



SLAVE PITS OF QUABUS

FIFTH EDITION COMPATIBLE

Horrible happenings transpire below Old Blire Manor.
Featuring art by Tim Hartin and Paper Forge.

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SLAVE LORDS OF QUABUS

This adventure is the second part of four in the *Slave Lords of Quabus* adventure path which takes characters from 3rd level to 7th level.

Part 1. Danger at Blire Manor. A gang of mercenaries draws attention to itself when it starts operating out of old Blire Manor.

Part 2. Slave Pits of Quabus. In the old dragon dungeon Quabus, villains take part in a cruel slave trade.

Part 3. Secrets of the Dungeon Quabus. Deeper into the old dragon dungeon Quabus, a great evil stirs.

Part 4. Assault on Dungeon Quabus. A war is brewing in the dragon dungeon Quabus.

CREDITS

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Special Thanks: A big thanks to our friends at *Wizards of the Coast* for making the coolest game in the world and allowing creators like ourselves to borrow your open license.

HOW TO RUN THIS ADVENTURE

To properly run this adventure, you need the Fifth Edition core rulebooks.

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

The core 5e monster book contains stat blocks for most of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, text in parenthesis point to the monster's source.

Spells and equipment mentioned in the adventure are described in the core player's rulebook. Magic items are described in the core GM's guide.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp	hit points	LG	Lawful good
AC	Armor Class	CG	Chaotic good
DC	Difficulty Class	NG	Neutral good
XP	experience points	LN	Lawful neutral
pp	platinum piece(s)	N	Neutral
gp	gold piece(s)	CN	Chaotic neutral
ep	electrum piece(s)	LE	Lawful evil
sp	silver piece(s)	NE	Chaotic evil
cp	copper piece(s)	NE	Neutral evil
NPC	nonplayer character		



ADVENTURE PRIMER

Slave Pits of Quabus is a Fifth Edition adventure designed for **three to six 3rd- to 4th-level characters**, and it is optimized for a party of **five characters with an average party level (APL) of 3**. The adventure takes place in the campaign world of Omeria in The Summer Land, but can easily be placed into any setting where an old manor with a large, underground location would fit in without too much adjustment.

This adventure is the continuation of *Danger at Blire Manor*. However, it can be played as a one-shot adventure or as part of the greater series, *Slave Lords of Quabus*.

BACKGROUND

Lord Dunkirk Blire-Tomydon lived a short, reckless life. In his twenties, he exhausted the majority of his massive inheritance on unnecessary purchases and gambling debts.

One such debt put him in the favor of the Black Rose Clan of Greatwell, a deadly organization known for drug and slave trade across the continent of Omeria. When Blire couldn't repay his debts, Vera Frogwort, a green hag working for the Clan, gave the young Tomydon Prince two options: death or service. She promised that if he chose death, she would trap his soul in an acorn to prevent resurrection. Naturally, Blire chose service.

Under Frogwort's direction, Blire funneled Black Rose Clan funds into building a large estate in the wilderness roughly 20 miles north of the River Zarathos and another 100 miles from the nearest city. Unknown to even Blire, the estate masked the entrance to an ancient dungeon called Quabus. Originally built by servants of the Great Chromatics who ruled this region of The Summer Land, Quabus became the Black Rose Clan's epicenter for slave and drug trade.

Twenty years ago, Blire disappeared. While his heirs fought over possession of the estate, the Black Rose Clan continued to use the manor and the secret tunnels below to continue their nefarious dealings.

Recently, the mercenaries who Frogwort just hired—a band called Laughing Jon and His Merryman—drew some unwanted attention to the estate. Although a group of adventurers recently cleared out the mercenaries, the Pressonian knights who patrol the area want to know more about the reasons why Laughing Jon and His Merryman used the estate as a staging ground in the first place.

WRATH OF THE GARGOYLES

Recently, the Black Rose Clan ran into some trouble while managing the slave operation below Blire Hold. A gang of gargoyles led by a particularly nasty greater gargoyle named Uvraurr have challenged the Clan for rights to the first layer of Quabus. Not only does the Clan have to deal with the issues Laughing Jon and His Merryman have caused the operation, they now have to deal with ornery elementals as well.

ADVENTURE HOOKS

The following plot hooks provide some possible ways for the characters to enter the Slave Pits of Quabus.

BELOW BLIRE MANOR

The local Pressonian Knight, Sir Martha wants to know why a group of mercenaries were recently seen operating out of old Blire Manor. She offers the characters 100 gp if they can discover the manor's secrets and why it was so important to the mercenaries.

FIND QUABUS

A sage named Kheshud Bosteid (LN male human **noble**) approaches the characters and asks them if they would help him find a location of great import to The Summer Land's historians—Quabus. Quabus was rumored to be the hidden sanctuary of the ancient red dragon Tostrasz the Enormous' youngest son, Defroksanz. Many dragon historians don't believe it exists. Bosteid disagrees. Triangulating the battles in which Defroksanz and his minions participated in during the War of the Burning Plains, Bosteid theorizes that the entrance to the dungeon is hidden somewhere near old Blire manor. He offers the characters 200 gp if they can find proof that Quabus exists.

WHERE ARE THE LAGAKOU CHILDREN?

Traveling pilgrims, Casari and Eitra Lagakou were passing by the old Blire Manor while traveling north to Violl's Garden when their two children, Aspa and Mikel, went missing. They approached the house but noticed dangerous looking thugs hanging around its first floor. Although they do not have many coins in their purse, Casari and Eitra are desperate for someone to help them find their children.



SLAVE PITS OF QUABUS

Quabus was constructed nearly 300 years ago by the Great Chromatics who ruled The Summer Land. It was given as a gift to its red dragon lord, Defroksanz, by his father, the notorious Tostrasz the Enormous. There, Defroksanz toiled, recruiting all sorts of horrible creatures to fill the multi-level dungeon. During the War of the Burning Plains, Defroksanz was killed by the Anorian vaquero Happy Hune. Some of his minions fled The Summer Land with the other surviving Great Chromatics. Others returned to Quabus and have haunted the lower layers of the dungeon ever since.

ARRIVAL AT BLIRE MANOR

If the characters already played through the adventure *Danger at Blire Manor*, you can ignore this section. Otherwise, read the following when the characters arrive at Blire Manor.

What was once a proud Pressonian estate now lies mostly in ruin. A narrow path winds its way up to the manor, flanked on both sides by overgrown hedges.

The building itself is fifty to sixty feet high with what-looks-like four stories. The grounds are overgrown with flora, barely recognizable as a garden.

With the exception of dust, spiders, and the occasional rat, the mansion is completely empty. Any valuables that were in the mansion have long been removed by greedy heirs and squatters.

If the characters perform a DC 13 Wisdom (Perception or Survival) check, they find multiple muddy footprints throughout the house, most of them somewhat fresh. The footprints lead to an interior door near the east end of the building. Oddly, the door looks relatively new and it's locked. A character can pick the lock with a successful DC 14 Dexterity check using proficiency in thieves' tools, or break it down with a successful DC 15 Strength (Athletics) check. Beyond the door are a set of stairs that leads thirty feet down to an old cellar. See area 1 on page [x] for details.

GENERAL FEATURES

Unless stated otherwise, the Slave Pits of Quabus have the following features:

CAVERNS AND CHAMBERS

Half of the Slave Pits are made of chambers and tunnels that were created by the Great Chromatics. The other half, areas 25-33, are natural caverns that lurk below the estate's grounds. At your discretion, the underground stream at the west end of the dungeon may connect the dungeon to other areas of interest underground.

CEILINGS, FLOORS, AND WALLS

Quabus' chambers were hewn from the stone and loose earth below the mansion. The walls, floors, and ceilings were then dressed with limestone stone bricks. The ceilings are 10 feet high in passages and 12-foot high in chambers and braced with timbers. Doorways are 7-feet high and 4-feet wide to allow for the dungeon's larger patrons to pass through unhindered. Thanks to frequent earthquakes in the region, cracks in the ceilings, floors, and walls are common.

In the cavernous part of the dungeon, the walls are natural rock formations. The floors are smooth thanks to two-centuries of foot traffic from Defroksanz's minions. In some of the caverns, clusters of stalagmites and stalactites have formed naturally.

DOORS

All of the dungeon's doors are made from solid oak and hung on iron hinges (AC 15, 25 hp, immunity to poison and psychic damage). At the center of each door is a small window that allows the guards to view whatever is on the other side of the door. Most of the doors can be locked. A locked door can be broken open by a character who uses their action to make a successful DC 17 Strength (Athletics) check. Or a character can use his or her action to make a DC 15 Dexterity check using proficiency in thieves' tools to pick the lock.

ENCHANTMENTS

Like many of the Great Chromatic's secret lairs, all of the dungeon's manmade chambers and passageways are protected from magic that would allow intruders to enter. Any spell that would allow a creature to enter or leave the dungeon or transport itself from one level to another such as astral projection, plane shift, teleport, or word of recall fail. Similarly, effects that banish creatures to another plane of existence do not work. These restrictions apply to magic items and artifacts as well. However, spells that allow movement between The Ethereal such as the etherealness spell still works.

Conjuration spells and other magical effects that summon creatures into the dungeon still function, as does magic that utilizes extradimensional space such as magnificent mansion or bags of holding. However, spells cast within those spaces are subjected to the same restrictions as the rest of the dungeon.

Finally, the dungeon, its contents, and any creature currently inside the dungeon cannot be detected by divination spells or magical effects used outside the dungeon. Spells such as locate object or scrying simply fail. The same goes for magic items that duplicate those effects or innate tracking features such as an invisible stalker's Faultless Tracker feature. However, all of these effects work so long as both the caster/user and target are inside the dungeon.

Note that none of these magical enhancements apply to the natural cavern areas 25-33.

LIGHTS

Torches are common throughout the manmade chambers and passageways, all hung into sconces in the wall. With a few exceptions, the caverns to the southwest lack light sources.

SOUNDS AND SMELLS

Overall, the dungeon is quiet. The creatures who live within do their jobs to the best of their ability and don't make too much fuss while doing it. The entire dungeon is humid and warm, therefore, the smell of mold and humanoid body odor is common throughout.

SLAVES

Multiple areas in the dungeon hold slaves that Black Rose Clan intends to either sell to the highest bidder or put to work deeper in the dungeon of Quabus. Each adult slave is a commoner and each child slave is a noncombatant. Although each of the slaves don't have two copper pieces to rub together, each one that the characters successfully frees from the dungeon earns the party an additional 100 experience points.

PATROLS

Every 10 minutes that the characters spend on this level of the dungeon Quabus, roll a d20. On a result of 20, the characters run into a Black Rose Clan patrol. The patrol consists of 4 **guards** led by a **hobgoblin**. The patrol knows their way around the dungeon and will use its traps and hazards to their advantage.

KEYED LOCATIONS

The locations detailed below are keyed to the map of the Slave Pits of Quabus on page 6.

1 - ILLUSORY CELLAR

When the characters enter the cellar, read or paraphrase the following:

This large room looks like it spans the entire underside of the manor above. Other than detritus, dust, and cobwebs, there doesn't appear to be anything of interest here.

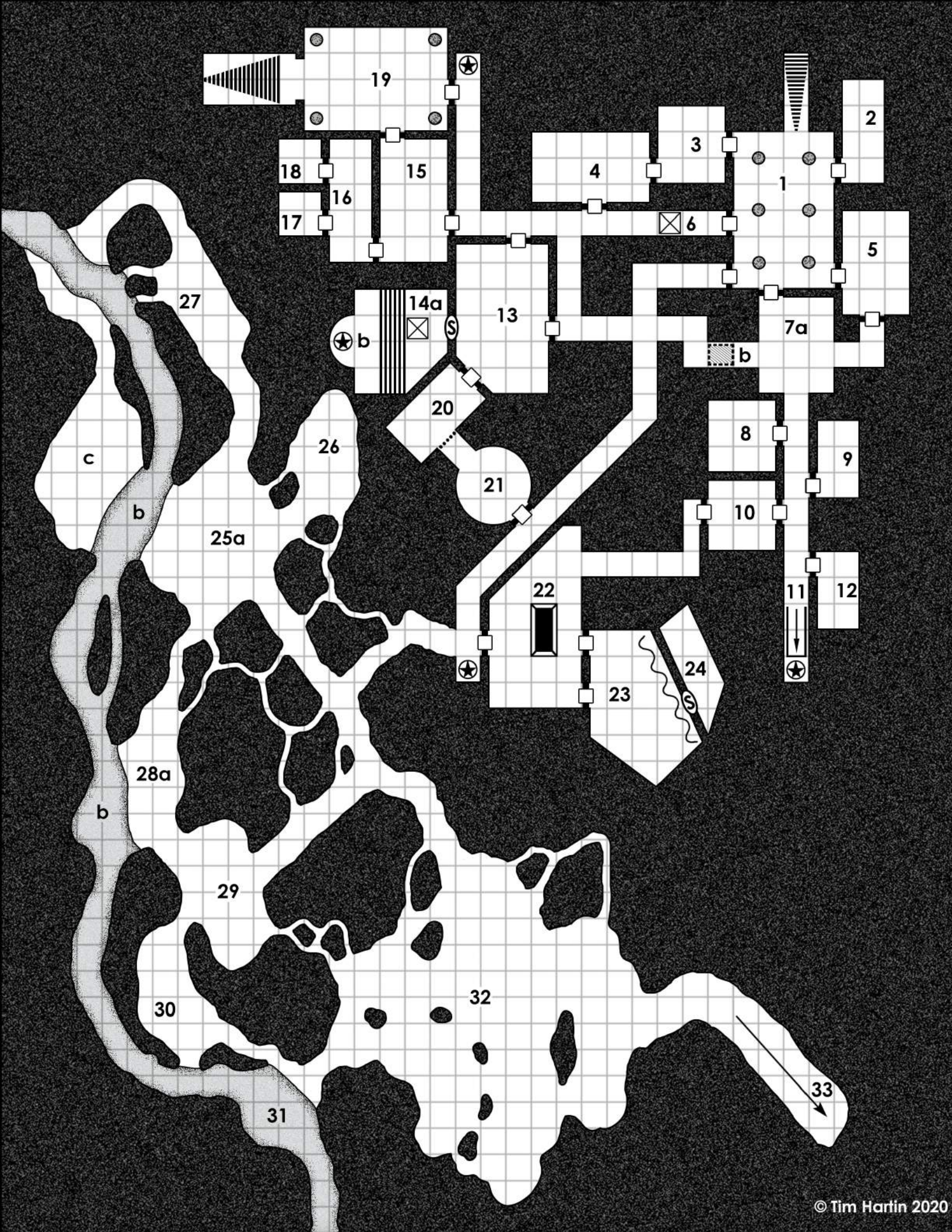
Six large columns hold up the area's 12-foot ceilings.

Illusion. The entire room is subjected to a permanent *hallucinatory terrain* spell which hides its six doors. If a character touches a section of wall where a door should be, they can feel the wood of the door instead of the stonework, thus, revealing the nature of the illusion. Otherwise, a character must make a successful DC 12 Intelligence (Investigation) to see through the illusion. Once a character sees the illusion for what it is, the illusion appears slightly transparent to them. All of the dungeon's denizens can see through the illusion.

Locked Doors. All of the doors are locked with the exception of the door that leads to area 6. If a character that can see through the illusion makes a successful DC 13 Wisdom (Perception or Survival) check, they can see that the footprints from upstairs enter this area but always avoid the door that leads to area 6.

Guards and Wards. The six doors (including the one that leads to area 6) are all protected by a *guards and wards* spell. If a character touches a door's handle, tries to break it down, or attempts to pick the lock without first dispelling the spell, the spell triggers. Once triggered, the following effects occur:

- The area fills with thick fog making it heavily obscured.
- Webs fill the staircase that leads back up to the manor, as the *web* spell. The strands regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.



- A light flashes in areas 2 and 3, alerting the orcs there to the intruders' presence.
- All of the doors (with the exception of the one leading to area 6) become magically locked, as if sealed by the *arcane lock* spell.
- The dungeon's guards can move through the arcane locked doors with no issue, but are still affected by the fog and webs.

After the spell goes off, the three **orcs** in area 2 and the three **hobgoblins** in area 3 rush out to face the characters. Their goal is to take the characters prisoner, thus, they won't use lethal force except to defend themselves. If they start to experience difficulty, one of the orcs or hobgoblins bangs on the door leading to area 5 to alert the **bandits** there, too.

The effects last until someone speaks aloud the phrase "Dead Arrow."

2 - EAST GUARD POST

This narrow-but-long room is bare except for a round table placed at the far end.

In the unlikely event that the characters didn't trigger the *guards and wards* spell in area 1, there are three **orcs** here. Otherwise, the orcs confront the characters in area 1.

The door that leads out of the room can be locked or unlocked from this side.

Treasure. Each of the orcs carries 3d10 sp.



3 - WEST GUARD POST

There are two tables at the center of the south part of this 30 foot square room. Crates, barrels, and other containers are stacked against the walls on the north side.

In the unlikely event that the characters didn't trigger the *guards and wards* spell in area 1, there are three **hobgoblins** here. Otherwise, the hobgoblins confront the characters in area 1.

The door that leads to area 1 can be locked or unlocked from this side.

Treasure. Each of the hobgoblins carries 3d10 sp. The supplies are goods stolen from the people that Vera's mercenaries captured. In all, there is roughly 6,000 lbs worth of trade goods here, including food, barrels of ale, casks of wine, iron ingots, bolts of silk, and so forth. They are worth 300 gp in the open market. Of course, getting them out of the cellar will be a monumental task.

4 - DEMIHUMAN BARRACKS

This large room holds eight two-tier bunks, each with a pair of footlockers placed at the foot. A narrow path slides along the eastern and southern wall, connecting the only two exits.

Although they are faded and cracked, the walls are covered in murals of images depicting great red dragons breathing fire onto what-looks-like humanoid villages.

During the time of the Great Chromatics, this room was a chantry used by the dragon's followers to worship Tostrasz and his children. Since Black Rose Clan moved in two decades ago, it's been repurposed as a barracks for the Clan's demihuman employees.

Creatures. Unless they have been summoned to another part of the dungeon, there are two **bugbears** here.

Treasure. Each footlocker contains extra blankets, a backpack, 3 torches, a tinderbox, 10 days of rations, and a waterskin. The bugbears carry 2d6 sp and 1 *potion of healing* each.

5 - BLACK ROSE BARRACKS

There are five cots in this clean area, each with its own footlocker. A simple table is tucked into the northeastern corner of the room.

Unless they were called to area 1, there are two **bandits** here. Otherwise, the bandits are relaxing when the characters enter this chamber.

Treasure. Each footlocker contains extra blankets, a backpack, 3 torches, a tinderbox, 10 days of rations, and a waterskin. The bandits carry 1d4 gp each.

6 - PIT TRAP

Twenty feet from the door that leads to area 1, there is a covered pit trap. If a character steps onto the space with the trap, the floor dumps them ten feet down into the pit and they take 3 (1d6) bludgeoning damage from the fall. The trapdoor then closes. Opening the trapdoor from within the pit is difficult. A character must first scale the walls, which requires a successful DC 11 Strength (Athletics) check. Then, they must make another DC 14 Strength check to pry the door open. If they fail this check by 5 or more, they lose their footing and fall back into the pit and take falling damage again.

A creature outside the trap door can use its action to push the door open with a pole, weapon with reach, or another tool without falling into the pit. If the trap door is open, a creature inside can climb out through the hole without making the second Strength check.

A successful DC 13 Wisdom (Perception or Survival) check reveals a distinct lack of foot traffic through this area. Then, a successful DC 13 Intelligence (Investigation) check made near the edge of the pit reveals the pit's opening.

Once the characters know about the pit, they can jump over it without triggering it. Once every 1d4 days, the dungeon's denizens check the pit to see if anyone has fallen into it. Otherwise, they totally avoid the area.

7 - PRISON

This large hall splits into three corridors that lead east, west, and south. There is a door to the north.

You hear coughing and groaning down the south corridor, likely coming from one or more of the four doors on either side.

The door that leads to area 1 is kept locked and can only be opened with a key.

Creatures. Two **bandits**, members of Black Rose Clan, keep watch in this area. If a fight breaks out, one rushes to area 5 to get help (assuming that those bandits are still there). The bandits are fanatically loyal to Black Rose Clan and fight to the death.

Cells. The doors leading to areas 8-10 are all locked. Those areas are used to store the prisoners. The keys to each of the cells are kept on a ring that hangs next to the door on the northern wall.

If the characters are defeated at some point during the adventure, they awaken in one of the cells (areas). All of their equipment and gear is kept among the supplies in area 3.

Stone Block Trap. At the location marked "b" on the map, there is a stone block trap. There is a pressure plate built into the floor. If a creature steps onto the plate, a 1 ton block of stone measuring 4-feet by 4-feet by 8-inches drops from the ceiling. A creature standing in the space below the stone must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the block. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the block falls on the creature and the creature takes 10 (3d6) bludgeoning damage. The block shatters on impact.

A character who succeeds on a DC 13 Wisdom (Perception) check notices a lack of foot traffic in this section of the hall. If a character makes a DC 14 Intelligence (Investigation) check, they discover the pressure plate in the floor and/or the stone block held in the ceiling. A successful DC 11 Dexterity check using proficiency in thieves' tools disables the trap.

8 - SLAVE PEN

The door to this area is locked.

This dark room holds six exhausted-looking humanoids. They are unarmed and do not appear to be hostile. Judging by the lacerations on their arms, back, and faces, the other denizens of the dungeon have been using them as punching bags.

There are six slaves in this area.

9 - SLAVE PEN

The door to this area is locked.

Five humanoids huddle against the western wall of this room. They look tired and malnourished.

All five humanoids are slaves. One of them is one of the Lagakou children, Mikel. Just before the characters arrived, Mikel's sister Aspa was taken away by a man in a golden mask. Although Mikel doesn't know where they took him, the other slaves believe they may have taken her to the "market" in the caverns.

10 - TORTURE CHAMBER

This room is dressed with all sorts of gruesome-looking devices. Against the wall are three iron coffins lined with rusty-looking nails pointing inward. At the center of the room is a rack with two rollers at each end. Both rollers have leather straps used to bind a victim's legs and feet. There is also a 4-foot-tall pole with manacles. A few feet from the pole is a table with whips, rods, and other torture devices.

The floor is dark red with blood stains.

This room was a torture chamber during the time of the dragons. However, Black Rose Clan doesn't see a need to use the room anymore. After all, they want their "product" healthy before they sell it. Still, the room will likely give the characters the impression that the room is still in use.

Barred Door. The door that leads to area 22 is barred from this side. After Black Rose Clan discovered the gargoyles from 22, they barred this door and the other door leading to area 22 to prevent their spread.

11 - CHUTE TRAP

When the characters walk down the hallway, read the description below:

At the south end of the hallway, there is a six-foot-tall statue of a dragon, likely put there when this place was first built. Now, the dungeon's inhabitants use it as a place to hang various bags, sheathed weapons, and other random equipment.

The 20-foot stretch of floor in front of the statue is actually a steel chute painted to look like stone tiles. If any weight is applied to the chute, it drops suddenly at a 45 degree angle toward the statue. Any creature standing on the chute when this happens must make a DC 10 Strength or Dexterity saving throw (creatures' choice) or slide 20-feet toward the statue. They finally stop at a secret compartment hidden below the statue. Once weight is removed from the chute, it returns to its original position. A creature inside the compartment is effectively trapped and can't get out by nonmagical means unless the chute is lowered by another creature. The compartment can hold up to one Large creature or four Medium or Small creatures. Black Rose Clan members check the compartment once every 1d4 days to see if there is anyone trapped inside.

The items hung on the statue are all props. The bags are stuffed with dirty rags and the weapons in the sheathes are all rusted, broken, and otherwise useless.

A character recognizes the floor is fake with a successful DC 10 Wisdom (Perception) check. The slaves in area 12 also know about the chute trap.



12 - SLAVE PEN

The first thing you notice is the smell of human waste. All around this room are seven disheveled humanoids who don't look like they've eaten in a few days. When they see you, they beg you to help them.

The seven humanoids are slaves. Older and weaker than the others, Black Rose Clan have had trouble selling this group. If they remain in this cell any longer, it's likely that Black Rose Clan will euthanize the bunch by feeding them to saber-toothed tigers in area 20.

13 - COMMON ROOM

This large room hosts three 20-foot long tables each with benches on either side. A small hearth is set into the southeastern wall. A pot that emits a pleasing aroma cooks over a fire.

Two women stand over the pot, sampling the contents with a long handled spoon. The first woman is thin with wirey hair and long-pointed ears. The second woman is shorter and thicker with a pleasant smile and button nose. They both wear simple clothing and no shoes.

The two women are **green hags**, Vera Frogwort's sisters. The taller of the two is Wild Darlene and the shorter, heavyset woman is Effie Saltfiddle. If the characters made a lot of noise before they entered this area, there is a good chance that these two women retreated to area 14.

If the characters approach them, they don't attack. Instead, they explain that they are nothing more than slaves themselves, held captive by Black Rose Clan. Their job is to serve the Clan's guards.

If the characters attempt to save the women, they agree to come along, maintaining their illusory appearance. They know where all the traps are within the dungeon and how to avoid them. They will try to lead the characters into traps.

Once their cover is blown, the two women use their Invisible Passage feature to flee, taking refuge in either area 14 or 15. If cornered, they unlock the door to area 20 and allow the three saber-toothed tigers within to attack the characters.

Bolted Door. The door to the southwest is bolted from this side. If it is opened, the two **saber-toothed tigers** spring out and attack the first humanoid they can reach.

Secret Door. There is a secret door in the western wall. Noticing the door requires a successful DC 14 Wisdom (Perception) check. Then, to open the door, a character must succeed on a DC 12 Intelligence (Investigation) check to find the latch that opens it.

14 - HIDDEN SHRINE

When the characters first enter this area, read the following:

You push open the secret passage. Within, you find a room with 15-foot high ceilings. A statue of a dragon stands in an alcove at the far, west end of the room. Murals on the wall depict images of hundreds of red dragons rolling around on top of each other like a nest of snakes. Over top of the dragon murals, someone has drawn all sorts of strange, arcane symbols.

Various animal pelts cover the floor at the southeastern end of the room, just before the steps that lead up to the statue's dais.

Creatures. Vera Frogwort, Wild Darlene, and Effie Saltfiddle (all **green hags**) have claimed this secret shrine as their bed chambers. If the characters haven't encountered these women yet, one or more of them are here. Like many of the guards here, the hags would prefer to take the characters alive.

Hag Spells. If there is only one or two of them here, the hags will use bribes or deception to convince the characters to let them go and will only resort to combat if they have no other option. However, if all three are present, they combine their powers to cast spells. While the three hags are within 30 feet of each other, they can cast the following spells from the wizard's spell list, but most share the spell slots among themselves:

- 1st level (4 slots): *identify, sleep*
- 2nd level (3 slots): *hold person, locate object*
- 3rd level (2 slots): *bestow curse, counterspell*

For casting these spells, each hag is a 5th-level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 11, +3 to hit with spell attacks).

Treasure. Hidden among the furs of the hags' "bed", the characters will find 30 gp, a golden bracelet worth 40 gp, three bloodstones worth 50 gp each, and a *deck of illusions*. All three hags carry bags that hold 35 gp, 1d4 random trinkets, and a *wand of magic detection* each.

15 - ARMORY

Judging by the dozens of weapons and shields lining the wall and suits of armor hung on mannequins, this is the dungeon's armory.

Creatures. An **ogre** and two **bandits** are here when the characters arrive. While the bandits are hesitant, the ogre attacks without question. Once the fight is underway, one of the bandits flees to area 16 to get the attention of the officers.

Treasure. The armory contains the following weapons and armor:

- 5 maces
- 5 longswords
- 5 scimitars
- 5 shortswords

- 10 spears
- 2 heavy crossbows
- 5 light crossbows
- 50 crossbow bolts (kept in a case)
- 2 suits of splint mail
- 5 suits of leather armor
- 5 shields

In addition, the ogre and two bandits each have a pouch containing 3d10 sp.

16 - HALLWAY

This narrow hallway connects the armory to the officers' quarters (areas 17 and 18). There is nothing else of interest here.

17 - NOLAN'S QUARTERS

This 20-foot square room features a comfortable-looking bed, wooden chest, and small desk.

Creature. The captain of this sect of Black Rose Clan lives in this room. If a fight breaks out in the armory (see area 16), Nolan grabs his bow and heads there. Nolan is a lawful evil human **veteran** who wields a shortbow instead of a heavy crossbow which he can make two attacks with using his multiattack action. The tips of his arrows are poisoned. On a hit, a target must make a DC 13 Constitution saving throw. The target takes 7 (2d6) poison damage on a failed saving throw, or half as much damage on a successful one.

Treasure. In addition to extra blankets, 10 days worth of rations, and a waterskin, Nolan keeps a coin purse with 50 gp in the chest in his room and two *potions of healing*. Nolan also carries three vials of the same poison he applies to his arrows and the keys to all of the rooms in the dungeon (except for the key to area 19).

18 - STOSHA'S QUARTERS

This 20-foot square room is a cluttered mess. Trash, wasted food, dirty linens cover every available surface including the small bed, desk, and chest.

Stosha, the captain of the demi-humans, lives here. When the characters arrive, it is unlikely that she is here. Instead, she can be found in area 25 overseeing the trade.

Treasure. If a character spends 10 minutes searching through the rubbish, on a successful DC 10 Intelligence (Investigation) check they find a pouch with 10 gp and two *potions of healing* shoved under Stosha's bed.

19 - ANTECHAMBER

The doors to this area are magically locked as the *arcane lock* spell. The command word "Defroksanz" opens either door.

The statue in the hallway just before the area's easternmost

door is carved into the likeness of Defroksanz with his name written in Draconic at the base.

This huge chamber is dressed with a long red carpet that stretches from the door at the east end of the room to the 20-foot-wide staircase at the west end. Four colossal pillars carved to look like dragons hoist the 20-foot-high ceilings above. Spaced along the northern and southern walls are six suits of humanoid armor decorated to make the wearer look like a drakeblood. Each one holds a longsword in front of its chest.

Creatures. The six suits of armor are actually **animated armor**. The suits attack any creature that enters this area that fails to properly identify itself. Only the green hags from area 14 and Kragen from area 25 are permitted access. The animated armor suits all wield longswords.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage when wielded with two hands).

Staircase Down. The stairs lead down to another layer of Quabus. This section of the dungeon is detailed in the next part of the *Slave Lords of Quabus* adventure path, *Secrets of the Dungeon Quabus*.

20 - TIGER PEN

If anyone opens the door to area 20 from area 13 without first checking what's behind the door, read the following:

Two large cats the size of horses growl at you. Fangs the length of shortswords jut from the top of their jaws. Without hesitation, they pounce!

The two **saber-toothed tigers** are hungry and vicious. They attack any creature they can get their paws on. If reduced to half their hit points or more, they retreat.

21 - TIGER KING

This 30-foot-wide rotunda boasts a large, circular couch at its center. Roughly 20 feet behind the couch there is a barred window.

If the characters haven't encountered the saber-toothed tigers yet, the three beasts are visible behind the bars.

Creature. Unless the tigers already escaped, the tiger's caretaker Jayo (NE male elf **spy**) is facing the tigers with his back to the door. If the characters are quiet, they might be able to sneak up on Jayo. When Jayo sees the characters, he quickly realizes that he's outnumbered and offers a parlay. Jayo knows most of what's going on in Quabus and can share information with most of the areas with the exceptions of areas 14, 19, 22, 23, and 24. "Those spots are off-limits," he claims.

Jayo swears that he only takes care of the tigers. However,

he's also the one responsible for feeding "expired inventory" (aka unsold slaves) to the tigers. Jayo is a despicable Anorian elf who will betray the characters the first chance he gets.

22 - GARGOYLE PIT

The doors leading into this area from area 10 and the western hallway have been barred from the outside the room; the doors leading to 23 are open. The statue at the end of the hallway near this room's westernmost door is carved in the likeness of the dragon Defroksanz. His name is written in Draconic at the base.

When the characters enter this chamber, read the following:

This unusually shaped room is dark and dusty. At the center of the room, there are three statues carved in the likeness of dragons, all casting their gaze down a 20-foot-long, 10-foot wide uncovered pit. It's hard to tell how deep the pit is.

There are two stone doors in the western wall carved with reliefs depicting more dragons. A narrow hallway branches east from the northeast corner of the room, disappearing into darkness.

Creatures. The three statues are actually **gargoyles**. As servants of Defroksanz and the Great Chromatics, they have the appearance of dragons. When a character comes near, they attack.

Pit. The pit at the center of the room descends 100-feet below this level dungeon into a 30-foot wide cavern where more six more gargoyles live. If the gargoyles that are already here are killed or retreat, the gargoyles from the pit might fly up and assist their brethren.

23 - UVRAURR'S CHAMBER

Dust and cobwebs blanket every surface of this dark room. At the center of the room, a 12-foot tall statue of a dragon stands with its wings outstretched and claws out. It is flanked by two shorter statues of dragons, both with similar poses.

Creatures. The larger of the three statues is Uvraurr, a **greater gargoyle** (see the *Monsters of Quabus* supplement for details). He is joined by two **gargoyle** servants. As soon as the characters come near, they reveal their true nature. Uvraurr is a powerful elemental creature. And he is smart, too. Although he knows that he and his minions could easily destroy the characters, he is more interested in learning about the slave pits. He offers the characters a chance to share what they know about the slave pits and its inhabitants in exchange for their lives. If they refuse, he commands the gargoyles to kill the weakest looking member of their party. Uvraurr speaks and understands Common.

"And don't stop once it falls down," the giant gargoyle adds with a smirk. "Tear its pink and red guts open and spread them

over the floor.”

If the characters are cooperative, he spares them. His fight is with Black Rose Clan and the other demihumans. He wants vengeance and doesn't want to tire himself or his minions out by fighting a group of well-trained adventurers.

“Feel free to join us,” chuckles the giant gargoyle as it heads for the nearest exit.

The gargoyles head for area 25. If the characters follow, the gargoyles help break up the trade negotiations.

Secret Door. There is a large, red curtain that covers the eastern wall. Behind the curtain hides a simple wooden door. The door used to be locked, but it appears that it's been broken open.

24 - SECRET WORKSHOP

At one end of this room there is a workbench with a chair. A cobweb covered skeleton still sits at the desk, its head lying in an open book.

Near the skeleton is a shelf stuffed with dusty toms. Another table against the opposite wall displays all sorts of tools and trinkets.

This small alchemical lab was once used by Defroksanz's alchemist Louwen to develop poisons and alchemist fire for the troops. Lacking a key or a way to escape the room, Louwen died when none of the dragons or their minions returned from battle.

Treasure. The book that Louwen is reading is a spellbook that contains the following spells: 1st level—*burning hands*, *comprehend languages*, *identify*, *illusory script*; 2nd—*darkness*, *detect thoughts*, *flaming sphere*; 3rd—*clairvoyance*. There are 25 books on the shelves. Together, they are worth 100 gp to an alchemist. Finally, the tools and trinkets on the other table have enough components for a full set of alchemist's supplies.

25 - SLAVE MARKET

Unless the villains in this area have been alerted to the presence of the characters, they are in the middle of trade negotiations when the characters arrive.

This large, well-lit cavern is divided by a slow-moving stream that runs north to south through the natural stone. Three large rowboats are pulled upon to the easternmost bank, each with its own rower.

At the center of the room, a group of well-dressed figures examines four down-trodded humanoids wearing manacles almost like they were cattle. Meanwhile, a tall, gray-skinned

man in a golden mask watches from the side. He is flanked by a hobgoblin woman wearing full plate armor and an orc holding a huge maul over his shoulder.

“Well, my lords? What do you think of our latest inventory?” asks the man in the mask. “Worth your time, no? Shall we start the bids, yes?”

Creatures. The man in the golden mask is actually a **mask haunt** named Kragen (see the Monsters of Quabus supplement for statistics). Kragen is protected by the demihuman captain Stosha (LE female hobgoblin **knight**) and her right hand man Astagar, an **orc**. See the sidebar for the changes to these NPCs' stats.

Kragen is in the middle of a sale for the four slaves. Three are adults (**commoners**) and the third is the child, Aspa Lakagou.

The four buyers are:

- Peng Xun, a female **vampire spawn** from Xenem
- Qin Wei, a lawful evil male dragonborn **noble** from Aegreya
- Stekker, a lawful evil male **cult fanatic** from Steel Church
- Faces, a **doppelganger** from Arruquetta in the form of a female human

The men manning the rowboats are all members of Black Rose Clan (LE human **bandits**).

Kragen and the four buyers prefer not to get their hands dirty. If the characters make their presence known, Kragen casts invisibility on himself and flees. Kragen's goal is to make it back to the chambers and flee to area 19. If caught, he will not reveal anything about the dungeon.



STOSHA AND ASTAGAR

Stosha uses the **knight** stat block, except with the following changes, which makes her CR 4 (1,100 XP):

- Stosha is lawful evil.
- Stosha has darkvision out to 60 ft.
- **New Trait: Martial Advantage.** Once per turn, Stosha can deal an extra 10 (3d6) damage to a creature she hits with a weapon attack if that creature is within 5 feet of an ally of Stosha that isn't incapacitated.

Astagar uses the **orc** stat block, except with the following changes, which makes his CR 1 (200 XP):

- Astagar has 37 hp (5d8 + 15)
- **New Action: Multiattack.** Astagar makes two maul attacks.
- **Maul. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Meanwhile, the four buyers escape via the rowboats while Stosha and Astagar charge. They follow the stream south. If cornered, they fight—none of them wish to be caught purchasing slaves in The Summer Land, a crime punishable by death.

When a fight breaks out, Stosha calls on the extra **guards** waiting in area 26 to join them. Kragen's guards and the buyers aren't above taking hostages to escape the dungeon. If a villain takes a hostage, they gain three-quarters cover against attack rolls (+5 bonus to AC and Dexterity saving throws). If an attack made against them misses their AC but is still higher than 10 (a slave's AC), the attack hits the hostage instead of the villain.

Wrath of the Gargoyles. If the characters freed Uvraurr and his minions from areas 22 and 23, the characters find the stone dragons here hiding in the shadows. Almost as soon as the characters arrive, they attack Kragen and the other slavers. However, they see no reason to protect the slaves. And, if pressed, take no issue with attacking the characters either.

Treasure. If Kragen is defeated, the remaining parts of his mask are worth 100 gp. The bandits, Stosha, and Astagar all have leather pouches which contain 2d10 gp each. Each buyer, if caught, carries a coin purse with 4d6 pp, their budget.

26 - GUARD ROOM

During trades, this large cavern is manned by four additional guards to ensure that trades go off without a hitch.

Treasure. Each **guard** carries a coin purse with 2d4 sp.

27 - SLICK PASSAGE

The floor here slopes to the north. The humidity makes the ground slick. A creature moving across the stones must

succeed on a DC 10 Dexterity saving throw or fall prone. A creature removing through the area at half speed doesn't need to make the save.

28 - CROCODILE BANK

This part of the cavern is home to a pair of **crocodiles**. They keep a nest nearby hidden in a cove of stalagmites. If the characters aren't careful entering this area on foot, the crocodiles mistake the characters for egg snatchers and attack. Otherwise, the crocodiles ignore most creatures who pass through, including those heading downstream.

29 - OLD ROWBOAT

A rowboat riddled with holes has been pulled up onto the slick stones of this cavern. You can see what appears to be a humanoid skeleton sitting in the boat.

A **swarm of centipedes** lives in the skeleton's rib cage and attacks anyone who messes with the boat or the body.

Treasure. The skeleton wears a jeweled scabbard. The leather of the scabbard is ruined, but the three gems (banded agate, moss gate, and turquoise) are worth 10 gp each.

30 - SANDY CAVERN

This cavern's floors are thick with wet sand. Treat the area as difficult terrain.

There is nothing of value here.

31 - SOUTH STREAM

The stream that slides through Quabus continues southward through the cavern. After 3,000 feet, it reemerges into daylight south of the property, and after another 20 miles, the stream reconnects with the River Zarathos. Kragen's customers use this route to avoid detection.

32 - STIRGE CAVERN

This large, dark cavern stretches beyond your field of vision in all directions. The ceilings here are 20-feet high and covered in stalactites whose twin sits below them on the floor.

The cave would be somewhat breathtaking if it wasn't for the large mounds of white animal feces all around you.

Creatures. There are 12 **stirges** on the ceiling of this cavern. If the characters are noisy while they pass through the area, the stirges wake and attack. Stirges only feed until they are sated, then return to digest their intake. They fear fire, and will avoid any creature holding a torch.

33 - DOWN RAMP

The path ahead of you is littered with loose scree and animal bones. It descends at a sharp angle, then vanishes into the

darkness beyond your field of vision.

This passageway leads away from Quabus into another area of The Low. Where it goes and who lives there is a story for another time.

WRAP-UP: FURTHER INTO QUABUS

The mystery of the dragon dungeon Quabus begins to unfold, possibly raising more questions than answering those that already exist. Likely, one or more of the villains from this adventure—the three hags or Kragen—vanish into area 19 and into the depths of Quabus' lower layers. Their stories resume in the follow-up adventure, *Secrets of the Dungeon Quabus*.

ADVENTURE HOOK RESOLUTIONS

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

BELOW BLIRE MANOR

If the characters discover members of Black Rose Clan or the slavers below Blire Manor, this is all the information that Sir Martha needs to pursue a course of action at Blire Manor. She pays the characters what they're owed. Then, while she gathers reinforcements to storm the manor, she asks the characters to continue their mission and learn more about the dungeon and its lower layers.

FIND QUABUS

Discovering any of the dragon statues that bear the name Defroksanz is enough proof that the dungeon below Blire Manor is, in fact, the lost dragon dungeon Quabus. He pays the characters 200 gp, but offers an extra 2,000 gp for detailed maps of the dungeon.

WHERE ARE THE LAGAKOU CHILDREN?

If the characters find the Lagakou children and return them, their parents are eternally grateful. And although the Lagakous lack the funds to pay the characters, the good deed is enough to earn all good-aligned characters in the party inspiration.

RESTING DURING THE ADVENTURE

The adventure features many combat encounters and dangerous traps. As such, the characters will frequently need to escape and rest. Each time they leave the dungeon, there is a chance that Kragen, Vera, and the others descend deeper into the dungeon to avoid the authorities. However, they won't do so right away. At your discretion, Black Rose Clan hires an additional 2d6 **bandits** and spreads them throughout the dungeon. Each bandit carries 2d6 sp on them.

ADVANCEMENT

By the adventure's conclusion, the characters should earn enough experience points to earn enough experience to reach the 4th level, even if they did not play through the previous adventure in this adventure series. Ω



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