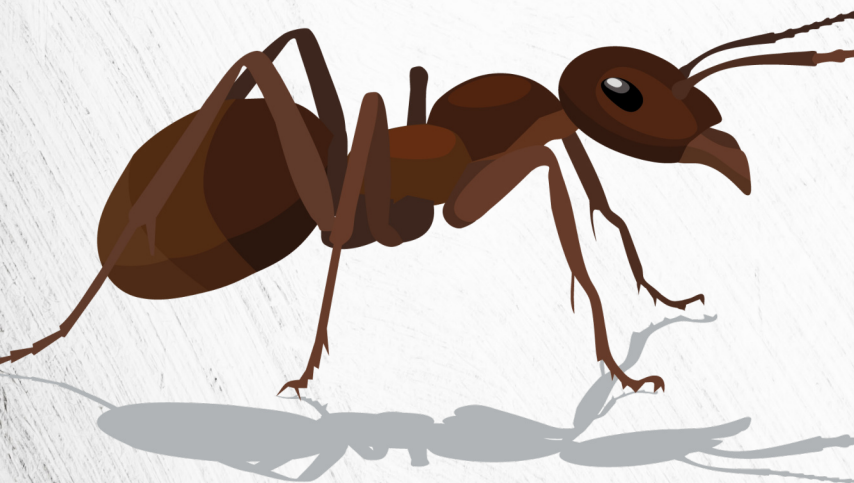
Proficiency Bonus +3

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.





Spider Behemoth

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

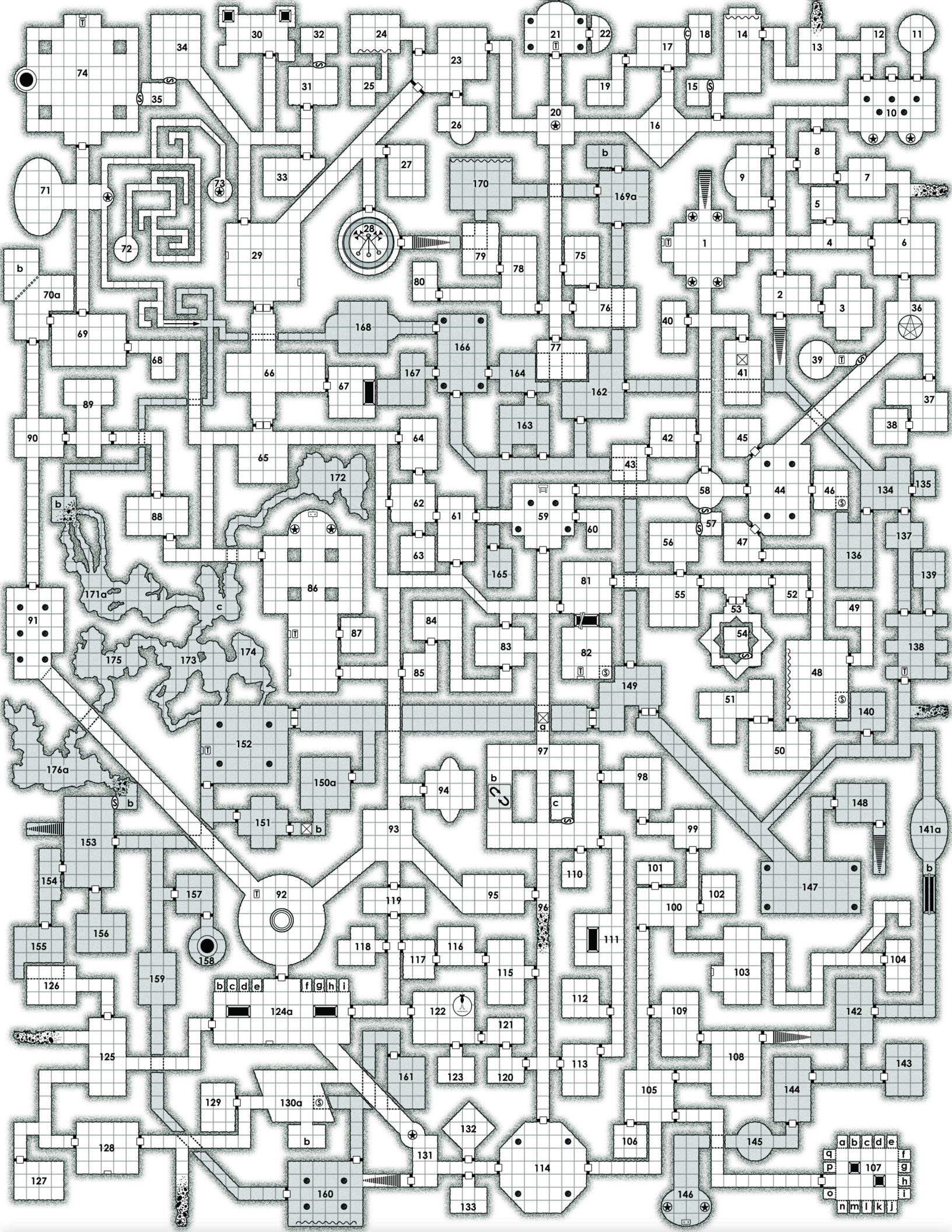
Web Sense. While in contact with a web the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). The spider fires webbing in a 120-foot line that's 5 feet wide. Each creature in the area must succeed on a DC 14 Dexterity saving throw or become restrained by the webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.)



a	b	c	d	e	f
g	h	i	j	k	l
m	n	o	p	q	r

107

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(E), and are not Open Content: All Trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes the monster names, statistics, traits, and abilities. No other portion of this work may be reproduced in any form without permissions.

Open Gaming License

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; creatures 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, LLC.

System Reference Document 5.1 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.

Uncle Skeleton's Nightmare Tunnels. Copyright 2021, Hamrick Brands, LLC. Authors: Dave Hamrick.

END OF LICENSE

Some cartography Copyright Paratime Desgin / Tim Hartin, used with permission.

Some art Copyright Wero Gallo, used with permission.

Publisher's Choice Quality Stock art © Rick Hershey / Fat Goblin Games, used under license.

Some art Copyright Paper Forge, used with permission.

Some images used under license from Shutterstock.com

