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ORIGINAL ADVENTURES REINCARNATED

DARK TOWER



A FIFTH EDITION CONVERSION & CLASSIC HOMAGE

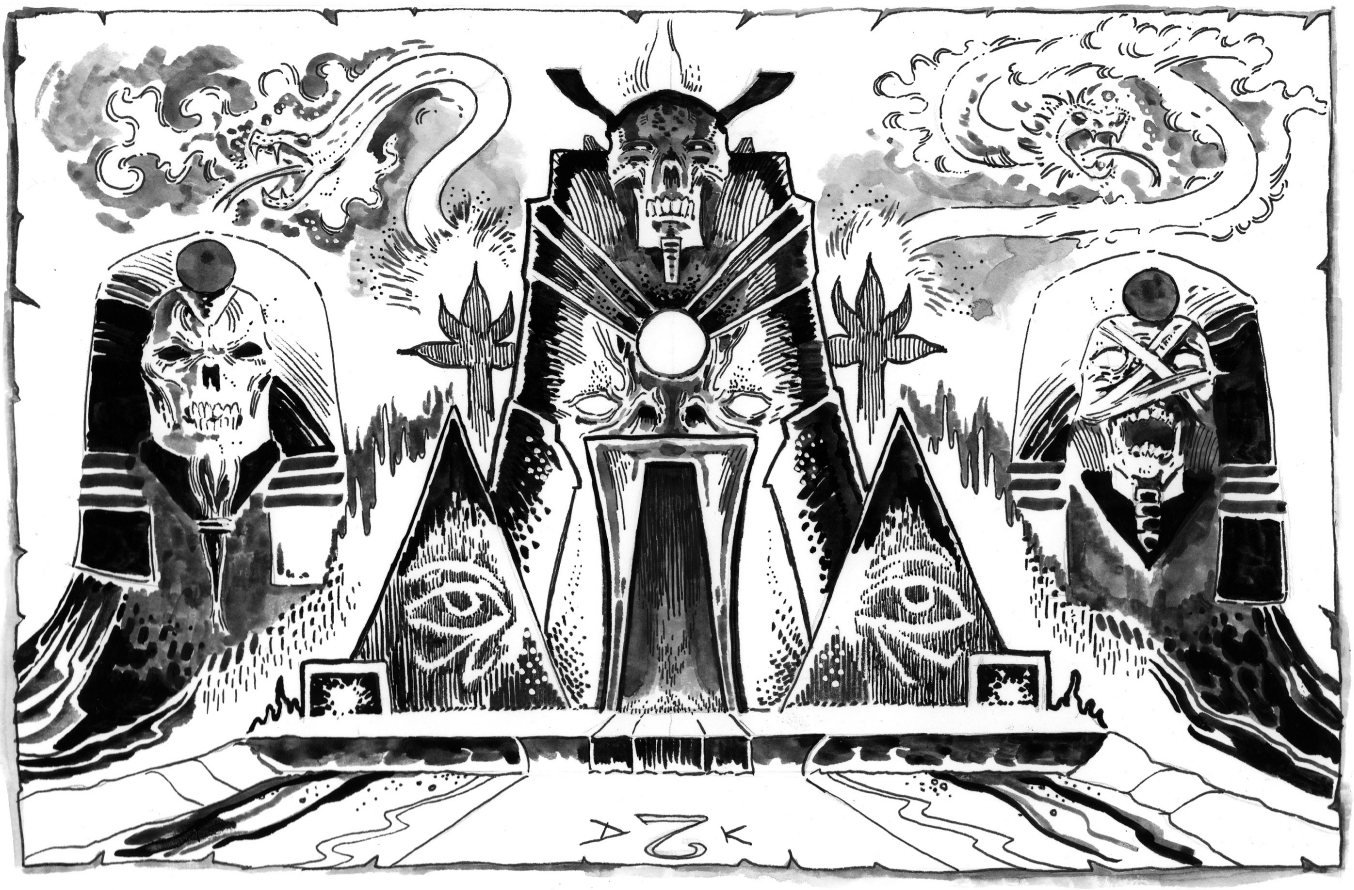
VOLUME 2 OF A 3-VOLUME SET

By Jennell Jaquays with Chris Doyle

GOODMAN GAMES

DARK TOWER

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A 5E CONVERSION AND CLASSIC HOMAGE

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VOLUME 2 OF A 3-VOLUME SET

DARK TOWER

Writers	Chris Doyle
Original Dark Tower Design	Jennell Jaquays
5E Editor	William Fischer
5E Conversion	Chris Doyle
5E Developer	Chris Doyle
Art Direction	Matt Hildebrand
Layout	Vasili Kaliman
Slipcase Artwork	Sanjulian
5E Cover Artwork	Jennell Jaquays
Endsheet Artwork	Doug Kovacs, Peter Mullen, & Stefan Poag
Interior Artwork	Joe Abboreno, Chris Arneson, Tom Bumgardner, Alex Coggon, Jeff Easley, Jason Edwards, Charles Ferguson-Avery, Tom Galambos, Steven Gomez, Kennon James, Davin Kluttz, Doug Kovacs, Aaron Kreader, Cliff Kurowski, William McAusland, Bradley McDevitt, Jesse Mohn, Peter Mullen, Stefan Poag, Colin Richards, Chad Sergesketter, Jason Shoultis, Wayne Snyder, Matt Sutton, Del Teigler, Carmin Vance, J.V. West, Chuck Whelon
Cartographers	Aaron Kreader & Stefan Poag
Playtesters	(Chaos Crew) Garrick Andrus, Alan Fishman, Mike Goodman, Stephen Burt, Stephen Pellicer, Christopher Thomas; (The Smash Test Dummies) Levi Combs, Jim Cox, Jason Daniel. Rick Hull, Chase Reinhart, Big Troy Tucker; (Empire of the Cyclops Con) Jeff B, Stephanie Bair, Daniel Beltran-Villegas, Christopher Bishop, Tom Burke, Andy Chandler, Jim Cox, Steven Danielson, Matthias Esch, Laz Green, William Hadjison, John Heyde, J.M., Peter Martino, David MacKenzie, Stephen Newton, Marc Plourde, Sandor Silverman, Sean Smith, Steve Towson, Justin Weaver, Allen Westenbarger, Tim White
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DARK TOWER

CHAPTER 1: INTRODUCTION

Dark Tower is an award-winning adventure originally published in 1979 by The Judges Guild. It was the first in a series of dungeon and adventure scenarios developed, designed, and illustrated entirely by Jennell Jaquays. It was one of the first publications to utilize the recently released *Advanced Dungeons and Dragons*© rulebooks, the *Monster Manual*, and the *Players Handbook*. *Dark Tower* is also the only non-TSR adventure to make *DUNGEON Magazine's* Top 30 Adventures of all time, published in 2004 to celebrate the 30th anniversary of D&D. This adventure module is an homage and 5E conversion of that classic adventure.

If you plan to participate in this module as a player, please stop reading at this point. The information in the rest of the module will be used by your GM to guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and may limit the enjoyment of the game for everyone concerned.

NOTES FOR THE GAME MASTER

Dark Tower is a detailed adventure module and an homage to the original publication, presented in 11 chapters.

Chapter 1 is this INTRODUCTION, which outlines everything the GM needs to run this adventure.

Chapter 2 begins the 5E-converted adventure. It details THE VILLAGE OF MITRA'S FIST, a cursed settlement that sits atop the sprawling dungeon levels below.

Chapter 3 describes DUNGEON LEVEL ONE.

Chapter 4 details DUNGEON LEVEL TWO.

Chapter 5 defines DUNGEON LEVEL THREE.

Chapter 6 contains DUNGEON LEVEL FOUR.

Chapter 7 describes THE WHITE TOWER OF MITRA.

Chapter 8 details THE DARK TOWER OF SET.

Chapter 9 details THE LOSTLANDS, the region in which Dark Tower and the Redmoon Pass are set.

Chapter 10 details REDMOON PASS, the region that surrounds the village of Mitra's Fist and the Dark Tower.

Chapter 11 is a bonus adventure, *The Secrets of the Sphinx*.

Appendices make up the remainder of this volume. They contain PREGENERATED CHARACTERS; NEW MONSTERS; NONPLAYER CHARACTERS; NEW EQUIPMENT, MAGIC ITEMS, AND SPELLS; PLAYER HANDOUTS; MITRA'S BUNKER (a new sub-level); and a 5E TOOLKIT.

This module is designed for a party of four to six 5E characters. Each character should be level 7 or 8 at the beginning of the adventure and can be expected to gain several levels of experience by the end of their adventures in the *Dark Tower*. An ideal group should have between 35 and 40 total character levels. The group should be well balanced, with at least one spellcaster, one healer, and two or more martial characters. Since the majority of the encounters are underground, a rogue or dwarf character would also be an asset. A cleric or paladin dedicated to Mitra might find additional incentive to explore the *Dark Tower*. Most if not all of the party's front-line combatants should possess magic weapons. If the party has less than 32 total character levels, or more than 44 levels, the GM may need to adjust the encounters to provide a suitable challenge.

If the players do not already have characters of a suitable level, the pregenerated characters located in appendix A may be used. These can also be used if the party has too few members or lacks some of the classes typically required for a balanced adventuring group. These ready-made characters can also be used if a new player wants to join the party, or if a player needs to replace a character who has died. (Of course, the player can create a level-appropriate character on their own.) The GM may treat these new characters as wandering adventurers or develop a suitable backstory explaining their fortuitous appearance. This is a great opportunity for the player to work in conjunction with the GM to flesh out this character's backstory, if used. A few villagers are willing to aid or even join forces with the adventurers on their quests, as well.

This is a long-term adventure, designed to be completed over many sessions of play and several months of real time. The GM should not move the action too quickly, but instead give the players ample short rests between encounters, as well as the occasional long rest to regain spells and other resources.

SUGGESTED CHARACTER LEVELS

CHAPTER	DESCRIPTION	SUGGESTED LEVELS
Chapter 2	The Village of Mitra's Fist	7th Level
Chapter 3	Dark Tower: Dungeon Level One	7th Level
Chapter 7	Dark Tower: Dungeon Level Two	8th Level
Chapter 8	Dark Tower: Dungeon Level Three	9th Level
Chapter 9	Dark Tower: Dungeon Level Four	10th Level
Chapter 10	The White Tower of Mitra	11th Level
Chapter 11	The Dark Tower of Set	12th Level or higher

As the characters delve deeper into the dungeons below the cursed village of Mitra's Fist, the challenges grow increasingly difficult. The GM can track experience points normally or use milestone experience progression. If using milestone progression, each chapter is roughly equivalent to one level of experience. For optimal encounter balance, the characters' levels should match the appropriate section of the adventure, as summarized on the Suggested Character Levels table above.

GM Note. The final encounter of the Dark Tower of Set features a lich with the spellcasting capabilities of a 20th-level cleric and his allies. This encounter should prove incredibly difficult, unless the party has gathered the *Mitraic artifacts* and possibly a few allies, as well. If the characters make it to the module's end game, be prepared to alter this final "boss" encounter to give your players a shot at a hard-earned victory.

Before gathering at the game table to enjoy the challenges presented by the *Dark Tower*, read the module thoroughly to familiarize yourself with the details. The module describes not only the expansive subterranean levels under Mitra's Fist, but also the extensive backstory of the setting, which revolves around a struggle between two deities and their faithful. The deities in question are Mitra (a lawful good deity of the sun, justice, and law) and Set (a chaotic evil deity of darkness, serpents, and desert storms). If these two deities are not featured in your campaign setting, feel free to make suitable replacements.

To run the adventure, you need the 5th edition core rulebooks: the *Player's Handbook (PHB*), the *Dungeon Master's Guide (DMG)*, and the *Monster Manual (MM)*. When you see a creature in **bold**, it is a visual cue directing you to its full statistics block in the *Monster Manual*. In the case of a new creature or a nonplayer character (hereafter referred to as an NPC), the text directs you to the appropriate appendix of this book for full game statistics. Spells and normal equipment are detailed in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*. New spells, equipment, and magic items introduced in this adventure are detailed fully in appendix D.

Abbreviations

The following abbreviations are utilized throughout the text of this adventure:

GM = Game Master	NPC = nonplayer character
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)	CE = chaotic evil
cp = copper piece(s)	NE = neutral evil

In the encounter keys, the encounter number matches the location of the encounter on the maps. Wilderness locations begin with a "W" prefix, as in W-1 – Bandit Camp. Village locations begin with a "V" prefix, as in V-1 – The Hovel of Old Cornelius. For the four levels of the dungeon, each room number has three numerals. The first numeral indicates the dungeon level, while the one or two numbers following the dash indicate the room number. For example, area 1-11 is room 11 on level 1, while area 4-9 is room 9 on the 4th level. The various levels of the White Tower of Mitra begin with a prefix A through F in descending order, while the various levels of the Dark Tower of Set begin with a prefix G through L in ascending order. Consult Map 4 for the side view of the dungeon and the towers for clarification.



Paragraphs that appear in *italics* are designed to be read aloud to the players when their characters arrive at a detailed encounter, or under a specific circumstance as described in the text. Experienced GMs are encouraged to paraphrase or embellish these read-aloud sections. GMs should use not only visual descriptions, but audible, olfactory, and even tactile cues when describing an adventure site for the first time, to immerse the players in the environment.

The other sections of the encounter contain information the players should not know in advance, but which they may learn in the course of exploring the area, interacting with the monsters or NPCs, or uncovering clues regarding the back-story of the adventure site. These key features are generally presented in order of prominence, or in the order that the characters are likely to encounter them. This is by design, in an effort to assist the GM in processing the information at a glance while running the game. Before the adventure (or a particular encounter) begins, the GM should determine what information is available to the players (and how they can get it) and what information to hold back.

In addition to the GM adjusting the encounters based on the relative strength and composition of the party, the GM is encouraged to make the *Dark Tower* his or her own. This could include altering some of the backstory, locations, or deities to fit the GM's campaign setting. Consider the text of this adventure and the keyed locations to be guidelines. Feel free to customize the adventure to tell the kind of tabletop narrative that suits you and your players.

There are a large number of NPCs in this adventure. Consult the next section of the introduction for a summary of the cast of characters. The majority of these personalities are powerful enemies, but a few are influential allies. Most have statistics and summaries of gear, including magic items, in appendix C. In order to make them as individual as possible (and allow for more social interaction between dungeon residents and adventurers), the personalities of many NPCs are described to some extent. The GM should familiarize themselves with as many of these enemies and allies as possible, breathing life into them to enrich the play experience. Understanding each NPC's motivation is crucial to telling a compelling narrative. Astute players can manipulate the factions of Mitra and Set, pitting them against each other for the party's benefit. This political battle between factions is not emphasized in the text, but it can be intensified by the individual GM, if desired. It is, in fact, the existence of this petty in-fighting that has kept the battle between the two factions from reaching a conclusion long ago.

DRAMATIS PERSONAE

NAME	DESCRIPTION	TYPICAL LOCATION
Aphris	Male human (deformed with reptilian features) cleric of Set; Avvakris's son	V-6, 4-18A
Argol Bargol Burt ("Argh")	Male human fighter; one of Haffrung's personal bodyguards	3-16
Argun the Conflagrator	Male ancient red dragon with innate spellcasting	4-5
Auroka the Flailer	Male human fighter; part of the caravan of Mumchandar	Village of Mitra's Fist
Avvaar	A male wight that resides on Dungeon Level One; Avvakris's oldest son; died of smallpox	1-28
Avvakris the Merchant	Male human merchant baron; high priest of Set and the true ruler of the village of Mitra's Fist	V-5, Village of Mitra's Fist, throughout the dungeons
Avvala	Female human wererat cleric of Set; the daughter of Avvakris; Sinstar's lover; she wears *Mitra's Eye*	1-15
Balaar the Shaker	Lesser Son of Set; summoned by the lich Pnessutt; an enormous snake with a female torso and arms and a crocodilian head	L-22
Beldar the Sodden	Male human wizard; resisted the curse of Set; a drunkard and potential ally	V-7
Berkam Shem	Male human evil wizard on Dungeon Level Two; allied with orcs; his imp familiar is Pimshales	2-11
Bilko Bucks	Male halfling rogue; one of three halfling brothers magically asleep and imprisoned on Dungeon Level Three	3-22B
Bingorum Bucks	Male halfling rogue; one of three halfling brothers magically asleep and imprisoned on Dungeon Level 3	3-22B

Bolt of the North Marches	Male human fighter; one of Merth's henchmen	V-10
Buffo Bucks	Male halfling rogue; one of three halfling brothers magically asleep and imprisoned on Dungeon Level Three	3-22B
Bultitude	Black bear animal companion of Mordred the druid	3-22D
Cronok the Fox	Male human fighter; Xor's henchman and servant; not particularly loyal	3-3
Dagda	Male human wizard; one of Haffrung's two apprentices (the other is Mervyn)	3-18
Dohevin	Male lammasu and ally to Mitra	C-6
Eaomir	Male lammasu and ally to Mitra	C-6
Gerstead the Grim	Male human fighter; one of Merth's henchmen	V-10
Glorfingol Goodman	Exhausted male human paladin imprisoned on Dungeon Level Three; knows the location of three Mitraic artifacts; willing to ally with the characters; aware that Haffrung is bound to a *magic jar* and knows the container's description	3-9
Gnorsh Bloodtongue	Male hobgoblin leader of a goblin tribe on Dungeon Level Two; direct ally of Avvakris	2-3
Greeves	An *unseen servant* summoned each day and named by Shadrock the wizard	4-28
Grimstone	Male elf fighter; the last surviving charmed member of a group sent to kill Xor the Evil One; he wields the sword of Kroan	3-4
Grom	Male human fighter; one of the "bodies" often possessed by Haffrung	3-17
Haffrung Helleyes	Powerful wizard; his physical body was destroyed in an eldritch conflagration decades ago; his soul resides in a *magic jar*, and he often assumes control of maintained bodies; he is mildly insane	3-16, 3-17, 3-19, 3-23, or 3-24; wanders about all levels and the Village
Halphed Bloodgusher	Male human fighter; one of Haffrung's personal bodyguards	3-16
Haltashaar	Male human fighter	Village of Mitra's Fist or 2-21E
Han Filo	Male human fighter; one of Merth's henchmen	V-10
Hannon Hellriser	Male human fighter; one of Merth's henchmen	V-10
Hargrove	Lawful good intelligent door; at odds with Sydni regarding a nearby diamond	2-24
Harringdon	Powerful cleric of Mitra; slightly senile and talks to mice; guards the route to the White Tower of Mitra	4-1
Harshasha	Male spirit naga; guards the route to the *Mind of Balance*	3-14
Hastor	Male human cleric of Set	V-3
Hex	A hydra and pet of Haffrung; the wizard or his allies can pass through its pen	4-13
Hingest	Male human wizard polymorphed into a chest; he can still speak and cast spells	2-11
Holomir Goldheart	Male human paladin of Mitra; has a magical mechanical heart that grants immortality; wields the sentient longsword *Lawgiver*	1-1
Inchana	Female human commoner	V-5G
Ishpemo the Terrible	Male human fighter; leader of Midod the Filthy and Onoch the Belly; guards the prisoners in 2-21	2-21
Ishping Waha	Male spirit naga; guards the route to the *Mind of Balance*	3-14
Konah the Dissenter	Lesser Son of Set; a 9-foot-tall, bat-winged humanoid; his blood is needed to activate the teleporter to area L-20	K-18

Langdon	A male lammasu and ally to Mitra	4-2
Malacia	Female succubus; she is often found in the common room of the Overlord's Inn	V-7, 3-22
Manahath	One of only four Chosen Sons of Set; has the lower body of a snake, a four-armed human torso, twin dragon heads with insectoid eyes, and monstrous bat wings	L-21
Melkor Stoneteeth	Male human fighter (retired); current owner of the Overlord's Inn; has petrified teeth	V-7
Mellon Half-Elven	Male half-elf fighter; one of Haffrung's personal bodyguards	3-16
Merth	Male human fighter; sheriff of the village of Mitra's Fist	V-10
Mervyn	Male human wizard; one of Haffrung's two apprentices (the other is Dagda)	3-18
Midod the Filthy	Male human fighter; a smelly prison guard	2-21
Mighty Sam	Once a mighty frost giant; as he lay dying, Set transferred his spirit to a comical statue, with the tease of regaining his old form	2-5
Moram Infidel Bane	Male paladin devoted to Ishtar; caravan leader of few words	Village of Mitra's Fist or 2-21
Mordred	Male human druid; tricked by Malacia the succubus and imprisoned on Dungeon Level Three; watched over by his faithful animal companions Bultitude and Wisefoot	3-22D
Murkaganth ("Murkey")	A male adult bronze dragon trapped on Dungeon Level One in the form of a cute puppy dog; captured and magically put asleep by Haffrung Helleyes	1-33
Old Cornelius	Befuddled, senile cleric of Mitra; resisted the curse of Set	V-1
Ollem Hairy-Arms	Male human werebear fighter; only Avvakris and Merth are aware of his affliction	V-4
Omphalos	A guardian naga that protects the route to the Tomb of Mitra	1-39
Onoch the Belly	Male human fighter; a prison guard; appears overweight but is very strong	2-21
Oph	Male human fighter; one of Haffrung's personal bodyguards	3-16
Orestes	A male lammasu and ally to Mitra; attuned to a *rod of resurrection*	4-2
Orphredd	A male lammasu and ally to Mitra	4-2
Orson	Male human fighter; one of the "bodies" often possessed by Haffrung	3-17
Pimshales ("Pim")	Berkam Shem's imp familiar	2-11
Pnessutt	Male human lich cleric of Set; gifted with undeath by Set himself, he is the true high priest; his phylactery is an invisible cymophane gemstone of great value	L-22
Racox	Male skeletal warrior; a former paladin of an age past, now cursed to undeath	2-20
Randrum (mentioned)	A long-dead high priest of Mitra that served during the catastrophe	D-13
Rosunn	Male lammasu and ally to Mitra	C-6
Rufo the Ugly	Male human rogue; performs Melkor's dirty work; resisted the curse of Set	V-7, V-9
Scarvonii the Dark	Male human fighter; one of Merth's henchmen	V-10
Seth the Huge	Male human fighter; Avvakris's bodyguard	V-5
Shadrock	Introverted male human wizard; he craves to be left alone to pursue magical research in his hidden lair; tended by an *unseen servant*, his only friend	4-28
Shamling	A male wraith that resides on Dungeon Level One	1-29
Sinstar	Male human wererat rogue; his lover is Avvala	1-15, Village of Mitra's Fist
Skelly	Female human commoner; one of the "bodies" often possessed by Haffrung	3-17

Skilvashara	Comely female human commoner; Avvakris's current concubine (until betrayed)	V-5I, 1-5
Snurgi Hellstrom	Male fire giant with hell hound pets	4-20
Sydni	Chaotic evil intelligent door; at odds with Hargrove regarding a nearby diamond	2-24
Tarshigid Farreacher	Male human fighter; one of Haffrung's personal bodyguards	3-16
Tirian of Asalbar	Male human fighter; one of Haffrung's personal bodyguards	3-16
Vashalla	Female human cleric of Ishtar; she is kind and has a motherly disposition	Village of Mitra's Fist or 2-21F
Vastavaar Speartongue	Male human fighter; has a foul mouth	Village of Mitra's Fist or 1-4
Verus Vorum	A male human cleric with split personality; the only survivor from Set's attack 300 years ago; half the time he is lawful good with beneficial spells; half the time he is an evil cleric with harmful spells	1-24
Virdonitii	Male human monk; was bearing an important message inscribed invisibly on a mace; seeks to find the mace to complete quest	Village of Mitra's Fist or 2-21E
Vishar	Male storm giant; member of a religious order sworn to serve as guardians of holy shrines for mortals; dedicated to Mitra; guards a route to the White Tower of Mitra	F-20
Vorgrim Baresarcks	Male human fighter; one of Merth's henchmen	V-10
Vrednii	Lesser Son of Set; summoned by Manahath; a gigantic snake with eight legs, black bat wings, and a crocodile head	L-21; wanders Dungeon Level Four
Vresnor Agalla	Male human ghost; he first discovered the forces of evil tunneling up from below the village; unleashing evil on the land cursed him to undeath	4-19
Wisefoot	Gray wolf animal companion of Mordred the druid	3-22D
Wormgear Bonegnawer	Male human fighter; Avvakris's bodyguard	V-5
Xor the Evil One	Powerful male human fighter; not a permanent resident of the dungeon; seeking funds for a war in his distant homeland; his henchman is Cronok	3-3

DESIGNING APPROPRIATELY CHALLENGING ENCOUNTERS

Dark Tower is a mega dungeon crawl, sprawling over four levels plus a wilderness, a village, and two ruined towers. For this conversion to 5th edition, we are respecting the original material and have not altered encounters to make them game balanced from a modern perspective. The original adventure was designed for a larger group, typically six to 10 characters. The GM must exercise caution when running these encounters. Use the following tables to adjust the challenge of the encounters based on the number of characters and their level of experience. At the same time, be mindful that the 5E Challenge Rating system is a guideline at best. The GM should know the abilities and equipment of the party, as well as the experience of the players, and take this into account when presenting these encounters. Be prepared to adjust encounters on the fly!

There are four categories of encounter difficulty: Easy, Medium, Hard, and Deadly. The XP value of all the monsters and NPCs is used to calculate the difficulty of the encounter. Most encounters should be Easy or Medium, with Hard and Deadly encounters reserved for set pieces, sub-boss, or boss battles. A typical, balanced, well-equipped party of four to five adventurers with average luck can handle six to eight Medium or Hard encounters before requiring a long rest. Use the Total XP Budget and XP Multipliers tables below to alter the original encounters or when creating new challenges as the party explores the dungeons below Mitra's Fist.

If the characters get in over their heads with a particular encounter, encourage them to flee. Alternatively, the noise generated by a given encounter might attract a wandering monster (or a nearby resident monster), which could be an advantage for the outmatched characters. For example, if a battle with a blood-crazed hill giant is not going in the characters' favor, the arrival of a gelatinous cube might provide the distraction the characters need to escape. Or the ogre might come to its senses and switch tactics to capture as many characters as possible, for snacking at a later time or to trade to the allies of Set for hard coin. If a few of the characters

TOTAL XP BUDGETS

Experience Budgets		Equivalent Experience			
	Average Party Level	Easy	Medium	Hard	Deadly
4 Characters	7th	1,400	3,000	4,400	6,800
	8th	1,800	3,600	5,600	8,400
	9th	2,200	4,400	6,400	9,600
	10th	2,400	4,800	7,600	11,200
	11th	3,200	6,400	9,600	14,400
	12th	4,000	8,000	12,000	18,000
	13th	4,400	8,800	13,600	20,400
	14th	5,000	10,000	15,200	22,800
5 Characters	7th	1,750	3,750	5,500	8,500
	8th	2,250	4,500	7,000	10,500
	9th	2,750	5,500	8,000	12,000
	10th	3,000	6,000	9,500	14,000
	11th	4,000	8,000	12,000	18,000
	12th	5,000	10,000	15,000	22,500
	13th	5,500	11,000	17,000	25,500
	14th	6,250	12,500	19,000	28,500
6 Characters	7th	2,100	4,500	6,600	10,200
	8th	2,700	5,400	8,400	12,600
	9th	3,300	6,600	9,600	14,400
	10th	3,600	7,200	11,400	16,800
	11th	4,800	9,600	14,400	21,600
	12th	6,000	12,000	18,000	27,000
	13th	6,600	13,200	20,400	30,600
	14th	7,500	15,000	22,800	34,200

escape, give them an opportunity to regroup and mount a rescue operation.

TOTAL XP BUDGET

To use the Total XP Budget table, first determine the number of characters in the party, including NPCs (on the left-hand side of the table). You can extrapolate the table for groups with fewer than four or more than six characters. Next, determine the average party level; the table has XP budgets for levels 7 through 14, but the GM can expand the table to include higher levels as needed. Then, cross reference the XP budgets for the different encounter difficulties.

For example, if the party includes an 8th-level wizard, an 8th-level rogue, a 7th-level fighter, a 7th-level cleric, and an 8th-level ranger, we would have five characters with an average character level of 8. An Easy encounter for this group would be 2,250 equivalent XP, while a Deadly encounter would be 10,500 equivalent XP.

To determine an encounter's difficulty, add up the XP of all the enemy creatures and then adjust the amount using the multiplier on the XP Multipliers table below. Monster XP values are based on CR and can be found in the *Monster Manual* or the stat blocks provided in appendix B and C. For example, a spirit naga (CR 8; 3,900 XP) would be a Medium encounter for our example party. But five mummies (CR 3; 700 XP each) plus a wraith (CR 5; 1,800 XP) would be a Deadly encounter for our five 8th-level characters (5 × 700 = 3,500 + 1,800 = 5,300 XP × 2 = 10,600 equivalent XP).

XP MULTIPLIERS

# Monsters Encountered	XP Multiplier Less than 3 characters	XP Multiplier 3-5 Characters	XP Multiplier 6+ Characters
1	× 1.5	× 1	× 0.5
2	× 2	× 1.5	× 1
3-6	× 2.5	× 2	× 1.5
7-10	× 3	× 2.5	× 2
11-14	× 4	× 3	× 2.5
15+	× 5	× 4	× 3

Keep in mind that these calculations are merely guidelines; other factors (such as terrain, surprise or other tactics, or magic items used by the combatants) could alter the difficulty of the encounter. Also note that this calculation is the equivalent XP for the encounter. The characters are awarded only the actual experience points (in this case, 5,300 XP) for defeating this group of monsters.

And finally, when adjusting the difficulty of an encounter, don't forget to also adjust the amount of treasure the party can recover.

THE HISTORY OF THE DARK TOWER

With the expansion of the Empire and the extension of her protection to other, less ominous trade routes, Redmoon Pass is now frequented only by ignorant, wayward, or weather-driven travelers who fear the whim of the elements more than the terror of old legends. Situated centrally in the pass, the tiny village of Mitra's Fist appears to be a haven from the many storms that stalk wayfarers in the high mountain reaches. Even so, the wise and knowing do their best to avoid Mitra's Fist, better known as "Mitra's Curse."

Legend and church history relate that it has been nigh unto fifteen centuries since Mitra, the patriarch of Law and Good, established a sanctuary in this mountain pass. While he lived, Mitra was a legend. Tales were told of his holiness, and people sought the wise man to be healed and blessed. Near the end of his mortal years, Mitra led a holy crusade against Set, destroying the snake demon's mortal form and routing his army of evil. But the price of victory was high, for as a result of the encounter, Mitra also died.

It was not long before pilgrims seeking healing and blessing returned to the sanctuary, as Mitra's acolytes began to invoke their mentor's name, finding power in it. Soon, Mitra's hermitage became the first temple of the god. As the centuries sped by and the religion spread, the founding place was not forgotten. Devotees erected an ornate white tower over the place where the crumbling temple first stood. A high priest and his entourage conducted a rite to consecrate the structure. Not only humans, but also a celestial host attended to the tower, waiting faithfully on their god.

A millennium passed before Set—no longer a demon, but now a god of evil—saw fit to attack the birthplace of the religion that opposed his own. On a lightless night, a mighty tower of black stone appeared from out of nowhere, crushing in its wake fully half the village. Those villagers who could not reach the comparative safety of the White Tower of Mitra were slaughtered in the carnage that ravaged the surrounding land.

Few survived to tell the tale of that fateful night. The high priest of Mitra was murdered as he prayed and all but a few of his attendants slain. Only the celestial host curbed the eradication of the faithful and innocent alike. The final events came quickly, as the surrounding mountains reacted to the disturbing magic that roiled the ground. Landslides left the village strangely intact as they buried the pass to depths of hundreds of feet.

The mystery of the shrine's destruction was never truly solved. The dumbstruck church quietly moved the spiritual heart of the religion to the site of the battle in which Mitra originally died, some hundred leagues away. Within a decade, a village of treasure seekers sprung up atop the rubble, its inhabitants guided by incomplete maps and half-remembered tales. This hamlet of tents and shacks became known as Mitra's Fist, or "Mitra's Curse" to unbelievers. It took a hundred years of digging before the excavators rediscovered the original village, but soon treasure began to trickle from the tunnels. Mitra's Fist became a popular stop for traders en route to the cities of the empire. After several years, the church of Mitra returned, establishing a small mission in the village in case any artifacts of their god were unearthed.

Then, Mitra's Fist changed overnight when a group of treasure hunters discovered something unexpected: an ancient evil digging up to meet them! Some force possessed the village, causing the inhabitants to slay villagers, non-humans, and Mitraic priests in a night of hell-possessed fury. These same villagers have inhabited the decaying buildings of Mitra's Fist ever since, never aging.

In the three centuries since, news has stopped coming from the village. Caravans now find excuses to brave the dangerous western routes rather than use Redmoon Pass, leaving Mitra's Fist largely unmolested by the outside world. Few have noticed that the village has had the same occupants for over ten generations, or that nearly all who visit the cursed





village fall prey to the sharp, ceremonial dagger of Avvakris, a high priest of Set.

THE LEGENDS OF THE DARK TOWER

Although play can commence within the confines of the area map or the village of Mitra's Fist itself, a more compelling start to this adventure would be in some faraway locale in the GM's campaign world. Long before the adventure begins, the characters may hear rumors and legends of the Dark Tower from the temples of Mitra and Set, traveling merchants, or oracles, prophets, and seers. Having the players seek out information about this setting and the conflict between the two deities makes such knowledge all the more valuable and increases the payoff once the adventure begins.

The following rumors may entice the heroes to visit the village of Mitra's Fist and explore the dungeons below Redmoon Pass. Depending on their veracity, these scraps of information might help or hinder the heroes' quest. Below is a table of 20 rumors that can be distributed to the players. The GM is encouraged to create more rumors that pertain specifically to their campaign.

To distribute rumors to the players, first roll a d4 and consult the table to determine the number of rumors known. Then roll a d20 to determine the specific information known. A number rolled multiple times indicates that the character received the same rumor from different sources.

d4	# of Rumors
1	1
2	2
3	3
4	0

Each NPC also receives 0 to 3 rumors, using the table above to determine the number and the table below for the information. The characters may need to engage in social interactions to pry some of this information from the NPCs. A successful DC 13 Charisma (Intimidation or Persuasion) check is sufficient to loosen an NPC's tongue. At the GM's discretion, a flagon of ale or a glass of wine (or an outright bribe of at least 1 gp) could grant advantage on this check.

A rumor noted with an (F) indicates a piece of false information. Characters have no way of knowing the veracity of each rumor, and the bearer of the rumor has only a 10 percent chance of being aware of the falsehood themselves. A character who makes a successful Wisdom (Insight) check contested by the NPC's Charisma (Deception) exposes an NPC who knowingly attempts to lead them astray with a false rumor.

D20	RUMOR
1	The underground complex below Mitra's Fist has four levels.
2	The Tower of Set is totally deserted. (F)
3	Somewhere in the ruins is a gem as large as the span of an outstretched hand.
4	The church of Mitra will pay handsomely for the capture of Set's Tower.
5	Jewelry and art objects with lion images are more valuable than they may seem.
6	Old Cornelius, the prefect of Mitra, is dead. (F)
7	Beware statues!
8	The words "*Set, Set, Merchant of Death. Let all of the world feel your soul-chilling breath*" grants passage through pentagons.
9	The *sword of Kroan*, an enchanted blade, disappeared in the region near the village of Mitra's Fist.
10	The village of Mitra's Fist is abandoned. (F)
11	Haffrung the Beneficent seeks to aid heroes against the Tower of Set. (F)
12	Mordred the Druid is missing and feared lost in the depths beneath the village of Mitra's Fist.
13	The caravan of Mumchandar is planning to journey to their homeland via Redmoon Pass.
14	"*Ware the curse! Transgress ye not in Mitra's Holy Tower!*"
15	Entrances to the depths below Mitra's Fist can be found at the Overlord's Inn.
16	The signet ring of Avvakris the Merchant is inscribed with a valuable password.
17	Speaking the name of Mitra while presenting his holy symbol turns away all undead. (F)
18	The Cult of Set would pay extravagantly to have a group of heroes destroy the occupants of Mitra's Tower.
19	The legendary "Sons of Set" are rumored to walk among mortals in the heart of Redmoon Pass.
20	Beldar the Sodden is untrustworthy. (F)



DARK TOWER

CHAPTER 2: THE VILLAGE OF MITRA'S FIST

The village of Mitra's Fist is an undistinguished collection of small, field stone buildings. It is located in Redmoon Pass alongside a weathered hill. For good reason, the main trade route through the pass bypasses the village, but a poorly maintained road, rife with potholes and rocky debris, makes its way from the route to the village. Well-informed travelers in the region avoid the village, believing it to bear some divine curse. Visitors to this sleepy hamlet are rarely, if ever, heard from again. Hence this place is often referred to as Mitra's Curse. Many caravans have disappeared here over the last 300 years. In fact, while the adventurers are in the village, a caravan comprised mostly of nomads stops here for the night and by morning will have disappeared completely.

GENERAL FEATURES

Building Construction. Unless noted, all buildings are constructed of field stone. Most structures are one story tall, with exceptions being Avvakris's manor (area V-5), the Overlord's Inn (area V-7), and the constabulary (area V-10).

Villagers. Most of the inhabitants of the village are **commoners**, except as noted. Due to the curse that plagues the village, no inhabitant is less than 300 years old! The few villagers who die through unnatural causes become undead in the service of the cult of Set. Astute characters notice there is no graveyard in the area. What old graves were once present have long since been despoiled to create skeletal servants. Any resident of the village who travels more than a few miles from Mitra's Fist begins to rapidly age. A villager who spends 24 hours more than two miles away from the village begins aging at a rate of 10 years per hour. A villager who travels more than 20 miles away begins aging immediately. Once this rapid aging begins, it can't be halted, and the villager dies once they reach their maximum age. For most humans, natural death occurs between the ages of 70 and 90. If necessary, roll 1d20 + 70 to determine a villager's maximum life span.

Provisions. Whenever an NPC is encountered in their keyed location (typically their residence), assume that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water, are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

Spell Components. Assume clerics and wizards have the necessary material components to cast the spells they have prepared. The materials can take the form of a component pouch, an arcane focus (for a wizard), or an appropriate holy symbol (for a cleric).

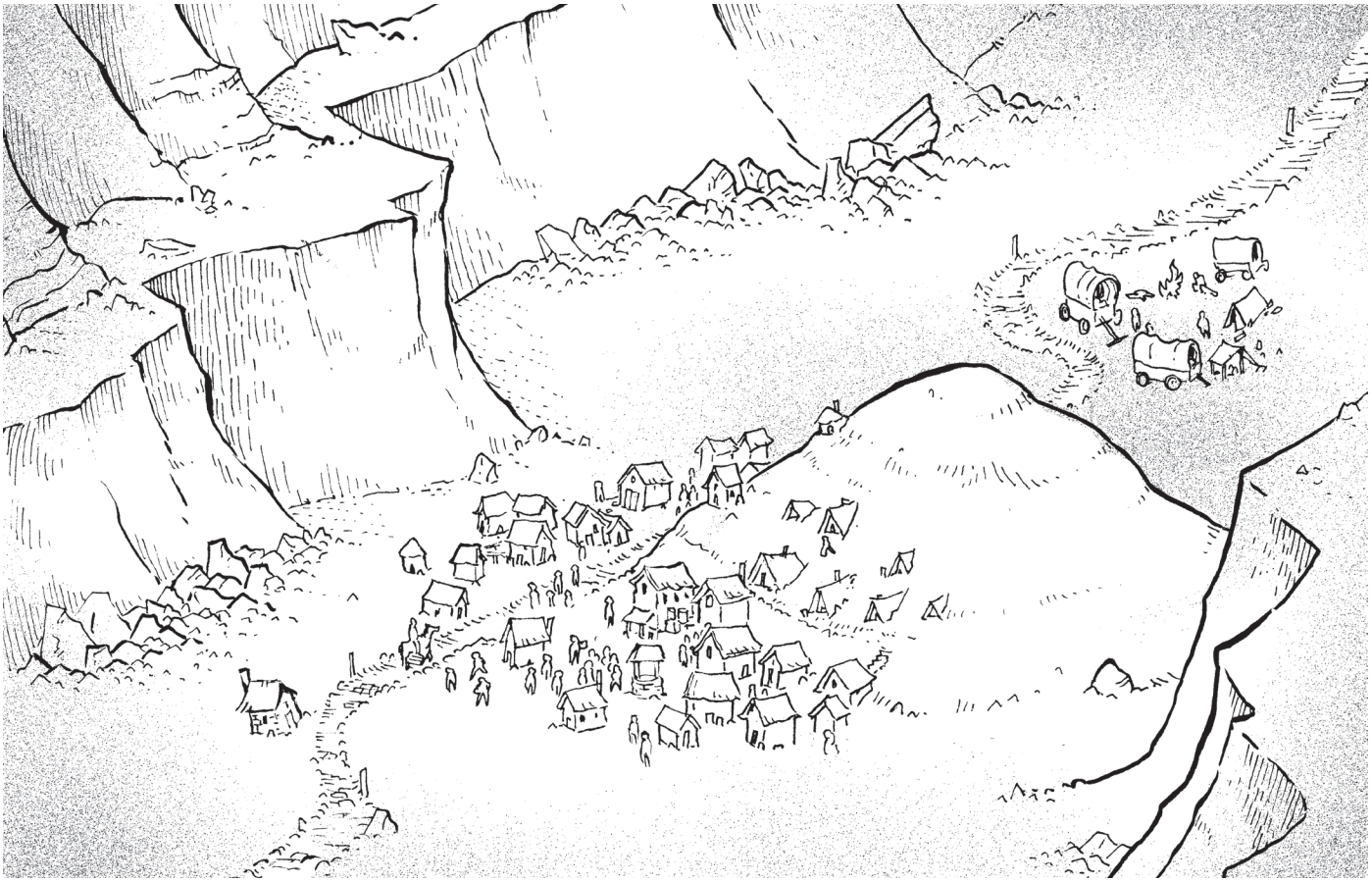
Night Moves. If characters are poking around at night, there is a 75 percent chance they are set upon by an organized group of brigands and powerful village residents intent on capturing the adventurers for sacrifice on the altars of Set in the dungeons below. See the Waylaid! section, below.

The Caravan of Mumchandar. At the GM's discretion, a caravan arrives at the village of Mitra's Fist while the characters are present. The caravan's arrival gives the villagers a ripe target, while providing the characters an opportunity to foil the attack. See The Caravan of Mumchandar section below for details about this caravan.

Wandering Villagers. The village is an active location with many villagers going about their daily routines. Since many of the wandering villagers can be found at keyed locations in the village (or the dungeon), it follows that if they are killed, they cannot be encountered again, nor are they found in their lairs. Of course, the reverse is true for NPCs killed in their keyed locations.

During the day, there is a 1 in 6 chance the characters encounter a wandering villager every 10 minutes they move around the village. If an encounter occurs, roll a d6 and consult the table below. At night, roll to see if an encounter occurs only once per hour, but if an encounter is indicated, add 3 to the roll on the table below.

d6	Encounter
1-3	Townsfolk
4	Merth
5	Avvakris
6	Manor House Guards
7-8	Bandits
9	Sinstar the Sly



Avvakris (area V-5). **Avvakris the Merchant** (see appendix C) and his two **myrmidon** (see appendix C) bodyguards, Seth the Huge and Wormgear Bonegnawer, move about the village, no doubt up to something sinister. Avvakris is likely heading to the constabulary (area V-10) or the Overlord's Inn (area V-7), or returning to the manor house (area V-5) from the dungeons below the village.

Bandits (areas V-12 to V-16). This is a group of 3d4 **bandits** heading to or from the Overlord's Inn. If the Mumchandar caravan or other visitors are currently in the village, the bandits might be scouting or moving into position to waylay them. In this case, there is a 30 percent chance one of the village leaders (such as Avvakris or Merth) accompanies this group.

Manor House Guards (area V-5). This is an off-duty patrol from Avvakris' manor house. Roll 1d4 to determine which patrol it is, rerolling any that are currently on duty. Each patrol consists of a **mercenary** leader (see appendix C) and two rank-and-file guards (use **bandit leader** stats, see appendix C). During the day, the patrol is heading to the wilderness with 1d3 war dogs (**mastiffs**) for exercise and training. At night, the group travels to or from the Overlord's Inn.

Merth (area V-10). **Merth the Sheriff** (see appendix C) moves about on official business, likely covering up a deed orchestrated by Avvakris or gathering intel on visitors (in preparation for an ambush later that night). Merth is always with at least two henchmen (as **swordsmen**, see appendix C), and there is a 40 percent chance an additional 1d4 NPCs are present. Randomly determine which henchmen are present, using the following table:

d6	Henchman
1	Hannon Hellriser
2	Gerstead the Grim
3	Bolt of the North Marches
4	Scarvonii the Dark
5	Han Filo
6	Vorgrim Baresarcks

Sinstar the Sly (area 1-15). **Sinstar the Sly, Wererat Thief** (see appendix C) slinks from building to building looking for an easy mark. He can be spotted with a successful Wisdom (Perception) check contested by his Dexterity (Stealth). If confronted, he flees to his lair, possibly via the well (area V-17). There is a 30 percent chance that Sinstar summons 2d6 **giant rats** to cover his retreat.

Townsfolk (area varies). This encounter is with a random villager moving about the village on a mundane errand. All NPCs are detailed in appendix C. Roll a d6 to determine who is encountered and an example of their errand.

d6	Villager (Location)	Errand
1	**Old Cornelius** (area V-1)	Delivering a bushel of vegetables to the Overlord's Inn.
2	**Ollem Hairy-Arms** (area V-4)	Bringing crates of weapons to the constabulary, or returning with weapons and armor that need repair. There is a 50 percent chance he is accompanied by one of his assistants (**commoner**).
3	**Hastor** (area V-3)	Hurrying to meet a merchant to discuss the purchase of grain. There is no merchant, as Hastor is afflicted with madness.
4	**Beldar the Sodden** (area V-7)	Taking a brisk walk to relieve himself after excessive drinking at the Overlord's Inn. He is quite drunk.
5	**Rufo the Ugly** (area V-9)	Performing some onerous task on behalf of Avvakris or Merth.
6	**Malacia** (area V-7)	Prowling for a solitary target to "feed" on. She avoids large groups.

THE CARAVAN OF MUMCHANDAR

This caravan carries spices and rich cloth for merchants in a distant city of the GM's campaign. It consists of four unmarked heavy wagons drawn by four **draft horses** each (16 horses total). The entire cargo divided among the four wagons is valued at 10,000 gp and weighs nearly 8,000 pounds. The caravan pitches camp to the north of area V-3. The horses are secured to posts near a ruined building. Moram, Virdonitii, and all the guards spend the night in the camp, while the other NPCs secure accommodations at the Overlord's Inn.

Eight human **guards** drive the wagons. These guards don't wear armor (AC 11) and are armed with scimitars (+3 to hit, 1d6 + 1 slashing damage) and light crossbows (+3 to hit, 1d8 + 1 piercing damage).

Mounted on **warhorses** are 10 **nomad warriors** (see appendix C).

Mounted on **riding horses** are 10 **nomad mercenaries** (see appendix C).

The leader of the caravan is **Moram Infidel Bane** (see appendix C), a nomad paladin mounted on a **heavy warhorse** (see appendix B). He wears plate armor, keeps a shield with his mount, and wields a scimitar. Moram is a rugged but dashing middle-aged human with wild black hair and a carefully trimmed goatee. He speaks with a booming voice, sprinkling his conversations with boisterous, colorful metaphors, but he interacts only with his fellow nomads. He keeps communication with others minimal, as he deems the practice "unclean."

Traveling with the caravan are the following extra personalities:

Virdonitii, a male human martial arts monk (see appendix C). He is a short man (just over 5 feet tall), has a wiry frame, and wears simple white robes. He is bald, lacks facial hair (including eyebrows), and bears several swirling tattoos of black ink. A man of few words, he is unarmed save for a worn walking stick. In truth, his hands are the only weapons he needs, but he fights only in self-defense.

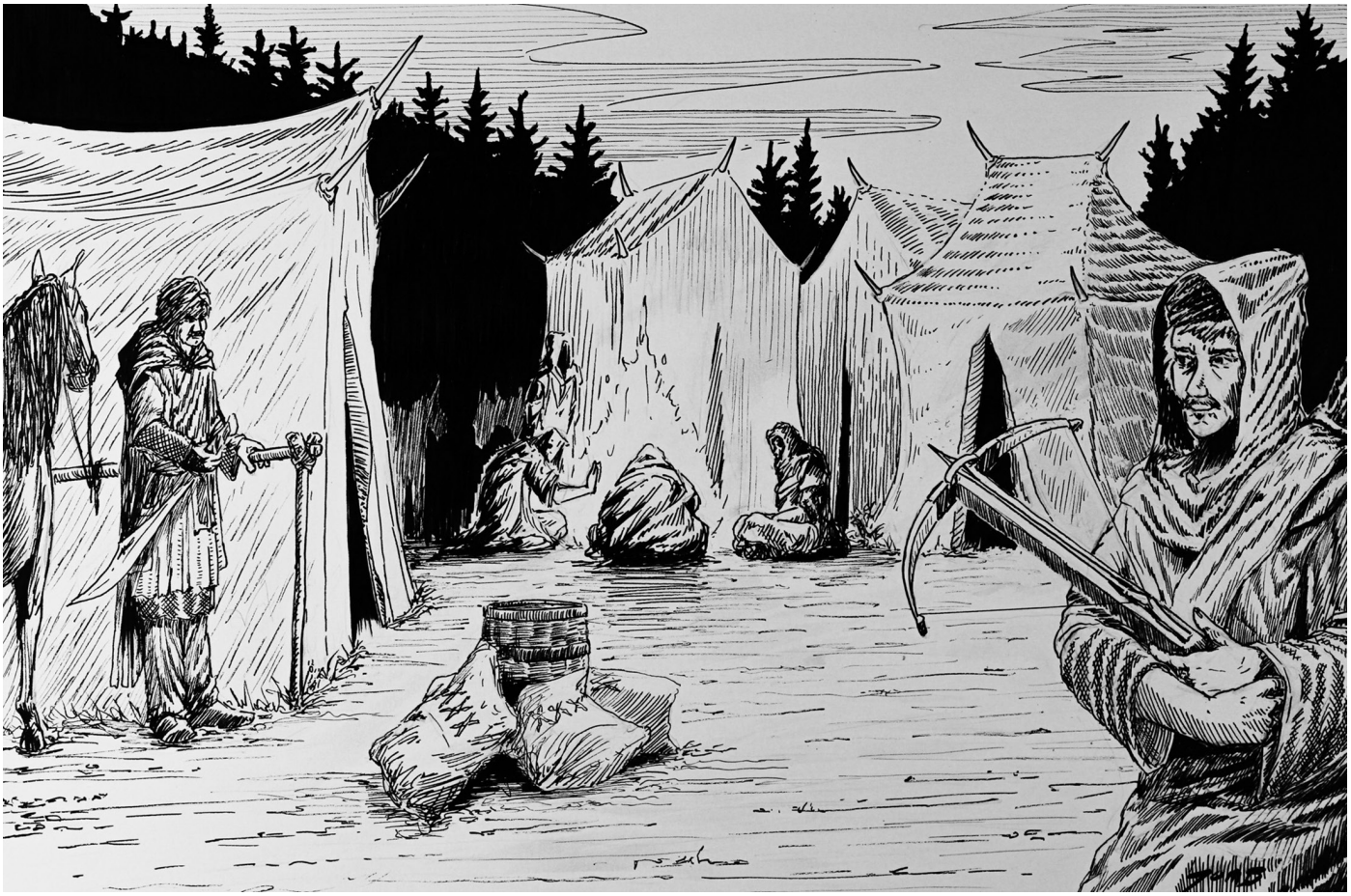
Vashalla, a female human cleric of Ishtar (see appendix C). She has long blonde hair, often braided in fancy patterns, and pale skin. She has a soft, motherly countenance but a husky, commanding voice. She wears chain mail under beige robes and carries a plain mace.

Vastavaar Speartongue, a male human fighter (see appendix C). This warrior has a lanky frame, a dark complexion, and numerous facial scars. He has brown hair and a scraggly beard. He wears leather armor and carries a pair of shortswords. Vastavaar earned his surname from the language he uses whenever he grows frustrated: a litany of foul swears that would make a sailor blush.

Haltashaar, male human fighter (see appendix C). A nomad sellsword, Haltashaar has weathered skin and graying black hair kept in check by a purple turban. He has spent many years wandering the expanse, working hard to maintain his meager lifestyle. Quiet and reserved until his tongue is loosened with wine, he enjoys spinning fanciful yarns about his travels.

Auroka the Flailer, a male human fighter (see appendix C). Although of average height, Auroka is as wide as he is tall. He has cropped blonde hair and a boyish face. He wears chain mail and wields a flail with an extended black handle.

This caravan, all the guards, the leader, additional travelers, and even the horses and wagons vanish from the village without a trace overnight. The bandits (see areas V-12 through V-16) led by some of the more powerful NPCs in the village are behind the disappearance. If the characters question the



villagers about the missing caravan, they are fed a story that the caravan left in the middle of the night. This is a rather weak story, as any character who makes a successful DC 10 Wisdom (Insight) check can discern. But no one ever accused the average villager of being a genius.

Developments. Wagons and horses are taken to an out-of-sight ravine on Mount Vision. See chapter 10 for more details on this location. Any valuables are moved to area V-8, with the choice items sent down to the dungeon for distribution among the faithful of Set.

BANDITS IN THE NIGHT

A group of bandits inhabits a collection of ramshackle buildings in the village (areas V-12 to V-16). They report to Avvakris, but always via villager intermediaries. Members of this group spring a night attack against the caravan or the characters themselves. Melkor (see area V-7) and his allies typically lace their victims' food and drink with a powerful sleeping poison before such attacks.

The group consists of 30 **bandits** total. Each bandit carries a dagger (reach 5 ft. or range 20/60 ft., +3 to hit, 1d4 + 1 piercing damage), 15 feet of light, strong cord, a blackjack (+2 to hit, 1d3 bludgeoning damage plus special; see appendix D), and a flask of alchemist's fire (range 20 ft., +1 to hit, 1d4 fire damage plus special). For every three bandits, they have one weighted net (range 5/10 ft., +2 to hit, special; see appendix D) for entangling and capturing opponents. The bandits are additionally armed and armored as below:

- Three bandits wear chain mail (which reduces their speed to 20 ft.) and carry shields (AC 18). They wield longswords (+2 to hit, 1d8 slashing damage, or 1d10 slashing damage if used with two hands).
- 12 bandits wear leather armor and carry shields (AC 14). They wield longswords (+2 to hit, 1d8 slashing damage, or 1d10 slashing damage if used with two hands).
- Three bandits wear leather armor and carry shields (AC 14). They wield spears (+2 to hit, 1d6 piercing damage, or 1d8 piercing damage if used with two hands). The spears can be thrown, with a range of 20/60 ft.
- Three bandits wear leather armor (AC 12). They wield halberds (reach 10 ft., +2 to hit, 1d10 slashing damage).
- Six bandits wear leather armor (AC 12). They wield scimitars (+3 to hit, 1d6 + 1 slashing damage) and light crossbows (range 80/320 ft., +3 to hit, 1d8 + 1 piercing damage).

- Three bandits wear leather armor (AC 12). They wield short bows (range 80/320 ft., +3 to hit, 1d6 + 1 piercing damage).

The group is led by a **bandit captain** and his lieutenant, a **bandit leader** (see appendix C). Whenever the bandits are encountered, there is a chance they are supported by one or more groups of villagers. These could include:

- There is a 60 percent chance that 1 or 2 of the guard patrols from Avvakris's manor (see area V-5) are present. These are off-duty patrols, so they must be randomly determined.
- There is a 40 percent chance **Merth the Sheriff** (see appendix C) and 1d4 + 1 of his henchmen (as **swordsmen**; see appendix C) are present (see area V-10).
- There is a 30 percent chance **Avvakris** (see appendix C) himself oversees the operation, along with his two bodyguards (see area V-5).
- There is a 20 percent chance the wizard **Haffrung Hell-eyes** (see appendix C) is present (see area 3-16). He possesses the body of **Grom** (body 1, see area 3-17) and is accompanied by his bodyguards **Tarshigid Farreacher** and **Tirian of Asalbar** (see area 3-16) and his assistant **Mervyn** (see area 3-18). All these NPCs are detailed in appendix C.

GM Note. If the bandits ambush the characters, the GM should carefully determine what additional forces from the villagers are required to create a suitable challenge. If the GM wishes to capture the characters (and present them with the challenge of escape), the bandits employ non-lethal tactics (nets and blackjacks).

Captured!

Depending on how the GM wishes to involve the characters in the plot of the adventure, the characters could end up captured by the sinister agents in the village. They might be poisoned and ambushed at the Overlord's Inn, for example, or apprehended while poking around the village at night.

Any characters knocked unconscious eventually awaken in one of the empty cells in area 2-21 (cells B, C, D, or G). All weapons, supplies, armor, and valuables have been removed from their persons, although any character possessing heavy armor still wears the under padding (AC 11). Nonmagical weapons and inexpensive armor are stored in area 2-21A. Copper, silver, or electrum coins carried by the character are distributed among the various bandits and bandit leaders. More valuable items (including gems, art objects, and magic items) are delivered to **Aphris** in area 4-18. Unless a very special hiding place on the character's person or gear has been previously arranged with the GM, searchers find everything of value on a character.

KEY TO THE VILLAGE OF MITRA'S FIST

AREA V-1 – THE HOVEL OF OLD CORNELIUS

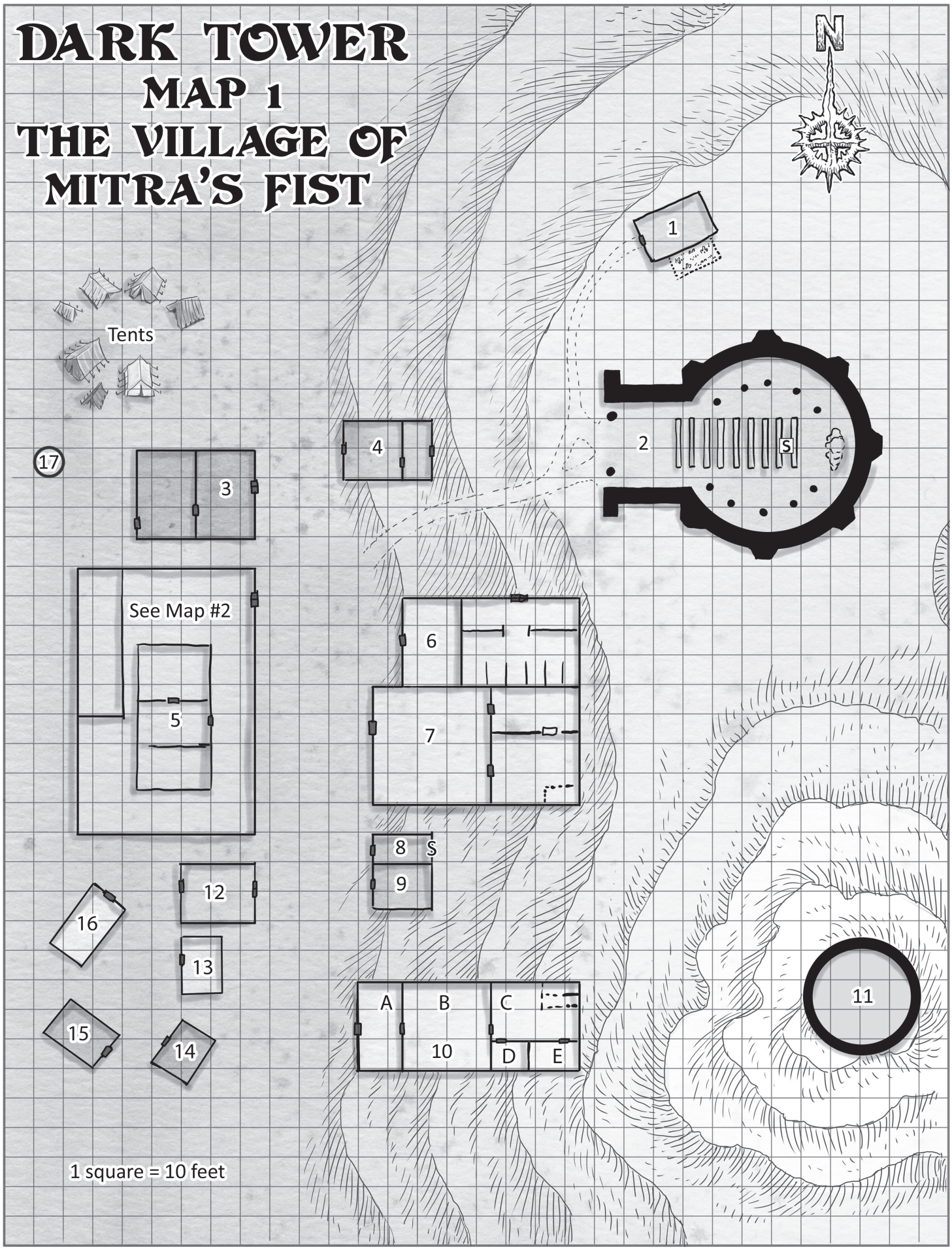
A worn path leads up the side of a hill to this unassuming hovel. Situated on the edge of the village, the dilapidated structure is composed of mismatched field stone crudely plastered together with mud. The sagging roof appears ready to collapse. Along the side is a carefully tended garden of vegetables and herbs, contained by a makeshift stone wall.

This single-room hut belongs to **Old Cornelius** (see appendix C), prefect of the imposing Shrine of Mitra a stone's throw away (area V-2). Inside is a pallet with straw for sleeping, a rickety table and chair, and an earthen hearth. An array of clay pots and cups are scattered about in a vain effort to capture raindrops from the ruined roof. Near the door is a collection of gardening equipment (spades, hoes, and buckets), which Cornelius uses to tend his robust garden.

Cornelius is 67 years old. He is frail and hunched over, with stringy white hair and a long beard. His nose is prominent, and he has a twitch in his left eye. He is very lonely and a little senile. His superiors in the church assigned him to this post 20 years ago as a sort of punishment. He is all but forgotten by any of them. Cornelius suspects that something funny is going on in the village, but his failing wits—and the fact that the villagers keep him properly befuddled by regularly attending services in the shrine—tends to distract him from pursuing the matter. As long as he is left alone to tend his garden and polish the wood and marble in the shrine, he takes little interest in the affairs of the village. In turn, the villagers keep Cornelius around as a sort of joke, to mock the ineffectuality of Mitra. They keep watch on the old man by sending an occasional villager to the shrine to act as a temporary acolyte.

Though befuddled, Cornelius has the following information, which can be gleaned if the characters befriend and interact with him for a bit:

- Visitors to the village mysteriously disappear.
- He is vaguely aware that no one has aged in the 20 years he has lived here, and there have been no reported births or deaths.


DARK TOWER
MAP 1
THE VILLAGE OF
MITRA'S FIST
N
1
Tents
2
S
3
4
17
See Map #2
5
6
7
8
S
9
12
16
13
15
14
A
B
C
10
D
E
11
1 square = 10 feet



- There is a secret entrance into the tunnels below the village, under the front two pews of the shrine (area V-2). Only he knows of this entrance.

Developments. The old man possesses an artifact, *Mitra's Favor* (see appendix D). If he learns that a group of adventurers is going down into the dungeons, he gives the magic ring to either a paladin, a lawful good cleric, a chaotic good cleric, or a good-aligned character of any sort, in that order of preference. That is, assuming the characters convince him of their good intentions.

AREA V-2 – THE SHRINE OF MITRA'S TOWER

Set on a hill overlooking the sleepy village is a circular, white marble tower. A winding dirt path leads to the front of the open-ended structure. A pair of columns flank the domed entrance.

This is a moderately old, although not ancient, shrine devoted to the god Mitra. It celebrates the tower that once stood on the spot. Few know that the White Tower of Mitra still stands, just buried beneath the earth.

Inside the shrine is an 80-foot-diameter chapel with a 40-foot-high domed ceiling. Ten fluted marble columns encircle the chamber. Opposite the entrance arch, past eight polished wooden pews, stands an imposing, 20-foot-tall statue of Mitra. It depicts Mitra as a well-formed, Adonis-like youth crushing the head of a mighty serpent wrapped around his lower body.

Old Cornelius (see area V-1) tends to this shrine, and there is a 75 percent chance he is encountered here during the day. Four villagers serving as acolytes assist him. Unbeknownst to Cornelius, his assistants are really acolytes of Set. They are tasked with keeping an eye on the old prefect and attempt to prevent interactions between outsiders and their "venerated mentor." Should they fail, the villagers eavesdrop on the old man's conversations and report back to Avvakris or Merth.

The villagers have the statistics of an **acolyte**, with these changes:

- The acolytes of Set are chaotic evil.
- There are two human males and two human females.
- Each speaks Common.
- Each wears padded armor (AC 11).
- Each acolyte has the following cleric spells prepared:
  - Cantrips (at will): *mending, sacred flame, thaumaturgy*

- 1st level (3 slots): *create or destroy water, inflict wounds, putrefy food and drink* (see appendix D)

A secret trapdoor in the floor beneath the first two pews can be located with a successful DC 15 Wisdom (Perception) check. The acolytes need to be distracted while opening this door, otherwise they interfere. To access the trapdoor, the two pews need to be moved with a successful DC 12 Strength (Athletics) check. The trapdoor is rigged with a trap, which can be detected with a successful DC 17 Intelligence (Investigation) check. It can be disabled by throwing a hidden catch, but this requires thieves' tools and a successful DC 20 Dexterity check. If triggered, bricks and large rocks cleverly concealed as ornamentation on the ceiling rain down in a 10-foot-radius area centered on the trapdoor. Creatures in that area must make a DC 15 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Cornelius set this trap long ago, but he has since forgotten about it!

The trapdoor opens to Dungeon Level One (area 1-1). However, it is 20 feet to the floor of area 1-1, and there is no ladder or stairs.

Developments. If the acolytes overhear any interactions between the characters and Cornelius, one departs to inform Avvakris or Merth the Sheriff.

AREA V-3 – GRAIN MERCHANTS EMPORIUM

This single-story stone building is in good repair. It appears to be a shop of some sort, but the door is closed and the windows shuttered. A wooden sign depicting a sheaf of grain swings above the door.

This shop, which does no business, is a front run by **Hastor**, a cleric of Set. Hastor is a dry, sticklike man, appearing to be in his late 40s. He speaks with a slight lisp and has a high pitched, squeaky voice. Under his tunic and robes is a bronze holy symbol and a mace with a serpent's head. He is slightly mad and mutters to himself constantly about the profitable business deals he executes in his little shop, as if all the grain trade in the world passed through his doors. A quick examination of his office reveals this to be false.

Hastor is a male human **priest** with these changes:

- Hastor is chaotic evil.
- He wears no armor and has an AC 10.
- He speaks Common and Abyssal.
- His Constitution score is 14 (+2), and he has 32 (5d8 + 10) hit points.
- His Wisdom score is 11 (+0). His spell save DC is 10, and he has a +2 bonus to spell attacks.

He has the following cleric spells prepared:

- Cantrips: *guidance, light, sacred flame*
- 1st level (4 slots): *command, detect magic, serpent missile* (see appendix D)
- 2nd level (3 slots): *blindness/deafness, protection from poison*

The front room of the emporium is a showroom dominated by a wooden counter. The space is unusually clean, and a successful DC 12 Intelligence (Investigation) check reveals the room is unused. Behind the counter is a log book filled with grain transactions. With 10 minutes of examination, two facts are revealed: all transactions occur with the same five purchasers in a recurring pattern. All of the transactions involve several tons of grain, but the prices seem inconsistent.

The back room is an apartment with a single bed, a table and two chairs, a hearth, and a locked chest (Hastor has the key). A character using thieves' tools can pick the lock with a successful DC 15 Dexterity check. Inside the chest are several prayer books dedicated to Set, a pouch of incense blocks, and several strings of prayer beads.

AREA V-4 – SMITHY AND ARMORY

This squat stone building with a slate roof is in good repair. An oversized chimney belches constant clouds of dark smoke. Affixed with crooked nails to a shield-shaped wooden sign is a hammer crossed with a pair of long-handled tongs.

This building serves as the village forge. The front of the building is dominated by a forge, a stone table with an anvil, and numerous racks holding an array of well-used tools. A finely crafted greatsword hangs over the forge, within easy reach of the smith. A stone door in the rear of the workshop leads to a cramped apartment.

This shop is run by **Ollem Hairy-Arms** (see appendix C), a skilled weapon and armor smith. Ollem is a large, hairy man with flaming red hair. He lacks a beard but sports bushy mutton chops, and appears to be about 30 years old. He has a gruff personality and always seems to be in a foul mood. If it's not the weather, it's his lazy workers, or perhaps the fire is just not hot enough. Ollem is actually cursed with lycanthropy. His secret is safe with most around these parts, as only Avvakris and Merth know he is a werebear.

He is assisted by two male human **commoners**. These two strapping lads have clubs stashed nearby, should they need weapons.

Ollem specializes in crafting breastplates, half plate, and plate armor, and prefers to forge heavy weapons (the bigger the better!). All armor for sale in his shop is of a style that was popular 300 years ago. Though archaic in design, the armor functions as normal. The following items are available for sale:

Item	# available	Price
Breastplate	2	320 gp
Half Plate Armor	1	600 gp
Plate Armor	1	1,200 gp
Greatsword	3	40 gp
Greataxe	1	24 gp
Mace-ax (see appendix D)	1	20 gp
Glaive	2	16 gp

Treasure. Hidden under Ollem's bed in his apartment is an unlocked cash box that holds 50 sp.

AREA V-5 – THE MANOR HOUSE OF AVVAKRIS

A 20-foot-high stone wall of tight-fitting blocks surrounds a two-story manor house. A pair of metal-reinforced, dark wood doors blocks entrance to the courtyard beyond.

This is the home of the town's "leading citizen," the merchant baron **Avvakris, High Priest of Set** (see appendix C). Avvakris is a portly man of sour disposition with greasy brown hair held at bay with a fine hat. His facial features are pudgy, and he has a wide nose and a poorly trimmed goatee. He wears a suit of chain mail beneath his rich robes, and he is never without *Avvakris's ring* (see appendix D).

He is always attended by two loyal **myrmidons** (see appendix C), who fight to the death to protect him. Seth the Huge is large and cruel looking, with wild black hair. Wormgear Bonegnawer is average sized, bald, and has worn and broken teeth. Both bodyguards wear black tunics over their chain mail and carry black shields. Delineated on both their tunics and shields is the symbol of a coiled and hooded green serpent. See **player handout 1**.

Avvakris moves about the village during the day. Use the table below to determine his location at any given time. If he is at the manor house, there is a 50 percent chance he is in his living chambers (area C or D). Otherwise, he is in his bedchamber (area F). At night, he can be found in his bedchamber 100 percent of the time. While in his bedchamber, there is a further 40 percent chance he is "entertaining" a lady.

d10	Avvakris's Location	Area Key
1-2	Lower Temple	Area 2-13
3	Upper Temple	Area 1-22
4	Overlord's Inn	Area V-7
5	Constabulary	Area V-10
6	Unknown Location in Dungeon	Level 3 or 4
7-10	Manor House	Area V-5

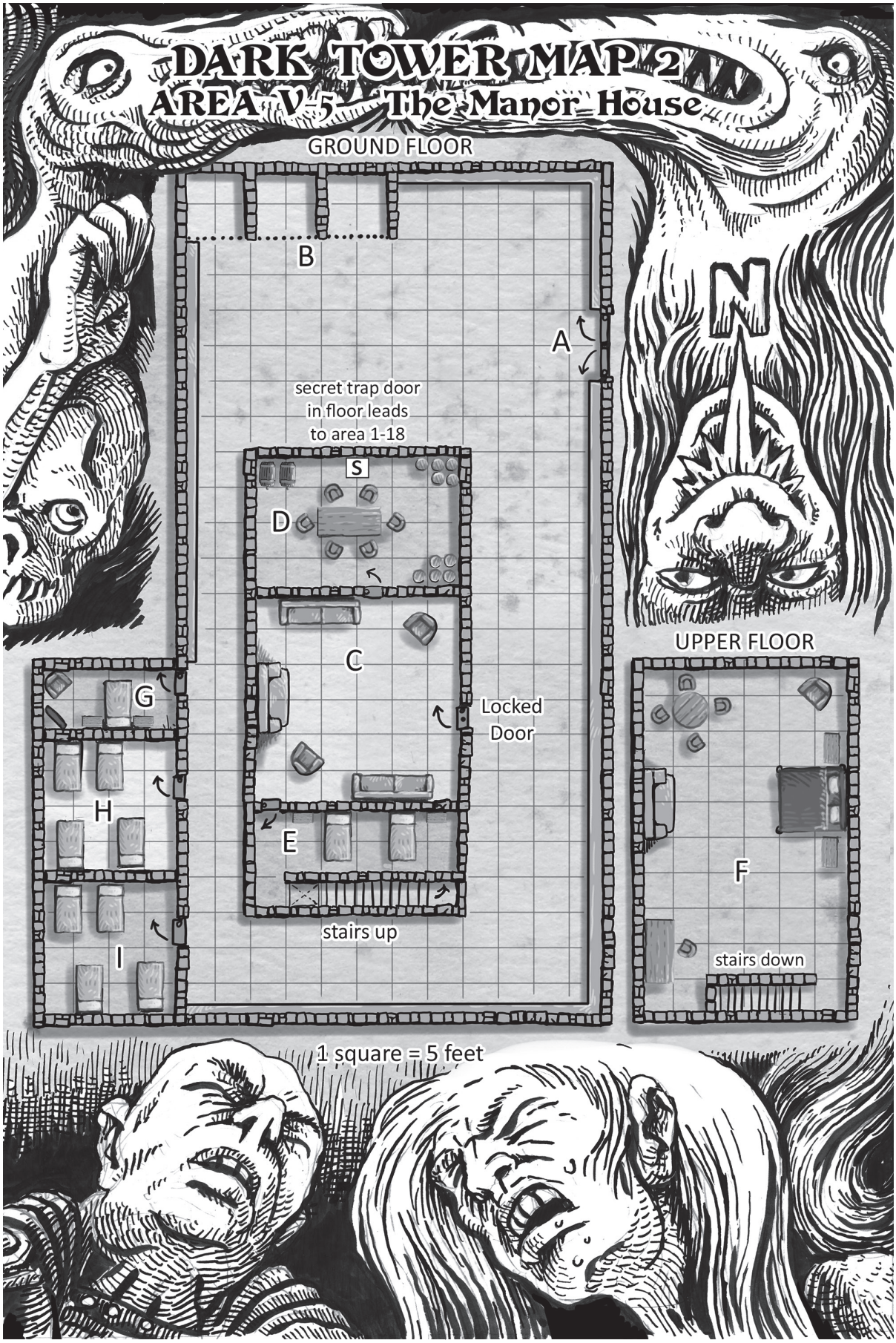
KEY TO THE MANOR HOUSE AND GROUNDS (MAP 2)

A. The manor is surrounded by a 3-foot-thick, 20-foot-tall stone wall. Climbing the wall requires a successful DC 15 Strength (Athletics) check. Two stout wooden doors allow access to the courtyard. They are locked and barred at all times (Avvakris and the leaders of the patrols have keys). The locks can be picked with thieves' tools and a successful DC 17 Dexterity check.

The grounds themselves offer no cover and at night are lit by lanterns placed every 10 feet along the inner wall. The grounds are patrolled at all times by a group of three guards. There are four such patrols, but only one is on duty at any given time. The other three are off duty. One off-duty patrol can be found at the Overlord's Inn (V-7). If patrol 2 is on duty, then patrol 1 is at the Overlord's Inn and so on. The two other off-duty patrols are performing various activities (eating, sleeping, gambling) in areas H and I, although during the day, there is a further 30 percent chance one patrol is out training (see Wandering Villagers, above) beyond the village.

Each patrol consists of two patrolmen and one **mercenary** (see appendix C) that leads the squad. Each patrolman uses the statistics of a **bandit leader** (see appendix C), with the following changes:

- Each is chaotic evil.
- Each wears ring mail (AC 14). One is armed with a mace (+4 to hit, 1d6 + 2 bludgeoning damage) and a light crossbow (+3 to hit, 1d8 + 1 piercing damage).
- One is armed with a light crossbow (+3 to hit, 1d8 + 1 piercing damage), in addition to its longsword.
- Each carries a flask of oil to refill the lanterns at night.


DARK TOWER MAP 2
AREA V-5 The Manor House
GROUND FLOOR
B
A
secret trap door
in floor leads
to area 1-18
S
D
C
G
Locked
Door
H
E
stairs up
I
UPPER FLOOR
F
stairs down
1 square = 5 feet



#	ON DUTY	PATROL COMPOSITION
1	12 a.m. - 6 a.m.	Mercenary Patrolman with mace and light crossbow Patrolman with longsword and light crossbow
2	6 a.m. - 12 p.m.	Mercenary Patrolman with mace and light crossbow Patrolman with longsword and light crossbow
3	12 p.m. - 6 p.m.	Mercenary Patrolman with mace and light crossbow Patrolman with longsword and light crossbow
4	6 p.m. - 12 a.m.	Mercenary Patrolman with mace and light crossbow Patrolman with longsword and light crossbow

B. These three kennels house six war dogs. Three of the dogs are on guard with the patrols at all times.
A war dog has the statistics of a **mastiff**, with the following changes:

- When on patrol, each war dog wears leather barding (AC 13).
- Each war dog has a Constitution score of 14 (+2) and 13 (2d8 + 4) hit points.

C. The front door to the manor house is locked (Avvakris and the patrol leaders have the keys). The lock is particularly difficult to pick, requiring thieves' tools and a successful DC 22 Dexterity check. The interior of the house is well furnished to the point of extravagance. Two plush divans with blue fabric are here, along with a pair of matching upholstered chairs. A red stone hearth with a polished oak mantle is centered on the west wall. On the mantle are numerous metal figurines depicting various nobles (worthless).

D. This room is used as a meeting chamber when Avvakris needs to conduct business at the manor. The room is dominated by a stone table, a chest, and six chairs. In two corners of the room are stacks of small casks. Each cask holds about 5 gallons of oil (used for the lanterns in the courtyard). There are seven casks in one corner and nine in the opposite corner.

There is a secret trapdoor in the floor along the north wall, located under a side table. A character can locate the door with a successful DC 17 Wisdom (Perception) check. Once the table is moved, the trapdoor can be opened, revealing a set of stone steps descending 10 feet to area 1-18.

Treasure. Each cask of oil is worth 4 gp. A silver candelabra (worth 100 gp) rests on the table. The chest is locked (Avvakris has the only key), but it can be picked with thieves' tools and a successful DC 20 Dexterity check. Inside are a few cloaks and a gem-encrusted book, the *Tome of the Word and Law of Mitra* (worth 2,000 gp). The tome was one of the original relics of the shrine (Area V-2) and would be very valuable to a worshiper of Mitra.

E. Avvakris's bodyguards rest in this chamber. There are two simple beds and matching footlockers. Each footlocker is unlocked and contains various personal effects (changes of clothes, a whetstone, a set of loaded dice, etc.).

A wooden staircase leads upstairs, but the steps are trapped. Avvakris and his bodyguards know how to avoid the trap. Stepping on the top step collapses the steps into a steep slide. The trapped step can be detected with a successful DC 17 Wisdom (Perception) check. Once spotted, the step can be easily avoided or jammed with thieves' tools and a successful DC 20 Dexterity check. Failure on this check triggers the trap. If triggered, any creatures standing on the steps must make a successful DC 15 Dexterity saving throw or

slide to the base of the stairs, where a now-unlocked pit trap awaits them. Locating the pit trap before the trap is triggered requires a successful DC 15 Intelligence (Investigation) check. If the pit trap is located, creatures have advantage on the Wisdom (Perception) check to discover the trapped step. Disabling the pit trap itself requires thieves' tools and a successful DC 24 Dexterity check.

A sliding target can attempt a DC 15 Dexterity saving throw to grab onto the edge of the pit before falling in. On a failure, the creature takes 3 (1d6) bludgeoning damage as they fall 25 feet into a pile of refuse. An **ochre jelly** inhabits the refuse pile and wastes no time attacking! There is a 20 percent chance a falling creature lands directly on top of the ochre jelly, taking an additional 3 (1d6) acid damage.

The refuse pit room (not depicted on the map) is a 15-foot square. A 5-foot-wide shaft leads from this room to the ceiling of area 1-42. Negotiating the shaft requires a successful DC 10 Strength (Athletics) check. A creature that fails the check takes 7 (2d6) bludgeoning damage and falls prone in area 1-42.

F. This is Avvakris's bed chamber. Wooden end tables flank a massive bed with a feather-stuffed mattress along the east wall. A table and four chairs sit in the northwest corner of the room, with an upholstered chair in the northeast corner. A stone hearth is centered on the west wall. Tucked into the southwest corner of the room is a wooden desk and chair. The surface of the desk is covered with various documents of no particular importance, each bearing a wax seal with the impression of Avvakris's signet ring. See **player handout 2**. This symbol and seal are important later in the adventure, as they serve as a sort of passkey for various dungeon inhabitants.

The chamber is occupied by Avvakris's latest concubine, a comely female human **commoner**. She has hidden a dagger and a vial of serpent venom under the pillow (she is unaware that Avvakris is immune to poison damage). A creature subjected to this poison must make a successful DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a success.

Treasure. There is an unlocked chest hidden under the bed (easily found if searched) that contains 1,000 sp, 449 gp, and 10 pp.

Developments. If her body has not already been discovered in area 1-5 of the dungeon, Avvakris's latest concubine is Skilvashara, a beautiful human woman with long dark hair.

G. This small apartment belongs to Inchana, a female human **commoner**. She carries a concealed dagger at all times (reach 5 ft. or range 20/60 ft., +2 to hit, 1d4 piercing damage). Inchana cooks meals and tends to the needs of the manor house guards. She has long, flowing blonde hair and appears to be about 35 years old, although her true age is closer to 50. The room contains a single bed, a comfortable chair, a changing screen, and plenty of dresses.

H. This room serves as a barracks for Patrols #1 and #2. Along the south wall are two sets of bunk beds for the patrolmen. There are two slightly larger and more comfortable beds for the leaders on the north wall. Along the east wall are weapon racks and posts for hanging armor. Along the west wall are six storage chests.

Treasure. The storage chests contain extra sets of clothing, personal effects (grooming items, games of chance, etc.). Each also contains a random assortment of coins: 3d20 cp and 2d10 sp. The leaders' chests (there are two) also have 2d4 gp and 1d4 pp.

I. This room serves as a barracks for Patrols #3 and #4. Along the south wall are two sets of bunk beds for the patrolmen. There are two slightly larger and more comfortable beds for the leaders on the north wall. Along the east wall are weapon racks and posts for hanging armor. Along the west wall are six storage chests.

Treasure. The storage chests contain extra sets of clothing, personal effects (grooming items, games of chance, etc.). Each also contains a random assortment of coins: 3d20 cp and 2d10 sp. The leaders' chests (there are two) also have 2d4 gp and 1d4 pp.

AREA V-6 – AVVAKRIS'S TRADE MONOPOLY

This stone building has a flat roof and is attached to a larger, two-story structure that appears to be an inn. Out front, a prominent sign depicting an array of mundane supplies indicates that this must be a general store. The faint stench of animal pervades the building, most likely from the stable at the rear of the shop.

This is the only supply house in the pass and for many miles around. It is stocked by the occasional caravans that come through, but since demand is low it is rarely depleted of merchandise. Goods for sale are often exotic or archaic in nature, but still usable. Two large tables hold assorted goods, while the walls are covered with shelves. A wooden counter is serviced by the shop's proprietor.

Adventuring gear, tools, and mundane supplies are generally available. There is a 20 percent chance a particular item is out of stock. Prices are 30 to 40 percent less than those listed in the core rulebook. Livestock, maintained in the stable out back (shared with the Inn, area V-7A), is also available, with a 40 percent chance of availability for any given animal.



The monopoly is run by Avvakris's son, **Aphris**, also cleric of Set. Aphris appears to be a young man in his early 20s, but he has deformed, reptilian facial features. He wears long-sleeved shirts and gloves to conceal his scaly skin. Rumor has it Aphris is the result of a union between Avvakris's late wife and a minion of Set.

Aphris is a **priest** of Set with the following changes:

- He is a chaotic evil human.
- Due to his serpent features, his Charisma is 5 (-3) and his Persuasion skill is -1.
- He doesn't typically wear armor when encountered in the village, but his scaly hide (+2 AC) and Dexterity score of 12 (+1) give him an AC 13.
- His Constitution score is 15 (+2), and he has 32 (5d8 + 10) hit points.
- As an action, Aphris can cast *polymorph* on himself to assume the form of a **giant constrictor snake**. He often does this when he becomes angered. Once Aphris has cast *polymorph* in this way, he can't do so again until he finishes a long rest.
- He is immune to poison and the poisoned condition.
- He has a Wisdom score of 12 (+1). His spell save DC is 11, and he has a +3 bonus to hit with spell attacks. He has the following cleric spell prepared:
  - Cantrips (at will): *light, sacred flame, thaumaturgy*
  - 1st level (4 slots): *inflict wounds*, *putrefy food and drink* (see appendix D), *sanctuary*
  - 2nd level (3 slots): *augury, silence*
  - 3rd level (2 slots): *bestow curse*

Treasure. Beneath the counter is a lock box (Aphris has the only key) containing the petty cash. The lock can be picked with thieves' tools and a successful DC 13 Dexterity check. The box can also be pried open with a flat object (like a dagger blade) and a successful DC 15 Strength (Athletics) check. Inside are 70 cp, 46 sp, and 10 gp.

AREA V-7 – THE OVERLORD'S INN

By far the largest building in the sleepy village, this two-story structure is composed of cemented field stone and has a slate roof. A mailed gauntlet holding a frothy earthen tankard is painted

in blue on a sign over the door. Above the image are the words "The Overlord's Inn."

You are Getting Sleepy

At night, any drinks served to the characters are laced with a powerful sleep poison. The target must make a DC 14 Constitution saving throw at the end of the evening or fall into a deep sleep. For each drink consumed past the first, increase the DC by 1. If six or more drinks are consumed, the saving throw is made at disadvantage. Failure indicates the target falls unconscious for 1d6 + 6 hours and can't be awakened by mundane means. Success indicates a state of grogginess (disadvantage on saving throws and skill checks based on Intelligence, Wisdom, or Dexterity) for 1d6 + 2 hours. A *lesser restoration* spell or similar magic removes either effect.

This is the only inn in town. For prices and a list of provisions available here, consult **player handout 3**. The prices, in general, are inflated for travelers, but residents pay half price. For prices on renting rooms, see the room key, below.

KEY TO THE OVERLORD'S INN (MAP 3)

A. Along the north side of the building is a smelly stable shared with the trade monopoly (see area A-6). The stable houses a random assortment of livestock maintained by the monopoly, and travelers using the inn can board horses here for 8 sp per day. A pair of villagers (human **commoners**) tends to the animals.

Trapdoor. There is a trapdoor hidden under a pile of straw in the easternmost stall. A character who makes a successful DC 14 Intelligence (Investigation) check notices that the straw is much deeper there than in other stalls. Simply sweeping away the straw reveals the trapdoor. It is unlocked and conceals a sloping passage that leads to Dungeon Level One (area 1-13). Beldar and Rufo are aware of this entrance to the dungeons.

Beldar the Sodden (see appendix C) sleeps in the hayloft each night, with Melkor's permission. Once an accomplished wizard, he has somehow resisted the curse that controls everyone else in the village. At first, he feigned evil tendencies to dupe the villagers. He discovered that the life-prolonging part of the curse affected him too. When he tried to leave the village, he began to age swiftly. He doesn't want to die but has grown tired of maintaining an evil disposition. His solution has been to keep himself nicely drunk for the last two-and-a-half centuries. Needless to say, he is one of Melkor's best customers. Every few months, he sneaks into the dungeons to gather a bit of wealth, which he uses to pay for his drinking habit.

If the characters sober Beldar up, he divulges information about the dungeons beneath the village. If paid at least 1,000 gp up front and promised protection and an equal share of treasure, he may even accompany the adventurers into the dungeon. He has no magic items or spellbooks, having long since pawned them for drink. If another wizard lends him their spellbook, Beldar can prepare spells as a 5th-level wizard.

Beldar has knowledge of all the non-secret passages on the first two levels of the dungeon, at least as they were 250 years ago. However, drink has clouded his memory and judgment. There is a 40 percent chance that any keyed encounter has changed enough to be unfamiliar to him.

Developments. If present, the caravan of Mumchandar (see above) care and feed for their horses in their camp north of the village, so it is unlikely the animals will be encountered here.

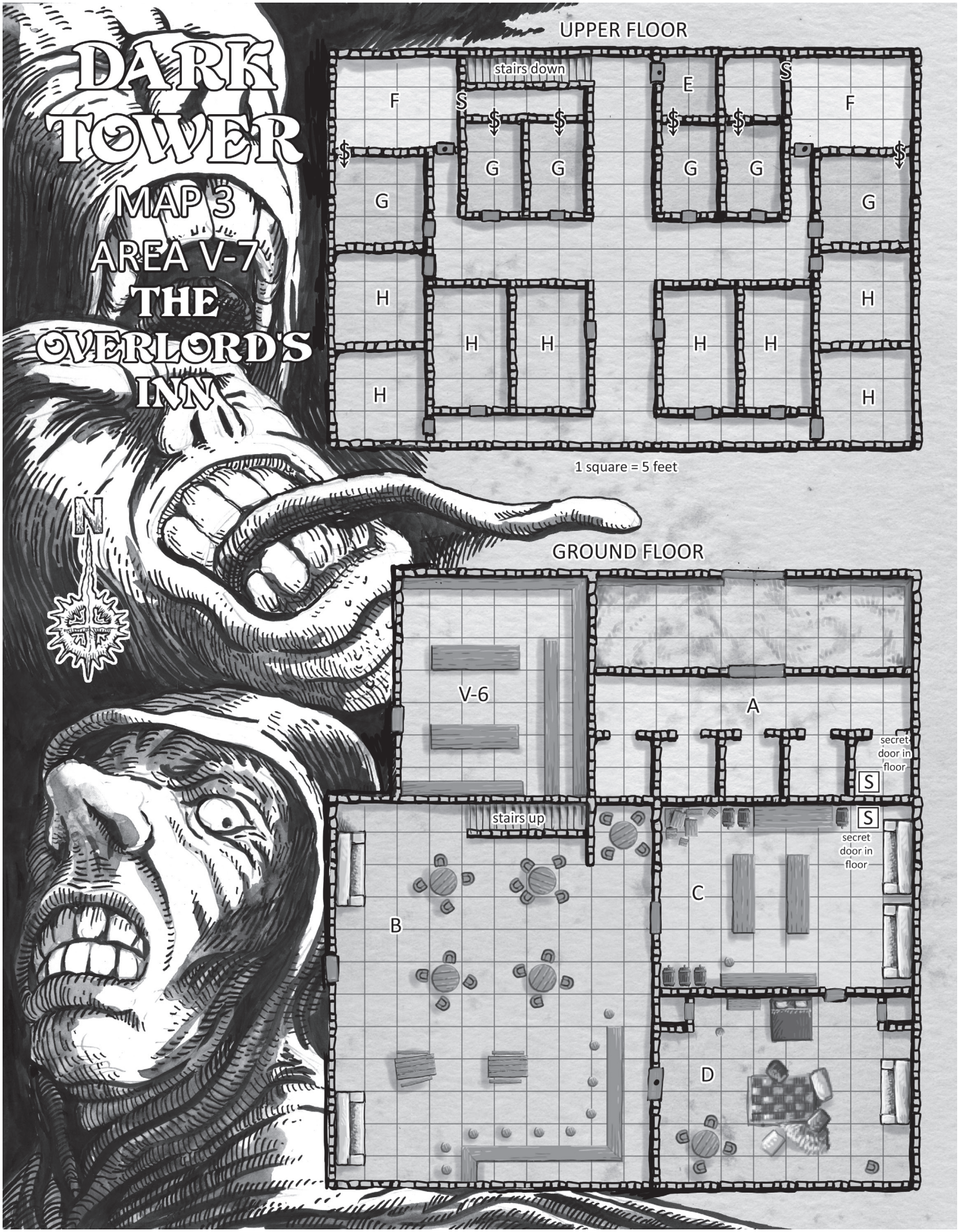
B. This is the inn's common room. Two hearths keep the room warm and provide illumination, along with several lanterns hanging from the rafters. There are four round tables and two rectangular tables with benches, along with a semi-private table in the corner. The back of the room has a polished wooden bar with 10 stools. A swinging door leads to the kitchen (area C) and a locked door (Melkor has the only key) leads to his private chamber (area D).

Melkor Stoneteeth is the bartender and owner of the Overlord's Inn. He is a barrel-chested male human with sandy brown hair and a square jaw. Melkor has gray, petrified teeth that he claims are the result of once being turned into stone by a cockatrice. He is talkative, unless an adventurer asks nosy questions about the village or its inhabitants. Then, like the inn's other regulars, he clams up or tries to change the subject.

Melkor is a **swordsman** (see appendix C), with the following changes:

- He is lawful evil.
- He wears padded armor and has a Dexterity score of 16 (+3), giving him AC 14.
- He has a Constitution score of 18 (+4) and 42 (5d8 + 20) hit points.
- His only weapon is a dagger, which he conceals in a boot. He keeps a club (+5 to hit, 1d4 + 3 bludgeoning damage) within easy reach behind the bar.

Occupants of the Common Room. The common room bustles with activity, especially at night. The following patrons may be found here.


DARK TOWER
MAP 3
AREA V-7
THE OVERLORD'S INN
N
UPPER FLOOR
stairs down
F
S
E
S
F
G
G
G
G
G
H
H
H
H
H
H
H
H
1 square = 5 feet
GROUND FLOOR
V-6
A
secret door in floor
S
S
stairs up
secret door in floor
B
C
D

- **Bandits.** At night, there is a 90 percent chance that 1d4 + 6 **bandits** (see areas V-12 to V-16) are present. They are armed with concealed daggers. During the day, there is only a 40 percent chance the bandits are here.
- **Manor Patrol.** There is a 100 percent chance an off-duty manor patrol (see area V-5 for details) is present.
- **Merth's Henchmen.** There is a 100 percent chance that 1d2 of Merth's henchmen (see area V-10 for details) are present at night. During the day, this chance drops to 20 percent.
- **Avvakris.** There is a 10 percent (day or night) chance that **Avvakris** (see area V-5) himself is here, along with two random bodyguards.
- **Beldar the Sodden**. During the day, there is a 100 percent chance **Beldar** (see area V-7A) is found here, drunk. At night, he sleeps in the stable's hayloft.
- **Rufo the Ugly.** There is a 100 percent chance **Rufo** (see area V-9) is here, since he is Melkor's servant. He takes a keen interest in the characters and seeks to interact with them.
- **Malicia.** There is a 70 percent chance the **succubus** Malicia (see area 3-22) sits in a dark corner of the common room, shapechanged into the form of a beautiful human woman. She attempts to *charm* a character and lure her victim to an upstairs room (area V-7F). By arrangement with Avvakris, she may "sample" the lifeforce from a victim via her Draining Kiss, but she must turn them over to the temple of Set for sacrifice. As a servant of Set, she can summon 1d3 **minions of Set** (see appendix B). If threatened, she uses an action to become ethereal and escapes to her lair on Dungeon Level Three. Malicia is able to magically sense when her lair (area 3-22) has been invaded and returns there immediately (via her Etherealness action) to confront the interlopers.
- **Mumchandar's Caravan.** If they are not already captured, 2d6 members of Mumchandar's caravan are here. Some of the personalities (1d3) listed will be present, but never the paladin, Moram.

Developments. If the characters ask the locals nosy questions, they clam up and refuse to discuss anything of interest to adventurers, going so far as to outright ignore them. The locals also try to prevent prolonged interactions with Beldar and Rufo.

Treasure. The cash box under the bar contains 80 cp, 29 sp, and 40 gp.

C. This is the inn's kitchen. It is staffed by 1d4 villagers (male and female human **commoners**) from the afternoon through the later evening. There are two free-standing prep tables and two counters along the walls. Hearths are available to heat and prepare food.

A trapdoor concealed in the floor in the northeast corner can be found with a successful DC 15 Wisdom (Perception) check. It leads to a set of stone steps that descend to Dungeon Level One (area 1-21). A door in the south wall leads to Melkor's room (area V-7D).

D. The door to this room is typically locked. It can be picked with thieves' tools and a successful DC 17 Dexterity check. This large room belongs to Melkor. It features a massive bed, a table and four chairs, and an upholstered easy chair near a hearth. There are two closets containing extra clothes and mundane personal effects. A door in the north wall leads to the kitchen (area V-7C).

E. This storage closet is always locked (Melkor has the key). It can be picked with thieves' tools and a successful DC 20 Dexterity check. Shelves built into the north and east walls hold a variety of bed linens. Along the south wall is a secret door that can be located with a successful DC 20 Wisdom (Perception) check. This door is also locked (again, Melkor has the key). Thieves' tools and a successful DC 20 Dexterity check can unlock the door. Melkor and the bandits use this secret door to access area G, where they kidnap travelers (usually already drugged and unconscious) for the sacrificial altars of Set in the dungeons below.

F. These two oversized rooms are never rented to travelers. The doors to the rooms are locked (Melkor and Malicia each have keys). Both of the rooms feature plush carpets, a sitting area with a simple table and several chairs, and an oversized bed with a feather-stuffed mattress. Each of the rooms has two secret doors, which the cultists use when abducting guests assigned to one of the adjoining rooms (area V-7G). These secret doors can be located with a successful DC 18 Wisdom (Perception) check.

The west chamber smells faintly of perfume. It contains changes of feminine clothing, a changing screen, and silk sheets (worth 75 gp) on the bed. Three bottles of high-quality wine (each worth 20 gp) and a few glasses are on the table. Malicia uses the room to seduce her unsuspecting victims. She is aware of all the secret doors.

G. There are six of these rooms, each available to rent for 1 gp per night. Each room is plain with two simple beds, matching foot lockers, and a small desk. Melkor assigns these rooms to guests marked for kidnapping. Each room has a secret door that can be discovered with a successful DC 22 Wisdom (Perception) check. Each door features a one-way lock that prevents guests from opening them from this side. This locking mechanism can be discovered with a successful

DC 15 Intelligence (Investigation) check and disabled with thieves' tools and a successful DC 18 Dexterity check.

H. These eight larger rooms are available to rent for 2 gp per night. Each contains four simple beds and matching footlockers, but little else in the way of features.

AREA V-8 – THE WINE MERCHANT

This stone building has two units. The northern unit is boarded up with thick oak planks nailed over the windows and single door. The shale roof sags in places.

The northern unit was formerly a wine shop, but it has not been used in decades. Thus, it has been repurposed as a storage shed for less valuable items stolen from kidnapped victims. The stored items are kept here until they can be sorted and sold to traveling caravans. The rear of the store has a secret door that can be located with a successful DC 20 Wisdom (Perception) check. A character who scans the area for tracks and makes a successful DC 15 Wisdom (Survival) check discovers a well-trod footpath leading to the rear of the building. Finding this path grants advantage on Wisdom (Perception) checks to locate the secret door.

The storage shed contains the following items. Most items are worn and in poor condition. For example, water from the building's leaking roof has caused the armor and weapons to rust.

- 100 or more sets of clothing from various nations and time periods over the last 300 years
- Numerous boots (14 pairs), belts (29), packs (17), and saddles (5)
- 50 swords of various types:
  - 3 greatswords
  - 28 longswords
  - 11 shortswords
  - 2 rapiers
  - 6 khopeshes (see appendix D)
- 20 suits of chain mail
- Two suits of plate armor
- Various ranged weapons (four handaxes, 34 spears, 22 daggers, and nine slings)
- Three longbows, seven shortbows, two heavy crossbows, and seven light crossbows
- An open cask holding 144 arrows and 59 crossbow bolts
- 30 shields

Developments. If a creature rolls a natural 1 on an attack roll made with one of these weapons, the weapon is ruined. If a creature wearing one of these suits of armor is subjected to a critical hit, the armor takes a cumulative -1 penalty to the AC it offers. Armor reduced to AC 10 is rendered useless.

AREA V-9 – TAILOR SHOP

This shop comprises the southern half a stone building. It appears disused, although unlike the other unit, it's not boarded up. A battered door allows access to the structure, but peering through the broken window reveals only darkness.

The interior is a single room gutted of all furniture and features, except for a pile of smelly rags that Rufo sleeps on.

Rufo the Ugly (see appendix C) lives here, when not performing unsavory tasks for his master. Rufo is one of only three persons in the village not affected by the curse of Set (with Beldar and Old Cornelius being the other two). He is Melkor's servant and usually ends up doing all the dirty jobs in the village. For that reason, he knows most of the secret entrances to the dungeon (see below).

Rufo is an unkempt, scrawny male human with greasy brown hair and a tinge of body odor. He wears soiled padded armor and feigns a limp in his left leg (or sometimes his right leg). For support, he uses a cane that functions like a club in combat. He is completely illiterate.

Rufo knows the following secret ways into the dungeon:

- There is a secret trapdoor in the Manor House (area V-5D) that leads to area 1-18.
- He is aware of the trap in Avvakris's stairway (area V-5E), how to avoid it, and that the pit can be used to access the dungeons (see area 1-42).
- The easternmost stall of the stable (area V-7A) behind the trade monopoly conceals a trapdoor that leads to area 1-13 of the dungeon.
- He is aware that there is a secret passage from the constabulary (area V-10) to the tower (area V-11), and that the passage also leads to the first level of the dungeon.
- He is aware that Sinstar the wererat uses the well (area V-17) to enter and leave the dungeons, but doesn't understand exactly how.

The more powerful villagers do not consider Rufo as a threat and appreciate not having to take care of the unpleasant tasks he does. Though uneducated, Rufo's cunning and survival instincts have allowed him to survive the deepest levels of the dungeon.

Developments. If the characters interact with Rufo, he tries to help in any way he can. For a small bribe (10 gp or so) he can share his knowledge about the dungeon entrances, but a successful DC 15 Charisma (Intimidation) check is required to coerce him into accompanying the characters into the dungeons. A substantial bribe (at least 500 gp) grants advantage on the check.

AREA V-10 – THE CONSTABULARY

Built into the side of the hill, this stone building has a front courtyard with a 10-foot-high stone fence. The building is well cared for, and the landscaping is tidy on the approach. The building has no windows.

This building serves as the local emporium of justice. It is run by **Merth the Sheriff** (see appendix C), a fighter in the service of Set. Merth is tall with dark skin and a malignant disposition. He has short black hair and a matching trimmed beard. Several tattoos cover his forearms. He has a commanding, booming voice and a sinister smile. Whenever moving about the village, he wears a uniform of ceremonial plate armor and carries a shield and longsword.

Merth is assisted by six henchmen and is always encountered with at least two of them nearby. There is a 40 percent chance he is accompanied by 1d4 more henchmen. Use the following chart whenever the GM must randomly determine an individual henchman.

d6	Henchman
1	Hannon Hellriser
2	Gerstead the Grim
3	Bolt of the North Marches
4	Scarvonii the Dark
5	Han Filo
6	Vorgrim Baresarcks

Merth's henchmen are **swordsmen** (see appendix C) with the following changes:

- **Hannon Hellriser** is a male human with long red hair and a matching beard. His face is covered with freckles.
  - He is chaotic evil.
  - He wears a chain shirt (AC 15).
  - He has 22 (5d8) hit points.
  - He has the following ability scores: Str 14 (+2), Dex 16 (+3), Con 10 (+0), Int 15 (+2), Wis 12 (+1), Cha 16 (+3).
  - He has the following skills: Acrobatics +5, Intimidation +5.
  - He wields a longsword (+4 to hit, 1d8 + 2 slashing damage, or 1d10 + 2 slashing damage if used with two hands).
- **Gerstead the Grim** is a male human with nondescript features and unevenly cut black hair.
  - He is chaotic evil.
  - He wears chain mail (AC 16).
  - He has 32 (5d8 + 10) hit points.
  - He has the following ability scores: Str 15 (+2), Dex 13 (+1), Con 15 (+2), Int 12 (+1), Wis 17 (+3), Cha 8 (-1).
  - He has the following skills: Perception +5, Survival +5.
  - He wields a greatsword (+4 to hit, 2d6 + 2 slashing damage).
- **Bolt of the North Marches** is a male human with dark skin and curly black hair from a distant land. He rarely speaks and understands only a pidgin of Common.
  - He is chaotic evil.
  - He wears chain mail (which reduces his speed to 20 ft.) and carries a shield (AC 18).
  - He has 32 (5d8 +10) hit points.
  - He has the following ability scores: Str 12 (+1), Dex 14 (+2), Con 14 (+2), Int 14 (+2), Wis 11 (+0), Cha 13 (+1).
  - He has the following skills: Intimidation +3, Investigation +4.
  - He wields a morningstar (+3 to hit, 1d8 + 1 piercing damage).
- **Scarvonii the Dark** is a male human always dressed in black. Even his armor and weapon are dull black. His face is tattooed with dark, geometric designs.
  - He is chaotic evil.
  - He wears chain mail (AC 16).
  - He has 27 (5d8 + 5) hit points.
  - He has the following ability scores: Str 15 (+2), Dex 9 (-1), Con 13 (+1), Int 11 (+0), Wis 16 (+3), Cha 13 (+1).
  - He has the following skills: Animal Handling +5, Athletics +4.
  - He wields a longsword (+4 to hit, 1d8 + 2 slashing damage, or 1d10 + 2 slashing damage if used with two hands).
- **Han Filo** is a dashing male human with fair skin, flowing blonde hair, and a roguish smile.

- He is chaotic evil.
- He wears a chain mail (AC 16).
- He has 37 (5d8 + 15) hit points.
- He has the following ability scores: Str 17 (+3), Dex 16 (+3), Con 16 (+3), Int 12 (+1), Wis 8 (-1), Cha 12 (+1).
- He has the following skills: Acrobatics +5, Athletics +5.
- He wields a halberd (reach 10 ft., +5 to hit, 1d8 + 3 slashing damage).

• **Vorgrim Baresarcks** is a male human fighter with short-cropped, dirty blonde hair and a sagging lower lip.
- He is chaotic evil.
- He wears a chain mail and carries a shield (AC 18).
- He has 37 (5d8 + 15) hit points.
- He has the following ability scores: Str 15 (+2), Dex 15 (+2), Con 17 (+3), Int 6 (-2), Wis 9 (-1), Cha 13 (+1).
- He has the following skills: Athletics +4, Intimidation +3.
- He wields a battleaxe (+4 to hit, 1d8 + 2 slashing damage, or 1d10 + 2 slashing damage if used with two hands).

KEY TO THE CONSTABULARY

A. A small courtyard is situated in front of the entrance. A 10-foot-high stone wall encircles the courtyard. It can be scaled with a successful DC 15 Strength (Athletics) check. Seven **heavy warhorses** (see appendix B) are stabled in the courtyard under a wooden lean-to.

B. The first room of the building is a meeting hall of sorts. It also doubles as a courtroom. There is a large desk at the front of the room, with several oversized chairs behind it. The rest of the chamber is occupied by four rows of wooden benches.

C. The largest of the three back rooms serves as a storage area. Shelves and racks cover the walls, in addition to a few large, unlocked storage chests. In addition to mundane supplies owned by the village (shovels, chains, buckets, and other assorted maintenance supplies), some of the more valuable items salvaged from kidnapped victims are stored here. This loot includes fine clothes, ornate saddles, and high-quality weapons, with a total value of 1,000 gp. The following weapons are here:

- two longswords
- three maces
- two scimitars
- four halberds
- a greatsword with a crimson tourmaline (worth 100 gp) set into its handle

One of the larger empty storage chests has a false bottom that can be located with a successful DC 14 Intelligence (Investigation) check. The false bottom covers a trapdoor in the floor, hiding stone stairs that descend to a sub-level of the dungeon. This passage leads to the tower overlooking the village (area V-11), as well as a route to Dungeon Level One (area 1-46). Note that this is the only entrance to the old garrison tower, as the structure lacks an exterior door.

D. This chamber is Merth's personal quarters. It has a bed, a desk with a wooden chair, and a footlocker. The footlocker contains mundane equipment and personal effects. The desk contains assorted papers pertaining to duty rosters, henchmen payments, and mundane village business.

Treasure. Under the desk on the south wall is a concealed compartment that can be located with a successful DC 15 Wisdom (Perception) check. Inside is a metal cash box. The box is unlocked but trapped with a poison needle trap. The poison needle can be detected with a successful DC 17 Wisdom (Perception) check. Jamming the needle mechanism requires thieves' tools and a successful DC 20 Dexterity check. Failure to disable the trap before opening the box triggers it. The creature holding the box when the trap springs takes 1 piercing damage and must make a DC 14 Constitution saving throw. On a failed save, the target takes 22 (4d10) poison damage and is poisoned for 1 hour. On a successful save, the target takes half as much damage and isn't poisoned. Inside the box are 423 cp, 800 sp, 200 gp, and two small blue quartz gemstones (worth 10 gp each).

E. This small room serves as a barracks for Merth's henchmen. The room is crammed with three bunk beds and matching footlockers. The footlockers contain clothes and mundane personal effects, but nothing of value.

AREA V-11 – THE TOWER

This 50-foot-tall gray stone tower overlooks the village. The structure was originally built to protect the developing village of Mitra's Fist, but it has been in disuse for centuries. The roof has collapsed, as have the previous wooden floors. The ground floor is a mess of wooden debris. There is no exterior entrance, but the walls are riddled with arrow slits in all directions.

Getting into the Tower. The tower can also be accessed from the tunnel originating in the constabulary (area V-10C) and leading to a trapdoor on the ground level. Alternatively, a character could scale the tower with a successful DC 15 Strength (Athletics) check and then climb down the interior wall. A Tiny creature could squeeze through an arrow slit to

gain access. A vertical shaft from area 1-36 also leads here, but its top was mortared shut long ago.

The tower is rarely used these days, but Merth does keep the debris cleared off the trapdoor, just in case. Six **giant rats** nest among the wooden debris on the ground floor.

AREAS V-12 THROUGH V-16 – ABODES OF THE BRIGANDS

To the south of the walled manor house is a collection of five hovels. A thin curl of smoke escapes the chimney of each of these modest houses.

The bandits (see the section Bandits in the Night, above) that inhabit the village reside in these hovels. Area V-12 is slightly larger than the rest, but all are similarly furnished with bunk beds, a table with several chairs, unlocked storage chests, a hearth, and racks and hanging pegs for equipment. Each building contains a month's worth of various foodstuffs for 10 people, 10 flasks of alchemist's fire (in one large cask), and assorted spare armor and weapons: 1d2 suits of chain mail, 1d4 + 1 suits of leather armor, 1d6 shields, 1d4 shortbows, and a crate holding 6d10 arrows.

Currently, seven **bandits** are assigned to each of the standard buildings (V-13 to V-16). The **bandit captain** and the **bandit leader** (see appendix C), along with two favored bandits, occupy the larger building (area V-12). If entered during the day, each hovel contains 1d6 + 1 bandits resting, sleeping, or gambling. All bandits keep a dagger on their person at all times, and 50 percent of them are armed and armored with their regular equipment. In addition to the bandits, there are 1d4 human **commoners** in each hovel.

Treasure. Each hovel contains a random assortment of coins used for gambling, stashed in mattresses, or hidden in the storage chests. Each hovel contains 1d100 cp, 2d20 sp, 2d10 gp, and 1d6 pp. The bandit leader's hovel (area V-12) has twice this amount.

AREA V-17 – THE VILLAGE WELL

To the north and west of the manor house is a circular stone well, perhaps four feet high with a slate roof cover. A metal, crank-style pulley system with a wooden bucket attached to a rope sits on the edge.

The village uses this well as a water supply. It is 10 feet in diameter and drops about 100 feet to the aquifer.

Climbing down the well requires a successful DC 12 Strength (Athletics) check. Using the rope and pulley system grants advantage on this check. About 30 feet down the well is a natural crack in the stone wall, readily apparent to anyone climbing the shaft. A Small or smaller creature can squeeze through this crack, which soon opens into a twisting passage about 3 feet wide. Eventually this passage leads to area 1-17 of the dungeon. **Sinstar** the wererat (in giant rat form) uses the passage to enter and exit the dungeon.



DARK TOWER

CHAPTER 3: DUNGEON LEVEL ONE

GENERAL FEATURES

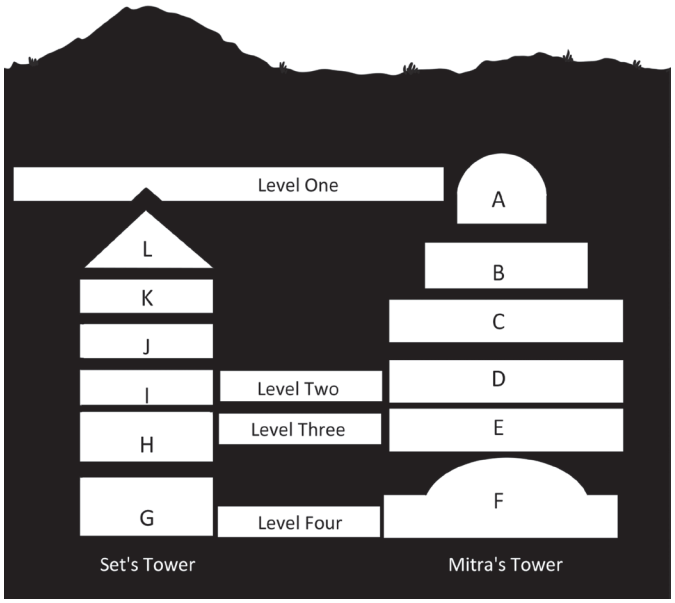
Dungeon Level One is closest to the surface and as such sees the most traffic from villagers. There are two main areas on this level: the rough-hewn passages in the north (for most part, areas 1-2 to 1-17), and the finished corridors and rooms (areas 1-18 to 1-46). The top of the White Tower of Mitra can be accessed from this level (area 1-1). The very tip of the Dark Tower of Set is visible in area 1-33, but there is no entrance to the tower on this level. Numerous entrances lead from the village to the dungeon. These include:

- The trapdoor under the first two pews in the shrine of Mitra (area V-2) opens into area 1-1.
- The trapdoor in the side room of the manor house (area V-5D) provides access to area 1-18.
- The pit trap at the base of the stairs to the upper level of the manor house (area V-5E) eventually leads to area 1-42.
- The trapdoor in the kitchen of the Overlord's Inn (area V-7C) leads to area 1-21.
- The tunnel from the constabulary (area V-10C) to the tower (area V-11) provides a route to area 1-46.
- A Small or smaller creature can squeeze through the crack in the well (area V-17) to access the dungeon (area 1-17).

Ceilings. Corridors are 10 feet high, unless otherwise noted. The ceilings of individual rooms vary by description.

Walls. As depicted on the map, walls are either rough-hewn stone (in the northern chambers) or finished stone (the southern chambers). Rough-hewn stone walls offer numerous handholds and can be climbed with a successful DC 10 Strength (Athletics) check. Finished stone walls are more difficult to scale, requiring a successful DC 15 Strength (Athletics) check.

Doors. A standard door in the dungeon is composed of stone and opens in the direction indicated on the map. A stone door has AC 17, 30 hit points, and immunity to poison and psychic damage. Unless otherwise noted in the individual room description, a locked stone door requires thieves' tools and a successful DC 20 Dexterity check to open, or a successful DC 22 Strength check to break down.



Sub-level: Areas 1-44 through 1-46 are a sub-level of the first level of the dungeon. These few rooms are a route between the constabulary (area V-10) and the tower in the village (area V-11). This route also leads to the first level of the dungeon (the west stairs from area 1-44).

Illumination. Unless otherwise noted in the individual room descriptions, all dungeon chambers lack light.

Provisions. Assume that whenever an NPC is encountered in their keyed location (typically their residence) that 1d4 weeks of provisions, including 1d10 gallons of wine or water, are present per person. Obviously, this does not apply to prisoners.

Spell Components. Assume that spellcasters have any equipment they need to cast spells. This could include a component pouch, an arcane focus (for a wizard), or appropriate holy symbol (for a cleric).

Wandering Monsters. The dungeon is a dynamic environment, with NPCs frequently traveling to and from the village and the various dungeon levels. If an NPC is killed during a random encounter, they cannot be encountered again, nor are they found in their lairs. Of course, the reverse is true for

NPCs who are defeated in their keyed locations. They should be removed from these encounter tables.

For every 30 minutes the characters spend exploring Dungeon Level One, there is a 1 in 6 chance of a random encounter. These chances increase to 1 in 3 whenever the characters enter an empty chamber. If a random encounter is triggered, roll a d8 and consult the table below.

GM Note. A random encounter in the rat tunnels (areas 1-5 through 1-17) is 75 percent likely to be giant rats (see #5 on the table below).

LEVEL ONE

d8	Encounter
1	Skeletons
2	Merth and two henchmen
3	Avvakris and followers
4	Ollem Hairy-Arms
5	Giant rats
6	Living stone statue of Set
7	Aphris and trolls
8	Wanderer from Level Two

LEVEL ONE WANDERING MONSTER DESCRIPTIONS

Aphris and Trolls. Aphris is as described in area V-6. When encountered in the dungeon, he wears chain mail (AC 16) and a (nonmagical) replica of Avvakris's ring. While wearing chain mail, his speed is reduced to 20 ft. He travels with 1d4 **trolls** (from areas 4-15 through 4-17), but if the trolls are defeated during a random encounter, the number of trolls in those rooms is not reduced. Aphris is recruiting additional trolls (see area 4-18A) in a plot to kill his father.

Avvakris and Followers. Avvakris is described in area V-5. Both of his **myrmidon** bodyguards (Seth the Huge and Wormgear Bonegnawer) are present, along with one off-duty manor patrol (randomly determined); Hastor, a cleric of Set (see area V-3); and 1d6 **bandits** (see areas V-12 through V-16).

Giant Rats. This is a wandering pack of 2d6 **giant rats**. There is a 20 percent chance that **Sinstar the Sly** (see area 1-15), the wererat rogue, runs with the pack in his giant rat form.

Living Stone Statue of Set. This is a wandering **basalt wizard golem** (see appendix B) from area 3-12. The statue appears to be an 8-foot-tall, green stone rendering of a muscular male human with a jackal's head and glowing green eyes. If encountered in a corridor, the statue is stationary (preferably near an intersection or door) and indistinguishable from a normal statue, thanks to its False Appearance trait.

Merth and Henchmen. Merth the Sheriff (see area V-10) along with two henchmen (randomly determined) are on an errand for Avvakris. There is a 25 percent chance they are transporting a random captive from the village to the holding cells in area 2-21. The prisoner could be one of the named NPCs from the caravan of Mumchandar (see Chapter 2), or 1d4 male and female human **commoners**.

Ollem Hairy-Arms. From time to time, **Ollem Hairy-Arms** (see area V-4) needs to work out his aggressions in a spree of bloody violence. He is in brown bear form and attacks without hesitation. If reduced to 10 hit points or fewer, he flees.

Skeletons. Several bands of animated skeletons roam about Dungeon Level One, not keyed to a particular location. This is a wandering band of 1d4 + 10 **skeletons** wearing chain mail (which reduces their speed to 20 ft.) and carrying shields (AC 18). They wield scimitars (+4 to hit, 1d6 + 2 slashing damage) and fight to the death.

Wanderer from Level Two. Use the random encounter table from Dungeon Level Two to determine this encounter.

KEY TO DUNGEON LEVEL ONE (MAP 5)

AREA 1-1 – THE ENTRY TO MITRA'S TOWER

This 30-foot-square chamber has finished walls and a flagstone floor. The chamber is awash with soft illumination and the tinge of burning incense, but the sources of both are undetermined. To the south is a set of sealed stone double doors. To the west is an open archway. A male human adorned in archaic gold plate armor kneels before the archway, his eyes closed in meditation. As he takes a deep, cleansing breath, you hear mechanical clicks and a distinct whirring sound. A silver-bladed longsword with a golden inlay rests across the man's knees, and a shield bearing a lion's visage lies to his left.

This antechamber provides a potential route into the White Tower of Mitra (see Chapter 7). Six *continual flame* spells on the ceiling illuminate the area. The flames emit the scent of torchwood incense prevalent in the chamber.

Entrance to the White Tower of Mitra. The open archway appears to lead directly into the White Tower. One can even see the doors to areas A-1 and A-2. In truth, the way is blocked by an invisible door and guarded by both the immortal paladin **Holomir Goldheart** (see appendix C) and a dreadful curse. The door is locked but can be opened with thieves' tools and a successful DC 15 Dexterity

check. However, due to the invisible nature of the opening mechanism, this check is made at disadvantage. The door can also be forced open with a successful DC 15 Strength (Athletics) check.

The Sacred Guardian. It is Holomir's sacred duty to guard this entrance to the White Tower, a task he performs with the utmost diligence. Holomir has a magical, clockwork heart, called the *gold heart* (detailed in his stats in appendix C). The *gold heart* grants him regeneration, fire resistance, and immortality. Despite appearing to be in his mid-40s, he is in fact 525 years old! He has a thick mane of golden hair and a bushy handlebar mustache. His skin is pale, although his cheeks are ruddy. His nose appears to have been broken several times over the years. Holomir speaks with a boisterous tone and is genuinely excited to see unfamiliar adventurers. He is a very tactile individual, prone to fist bumps, back slaps, and even hugs!

In addition to his enchanted plate armor, Holomir wields a sentient longsword named *Lawgiver* (see appendix D) and has a magic shield. His lion-faced shield is joined with the spirit of a **Lion of Mitra** (see appendix C) named Morton the Blessed. Morton was Holomir's brother but was killed 300 years ago. If Holomir's life is threatened, Morton seeks to protect his brother: until the danger passes, all attack rolls against Holomir are made at disadvantage.



Holomir is interested in the characters' current quest ("What brings your band of hearty heroes to such a den of evil?") and outright asks if they oppose Set. If the characters prove to the paladin that they oppose Set, he bestows on them his sentient longsword, provided there is a hero worthy of such a blade (either a paladin or lawful good fighter). He then lets them pass to the White Tower. Mere words aren't enough to impress Holomir; only proof of a heroic deed (such as defeating Avvakris or disrupting the kidnapping operation at the Overlord's Inn) satisfies him. If the characters have not yet performed such deeds, Holomir suggests they explore the dungeon and return with proof of their heroic acts. He would confront the minions of Set himself, but his duty lies in guarding the entrance to the White Tower. He asks the characters to return *Lawgiver* to him (or give it to another warrior dedicated to Mitra) once the shackles of Set's oppressive rule are broken.

If Holomir is outnumbered, he summons the aid of 1d10 **lions of Mitra** (one will always be Morton the Blessed) before launching an attack with the battle cry, *"For Mitra!"* The battle cry is loud enough to alert 3d10 **gnome fighters** (see areas A-1 and A-2), who arrive from the White Tower in 1d3 + 2 rounds. He courageously leads his allies into battle, not fearing death due to the enchantments of his *gold heart.*

The Curse. The door is cursed. A sentient creature that passes through it becomes cursed as they feel some divine force touch them gently on the chest. A *magic mouth* appears on the archway and booms:

> *"Ware Ye Pilgrim! Ye Have Been Touched by The Hand of Mitra. Cause No Evil in This, His Shrine, Else Ye Shall Die Most Horribly."*

A cursed creature that commits an evil act in the tower becomes diseased. The disease has an onset time of 1d6 × 10 minutes, during which time red blisters appear on the creature's chest, eventually taking the shape of a human hand with splayed fingers. For the next 7 days, the target develops extreme fatigue and soreness and has disadvantage on attack rolls, as well as Strength, Dexterity, and Constitution ability checks and saving throws. The disease runs its course after 7 days. A *lesser restoration* spell also ends the disease. Survivors are left with a hand-shaped mass of scar tissue on their chests.

Shaft. As indicated on the map, there is a 5-foot-wide shaft in the ceiling that leads to the hidden trapdoor in the village shrine (area V-2). The shaft is 20 feet long. Climbing the shaft requires a successful DC 10 Strength (Athletics) check. Unless the heavy wooden pews in the shrine above are moved,


Dark Tower
Map 5 Level 1
1 square = 10 feet
N
1-16
1-15
1-13
1-9
1-12
1-7
slope down to 2-18
1-8
1-14
1-6
A-1
1-1
overhead shaft
shaft here leads to the well (area V-2)
A-2
1-5
1-2
1-11
1-10
1-17
1-3
Stairs up to V-5d
stairs up
1-18
illusionary wall
1-20
shaft up to V-5e
1-19
1-4
1-27
1-21
1-43
1-42
1-44
1-26
1-25
shaft up to V-11 behind an illusionary wall
1-45
1-46
1-40
1-36
1-39
1-33
1-22
teleport to C-7
1-41
1-24
1-35
illusionary wall
1-28
1-29
1-23
1-30
1-31
1-34
1-38
1-37
stairs down to level 2
1-32
illusionary wall

opening the trapdoor from below requires a successful DC 22 Strength check. This check is made with disadvantage unless the character can get suitable leverage to push against the trapdoor.

Double Doors. The double doors to the south are secured with an *arcane lock*, but only on the south side. Characters can pass from this room to the south normally. Passing north to south is nigh impossible: picking the lock requires thieves' tools and a successful DC 30 Dexterity check. Alternatively, the doors can be bashed down with a successful DC 32 Strength check. Dispelling the *arcane lock* reduces the DCs of these checks by 10. The doors lead to area 1-2.

Teleportation Destination. Creatures that pass through the east wall of area E-19 arrive in this chamber, stepping through the east wall here.

AREA 1-2 – GHOUL AMBUSH!

Pushing open the stone doors reveals a dark, tomb-like cavern. As you glance about, a gangly green arm reaches from behind the door, attempting to rake its dirt-encrusted talons into your exposed flesh!

This natural cavern is an oval about 20 feet wide and 15 feet deep. The ceiling is rough hewn and uneven, perhaps 8 to 9 feet high. There is no light here.

Ambush! Two **ghouls** hide on either side of the doors. If not detected (Stealth +2), the ghouls surprise characters entering the cavern from the north. The ghouls drag paralyzed targets to area 1-3 for consumption. They fight to the death.

Double Doors. The double doors to the north are secured with an *arcane lock*. Picking the lock requires thieves' tools and a successful DC 30 Dexterity check. Alternatively, the doors can be bashed down with a successful DC 32 Strength check. Dispelling the *arcane lock* reduces the DCs of these checks by 10. The doors lead to area 1-1.

Developments. If the ghouls in area 1-3 make a successful DC 10 Wisdom (Perception) check, they hear the battle and arrive in 1d3 rounds to join the fight.

AREA 1-3 – GHOUL LAIR

The corridor winds about, doubling back to a natural cavern roughly 30 feet in diameter. The stench of animal waste and death fills the air. Prominently displayed along the back wall is a 6-foot-tall silver statue depicting a proud champion in plate armor, longsword raised triumphantly on high. In it's other hand, the figure holds a scroll tube. In the back of the cavern, four battered chests spill their contents across the floor.

This natural cavern is a ghoul lair. In addition to the two in area 1-2, three more **ghouls** wait here to attack. There is no light in the cavern.

Secret Door. A successful DC 13 Wisdom (Perception) check reveals a secret door in a niche along the southern wall. Once located, simply pushing on the door is enough to open it.

Treasure. The statue is a life-size silver representation of Mitra (worth 1,000 gp, but weighing approximately 300 pounds). The statue is enchanted with a permanent *protection from evil and good* spell (affecting both fiends and undead). It holds a scroll tube in its off hand. A successful DC 13 Intelligence (Investigation) check reveals a hidden screw top at the end of the tube. The scroll contains a crude map (**player handout 4**) depicting the location of the cells where sacrificial victims are held (see area 2-21). The map is dated 150 years ago (the GM should add this feature to the handout to fit their campaign's dating system) and bears the signature "Radleb" (Beldar backwards). Also in the case are five magically invisible gems: one agate (worth 10 gp), three garnets (worth 100 gp each), and one topaz (worth 100 gp). These gems are overlooked unless the character examining the tube makes a successful DC 20 Wisdom (Perception) check.

The coins spilling out of the four chests total 7,000 cp.

AREA 1-4 – HIDDEN SPIDER LAIR

GM Note. An illusory wall makes this area appear to be a tunnel that bends west. Physically interacting with the wall reveals the illusion, as objects pass right through it. Otherwise, discovering the illusory wall requires a successful DC 15 Intelligence (Investigation) check.

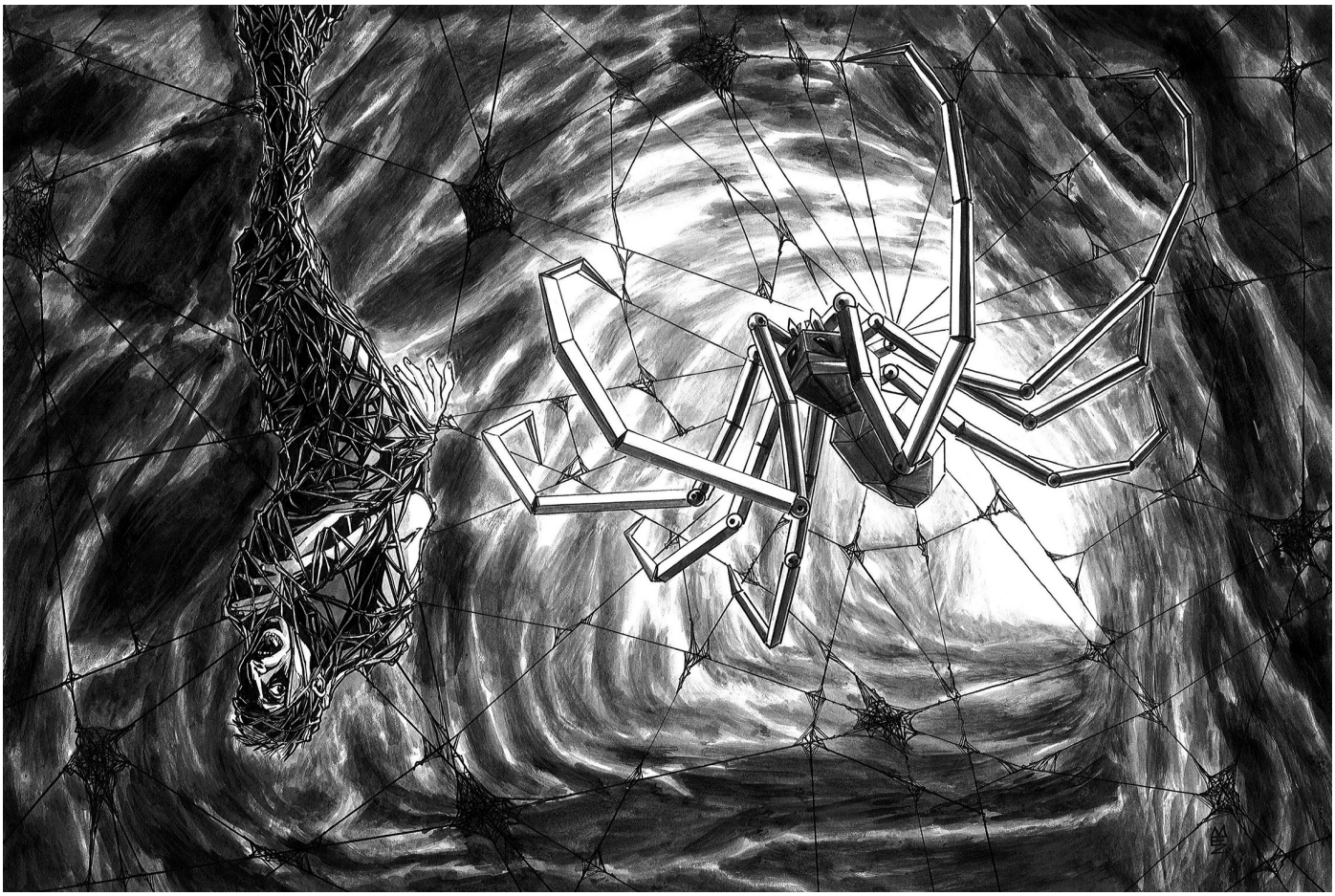
If the characters proceed down the tunnel, continue:

Steel wires anchored to the walls, floor, and ceiling crisscross the passage.

The passage is choked with webs made from thin metallic strands instead of silk. The webs are difficult terrain, and a creature that enters a web-filled area for the first time on a turn or starts its turn there must make a successful DC 15 Strength saving throw or become restrained in the webs. A creature can escape the webs by using an action to make a successful DC 15 Strength check. A 5-foot cube of the metallic webs has AC 14, 20 hit points, and immunity to bludgeoning, piercing, poison, and psychic damage.

If the characters discover the room behind the illusory wall, continue:

Stepping through the illusory wall reveals a natural cavern about 50 feet in diameter. The ceiling is 20 feet overhead. Most of the chamber is full of more metallic webs. A naked male human



struggles feebly in the webs, even as the metallic strands cut into his exposed extremities.

As indicated on the map, this room is filled with metallic webs. The webs are difficult terrain, and a creature that enters a web-filled area for the first time on a turn or starts its turn there must make a successful DC 15 Strength saving throw or become restrained in the webs. A creature can escape the webs by using an action to make a successful DC 15 Strength check. On a failed check the DC to escape the webs increases by 1 due to further entanglement. A 5-foot cube of the metallic webs has AC 14, 20 hit points, and immunity to bludgeoning, piercing, poison, and psychic damage.

The room is the lair of a web-building **giant metallic spider** (see appendix B). A creature of living steel, it can move about the webs unimpeded thanks to its Web Walker trait. When the characters enter the area, the spider hangs from the ceiling; spotting the creature requires a successful DC 16 Wisdom (Perception) check. This check is made at disadvantage due to the dense network of webs. The spider drops on any creature that attempts to free its captive. It fights to the death.

Treasure. Scattered on the floor of the spider's lair are a 12 cp, 4 pp, and three gems: a banded agate (worth 10 gp), a reddish-brown citrine (worth 50 gp), and a crimson spinel (worth 100 gp). Clearing the webs from the cavern in order to gather the treasure requires one Medium-sized creature working for 1 hour. Multiple creatures working together reduce this time accordingly.

Developments. If **Rufo the Ugly** (see appendix C and area V-8) is not with the characters, he is the naked male human trapped in the webs. If freed, he is grateful and agrees to accompany the characters, at least for a while. Otherwise, the captive is **Vastavarr Speartongue** (see appendix C and The Caravan of Mumchandar in Chapter 2). Vastavaar is a nomad and quite a braggart. He prefers light armor and a scimitar. He is also proficient at setting simple traps. He is willing to join the characters, but only to escape the dungeon. His gear is in area 2-21.

AREA 1-5 – KOBOLDS, CORPSES, AND COMMUNICATIONS

GM Note. Areas 1-5 through 1-17 are considered to be the rat tunnels.

The tunnel empties into a rough-hewn chamber, perhaps 40 to 50 feet across. In the center of the space stand a dozen gnome-sized, draconic humanoids. They wear dirty loin cloths and carry diminutive swords. They are squabbling over what appears to be the half-eaten corpse of a human woman. Strangely, a section of the northeast wall is convex and composed of finished white stone. Dark brown letters cover this part of the wall.

The humanoids are 12 **kobolds** armed with shortswords (+4 to hit, 1d6 + 2 piercing damage). They are preoccupied with the corpse of the female human (see Developments below), and thus have disadvantage on Perception checks to notice the party's approach. Once alerted to the presence of intruders, they scramble to attack, swarming their opponents. If their numbers are reduced to four or fewer, the remaining kobolds flee toward area 1-9 (to lure the characters into a confrontation with the denizens of that chamber).

Northeast Wall. The northeast wall of the room is the curved outer portion of the White Tower of Mitra. This wall is about 10 feet thick and unblemished despite the ravages of time. Scrawled on it with dried blood is the following warning in Celestial (see **player handout 5**):

"Beware of Hidden Symbols!"

Treasure. Each kobold carries 2d8 cp.

Developments. Inspecting the woman's corpse reveals she has been dead for several hours. Her heart has been messily removed from her chest, while the rest of her body appears to have been gnawed on. Unless the characters rescued her from area V-5F, this is the body of Avvakris's latest concubine, Skilvashara. Rufo, Beldar, or any of the members of the caravan can identify her body. Otherwise, she is an unnamed female human **commoner**.

AREA 1-6 – SIGNIFICANT SKELETON

This is an oval chamber, perhaps 40 feet across and apparently unremarkable. The ceiling is no more than 6 feet high. A rotting wooden door covered with bright orange mold blocks an exit to the north.

With the exception of scattered, rocky debris, this chamber is empty. Numerous, oversized rat tracks can be easily discerned in the dust.

Wooden Door. The orange mold on the door is harmless, although if disturbed it releases a puff of musty spores. The door shows signs of gnawing at its base. If opened, it literally falls apart. Just beyond the door lies a skeleton.

Bones. A human skeleton clad in a rotted noble's outfit lies face down in the north corridor. The bones belonged to a wealthy merchant who disappeared years previously, reportedly after discovering a sword of great power (see area 3-4). The skeleton wears a delicate silver signet ring (worth 50 gp) on its bony finger, but this requires a successful DC 13 Intelligence (Investigation) to discover. The ring bears a signet depicting three coins, three fish, and three sheaves of wheat. A character who examines the ring can attempt a DC 15 Intelligence (History) check. Bards and characters with the Guild Artisan background make the check with advantage. On a success, the character recognizes the signet as that of the merchant house of Kroan.

AREA 1-7 – CHAINS AND BONES

This is another natural chamber, but the ceiling here is about 12 feet high. Sunk into the south wall are several rusted chains dangling a few feet off the floor. Some of the shackles still hold bony limbs.

The south wall is set with eight sets of rusted manacles. They are sunk deep into the rock and require a successful DC 22 Strength check to free. Each chain is about 4 feet long. Two skeletal arms are still shackled to the manacles. The manacles rattle slightly if the characters approach them, but they are otherwise harmless.

AREA 1-8 – MAN-O'-MIST

Several short passages slope gently down into this hollow. The organic tang of rot hangs in the humid air. A 2-foot-deep carpet of chilly, clinging mist obscures the ground.

The floor of this chamber is uneven and obscured by the mist. A creature that attempts to move through the area must make a successful DC 10 Dexterity check or stumble against a rocky outcropping or shallow depression, falling prone. Near the back wall is a discarded khopesh with a rusted blade, but the weapon requires a successful DC 15 Intelligence (Investigation) check to discover.

Developments. Each time the characters enter this eerie place, there is a 60 percent chance that the mist forms into a humanoid shape that silently gestures towards area 1-9. The mist form then glides into that chamber and points at the lizard's nest. After 30 seconds or so, the mist form "walks" through the nest, seemingly disappearing into the wall (but actually revealing the route to Dungeon Level Two; see area 1-9 for more details). Shortly thereafter, the misty form flows back out of the nest and returns to area 1-8. The disturbance irritates the giant lizards and denies the characters any chance to surprise or sneak past the creatures.

AREA 1-9 – LAIR OF GIANT LIZARDS

The air in this 60-foot-wide cavern is humid and smells faintly of animals. The ceiling is about 15 feet overhead and covered

with an array of stalactites, most only a few inches long. A pile of refuse 10 feet across and peaking at 5 feet high is pushed up against the west wall. The pile is composed of rags, fur, and wood, along with the occasional bleached bone poking out from the debris. Along the southeast wall are four tunnels of various widths, each sloping down into darkness.

This damp cavern is the lair of a mated pair of **giant lizards**. The lizards hide in their nest (the pile of debris) as the characters enter the area. If a creature approaches the nest, the lizards burst out, attacking with surprise unless the creature makes a successful DC 11 Wisdom (Perception) check. Both lizards fight to the death to protect their nest.

Nest. The nest consists primarily of rags intermixed with fur and bones. The bones are mostly from giant rats, but a few human bones are present as well. The nest conceals the mouth of a low, sloping passage to Dungeon Level Two (area 2-2).

Treasure. Hidden in the nest is a silver dagger (worth 20 gp), a fancy bronze shield with rotted hand straps, a rusty suit of scale mail sized for a dwarf, and a longsword with a pitted blade. All the items could use a good cleaning but are otherwise functional. There are also 10 giant lizard eggs in the nest. Each egg could fetch up to 50 gp in a mid-sized city (not Mitra's Fist).

Developments. The giant lizard eggs hatch in 1d12 days. One egg hatches a basilisk, its eight tiny legs providing a clue to its unusual heritage. The juvenile basilisk (use the statistics for a **lizard**) develops its petrifying gaze after 1d3 + 1 weeks, although saving throws against this effect are made with advantage until the basilisk is fully grown. The juvenile basilisk is worth 1,000 gp, provided the characters travel to a large city to locate a buyer.

AREA 1-10 – RAT PROVING GROUND

The tunnel terminates in an oblong cavern. Hanging from the ceiling from a length of thick hemp rope is a battered burlap mannequin. The figure is humanoid-shaped, chewed on in parts, and stuffed with reeds that poke from its fraying seams.

Sinstar uses the mannequin as a training dummy for his army of giant rats.

Developments. When the characters enter the area, there is a 50 percent chance that 2d6 **giant rats** from area 1-11 are here scrounging for food.

AREA 1-11 – GIANT RATS

In this oblong cavern, a pack of dog-sized rats are busy stripping the flesh from a humanoid body. A passage exits on the opposite side of the chamber.

Ten **giant rats** are busily devouring an orc carcass. A character who makes a successful DC 13 Intelligence (Investigation) check can determine the species of the corpse. If left alone, the giant rats allow the characters to pass through the room to the opposite exit. If a creature approaches within 5 feet of their prize, the rats let loose a high-pitched squeal and attack. Each round, the noise draws an additional 1d6 giant rats from deeper in the lair, until a total of 90 giant rats arrive.

Developments. If combat with the giant rats lasts more than 5 rounds, **Sinstar the Sly** (see area 1-15) arrives in giant rat form to investigate. In combat, Sinstar commands the giant rats to concentrate their attacks, so as to gain the benefit of their Pack Tactics trait.

AREA 1-12 – GIANT RAT LAIR

The passage terminates at an oval-shaped cavern with a low ceiling. The floor is covered with all manner of debris: rocks, splintered wood, scraps of cloth, and bones both animal and humanoid.

Six **giant rats** lurk amongst the debris covering the floor. Spotting the rats requires a successful DC 12 Wisdom (Perception) check. If a creature enters the area, the rats attack (see Developments below).

Treasure. A quick search of the area reveals a rusty and dented iron box. The box is locked, and its opening mechanism is damaged beyond repair. It now requires a few solid weapon blows to open (AC 19, 10 hit points, immune to poison and psychic damage). The box holds 400 sp. A false bottom in the box requires a successful DC 17 Intelligence (Investigation) check to discover. The compartment conceals two fluorite gems (worth 50 gp each) and a zircon (worth 100 gp).

Developments. If combat occurs here, the rats' high-pitched squeals draw an additional 1d6 giant rats from deeper in the lair each round, until a total of 90 giant rats arrives. If combat lasts for more than 5 rounds, **Sinstar the Sly** (see area 1-15) arrives in giant rat form to investigate. In combat, Sinstar commands the rats to concentrate their attacks, so as to gain the benefit of their Pack Tactics trait.

AREA 1-13 – GIANT RAT HABITAT

GM Note. Two tunnels exit this chamber to the east. The right-hand tunnel is a dead end. The left-hand tunnel surfaces in the easternmost stall of the stable behind the trade monopoly (see area V-7A).

This area is more of an alcove, maybe 20 foot in diameter, that branches from the main passage to the east. A pile of refuse has been pushed against the northwest corner of the cavern. Several 3-foot-long rats poke around the pile searching for morsels.

Five **giant rats** occupy this chamber. If a creature approaches the alcove (as opposed to proceeding down one of the eastern corridors), the giant rats attack (see Developments below).

Treasure. In the debris pile are 1,100 cp, a leather belt with a metal snake-head clasp set with an amethyst (worth 110 gp), a fine silver chain (worth 140 gp), a bronze figurine of a griffon (worth 80 gp), and a pendant made of brass and an unknown alloy (worth 50 gp). It takes a total of 10 minutes to find all these valuables.

Developments. If combat occurs here, the giant rats' high-pitched squeals draw an additional 1d6 giant rats from deeper in the lair each round, until a total of 90 giant rats arrives. If combat lasts for more than 5 rounds, **Sinstar the Sly** (see area 1-15) arrives in giant rat form to investigate. In combat, Sinstar commands the rats to concentrate their attacks, so as to gain the benefit of their Pack Tactics trait.

AREA 1-14 – GIANT RAT LAIR

The tunnel opens into a natural cavern with several exits. The cavern's ceiling soars at least 20 feet overhead. In the southeast corner of the area is a pile of dung several feet high. Numerous pig-sized rats nose around the corners of the room.

There are nine **diseased giant rats** in this chamber. They attack at once (see Developments below).

Dung Pile. A creature that disturbs the dung pile must make a successful DC 10 Constitution saving throw or become diseased. Until the disease is cured, the target can't regain hit points except by magical means, and the target's maximum hit points is reduced by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Treasure. Buried in the dung pile is a *+2 longsword*, still in its sheath. The blade is sentient, but only barely. It is chaotic evil and communicates by transmitting emotion to its wielder, but it has no additional powers. The cross guard is a tangle of serpents, and the pommel is fashioned as a serpent's head. There is a hidden reservoir in the grip that can be accessed from the serpent head pommel. Locating this reservoir and deducing how to open it (by flicking one of the fangs to release the lid catch) requires a successful DC 20 Intelligence (Investigation) check. The reservoir is watertight and can hold a potion. Currently, the reservoir holds a *potion of undead control* (see appendix D). A creature wielding the sword can quaff a potion inside the reservoir as a bonus action.

Developments. If combat occurs here, the giant rats' high-pitched squeals draw an additional 1d6 giant rats from deeper in the lair each round, until a total of 90 giant rats arrives. If combat lasts for more than 5 rounds, **Sinstar the Sly** (see area 1-15) arrives in giant rat form to investigate. In combat, Sinstar commands the rats to concentrate their attacks, so as to gain the benefit of their Pack Tactics trait.

The longsword once belonged to Merth the Sheriff and was stolen by giant rats over 50 years ago. To this day, Merth still searches the dungeon for the lost blade—and woe to anyone who displays it in his presence! Merth arrests such thieves and immediately reclaims his "stolen" sword!

AREA 1-15 – LAIR OF THE WERERAT

GM Note. In the corridor outside the lair's southwest secret entrance is a 30-foot-deep pit, disguised to look like the dirt floor. Discovering the pit requires a successful DC 15 Intelligence (Investigation) check. The pit is covered with canvas and a layer of finely groomed dirt. Any creature weighing more than 50 pounds that steps on the canvas plunges into the pit. (A giant rat is not heavy enough, which is how the occupants of the room avoid triggering the trap.) If triggered, the pit trap needs to be manually reset. At the bottom of the pit are various swords, spears, and sharpened stakes. A creature that plunges into the pit takes 10 (3d6) bludgeoning damage from the fall and 11 (2d10) piercing damage from the spikes at the bottom. A successful DC 15 Strength (Athletics) check is needed to climb out of the pit.

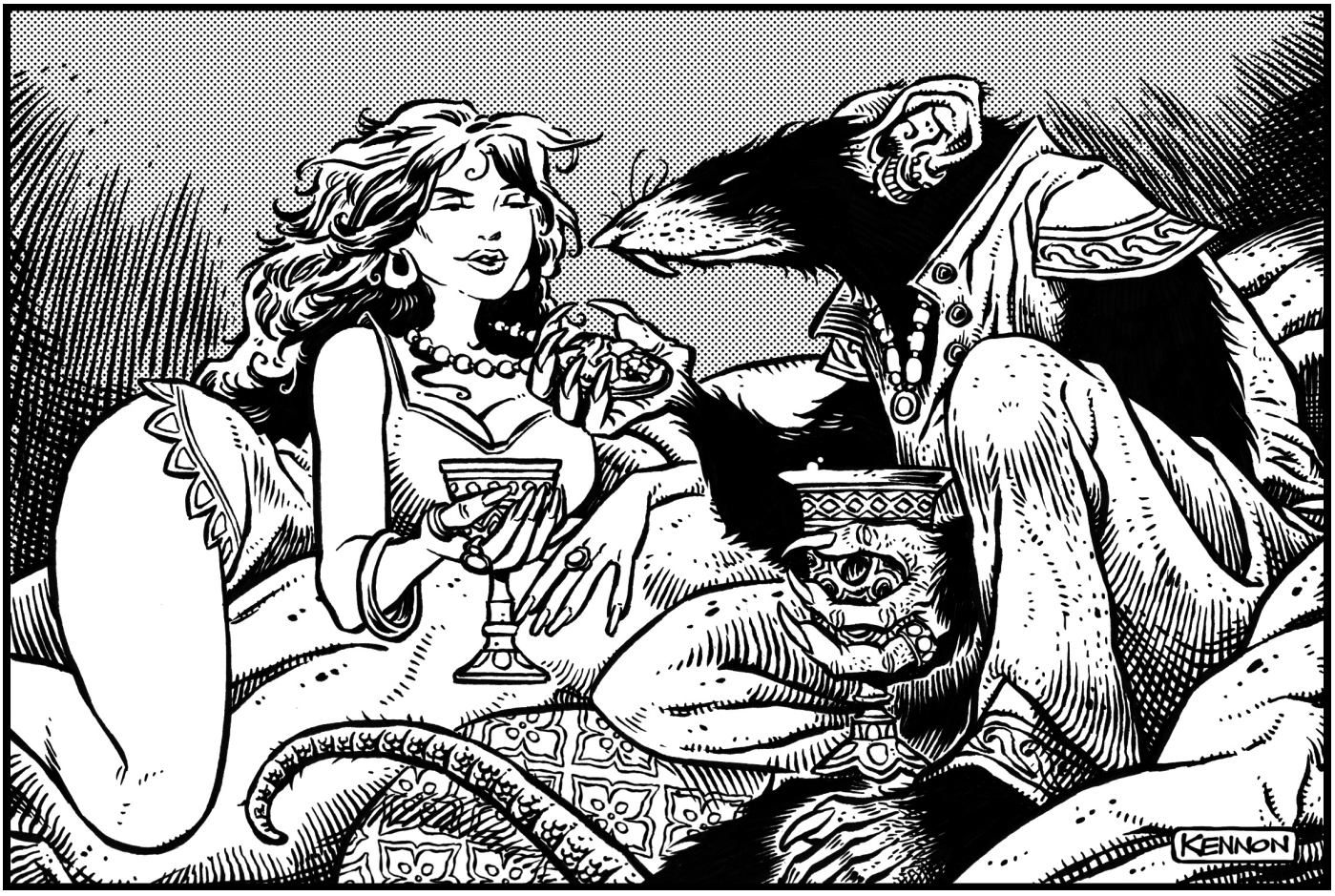
Two secret doors lead to the room beyond. Each can be located (from either side) with a successful DC 17 Wisdom (Perception) check. If the pit trap in front of the southwest door is triggered or discovered, checks to find the secret door from that side are made with advantage.

If this room is discovered, read or paraphrase the following, being sure to adjust the text if the occupants are present.

Unlike most areas in this section of the dungeon, this chamber has finished walls and a flagstone floor. The ceiling 10 feet overhead is finished as well. In the center of the room is a pile of dirty pillows.

There is an 80 percent chance that **Sinstar the Sly** (see appendix C), a wererat rogue, is here at any given time. Sinstar is a thin, wiry man of sour disposition. He has a hand-shaped scar on his chest that is visible even while in rat form (see area 1-1). If Sinstar is not present, the room's other occupant is asleep among the pillows.

If encountered here, Sinstar is carousing with his mistress **Avvala** (see appendix C), the daughter of Avvakris. She appears to be about 23 years old, with very long brown hair and an infectious smile. She has a slight build and speaks with a soft, yet high-pitched voice. Sinstar and Avvala are celebrating their recent discovery and theft of *Mitra's Eye* (see appendix D) from the White Tower. When the characters



arrive, the pair are in human form, lounging on the pillows and drinking wine from a shared cup.

Avvala relies on her spells if combat breaks out here. She starts with *snakeskin* (increasing her AC to 16 and granting her resistance to poison damage). She then casts *sticks to snakes*. Afterwards, she relies on *serpent missile* and *poison spray* as appropriate. She always saves at least one spell slot (probably a 2nd-level one) for *cure wounds*. Sinstar assumes hybrid form and summons giant rats to his aid. He uses his Cunning Action trait to move around the room and set up sneak attacks. If either NPC is reduced to 7 hit points or fewer, both assume giant rat form to blend in with the other rats and escape.

Treasure. Avvala wears *Mitra's Eye* around her neck, but she is not attuned to the item. The drinking cup is carved from a chunk of malachite inlaid with silver and studded with diamonds (worth 5,100 gp).

Developments. Both wererats can use an action to summon 2d6 **giant rats** to their aid. The rats arrive from deeper in the lair after 1d4 rounds. If the characters capture Avvala, she offers to trade *Mitra's Eye* for her freedom. If either Avvala or Sinstar escape, they send rats to keep tabs on the party and take their revenge at an appropriate time.

AREA 1-16 – GIANT RAT LAIR

GM Note. There is a secret door in the corridor to the south of this chamber. From the south, it is cunningly disguised to mimic the tunnel's natural curve. Noticing the door requires a successful DC 20 Wisdom (Perception) check. Attempts to find the door from the north are made with advantage, since the door is located in an alcove.

The corridor widens at the bend, creating a natural recess. Several dog-sized rats are poking around various bits of discarded waste. A handful of coins scattered across the floor reflects your light source.

The six **giant rats** attack without provocation (see Developments below).

Treasure. Scattered on the floor are 62 sp.

Developments. If combat occurs here, the giant rats' high-pitched squeals draw an additional 1d6 giant rats from deeper in the lair each round, until a total of 90 giant rats arrives. If combat lasts for more than 5 rounds, **Sinstar the Sly** (see

area 1-15) arrives in giant rat form to investigate. In combat, Sinstar commands the rats to concentrate their attacks, so as to gain the benefit of their Pack Tactics trait.

AREA 1-17 – MAJOR RAT WARREN

GM Note. The corridor to the north of this chamber ends in a crack in the wall. A Small or smaller creature can squeeze through the crack and emerge inside the well in area V-17 (see Chapter 2).

This cavern is about 60 feet in diameter. The air is damp, and water drips in a steady rhythm from the low ceiling. The ground is a carpet of pale white fungus, with some growths reaching a foot or more in height.

The chamber's ceiling is 6 feet high, although it dips lower in several locations. Medium or larger creatures wielding heavy weapons in the chamber have disadvantage on attack rolls. The fungus is edible, although it tastes somewhat bland. The cavern's walls are riddled with small passages that meander for a few feet before terminating.

A total of 20 **giant rats** inhabit the chamber. Most hide in the small passages, but they swarm into the room and attack shortly after the characters arrive.

AREA 1-18 – CELLAR OF THE MANOR HOUSE

GM Note. There are two ways to access this chamber. The trapdoor from the manor house (area V-5D) leads here. In addition, stone steps climb to this chamber from area 1-19.

This dark room is finished stone and 30-feet square. A short flight of steps climbs into the darkness in the back corner of the room. Numerous wooden casks are stacked against the south wall. Scattered around the casks are three spring-loaded, jagged-jawed traps, each about 3 feet across. Oddly, each trap is baited with a few gold coins.

This room is the cellar of the manor house in the village. The short flight of steps leads up to a solid trapdoor that opens into area V-5D. The trapdoor is barred from above and must be forced with a successful DC 20 Strength check or destroyed with weapon blows (AC 15, 15 hit points, immunity to poison and psychic damage). Either option creates quite a bit of noise, which likely alerts anyone on the first or second floor of the manor house. The noise also has a 25 percent chance of attracting a wandering monster from the dungeon.

Casks. There are 11 casks, each holding about 60 gallons of common quality wine. The casks once bore wood-engraved labels of their origin, but these have been scorched to illegibility.

Spring-loaded Traps. The three spring-loaded traps are obvious and can be easily avoided. Each is attached to the floor with a metal bolt. They are designed to capture and kill giant rats. Disturbing the coins has a 4 in 6 chance of springing the trap. A creature that triggers a trap must make a DC 15 Dexterity saving throw. On a failure, the creature takes 4 (1d8) bludgeoning damage and is grappled (escape DC 12). The traps can be triggered with any object longer than 4 feet or disabled with thieves' tools and a successful DC 13 Dexterity check. A successful DC 15 Dexterity (Sleight of Hand) check removes the coins without triggering the trap. A sprung trap needs to be manually reset with a successful DC 11 Strength check.

Treasure. Each cask of wine is worth 15 gp. Each trap is baited with 5 gp.

AREA 1-19 – PENTAGONS AND PASSWORDS

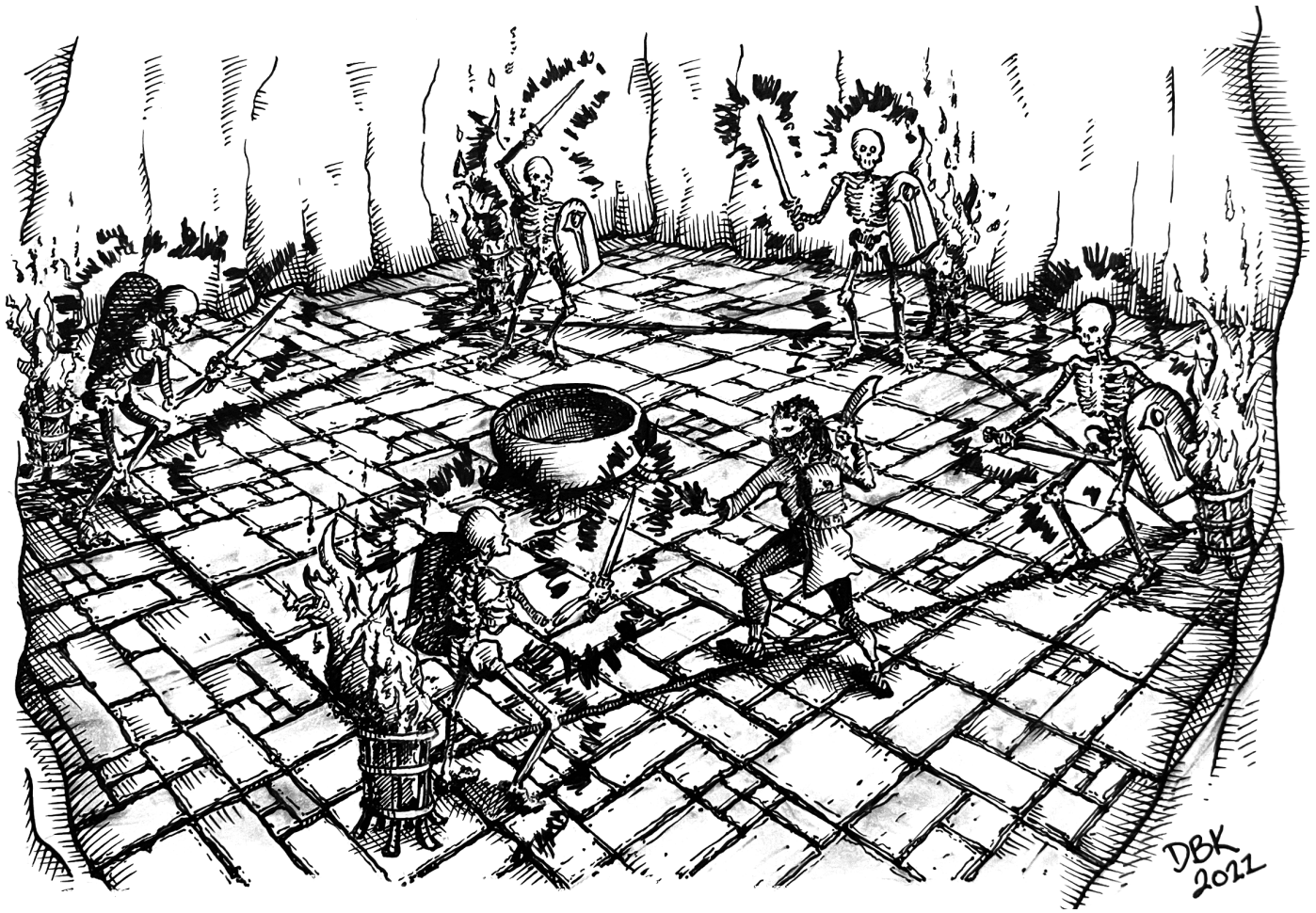
This is an expansive finished chamber with a flagstone floor. Fine curtains in good condition line the north, east, and south walls. The room is softly illuminated by five battered bronze braziers, each located at the point of a pentagon engraved on the floor. In the center of the pentagon is a gold bowl.

This room has a 30-foot-high ceiling. The braziers each have a *continual flame* spell cast on them.

Pentagon. If a creature crosses the perimeter of the pentagon without uttering the following passphrase aloud: "*Set, Set, Merchant of Death, Let All the World Feel Your Soul-Chilling Breath*," a line of fire ignites from each brazier and races out along the floor to the gold bowl. Each round thereafter, five **skeletons** appear in a puff of smoke, one at each point of the pentagon, until a total of 10 skeletons for each living creature in the chamber arrive. Thus, if there are six characters, 60 skeletons appear over the next 12 rounds. The skeletons are armed with shortswords and shields (AC 15). As soon as they arrive, the skeletons move out of the space where they appeared, to make room for others coming.

Secret Door. There is a secret door located behind the curtain on the south wall. Locating the door from this side requires a successful DC 20 Wisdom (Perception) check. From the corridor side, checks to find the secret door are made with advantage.

Treasure. The braziers and curtains are mundane and worthless. The gold bowl is worth 500 gp.



Developments. Rufo the Ugly (see appendix C and area V-9 for details) knows the passphrase and is willing to share it, but there is a 30 percent chance he misquotes it.

AREA 1-20 – A CONVERTED CRYPT

GM Note. The secret door in the east niche is a potential entrance to this crypt. Locating the door from either side requires a successful DC 20 Wisdom (Perception) check.

The air in this dusty crypt is stale. Along the south wall is an unassuming stone sarcophagus with its lid in place. The west end of the room is open to corridors leading north and south. In the northeast corner is a niche containing a pile of discarded bones.

This was once the crypt of an early patriarch of Mitra who led the construction of the shrine above. His bones lie in a jumble in the northeast niche, having been removed from his sarcophagus to make room for treasure. A character who examines the bones and makes a successful DC 12 Intelligence (Investigation) check deduces that they belong to a single human body.

Treasure. The lid of the sarcophagus can be easily slid off. Inside are 4,000 sp, 5,000 gp, a zircon (worth 50 gp), a tourmaline (worth 100 gp), a cream-colored pearl (worth 500 gp), a silver lion mask (worth 250 gp), and a *+1 shield* embossed with the lion of Mitra in red and gold.

Developments. If a *detect magic* spell is cast on the shield, it glows green for 1d4 minutes, revealing a map of the location of the *Heart of Law* (see appendix D and area 1-42). The map is reproduced on **player handout 6**. Roll a d4 and grant the players that many minutes of real time to examine the handout. *Detect magic* can be cast twice on the shield before the map disappears forever. Note that the map is 350 to 400 years old and does not accurately depict the entire dungeon.

AREA 1-21 – BASEMENT OF OVERLORD'S INN

GM Note. The double doors to the south are locked (Avvakris has a key). They can be picked with thieves' tools and a successful DC 20 Dexterity check or bashed in with weapons (AC 15, 20 hit points, immunity to poison and psychic damage). The latter method of opening the doors is loud and has a 75 percent chance of attracting a wandering monster. The double doors lead to the temple below (area 1-22).

Depending on which entrance the characters use, the GM might need to alter the following read-aloud text.

This finished chamber appears to be a larder. Two large wooden casks and several crates are stacked along the east wall. Scattered around the casks and crates are three spring-loaded, jagged-jawed traps, each about 3 feet across. Each trap is baited with a few gold coins. A side of partially dressed beef hangs from a bloody hook mounted on the ceiling. A short flight of stone steps climbs to a wooden trapdoor in the ceiling.

This is a storeroom used by the staff of the Overlord's Inn. The wooden casks are full of common quality wine, while the boxes contain non-perishable foodstuffs. The side of beef is fresh.

Spring-loaded Traps. The three spring-loaded traps are obvious and can be easily avoided. Each is attached to the floor with a metal bolt. They are designed to capture and kill giant rats. Disturbing the coins has a 4 in 6 chance of springing the trap. A creature that triggers a trap must make a successful DC 15 Dexterity saving throw. On a failure, the creature takes 4 (1d8) bludgeoning damage and is grappled (escape DC 12). The traps can be triggered with any object longer than 4 feet, or disabled with thieves' tools and a successful DC 13 Dexterity check. A successful DC 15 Dexterity (Sleight of Hand) check removes the coins without triggering the trap. A sprung trap needs to be manually reset with a successful DC 11 Strength check.

Trapdoor. If the room is entered from the southern double doors, the trapdoor at the top of the steps is barred shut. The trapdoor needs to be forced with a successful DC 20 Strength check or destroyed with weapon blows (AC 15, 15 hit points, immunity to poison and psychic damage). Either option produces quite a bit of noise, which likely alerts anyone in the Overlord's Inn kitchen.

Treasure. Each cask of wine is worth 15 gp. Each trap is baited with 5 gp.

AREA 1-22 – UPPER TEMPLE OF SET

GM Note. There is a 10 percent chance that a service takes place in this temple when the characters arrive. If so, all villagers are seated in the pews, while Avvakris leads a ceremony assisted by his daughter Avvala. The GM should alter the read-aloud text if this is the case.

This finished hall has a polished, inlaid, black marble tile floor. The east and west walls are decorated with engravings depicting a serpent-like deity wreaking chaos and destruction. Five rows of varnished oak pews, divided equidistantly by two walkways, occupy the nave. The front of the temple seems to be the main worship area, complete with four gold braziers providing flickering illumination. Flanked by curtains on the south wall is an 8-foot-tall statue of a heroically proportioned male human with the head of a jackal and scaly skin.

This is the main temple and worship hall of the evil villagers. The ceiling is 20 feet high. The braziers are lit with *continual flame* spells that shed bright light in a 20-foot radius and dim light for an additional 20 feet. The pictures on the walls are graphic and nauseating. The pews are worn, and the back few show signs of gnawing (from giant rats).

Secret Doors. There is a pair of secret doors behind the statue and curtains on the south wall. The doors can be detected with a successful DC 18 Wisdom (Perception) check, but opening the doors also requires finding their release mechanism: a stone set on the statue's base that must be depressed to release the doors' locks. Locating the mechanism requires a successful DC 17 Intelligence (Investigation) check. The secret doors can't be opened from the southern side (area 1-23).

There is another secret door behind the curtains in the southeast corner of the room. Locating the door from this side requires a successful DC 20 Wisdom (Perception) check. Checks made to locate the door from the corridor side are made with advantage. The secret door conceals a passage to area 1-24.

Curtains. The curtains at the south end of the hall depict Mitra as a weak, senile, and perverse figure. Moving left to right, his death is depicted in graphic detail, to the delight of a triumphant Set and his followers.

Statue of Set. The statue of Set is depicted in **player handout 7**. Attempting to pry loose its scales or the gems in its eye sockets causes the statue to animate and attack as an **animated stone statue** (see appendix B).

Treasure. The four braziers are gold inlaid with silver filigree (worth 500 gp each). The statue of Set is solid serpentine and has 1,000 malachite scales set into the stone (worth 25 gp each). It takes about 1 minute to remove five scales. The statue's eyes are yellow topazes (worth 500 gp each) and bear a mild enchantment that causes them to glow. However, the enchantment fades as soon as the eyes are removed from the statue.

Developments. For each humanoid that dies in the room, there is a cumulative 2 percent chance that the spirit of Set himself appears. The god possesses the dead body, transforming it into a **corpse possessed by Set** (see appendix B), a 7-foot-tall warrior with a scaly, muscular body and a jackal's head. The corpse summons a **minion of Set** and attacks, seeking to destroy enemies and loyal worshippers alike.



If the host corpse is destroyed, there is a 20 percent chance that Set possesses another corpse. This chance increases by 10 percent each time a new creature is possessed, up to 90 percent. Otherwise, Set disappears along with any minions he has summoned.

AREA 1-23 – ENTRYWAY INTO THE CRYPTS

GM Note. Two **skeletons** wearing bronze plate armor guard the east and west entrances to this antechamber. If the *ring of Avvakris* (see appendix D) or a representation of its signet (such as a wax seal) is presented to the skeleton, it does not attack.

The walls of this antechamber are smooth and finished, as is the ceiling. The floor is fitted with polished black tiles. Centered on the south wall is an oval mirror, perhaps 4 feet tall. The peak of the mirror's golden frame is fashioned like a skull. Motionless skeletal forms wearing bronze plate armor guard the east and west entrances. Each skeleton holds a greatsword, its point resting on the ground.

Skeletal Guards. The two skeletal guards attack as described above. Treat them as normal **skeletons** with the following changes:

- They wear bronze plate armor (AC 18) and have 9 (2d8) hit points. The plate armor reduces their speed to 20 ft. They have a Strength score of 14 (+2) and a Constitution score of 10 (+0).
- They have resistance to piercing and slashing damage. Each is armed with a greatsword (+4 to hit, 2d6 + 2 slashing damage).
- Each skeleton has the following trait:

Split: If the skeleton takes damage and is not destroyed, it magically splits into two identical skeletons, each with full hit points.

Treasure. The mirror is secured, both physically and magically, to the wall. Removing the mirror is a two-step process, requiring a *dispel magic* spell and a successful DC 20 Strength check. Removing the mirror from the wall destroys its enchantment. If left intact, the mirror can be used as a *crystal ball.*

Developments. Destroying the mirror (AC 13, 5 hit points, vulnerable to bludgeoning damage, immune to poison and psychic damage) causes any skeletons remaining in the area to crumble to dust.

AREA 1-24 – ANCIENT PATRIARCHAL CRYPT

This room appears to be a crypt, although there are no doors. Along the east wall is a sealed stone sarcophagus. A decrepit male human in tattered rags is slumped at the base of the sarcophagus, muttering to himself. An iron collar around his neck is affixed to a length of chain looped through a ring sunk into the stone floor. A whiff of incense lingers in the air.

This room was once a crypt, but it has since been converted into Avvakris's changing and meditation room. The village leader and his attendants use the room to prepare for services in area 1-22.

Decrepit Priest. The prisoner is the venerable **Verus Vorum** (see appendix C). A former cleric of Mitra, Verus is now forced to assist Avvakris and his clerics. When the allies of Set conquered the village on that fateful night over 300 years ago, Verus was the lone survivor of the attack. He has been imprisoned in the dungeons beneath the village ever since. Hidden under his tattered rags is a cudgel he can wield as a club.

After witnessing the slaughter of his fellow priests, Verus developed a split personality. Half the time (roll randomly), he is lawful good and has a complement of helpful healing spells prepared. He kindly asks the characters to free him from his bonds and take him away from this place of evil. He will warn the characters of the crossbow trap on the sarcophagus's lid, but he is unaware of the poison needle trap on the padlock. The other half of the time, Verus is chaotic evil and prepares a set of more despicable spells. He begs to be freed from his bonds but betrays his saviors at the first opportunity.

GM Note. Appendix C has two sets of statistics for Verus: one for when he is good and one when he is evil.

Verus is secured to the floor with 10 feet of heavy iron chain. The collar has been forged around his neck, so it can't be unlocked. However, the chain can be broken with a successful DC 22 Strength check.

Stone Sarcophagus. The stone sarcophagus is secured by a bulky iron padlock and doubly trapped. The lock has a poison needle concealed in it. Discovering the needle requires a successful DC 20 Wisdom (Perception) check. Disabling the needle requires thieves' tools and a successful DC 22 Dexterity check. Avvakris's key also disables the trap. A creature that triggers the trap takes 1 piercing damage and must make a successful DC 15 Constitution saving throw. On a failure, the target is poisoned. While poisoned, the target takes 18 (4d8) poison damage at the start of each of its turns. The target can repeat this saving throw at the end of each of its turns, ending the poison effect on a success.

The lid of the sarcophagus is also trapped. A tripwire attached to the lid connects to a heavy crossbow with a poisoned bolt concealed in a niche covered with gray canvas on the opposite wall. Locating the niche requires a successful DC 13 Wisdom (Perception) check. Locating the tripwire requires a successful DC 20 Wisdom (Perception) check. A character with thieves' tools can disable the tripwire with a successful DC 15 Dexterity check. If the concealed crossbow is found first, the check to disable this trap is made with advantage. Triggering the trap causes the crossbow to fire (+6 to hit) at the creature in front of the sarcophagus. On a hit, the target takes 5 (1d10) piercing damage and must make a DC 15 Constitution saving throw or take an additional 13 (3d8) poison damage.

Treasure. Locked in the stone sarcophagus are the following ceremonial items, all of which belong to Avvakris: a green scaled cape (worth 800 gp), a gold headdress (worth 300 gp), a jade collar (worth 1,200 gp), an obsidian dagger (worth 360 gp), and a serpent-headed staff (worth 110 gp).

Developments. Every round that Verus is in a stressful situation (such as combat), there is a 30 percent chance he switches alignment.

AREA 1-25 – PURIFICATION CHAMBER

This hall is 30 feet wide and 60 feet long. The ceiling and walls are smooth finished stone, and the floor is fitted with flagstones. In the center of the room sits a stone pedestal with a golden bowl resting on its flat top. A pair of large eyes has been painted on the north wall.

This is a purification room used by Avvakris and his priests. The ceiling is 15 feet high and there is no illumination here.

Gold Bowl. The bowl bears a minor enchantment. Blood placed in the bowl remains warm and does not coagulate. The bowl is currently filled with human blood. A creature that drinks from the bowl and marks their eyelids with a dab of blood gains the benefit of a variant *clairvoyance* spell, allowing them to gaze into any one room in the dungeon complex not protected by a *protection of evil and good* spell. A creature that drinks the blood but does not dab its eyes within 1 minute must make a DC 15 Constitution saving throw. On a failure, the creature is polymorphed into a berserk **giant poisonous snake** with hit points equal to the creature's maximum hit points. The snake attacks at once, choosing targets indiscriminately. If the snake is reduced to 0 hit points, the target returns to its original form. Otherwise, a *dispel magic* or *remove curse* spell is the only way to end the effect.

Secret Doors. There is a pair of secret doors on the east wall. They can be found with a successful DC 20 Wisdom (Perception) check. However, the trigger to release the catch must also be located to open the doors. At the base of the wall to the left of the doors is a concealed button; depressing the button releases a pin holding the doors shut. The button is designed to be triggered with one's foot. A character who makes a successful DC 15 Intelligence (Investigation) check can locate the button and deduce its operation. Otherwise, the double doors must be forced open with a successful DC 22 Strength (Athletics) check.

Developments. Performing the blood ritual is considered as a chaotic evil act, since the blood in the basin is human. A good-aligned creature who willingly performs the ritual must atone for the deed.

AREA 1-26 – CHAMBER OF THE UNDYING ELVEN SWORDSMEN

GM Note. This chamber (along with area 1-27) is concealed behind a pair of secret doors and remains undiscovered by the forces of Set. The secret doors to the southwest are described in area 1-25. Locating the doors to the north requires a successful DC 20 Wisdom (Perception) check. From this side, elves make the check to locate either set of doors with advantage.

The air here is stale and dry, and the floor is covered with a thick layer of dust. The corridor empties into an oblong natural cavern. Arranged haphazardly along the walls are 10 statues, a pair of which flanks all the entrances to the chamber. Each statue depicts an elven warrior wearing chain mail and armed with a thin blade.

This room has been undisturbed for many years. There are no tracks or marks in the dust on the floor. The ceiling is 15 feet high and, although irregular, lacks stalactites. The location of 10 statues of elven warriors are depicted on Map 5.

The Passage to the Northern Chamber. If any creature tries to enter area 1-27, the statue to the right of the entrance transforms to a flesh and blood **undying elven leader** (see appendix B) and blocks the passage. The leader wears strange lenses over his eyes that grant him *truesight*, allowing him to see through illusions and invisibility and perceive a shapechanger's true form. He utters the following in Elvish:

"What is Your Reason for Entering Yon Chamber?"

If the reason given is satisfactory (to defeat Set and his evil allies or something similar) and the speaker's alignment is good, the undying elven leader lets the characters pass. Otherwise, the elven leader gives a whistle, and the other statues assume flesh and blood form, transforming into nine **undying elven warriors**. The undying elven warriors move into melee and fight with passion. They fight until destroyed, but when reduced to 0 hit points, they revert to statue form and

begin to regenerate (as per their Undying trait). Once at full hit points, if evil creatures are still in the room, the undying elven warriors transform again and continue the fight.

AREA 1-27 – MARVELOUS GATE OF TELEPORTATION

This is another natural chamber with irregular walls and ceiling. On the opposite end of the dusty room is a free-standing stone arch. The arch is 20 feet across, and its surface is carved with numinous runes inlaid with gold.

This room is featureless save for the stone arch.

Stone Arch. A character who examines the arch and makes a successful DC 17 Intelligence (Arcana) check deduces that the arch is a vertical *teleportation circle.* The runes form a repeating pattern of three sigils (see **player handout 8**). This pattern can be discovered with a successful DC 13 Intelligence (Investigation) check. Touching the sigils in left-to-right order causes the teleporter to activate and remain open until the end of the toucher's next turn. Creatures who step through the arch while the teleporter is active are teleported to the White Tower of Mitra, arriving in area E-19. An evil creature that uses the teleporter arrives at area E-19 under the effects of a *confusion* spell. The *confusion* lasts for 1 minute, with no saving throw to negate the effect or end it early.

Treasure. Scraping the gold inlay from the runes takes 2 hours and yields 50 gp worth of gold filings. Doing so, however, breaks the teleporter's enchantment.

AREA 1-28 – THE CRYPT OF AVVAAR

GM Note. Locating the secret door that conceals this crypt requires a successful DC 20 Wisdom (Perception) check. Pulling a sconce on the north wall causes the door to open.

The secret door reveals a short passage leading to a 30-foot square crypt. The air is dry and stale, with a hint of decay. Along the back wall is a stone sarcophagus, its lid pushed partially to the side. Hieroglyphics once adorned the walls, but the symbols have since been scratched away.

This chamber continues to serve as a crypt, although not for its original occupant. It has been repurposed to hold Avvaar, Avvakris's eldest son. Avvaar was killed by smallpox during a foray into the White Tower. The hieroglyphics on the walls are incomprehensible, thanks to the damage done to them by the crypt's current occupant.

Avvaar has transformed into a **wight** and resides in the sarcophagus. He is aware when creatures enter his crypt but waits until a creature removes the lid before bursting out. He doesn't wear armor (AC 12) and lacks weapons, attacking solely with the life-draining blows of his taloned hands. A hand-shaped mass of scar tissue is visible on his chest (see area 1-1 for details).

AREA 1-29 – THE CRYPT OF SHAMLING, THE WINE MERCHANT

GM Note. Locating the secret door that conceals this crypt requires a successful DC 20 Wisdom (Perception) check. Pulling a sconce on the north wall causes the door to open.

The secret door reveals a short passage leading to a 30-foot square crypt. The air is dry and stale, with a hint of decay. Along the back wall is a stone sarcophagus, its lid secured with thick iron chains.

This is the crypt of Shamling, a wine merchant who once plied his trade in the village of Mitra's Fist (see area V-8). When he ran afoul of Avvakris, Shamling was slain and his body brought here to be interred. The sarcophagus is sealed with Avvakris's wax signet (see **player handout 2**). A character must burst the chains with a successful DC 20 Strength check to open the sarcophagus. Inside is the desiccated corpse of a male human dressed in decaying merchant robes.

Shamling is now an unquiet dead, a **wraith**. He is aware of any creatures that enter his crypt but waits until a creature struggles with the chains on his sarcophagus before using his Incorporeal Movement trait to pass through the sarcophagus and attack. If turned by a cleric, Shamling retreats into his sarcophagus. Otherwise, he fights until destroyed.

AREA 1-30 – PORTAL OF FEAR

GM Note. Locating the secret door that conceals this crypt requires a successful DC 20 Wisdom (Perception) check. Pulling a sconce on the north wall causes the door to open.

The secret door reveals a short passage leading to a 30-foot square crypt. The air is dry and stale, with a slight musky scent. Along the back wall is a sealed stone sarcophagus.

This is another crypt, but it's not being used as such. The sarcophagus is sealed with a bead of once-molten lead that has since hardened. Using a sharp implement (such as a dagger blade), the seal can be broken with about 10 minutes of work. The sarcophagus is empty, but a character that inspects the bottom and makes a successful DC 18 Intelligence (Investigation) check discovers a secret trapdoor.

The trapdoor opens into a slanting shaft that leads to the sloping roof of the Dark Tower. At the base of the roof is a quartz window coated in dirt. Scraping away the dirt takes about 10 minutes and reveals the face of the lich Pnessutt (area L-22), who has heard the scraping noise and comes to investigate.

Developments. The quartz window is indestructible and all attempts to access area L-22 (even via magic such as *passwall*) fail. See area L-22 for reasons why.

AREA 1-31 – TELEPORT TRAP

The secret door reveals a short passage leading to a 30-foot square crypt. The air is dry and stale, with a tang of organic decay. Along the back wall is a plain wooden box.

The walls, ceiling, and floor of this crypt are all nondescript. The only item of note is a plain wooden box, about 2 feet square.

Wooden Box. The wooden box is locked but has no keyhole. If a living creature touches the box, all the room's contents (including the box and the creature that touched it) are teleported to area 3-10. The only way to open the box is via weapon blows (AC 15, 5 hit points, immunity to poison and psychic damage). If the box is broken, a glass vial inside it shatters, releasing poison gas in a 5-foot-radius cloud. A creature that starts its turn inside the cloud must make a DC 15 Constitution saving throw. On a failure, the creature takes 18 (4d8) poison damage and is poisoned for 1 hour. On a success, the creature takes half as much damage and isn't poisoned. Each round, the radius of the gas cloud increases by 5 feet, dissipating 1 round after it reaches a 20-foot radius. Once the cloud expands to a 15-foot radius, saving throws against the gas are made with advantage.

Treasure. Locked inside the wooden box is 30 gp and a fragile glass vial filled with poison gas.

AREA 1-32 – AN ARMY OF UNDEAD

GM Note. A 10-foot-wide section of the east wall (leading to area 1-34) is illusory. Physically interacting with the wall automatically reveals the illusion, as everything simply passes through the wall. Otherwise, a successful DC 15 Intelligence (Investigation) check is required to discern the wall's illusory nature.

The corridor spills into a massive hall, at least 30 feet wide and 60 feet long. The arched ceiling peaks at about 20 feet overhead. Occupying the hall are ranks of undead, too many to count. The first few ranks are animated human bodies with glazed-over eyes. Beyond them are ranks of skeletons. A few of the skeletons are clad in armor, but most wear nothing but tatters over their bleach-white bony forms.

Undead Guards. A host of 8 **zombies** and 30 **skeletons** fills the hall. They stand at attention in even ranks, with the zombies in front (in two rows of four) and the skeletons at the rear (in five rows of six). One round after a living creature enters the area, the undead surge to attack (but see Developments below). If turned by a cleric, they flee to area 1-33. Otherwise, they fight until destroyed.

The zombies are unarmed and attack with slams. A character who makes a successful DC 12 Wisdom (Perception) check notices that four of the zombies look "fresh," as if they have been only recently animated. These four zombies are former members of the ill-fated caravan of Mumchandar (see Chapter 2: The Village of Mitra's Fist), which disappeared shortly after the characters arrived in the village.

Three of the skeletons clank around in plate armor (AC 18), which reduces their speed to 20 ft. The rest wear tattered rags that look similar to merchant's clothing (AC 11). All are armed with shortswords, but none of them carry shortbows.

Developments. If Avvakris's signet ring (see **player handout 2**) or a wax seal bearing its design is presented to the undead, they do not attack and instead allow passage through the area.

AREA 1-33 – MURKEY'S PRISON

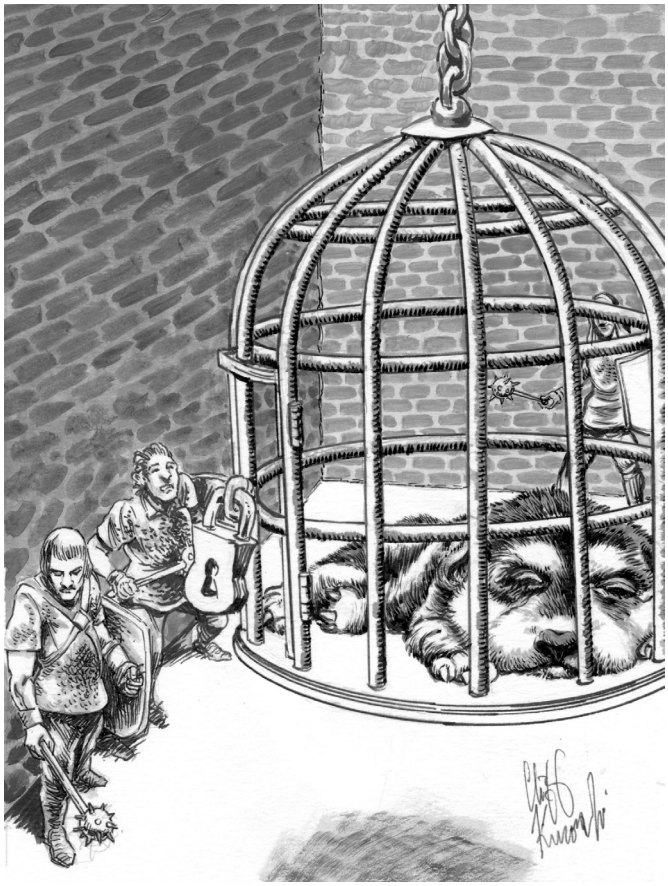
This is another large hall with finished walls and ceiling. The floor is fitted with flagstones. The ceiling soars 30 feet overhead; suspended from it on a chain is a metal cage, perhaps 10 feet above the floor. A cute, orange-brown puppy dog is fast asleep on the floor of the cage. Standing at each of the cardinal compass points beneath the cage are two human warriors wearing scale mail and carrying shields and morningstars. Jutting from the north wall is half of a 10-foot-high, smooth black stone pyramid.

The faithful of Set have converted the hall into a prison for a very special prisoner captured by Haffrung Helleyes over 300 years ago.

The Cage. Locked inside the metal cage is a small, cute puppy dog (as a **mastiff** with 2 hit points). Haffrung carries the cage's only key. Without the key the characters must pick the lock using thieves' tools and a successful DC 24 Dexterity check. Bending the bars wide enough to extract the puppy requires a successful DC 18 Strength check. Breaking the cage's chain requires a successful DC 22 Strength check. The cage has an AC of 19, 20 hit points, and is immune to poison and psychic damage. The cage is enchanted with a permanent *silence* spell.

Guards. The warriors at each cardinal compass point around the cage (eight warriors total) are **mercenaries** (see appendix C) with the following changes:

- All are lawful evil male humans.
- Each wears scale mail armor and carries a shield (AC 18).
- Each carries a morningstar (+4 to hit, 1d8 + 2 bludgeoning damage), as well as two daggers and a flask of alchemist's fire.



The mercenaries are tasked with guarding the special prisoner. They attack without question, relying on their numbers to overpower intruders. They fight to the death, fearing Haffrung's wrath should they fail in their duty.

Murkey. In reality, the puppy dog is the polymorphed form of Murkaganth (Murkey), an **adult bronze dragon.** Murkey has the following trait:

Innate Spellcasting: Murkey's innate spellcasting ability is Charisma (spell save DC 17). He can innately cast the following spells, requiring no material components:

- 1/day each: *enlarge/reduce, fireball, invisibility, web*

Murkey was captured shortly after the takeover of the village hundreds of years ago. Recognizing the dragon in its dog form, Haffrung used a scroll to cast *imprisonment* on Murkey, sending the dragon into an enchanted slumber that has lasted over 300 years. While slumbering, Murkey does not age or require food, drink, or air. The spell must be removed before the dragon can be awakened from its slumber. A *dispel magic* spell cast using a 9th-level spell slot ends the slumber. Alternatively, submerging the puppy in seawater for 1 minute (recall, he doesn't require air while enchanted) ends the slumber. Haffrung was particularly proud of the contingency he set to end the spell, since the ocean is hundreds of miles from here, yet is a favored habitat of bronze dragons.

Black Pyramid. Jutting from the north wall is half of a black pyramid. This is the pinnacle of the Dark Tower. There is no way to enter the Dark Tower from this location.

Developments. Murkey speaks Common, Celestial, Draconic, Lammasu, and Ki'rin. His preferred alternate forms include an osprey (as a **hawk**), a puppy dog (as a **mastiff**), or a **lammasu** (see appendix B). Centuries ago, Murkey allied with the clerics of Mitra to oppose Set and his evil forces. If the party breaks Murkey's enchantment, the dragon joins the characters to seek out the gate to Set's tower. Although a staunch and powerful ally, Murkey's obsession with revenge could prove a detriment to the party. If Murkey joins the party, the GM should be sure that his headstrong personality offsets his powerful abilities.

AREA 1-34 – THE FLAMING GUARDIAN

GM Note. An illusory wall conceals the hallway leading from area 1-32 to this room. A permanent *fog cloud* conceals the view into the chamber.

After passing through the illusory wall, you find yourself in a small antechamber. To the north, a 2-foot-tall statue of red stone stands in front of an archway filled with billowing fog. The air smells faintly of sulfur.

Red Statue. If a creature approaches within 5 feet of the statue, a *magic mouth* utters (in Common):

> *"If the Room Beyond You Wish to See, Then Lay on Hands and Pass by Me"*

Unless the characters place their hands on the statue, a *wall of fire* appears across the archway, fully blocking the way into 1-34. The wall remains for 2 hours. If the statue is moved, tipped over, or attacked, or if the characters attempt to pass through the *wall of fire*, the statue grows into a 7-foot-tall **flaming statue guardian** (see appendix B) and attacks, defending the archway. The statue guardian is susceptible to water; if a character splashes it with a gallon or more of water, the statue takes 1d4 cold damage.

Once the characters pass the statue and archway, continue with the following:

Beyond the foggy archway is a plain chamber about 40 feet long and 40 feet wide. A stone chest sits in the middle of the room. To the north, a 2-foot-tall statue of gray stone guards another fog-filled archway.

Chest. The chest is part of the stone floor and can't be moved. It is unlocked but trapped. Opening the chest causes a heavy crossbow concealed in the ceiling to fire four bolts (+8 to hit,

1d10 + 2 piercing damage) at random creatures within 5 feet of the chest. Detecting the crossbow trap requires a successful DC 20 Wisdom (Perception) check. Jamming the panel that contains the crossbow requires thieves' tools and a successful DC 15 Dexterity check.

Treasure. Inside the chest is a bag holding 100 tiger eye gems (worth 10 gp each). Each of the gems is cursed. Unless a *dispel magic* is cast on the gems within 1 hour of being removed from the chest, the gems explode. Each creature within 10 feet of the gems when they explode must make a DC 15 Dexterity saving throw, taking 1 fire damage per gem on a failed save, or half as much damage on a success.

AREA 1-35 – THE SECOND GUARDIAN

Once the party passes through the foggy archway from area 1-34, continue below:

Beyond the swirling foggy archway is a plain, 40-foot-square chamber. The walls are finished in strange, blue-gray stone. In the middle of the room sits an iron-bound chest. To the north, a 2-foot-tall, colorless, crystalline statue of a well-formed woman guards an archway filled with a billowing fog. The air here smells earthy.

The entrance to this room is similar to the entrance to area 1-34. A *fog cloud* obscures vision into area 1-35, and a statue guardian blocks the archway.

Gray Stone Statue. If a creature approaches within 5 feet of the statue, a *magic mouth* utters (in Common):

> *"If the Room Beyond You Wish to See, Then Lay on Hands and Pass by Me."*

Each character must lay their hands on the statue again, but if a non-good character touches it, a *wall of stone* materializes across the archway. The *wall of stone* lasts for 3 hours. If the characters move, tip over, or attack the statue, or if they damage the wall, the statue transforms into an 8-foot-tall animated **stone statue guardian** (see appendix B). The animated statue attacks, preventing creatures from passing through the archway.

Chest. In the center of the room is an unlocked, iron-bound chest.

Treasure. Inside the chest are 100 loose bloodstones (worth 50 gp each). Like those in area 1-34, these gems are cursed. If the characters remove the gems from the chest, each creature within 40 feet of the chest becomes cursed. While cursed, the target is subjected to a permanent *slow* spell. There is no saving throw to negate or end this effect, although a *dispel magic* or *remove curse* spell cast on a creature removes the effect from that creature. A *dispel magic* spell cast on the gems allows them to be removed from the chest safely. An affected creature may not realize they have been cursed, unless they happen to observe an unaffected creature moving much faster than they are. Noticing this fact requires a successful DC 15 Wisdom (Perception) check.

AREA 1-36 – DIAMOND LADIES AND GOLDEN BONES

Again, blocking entrance into the room is a 2-foot-tall, colorless, crystal statue of a well-proportioned human woman, standing against a backdrop of the mist-enshrouded archway.

Diamond Stone Statue. The archway to the room is obscured by a *fog cloud*. If a creature approaches within 5 feet of the statue, a *magic mouth* utters (in Common):

> *"If the Room Beyond You Wish to See, Then Lay on Hands and Pass by Me."*

Each character must lay their hands on the statue, but if a non-lawful character touches it, a *wall of force* appears across the archway and remains there for 4 hours. Any attempt to move, tip over, or attack the statue, or destroy the *wall of force*, causes the statue to transform into a 7-foot-tall **diamond statue guardian** (see appendix B). If destroyed, the statue itself turns into a *wall of force*, blocking the archway for 4 hours. After this duration, or if the wall is targeted with a *disintegration* spell, the wall shatters into a pile of worthless, broken glass.

Once the characters pass the diamond guardian, continue:

Beyond the foggy archway is a plain, 20-foot by 30-foot chamber. The walls are finished with a strange, blue-gray stone. In the center of the room is a golden chest, upon which sits a skeleton with golden bones.

Golden Chest and Bones. The skeleton sits upon the chest with its legs crossed and its hand on its chin, clearly in a pensive pose. A living creature that approaches within 5 feet of the skeleton triggers a magic effect similar to a *geas* spell. All creatures in the room must make a successful DC 17 Wisdom saving throw or become charmed by the skeleton. The skeleton then poses the following questions, which charmed creatures must answer truthfully:

> *"What is Your True Name and Identity?"*
>
> *"Is Your Disposition Good, Evil, or Neutral?"*
>
> *"What is Your Reason for Being Here?"*

A charmed creature takes 5 (2d4) psychic damage each time it lies or refuses to answer one of the skeleton's questions. It also takes 5 (2d4) psychic damage each round it moves (even if the creature leaves the chamber). Attacking or otherwise

interacting with the skeleton causes it to become incorporeal, but it continues to ask its questions. Once the three questions have been asked and answered, the skeleton collapses into a pile of bones.

Treasure. The diamond stone statue is solid diamond (worth 3,000,000 gp) but is worthless if destroyed. The skeleton's golden bones are worth 4,800 gp but weigh about 40 pounds. The golden chest is worth 500 gp. In the chest are 50 aquamarines (worth 50 gp each) and a lion-headed *+1 mace.* Although the mace is not a *Mitraic artifact*, it was once owned by a **Lion of Mitra** named Helson the Bold. Helson was a brash, boisterous cleric of Mitra. While they can see the mace, undead creatures have disadvantage on saving throws against effects that turn undead.

Illusory Wall. A permanent illusion covers the 5-foot-square alcove in the room's northwest corner. It conceals a vertical shaft that leads up to the fortress tower in the village (area V-11). The top of the shaft has been mortared shut. The mortared wall has AC 17, 60 hit points, a damage threshold of 5, resistance to piercing and slashing damage, and immunity to poison and psychic damage.

Developments. If the characters enter this chamber via the shaft from the village above, the diamond statue animates and attacks immediately.

AREA 1-37 – ROOM OF CARRION

This hall is roughly 70 feet from north to south and at least twice that long. The arched ceiling is covered with peeling paint about 30 feet high at its peak. Rotting curtains cover the opposite wall from floor to ceiling, although the lower few feet appear burnt and jagged. The rotting corpses of dozens of humans cover the floor. The stench of death is overpowering.

This was once a main hall of worship. The villagers now use it to dispose of unwanted bodies. The hundreds of rotting corpses make the entire chamber difficult terrain.

Rotting Stench. The stench of rot sickens creatures who enter this forsaken chamber, unless they make a successful DC 15 Constitution saving throw. On a failure, the creature is incapacitated with retching for 1 minute. Thereafter, the creature has disadvantage on Strength- and Dexterity-based attack rolls, ability checks, and saving throws for 1 hour. A creature that successfully saves is unaffected but must repeat the saving throw every 10 minutes it spends in the chamber.

Not Alone. Hiding among the bodies are two **carrion creepers** (see appendix B). The creepers are bloated, worm-like creatures with a frill of tentacles around their circular maws. The characters can make a DC 15 Wisdom (Perception) check to avoid being ambushed by the creepers. If reduced to 10 hit points or fewer, the creepers flee up a wall, out of reach of weapon blows. While they feed, the creepers take care to avoid the **black puddle** (see appendix B) also in the chamber. The black puddle prefers fresh flesh and focuses its attacks on living creatures, preferably ones doubled over from retching. The puddle fights to the death.

Illusory Wall. A permanent illusion made to look like the rest of the wall conceals the passage to area 1-39. Spotting the illusion requires a successful DC 15 Intelligence (Investigation) check. Though passage has been boarded up, the lower edges of the boarding have been eaten away by the black puddle. Thus, interacting with the wall doesn't automatically reveal it is an illusion, unless the characters specifically interact with the portions of the wall that have been eaten away (the bottom 3 feet or so).

Treasure. Scattered among the corpses are a total of 1,600 cp, but only 3d8 coins can be collected for each minute the party spends searching.

AREA 1-38 – ALCOVE OF THE THREE IMAGES

The rotted curtain unravels as you pull it aside. Beyond, you spy an antechamber. To the north, south, and west are circular niches, each 30 feet wide. Standing in each niche is a white marble statue depicting the same once-proud male human adorned with plate armor. The statues have been desecrated with blood, and deep gouges have removed their features. At the foot of the north statue sits a nondescript wooden box.

Located off the main worship hall, this chamber is a gallery of three statues, each in its own niche.

Statues. The three statues once depicted Mitra but have since been desecrated by followers of Set. Each statue is depicted wearing the ring, amulet, and belt of Mitra, but a character must make a successful DC 15 Wisdom (Perception) check to notice these features. The statue in the western niche holds a replica of the lion-headed mace from area 1-36 instead of a longsword. Noticing this fact requires a successful DC 15 Wisdom (Perception) check.

A Boon from Mitra. A non-evil creature that stands between the north and south statues for more than a few seconds regains 9 (2d6 + 2) hit points and is cured of any disease currently affecting it. A creature can benefit from this effect only once per day.

Wooden Box. At the feet of the northern statue is an unlocked wooden box containing a rolled-up parchment map tied with a silk sash (see **player handout 9**). Symbols on the map designate the locations of the *glyphs of warding*



in area 1-39. Written in Common in the center of the map is the word "OMPHALOS."

AREA 1-39 – THE CHAMBER OF OMPHALOS

GM Note. There is a secret door in the west wall of the passage directly south of this chamber. The door is cunningly disguised as part of the stone wall and requires a successful DC 22 Wisdom (Perception) check to notice. Beyond the secret door is a 5-foot-wide passage that leads to area 1-40. Using this route to access that area allows the characters to bypass area 1-39, which is heavily trapped.

The architecture of this once elegant chamber has deteriorated into ruin. The chamber is circular, at least 100 feet in diameter, with a domed ceiling 30 feet high at its peak. A painting once decorated the dome, but its theme is now unknown, as it is peeling and damaged beyond recognition. The floor is tiled with gold-flecked marble. In the center of the room sits a statue of a coiled serpent with a comely female face. Dozens of skeletons stand at attention around the room's perimeter.

This chamber was once breathtaking but now is in a state of disrepair. Carvings on the walls depict the earthly life of Mitra, but these decorations are invisible to evil creatures, who see only dust, cobwebs, and cold, gray stone.

Omphalos. The marble "statue" in the center of the chamber is a **guardian naga** named Omphalos. She guards the route to the hidden crypt (area 1-40). Over the years, she has covered the floor with *glyphs of warding*. She remains completely still, feigning the appearance of a statue in order to assess the intentions of the intruders. Unless she is convinced the characters are good-aligned, she attacks using her offensive spells (*flame strike*, *command*, *hold person*, and *silence*). She commands the 30 **skeletons** that line the walls of the chamber. The skeletons are armed with maces (+2 to hit, 1d6 bludgeoning damage). Although not particularly effective in melee, if the skeletons attack, they seek to overwhelm the characters and shove them onto the glyphs.

Omphalos has the following cleric spells prepared:

- Cantrips (at will): *mending, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, protection from evil and good, shield of faith*
- 2nd level (3 slots): *blindness/deafness, hold person, silence*
- 3rd level (3 slots): *clairvoyance, glyph of warding*

- 4th level (3 slots): *banishment, freedom of movement*
- 5th level (2 slots): *flame strike, mass cure wounds*
- 6th level (1 slot): *true seeing*

Glyphs of Warding. Numerous *glyphs of warding* are transcribed on the floor, as indicated by the dots on Map 5. Each black dot on the map represents a glyph that protects the 10-foot-square it is centered in. The glyphs are nearly invisible and require a successful DC 16 Intelligence (Investigation) check to discover. A living creature that enters an area protected by a glyph triggers it. Note that the skeletons and Omphalos do not trigger the glyphs. The glyphs have the following effects:

- The glyphs in the archways (three total) explode with electrical energy when triggered. Each creature within 20 feet of the glyph must make a DC 16 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a success.
- The outer ring of glyphs (14 total) cast a *hold person* spell when triggered. A living humanoid that triggers one of these glyphs must make a successful DC 16 Wisdom saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- The next ring of glyphs (10 total) cast a *blindness/deafness* spell when triggered. A living creature that triggers one of these glyphs must make a successful DC 16 Constitution saving throw or become blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- The center glyphs (two total) explode in a burst of fire when triggered. Each creature within 20 feet must make a DC 16 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a success.

Secret Doors. Concealed in the west wall are a pair of secret double doors. Noticing the doors requires a successful DC 17 Wisdom (Perception) check. Locating the release mechanism to open the doors requires a successful DC 18 Intelligence (Investigation) check. The release involves twisting a nearby sconce counterclockwise. The doors are protected with an *arcane lock* spell. Forcing open the doors requires a DC 25 Strength check, or a DC 15 check if the *arcane lock* is dispelled.

Developments. If Omphalos is convinced the characters are good-aligned and oppose Set, she assists the party by casting *mass cure wounds*.

AREA 1-40 – THE HIDDEN TOMB OF MITRA

GM Note. The secret doors leading to this tomb from area 1-39 are protected with an *arcane lock* spell.

The air here is dry and stale, with a hint of a flowery scent. The hall is 100 feet from north to south, but only 40 feet east to west. A layer of dust covers the fitted marble floor. To the north, a copper coffin rests on a stone platform. The south wall is dominated by a massive metal throne situated on a dais. A few glittering objects rest on the steps of the dais. Sitting on the throne is an old man with a benign smile on his face.

This is a hidden tomb dedicated to Mitra. It hides a mortal part of his body.

Reliquary. At the north end of the room is a solid copper coffin elevated on a 3-foot-high stone platform. The coffin is unlocked. If the coffin is opened, each creature within 10 feet must make a successful DC 20 Wisdom saving throw or wander aimlessly back to area 1-39, completely forgetting the existence of this hidden tomb. Creatures immune to the charmed condition automatically succeed on this save. Inside the velvet-lined coffin rests a human hip bone, purportedly that of Mitra's mortal form. This item is of great importance to the clergy of Mitra but likely has little value to the characters.

Throne. The massive steel throne is engraved with prayers and hymns to Mitra. The old man sitting on the throne is a permanent illusion of Mitra. The illusion doesn't interact with the characters, and objects used to inspect the illusion pass right through it.

The secret door from the southern corridor ends at a trapdoor beneath the seat of the throne. Locating the trapdoor requires a successful DC 22 Wisdom (Perception) check. A steel ladder mounted to the side of the shaft leads to the corridor.

Treasure. The throne is worth 26,000 gp but is impossible to move. The copper coffin is worth 1,400 gp. Arrayed on the dais before the throne are the following: an orc-faced steel brooch (worth 150 gp), a platinum bracelet (worth 570 gp), a glass longsword (created via a *glassteel* spell [see appendix D] and worth 140 gp), a fine glass chain (worth 90 gp), and a pair of ruby-studded iron earrings (worth 700 gp).

AREA 1-41 – TELEPORTING MIST

GM Note. Omphalos (see area 1-39) safeguards the entrance to this location. There are two *glyphs of warding* on the door. Noticing the glyphs requires a successful DC 16 Intelligence (Investigation) check. If triggered, the glyphs explode into flame. Each creature within 20 feet of the glyph must make a DC 16 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a success.

Once the door is opened, continue:

Beyond the door is a plain, 20-foot-wide corridor. About 10 feet down the corridor, a white, soupy fog obscures the rest of the passage.

Because of the mist, most of this corridor is heavily obscured. A living creature that enters the misty area teleports to area C-7 of the White Tower of Mitra (see Chapter 7).

AREA 1-42 – THE HEART OF LAW

The air here has a fresh, earthy scent laced with that of pleasant flowers. The floor is fitted with white marble tiles, and the walls are draped in white velvet. A clear, colorless gem approximately 6 inches in diameter floats about 4 feet off the ground in the center of the room, rotating slowly. A gentle strumming of a lute or harp can be heard.

This 70-by-100-foot chamber has a 20-foot-high ceiling. The floor is impeccably clean, and the white velvet curtains are in superb condition. Good-aligned creatures feel at peace in this chamber. This is the location of the *Heart of Law*, a powerful, sentient magic item and one of the legendary *soul gems* (see appendix D).

Floating Gem. The floating gem is the *Heart of Law*. A creature that touches the gem must make a successful DC 15 Intelligence saving throw (as described in appendix D). If the creature survives, an ethereal woman dressed in white materializes in the room. She kisses the creature on the forehead and then fades from view. In reality, the *Heart of Law* has shrunk to a half-inch diameter and embedded itself in the creature's forehead. The creature must make a successful DC 15 Constitution saving throw or become stunned for 1 minute. Once the creature comes to its senses, the gem contacts its host and urges them to defy Set and bring his followers to justice.

Shaft. In the northwest corner of the room is a 5-foot square shaft that leads up to a sealed trapdoor. The trapdoor can be easily opened with a successful DC 10 Strength check, revealing a 15-foot square room (not depicted on the map) with its floor covered with refuse. This room is at the bottom of the pit in area V5E.

AREA 1-43 – ANOTHER MISTY TELEPORT HALL

This 20-foot-wide corridor ends in a soupy violet mist, obscuring the route beyond.

Because of the mist, much of this passage is heavily obscured. A creature that enters the mist and continues walking feels as if they travel 60 feet down the corridor. However, after 10 feet they teleport to area 2-1 (see Chapter 4).

AREA 1-44 – EMPTY ROOM

This is a plain, 30-foot square room with finished walls and a smooth floor.

This is an empty room between the constabulary (area V-10) and Dungeon Level One.

South Stairs. The stairway to the south ends at an obvious secret door. Though it can be easily located, the secret door is barricaded from the opposite side by two wine casks. Forcing open the secret door requires a successful DC 20 Strength check. Forcing open the door alerts the occupants of area V-10D or V-10E.

West Stairs. The west stairway descends to Dungeon Level One, in the corridor just south of area 1-43.

AREA 1-45 – THE WINE CELLAR

This is a plain, 30-foot square chamber with a 10-foot-high ceiling. Two wooden casks sit against the north wall.

Each cask is full of high-quality wine. The east corridor ends at a short stairway that eventually leads to area V-11. The west corridor leads to area 1-46.

Secret Door. The characters can spot the secret door hidden behind the wine casks with a successful DC 17 Wisdom (Perception) check. The door swings into this room, so both casks must be moved before the door can open. Beyond the secret door is a stairway descending to area 1-44.

Treasure. Each cask of wine is worth 40 gp.

Developments. There is a 50 percent chance that one of Merth's henchmen is here sampling the wine. Use the table below to determine which henchman the characters encounter. Note: A roll of 10 indicates that an additional henchman is here. Roll on the table twice more to determine who is present. Keep adding additional henchmen each time a 10 is rolled, to a maximum of 6. See area V-10 for details on the henchmen.

d10	Henchman
1-2	Harmon Hellriser
3-4	Gerstead the Grim
5	Bolt of the North Marches
6	Scarvonii the Dark
7	Han Filo
8-9	Vorgrim Baresarcks
10	Roll again for additional henchman

AREA 1-46 – ROUTE TO THE CONSTABULARY

This 20-foot square chamber has earthen walls shored up with thick timbers. The air here is close and stinks of the earth. A set of rough-hewn stairs leads to a closed wooden trapdoor 10 feet above the floor.

This chamber is under the constabulary in the village (area V-10). The walls are of earth shored up with timber rather than finished stone. The chamber serves a route to the village tower (area V-11) and Dungeon Level One, via areas 1-44 and 1-45.

Developments. If area 1-45 is unoccupied (see above), there is a 70 percent chance that the trapdoor in the ceiling is barred shut. Forcing it open requires a successful DC 22 Strength check. There is enough room for a second character to help with this check.



DARK TOWER

CHAPTER 4: DUNGEON LEVEL TWO

GENERAL FEATURES

Dungeon Level Two is located around the White Tower of Mitra and the Dark Tower of Set. The White Tower is a circular structure in the northern part of the dungeon, while the Dark Tower is a square edifice to the south. However, there are no direct entrances to either tower on this level. There are numerous connections to this level. These include:

- The teleporter from area 1-43 deposits characters in area 2-1.
- The concealed passage in area 1-9 leads to the intersection east of area 2-2.
- The sloping passage from the northeast of Dungeon Level One leads to area 2-18.
- The stairway from area 1-32 leads to area 2-23.

Ceilings. Corridors are 10 feet high, unless otherwise noted. The ceilings of individual rooms vary by description.

Walls. Most of the walls on this level are finished stone. The exceptions are areas 2-14 and 2-18. Rough-hewn stone walls offer numerous handholds and can be climbed with a successful DC 10 Strength check. Finished stone walls are more difficult to scale, requiring a successful DC 15 Strength (Athletics) check.

Doors. A standard door in the dungeon is composed of stone and opens in the direction indicated on the map. A stone door has AC 17, 30 hit points, and immunity to poison and psychic damage. Unless noted in the individual room description, a locked stone door requires thieves' tools and a successful DC 20 Dexterity check to open, or a successful DC 22 Strength check to break down.

Illumination. Unless noted in the individual room descriptions, all dungeon chambers lack light.

Provisions. Assume that whenever an NPC is encountered in their keyed location (typically their residence), 1d4 weeks of provisions, along with 1d10 gallons of wine or water, are present per person. Obviously, this does not apply to prisoners.

Spell Components. Assume that spellcasters have any equipment they need to cast spells. This could include a component pouch, an arcane focus (for a wizard), or appropriate holy symbol (for a cleric).

Wandering Monsters. The dungeon is a dynamic environment, with NPCs frequently traveling to and from the village and the various dungeon levels. If an NPC is killed during a random encounter, they cannot be encountered again, nor are they found in their lairs. Of course, the reverse is true for NPCs who are defeated in their keyed locations. They should be removed from these wandering encounter tables.

For every 30 minutes the characters spend exploring Dungeon Level Two, there is a 1 in 6 chance of a random encounter. These chances increase to 1 in 3 whenever the characters enter an empty chamber. If a random encounter is triggered, roll a d8 and consult the table below.

LEVEL TWO

d8	Encounter
1	Gnorsh Bloodtongue and goblins
2	Berkam Shem and orcs
3	Wanderer from Level One
4	Pack of jackals
5	Hill giant
6	Haffrung Helleyes
7	Holomir Goldheart
8	Wanderer from Level Three

LEVEL TWO WANDERING MONSTER DESCRIPTIONS

Berkam Shem and Orcs. The wizard **Berkam Shem** (see appendix C) and 2d4 of his **orc** allies are heading to the surface or returning from a foray. This group is described in area 2-11. Berkam's **imp** familiar is also present, usually in spider form. The wizard commands the orcs to rush the characters, while he hangs back, flanked by his guards and casting spells in support. He flees if half the orc troops are defeated, using *web* or *invisibility* to cover his escape.

Gnorsh Bloodtongue and Goblins. The hobgoblin **Gnorsh Bloodtongue** (see area 2-3) and 1d20 + 15 **goblins** head to the surface to train in the wilderness. There is a 25 percent chance that 1d4 + 2 **worgs** are present as well. Unless the characters are disguised as allies of Set, these humanoids attack at once.

Haffrung Helleyes. The party encounters the wizard **Haffrung Helleyes** and two of his bodyguards, as described in areas 3-16 to 3-19. They are performing an errand, and the wizard is in a particularly foul mood. Randomly determine both Haffrung's current body and the identities of his bodyguards. If **Oph** is present, his **dire wolf** Fang is with him.

Hill Giant. The characters encounter 1d3 of the **hill giants** from area 2-23. The giants are looking for food and wine. They hesitate to attack at first. If shown Avvakris's signet ring or a wax seal bearing its symbol, they stand down and let the characters pass.

Holomir Goldheart. The paladin **Holomir Goldheart** (see appendix C) is described in area 1-1. He is accompanied by Morton the Blessed, a **Lion of Mitra** (see appendix C). They are retreating to Dungeon Level One. If threatened, Holomir summons 1d10 more **lions of Mitra**. Morton has only 32 hit points at the start of the encounter.

Pack of Jackals. 2d6 **jackals** from area 2-12 are either heading out to hunt (70 percent chance), or returning from a hunt (30 percent chance). If the latter, they drag two dead goblins (from area 2-3) and are less aggressive. Otherwise, they attack with zeal!

Wanderer from Level One. Use the random encounter table from Dungeon Level One to determine this encounter.

Wanderer from Level Three. Use the random encounter table from Dungeon Level Three to determine this encounter.

KEY TO DUNGEON LEVEL TWO (MAP 6)

AREA 2-1 – THE ROOM OF BALEFUL BLACKNESS

Following a wave of dizziness, the mist in the corridor dissipates, revealing utter darkness. Any light sources you carry are subdued, shedding feeble illumination a few feet around you.

The chamber is 120 feet in diameter. The floor is smooth and lacks debris. The walls are finished, as is the ceiling, which is 20 feet high.

Darkness. The room is shrouded in magical darkness. Light sources (both mundane and magical) shed dim light in a 5-foot radius, and the range of darkvision is halved. In addition, good-aligned creatures feel uneasy in this chamber.

Arrival. Creatures that teleport here from area 1-43 arrive in the east corridor. There is no mist in this corridor, and the teleportation does not work in reverse.

Danger in the Dark. A **gelatinous cube** lurks near the northeast arc of the room. Thanks to its Blindsight trait, the cube is unaffected by the darkness. Due to the darkness in this chamber, Wisdom (Perception) checks to notice the cube are made with disadvantage. The cube attempts to position itself so that a creature blunders into it. Failing this, it simply attacks.

Southern Archway. A permanent *fog cloud* fills the 10-foot-wide archway to the south, obscuring vision into area 2-2.

Treasure. Suspended inside the gelatinous cube is a metal tube containing a *spell scroll* of *water breathing*.

AREA 2-2 – THE POINTING OGRE

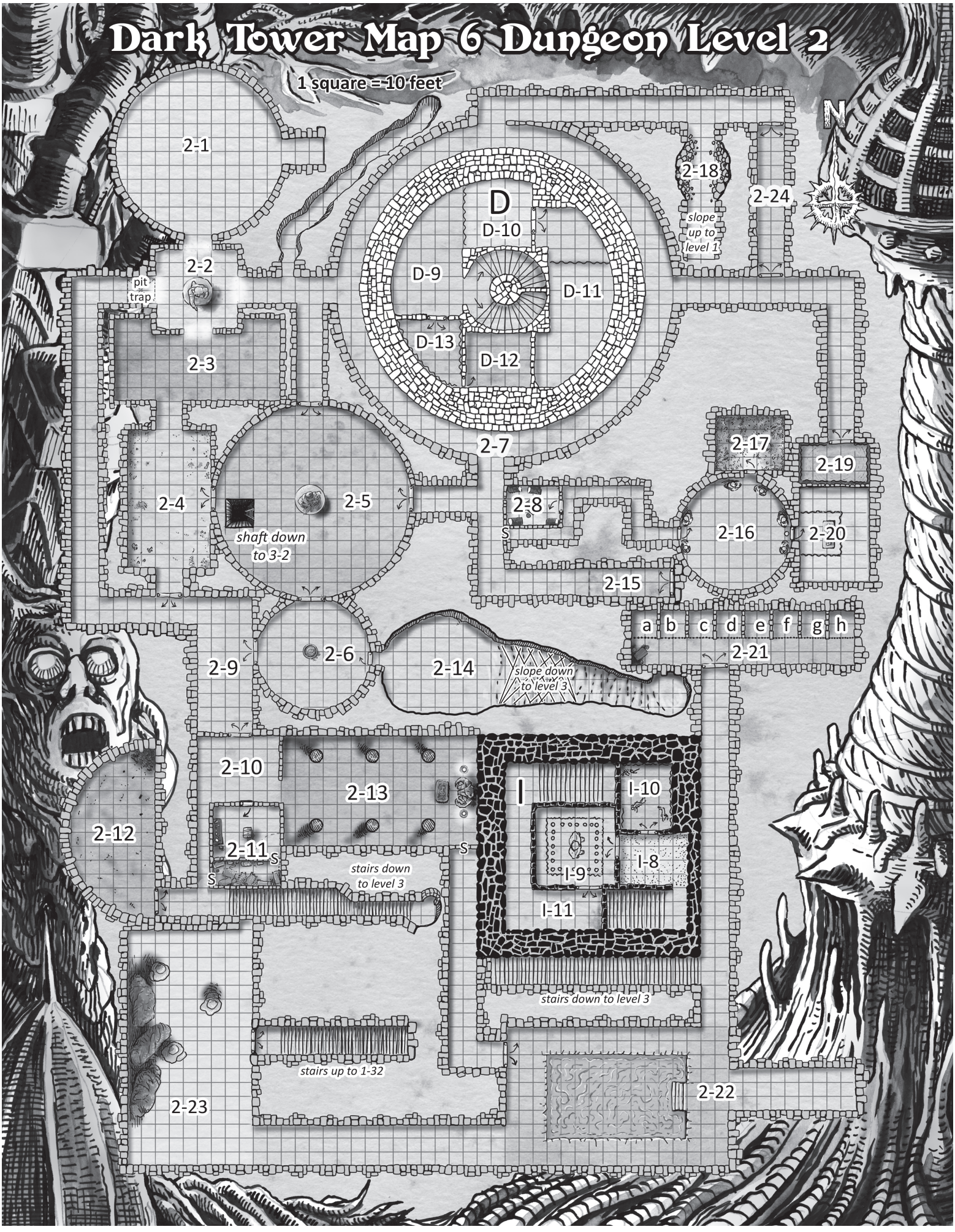
The air here is damp, and the floor tiles are slick with condensation. A statue depicting a 10-foot-tall, bulky humanoid stands atop a low, circular platform in the center of the room. In its left hand, the statue holds aloft a stone club studded with rose-colored gems, while its right-hand points to the southern exit. Centered on each of the four walls is a fog-filled archway.

This room is a deadly trap. The ceiling is 10 feet high.

Archways. Permanent *fog clouds* fill all four archways (one at each compass point).

Statue. The statue depicts a life-sized ogre. Three rounds after a creature first enters the room, the ogre statue rotates to point at a random archway. Roll 1d4 to determine which direction it points (1, north; 2, east; 3, south; 4, west). A *wall of stone* magically appears in front of the archway it points to, blocking that exit. Each round thereafter, the statue rotates again, until all archways are blocked. A creature standing in an archway when the *wall of stone* appears is shunted back into this room. The *wall of stone* disappears after 1 hour. Once no creatures remain in the room, the statue stops its movement. As soon as four archways are blocked by a *wall of stone*, the room begins to fill with water. The water level rises 6 inches each round. After 8 rounds, the entire chamber is considered difficult terrain. Once the height of the water exceeds a creature's height, it must swim or begin to drown. After 20 rounds, the room is completely submerged.

Pit. The pit in the west hall is uncovered but obscured by the *fog cloud* in the archway directly east of it. The pit is 20 feet deep, with 3 feet of water at its bottom. Because of the water, a creature that falls into the pit takes only 3 (1d6) bludgeon-


Dark Tower Map 6 Dungeon Level 2
1 square = 10 feet
N
2-1
2-2
pit trap
2-3
2-4
2-5
shaft down to 3-2
2-6
2-7
D
D-9
D-10
D-11
D-12
D-13
2-8
S
2-9
2-10
2-11
S
S
2-12
2-13
stairs down to level 3
2-14
slope down to level 3
2-15
2-16
2-17
2-18
slope up to level 1
2-19
2-20
2-21
a b c d e f g h
2-22
2-23
stairs up to 1-32
2-24
I
I-8
I-9
I-10
I-11
S
stairs down to level 3

ing damage. The walls of the pit are slick with condensation. Climbing out of the pit requires a successful DC 18 Strength (Athletics) check.

Treasure. The statue's club is studded with 100 rhodonites (worth 10 gp each).

Developments. The *walls of stone* disappear after 1 hour, at which time the water in the room flows into the adjacent rooms and corridors and fills the pit in the west hallway to the top. The water remains in the pit for 2 weeks thereafter.

AREA 2-3 – GOBLIN LAIR

This large chamber smells faintly of animal waste. Judging from the dozens of sleeping mats scattered about the flagstone floor, the area appears to be some sort of camp. Numerous diminutive humanoids, each with sharp features, flared ears, and red-brown skin, lounge about the area. In the back corner of the room are several massive wolves secured to a post.

This expansive chamber serves as the lair for a band of goblins working for Avvakris. Lying about the room are 45 tattered bedrolls.

Inhabitants. A total of 40 **goblins** reside here, but only 6d6 are present at any given time. The others are out raiding or performing errands for Avvakris. In addition to their weapons, each goblin is armed with two flasks of alchemist's fire, several torches, and a tinderbox. Their shields bear the crude emblem of a jackal's head. The goblins carry a variety of weapons:

- 16 goblins carry shortswords (+4 to hit, 1d6 + 2 piercing damage) and spears (Melee: +2 to hit, 1d6 piercing damage, or 1d8 piercing damage if used with two hands. Ranged: +4 to hit, range 20/60 ft., 1d6 + 2 piercing damage).
- 8 goblins carry shortswords (+4 to hit, 1d6 + 2 piercing damage) and slings (+4 to hit, range 30/120 ft., 1d4 + 2 bludgeoning damage).
- 4 goblins wield spears (Melee: +2 to hit, 1d6 piercing damage, or 1d8 piercing damage if used with two hands. Ranged: +4 to hit, range 20/60 ft. 1d6 + 2 piercing damage).
- 8 goblins carry only shortswords (+4 to hit, 1d6 + 2 piercing damage).
- 4 goblins wield morningstars (+2 to hit, 1d8 piercing damage).

The goblins are led by Gnorsh Bloodtongue, a **hobgoblin** who serves Avvakris. He is armed with a mace (+3 to hit, 1d6 + 1 bludgeoning damage). With him at all times are a special guard of four powerful **goblins** with maximum hit points (each has 12 hit points) and armed with shortswords and spears. Gnorsh and his bodyguards are in this chamber 30 percent of the time.

The six large wolves in the rear of the room are **worgs**. One of the goblins spends his first two rounds releasing the worgs (three per round). The underfed worgs leap savagely into combat.

Unless shown the signet of Avvakris, the goblins attack. They seek to overpower the characters with their sheer numbers, grappling targets in order to prevent retreat. If Gnorsh is present during the fight, the goblins surrender as soon as he is defeated. Otherwise, they press the fight until reduced to half their number. If routed, the goblins fall back to area 2-4 or 2-5.

Treasure. Each goblin carries 2d6 sp in various pouches. Gnorsh carries 14 cp and 5 gp.

Developments. If their lair is flooded (from the trap in area 2-2), the soggy goblins track down the characters to exact their revenge.

AREA 2-4 – GOBLINS' ARMS PRACTICE HALL

This messy hall is strewn with rags, scraps of food, and mounds of waste swarming with flies. The stench of urine and dung assaults your nostrils. Hanging on the west wall are dozens of battered shields.

The goblins use this hall to practice weapon skills and dispose of their waste. These days, it sees very little use as the former, but lots of the latter.

Shields. The west wall is covered with 30 battered shields, 25 of which are worthless, with rotted leather hand straps. If used in combat, a worthless shield falls apart after the first round. Five of the shields are in good shape. Discerning a worthless shield from a usable one requires a successful DC 13 Intelligence (Investigation) check.

AREA 2-5 – ROOM OF THE MIGHTY SAM

This is a circular, 140-foot-diameter room with a domed ceiling. The air here is pleasantly chilly; you can see your breath each time you exhale. In the center of the room stands a peculiar, 11-foot-tall, painted stone statue. The statue depicts a humanoid with pale blue skin, a broad chest, muscled arms, and an impressive white beard. Its attire—including yellow knickers, a vibrant green vest and fancy purple shirt, and a red pillbox hat—is comical. The figure carries a broom.

The ceiling is 30 feet high at its peak. The walls are finished stone carved with a few decorative columns. Four sets of double doors, one at each compass point, allow entry to the chamber.

Shaft. As indicated on the map, there is a 20-foot-wide shaft near the west wall that leads to area 3-2. There are ladder rungs embedded in the east wall of the shaft.

Statue. Mighty Sam (see appendix C) was once a frost giant. As he lay dying, Sam begged the god Set to save him. Set transferred the giant's spirit to this humiliating stone statue, promising that the statue would become flesh and blood once Sam delivered the *girding of Mitra* to the evil god. Sam now collects the belts from all travelers he encounters. One minute after creatures enter the chamber, all four double doors close and seal with *arcane locks*. In a booming voice, Sam demands all the belts that the characters possess. For each belt Sam receives, he trades one of his own belts (see Treasure below).

Opening the sealed doors requires thieves' tools and a successful DC 30 Dexterity check, or a successful DC 32 Strength check to break them down. Dispelling the *arcane lock* (or a *knock* spell) lowers the DC to bypass a door by 10.

If the characters refuse to surrender their belts, Sam animates and attacks with his broom. He fights until reduced to 0 hit points, knowing full well that even his destruction will not end his curse (see Developments below). Sam does not pursue characters who flee the room.

Treasure. Sam has a stash of belts he has collected over the years. He stores the belts in his pillbox hat, which functions as a *portable hole*. He has 30 belts, three of which are magical. There is a 1 in 10 chance a character who gives Sam a belt receives one of the magical belts in return. Otherwise, it's a mundane belt, although there is a 20 percent chance that each nonmagical belt has a map to Sam's treasure (in area 3-2) scratched into the leather. Sam's magic belts include:

- *girdle of hill giant strength*: This unique magic girdle has the properties of a *belt of hill giant strength*. However, a character that attunes to the belt grows to 10-1/2 feet tall, as if affected by an *enlarge/reduce* spell. The effect lasts until the girdle is removed.
- *belt of masculinity and femininity* (see appendix D).
- *belt of variable density* (see appendix D)

Developments. If Mighty Sam dies, he reforms into a statue after 1d6 hours.



AREA 2-6 – BASIN OF THE WONDROUS WATER

This circular room is perhaps 80 feet in diameter. The air is humid and musty. In the center of the room is a 5-foot-diameter metal basin containing brackish water.

This circular chamber contains an enchanted basin.

Taking a Drink. A character who drinks the water from the basin must choose one saving throw with which they are proficient. The ability score associated with that saving throw increases by 2 (to a maximum of 18) for 2 hours. Drinking twice from the basin permanently lowers that ability score by 1. Drinking from the basin three times or more has no effect.

Guardian. Curled about the base of the basin is an **amphisbaena** (see appendix B). The two-headed serpent attacks the first creature that approaches within 10 feet of the basin. It fights to the death.

Treasure. The basin is made of tarnished silver (worth 200 gp). Although not particularly heavy (25 pounds), for the purposes of encumbrance the basin is treated as if it weighed twice that amount, due its bulk. There are three bloodstones (worth 100 gp each) set into the basin's rim.

Developments. A *greater restoration* spell restores a character's reduced ability score.

AREA 2-7 – HORRIBLE HALL OF THE SILENT BALL

GM Note. As the characters arrive, roll 1d4 to determine the location of the rolling steel ball. The ball starts the encounter moving in a clockwise direction.

d4	Ball Location
1	northeast
2	southeast
3	southwest
4	northwest

The corridor ends at an intersection. The passage continues to the left and right, curving out of view in both directions. One side of the hall is finished stone, although it sports a worn groove at a height of about 5 feet. The opposite wall is a white, glass-like stone, with a similar groove 5 feet off the floor. A third groove bisects the floor.

This circular hallway is a deadly trap. The outer wall is similar to those found elsewhere in the dungeon, but the inner wall is the exterior of the White Tower of Mitra. There are no entrances to the White Tower on this level. The groove on both the walls and floor is only a few inches deep. It was created by the rolling steel ball. The ceiling is 15 feet high.

Steel Ball. A 20-foot-diameter steel ball rolls continuously through the hall, starting in a clockwise direction. The ball moves 80 feet on each of its turns, moving to another section every round. The ball has a permanent *silence* spell cast on it. Unless the characters make a successful DC 20 Wisdom (Perception) check, they are surprised when the ball comes around the corner. The amount of time the players have to react to the ball depends on whether or not their characters are surprised, as follows:

- **Unsurprised.** A player whose character is not surprised by the ball has 12 seconds of real time to decide how their character reacts.
- **Surprised.** A player whose character is surprised has 6 seconds of real time to decide how their character reacts.

Suitable reactions include—but are not limited to—the following:

- **Run!** If unsurprised, the character gets a 40-foot head start on the steel ball. If surprised, they get a 20-foot head start. Assuming a base speed of 30 feet, characters that use the Dash action can make it to the next corridor in time.
- **Fall and Roll Aside!** Rolling out of the ball's path requires a successful DC 13 Dexterity (Acrobatics) check. Surprised characters make the check with disadvantage. On a failure, the character takes 13 (3d8) bludgeoning damage as the ball rolls over them.
- **Get to the Ceiling!** Climbing the outer wall requires a successful DC 15 Strength (Athletics) check. Climbing the inner wall requires a successful DC 18 Strength (Athletics) check. Surprised characters make the check with disadvantage.
- **Speak the Word "Reverse"!** A character that speaks the word "reverse" in any language causes the ball to roll to a stop. On its next turn, the ball begins rolling in the opposite direction.
- **Use Magic!** A character that throws a magic item into the ball's path or that casts a spell using a 1st-level or higher spell slot causes the steel ball to stop and reverse direction, as described above. A magic item tossed into the ball's path is crushed and destroyed before the ball reverses direction. A spell cast at the ball has no effect other than to cause the ball to stop and reverse. Cantrips lack the magical energy to change the ball's direction.

A player that fails to declare a suitable action in the allotted time must make a successful DC 16 Dexterity saving throw or take 22 (5d8) bludgeoning damage as the ball rolls past them. Surprised characters make the saving throw with disadvantage.

AREA 2-8 – ORCS IN WAITING

GM Note. A small firing port on the west wall of this room faces area 2-5. One of the orcs stationed here can fire two crossbow bolts through the port per turn, as the other two orcs reload and hand over crossbows.

A secret door south of the firing port leads to an access hallway to this chamber. Locating the secret door requires a successful DC 20 Wisdom (Perception) check. From the east side, attempts to find the door are made with advantage, as the corridor ends at that hidden door.

This small chamber features four crude sleeping pallets, two each along the north and south walls. A battered table and three chairs occupy the center of the room. Along the west wall is an open-ended cask stuffed with red-fletched crossbow bolts.

There is an extra heavy crossbow leaning in the northwest corner of this guardroom. The cask holds 40 crossbow bolts.

Guards. Three **orcs** with heavy crossbows (+3 to hit, 1d10 + 1 piercing damage) and scimitars (+5 to hit, 1d6 + 3 slashing damage) hide here. They are tasked with laying down crossbow fire through the port, making the route from area 2-5 difficult to traverse. If the characters arrive via the eastern

door, the orcs fire their loaded crossbows, then draw scimitars for melee. They fight to the death.

Developments. The orcs store their treasure in area 2-11.

AREA 2-9 – HALL OF THE GLOWING PROCESSION

This hall is pitch black and utterly silent.

This hall leads from area 2-4 to areas 2-6 (via unlocked doors on the east wall) and area 2-10 (via unlocked doors on the south wall). Permanent *darkness* and *silence* spells blanket the entire hallway. Two of each spell were required to cover the area; thus, the characters must cast *dispel magic* twice if they wish to clear the whole room.

Shadowy Procession. One minute after the characters enter the room, a procession of 10 glowing humanoid shapes (similar to those created by the *dancing lights* cantrip) emerge from the north wall, march through the chamber, and disappear into the south wall. The figures shed dim light in a 10-foot radius, visible even with the magical darkness that fills the hall. The trip takes two rounds. If attacked, the glowing figures fight as **shadow humans** (see appendix B).

AREA 2-10 – FIRE-TRAPPED ROOM

The walls, floor, and ceiling of this antechamber are polished black marble. There is a corridor in the room's southeast corner, a single door centered on the south wall, and an open archway to the east.

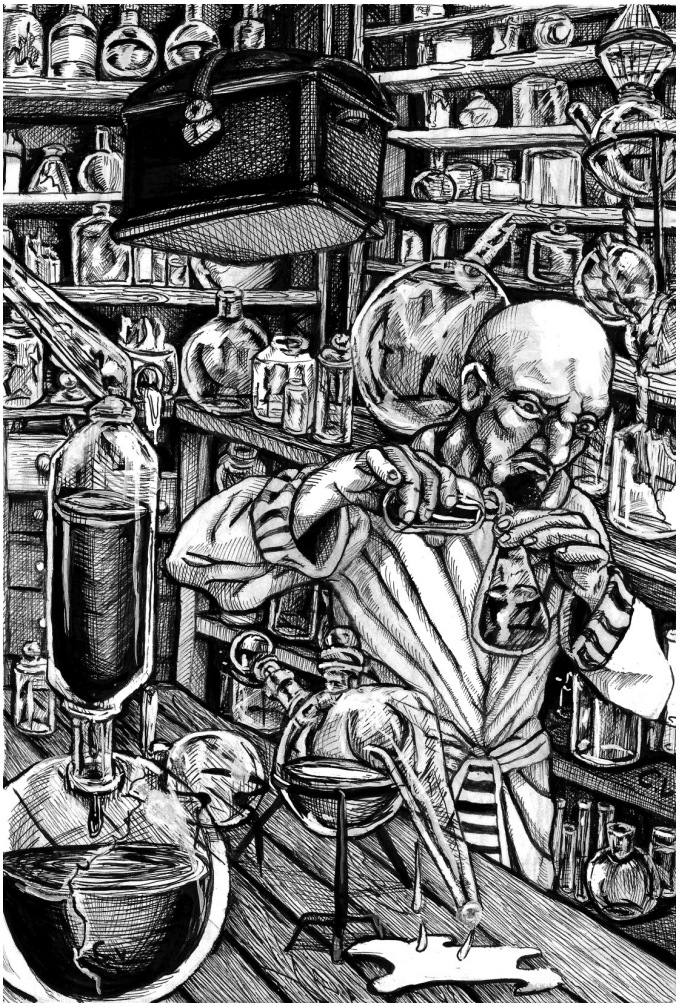
This area is an antechamber to the Lower Temple of Set (area 2-13). Climbing the highly polished walls requires a successful DC 20 Strength (Athletics) check.

Archway. If the characters approach within 5 feet of the archway to area 2-13 without displaying Avvakris's signet ring or a wax seal bearing its symbol, a *wall of fire* materializes across the archway. The side facing into area 2-10 radiates heat. Each creature within 10 feet of the wall takes 22 (5d8) fire damage, or half as much damage with a successful DC 15 Dexterity saving throw. The wall disappears after 1 hour.

Developments. There is a 15 percent chance that Berkam's **imp** (see area 2-11) wanders this chamber in the form of a **goat.**

AREA 2-11 – LABORATORY OF BERKAM SHEM

GM Note. If the characters have not already encountered Berkam Shem, he is here. Adjust the read-aloud text as needed, as the wizard is engrossed with a chemical experiment.



This square room appears to be a lab of sorts. Pushed against the west wall is a wooden bench covered with a variety of beakers and flasks, a few of which hold colorful liquids. In the center of the room is an iron chest. The floor is stained, and the west wall bears scorch marks and soot.

This chamber is indeed a laboratory, although it gets light use, as the wizard who maintains the lab views alchemy as more of a hobby than a vocation. The lab equipment is worn, with chipped glassware, missing components, and incomplete supplies. It is worthless in its current state.

Evil Wizard. If **Berkam Shem** (see appendix C) is here, he is busy brewing a potion. His **imp** familiar, Pimshales (or "Pim" for short), is here too, though it is invisible. In combat, Berkam casts a few spells (usually *burning hands* or *fire bolt*) before retreating, leaving his orc guards to do the dirty work. Meanwhile, his imp alternates between attacking with its sting and turning invisible. When Berkam flees, the wizard moves to the southeast corner of the room, making gestures to simulate a *teleport* spell before disappearing. In reality, he ducks into the area of invisibility (see below) and hurries through the secret door. He casts *haste* on the orc guards in

the back room, then ducks out the secret door and doubles back to attack the characters from the rear.

Iron Chest. The iron chest is **Hingest** (see appendix C), a wizard unwillingly polymorphed into his current form. The effect is similar to that of a *true polymorph* spell, except that Hingest can speak and retains his spellcasting ability while in chest form. There is a hole in the ceiling that fits Hingest exactly. If combat occurs, he casts *levitate* and floats into the recess, appearing as part of the ceiling. Hingest is immune to fire damage so has no qualms about casting a few *fireballs* into the room once safely in his ceiling hideaway. He can use *minor illusion* spells to make the sounds of guards rushing to his aid. He is also fond of casting *shocking grasp* on his lock (or false bottom; see Treasure below) to frustrate adventurers trying to get to his treasure.

Hidden Guards. In the northwest corner of the room are two orc guards. Berkam has already expended a 3rd-level spell slot to cast *invisibility* on these guards. Treat the guards as **orcs** with the following changes:

- Each orc has an *invisibility* spell cast on it.
- They have maximum hit points (22 hp).
- They wear chain mail and carry shields (AC 18).
- Each orc wields a longsword (+5 to hit, 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used with two hands) and two javelins (+5 to hit, reach 5 ft. or range 30/120 ft., 1d6 + 3 piercing damage).

The orcs attack with surprise whether Berkam is here or not. Note that each orc's invisibility wears off once it attacks. These guards are fanatically loyal to Berkam and fight to the death.

Southeast Corner. As a result of a failed magical experiment, the southeast corner of the room is enchanted with a permanent *invisibility* effect. Anything that enters a 10-foot-radius area centered on the secret door becomes invisible *until it leaves the area again*. Pushed against the wall beside the secret door is a small table, on which sits a metal cage holding a **lizard**. If released, the lizard flees.

Secret Door. A permanent illusion on the secret door at the rear of the room makes it appear like a blank stone wall, even when the door is opened. The door is impossible to find unless the illusion is dispelled. Once the illusion is gone, a character that makes a successful DC 20 Wisdom (Perception) check locates the door. The trigger to release the door catch is attached to one of the legs of the table beside the door. Lifting the table slightly causes the door to open. Discovering the method for opening the door requires experimentation or a successful DC 15 Intelligence (Investigation) check.

Back Room. The room behind the secret door serves as barracks for Berkam's orc guards. The chamber is crammed with 12 sleeping pallets, extra cloaks, weapons, and various personal effects. Eight **orcs** lounge here, waiting for their master to summon them. When called upon to fight, the bloodthirsty orcs swarm into the main room. Their bloodlust is short-lived if they encounter staunch opposition. If half or more of the orcs are defeated, the others either flee or surrender.

Treasure. The iron chest contains 1,500 cp, but Hingest casts *fool's gold* (see appendix D) when the chest is opened to make the coins appear gold. The chest contains a false bottom, which the characters can discover with a successful DC 17 Intelligence (Investigation) check. The hidden compartment contains 400 gp, 50 pp, a flask of *oil of etherealness*, and a *scroll of protection* (fey).

AREA 2-12 – JACKAL LAIR

The stench of animals fills this semi-circular chamber. The west wall is curved and decorated with inset stone columns. Heaps of refuse cover the floor, and a pile of dung fills the northeast corner of the room. Numerous mangy, dog-like creatures with black fur on their backs but tan coloring underneath wander about scrounging for food.

The Pack. The dog-like creatures are 20 **jackals**. When first encountered, the jackals avoid confrontation but become aggressive once the jackalwere spurs them to attack (see Running with the Pack below). In combat, the jackals swarm the characters, positioning themselves to make full use of their Pack Tactics trait.

Running with the Pack. The 20th jackal is actually a **jackalwere**. Once the party enters the room, the jackalwere assumes the form of a jackal-humanoid hybrid and grabs a scimitar hidden in a nearby refuse pile. The jackalwere hangs back, using its Sleep Gaze as the rest of the pack overruns the characters. Once emboldened by their leader, the jackals fight to the death.

Treasure. Buried in the pile of jackal dung are 250 cp, 750 sp, and a silver crown set with sapphires (worth 1,080 gp).

AREA 2-13 – THE LOWER TEMPLE OF SET

GM Note. There is a 20 percent chance a sacrificial ceremony is underway when the characters arrive. If so, the following villagers are encountered here:

- **Merth** (see appendix C) along with all of his henchmen (see area V-10E)
- **Avvakris** (see appendix C), leading the ceremony

- Avvakris's son, Aphris (see area V-6)
- 2d4 **minions of Set** (see appendix B)
- There is a 30 percent chance the wizard **Haffrung Hell-eyes** (see appendix C) and 1d4 of his bodyguards (see area 3-16) are present.
- The victim on the altar is either a captured character or a member of the ill-fated caravan (in which case, there is a 15 percent chance the victim is already dead).

There is also a 15 percent chance that Berkam's **imp** (see area 2-11) wanders around the chamber in the form of a **goat.** Adjust the read-aloud text as needed.

This great hall appears to be a temple. The floor and ceiling are black marble inlaid with gold. The walls bear mosaics depicting human sacrifice and other disgusting, unnatural acts. Beyond three pairs of black marble columns sits a blood-stained stone altar. Behind the altar is a massive statue of a jackal-headed male human. Flanking the statue is a pair of dull metal braziers.

This is where victims captured in the village above are sacrificed to the evil god Set. Sacrifices occur every few days. The ceiling of the room is a 30-foot-high dome.

Mosaics. A character that studies the wall mosaics must make a successful DC 15 Constitution saving throw or suffer fits of nausea and depression for 1 hour. While the effect lasts, the target makes Strength-based attack rolls, ability checks, and saving throws with disadvantage. A *lesser restoration* spell or similar magic ends the effect.

Statue. The statue depicts Set as a heroic, jackal-headed male human, similar to the statue in area 1-22 (see **player handout 7**). It is 20 feet tall and has glowing gemstone eyes and jade scales set with blue-green gemstones (see Treasure below). Climbing the statue requires a successful DC 16 Strength (Athletics) check. Attempting to remove the statue's gemstone eyes or scales causes the statue to animate as a **stone golem of great power** (see appendix B). The golem attacks the would-be thieves but it doesn't pursue those who retreat beyond this room.

Secret Double Doors. Concealed as a set of gates to the underworld in the mosaic in the southeast corner of the room is a set of double doors. Locating the doors requires a successful DC 20 Wisdom (Perception) check. Once discovered, the secret doors can be easily pushed open.

Treasure. The statue's glowing eyes are yellow topazes (worth 1,000 gp each). The gems stop glowing if removed from the statue. The statue is inlaid with 100 jade scales embedded with alexandrite (worth 100 gp each). Removing the scales requires a sharp implement and is a time-consuming process; 2d4 can be removed with each minute of work. The two braziers are tarnished silver (worth 500 gp each).

Developments. For each humanoid that dies in the chamber, there is a cumulative 4 percent chance that the spirit of Set himself appears. The god possesses the dead body, transforming it into a **corpse possessed by Set** (see appendix B), a 7-foot-tall warrior with a scaly, muscular body and a jackal's head. The corpse summons a **minion of Set** and attacks, seeking to destroy all living creatures in the temple (enemies and loyal worshippers alike).

If the host corpse is destroyed, there is a 20 percent chance that Set possesses another corpse. This chance increases by 10 percent each time a new creature is possessed, up to 90 percent. Otherwise, Set disappears along with any minions he has summoned.

AREA 2-14 – TRAP OF THE RED-HOT WIRES

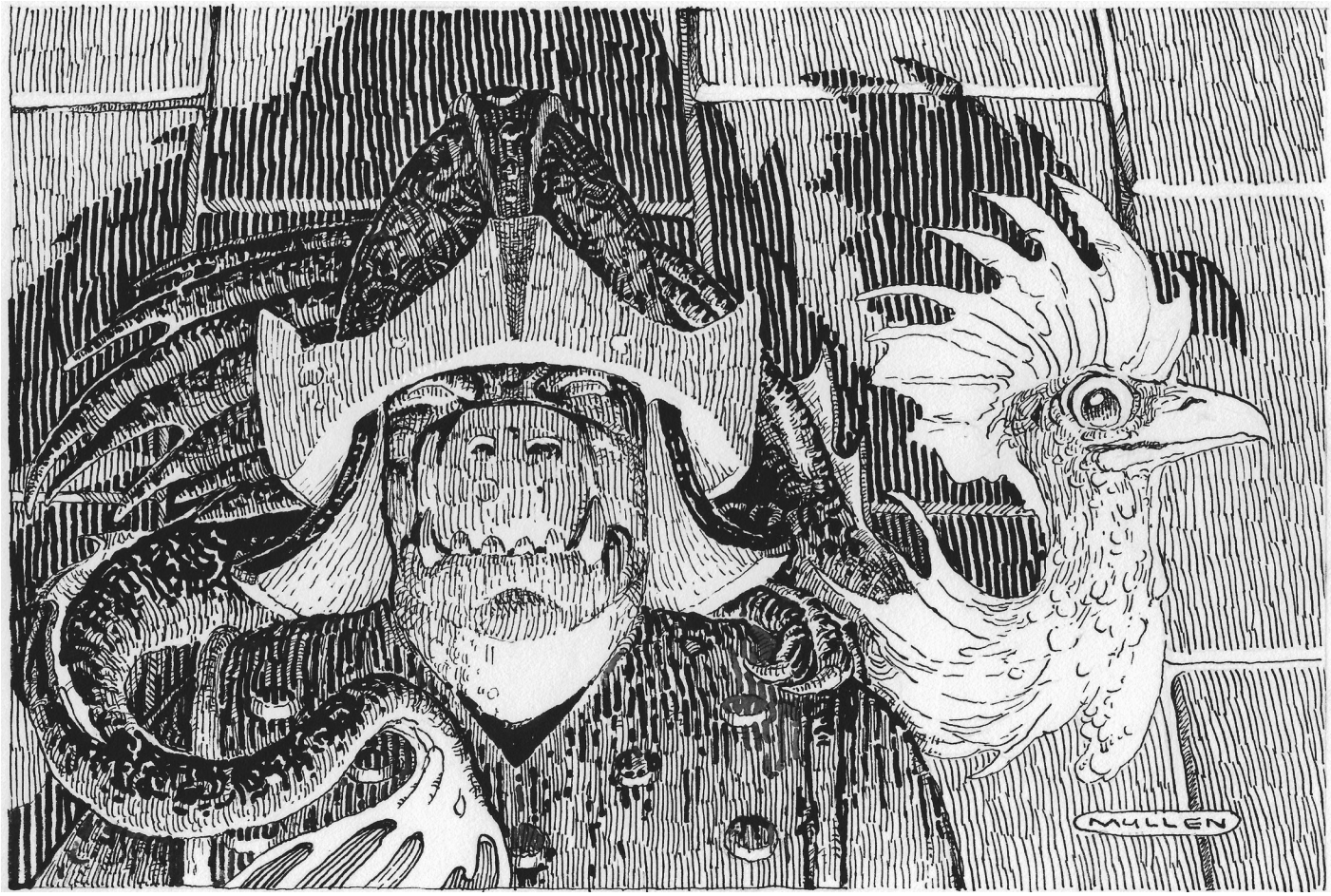
This natural cavern is perhaps 70 feet in diameter. Stalactites hang from the 20-foot-high ceiling. The air is humid, and mist accumulates along the floor. The east end of the room is open and continues for at least another 100 feet, sloping downward into darkness.

This chamber is empty, but the mist of the floor conceals a magical trap. The passage east of the trap descends to Dungeon Level Three (area 3-5).

Red-Hot Wire Trap. Strung across a 30-foot section of the floor (depicted on the map) are 20 long, hair-thin wires. Partially concealed by the mist, the wires can be located with a successful DC 16 Wisdom (Perception) check. If the mist is cleared by a strong breeze (such as that created by a *gust of wind* spell), the check to locate the wires is made with advantage. Creatures aware of the wires can bypass them with a successful DC 18 Dexterity (Acrobatics) check. The wires can also be cut with thieves' tools and a successful DC 15 Dexterity check. However, this is a time-consuming process that requires a separate action for each of the 20 wires. A creature that touches a wire (or fails the Dexterity check to cut a wire) must make a DC 15 Dexterity saving throw. On a failure, the creature is grappled (escape DC 20) as the wire coils around its body and begins to heat up. While grappled, the target is restrained and takes 5 (2d4) fire damage at the end of each of its turns. The wire remains hot for 10 minutes.

AREA 2-15 – TELEPORTATION HALL

The corridor makes a left turn into this open hallway. The floor here is polished white marble, a stark contrast to the drab gray



stone walls. At the opposite end of the hall, 120 feet away, is a set of metal doors.

This hallway leads to a pair of doors that teleport creatures who open them deeper into the dungeon. The doors are warded by a deadly magical trap. The ceiling here is only 8 feet high.

Metal Doors. The thick metal doors at the end of the hall are inscribed with faint runes. A character who examines the doors can detect the runes with a successful DC 14 Wisdom (Perception) check. The doors are locked and require thieves' tools and a successful DC 20 Dexterity check (or a *knock* spell) to open. If opened, all creatures within 15 feet of the doors are teleported to area 3-11, stepping out through the west wall. Creatures who remain in the hall see nothing behind the doors except a blank stone wall. The doors re-close themselves 1 round after being opened.

Poison Gas Trap. Approaching within 15 feet of these doors triggers a *wall of force* that materializes 60 feet west of the doors. A creature in the space where the wall appears is pushed to one side of the wall (creature's choice). The wall disappears after 10 minutes. Immediately after the wall appears, a heavy, poisonous gas begins to fill the corridor at a rate of one foot per round. Once the gas reaches a creature's head level, that creature must make a DC 15 Constitution saving throw. The creature takes 22 (4d10) poison damage on a failed save, or half as much damage on a success. Whenever the creature starts its turn inside the gas, it must repeat the saving throw. Opening the metal doors does not teleport the gas. The gas dissipates 1 minute after the *wall of force* disappears.

AREA 2-16 – DISCONCERTING STATUARY

This circular chamber has a high, domed ceiling. Flanking each of the room's three doors are a pair of statues depicting orc warriors. The orcs wear chain mail and carry scimitars and shields. Positioned in front of the east door is a metal urn with a lid.

This is a 80-foot-diameter chamber with a 25-foot-high domed ceiling. The six statues were created by the peculiar creature that makes its lair here. The statues can be returned to flesh and blood (as **orcs**) with a *greater restoration* spell or similar magic.

A Foul Fowl. Perched on the head of the orc statue to the right of the north doors is a **cockatrice**. Its sparse plumage and lizard-like hide is drab gray, allowing it to blend in with

the statuary. Recognizing the cockatrice as a living creature requires a successful DC 18 Wisdom (Perception) check. The cockatrice attacks the first creature that approaches within 10 feet of it. If reduced to 5 hit points or fewer, it flies toward the ceiling out of reach.

Treasure. Concealed in the bronze urn in front of the eastern doors are 300 gp. A deadly asp curls on top of the gold. The asp's orange scales allow it to blend in with the gold, granting it advantage on Stealth checks it makes while lying motionless atop the coins. The asp attacks if disturbed, surprising characters who have not already spotted it. Treat the deadly asp as a **poisonous snake** with the following changes:

- The deadly asp has a Constitution score 16 (+3) and 5 (1d4 + 3) hit points.
- A creature bitten by the asp must make a DC 13 Constitution saving throw, taking 15 (6d4) poison damage on a failed save, or half as much damage on a success.

AREA 2-17 – THE BELT OF MITRA

This rectangular chamber smells of rotting organic waste. The floor is covered with a mess of bleached bones and stony rubble, as well as scattered piles of refuse, some several feet high. The refuse in the northeast corner shudders, revealing a 10-foot-long scorpion with a black carapace. The scorpion snaps its claws eagerly, arching its tail stinger as it picks its way through the debris.

The chamber's ceiling is 25 feet high. Due to the unsure footing caused by the debris, the entire area is considered difficult terrain.

A **giant scorpion** lurks in this chamber, an unwitting guardian for a powerful artifact of good. It's quite hungry and attacks at once. The mindless, giant vermin fights to the death.

Treasure. A few minutes spent searching the debris reveals a ceramic pot containing 75 gp. Harder to find is the *girding of Mitra* (see appendix D). Hidden beneath a pile of bones and refuse, finding this legendary item without the use of a *detect magic* spell requires 15 minutes of searching and a successful DC 20 Wisdom (Perception) check.

AREA 2-18 – GARGOYLE AMBUSH

This tunnel slopes down from the corridor above. The tunnel briefly widens before the rough-hewn walls give way to an east-west corridor to the north. Rocky debris has been stacked on either side of the tunnel. Here and there, the limbs of various statues protrude from the debris.

This rough-hewn tunnel connects Dungeon Levels One and Two. The passage is clear down the middle and can be traversed normally. The debris on either side of the passage is considered difficult terrain.

Surprise! Hidden among the debris piles are four **gargoyles**. They use their False Appearance trait to appear as discarded statues. There are two gargoyles on either side of the corridor. They ambush the characters as they pass by. One of the gargoyles attempts to grapple a character, holding them in place while the others attack.

Treasure. A stash of 140 gp is concealed in a cavity on the east wall. A character can discover the hoard with a successful DC 15 Intelligence (Investigation) check.

AREA 2-19 – THE SOUL OF CHAOS

Beyond a pair of nondescript double doors is a dark chamber with a low ceiling. All four walls are draped with black velvet curtains. The heady scent of perfume and a soft ethereal music fills the air. Floating several feet off the floor in the center of the room is a six-inch-long black gem. The gem rotates slowly and casts a dim illumination.

The gem is the *Soul of Chaos*, one of the *soul gems* (see appendix D). The chamber's ceiling is 10 feet high. The walls, floor, and ceiling are smooth and finished. The black velvet curtains are in good condition but otherwise unremarkable.

Soul Gem. A character that touches the *soul gem* must make a DC 15 Intelligence saving throw, taking 33 (6d10) psychic damage on a failure, or half as much damage on a success. The target's saving throw is modified based on its alignment and the nature of the *soul gem* (see individual *soul gem* descriptions in appendix D). If the target survives this psychic onslaught, the gem embeds itself in the forehead of the victim. A character that undergoes this painful process must make a successful DC 15 Constitution saving throw or become stunned for 1 minute. The creature and anyone who witnesses the process must make a DC 15 Wisdom saving throw. Those who fail the save see a beautiful, dark-haired woman kiss the creature on the forehead. The woman's face then shifts into the forms of various monsters, humans, and even members of the adventuring party. The woman laughs sardonically before fading from view. Creatures who succeed on the Wisdom saving throw instead see the gem shrink to a half-inch diameter and embed itself in the creature's forehead. The creature is now attuned to the *Soul of Chaos*.

AREA 2-20 – THE TOMB OF RACOX

The walls of this 30-foot square room are draped with black curtains. Opposite the door is a stone bier, atop which rests a skeletal form clad in ancient plate armor. The skeleton clutches a greatsword in its bony fingers. The greatsword is sheathed in



black leather with gold-studded rivets. The sides of the bier are engraved with pictograms.

This is the resting place of Racox, a paladin of a past age. The black curtains around his bier conceal the chamber's actual size. Behind the curtains, a host of undead wait to attack.

Bier. Carved into the sides of the bier are the history, achievements, war chants, prayers, and genealogy of the paladin. The bier has a removable lid. Opening the lid causes the curtains to drop to the floor, revealing 10 **skeletons** wearing chain mail (AC 16) and armed with longswords (+2 to hit, 1d8 slashing damage, or 1d10 slashing damage if used with two hands). The skeletons' chain mail reduces their speed to 20 ft. Each skeleton holds back a **skeletal dog** (see appendix B). As combat begins, the skeletons release the dogs, draw their swords, and press the attack. They fight until destroyed.

Skeletal Body. If the skeleton is removed from the bier or otherwise disturbed, each living creature in the room is targeted by a *bestow curse* spell. Each creature must make a successful DC 16 Wisdom saving throw or become cursed for 1 minute. While cursed, the target takes an additional 4 (1d8) necrotic damage each time it takes damage.

Drawing the greatsword from its black leather sheath causes the corpse to rise as **Racox, Skeletal Warrior** (see appendix C). If the characters are in battle with the skeletal host, Racox uses his Distracting Strike as often as possible to grant a boon to his undead allies. Racox fights until destroyed. Note that Racox is immune to effects that turn undead.

Treasure. Racox's greatsword has a finely worked golden blade and begemmed hilt (worth 500 gp). It rests in a gold-studded, black leather sheath mounted with a single black onyx (worth 800 gp, or 200 gp if removed from the sheath). Hidden inside the bier is an ornate wooden box (worth 30 gp) containing a purple amethyst (worth 50 gp) and a gold, gem-encrusted hand mirror (worth 200 gp).

AREA 2-21 – THE CELL BLOCK

The north wall of this long, east-west hallway is made up of a series of eight cells with rusting bars. A battered wooden table with a few chairs sits at the west end of the hall. A trio of unsavory-looking ruffians rise from the table and spring into action!

The evil villagers keep their prisoners in this block of cells.

Guards. The guards are a motley collection of human fighters:

Ishpemo the Terrible (see appendix C) is the leader of the group. He is tall, handsome, and strong, with long black hair, a handlebar mustache, and a square chin. Though dashing and dynamic, he is evil to the core. He carries the keys to the cells on a huge ring clipped to his belt.

Midod the Filthy is grimy, reeks of body odor and ale, and lacks most of his teeth. His face is covered with acne, and his nose never healed straight after a break a few years ago. He has dirty brown hair and scraggly facial hair. He is a **swordsman** (see appendix C) with the following changes:

- He is a chaotic evil male human.
- He has a Charisma score of 6 (-2).

Onoch the Belly is remarkably strong despite his saggy belly. He is balding on the top of his head but has unkempt brown hair on the sides. He sports a flat nose, freckles, and a sloping forehead. He is a **mercenary** (see appendix C) with the following changes:

- He is a chaotic evil male human.
- He has a Strength score of 19 (+4), a Dexterity score of 16 (+3), and a Constitution score of 11 (+0). He has 18 (4d8) hit points.
- He does not carry a shield (AC 15), halberd, or alchemist's fire.
- He wields a greatsword (+6 to hit, 2d6 + 4 slashing damage).

The Cells. Each cell is 20 feet square with a southern "wall" made of rusted bars. Bending the bars wide enough to allow a Medium size creature to pass through requires a successful DC 18 Strength check. Each cell door is locked (Ishpemo carries a ring with the keys). Opening the cells without the keys requires thieves' tools and a successful DC 20 Dexterity check. Several of the cells are empty, and one (A) is used to store mundane equipment taken from prisoners. A few hold prisoners awaiting a grim fate.

AREA 2-21A

Heaped in this cell is a pile of mundane equipment:

- 5 scimitars
- 4 wine flasks (two full)
- 8 cloaks
- A robe suitable for cold weather
- 12 sets of traveler's clothes, most of them robes suitable for desert travel
- 1 spear
- 3 daggers
- 40 feet of hempen rope
- Any mundane equipment from captured characters

AREA 2-21B THROUGH AREA 2-21D

These cells are empty.

AREA 2-21E

Two male human prisoners are in this cell.

Haltashaar (see appendix C) has dried, weathered skin and graying black hair. He has seen many summers and tends to be quiet. He was a guard for the ill-fated caravan of Mumchandar (see Chapter 2). He is a close friend of **Vastavaar** (see area 1-4).

Virdonitii (see appendix C) is bald, lacks facial hair (including eyebrows), and bears several swirling, black-ink tattoos. Before he was captured, Virdonitii traveled with the ill-fated caravan and bore an important message invisibly inscribed on an enchanted mace. The message was intended for his superiors. If freed, Virdonitii asks the party to help him find the mace (the mace can be found in area 4-18A).

AREA 2-21F

A single female human prisoner is in this cell.

Vashalla (see appendix C) has pale skin and long, blonde hair braided in fancy patterns. She has a soft, motherly countenance but a husky, commanding voice.

AREA 2-21G

This cell is empty.

AREA 2-21H

A single male human is slumped in the corner of this cell.

Moram Infidel Bane (see appendix C) is a rugged but dashing, middle-aged human with wild black hair and a carefully trimmed goatee. He is non-responsive, as though he has suffered some kind of trauma. In reality, he speaks only with his fellow nomads, believing that it would be "unclean" to do otherwise. He is a devout follower of the goddess Ishtar.

Developments. Any characters captured in the village are stripped to their undergarments and brought here. (Their mundane equipment is stored in cell A; any valuables or magic items go to area 4-18.) If the entire party is captured, the GM should devise a plot to give them a reasonable chance to escape.

If the characters aren't prisoners and seem formidable, there is a 30 percent chance the guards offer to parley with them. Ishpemo suggests banding together to overthrow Avvakris, Merth, and Ollem Hairy-Arms. If offered at least two shares of treasure, Ishpemo and his crew even agree to join the characters as they explore the dungeons. Regardless of the deal they reach with the party, the guards are untrustworthy and betray the characters at the first opportunity.

AREA 2-22 – A LARGE POOL

A pool of placid water dominates this room. A glow from the pool fills the area with flickering dim light. The pool's bottom sparkles with thousands of gold and silver coins.

Pool. The pool is 10 feet deep. Steps at the east end of the pool descend into the water. Three tiles at the bottom of the pool are enchanted with *continual flame* spells, illuminating the water and casting dim light throughout the chamber.

The pool is inhabited by a **water weird**. It remains hidden (thanks to its Invisible in Water trait) before attacking the first character to approach the edge of the pool. If it grapples a target, it pulls them away from the eastern steps and attempts to drown them. Once its victim stops struggling, the weird seeks out another target. It fights until destroyed.

Treasure. Scattered at the bottom of the pool are 3,000 sp and 800 gp.

Developments. Touching Avvakris's signet ring or a wax seal bearing its symbol (**player handout 2**) to the water's surface prevents the water weird from attacking.

AREA 2-23 – HILL GIANT LAIR

GM Note. There is a 20 percent chance that 1d3 of the giants described here are wandering about elsewhere on this level of the dungeon. Adjust the read-aloud text as needed.

This huge hall is nearly 200 feet from north to south, and half as wide. The arched ceiling peaks 40 feet overhead. Three stacks of precariously balanced stones stand in the middle of the room. Along the west wall are three piles of mangy furs.

The furs serve as beds for the three hill giants who use this hall as a guard post. The furs are stained and flea infested. Note that there might be a sack of coins hidden among one of the fur piles (see Treasure below).

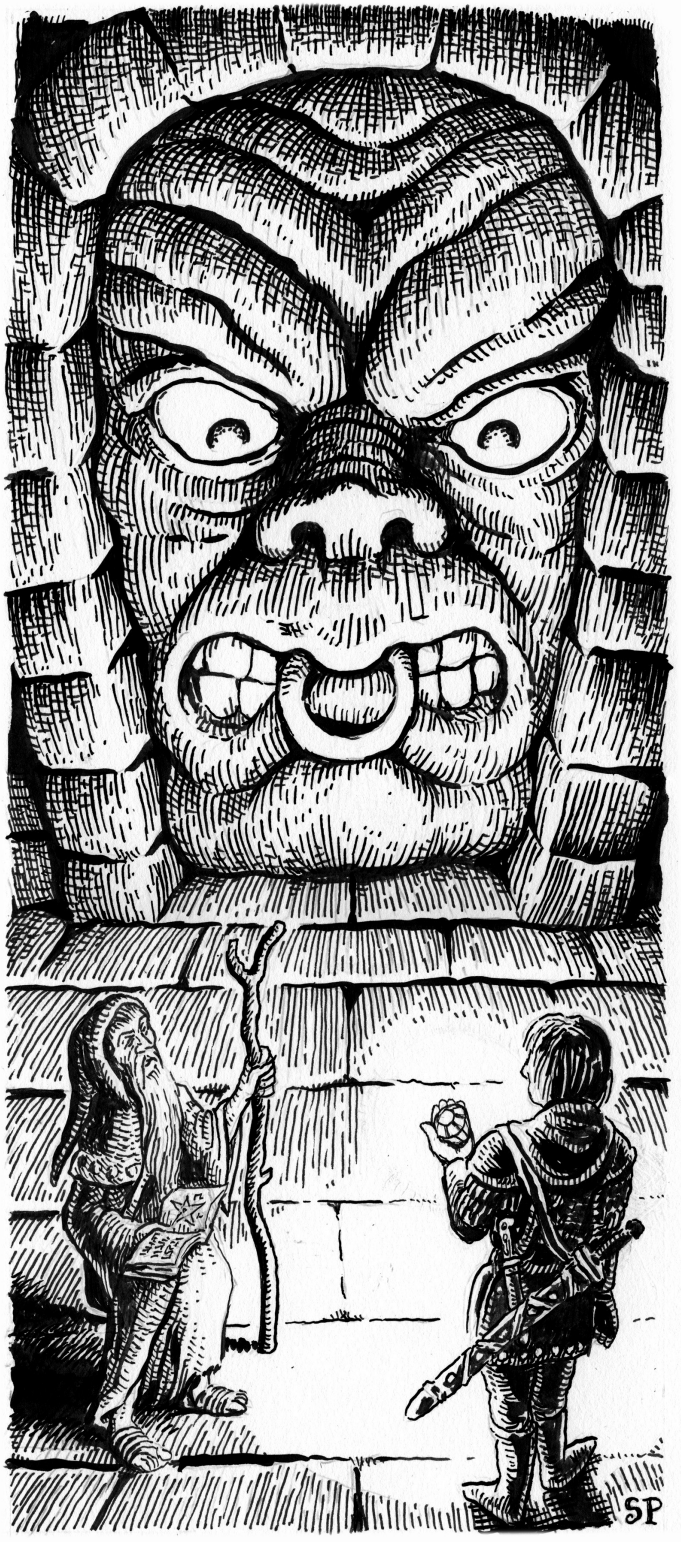
Zen Piles of Rocks. Each of the three rock piles (see **player handout 10**) contain 1d6 + 5 boulders suitable for tossing. As an action, a creature can topple a rock pile. If tipped in the direction of a creature within 5 feet of the rocks, that creature must make a successful DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage.

Guards. This post is crewed by three **hill giants**. If all three giants are present, they kneel in the room's northwest corner, casting dice for a pile of gold coins. Otherwise, the giants are sleeping (see Developments below). If combat breaks out, the giants hurl boulders from the Zen columns. They fight to the death.

Northwest Corner. The giants use this corner of the chamber for gambling. A pair of bone dice, each 3 inches across, lies next to an oversized, bejeweled bottle containing a powerful giantish wine. A character who samples the wine must make a DC 14 Constitution saving throw. On a failure, the character makes Dexterity and Wisdom ability checks and saving throws at disadvantage for 1d2 hours.

If all three hill giants are here, they are in the middle of a dice game. They pass the bottle amongst themselves, taking swigs of the potent wine. There is a pile of coins (see Treasure below) beside them.

Treasure. If the giants are throwing dice, the pile of coins consists of 1,000 gp. Otherwise, these coins are poorly hidden in a sack beneath one of the fur piles. The 2-foot-tall, bejeweled wine bottle is fashioned in the likeness of a cat and has two aquamarines set in it (worth 1,600 gp).



Developments. If any humanoids enter the room, the hill giants snap to attention and await their orders. If they do not recognize Avvakris, Merth, Aphris, or Haffrung—or are not shown the signet or a wax seal of Avvakris' ring (**player handout 2**)—the hill giants attack after 1d3 rounds.

AREA 2-24 – HALL OF THE WARRING DOORS

Opening the double doors reveals a 20-foot-wide corridor. There is a pile of coins at your feet, and you see a door at the opposite end of the corridor, perhaps 100 feet away. At the base of this door is another pile of coins. Unlike most doors in the dungeon, both of these doors are stout wood and bear an oversized bronze knocker clenched in a humanoid's mouth. The face to the north appears to be a kindly old man, while the face to the south is a leering female. In the middle of the corridor, equidistant from each portal, is a discarded diamond that reflects your light source.

If the characters enter this hallway, they become embroiled in an ages-long feud between two intelligent constructs. If the characters don't have a light source, one of the constructs casts *dancing lights* to call attention to the diamond.

Intelligent Doors. The north and south doors are animated constructs imbued with a glimmer of intelligence. Each can speak (in Common or Draconic), make a face appear on its bronze knocker, lock and unlock itself, alter its color, or raise or lower its temperature up to 100 degrees Celsius (182 degrees Fahrenheit). At the north end of the hall is **Hargrove, Intelligent Door** (see appendix C), who is lawful good. At the south end of the hall is **Sydni, Intelligent Door** (see appendix C), who is chaotic evil. The doors morph their bronze "faces" and address the characters in Common.

The two doors are antagonistic towards each other and currently argue over the ownership of a fabulous diamond situated halfway down the hall. Each door believes they are the rightful owner of the diamond. Although the doors are oppositely aligned, they help anyone willing to procure the gem for them or assist in their perpetual conflict with the other door. Interactions with the doors quickly devolve into a shouting match as each tries to gain the party's favor. The doors cast spells, threaten, offer bribes, and make whatever promises they need to secure the characters' aid. Hargrove is kind, pleasant, and reasonable. Sydni is cruel and unyielding, but has more treasure to offer. Though they are bitter enemies, neither door can kill the other (thanks to their Regeneration trait). Instead, they try to damage, embarrass, or bully the other.

This encounter should prove to be an interesting social interaction for the characters. If the doors don't get the satisfaction they feel they deserve, they shut and lock, casting *arcane lock* on themselves for good measure. Sydni enjoys casting *shocking grasp* on her handle as a cruel practical joke. Though there is little preventing the characters from just grabbing the treasure and walking away, the doors unleash their most damaging spells if this occurs.

Treasure. The diamond in the middle of the hall is worth 1,000 gp. Near each door is a small pile of coins. Hargrove's pile consists of 100 gp and 60 pp. Sydni's pile is visibly larger and contains 400 ep and 500 gp.



DARK TOWER

CHAPTER 5: DUNGEON LEVEL THREE

GENERAL FEATURES

Dungeon Level Three is a compact level, with several locations leading directly to Dungeon Level Four. The Dark Tower of Set is located in the midst of this level, while the White Tower of Mitra lies buried to the north. The White Tower is the circular structure north of area 3-3. The Dark Tower is the square tower nestled between areas 3-9 and 3-17 to 3-19. As with Dungeon Level Two, there are no direct entrances to these structures on this level. There are numerous connections to this level from above and below. These include:

- Area 3-1 is the upper portion of the former chapel of Mitra (area 4-10).
- The sloping passage from area 2-14 leads to area 3-5.
- The teleporter from area 1-31 deposits characters in area 3-10.
- The teleporter from area 2-15 deposits characters in area 3-11.
- The stairs north of area 2-22 lead to area 3-12.
- The stairs east of area 2-12 lead to the door outside area 3-19.
- The shaft in area 3-10 leads to area 4-25.
- The stairs in area 3-11 lead to area 4-26.
- A ladder in area 3-8 descends to area 4-29.
- Area 3-20 is the open portion of area 4-16. A character climbing down from one of the windows can reach Dungeon Level Four.
- The shaft in area 3-24 descends to area 4-13.
- The stairway in area 3-22 leads to area 4-15.

Ceilings. Corridors are 10 feet high, unless otherwise noted. The ceilings of individual rooms vary by description.

Walls. Most of the walls on this level are finished stone. The exceptions are area 3-2, areas 3-4 and 3-5, areas 3-8 and 3-9, and areas 3-23 and 3-24. Rough-hewn stone walls offer numerous handholds and can be climbed with a successful DC 10 Strength (Athletics) check. Finished stone walls are more difficult to scale, requiring a successful DC 15 Strength (Athletics) check.

Doors. A standard door in the dungeon is composed of stone and opens in the direction indicated on the map. A stone door has AC 17, 30 hit points, and immunity to poison and psychic damage. Unless noted in the individual room description, a locked stone door requires thieves' tools and a successful DC 20 Dexterity check to open, or a successful DC 22 Strength check to break down.

Illumination. Unless noted in the individual room descriptions, all dungeon chambers lack light.

Provisions. Assume that whenever an NPC is encountered in their keyed location (typically their residence), 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water, are present per person. Obviously, this does not apply to prisoners.

Spell Components. Assume that spellcasters have any equipment they need to cast the spells. This could include a component pouch, an arcane focus (for a wizard), or appropriate holy symbol (for a cleric).

Wandering Monsters. The dungeon is a dynamic environment, with NPCs frequently traveling to and from the village and the various dungeon levels. If an NPC is killed during a random encounter, they cannot be encountered again, nor are they found in their lairs. Of course, the reverse is true for NPCs who are defeated in their keyed locations. They should be removed from these wandering encounter tables.

For every 30 minutes the characters spend exploring Dungeon Level Three, there is a 1 in 6 chance of a random encounter. These chances increase to 1 in 3 whenever the characters enter an empty chamber. If a random encounter is triggered, roll a d8 and consult the table below.

LEVEL THREE

d8	Encounter
1	Trolls
2	Haffrung Helleyes and entourage
3	Xor the Evil One and Cronok

4	Wanderer from Level Two
5	Carnivorous apes
6	Malicia the succubus
7	Rust monster
8	Wanderer from Level Four

LEVEL THREE WANDERING MONSTER DESCRIPTIONS

Carnivorous Apes. This is a wandering pack of 2d4 **carnivorous apes** (see appendix B) from area 4-29. They howl and attack at once. Roll again to see if the commotion attracts another wandering monster. If more than five carnivorous apes are present, **Shadrock the Enchanter** (see appendix C) accompanies them (see area 4-28 for details).

Haffrung Helleyes and Entourage. The wizard **Haffrung Helleyes** (see appendix C), along with four bodyguards (as described in areas 3-16 to 3-19) and 1d6 **carnivorous apes** (see appendix B), move about this level. Randomly determine both Haffrung's current body and the identities of his bodyguards. If **Oph** is present, his **dire wolf** Fang is with him.

Malicia the Succubus. The **succubus** Malicia travels between the Overlord's Inn (area V-7) and her personal quarters on this level (area 3-22). If encountered, she tries to ascertain the characters' motives but is quick to flee, using her Ethereal ness action if needed.



Rust Monster. The **rust monster** from area 3-6 occasionally wanders from its lair to seek fresh metal. It attacks greedily, but if reduced to 7 hit points or fewer, it retreats to its lair.

Trolls. A marauding band of six **trolls** is looking to start trouble. Attacking the characters sounds like a good start. They are recent arrivals to the dungeon and not associated with any particular location.

Wanderer from Level Two. Use the random encounter table from Dungeon Level Two to determine this encounter.

Wanderer from Level Four. Use the random encounter table from Dungeon Level Four to determine this encounter.

Xor the Evil One and Cronok. **Xor the Evil One** (see appendix C) and his hireling **Cronok the Fox** (see area 3-3) are wandering mercenaries seeking wealth to fund a war in distant land. These two have established a camp in area 3-3, but they frequently comb the dungeon for loot. If the characters appear to be laden with wealth, Xor fights to the death. If Xor is defeated, Cronok surrenders and bargains for his freedom.

KEY TO DUNGEON LEVEL THREE (MAP 9)

AREA 3-1 – UPPER RAFTERS OF THE TEMPLE OF MITRA

The cavern opens into a yawning chamber. The ceiling is 20 feet overhead and supported by rotting timbers. The floor is at least 20 feet below the ledge you stand on. A crude rope bridge spans the chamber, leading to another cavern on the opposite side.

This chamber is the upper part of a former chapel to Mitra (area 4-10) on the level below. The floor is 25 feet below the doorways. Characters can fly to the lower chamber or lower a rope to access that area. Climbing the walls requires a successful DC 15 Strength (Athletics) check, although this attracts the attention of the lower chamber's denizens.

Rope Bridge. The rope bridge is 5 feet wide and 60 feet long. It is attached securely at both ends. Untying one of these ends takes one character a full minute, although two characters working in concert can accomplish the task in 30 seconds. The bridge can also be severed with slashing weapons (AC 11, 10 hit points, immunity to bludgeoning, poison, and psychic damage, resistance to piercing damage). Walking across the bridge at half speed doesn't require an ability check.

DARK TOWER

MAP 9
DUNGEON LEVEL 3
LEVELS E AND H



Moving faster requires a successful DC 12 Dexterity (Acrobatics) check, with failure indicating a fall. A creature that takes damage on the bridge must make a Dexterity saving throw against a DC of 8 + 1 per point of damage taken. On a failed saving throw, the creature falls prone but can attempt a DC 14 Dexterity saving throw to grab the bridge and arrest their fall. A creature that falls from the bridge takes 7 (2d6) bludgeoning damage.

Giant Bats. The rafters are inhabited by 30 **giant bats**. Light sources and loud noises disturb the bats, which attack anyone on the bridge or climbing down the walls. The bats attack in waves of 2d4 + 3 each round, swooping down before retreating back to the rafters. If the characters bathe the entire chamber in bright light, the giant bats become confused and make attack rolls with disadvantage.

AREA 3-2 – THE TOMB OF SAM

The floor of this natural cavern is covered with straw, and the scent of animals is strong here. A mangled orc carcass lies on the floor. Three bears with brown fur doze against the northwest wall.

The ceiling is 25 feet high. The chamber serves as a pen for a trio of cave bears, the pets of a nearby warlord. An ancient evil also slumbers here, however, as well as a valuable treasure.

Shaft. A 10-foot square shaft with metal ladder rungs set in in the east wall of it, is in the ceiling here. It leads to the west wall of area 2-5.

Pet Bears. The bears are cave bears (use the statistics for **polar bears** with darkvision out to 60 feet). Because the bears are comfortable around humanoids, Wisdom (Animal Handling) checks to command the beasts are made with advantage. The bears are pets of Xor the Evil One in area 3-3. If unmolested, they watch the characters with curiosity, snuffle around for treats (such as jerky), and even seek to be pet by the intruders. However, if any characters head down the passage toward area 3-3, the bears go berserk and fight to the death.

The Skeleton of Sam. Along the west wall, buried beneath 2 feet of soft earth and straw, is the complete, 21-foot-tall skeleton of Mighty Sam the frost giant (see area 2-5). If the characters touch any of the treasure (see below), the **frost giant skeleton** (see appendix B) animates, clawing its way out of the earth to attack. It takes the skeleton 1 round to extricate itself before it can attack.

Treasure. A 6-foot-long wooden coffin painted with a red human skull is jammed into a niche in the wall. Inside the coffin is a human **skeleton**. The skeleton attacks with its claws (+2 to hit, 1d6 slashing damage and the target is grappled, escape DC 10). Beneath the skeleton are the following items:

- Two cunningly crafted silver sculptures of Set, each 3 feet tall (worth 250 gp each, but weighing 80 pounds).
- A steel mesh bag containing two gems: a citrine (worth 300 gp) and a scintillating crystal of many colors (worth 1,000 gp).
- Two shallow, unlocked wooden chests. Each chest lid is trapped with a poison needle. A creature that opens the chest must make a successful DC 15 Dexterity saving throw or be jabbed by the needle. A creature jabbed by the needle takes 1 piercing damage and must make a DC 15 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a success. Noticing the poison needle traps requires a successful DC 20 Intelligence (Investigation) check. Disabling a poison needle requires thieves' tools and a successful DC 18 Dexterity check. Each chest contains 250 gp.
- A *potion of delusion* (see appendix D). The potion appears to be a *potion of greater healing*.
- An oversized longsword with a 6-foot-long blade stretches the full length of the coffin. It is a *frost brand*, but due to its length and weight, Medium-size creatures make initiative checks with disadvantage while wielding the blade, and Small or smaller creatures can't wield the weapon at all. The blade is chaotic evil and somewhat sentient. It can communicate by transmitting emotions but has no additional powers. While he lived, Sam wielded the longsword in one hand.

Developments. If the scintillating crystal is absorbed into the *Mind of Balance* (see appendix D), the bearer of that *soul gem* gains the ability to cast *detect evil and good* once per day.

AREA 3-3 – THE LAIR OF XOR THE EVIL ONE

There is a 20 percent chance the occupants of this chamber are out exploring the dungeon. If encountered here, adjust the read-aloud text accordingly.

The rough-hewn passage gives way to a chamber perhaps 40 feet square. Set up in the chamber is what appears to be a makeshift camp, complete with a few bedrolls, a brazier with red-hot embers, a lantern, and several equipment packs.

The ceiling ranges from 15 to 20 feet high and is dotted with stalactites. The camp belongs to a pair of mercenaries who have come from a distant land to plunder the dungeon for its riches. The bedrolls are unremarkable, and the packs each contain the equivalent of a dungeoneer's pack and an explor-

er's pack. Two small, unlocked wooden chests are concealed under one of the bedrolls.

Xor the Evil One (see appendix C) is not a resident of the dungeon. He snuck into the dungeon a few days ago and has been exploring ever since. He seeks funds for a war he has brewing on the sly back home (a distant land). At first, he parleys with the characters, inviting the visitors to sup with him and his servant. Of course, the food he offers is poisoned, and Xor has already imbibed a dose of the antidote. Assuming at least a few characters become poisoned, he attacks, using his *ring of telekinesis* to pin a spellcaster to the ceiling (see Treasure below). He then draws his sword and attacks those not poisoned.

Accompanying Xor is his henchman and sometimes servant, Cronok the Fox. Recently, Cronok has grown weary of his master's atrocities and greed. Cronok does not enter a fight unless he is certain Xor will win. Until now, that has always been the case. If it looks like Xor will be defeated—or if Cronok is reduced to 10 hit points or fewer—he surrenders, trusting the "good guys" not to kill him. Cronok is a **swordsman** (see appendix C) with the following changes:

- Cronok is a neutral male human.
- Cronok wears plate armor and carries a *+2 shield* (AC 22).
- Cronok has a Dexterity score of 15 (+2), a Constitution score of 18 (+4), and a Charisma score of 16 (+3). He has 42 (5d8 + 20) hit points and a +5 bonus to Intimidation.
- Cronok does not have a halberd, but he does carry a light crossbow (+4 to hit, range 80/320 ft., 1d8 + 2 piercing damage). He also carries three flasks of alchemist's fire and six torches.

Poisoned Food. Xor keeps a supply of poisoned food in one of the wooden chests beneath his bedroll. The poison is undetectable by taste. If imbibed, the effects set in after 1 minute. The imbiber must make a DC 16 Constitution saving throw. On a failed save, the target takes 13 (3d8) poison damage immediately and an additional 13 (3d8) poison damage at the end of their next turn. The target is then poisoned for 1d6 hours. While poisoned, the target is also paralyzed. On a successful saving throw, the target only takes the initial poison damage and is poisoned for 10 minutes.

Treasure. The other chest beneath Xor's bedroll contains 9,000 sp and 800 gp. The chest also contains three vials of antidote wrapped in leather. A creature poisoned by the food who drinks a dose of antidote is no longer poisoned and regains 3 (1d6) hit points. Xor's *ring of teleportation* bears a special enchantment that allows the creature attuned to it to cast *telekinesis* on any target (not only objects that aren't being worn or carried).

Developments. If the characters interact with Xor for more than 10 minutes, Grimstone (see area 3-4) enters and blindly attacks Xor. If the situation appears dire, Xor offers a truce with the characters. Xor may even agree to join the party, but only to further his own purposes. A character can discern Xor's true intentions with a successful Wisdom (Insight) check contested by Xor's Charisma (Deception).

AREA 3-4 – GRIMSTONE

This natural cavern has a low ceiling. Slumped against the southern wall is the disheveled form of a humanoid with a pallid complexion and numerous cuts and bruises.

The ceiling here is smooth and only 8 feet high.

The pallid figure is Grimstone, an elf warrior. He is the last of a group of adventurers that Haffrung Helleyes charmed and sent to kill Xor the Evil One. The rest of Grimstone's comrades were slain by ghouls in area 3-5. However, being an elf and possessing the *sword of Kroan* saved Grimstone. Having gathered his strength, he is now ready to complete his task. Grimstone is a **swordsman** (see appendix C) with the following changes:

- Grimstone is a neutral male elf.
- As an elf, Grimstone has the following traits:
  - **Darkvision:** Grimstone has darkvision out to a range of 60 feet.
  - **Keen Senses:** Grimstone is proficient in the Perception skill (+3).
  - **Fey Ancestry:** Grimstone has advantage on saving throws against being charmed, and magic can't put him to sleep.
  - **Languages:** Grimstone can speak, read, and write Elvish.
  - **Cantrip:** Grimstone knows the *true strike* cantrip.
- Grimstone wears ring mail and carries a shield (AC 16).
- Grimstone has a Dexterity score of 16 (+3), an Intelligence score of 15 (+2), and a Charisma score of 18 (+4).
- Grimstone wields the *sword of Kroan* (see appendix D; +8 to hit, 1d8 + 6 slashing damage, or 1d10 + 6 slashing damage if used with two hands).

Development. The *sword of Kroan* bears the same signet (three coins, three fish, and three sheaves of wheat) on its hilt as the ring on the corpse in area 1-6.

AREA 3-5 – GHOUL LAIR

The corridor meanders before turning south into a widened section, then slopes upwards. The cavern reeks of death and decay and hosts a grim scene. Numerous bloody bodies lie strewn among piles of rocks. Worse, several unclad humanoids with dirty talons and elongated tongues feast on the still-warm flesh.

A few hours ago, a terrible battle took place between Grimstone (see area 3-4) and his allies and a cadre of ghouls. The bodies of five ghouls and four adventurers lie on the floor. The surviving ghouls now partake in a gruesome feast.

Undead Host. Six **ghouls** and a **ghast** feast on the bodies. The undead are distracted by their meal, and characters who make a successful DC 10 Dexterity (Stealth) check can surprise them. Once alerted to fresh meat, the undead relentlessly attack.

Treasure. Buried under a pile of rocks with a giant's skull balanced on top are 1,000 cp, 200 gp, 25 pp, four emeralds (worth 1,000 gp each), and a *scroll of protection* (beasts).

Developments. Unless blessed by a *gentle repose* spell or similar magic, the fallen adventurers rise as **ghouls** in 1d4 rounds and join the battle.

AREA 3-6 – ATTIC

GM Note. There is a 30 percent chance the rust monster is wandering this level looking for metal to consume. If so, the creature is not encountered here.

This room appears to be an old storeroom. Several humanoid skeletons lie amongst broken furniture, dishes, and various hand tools. A partial wall to the west nearly divides the room. Along the east wall is a staircase heading down.

This is the upper level of an old dry-goods shop. The skeletons are not undead, and the debris is mundane, worthless junk. Astute characters might notice there are no metal tools here, having long since been consumed by the area's sole inhabitant.

Ruckus to the South. Characters who listen at the south door hear the roars of the carnivorous apes in area 3-8.

Developments. A **rust monster** on the opposite side of the partial wall munches on a suit of old plate armor. If it senses metal, it rushes to procure it. It fights to the death.

AREA 3-7 – CLOTH-WRAPPED HORROR

GM Note. The only entrance to this chamber is from area 4-9.

The stone stairs lead to a dry, dusty chamber. Positioned near a semicircular wall to the north is a plain, stone sarcophagus. It appears to be sealed.



This area serves as a tomb for a forgotten minion of Pnessutt, the lich in area L-22. When a disagreement developed between the two, the minion was betrayed, wrapped in funeral linens, and entombed alive.

Unquiet Dead. Pnessutt used foul sorcery to curse his former minion, transforming him into a **mummy**. If the sarcophagus is opened, the mummy sits up and uses its Dreadful Glare before attacking with its rotting fist.

Treasure. Scattered about the bottom of the sarcophagus are 200 gp.

AREA 3-8 – ROARING CONTEST

GM Note. The inhabitants of area 3-8 are engaged in a roaring contest and general roughhousing. The ruckus can be heard from area 3-6.

Long before you arrive in this rough-hewn chamber, you hear the bellowing and roaring of its inhabitants. Half a dozen feral apes hoot and holler as they roughhouse with one another. One of the apes rises above the others, pounding its chest with its fists, only to be tackled from behind. The other apes howl as they look on.

Six **carnivorous apes** (see appendix B) are having a roaring contest and making quite a racket. Occasionally, they even engage in mock battles amongst themselves. The apes serve the wizard Haffrung Helleyes (see area 3-16). At present, they guard a cell (area 3-9) holding a paladin recently abducted from the White Tower. The apes attack as soon as they become aware of the characters. Littering the floor are several large chunks of stone, which the apes can use for ranged attacks. The apes fight to the death.

Shaft. Along the east wall is a 5-foot-square shaft and a wooden ladder leading to the dungeon level below. The shaft leads to area 4-29.

Secret Door. The carnivorous apes guard a secret door to area 3-9 but are under instructions to leave it alone. The characters can locate the door with a successful DC 22 Wisdom (Perception) check. The door is enchanted with an *arcane lock* and has no keyhole. The only way to bypass the door is to force it open with a successful DC 28 Strength check. Dispelling the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 18.

AREA 3-9 – PRISON FOR A PALADIN

This dark, oblong chamber is 40 feet across at its widest point and perhaps 70 feet from north to south. A male human in a tattered loincloth is chained to the south wall. He sits completely motionless, his chin resting on his chest. A table is pushed against the northeast wall. Several mundane objects, including weapons and pieces of armor, lie on the table.

This hidden chamber serves as a prison for an unfortunate paladin of Mitra who ran afoul of Haffrung Helleyes.

In Chains. The man in chains is **Glorfingol Goodman** (see appendix C), a paladin of Mitra. He is being tortured for his knowledge (see Developments below). He has used his Lay on Hands ability to keep himself alive, but he has not eaten for 7 days. Currently, Glorfingol has four levels of exhaustion as the result of his ordeal.

Bursting Glorfingol's chains requires a successful DC 25 Strength check. Haffrung carries a key to the manacles. Without the key, a character with thieves' tools can pick the lock with a successful DC 22 Dexterity check.

The Table. Glorfingol's possessions rest on a table along the northeast wall. These items include:

- 5 days of rations
- a full flask of wine
- plate armor and shield
- a longsword and a mace

Developments. Glorfingol knows the location of the three *Mitraic artifacts* (see appendix D) and is being tortured for that information. He tells the characters he must be taken either into the White Tower or the Alcove of the Three Images (area 1-38) to pass on his information. Assuming they proceed directly to one of those two locations, Glorfingol offers to join the characters and aid them on their quest. He also knows that Haffrung Helleyes is bound to a *magic jar* and can describe the container's appearance.

AREA 3-10 – RECEIVING ROOM

GM Note. This chamber is not connected to the rest of Dungeon Level Three. Creatures that teleport here are forced to head to Dungeon Level Four, as the teleportation effect is only one-way.

As you touch the box, you are overwhelmed by a nauseating sensation that leaves your extremities tingling. When the feeling passes, you find yourself in a featureless room, perhaps 40 feet by 50 feet. The only exit seems to be a shaft in the southeast corner of the room.

Creatures that teleport from area 1-31 arrive here. Except for the shaft, there is indeed nothing of interest in the room.

Shaft. There is a 5-foot-square shaft in the southeast corner. Climbing down the shaft requires a successful DC 10 Strength (Athletics) check. The shaft leads to area 4-25.

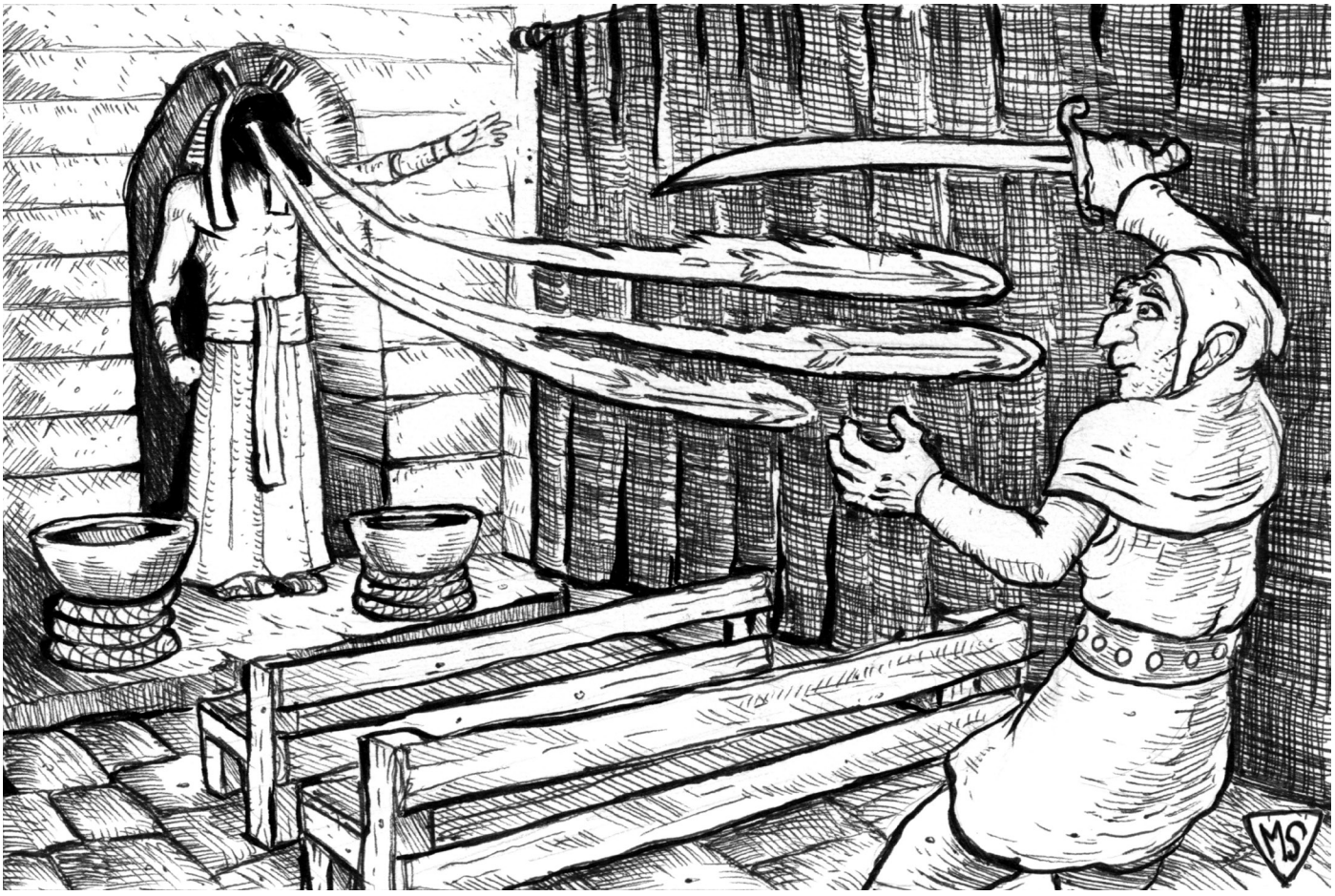
Developments. One round after the characters arrive, four **wraiths** float up from the room below (area 4-25) and attack.

AREA 3-11 – YET ANOTHER RECEIVING ROOM

GM Note. This chamber is not connected to the rest of Dungeon Level Three. Creatures that teleport here can either teleport back from where they came or head down to Dungeon Level Four.

One moment, you were reaching out to touch the door. The next you feel yourself pulled into it, your form magically melding with the stone. Moments later, your body is forced out of a stone wall, and you fall prone on the stony floor, your legs assaulted by a thousand pins and needles. Slowly, the feeling returns to your extremities, and you can examine your destination. It is a finished room, perhaps 30 by 40 feet. The wall you passed through still glows slightly in an array of blues and purples. The north wall also glows, but in a series of yellows and oranges. A staircase along the east wall descends into darkness.

Creatures that approach the double doors in area 2-15 are teleported here, arriving through the west wall.



West Wall. The glowing west wall acts as a two-way teleporter. The wall is warm to the touch and feels insubstantial. A creature that steps through the wall is teleported to area 2-15 (and must contend with the poison gas trap there, if it has been triggered).

North Wall. If touched, the glowing north wall discharges a slight electrical shock. This is a two-way teleporter. A creature that steps through the wall is teleported to the north end of the hall outside areas 3-16 through 3-19.

Stairs. The stairs lead down to area 4-26. The air in the stairway is noticeably chilly.

AREA 3-12 – SMALL CHAPEL TO SET

Beyond the doors is a small chapel. The north wall is covered with black drapery. The south wall is semi-circular, forming a niche 40 feet wide. Standing in the niche between two unlit copper braziers is an 8-foot-tall basalt statue of the god Set. The statue depicts Set as a muscled humanoid with a jackal's head and glassy eyes.

This is a chapel dedicated to the evil god Set. The drapes to the north do not cover a wall, but conceal the archway to area 3-13.

Statue of Set. The statue is a **basalt wizard golem** (see appendix B) in the likeness of Set. If a creature passes the statue on route to area 3-13 without first bowing and whispering the name of Set (in any language) or displaying Avvakris's signet ring (not merely a reproduction), the statue casts *magic missile* from its eyes, firing two missiles every round. If two or more targets are present, the statue spreads the missiles among multiple targets. If physically attacked, the statue makes slam attacks in addition to firing *magic missiles*.

Braziers. At the start of the second round of combat, the two copper braziers roar with flame and begin to fill the room with poisonous, magical vapor. At the start of the third round, each creature that ends its turn in the vapor must make a successful DC 13 Constitution saving throw or become poisoned for 1 hour. While poisoned, the target is unconscious. The target wakes up if it takes damage or if another creature uses an action to shake it awake. In addition, each creature that ends its turn in the vapor must make a successful DC 13 Wisdom saving throw or be subjected to the effects of a *slow* spell for 1 minute. Constructs and undead are immune to the *slow* effect. If a character uses an action to pull down the drapes, allowing the gas to disperse into area 3-13, saving throws against the poison gas are made

with advantage. The braziers continue expelling vapor for 1 minute, and it takes another 10 minutes for the gas to disperse. If an entire flask of holy water is dumped into a brazier, the magical flames go out with a sputtering flare, immediately ending the gas effect.

Treasure. The statue's crystal eyes can be easily removed with a sharp implement. Although not valuable by themselves, each crystal can be used to create a *wand of magic missiles.*

Developments. The statue pursues fleeing creatures back into the corridor or into area 3-13, but does not go up or down either flight of stairs.

AREA 3-13 – AN APPARENTLY EMPTY ROOM

Pulling back the black curtain reveals an empty chamber, 80 feet east to west and 40 feet north to south. The ceiling is 20 feet overhead, and the floor, walls, and ceiling are all smooth, finished stone.

The room is empty, but an illusion conceals two exits.

Illusory North Wall. A permanent illusion cast on the north wall makes it appear like a normal wall, concealing both the door to area 3-14 and the stairway to the west of it. Determining the wall is illusory requires a successful DC 16 Intelligence (Investigation) check. Characters who physically interact with the wall automatically discover its true nature. For example, in front of the stairway, a character could put their hand through the illusory wall or even step through. However, the door to area 3-14 is closed, so a character reaching through the illusion would feel a hard surface. The door's surface is different from a wall, a fact the character can determine with a successful DC 13 Wisdom (Perception) check.

Magically Locked and Trapped Door. The door to area 3-14 is secured with an *arcane lock*. There is no keyhole. The only way to open the door is to force it with a successful DC 28 Strength check. Dispelling the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 18.

The **first attempt** to open the door triggers a *magic mouth* spell, which speaks in Common:

> *"Go No Further Manling! Beyond Lies That Which Would Devour Your Very Soul and Befoul Greater Motions Than Your Feeble Mind Might Know!"*

A **second attempt** to open the door triggers another *magic mouth* and a spear trap concealed in the east wall. The *magic mouth* delivers the following message in Common:

> *"You Were Warned!"*

Spear Trap. The spear trap shoots six spears from the east wall, targeting creatures in the 5-foot line in front of the illusory wall. Each creature in that path is targeted by 1d6 attacks (+6 to hit, 1d8 + 4 piercing damage). A spear that misses continues along the path to the opposite wall, potentially targeting additional creatures. Detecting the trap requires a successful DC 20 Intelligence (Investigation) check. Characters who search the northeast section of the east wall (where the spears are located) make this check with advantage. Disabling the trap requires thieves' tools and a successful DC 25 Dexterity check.

A **third attempt** to open the door causes a *wall of fire* to spring up along the entire north wall. The magical trap can be detected with a successful DC 15 Intelligence (Arcana) check and disabled with a successful *dispel magic* spell (DC 14). Each creature standing next to the north wall when the spell activates must make a DC 15 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a success. The *wall of fire* disappears after 10 minutes. A final *magic mouth* is then triggered, speaking in Common:

> *"Stubborn, Aren't We!"*

Concealed Stairway. The stairway concealed behind the illusory wall leads to Dungeon Level Four (area 4-18A).

AREA 3-14 – SPIRIT NAGA GUARDIANS

This empty, finished chamber is 60 feet from east to west and 40 feet from north to south.

Similar to the previous chamber, this area appears empty. Concealed herein, however, are two powerful guardians and another trapped door protecting the entrance to area 3-15. The ceiling is 20 feet high.

Guardians. When the encounter starts, this chamber contains two invisible **spirit nagas** named Harshasha and Ishping Waha. They are charged with preventing anyone from proceeding to the next chamber.

Harshasha has the following wizard spells prepared:

- Cantrips (at will): *mage hand, minor illusion, ray of frost*
- 1st level (4 slots): *magic missile*
- 2nd level (3 slots): *enlarge/reduce, hold person, invisibility, levitate, web*
- 3rd level (3 slots): *bestow curse, lightning bolt*
- 4th level (3 slots): *blight*
- 5th level (2 slots): *conjure elemental*

Ishping Waha has the following wizard spells prepared:

- Cantrips (at will): *mage hand, minor illusion, poison spray*

- 1st level (4 slots): *charm person, magic missile*
- 2nd level (3 slots): *enlarge/reduce, hold person, mirror image, web*
- 3rd level (3 slots): *counterspell, lightning bolt*
- 4th level (3 slots): *dimension door*
- 5th level (2 slots): *dominate person*

Ishping Waha is in the chamber's southwest corner, and Harshasha is in the northeast corner. As soon as the characters open the door, both cast *lightning bolt*, which ends their *invisibility* spells. The onslaught continues with Harshasha casting *conjure elemental* to summon an **earth elemental** and Ishping casting *dominate person* on a fighter-type. Then, Harshasha casts *levitate* to hover out of reach, and each naga unleashes a barrage of *magic missile* spells cast at the highest-level spell slot they have available.

Illusory North Wall. A permanent illusion on the north wall conceals the door to area 3-15, making it appear like a normal wall. A character that physically interacts with the door's exact location automatically discovers it. Otherwise, detecting the illusion requires a successful DC 16 Intelligence (Investigation) check

Magically Locked and Trapped Door. The door to area 3-15 is secured with an *arcane lock*. There is no keyhole. The only way to open the door is to force it with a successful DC 28 Strength check. Dispelling the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 18.

The **first attempt** to open the door triggers a *magic mouth* spell, which speaks in Common:

> *"You Have Been Warned More Than Once! Beyond Lies That Which Would Seek to Hinder the Purposes of Humanity! Go No Further!!!"*

A **second attempt** to open the door triggers a magical trap. The magical trap can be detected with a successful DC 15 Intelligence (Arcana) check and disabled with a successful *dispel magic* spell (DC 15). If triggered, the trap casts a *pass-wall* spell on the floor directly beneath the character that triggered the trap. The spell creates a 5-foot by 8-foot pit that is 20 feet deep. The triggering creature can attempt a DC 15 Dexterity saving throw to jump to the nearest unoccupied space. A creature that falls into the pit takes 7 (2d6) bludgeoning damage. The pit disappears after 1 hour. When the trap is triggered, another *magic mouth* speaks in Common:

> *"Some People Never Learn, Do They? HA! HA! HA! HA!"*

A **third attempt** to open the door triggers an *ice storm* centered on the door. Each creature in the room must make a DC 15 Dexterity saving throw. A creature takes 9 (2d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a success. The magical trap can be detected with a successful DC 18 Intelligence (Arcana) check and disabled with a successful *dispel magic* spell (DC 14).

AREA 3-15 – THE MIND OF BALANCE

As you open the door to this room, a fanfare of trumpets fills the air. In the middle of the chamber, a 6-inch-diameter, rainbow-colored gem floats four feet off the ground. As the gem rotates, it casts a myriad of colors against the drab gray velvet wall hangings. The chamber has a slightly antiseptic smell.

This chamber contains the *Mind of Balance*, one of the *soul gems* (see appendix D). The room's ceiling is finished and only 10 feet high. The walls are smooth, finished stone, and the floor is set with flagstones. The curtains are thick gray velvet and in good condition.

Soul Gem. A character that touches the *soul gem* must make a successful DC 15 Intelligence saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a success. The target's saving throw is modified based on its alignment and the nature of the *soul gem* (see individual *soul gem* descriptions in appendix D). If the target survives this psychic onslaught, the gem embeds itself in the forehead of the victim. A character that undergoes this painful process must make a successful DC 15 Constitution saving throw or become stunned for 1 minute. The creature and anyone who witnesses the process must make a DC 15 Wisdom saving throw. Those who fail the save see a beautiful, red-haired, female human clad in chain mail materialize and kiss the creature's forehead. She then jumps back and shouts triumphantly:

> *"Death to Law! Death to Chaos! Let the Balance be Supreme!"*

The woman then disappears, along with the fanfare music and the scent in the air. The curtains crumble to dust, and the creature is now attuned to the *Mind of Balance*. Creatures who succeed on the Wisdom saving throw instead see the gem shrink to a half-inch diameter and embed itself in the creature's forehead.

AREA 3-16 – COMMUNAL ROOM AND BARRACKS

This room is a barracks furnished with six cots and matching war chests. Along the opposite wall is a small iron stove and a few battered cooking pots. In the center of the room is a table and six chairs. Some rather explicit drawings are scrawled on the south wall.

The Upper Apartments Of Haffrung Helleyes

Areas 3-16 through 3-19, 3-23, and 3-24 on this level—as well as areas 4-13 and 4-14 on Dungeon Level Four—comprise the lair of Haffrung Helleyes, a powerful, evil wizard. Before the characters enter these apartments, use the following tables to determine the location of the various NPCs.

Portal Wall. Note that the characters may arrive here through the teleportation portal on the north wall of area 3-11, arriving at the north end of the hall outside areas 3-16 through 3-19. This is a two-way teleporter, but there is no indication the portal exists from this side. However, creatures who step through the north wall are teleported to area 3-11. Haffrung and his apprentices are aware of the portal, but Haffrung's other minions are not.

LOCATION OF GUARDS

Area 3-16: 1d2 guards

Area 3-19: 1d2 guards (at the top of the stairs)

Hall between the Upper Apartments: 30 percent chance of 1 guard

Room 3-24: 1d2 guards

Roll a d6 to determine the identities of the guards. There are six guards in total, but they move around the complex quite a bit.

d6	Guard
1	Argol Bargol Burt
2	Tarshigid Farreacher
3	Mellon Half-Elven
4	Halphed Bloodgusher
5	Tirian of Asalbar
6	Oph (50 percent chance his pet **dire wolf**, Fang, is with him)

LOCATION OF HAFFRUNG HELLEYES

Roll a d10 to determine the location of Haffrung Helleyes.

d10 Location

1-5 **Occupying body in area 4-14A.** Roll a d6 to determine activity.

d6	Activity
1	Casting a spell
2	Inspecting potions
3	Performing an experiment
4	Writing notes
5	Meditating
6	Conversing with the **troll** leader from areas 4-15 to 4-17. There is a 40 percent chance that 1d3 **trolls** are in area 4-13 having some rowdy sport with Hex, Haffrung's guardian **hydra**. There is a 60 percent chance that 1d2 of Haffrung's guards accompany him. Determine the identities of these guards using the table above.

6-8 **Occupying body in room 4-14C.** Roll a d6 to determine activity.

d6	Activity
1	Studying at desk
2	Eating
3	Meditating
4	Sleeping
5	Exercising
6	Carousing with another NPC

9 **Outside of the apartment complex.** Roll a d6 to determine location and duration. When outside the apartment complex, Haffrung usually has two guards (determined randomly) and his assistant **Mervyn** (see area 3-18) with him.

d6	Location and Time Away
1	In village with Avvakris (area V-5) 1d4 hours
2	The lower temple of Set (area 2-13) 1d2 hours
3	In the study (area 4-14C) 1d4 × 10 minutes
4	Bribing the red dragon (area 4-5) 1d4 + 2 × 10 minutes
5	Searching for the *Soul of Chaos* 1d4 hours
6	Feeding the hydra (area 4-13) 2d10 minutes

10 **In area 3-17.** Roll a d6 for activity.

d6	Activity
1-2	Eating
3	Sleeping
4-6	In *magic jar* container

Haffrung Helleyes

Haffrung Helleyes (see appendix C) is a powerful wizard. Haffrung's physically body was destroyed long ago in a magical mishap. Now he uses the *magic jar* spell to possess other bodies (see the table below). He prefers to possess creatures that are strong, dexterous, and attractive but weak in mind and spirit. If one body dies, he merely possesses another. While on the lower level of the complex (areas 4-14A, B, or C), he wears purple robes and a *scarab of insanity* (see appendix D). Haffrung is mildly insane and does not hesitate to drop a *fireball* at his feet if attacked (even if the *magic jar* that houses his soul is nearby). He is particularly fond of casting *conjure animals* to summon eight **stirges**.

Container. Haffrung's *magic jar* is a jagged, apple-sized chunk of ruby (worth 1,500 gp). It is hidden in area 3-17. The ruby has AC 10, 10 hit points, and immunity to poison and psychic damage. If the *magic jar* is destroyed, Haffrung dies, as his body was destroyed decades ago.

Haffrung leads one of the major factions in the dungeon. Although he is a devout worshiper of Set, he is much more interested in serving himself. He does not share Avvakris's ambition to conquer the White Tower. He is more concerned about Avvakris gaining too much power and might move to thwart the high priest's schemes.

Use the table below to determine the body Haffrung inhabits at any given time.

HAFFRUNG HELLEYES'S BODY

d10	Body
1-3	Grom (see area 3-17)
4-7	Skelly (see area 3-17)
8-9	Orson (see area 3-17)
10	Carnivorous ape (see area 4-14A)



This room serves as a barracks for Haffrung Helleyes's personal guard. Although only 1d2 of the guards are present at any given time, all are within calling distance.

War Chests. The war chests are unlocked, save for one, and contain a variety of personal effects. Curled up next to Oph's war chest (see Treasure, below) is Fang, his pet **dire wolf**.

Haffrung's personal bodyguard includes:

Argol Bargol Burt ("Argh") (see appendix C) is a male human fighter. Slight of build, he barely fills out his plate armor and wears a helm three sizes too big. He wields a longsword and has greasy black hair.

Tarshigid Farreacher is a male human fighter with brown hair and a trimmed beard. He is a **myrmidon** (see appendix C) with the following changes:

- His alignment is chaotic evil.
- He wears plate armor (which reduces his speed to 20 ft.) and carries a shield (AC 20).
- He has 27 (6d8) hit points.

- He has a Strength score of 12 (+1), a Dexterity score of 14 (+2), and a Constitution score of 11 (+0).
- He has the following skills: Acrobatics +4, Athletics +3.
- He wields a *+1 battleaxe* (+4 to hit, 1d8 + 2 slashing damage, or 1d10 + 2 slashing damage if used with two hands).

Mellon Half-Elven is a male half-elven fighter. He is thin and lanky with auburn hair and is missing most of his left ear. He is a **myrmidon** (see appendix C) with the following changes:

- His alignment is neutral.
- He has the following half-elven traits:
  - Mellon has darkvision out to a range of 60 feet.
  - **Fey Ancestry:** Mellon has advantage of saving throws against being charmed, and magic can't put him to sleep.
  - **Languages:** Mellon speaks Common, Elvish, and Gnome.
  - Mellon has the following skills: Acrobatics +6, Animal Handling +2, Sleight of Hand +6, Stealth +6.
- He wears a chain shirt and *gauntlets of dexterity* (see appendix D) and carries a shield, giving him AC 17.
- He has a Strength score of 13 (+1). His Dexterity score is 19 (+4), due to his magic gauntlets.
- He wields a shortsword (+6 to hit, 1d6 + 4 piercing damage).

Halphed Bloodgusher (see appendix C) is a male human fighter wearing plate armor and wielding a longsword. He has long blonde locks and boyish good looks.

Tirian of Asalbar (see appendix C) is a male human fighter wearing plate armor and wielding a longsword. A dusky-skinned traveler from a distant desert city, he is a man of few words.

Oph (see appendix C) is a towering male human fighter wearing chain mail and carrying a magic shield. He wields a longsword. He has wild red hair and a beard any dwarf would envy.

Treasure. Oph's locked war chest (Oph has the key) contains a communal stash of treasure. The lock can be picked with thieves' tools and a successful DC 22 Dexterity check. Tags on the jewelry indicate who owns each piece.

- A pink quartz statuette (worth 540 gp), tagged for Argh
- A platinum-hilted dagger (worth 300 gp), tagged for Tarshigid
- A solid turquoise bracelet (worth 360 gp), tagged for Mellon
- A large copper box (worth 800 gp), tagged for Mellon
- A copper necklace set with two carnelians (worth 500 gp), tagged for Argh
- An electrum and mithril ring (worth 690 gp), tagged for Oph
- A cloak studded with tiny garnets (worth 900 gp), tagged for Oph
- An emerald-studded silver chain (worth 2,400 gp), tagged for Halphed
- A gold scepter studded with carnelians (worth 2,300 gp), tagged for Tirian
- A gold and electrum pin (worth 340 gp), tagged for Mellon

Developments. If combat occurs here and the characters have the upper hand, the guards raise an alarm. If any other guards are in the upper apartments, they arrive in 1d4 rounds.

AREA 3-17 – THE BODY COLLECTION

GM Note. Haffrung's location determines who is present in this room and their personality.

This room is heavily scented with pleasant perfume. The floor is covered with pillows, decanters and goblets, and wooden platters of various foodstuffs. Lounging on the pillows are three scantily clad humans giggling amongst themselves. They seem oblivious to your intrusion.

Repeated Possession

For years, the three people here have endured Haffrung's repeated possession. These mental intrusions have taken their toll on all three, eroding their natural Intelligence and Wisdom. All three have Intelligence scores of 4 (-3) and Wisdom scores of 5 (-3), which reduces their passive Perception scores to 7.

This room contains Haffrung's "body collection," as well as his *magic jar* container. Unless the spirit of Haffrung possesses them, the NPCs act childish and scatterbrained.

Grom (body 1) was always a few arrows short of a full quiver. Standing at 6-1/2 feet tall, he is barrel-chested with flowing blonde hair and bright blue eyes. He is a male human **myrmidon** (see appendix C) with the following changes:

- He is chaotic good.
- He wears a chain shirt (AC 17).



- He has a Strength score of 20 (+5), a Dexterity score of 18 (+4), a Constitution score of 16 (+3), and a Charisma score of 15 (+2).
- He has 45 (6d8 + 18) hit points.
- He has the following skills: Animal Handling -1, Athletics +7.
- He is unarmed (+7 to hit, 6 bludgeoning damage).

Skelly (body 2) is a female human with luxurious black hair that tumbles to her thin waist. She is a **commoner** with the following changes:

- She is neutral.
- Her AC is 14.
- She has a Strength score of 8 (-1), a Dexterity score of 18 (+4), a Constitution score of 15 (+2), and a Charisma score of 18 (+4).
- She has 6 (1d8 + 2) hit points.
- She is unarmed (+1 to hit, 1 bludgeoning damage).

Orson (body 3) is dark and dashing, with medium-length black hair and a scar on his chin. He stands just over 6 feet tall and is thickly built. He is a male human **swordsman** (see appendix C) with the following changes:

- He is chaotic good.
- He wears leather armor (AC 13).
- He has a Dexterity score of 14 (+2) and a Charisma score of 13 (+1).
- He has the following skills: Acrobatics +4, Intimidation +3.
- He is always armed with a longsword but doesn't carry a halberd or dagger.

Treasure. An ornate dressing mirror is mounted on the east wall. Behind the mirror is a hollow that is obvious if the mirror is removed. The hollow contains a jagged, apple-sized piece of ruby, Haffrung's *magic jar* container.

AREA 3-18 – THE WIZARD'S APPRENTICES

GM Note. There is a 50 percent chance that each of Haffrung's apprentices are here when the characters arrive.

This comfortable apartment features a plush blue carpet and a few worn tapestries on the walls. Crammed in the room is a

wooden table, two chairs, and two wooden beds complete with plump mattresses.

Although the room is well furnished, the furniture and tapestries are mundane and worthless. Haffrung's two apprentices share the apartment.

Mervyn (see appendix C) is a male human wizard with slumped shoulders, long arms, and delicate fingers. He has an abundance of body hair. He wears *boots of elvenkind* and casts *mage armor* at the beginning of each day. He is fond of casting *conjure beasts* (see appendix D) to summon eight fiendish **baboons** before switching to *burning hands* or *acid arrow*. He fights to the death.

Dagda (see appendix C) is a tall, thin male human who wears blue robes. He is cowardly, avoiding direct conflict whenever he can. He casts *levitate* or *invisibility* to avoid a fray. When forced to go on the offensive, he casts *magic missile* and *slow.* If reduced to 10 hit points or fewer—or if Mervyn is defeated—he surrenders and begs for mercy.

Treasure. Mervyn's treasure is in an invisible lock box (he carries the key) under his cot. The box itself is wrought with electrum and gold (worth 800 gp). The lock is enchanted with an *arcanist's magic aura* spell (false aura) and can be picked with thieves' tools and a successful DC 20 Dexterity check. The lock is also trapped with a poison needle. This trap can be located with a successful DC 17 Intelligence (Investigation) check and disabled with thieves' tools and a successful DC 16 Dexterity check. A creature that triggers the needle trap takes 1 piercing damage and must make a DC 15 Constitution saving throw. On a failed save, the target takes 18 (4d8) poison damage and is poisoned for 1 hour. On a success, the target takes half as much damage and is poisoned for 1 minute. The box contains 1,000 cp and a jeweled silver pendant worth 110 gp.

Dagda's treasure is hidden in a niche in the south wall. Finding the niche requires a successful DC 20 Wisdom (Perception) check. Inside the niche are 3,000 ep.

AREA 3-19 – LABORATORY

GM Note. There is a 50 percent chance that either **Dagda** (see appendix C) or **Mervyn** (see appendix C) is here dissecting a dead creature. Roll 1d6 to determine the identity of the subject and adjust the read-aloud text accordingly:

d6	Subject on Table
1	Caravan member (for example, **Auroka the Flailer**; see appendix C).
2	Carnivorous ape (see appendix B)
3	A giant constrictor snake
4	An orc
5	A goblin
6	A party member (if one has been captured, otherwise reroll, ignoring any 6s)

A blood-stained stone table dominates the center of this chamber. Along the north wall is a smaller stone table, its surface covered with a variety of bloodied saws, knives, scalpels, and pokers. An acrid chemical reek permeates the room.

Haffrung once utilized this chamber for foul experiments, but now such tasks fall to his apprentices. The instruments on the north table are all well used but not well cared for. In a pinch, the larger knives could be wielded as improvised weapons.

South Door. The door to the stairway to the south can be opened normally from this side. The south side is enchanted with an *arcane lock*. Haffrung and his apprentices have the keys to the door, but the guards do not. The lock can be picked with thieves' tools and a successful DC 25 Dexterity check, or it can be forced open with a successful DC 27 Strength check. Removing the *arcane* lock (or suppressing it with a *knock* spell) reduces these DCs by 10. 1d2 guards (from area 3-16, determined randomly) are always posted at the base of the stairs. The stairway leads to Dungeon Level Two.

AREA 3-20 – AN OPEN SPACE

GM Note. This area is the upper portion of area 4-16. It can be viewed from arched, 5-foot-wide windows in areas 3-21 and 3-22.

An arched window overlooks an open chamber. The floor is 25 feet below the window. From where you stand you see two similar windows.

The characters can climb down into area 4-16 using rope or with a successful DC 15 Strength (Athletics) check.

Developments. Every 10 minutes, there is a 30 percent chance that 1d3 **trolls** (see areas 4-15 through 4-17) saunter through the room. The trolls are visible from the windows, but unless the characters call attention to themselves, the trolls remain unaware of the intruders above them.

AREA 3-21 – THE NEFARIOUS GLOBE TRAP

The ceiling here soars to a height of 60 feet. Sconce-mounted torches halfway up each wall bathe the hall in a soft radiance. Four stone columns, their tops sculpted like lotus blossoms, support the ceiling. Suspended from four thin cables, each attached to a column, is a 1-foot-diameter, crystalline globe.

Refer to **player handout 11** for a side view of this chamber. The torches, mounted 30 feet up each wall, are enchanted

with *continual flame* spells. Two arched windows on the north wall lead to area 3-20 and overlook area 4-16.

Columns. The columns support the ceiling. Climbing a column requires a successful DC 17 Strength (Athletics) check (but see Crystal Globe below). A thin metal cable is attached to each column about 10 feet below the ceiling. Each cable has AC 17, 5 hit points, and immunity to poison and psychic damage.

Crystal Globe. Attached to the cables is a delicate crystalline globe. Jostling the cables in ANY way sends the globe crashing to the floor. Even climbing a column causes the cables to shift and swing. Once the cables start swinging, there is a cumulative 10 percent chance each round that the globe falls. A creature that fails an Athletics check while climbing a column causes the globe to fall automatically. Safely removing the globe from the cables requires a successful DC 22 Dexterity (Sleight of Hand) check. On a failed check, the globe falls to the floor and shatters. The globe contains an extremely volatile liquid that explodes when exposed to air. Each creature within 10 feet of the globe when it explodes takes 36 (8d8) fire damage, or half as much damage with a successful DC 15 saving throw.

Treasure. Inside the crystalline globe is a ruby that appears to be worth 1,000 gp but is actually a *flash gem* (see appendix D).

AREA 3-22 – MALICIA'S LAIR

GM Note. There is a 20 percent chance Malicia the succubus (see area V-7) is in her lair.

Lavish, blood-red carpets cover the floor of this comfortable bedchamber. Along the west wall is a massive, wrought-iron bed, its canopy adorned with pink and white frills. More pillows than could ever possibly be used crowd the bed's surface. In the northwest corner stand several changing screens. An assortment of dresses have been draped over the screens, and many more hang from pegs on the wall behind them. The air is dry and heavy with the aroma of sweet perfumes.

This finely decorated bedchamber belongs to Malicia, a **succubus** in league with Avvakris. She enjoys charming humanoids at the Overlord's Inn and brings them here to steal a few Draining Kisses. Unfortunate victims that survive are turned over to Avvakris for eventual sacrifice on the altar in the lower temple (area 2-13). If encountered here, Malicia lounges on the bed nestled among the many pillows.

The bed and pillows are comfortable but mundane. The dresses are revealing and worth very little. The arched window on the east wall overlooks area 3-20, which is the upper part of area 4-16.

Guardian. Malicia has not left her lair unguarded. A **vrock** stalks sulkily about the frilly, feminine room. If it detects the characters approaching, the demon hides (poorly) behind the changing screens. In combat, the vrock releases its Spores first and then unleashes a Stunning Screech. It then moves in for talon and beak attacks while awaiting its mistress's return (see Developments below).

The Cells. Through the southern door is a block of four cells. Each has a metal door with a barred window. Malicia carries the keys to the cells, but the locks can be picked with thieves' tools and a successful DC 20 Dexterity check. The doors can also be forced open with a successful DC 23 Strength check. The stairway along the west wall descends to area 4-15. See below for descriptions of the cells' contents.

Developments. If Malicia is not here when the characters first enter, she arrives in a 1 minute via the Ethereal Plane.

AREA 3-22A – CRYPTIC INSCRIPTIONS

This cell is empty, but inscribed on the east wall is a passage in a pleasant, flowing script.

Inscribed on the east wall in Celestial is the following:

"At highest peake, there
Evil dwells, long dead, but
Never dying!"

In a different hand (but also in Celestial) is written:

"SERPENT SON'S BLOOD,
IN AGONY LOST.
PASSING OF GODLING THE PALETTE FILLS,
SHAPED IN FINE LINE,
THE QUADRANGLE CROSSED,
TRESPASSER RISE AND MEET THY WEIRD."

Give the characters **player handout 12**.

AREA 3-22B – THREE SNACKS FOR LATER

In this cell are three male halflings, their hands and feet bound securely with rope. All three slumber peacefully. The pungent smell of burning wood wafts through the cell's window.

Three halfling brothers are imprisoned in this cell.

Incense Burner. A clay incense burner sits on a small wooden table to the right of the door inside the cell. It emits a powerful, sleep-inducing vapor. A creature that ends its turn inside the cell must make a successful DC 13 Constitution saving throw or be poisoned. While poisoned, the target is also unconscious. The target is poisoned so long as it remains

within 15 feet of the lit burner, but it dies of starvation after 6 weeks.

Halfling Prisoners. The three brothers are thieves by trade and are being saved as snacks for Malicia's vrock. They are currently poisoned and have been asleep for several weeks. If the characters rescue the halflings from the cell or snuff the incense burner, the halflings wake up in 1d4 minutes. When they awake, they have four levels of exhaustion (and are restrained until freed from their bonds). All are unarmed and have no equipment. They are lightfoot halflings and share the following traits:

- Their size is Small. They have a speed of 25 feet.
- **Languages:** Common, Halfling
- **Brave:** They have advantage on saving throws against being frightened.
- **Halfling Nimbleness:** They can move through the space of any creature that is larger than them.
- **Lucky:** When they roll a 1 on an attack roll, ability check, or saving throw, they can reroll the die, but must use the second result.
- **Naturally Stealthy:** They can attempt to hide even when obscured only by a creature that is larger than them.

Buffo Bucks is a male halfling **spy** with the following changes:

- His alignment is neutral.
- He wears padded armor (AC 14).
- He has 33 (6d6 + 12) hit points.
- He has the following ability scores: Dexterity 16 (+3), Constitution 14 (+2), Intelligence 14 (+2), Wisdom 13 (+1), Charisma 16 (+3).
- He has the following skills: Deception +5, Insight +3, Investigation +4, Perception + 5, Persuasion +5, Sleight of Hand +5, Stealth +5.
- **Senses:** passive Perception 15

Bilko Bucks is a male halfling **spy** with the following changes:

- His alignment is neutral.
- He wears padded armor (AC 14).
- He has 21 (6d6) hit points.
- His Dexterity score is 16 (+3) and his Charisma score is 9 (-1).
- He has the following skills: Deception +1, Insight +4, Investigation +3, Perception +6, Persuasion +1, Sleight of Hand +5, Stealth +5.
- **Senses:** passive Perception 16

Bingorum Bucks is a male halfling **spy** with the following changes:

- His alignment is neutral.
- He wears padded armor (AC 15).
- He has 27 (6d6 + 6) hit points.
- He has the following ability scores: Strength 13 (+1), Dexterity 18 (+4), Constitution 12 (+1), Charisma 9 (-1).
- He has the following skills: Deception +1, Insight +4, Investigation +3, Perception +6, Persuasion +1, Sleight of Hand +6, Stealth +6.
- **Senses:** passive Perception 16

Treasure. A character who inspects the desk and makes a successful DC 15 Intelligence (Investigation) check discovers a hidden compartment. Inside is a velvet pouch holding 10 sticks of sleep incense. Each stick burns for 24 + 1d20 hours and is worth 200 gp.



AREA 3-22C – VARIOUS PILES

This cell is empty save for a few scattered piles of refuse. There is an open door in the back of the cell.

This cell has been repurposed as a garbage dump. The piles of refuse contain a mixture of rotting foodstuffs and humanoid bones.

The door at the opposite side of the room leads to area 3- 21.

AREA 3-22D – MORDRED THE DRUID

GM Note. The door to this cell is ajar.

A humanoid figure is chained to the back wall of this cell. A black bear and a gray wolf with matted fur rest at his feet. Each beast perks up and bares its teeth at your approach.

Unfortunate Druid. The unfortunate human chained to the wall is **Mordred** (see appendix C). Malicia has the key to his cell. Without the key, a character can pick the lock with thieves' tools and a successful DC 20 Dexterity check. Bursting Mordred's chains requires a successful DC 24 Strength check.

A druid duped and captured by Malicia, Mordred wears tattered rags, doesn't have any druid spells prepared, and has three levels of exhaustion. He is attended by Bultitude, a **black bear**, and Wisefoot, an old gray **wolf**. If the characters approach Mordred, both animals snarl to keep them at bay. A character who makes a successful DC 15 Wisdom (Animal Handling) check convinces the animals to back down. Characters that offer fresh food make the check with advantage.

Developments. Mordred lacks any knowledge about the dungeon. However, his animal companions have been skulking around and have a 60 percent chance of knowing the locations of each creature and room on this level. They share what they know with the party, assuming the characters can communicate with them.

AREA 3-23 – OWLBEAR LAIR

Although the corners of this chamber are mostly square, the walls and ceiling are still rough in many locations. In the southwest corner, a mass of dirty feathers tops a pile of fabric and straw. A faint, musty smell fills the damp air.

Two very ornery **owlbears** (a mated pair) lair here. They are, in fact, the pile of feathers in the southwest corner of the chamber. If the characters rouse the owlbears, the male moves to engage them while the female hangs back to protect the nest (see Treasure below). If the characters defeat the male or directly attack the female, she attacks as well. She makes attack rolls with advantage while defending her precious treasure.

The owlbears guard Haffrung's rooms (areas 3-16 through 3-19) and attack anything they see, except Haffrung. Even then, Haffrung must inhabit the body of Skelly (see area 3-17) to pass the owlbears safely.

Treasure. Four owlbear eggs are in a nest in the southwest corner of the room. Each is worth 250 gp, but only if transported to a large city for sale. The eggs hatch in 1d4 + 1 weeks.

AREA 3-24 – SHAFT

A meandering natural passage opens into a circular area perhaps 15 feet across. A natural sinkhole here descends into darkness. The corridor continues beyond the sinkhole.

This room is nothing more than a wide spot in the corridor.

Guards. Haffrung stations 1d2 guards here around the clock. Randomly determine the guards' identities by rolling on the table in area 3-16.

Shaft. The shaft leads down to Dungeon Level Four. After about 30 feet, it opens up into area 4-13. The shaft is 5 feet wide and, thanks to its numerous natural handholds, requires only a successful DC 13 Strength (Athletics) check to scale.

DARK TOWER

CHAPTER 6: DUNGEON LEVEL FOUR

GENERAL FEATURES

Dungeon Level Four is the lowest level of the dungeons beneath the village of Mitra's Fist. The White Tower of Mitra is located in the northern reach of this level, north of areas 4-1 and 4-2. The Dark Tower of Set is a square tower located near the middle of the level, just south of area 4-5. Unlike the other levels, there are direct entrances to each of the towers on this level.

There are numerous entrances to this level from the levels above. These include:

- Area 3-1 is the upper portion of the former chapel of Mitra (area 4-10).
- The ladder in area 3-8 leads to area 4-29.
- The shaft in area 3-10 leads to area 4-25.
- The stairs in area 3-11 lead to area 4-26.
- The stairs in area 3-13 lead to area 4-18A.
- Area 3-20 is the open portion of area 4-16.
- The stairway in area 3-22 leads to area 4-15.
- The shaft in area 3-24 leads to area 4-13.

Ceilings. Corridors are 10 feet high, unless otherwise noted. The ceilings of individual rooms vary by description.

Walls. Most of the walls on this level are finished stone. The exceptions are areas 4-5, areas 4-20 and 4-21, and areas 4-27 through areas 4-29. Rough-hewn stone walls offer numerous handholds and can be climbed with a successful DC 10 Strength check. Finished stone walls are more difficult to scale, requiring a successful DC 15 Strength check.

Doors. A standard door in the dungeon is composed of stone and opens in the direction indicated on the map. A stone door has AC 17, 30 hit points, and immunity to poison and psychic damage. Unless noted in the individual room description, a locked stone door requires thieves' tools and a successful DC 20 Dexterity check to open, or a successful DC 22 Strength (Athletics) check to break down.

Illumination. Unless noted in the individual room descriptions, all dungeon chambers lack light.

Provisions. Assume that whenever an NPC is encountered in their keyed location (typically their residence), 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water are present per person. Obviously, this does not apply to prisoners.

Spell Components. Assume that spellcasters have any equipment they need to cast spells. This could include a component pouch, an arcane focus (for a wizard), or appropriate holy symbol (for a cleric).

Wandering Monsters. The dungeon is a dynamic environment, with NPCs frequently traveling to and from the village and the various dungeon levels. If an NPC is killed during a random encounter, they cannot be encountered again, nor are they found in their lairs. Of course, the reverse is true for NPCs who are defeated in their keyed locations. They should be removed from these random encounter tables.

For every 30 minutes the characters spend exploring Dungeon Level Four, there is a 1 in 6 chance of a random encounter. These chances increase to 1 in 3 whenever the characters enter an empty chamber. If a random encounter is triggered, roll a d8 and consult the table below.

LEVEL FOUR

d8	Encounter
1	Minotaurs
2	Fire giant and hell hounds
3	Wanderer from Level Two
4	Wanderer from Level Three
5	Minions of Set
6	Haffrung Helleyes and large entourage
7	White Tower war party
8	Vrednii, Lesser Son of Set

LEVEL FOUR WANDERING MONSTER DESCRIPTIONS

Fire Giant and Hell Hounds. The **fire giant** Snurgi (see areas 4-20 and 4-21) is taking 2d4 **hell hounds** for a walk. Snurgi releases the hounds and lets them expend some energy by tearing into the characters. The fire giant is content to hang back, but if a few hell hounds are defeated, he flies into a rage and attacks. For the first 1d4 rounds, he attacks with advantage due to his rage.

Minions of Set. A group of 1d6 + 1 **minions of Set** (see appendix B) are on an errand for Avvakris. Unless the characters present Avvakris's signet ring (or a likeness thereof), the minions attack and fight until destroyed.

Minotaurs. A patrol of 1d3 **minotaurs** (see area 4-27) roam the passages of Dungeon Level Four. If characters defeat one of the brutes, the rest fall back to their lair in area 4-23.

Haffrung Helleyes and Large Entourage. The characters encounter the wizard **Haffrung Helleyes** (see appendix C) and four bodyguards (as described in areas 3-16 to 3-19), plus 1d6 + 6 **carnivorous apes** (see appendix B), **Shadrock** (see area 4-29 and appendix C), and 2d4 **trolls**. For every two trolls encountered, there will be a **giant hyena** (from area 4-12). Randomly determine both **Haffrung's** current body and the identities of his individual guards. If **Oph** is present, his **dire wolf** Fang is with him. The group is heading to the surface or returning from an errand.

Vrednii, Lesser Son of Set. The characters encounter one of the many bastard offspring of the god Set, **Vrednii, Eater of Corpses, Lesser Son of Set** (see appendix C). The fiend roams the lower halls spreading destruction and discord. Although the Lesser Sons take many forms, Vrednii has the body of a 25-foot-long snake, the head of a giant crocodile, black bat wings, and eight powerful, lizard-like legs. If he has room to do so, Vrednii takes flight and then uses Chilling Blast or casts *hold person*. In melee, he prefers to cast *inflict wounds* (using a 4th-level spell slot) to deliver devastating necrotic wounds. If reduced to 25 hit points or fewer, the fiend simply disappears (called back to the Chosen Son of Set's side; see area L-21).

Wanderer from Level Two. Use the random encounter table from Dungeon Level Two to determine this encounter.

Wanderer from Level Three. Use the random encounter table from Dungeon Level Three to determine this encounter.

White Tower War Party. Occasionally, the paladin **Holomir Goldheart** (see area 1-1 and appendix C) organizes a war party to strike at Set's allies. This group consists of 30 **gnome fighters** (see appendix C) and the three **lammasu** (see appendix B) from area C-6. Half the gnomes have arrows nocked and ready to launch. If the group is threatened, Holomir hangs back to summon **lions of Mitra** (see appendix C).

KEY TO DUNGEON LEVEL FOUR (MAP 10)

AREA 4-1 – AN ANCIENT HIGH PRIEST

This area is more of an alcove than a proper room. The north wall is curved and made of pure white marble. The other walls are plain stone. Sitting cross-legged in the northern corner is an aging male human wearing wrinkled robes. He has wispy white hair and a flowing beard. His eyes are closed, and he seems to be mumbling to himself.

This area of the dungeon is a corner of the exterior of the White Tower of Mitra. The wall radiates a *protection from evil and good* spell (affecting both fiends and undead) that safeguards all creatures in a 10-foot radius from its surface. Aside from the old man, there is nothing here.

The Old Man. The ancient man is **Harringdon** (see appendix C), a powerful cleric of Mitra. The old man is a little senile and ignores visitors unless they are in need of aid. He talks about his friends—the little mice that bring him bread crumbs to subsist on—and yammers on about the "good old days."

Although Harringdon is unarmed and unarmored, the *protection from evil and good* spell that radiates from the White Tower protects him. He refuses to join the characters on their quest, but if treated with kindness and respect, he can be convinced to cast a few spells for the party. If threatened, 1d10 **lions of Mitra** (see appendix C) come to his aid in 1d3 rounds.

The Door to the White Tower. A permanent *wall of force* blocks the doorway to the White Tower in a 5-foot radius. Good-aligned creatures can pass through the wall and access the door, but note that the door has further safeguards (described in area F-20).

AREA 4-2 – THE ROOM OF HEALING

GM Note. A permanent *wall of force* blocks the arched entrance to this area. Humanoids can pass through the wall, but other types of creatures (such as the red dragon in area 4-5) are blocked. In addition, two *glyphs of warding* are inscribed on the floor of the entrance. Each glyph is nearly invisible and requires a successful DC 16 Intelligence (Investigation) to notice. If triggered, a glyph releases a *hold person* spell. The creature that triggered the glyph must make


Dark Tower
Map 10
Dungeon Levels
4, F and G
1 square = 10 feet
F-20
4-1
4-2
wall of force
wall of force
4-3
4-4
4-9
4-6
4-5
4-7
4-8
4-10
4-27
wall of fire
4-29
4-11
4-13
ladder up to 3-8
G-1
G-3
G-4
4-12
4-14a
stairs up to H-6
4-30
stairs up to 3-16
G-5
G-2
4-14c
4-14b
4-28
4-15
4-16
4-18a
4-27
4-27
4-17
Barricaded Door
Sealed Door
Barricaded Door
Dimension door to 4-20
4-19
4-18b
4-22
4-23
4-24
4-25
4-26
stairs up to 3-11
shaft up to 3-10
4-21
4-20
N



a successful DC 16 Wisdom 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.

A plain archway leads to a chamber bathed in soft radiance. The north wall is curved and constructed from smooth-fitting marble blocks. The east and south walls are drab stone. Three proud, leonine creatures with folded feathery wings and human visages intently watch your approach. In the northeast corner of the room sits a wooden box engraved with runes.

This room served as a rest station in the early days of the battle between the White and Dark Towers. Generations of fruitless combat have used up much of the room's original contents, but there are still a few resources that would be a boon to the characters. The illumination is a magical effect.

Guards. Three **lammasu** (see appendix B) maintain this safe-house for the forces of good. One of the lion-like celestials, Orphredd, casts *detect evil and good* as soon as the characters arrive. Assuming the party is predominantly good-aligned, the lammasu tend the characters' wounds and guard them should they need to rest in the area.

Orestes has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying*
- 1st level (4 slots): *bless, command, cure wounds, healing word*
- 2nd level (3 slots): *blindness/deafness, hold person, lesser restoration*
- 3rd level (3 slots): *daylight, mass healing word, remove curse, tongues*
- 4th level (1 slot): *death ward*

Langdon has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying*
- 1stt level (4 slots): *bless, cure wounds, create or destroy water, healing word*
- 2nd level (3 slots): *aid, lesser restoration, hold person*
- 3rd level (3 slots): *mass healing word, remove curse, sticks to snakes*
- 4th level (1 slot): *death ward, freedom of movement*


-2022-

Orphredd has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying*
- 1st level (4 slots): *cure wounds, detect evil and good, detect magic, purify food and drink*
- 2nd level (3 slots): *hold person, lesser restoration, locate object, silence*
- 3rd level (3 slots): *daylight, dispel magic, mass healing word*
- 4th level (1 slot): *divination*

Treasure. The lammasu guard a box enchanted with a *protection from evil and good* spell (affecting both fiends and undead) that safeguards all creatures in a 10-foot radius. The box is unlocked and contains a collection of potions and *spell scrolls*. It includes:

- A crystal flask containing two doses of *potion of healing*
- A glazed clay jug containing three doses of *potion of healing*
- A *potion of superior healing*
- Two *spell scrolls* of *cure wounds*
- Five *spell scrolls* of *lesser restoration*
- A *spell scroll* of *protection from poison*
- A *spell scroll* of *banishment*

Developments. If the characters convince the lammasu that they oppose Set—and that their need is dire—the celestials reveal the location of a *rod of resurrection* hidden in this chamber. Orestes is attuned to the rod and is willing to use it, but the rod may never leave the room or it explodes. Each creature within 20 feet of the rod when it explodes takes 27 (6d8) force damage, or half as much damage with a successful DC 15 saving throw. The lammasu allow the characters to take two potions and two scrolls from the room.

AREA 4-3 – THE ROOM OF MIND SWITCH

The rough-hewn passage leads to an empty chamber with finished walls. The air is oddly cold, and a sense of foreboding fills the space.

This room is indeed empty, but also cursed. Sentient creatures feel on edge while in the room.

Curse. A creature that spends more than 1 minute in the room must make a DC 20 Wisdom saving throw. A creature with an Intelligence score of 3 or lower automatically succeeds on the save. Those who fail switch minds with another creature in the room (regardless of whether that creature succeeded on the save) and become immune to the effects of the curse for 24 hours. Determine all mind switches randomly. A creature cursed while alone in the room suffers no detrimental effects. The game statistics of a creature whose mind is switched become those of its new body, although it retains its Intelligence, Wisdom, and Charisma scores, as well as its class features. The mind transfer is jarring. While switched, a target has disadvantage on attack rolls, as well as on Strength and Dexterity ability checks and saving throws.

Developments. To reverse the effects of the curse, a *remove curse* spell must be cast on the target simultaneously with a *dispel magic* spell.

AREA 4-4 – RED DRAGON'S TREASURE VAULT

Beyond the open double doors is a room filled with a pile of gold and silver coins at least a foot deep!

This chamber contains the treasure hoard of Argun, an ancient red dragon (see area 4-5).

Treasure. Argun's hoard contains the following: 48,000 sp, 44,000 ep, 20,000 gp, a vial of *oil of etherealness*, a *potion of animal friendship*, a *potion of diminution*, a *potion of poison*, a *potion of polymorph* (see appendix D), and *spell scrolls* of *flame arrow* (see appendix D), *greater restoration*, and *telepathic bond*.

A Potential Total Party Kill!

The original publication of Dark Tower included an ancient red dragon in this area. For this 5E conversion, we have faithfully reproduced this powerful dragon. But even if all the characters are 10th or 11th level, they stand little chance against such a powerful foe (CR 24). If the players are not accustomed to fleeing before such a challenge, this encounter will likely result in a dreaded total party kill (TPK). The GM has a few options to address this situation. The first is to replace the ancient red dragon with an adult red dragon (CR 17). GMs who choose this route should remove Argun's Innate Spellcasting trait as well. Although still outmatched, characters with sound tactics and some help from allies could prevail. Alternatively, the GM can convert this into a purely social encounter. Maybe Argun demands a bribe from the characters each time they pass through his chamber. Or perhaps the dragon craves fresh meat and offers to spare interlopers if they bring him the carcass of an owlbear (see area 3-23). Reaching such a compromise should require some banter and a healthy dose of flattery.

AREA 4-5 – RED DRAGON LAIR

Several tunnels lead to and from this central cavern. The walls are irregular and spotted with lichen. The ceiling soars to a height of 40 feet. The air smells of sulfur. A 20-foot-diameter pool of crystal-clear water is positioned roughly in the center of the chamber.

In the northeast corner of the room, curled in front of a pair of partially open stone doors, is a dragon with magnificent scarlet scales. The beast sits in a feline position, with its front talons tucked under its chin. Its swept-back horns are worn with age, and a spinal frill travels down its back before disappearing under its folded wings. A coil of smoke rises from its nostrils upon your arrival.

This vaulted chamber is the lair of Argun the Conflagrator, a red dragon. The pool of water is 10 feet deep. It is spring-fed and contains fresh water, although it has a slightly sulfur taste and is geothermally heated to just below boiling.

Argun the Conflagrator is an **ancient red dragon,** 40 feet long from snout to the base of his tail. Confident that he can snuff out the lives of the characters whenever he wishes, Argun doesn't immediately attack (see sidebar). However, foolish actions, insults, or outright attacks are met with swift retribution. Argun has the following trait:

Innate Spellcasting. Argun's innate spellcasting ability is Charisma (spell save DC 21). He can innately cast the following spells, requiring no material components:

- 1/day each: *charm person, enlarge/reduce, fire shield, globe of invulnerability, invisibility, slow*

Lair Actions. Argun also has the following lair actions:

On initiative count 20 (losing initiative ties), Argun takes a lair action to cause one of the following effects. Argun can't use the same effect two rounds in a row.

- A tremor shakes the lair in a 60-foot radius around Argun. Each creature on the ground in that area (other than Argun) must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The pool of scalding water erupts. Each creature within 10 feet of the pool (other than Argun) must make a DC 15 Dexterity saving throw. On a failed save, the target takes 13 (4d6) fire damage and is blinded until the end of its next turn. On a success, the target takes half as much damage and isn't blinded.
- A fissure to the Elemental Plane of Fire opens on the ground beneath a creature within 60 feet of Argun. The target takes 27 (6d8) fire damage from the flames that erupt from the fissure, or half as much damage with a successful DC 15 Dexterity saving throw.

AREA 4-6 – FORLORN CHAMBER

The 5-foot-wide corridor ends at this shadowy chamber. Your light sources seem muted here. Nestled in the semicircular portion of the room is a stone pedestal. Atop the pedestal rests a perfect crystal sphere the size of a small melon.

This room was once a scrying chamber. The illumination radius of light sources, both mundane and magical, is halved in the chamber. Thus, a torch sheds bright light in a 10-foot radius and dim light for another 10 feet.

Undead Guardians. Two **specters** haunt the chamber. If the characters touch the crystal sphere, the specters enter the chamber through the walls (using their Incorporeal Movement trait) and attack. If subjected to an effect that turns undead, the specters retreat into the walls.

Treasure. The crystal sphere is a *crystal ball*.

AREA 4-7 – THE ROOM OF SWORD KILL

The stale air in this plain chamber is heavy with the scent of rust. A black metal anvil sits against the north wall. The floor is littered with broken sword blades, the splintered hafts of spears, and scraps of leather.

This room bears a terrible curse that destroys sentient magic weapons.

Anvil. Faint runes are etched across the anvil's surface. A character who makes a successful DC 15 Intelligence (Arcana) check recognizes that the anvil was once used to forge magic weapons. If a sentient weapon is brought within 10 feet of the anvil, its runes glow red as a pulse of magical energy surges from it. The sentient weapon must make an Intelligence saving throw against a DC indicated on the table below. On a failed save, the weapon's Intelligence is reduced by an amount indicated by the table below.

Sentient Weapon's Intelligence	Save DC	Intelligence Lost
1-6	10	1d6
7-8	11	1d8
9-10	13	1d10
11+	15	1d12

Developments. A sentient weapon with an Intelligence score of 15 or more that loses 3 or fewer points of Intelligence has a 20 percent chance per point lost of gaining an indefinite madness. A character attuned to a weapon that suffers any loss of Intelligence takes psychic damage equal

to three times the number of points lost. If the weapon can communicate telepathically with its owner, the character takes double damage and is also stunned for 1 minute. A sentient weapon that loses 5 or more points of Intelligence has a 25 percent chance of losing any special properties it has. A sentient weapon reduced to 0 Intelligence explodes, dealing 17 (5d6) force damage to each creature within 5 feet of it.

AREA 4-8 – EMPTY ROOM

This room is empty save for a few piles of burlap, rags, and other debris. A stairway along the east wall climbs to an upper level.

There is nothing of interest here. There are no metal objects in the debris, having long since been picked over by the creature that lairs in the room above. The stairs lead to Dungeon Level Three (area 3-6).

Developments. Noise made in this room draws the **rust monster** from upstairs (see area 3-6). It arrives in 1d4 + 2 rounds.

AREA 4-9 – FORMER STABLE

The humid air is heavy with a distinctly moldy smell. Along the west wall are the remains of rotting wooden stalls, still piled high with moldering hay. The northern section of the room is semicircular. Along the east wall, a stone staircase leads to an upper level.

This room was formerly a stable. The stairs lead to the mummy's crypt on Dungeon Level Three (area 3-7). A harmless black mold covers the west wall.

Undead Guardians. Ten **zombies** prevent intruders from disturbing the mummy upstairs. Currently buried under the moldy hay, they rise to attack as soon as a living creature approaches the staircase. The zombies are covered with harmless black and blue mold. Occasionally, one of their slams results in a burst of spores, but these too are harmless.

AREA 4-10 – FORMER CHAPEL OF MITRA

This massive chamber appears to have once been an opulent temple. It stretches 160 feet from east to west and is perhaps 100 feet wide. The arched ceiling is 30 feet overhead and decorated with engraved support timbers, although these are rotting and damaged. A rope bridge crosses the upper reaches of the chamber. Fluted columns support the north and south walls. Numerous scorch marks mar the walls, and the stench of burnt flesh permeates the room.

An archway on the southern wall leads to another chamber but is blocked by a sizzling sheet of fire. A pair of stone statues flanks this fiery archway.

At the far end of the chamber, a massive white marble statue reaches nearly to the ceiling. The statue's face is chipped and smashed, making it hard to distinguish who it originally depicted. In front of the statue is a stone altar desecrated with blood and other nameless substances. A heap of bones, many shattered and charred, rests near the altar.

This room was once a chapel dedicated to Mitra. A character who makes a successful DC 15 Intelligence (Religion) check identifies the statue as a depiction of the god. The bones are those of a gold dragon that once served as the guardian of this sacred place. A character that makes a successful DC 12 Intelligence (Investigation) check identifies the bones as draconic and deduces that they are from a single skeleton.

Hidden Danger. A **gray ooze** lurks on the wall in the northwest corner of the room. A character that makes a successful DC 12 Perception check avoids being surprised by the ooze before it strikes. The ooze fights to the death.

Fiery Archway. A permanent *wall of fire* blocks the archway to the south and sheds heat into the chamber. The wall deals 22 (5d8) fire damage to each creature that ends its turn within 10 feet of the wall or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. The wall can be dispelled with a successful *dispel magic* spell (DC 14).

Standing to each side of the archway are two statues crudely carved to resemble human warriors. Each statue wears plate armor and carries a longsword. A living creature that approaches within 10 feet of the statues triggers a *magic mouth* spell, which says in Common:

"To Pass, One of You Must Fight and Win"

A character that steps within 5 feet of the archway suddenly finds themselves alone in a 50-foot-diameter arena facing one of the **stone champions** (see appendix B), now made flesh. The rousing chants of an unseen crowd urges the combatants into battle. If the character wins, they materialize in area 4-11, and the *wall of fire* disappears for 1 hour. If the stone champion wins, it returns with full hit points to area 4-10, along with the fallen character. If the party wishes to proceed into area 4-11, another character must face off against the stone champion.

AREA 4-11 – SMALL CHAPEL OF THE GOD MITRA

GM Note. See area 4-10 for details about how to access this room. If the characters enter this room from another direction, adjust the read-aloud text appropriately.



With a gut-wrenching lurch, you appear in a small chapel bathed in soft light. The ceiling is lower here, perhaps 15 feet high. Bas reliefs on the south wall depict holy clergy performing acts of healing and blessing. At the opposite end of the chapel stands a gleaming golden statue of a handsome male youth wearing plate armor and carrying a longsword. Around the statue's neck is an amulet set with a stunning ruby.

This chapel is dedicated to Mitra. Due to the chamber's safeguards, it has yet to be despoiled by Set's allies. Five *continual flame* spells placed on the ceiling around the statue illuminate the chamber. The bas reliefs depict Mitra's faithful tending to a dedicated congregation. The figures perform acts of kindness, spellcasting, blessing, and healing.

South Wall. A map carved into the south wall shows the location of the Room of Healing (area 4-2). It is noted with the symbol of Mitra, a roaring lion's head. See **player handout 13**.

Hidden Exit. A successful DC 17 Wisdom (Perception) check reveals a secret door in the southwest wall. Finding the door is one thing; opening it is another. The bas reliefs conceal two buttons that must be pressed simultaneously to release the door's catch. Locating the buttons requires a successful DC 20 Intelligence (Investigation) check. The buttons are 10 feet apart, so two characters must work together to press them at the same time. The door leads to area 4-12.

Mitra's Blessing. A good-aligned creature that spends at least 10 minutes in this sacred place gains the benefits of a *remove curse* spell.

Treasure. The statue is hollow metal covered with solid gold. It is worth 20,000 gp but weighs 2,000 pounds. Around the statue's neck is an *amulet of truesight* (see appendix D).

AREA 4-12 – FORMER GARDENS

Judging from its bare dirt floors, this area appears to have once been an open-air courtyard or garden. To the south, the remnants of stone walls form a series of cells or apartments. Any wooden roofs these structures may have once possessed have long since rotted away. To the north is a pool of stagnant water. The whole place smells faintly of animal waste.

The cells to the south once housed the devoted monks who tended the gardens here.

Pets. The gardens are now the lair of a pack of **giant hyenas**, pets of the trolls in areas 4-15 through 4-17. There are six adult hyenas here, plus another three juveniles (treat as normal **hyenas**). The giant hyenas roam the entire courtyard, with each mated pair maintaining a den in one of the abandoned cells. The three juveniles are found in one of these dens. The giant hyenas are aggressive and fight to the death to protect their lair.

Developments. There is a 30 percent chance that 1d2 **trolls** are here tending to the hyenas.

AREA 4-13 – GUARDIAN BEAST

Resting in this chamber is an immense, reptilian beast with a draconic head balanced on a sinewy, serpentine neck. It lifts its head…and then another. Followed by another, and then two more! Five heads in all sprout from the beast, which assumes an aggressive stance.

This is one of Haffrung Helleyes's guardian beasts, a **hydra** named Hex. The hydra is trained to allow Haffrung and his apprentices through the chamber on their way to or from area 4-14A. If none of these NPCs are present, the hydra attacks and fights to the death.

Niche. Along the west wall is an archway leading to a niche. Heaped in the niche is a jumble of bones and other debris. There is nothing of value here.

Door. The door to area 4-14A is enchanted with an *arcane lock*. The door lacks a keyhole and must be forced open with a successful DC 25 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 15.

Shaft. There is a shaft leading up to Dungeon Level Three. After about 30 feet, it opens up into area 3-24. The shaft is 5 feet wide and, thanks to its numerous natural handholds, requires only a successful DC 13 Strength check to scale.

AREA 4-14A – HAFFRUNG'S LABORATORY

GM Note. Area 4-14 is actually a suite of three rooms (A-C) used by Haffrung Helleyes.

This chamber appears to be a laboratory. A shelf on the west wall holds an array of glassware filled with colorful liquids. Pushed into the room's southeast corner is a stone table with a stained, acid-scarred top. The wall behind the table is blackened with soot. In the northeast corner of the room is a metal cage. An ape taller than a human with wicked talons and protruding fangs cowers in the rear of the cage.

Haffrung and his apprentices use this room to study arcane secrets, brew magical concoctions, and craft enchanted items. The stone table is a workbench used for a variety of experiments. Several *continual flame* spells on the ceiling illuminate the chamber.

Shelf. On the shelf are 22 assorted bottles containing a variety of alchemical substances. A few of these are magical (see Treasure below), a fact that can be discerned with a successful DC 15 Intelligence (Arcana) check or a *detect magic* spell.

Secret Trapdoor. A character who makes a successful DC 17 Wisdom (Perception) check locates a secret trapdoor in

the floor along the west wall. If opened, it reveals an empty, 5-foot-square hollow. Inside the hollow is an invisible, unlocked wooden chest. A character that physically investigates the hollow automatically locates the chest.

Caged Ape. In the northeast corner of the room is a 10-foot-square cage containing a **carnivorous ape** (see appendix B). The cage is locked (Haffrung and his apprentices all have keys), but it can be picked with thieves' tools and a successful DC 15 Dexterity check. Alternatively, the cage can be forced open with a successful DC 21 Strengthcheck. The unfortunate ape has been poked and prodded, experimented upon, and harassed for weeks. It has a foul disposition and cowers in the cage's far corner if approached. If released, it bursts out of the cage and flies into a berserk rage.

Treasure. Five of the bottles on the shelf contain magical elixirs: one vial of *oil of slipperiness*, a *potion of red dragon control* (see appendix D), a *potion of speed*, a *potion of clairvoyance*, and a *potion of plant control* (see appendix D). Inside the invisible chest is a *horn of Valhalla* (silver), a *wand of secrets,* and 3,000 gp.

Developments. If Haffrung or any of his apprentices are here, they are deep into the process of creating a potion or researching a spell. In this case, the workbench is covered with supplies.

AREA 4-14B – LARDER

A glowing globe attached to the ceiling bathes this room in bright light. Wooden shelves cover the east and south walls from floor to ceiling. The shelves are crammed with foodstuffs. A stone staircase leads upstairs.

This room is a larder of sorts. The shelves are stocked with enough rich, high-quality food to feed 15 Medium creatures for four weeks. The globe on the ceiling is a piece of worthless glass enchanted with a *continual flame* spell.

Stairs. The stone stairs lead up to Dungeon Level Three (to the hallway outside area 3-16).

Doors. The doors to area 4-14A and area 4-14C have each been enchanted with an *arcane lock*. The doors have no keyholes and must be forced open with a successful DC 25 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces this DC to 15.

AREA 4-14C – HAFFRUNG'S STUDY

This room appears to be a comfortable living chamber or study. Oddly, a rather ornate bed is set along the north wall, while a wooden bookshelf covers the west wall. In the center of the room is a desk and matching chair. Sitting atop the desk is a candlestick topped with a glowing stone.

Haffrung maintains a bed here, as he often studies in the chamber for hours on end. The furniture is mundane. The glowing stone mounted on the candlestick is enchanted with a *continual flame* spell and can be easily removed for transport.

Bookshelf. On the bookshelf are various books about magic, religion, and history. Disguised as treatises on a particularly boring period of history are a magical manual and tome (see Treasure below). A character who makes a successful DC 18 Intelligence (Investigation) check locates the books. A character who spends more than 30 minutes combing through the books makes this check with advantage.

Desk. The desk drawer is trapped with a *glyph of warding*. The glyph can be discovered with a successful DC 15 Intelligence (Investigation) check. Opening the drawer triggers the glyph. If triggered, the glyph explodes. Each creature in a 20-foot radius (the entire room) when the glyph explodes takes 36 (8d8) fire damage, or half as much damage with a successful DC 15 Dexterity saving throw.

Treasure. The magic books are a *manual of quickness of action* and a *tome of leadership and influence*. Inside the desk drawer are a pair of invisible daggers and an invisible replica of a tiny chest (worth 50 gp). A character who physically searches the drawer finds the daggers automatically, but the replica chest is only a few inches across and requires a successful DC 18 Intelligence (Investigation) check to locate. The replica chest can be used to recall a full-sized chest concealed on the Ethereal Plane (as per the *secret chest* spell). Haffrung can use an action to touch the replica and recall the full-sized chest. Another spellcaster can attempt a DC 25 Intelligence (Arcana) check to recall the chest. In the large chest are 5,000 gp, 500 pp, and Haffrung's spell books (see sidebar).

Door. The door to the corridor has been enchanted with an *arcane lock*. The door lacks a keyhole and must be broken down with a successful DC 25 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces this DC to 15.



Haffrung's Spellbooks

Haffrung has three spellbooks, each with brass clasps and bound in black dragon hide. The spellbooks contain the following spells (one book for every two levels worth of spells):

1st level: *burning hands, comprehend languages, detect magic, feather fall, identify, magic missile, shield, sleep, unseen servant*

2nd level: *arcane lock, enlarge/reduce, hold person, invisibility, knock, levitate, locate object, mirror image, rope trick, web*

3rd level: *animate dead, blink, conjure beasts* (see appendix D), *fly, fireball, glyph of warding, lightning bolt, slow, tongues*

4th level: *arcane eye, conjure minor elementals, dimension door, polymorph, secret chest*

5th level: *animate objects, conjure elemental, hallucinatory terrain, teleportation circle*

6th level: *chain lightning, magic jar, true seeing*

AREA 4-15 – TROLL LAIR

GM Note. Ten **trolls** live in areas 4-15 through 4-17. The trolls move around based on the whims of their masters (Avvakris and Haffrung), but there is a 60 percent chance that 1d3 trolls are encountered in these three chambers at any given time. When encountered, the trolls don't immediately attack, expecting the characters to show them Avvakris's ring or a reproduction thereof. They are under instructions not to quarrel with any of the dungeon's residents.

A stone staircase along the west wall of this hall climbs to the upper level of the dungeon. Two doors stand along the east wall. A faint musty smell fills the air.

Stairs. The stone stairs lead to Dungeon Level Three (area 3-22). If trolls are encountered here and combat ensues, the trolls pursue any characters that flee up the stairs or to another chamber.

AREA 4-16 – TROLL LAIR

This chamber smells of rancid body odor and rotting wood. Four piles of furs and assorted fabric line the northern wall. In the southwest corner of the room is a heap of woody debris.

GM Note. This area is the lower portion of area 3-20. Looking up with a suitable light source reveals the windows in that area. The characters can climb down up to area 3-20 with a successful DC 15 Strength (Athletics) check.

The four piles are flea-infested troll beds. The wood pile contains the splintered remains of furniture, as well as broken weapon shafts, arrows, and crossbow bolts.

AREA 4-17 – TROLL LAIR

This large chamber reeks of musky offal mixed with undertones of organic rot. Six disgusting heaps of burlap, fur, and tattered cloth lie scattered about the floor. A pile of broken humanoid bones fills the northwest corner of the room.

The six piles are flea-infested troll beds. The bone pile is mixed with broken weapons, mostly spear shafts and sword blades, although a functional mace can also be recovered from the trash.

Treasure. The trolls keep their collective treasure in a recess in the southeast corner of the room. The recess is covered with a flat rock and a pile of debris. Locating the recess requires a successful DC 15 Wisdom (Perception) check. Inside the recess are 1,000 sp, 2,000 ep, and a flawed diamond (worth 1,000 gp).

AREA 4-18A – A BARGAIN GOING DOWN

GM Note. The first time the characters approach this area from the stairs (from Dungeon Level Three) or through the archway from either area 4-16 or 4-27, they can each attempt a DC 15 Wisdom (Perception) check. On a success, the characters overhear a conversation between Aphris and several trolls. If the characters return to this location later, the room is empty.

You seem to interrupt a conversation between a cloaked figure and a trio of green-skinned giants with gangly limbs. The green creatures pick through a pile of treasure on the floor. Two armed guards lean against a back wall, apparently bored by the proceedings. A stone staircase rises to an upper level.

Normally, this room is empty, but right now Avvakris's son, Aphris (see area V-6), is haggling with three **trolls** over a pile of treasure. Two of Merth's henchmen accompany Aphris (roll twice on the table in area 1-45 to determine which henchmen are present). Aphris carries a nonmagical copy of his father's ring.

Stairs. The stone stairs lead up to Dungeon Level Three (area 3-13).

Southern Door. The door on the south wall is boarded over. The boards can be removed, but this noisy process might attract a wandering monster (GM's discretion).

Treasure. The pile of treasure includes one suit of Medium plate armor, two chain mail hauberks tailored to fit a dwarf, a pouch holding 80 gp, a gold-hilted scimitar (worth 200 gp), a *+2 mace* (this is Virdonitii's mace, inscribed with an invisible message for his superiors), an agate (worth 200 gp), a peridot (worth 500 gp) removed from a Set idol, three blue quartz gemstones (worth 10 gp each), a gold necklace (worth 800 gp), and a pair of silver slippers sewn with seed pearls (worth 900 gp). All the items belong to the occupants of the cells in area 2-21.

Developments. Aphris tries to secure the services of the trolls in a scheme to kill his father. If the characters don't disrupt the haggling, they might overhear Aphris explaining this plot.

AREA 4-18B – EMPTY ROOM

The southern wall of this empty chamber forms a semicircular niche. Cobwebs fill the niche, and many more hang from the ceiling.

This chamber is indeed empty. Concealed in the niche is the desiccated husk of a long-dead giant spider.

Normal Doors. Both doors into this room (from areas 4-18A and 4-22) are boarded over from the opposite side. Forcing open the doors requires a successful DC 22 Strength check.

Secret Door. Locating the secret door to area 4-19 requires a successful DC 18 Wisdom (Perception) check. The door is warded with an *arcane lock*. The door has no keyhole and must be forced open with a successful DC 30 Strength (Athletics) check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 20.

AREA 4-19 – A TOMB

A thick layer of dust covers the floor of this long hall. Two iron boxes, one along the north wall and another on the south, are likewise covered with dust. The remains of rotting tapestries adorn the north and south walls. The southwest corner of the room is a circular niche. The air is stale.

This is an ancient, forlorn tomb. A sealed, stone sarcophagus rests in the circular niche to the southwest.

Sealed Sarcophagus. Opening the stone sarcophagus requires a successful DC 15 Strength check. A character using a lever or crowbar makes this check with advantage. Inside the sarcophagus are the bones of a human, an iron coffer at its feet.

The **ghost** of Vresnor Agalla, the man who first discovered the evil that was tunneling up from the buried village, haunts this chamber. The burden of unwillingly unleashing such an evil into the world torments his soul and prevents him from enjoying his eternal rest. If the characters open the sarcophagus, Vresnor's ghost manifests and attacks using its Horrifying Visage and withering touch attacks.

Treasure. Each of the iron boxes contain 4,500 sp. The smaller coffer in the sarcophagus is locked. The key has been lost, but the lock can be picked with thieves' tools and successful DC 20 Dexterity check. Several solid weapon

blows could break open the coffer, but this destroys the fragile vials inside. The coffer contains a *potion of diminution*, a *potion of clairvoyance*, and a *potion of speed*.

AREA 4-20 – SNURGI'S BONFIRE

GM Note. There is a 50 percent chance that **Snurgi Hellstrom**, a fire giant, is here tending a spit and roughhousing with his hell hounds.

This natural cavern is stuffy and illuminated with flickering light. The pleasant scent of roasting meat wafts throughout the chamber. A fire roars in the center of this room, its smoke disappearing into the ceiling. A haunch of meat mounted on a blackened metal pole roasts over the flames. Curled up around the fire are several large mastiffs with short black fur and orange underbellies. Hanging on the back wall is an oversized, round metal shield with a scorched surface.

This natural cavern is the lair of a fire giant and his pet hell hounds. The bonfire keeps the chamber warm and sheds bright light in a 20-foot radius and dim light for another 20 feet.

Ceiling. The ceiling is enchanted with a permanent *dimension door* spell linked to the floor of area 4-24. The spell effect works in both directions, so anyone who wanders into the smoke in area 4-24 may find themselves unexpectedly dropped into the blazing fire here, taking 7 (2d6) bludgeoning damage from the fall and 5 (2d4) fire damage from the flames.

Around the Campfire. The haunch of meat is half a cow and is overcooked. At any given time, 2d4 **hell hounds** sleep around the fire. If Snurgi is here, he rough houses with the hell hounds and tends to the meat. Snurgi is a **fire giant**, with the following changes:

- If Snurgi has time to grab the shield off the wall, his AC is 20 (plate armor and shield).
- Instead of a greatsword, Snurgi wields a longsword with a 6-foot-long blade (+11 to hit, reach 10 ft., 3d8 + 7 slashing damage, or 3d10 + 7 slashing damage if used with two hands).
- There are no rocks in this chamber for Snurgi to toss.

Snurgi commands the hell hounds to attack while he uses an action to retrieve his shield from the wall. Without the shield, his AC is 18, and he wields his longsword with two hands. If reduced to 50 hit points or fewer, he falls back to area 4-21, where he keeps a supply of throwing boulders. He makes his final stand there.



AREA 4-21 – SNURGI'S SLEEPING ROOM

Smoke and the scent of cooked meat hangs in the air throughout this room. A pile of rocks is stacked against the soot-covered north wall.

If Snurgi is not in area 4-20, he is here. Roll 1d10 to determine what he is doing when the characters arrive:

d10	Activity
1-2	Sleeping
3-5	Counting gold
6	Playing with a game board and orange rocks
7	Sharpening his sword
8-10	Eating

Snurgi the fire giant sleeps in this room. The pile of rocks serves as his bed, but there are 1d6 + 12 rocks suitable for throwing as well. Typically, Snurgi warms the rocks in the bonfire in area 4-20 before retiring for the night.

Treasure. The rock pile conceals a large leather sack. It contains 5,000 gp, a *necklace of strangulation* (see appendix D), three orange rocks (worthless, but weighing about 10 pounds each), and a 1-foot-square piece of flat marble with a tic-tac-toe board scratched on it. The game board is precious to Snurgi but otherwise worthless.

Developments. If Snurgi retreats to this chamber, he moves to the rocks and hurls them at the characters. If defeat appears imminent, he surrenders and offers to trade his treasure for his life. He tries to pawn off the cursed necklace (which appears to be worth at least 1,000 gp) but is willing to part with half his gold as well.

AREA 4-22 – A NOISY ENTRANCE

GM Note. Pushing open the massive doors to this chamber requires a successful DC 13 Strength check. Unless magically silenced, the doors groan ponderously when opened (see Developments below).

The hinges of the massive double doors groan in protest as they open. Beyond is an antechamber with a straw-covered floor. On the opposite wall is another set of double doors.

Concealed Pit Trap. There is a 20-square-foot pit trap located in front of the southern double doors. Noticing the trap requires a successful DC 17 Wisdom (Perception) check. If the characters clear the straw, the check to find the trap is made with advantage. The trap is triggered if a weight of 25 pounds or more is placed on it. Jamming the trap's hatch requires thieves' tools and a successful DC 15 Dexterity check. The pit is 20 feet deep, with spikes on the bottom. A creature that falls into the pit takes 7 (2d6) bludgeoning damage from the fall and an additional 13 (3d8) piercing damage from the spikes.

West Door. The door into area 4-18B is boarded up. From this side, the boards can be easily removed. Scrawled on the door in Common is the following phrase: "*KEAPP OWT.*"

Developments. If Snurgi is in area 4-20 when the characters open the creaky doors, he can attempt a DC 14 Wisdom (Perception) check to hear the noise. Triggering the pit trap automatically alerts him to the party's presence. If he hears the characters approach, he waits in ambush when they arrive at his lair.

AREA 4-23 – LAIR OF THE MINOTAURS

GM Note. There is a 30 percent chance that 1d2 **minotaurs** (see area 4-27) are present when the characters arrive in this chamber.

This chamber reeks like an animal pen. The chamber is divided into two parts: a 50-foot-wide by 30-foot-deep antechamber and a 20-foot-deep semicircular niche to the south. The floor is a mess of bleached bones, woody debris, discarded weapons and armor, and various scraps of fabric and burlap.

The three **minotaurs** who guard area 4-27 live in this chamber. The room is filled with humanoid bones (most cracked to get at the marrow), rags, and pieces of battered armor. If encountered here, the minotaurs fight to the death.

Treasure. Characters who poke around in the debris discover 2,000 ep, a white marble crown (worth 1,700 gp), and an electrum crown (worth 450 gp).

AREA 4-24 – SMOKING AREA

GM Note. The door to this location is always closed. It's warm to the touch, and a character who makes a successful DC 15 Wisdom (Perception) check notices the faint scent of charred wood, as well as a thin curl of smoke rising from the gap between the door and floor.

Upon opening the door, thick black smoke billows into the hall, obscuring vision into the room beyond.

The room is filled with smoke from area 4-20. The entire room is heavily obscured. Unless it holds its breath, a creature that starts its turn in the room takes 2 (1d4) fire damage. In addition, a creature that ends its turn inside the room must make a DC 13 Constitution saving throw. A creature that closes its eyes automatically succeeds on the save. On a failed save, the creature is blinded by the smoke for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enchanted Floor. There is a permanent *dimension door* spell on the floor in the center of the room. A creature that enters the 10-foot-diameter area indicated on the map "falls" through the *dimension door* into Snurgi Hellstrom's cooking bonfire (area 4-20), taking 7 (2d6) bludgeoning damage from the fall and 5 (2d4) fire damage from the flames.

Developments. If the door to this chamber is left open, it draws the attention of 1d3 **minotaurs** (from area 4-27) in 1d4 + 2 rounds.

AREA 4-25 – SEALED ROOM

GM Note. The door to this room is locked and sealed with wax stamped with Avvakris's signet ring. Picking the lock requires thieves' tools and a successful DC 22 Dexterity check. The door can be forced open with a successful DC 24 Strength (Athletics) check.

Prying open the sealed door releases a blast of chilly air. Shadows cloak the chamber beyond. An iron-bound wooden trunk covered with a thick coat of dust sits in the center of the room.

Undead Guardians. Four **wraiths** guard this forlorn chamber. They hover in the corners of the room, sticking to the shadows before attacking. They attack if the characters disturb the trunk or bring bright light into the chamber. If subjected to an effect that turns undead, the wraiths flee up the shaft to area 3-10.

Shaft. There is a 5-foot-square shaft in the ceiling of the room's southeast corner. The shaft leads to area 3-10. Climbing the shaft requires a successful DC 10 Strength check.

Treasure. The wooden trunk is 6 feet long, 4 feet wide, and nearly 4 feet tall. It is bound with thick iron bands and a stout lock. The key is missing, but the lock can be picked with thieves' tools and a successful DC 20 Dexterity check. Inside the trunk is a heap of 4,000 ep. Nestled among the coins is a second, velvet-lined wooden box. This unlocked box contains a gold lion mask studded with 90 amethysts, topazes, garnets, and turquoise gemstones. This mask was one of the original treasures of the shrine of Mitra and is worth 13,200 gp. The box also contains a mithril and electrum spearhead (worth 660 gp), a steel bottle (worth 1,000 gp), a silver longsword sheath (worth 1,200 gp), a dragon mask of iron and wood (worth 1 gp), a solid gold figurine of a cat set with three aquamarines (worth 1,900 gp), an electrum ring (10 gp), and a copper dagger sheath (worth 10 gp).

Developments. If the characters defeated the wraiths in area 3-10, the undead guardians don't manifest here.

AREA 4-26 – ICEBOX

GM Note. The metal door to this chamber is cold to the touch. The door swings open easily.

As soon as you open this door, a blast of cold air buffets your face and rolls over your ankles. The room is empty but covered with a thin layer of frost on the floor, walls, and ceiling. Stairs on the east wall lead upward.

This room is empty. Stairs along the east wall lead up to area 3-11.

Unnatural Cold. The room is unnaturally cold due to an ancient enchantment. A creature that spends 3 rounds or more in this chamber must make a successful DC 14 Constitution saving throw or suffer the effects of a *slow* spell. The effect lasts as long as the creature remains in the chamber, and for 1 minute after moving to a warmer location.

AREA 4-27 – CORRIDOR

This winding corridor originates to the east of area 4-5. It connects to area 4-7, then wraps around to area 4-18A (via the secret passage through areas 4-28 and 4-29). Three **minotaurs**, more of Haffrung's guardians, patrol the corridor. The minotaurs reside in area 4-23. Each round the characters spend in the corridor, there is a cumulative 10 percent chance they encounter one of the minotaurs. Should an encounter occur, read the following aloud:

From around the corner steps a muscular, bull-headed creature nearly twice as tall as a typical human. It brandishes a wicked greataxe. The creature snorts a challenge before lowering its horns and charging!

The minotaur starts combat with a charge, then follows up with a greataxe attack against a prone target. It bellows as it alternates between gore and greataxe attacks. The bellows serve to alert the other minotaurs, each of which arrives in 1d3 + 1 rounds. The minotaurs fight to the death.

AREA 4-28 – THE LAIR OF SHADROCK THE ENCHANTER

GM Note. Several secret doors conceal this chamber (as well as area 4-29). These doors are built into the natural rock and thus are difficult to notice. Locating each of the four doors requires a successful DC 22 Wisdom (Perception) check. Once discovered, the doors can be opened with a simple push.

This cavern appears to be a makeshift laboratory. Set against the east wall is a battered wooden table covered with open books, glassware, and a myriad of papers. Even more papers are strewn about the floor, a few of them crumpled into balls. A slight, bald



human hunches over the table, engrossed in his work. A straw pallet lies along the northern wall.

This hidden chamber is the laboratory and lair of **Shadrock the Enchanter** (see appendix C), an evil wizard. The table contains an incomplete set of alchemist's supplies, well used and missing quite a few important components. The discarded papers contain nonsensical musings, incomprehensible mathematical formulae, and (more rarely) lucid theories and observations. There are six of these various logbooks, journals, and diaries.

Evil Wizard. Shadrock's features are aquiline. Although young, he is completely bald (the result of a magical experiment gone wrong). Consumed with his eldritch studies and terrified of the horrors of the dungeon, Shadrock spends nearly all his time here. He is attended by an *unseen servant* named Greeves, his one true friend.

Shadrock doesn't expect a confrontation in his hidden lair, so he has not cast *mage armor* for the day. In combat, he prefers to cast *conjure minions* (see appendix D), summoning eight **troglodytes** to fight for him. Each time Shadrock takes damage, there is a 50 percent chance he surrenders like a sniveling fool.

Developments. The first time the characters explore this room, there is a 30 percent chance a **carnivorous ape** (from area 4-29) arrives to nose about the room.

AREA 4-29 – SIMIAN WRESTLING CONTEST

GM Note. The characters can hear the hooting and hollering of this chamber's inhabitants as they approach.

The natural passage twists and turns, ending at a roughly circular chamber with a 20-foot-high ceiling. Numerous ape-like creatures are roughhousing in the center of the room. They appear oblivious to your presence.

Wrestling Match. The ruckus comes from 10 **carnivorous apes** (see appendix B) having a wrestling contest. They appear to be typical apes, but with longer talons and fangs. The apes notice the characters after a round or two, at which point a large, dominant male pounds his chest and struts forward to intimidate the characters before attacking. The other apes hang back, throwing the numerous rocks scattered about the chamber.

Ladder. A ladder leads up to area 3-8.

Treasure. The carnivorous apes have a spear with a bronze head studded with aquamarines (worth 1,800 gp) and a *+1 shortsword.* They treat both treasures as playthings.

AREA 4-30 – ROOM OF CONTINUOUS MAGIC

This 30-foot-wide, 70-foot-long hallway appears empty. There is a similar door at the far end of the hall.

Cursed Room. This chamber is cursed with wild magic. Three rounds after a living creature enters the area, the doors slam shut and seal with an *arcane lock*. The doors have no keyholes but can be forced open with a successful DC 25 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces this DC to 15.

After the doors slam shut and lock, glowing runes appear on the floor and begin to cast random spells. At the start of the first round, the runes cast 1d6 random 1st-level spells. On the second round, the runes cast 1d6 random 2nd-level spells and so on, up to 6th-level spells. All spells are cast as if using a 6th-level spell slot. The GM determines the point of origin for each spell and randomly determines a target, if appropriate. All the spells have a +8 to hit and a spell save DC 15, if appropriate. Consult the tables below to determine which spells are cast.

d12	1st-Level Spell
1	*burning hands*
2	*charm person*
3	*chromatic orb*
4	*color spray*
5	*fog cloud*
6	*grease*
7	*hideous laughter*
8	*magic missile*
9	*ray of sickness*
10	*sleep*
11	*thunderwave*
12	*witch bolt*

d12	2nd-Level Spell
1	*acid arrow*
2	*blindness/deafness*
3	*cloud of daggers*
4	*darkness*
5	*flaming sphere*
6	*gust of wind*
7	*hold person*
8	*phantasmal force*
9	*ray of enfeeblement*
10	*scorching ray*
11	*suggestion*
12	*web*

d10	3rd-Level Spell
1	*bestow curse*
2	*dispel magic*
3	*fear*
4	*fireball*
5	*glyph of warding* (exploding runes)
6	*hypnotic pattern*
7	*lightning bolt*
8	*sleet storm*
9	*slow*
10	*stinking cloud*

d10	4th-Level Spell
1	*black tentacles*
2	*blight*
3	*confusion*
4	*conjure minions* (8 goblins; see appendix D)
5	*conjure minor elementals* (mephits; randomly determine type)
6	*ice storm*
7	*phantasmal killer*
8	*polymorph*
9	*resilient sphere*
10	*wall of fire*

d8	5th-Level Spell
1	*cloudkill*
2	*cone of cold*
3	*conjure elemental* (randomly determine type)
4	*dominate person*
5	*modify memory*
6	*telekinesis*
7	*wall of force*
8	*wall of stone*

d10	6th-Level Spell
1	*chain lightning*
2	*circle of death*
3	*disintegrate*
4	*eyebite*
5	*flesh to stone*
6	*freezing sphere*
7	*irresistible dance*
8	*mass suggestion*
9	*sunbeam*
10	*wall of ice*



DARK TOWER

CHAPTER 7: THE WHITE TOWER OF MITRA

GENERAL FEATURES

The White Tower is dusty and gloomy, a forlorn shell of its former glory as a bastion of Good. The GM should play up the "spooky" nature of these halls and chambers, adding harmless effects from time to time to keep the characters on edge. Here is a sample of effects:

- The characters hear a mysterious sound nearby. Perhaps a brief, shrill scream, the howling of an ethereal wind, an audible creaking, a distant moan that can't be quite discerned, or mail-clad footsteps marching by.
- A nonmagical light source is snuffed out.
- A door suddenly slams shut on its own.
- A host of harmless apparitions depicting armored fighters march through the room, appearing from one wall and disappearing into an opposite wall.
- A random character must make a Wisdom saving throw. Regardless of the result, the character has the feeling they are being watched.
- The characters notice an unusual scent, such as honey, flowers, or the briny sea.
- A chilly or warm breeze from an unknown source buffets the characters.

There are six levels to the White Tower of Mitra, labeled A through F. These prefixes are used to designate encounter locations, such as A-1 or D-9. For example, A-1 is located on the tower's first (uppermost) level, while D-9 is on the fourth level. There are a few entrances to the White Tower:

- Convincing Holomir Goldheart (area 1-1) that the characters oppose Set and need access to the White Tower.
- The teleporter in area 1-41 deposits characters in area C-7.
- Area F-20 provides access to the White Tower.

Blasted and Charred. All of Level E, with the exception of area E-17 (areas E-14 to E-16, E-18, and E-19) has blasted walls, ceilings, and floors. All surfaces are covered with soot and grime and etched by eldritch energy. It appears as though a terrible battle took place in these areas, with many castings of *fireball* and *lightning bolt*.

Ceilings. The ceilings of individual rooms vary by description.

Walls. The walls of the White Tower are finished white marble. The walls are difficult to scale, requiring a successful DC 15 Strength (Athletics) check.

Doors. A typical door in the White Tower is composed of stone and opens in the direction indicated on the map. A stone door has AC 17, 30 hit points, and immunity to poison and psychic damage. Unless noted in the individual room description, a locked stone door requires thieves' tools and a successful DC 20 Dexterity check to open, or a successful DC 22 Strength check to break down.

Illumination. Unless noted in the individual room descriptions, all unoccupied chambers in the White Tower lack light. If humanoids are present, torches or fireplaces illuminate the room.

Provisions. Whenever an NPC is encountered in their keyed location (typically their residence), assume that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water, are present per person. Obviously, this does not apply to prisoners.

Spell Components. Assume that spellcasters have any equipment they need to cast spells. This could include a component pouch, an arcane focus (for a wizard), or appropriate holy symbol (for a cleric).

Wandering Monsters. The White Tower of Mitra is a somewhat closed environment, but residents of the tower move about and occasionally others from the dungeon find their way here. Therefore, many of the encounters below can be found at keyed locations in the Tower (and one on Dungeon Level Four). If an NPC is killed during a random encounter, they cannot be encountered again, nor are they found in their lairs. Of course, the reverse is true for NPCs who are defeated in their keyed locations. They should be removed from these random encounter tables.

For every 30 minutes the characters spend exploring the White Tower of Mitra, there is a 1 in 6 chance of a random

encounter. These chances increase to 1 in 3 whenever the characters enter an empty chamber. If a random encounter is triggered, roll a d4 and consult the table below.

LEVEL FOUR

d4	Encounter
1	Clay golem
2	Gnome fighters
3	Lammasu
4	Trolls

WANDERING MONSTER DESCRIPTIONS IN THE WHITE TOWER OF MITRA

Clay Golem. This is not the same **clay golem** that guards room B-3, but a wandering sentinel. The golem moves quickly to attack. It stands down and moves on if the characters openly display a holy symbol of Mitra.

Gnome Fighters. A band of 3d10 **gnome fighters** (see appendix C) patrols the tower corridors. There is a 20 percent chance they are accompanied by either the wandering **clay golem** or a **lammasu**. The front ranks swarm enemies in melee, while the remaining gnomes hang back and pepper foes with arrows.

Lammasu. A lone **lammasu** (see appendix B) or small pack (1d3) wander the halls of the tower. These celestial creatures lair in area C-6.

Trolls. A band of four marauding **trolls** from Dungeon Level Four (areas 4-15 through 4-17) managed to gain access to the White Tower. If the characters defeated the trolls on Dungeon Level Four, reroll on this table.

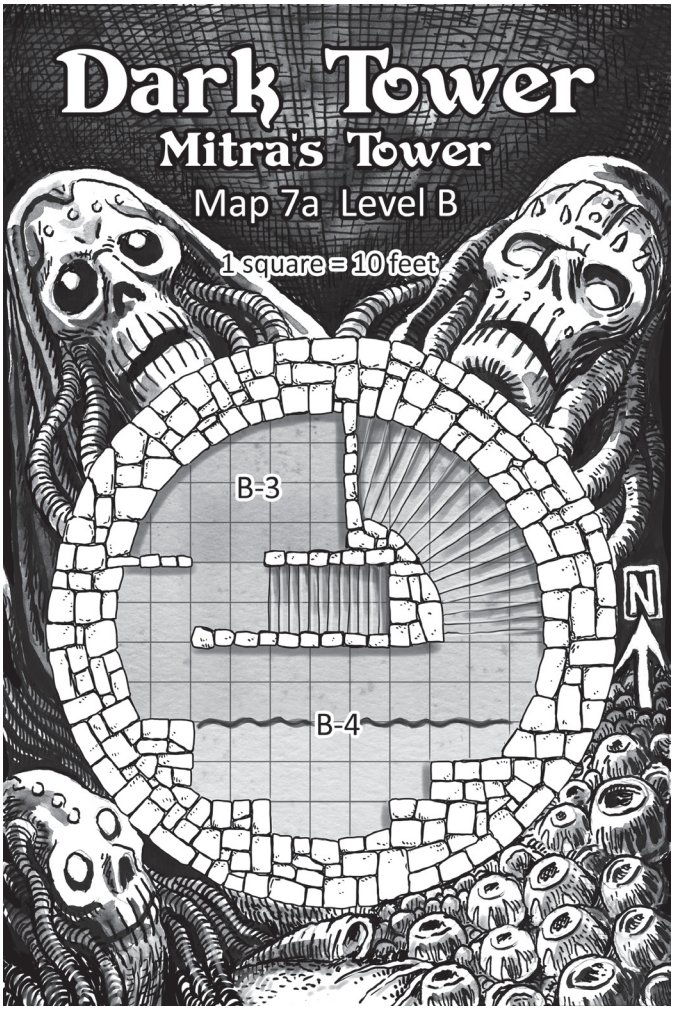
KEY TO LEVEL A (MAP 5)

AREA A-1 – GNOME LAIR

This semicircular room appears to be a barracks. Lined along the walls are ten cots, complete with blankets and pillows. An iron-bound war chest is positioned at the foot of each cot.

The cots and linens are all mundane. The war chests are unlocked and contain extra clothes and personal effects, but no valuables. A few extra suits of ring mail armor rest on racks, and several shields hang on the walls. An open crate holds 120 arrows in bundles of 10.





This room houses 10 **gnome fighters** (see appendix C), loyal servants of the god Mitra. At any given time, 2d4 gnomes are either eating, sleeping, or tending to their equipment. The gnomes wear white tabards displaying Mitra's holy symbol over their ring mail.

Treasure. Each gnome carries 1d10 gp.

Developments. If combat breaks out, the gnomes in area A-2 respond in 2 rounds.

AREA A-2 – GNOME LAIR II

This semicircular room appears to be a barracks. Lined along the walls are ten cots, complete with blankets and pillows. An iron-bound war chest is positioned at the foot of each cot. A low wooden table and four chairs with stubby legs occupy the center of the room.

The cots and linens are all mundane. The war chests are unlocked and contain extra clothes and personal effects, but no valuables. A few extra suits of ring mail armor rest on racks, and several shields hang on the walls. The low table and chairs are modified to accommodate the small stature of gnomes.

This second set of barracks houses another 10 **gnome fighters** (see appendix C), loyal servants of the god Mitra. At any given time, 2d4 gnomes are either eating, sleeping, or tending to their equipment. The gnomes wear white tabards displaying Mitra's holy symbol over their ring mail.

Treasure. Each gnome carries 1d10 gp.

Developments. If combat breaks out, the gnomes in area A-1 respond in 2 rounds.

KEY TO LEVEL B (MAP 7A)

AREA B-3 – A GUARDIAN OF CLAY

GM Note. The stairs from level A end at an antechamber. An archway to the north leads to area B-3, while an archway to the south wraps around to area B-4.

The odor of hot, nourishing food pervades the air. The wall to the north is curved and made of pure white marble. Tiles of alternating white and green marble cover the floor. Several glowing glass globes are mounted on the ceiling. The walls are covered with chalk markings and doodles. In the center of the room stands a clay statue, perhaps 12 feet tall. Its forearms and fists are oversized, and a roaring lion's head is engraved onto its chest.

The ceiling is 20 feet high. Affixed to the ceiling are six glass globes enchanted with *continual flame* spells, filling the chamber with bright illumination. The holy symbols of various good-aligned deities are scratched into the walls or drawn in colored chalk. Recognizing the symbols requires a successful DC 13 Intelligence (Religion) check.

Clay Guardian. A **clay golem** guards this room. It attacks anyone who doesn't display Mitra's symbol (which is why the gnomes all wear tabards depicting this symbol). The golem uses its Haste action before it attacks. It then wades into melee, unleashing a flurry of slam attacks. It fights until destroyed, pursuing creatures that flee the room.

AREA B-4 – MESS HALL

The odor of hot food and freshly baked bread pervades the room. Along the north wall is an eclectic collection of ornate, common, and even crudely constructed tables and chairs. To the south, purple drapes conceal the rest of the chamber. Straight ahead, a wide, stone staircase spirals downward into darkness.

The northern half of this mess hall is currently unoccupied. If the characters draw the drapes, continue:

Behind the drapes is a cramped kitchen area. A hearth is built into the southern wall. Several large kettles full of simmering stew hang above the fire. A mound of bread loaves rests on a nearby table. Several gnomes scurry about, busily preparing a meal. Arrayed against the walls are three bronze statues, each in the likeness of a seven-foot-tall warrior. The statues are green with verdigris.

Kitchen Staff. Clattering about the kitchen are four gnomes in light tunics, who serve as cooks for the tower's residents. These cooks are **gnome fighters** (see appendix C) with the following changes:

- They do not wear armor or carry shields (AC 11).
- They are armed only with long knives and cleavers (+4 to hit, 1d4 + 2 slashing damage).

Statues. Threatening the gnomes causes the statues to intervene as **animated bronze statues** (see appendix B). Emboldened by the statues' support, the gnomes attack with whatever knives or cleavers are within reach. In a pinch, a gnome could also wield a heated, cast-iron pan as an improvised weapon (+2 to hit, 1d6 + 2 bludgeoning damage plus 1 fire damage).

Treasure. On a high shelf behind some jarred spices is a dusty cookbook. Locating the book requires a successful DC 14 Wisdom (Perception) check. The book contains ancient recipes that were presumed lost by the church of Mitra. The book is worth 2,000 gp to the faithful of Mitra, or 500 gp to another collector of ancient texts. Each of the last three pages of the book function as a *spell scroll* of *create food and water*.

Developments. Unless the characters destroy it, the **clay golem** from area B-3 joins a battle in this room in 1d4 rounds.

KEY TO LEVEL C (MAP 7B)

AREA C-5 – GNOME GUARDPOST

At the base of the steps, you are greeted by gnome warriors wearing ring mail and carrying shields. They draw swords and prepare to defend the landing!

This guard post is occupied at all times by 1d3 **gnome fighters** (see appendix C). In addition to their standard gear, each gnome also carries a vial of alchemist's fire. If combat appears likely, one of the guards casts *minor illusion*, creating the sound of many booted feet approaching from the spiral stairs.

Secret Doors. Along the short, eastern wall is a set of secret double doors. Finding the doors requires a successful DC 20 Wisdom (Perception) check. They can be opened with a simple push and lead to area C-8.



AREA C-6 – CHAPEL VESTAL

Through the archway is an antechamber fitted with pure white marble tiles. Three proud creatures occupy the chamber, attentively awaiting your arrival. Each looks like a powerful lion with white, feathery wings and a human head annulated by a shaggy mane of hair.

Three **lammasu** (see appendix B) guard the antechamber. Rosunn, Eaomir, and Dohevin are staunch allies of Mitra and are willing to parley with characters, provided they are not aggressive or evil. Rosunn leads the conversation, while Dohevin and Eaomir cast *detect evil and good* and *zone of truth*. If convinced of the party's good intentions, the lammasu let the characters pass and may even bolster them with spells, assuming the characters demonstrate their need.

Rosunn has the following spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying*
- 1st level (4 slots): *bless, detect magic, purify food and drink*

- 2nd level (3 slots): *find traps, prayer of healing, silence, spiritual weapon*
- 3rd level (3 slots): *feign death, glyph of warding, protection from energy, tongues*
- 4th level (1 slot): *divination*

Eaomir has the following spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying*
- 1st level (4 slots): *cure wounds, detect magic, protection from evil and good*
- 2nd level (3 slots): *continual flame, find traps, zone of truth*
- 3rd level (3 slots): *dispel magic, protection from energy, speak with dead, tongues*
- 4th level (1 slot): *death ward, guardian of faith*

Dohevin has the following spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying*
- 1st level (4 slots): *command, cure wounds, detect evil and good*, *sanctuary*
- 2nd level (3 slots): *locate object, silence, spiritual weapon*
- 3rd level (3 slots): *create food and water*, *protection from energy, tongues*
- 4th level (1 slot): *locate creature, stone shape*

AREA C-7 – A SMALL CHAPEL TO MITRA

This chamber appears to be a chapel. Heavy red drapes cover the north wall from ceiling to floor. A portal of swirling mist fills the southern half of the room, obscuring what lies beyond.

Misty Niche. Creatures teleported from area 1-41 arrive in this misty niche. Normally, the portal functions in only one direction. However, if a cleric faithful to Mitra casts a *bless* spell while in the mists, they are instantly teleported to area 1-41. A good-aligned character attuned to one of the three *Mitraic artifacts* (see appendix D) who steps into the mists is teleported as well.

If an evil-aligned creature approaches within 10 feet of the mist, a *blade barrier* spell activates in a 5- by 20-foot area along the south wall. The *blade barrier* does not appear if a good-aligned creature accompanies the evil creature. A creature that enters the *blade barrier* or starts its turn inside the area takes 33 (6d10) slashing damage, or half as much damage with a successful DC 15 Dexterity saving throw. Because the mist obscures vision, creatures in the area make the Dexterity saving throw with disadvantage. The barrier disappears after 10 minutes

Curse. The same curse that protects the Tower's front entrance (area 1-1) also affects creatures who enter the Tower through the misty portal. A sentient creature that passes through the portal is cursed as they feel a divine force touch them gently on the chest. A *magic mouth* appears above the portal and booms:

> *"Ware Ye Pilgrim! Ye Have Been Touched by The Hand of Mitra. Cause No Evil in this, His Shrine, Else Ye Shall Die Most Horribly."*

A cursed creature that commits an evil act in the tower becomes diseased. The disease has an onset time of 1d6 × 10 minutes, during which time red blisters appear on the creature's chest, eventually taking the shape of a human hand with splayed fingers. For the next 7 days, the target develops extreme fatigue and soreness and has disadvantage on attack rolls, as well as Strength, Dexterity, and Constitution ability checks and saving throws. The disease runs its course after 7 days. A *lesser restoration* spell also ends the disease. Survivors are left with a hand-shaped mass of scar tissue on their chests.

Treasure. In the center of the wall behind the heavy red curtains is a perfectly circular hole, 6 feet in diameter. The hole appears to extend 10 feet into the wall, but in reality it's an extradimensional space (and thus does not appear on the map or lead to the stairway behind the true wall). Although it may not be obvious, the hole is an open *portable hole*. Discerning the hole's true nature requires a successful DC 17 Intelligence (Arcana) check.

Inside the hole is a locked chest containing 3,000 gp. Picking the chest's lock requires thieves' tools and a successful DC 22 Dexterity check. Alongside the chest are the following valuables:

- a sack containing a collection of gems (3 amber pieces, 4 coral fragments, 5 crimson garnets, and 3 olive spinels), each worth 100 gp
- a bracelet of unknown alloy (worth 300 gp)
- a Mitraic lion figure of porphyric stone, iron, and an unknown alloy (worth 150 gp)
- a bracelet of solid amber set with a single aquamarine (worth 1,200 gp)
- a bone scroll case containing a *scroll of protection* (elementals)
- *spell scrolls* of *animate dead* and *conjure animals*, folded together in a leather envelope

AREA C-8 – LIBRARY

GM Note. This location is hidden behind the secret double doors in area C-5.

A curved corridor leads to a comfortable library. The room is bathed in cool blue light, and the air is dry. Plush carpet covers the floor, and all three walls are covered with oak bookcases from floor to ceiling. The bookcases are packed with a variety of books, tomes, and librams.

Two blue *continual flame* spells on the ceiling illuminate the room.

Books. The bookcases contain nearly 500 volumes on topics such as biology, ecology, and the supernatural. There is a 60 percent chance that 1d4 weeks spent researching the books reveals secret lore regarding any of these topics. However, because the books are written in a variety of languages, liberal use of the *comprehend languages* spell may be necessary to uncover these secrets.

Protection. The contents of the library are protected by a permanent *protection from energy* (fire) spell.

KEY TO LEVEL D (MAP 6)

AREA D-9 – A STUFFED WOOLY MAMMOTH

Through an archway at the base of the steps you spot an enormous, fur-covered elephant with massive, curved tusks!

At first glance, the mammoth appears startlingly real. The GM should play up the confusion and perhaps even call for an initiative roll. However, a character who makes a successful DC 12 Wisdom (Perception) check realizes the mammoth is a stuffed creature. The beast stands 11 feet tall at the shoulder and is mounted on a 1-foot-high pedestal. The chamber's ceiling is 15 feet high.

Treasure. Each of the mammoth's tusks is worth 600 gp but requires a successful DC 14 Strength check to remove.

AREA D-10 – HOLY HALL OF CLAIRVOYANCE

This room is completely dark.

Characters who bring a light source into this chamber can see the doors leading to area D-11, as well as a perfect, 5-foot-diameter sphere of mist floating 3 feet off the floor in the center of the room.

Sphere of Mist. The sphere is a magical divination device that allows creatures to see or hear (as per the *clairvoyance* spell) into 1d4 rooms anywhere in the Dungeon or the White Tower (but not in the Tower of Set). Alternatively, the sphere can be used to observe one living creature with whom the viewer is familiar. To activate the sphere's magic, a creature must cast a *light*, *continual flame*, or *daylight* spell onto the sphere. Once the sphere is activated, a creature merely needs to use an action to concentrate on the desired location or creature. The sphere remains active for 10 minutes and can be activated 1d4 times every 24 hours. Each time the sphere is used, there is a 30 percent chance it presents a past version of the location or creature being observed. A character who makes a successful DC 20 Intelligence (Arcana) check recognizes the sphere's purpose, as well as how to operate it.

AREA D-11 – GNOME LAIR III

This expansive, semicircular room appears to be a barracks. Fifteen bunkbeds line the curved eastern wall. A matching pair of iron-bound war chests is positioned at the foot of each bunk. Several low wooden tables and a collection of chairs with stubby legs occupy the center of the room.

The bunks and linens are all mundane. The war chests are unlocked and contain extra clothes and personal effects, but no valuables. A few extra suits of ring mail armor rest on racks tucked into the western niche. Several small metal shields hang on the wall behind the armor. The low tables and chairs are modified to accommodate the small stature of gnomes.

These barracks house another 30 **gnome fighters** (see appendix C), loyal servants of the god Mitra. At any given time, 1d10 + 10 gnomes are either eating, sleeping, or tending to their equipment. Each of the gnomes carry a flask of alchemist's fire in addition to their standard equipment. They wear white tabards displaying Mitra's holy symbol over ring mail. There is a 40 percent chance that a **gnome mercenary** (see appendix C) is also present.

Treasure. Each gnome fighter carries 1d10 gp. The gnome mercenary (if present) also has two banded agates (worth 10 gp each).

AREA D-12 – MUD TRAP

This is an empty, 50 by 40-foot room. There is a door centered on the east wall.

The floor of this room is a magical trap. The door located on the east wall is false. When opened, it reveals a blank stone wall.

Trap. Two rounds after a living creature enters the room, the floor transforms to mud, with effects similar to a *transmute rock* spell (see appendix D). The mud lasts 5 rounds and then reverts to stone. The magical mud occupies an extradimen-



sional space and sucks characters downward at a rate of 1 foot per round. A creature that disappears under the surface of the mud must hold its breath or begin to suffocate. A creature submerged in the mud is encased (and immediately begins to suffocate) once the mud reverts to stone. A creature trapped in the stone must be broken out. Each 5-foot section of stone has an AC 17, 75 hit points, and immunity to all damage except bludgeoning, force, and thunder. Opening the false door triggers the trap again, turning the stone to mud for another 5 rounds.

AREA D-13 – RANDRUM'S SHRINE

An archway leads to this wedge-shaped shrine. Along the curved southwest wall is a simple stone altar with a blue velvet pillow placed on the white marble floor in front of it. Blue velvet curtains decorate the walls. A flickering torch mounted on the wall behind the altar illuminates the chamber. The air is filled with the pleasantly sweet smell of honeysuckles.

This is a chapel dedicated to the memory of Randrum, who served as the Tower's high priest during the ancient conflict between Set and his followers. The altar and pillow are nonmagical. The curtains conceal the door to area 4-12.

Sweet Scented Illumination. The torch behind the altar is enchanted with a *continual flame* that also fills the chamber with the smell of honeysuckles. The scent makes characters a bit giddy, lowering their Dexterity and Wisdom scores by 1 point each for as long as they stay in the chamber and for an additional 2d6 rounds after they leave the room.

KEY TO LEVEL E (MAP 9)

AREA E-14 – BLASTED, CHARRED, AND BURNED

The soot-covered doors to this chamber are skewed on their hinges. The walls of the chamber beyond are covered with peeling, blistered paint. A plaque inscribed with a list of names hangs on the south wall. A pair of torches flanks the plaque. Four gnomes clad in ring mail and white tabards emblazoned with a golden lion's head stand at attention in front of the memorial.

This room, like most of the chambers on this level, is burned and blasted. The torches are enchanted with *continual flame* spells.

Guards. An honor guard of four **gnome fighters** (see appendix C) is stationed here at all times. They take this assign-

ment very seriously. They stand at attention, motionless and unflinching. They allow characters to read the names on the plaque, but if anyone attempts to remove or deface the memorial, they draw their swords and prepare to mete out swift punishment.

Plaque. The plaque on the south wall honors the servants of good who gave their lives on this spot. See **player handout 14**.

AREA E-15 – THE INVISIBLE BOX

This room appears blasted and burned. There is an archway leading north and a pair of double doors to the south. The chamber appears to be empty.

Invisible Box. Anchored to the floor in the center of the room is an invisible iron box. Ripping the box off its anchors requires a successful DC 22 Strength check. The box is locked and requires thieves' tools and a successful DC 18 Dexterity check to open. Unless the invisibility effect is removed, Dexterity checks to pick the box's lock are made with disadvantage. Inside the invisible box is a smaller wooden case with a leather shoulder strap.

Treasure. The wooden case is slightly scorched and contains *spell scrolls* of *fire shield, glyph of warding, protection from evil and good*, and *protection from energy*.

AREA E-16 – A STONE SHEDU

A majestic stone statue of an odd, hybrid creature rearing on its hindquarters dominates this room. The statue has the hooved legs and body of a horse and a pair of outstretched feathery wings. The tips of the creature's wings nearly touch the ceiling 20 feet overhead. The statue's face resembles that of a stoic male dwarf, complete with an impressive beard.

The stone statue depicts a shedu, a celestial creature dedicated to upholding the tenets of law and good. The statue's craftsmanship is masterful (see Developments below).

East Wall. The chamber's east wall is illusory and conceals the route to area E-17. Physically inspecting the wall automatically reveals its true nature. Discerning the illusion without interacting with the wall requires a successful DC 15 Intelligence (Investigation) check.

Developments. If a character performs an evil act on this level (GM's discretion), the statue becomes a flesh and blood **shedu** (see appendix B) and begins to prowl the halls of the



White Tower, seeking retribution against the blasphemers. Should this occur, the next time a random encounter is triggered, the encounter is with this shedu. Though furious, the shedu first contacts the characters via telepathy, encouraging them to atone for their actions. If combat occurs, the shedu relies on its Innate Spellcasting and Mind Blast to punish the intruders.

AREA E-17 – RED ROOM OF TELEPORTATION

GM Note: The illusory walls in areas E-16 and E-18 (indicated with dashed lines on the map) conceal this chamber.

Unlike the other areas on this level, this bare chamber is unmarred by scorch marks. A soft red light illuminates the chamber's pristine walls.

Red Illumination. A variant *continual flame* spell illuminates the chamber with red light. The spell is placed on a chunk of valueless red crystal affixed to the ceiling. Dispelling the *continual flame* spell reveals a map of Level H in the Dark Tower of Set on the north wall. See **player handout 15**. Words on the map provide a clue that can be used to activate the scrying effect in area H-7. The words read in Common:

"Only through darkness,

can you perceive."

Teleport. This room is magically linked to area F-20. Two rounds after a living creature enters this room, it is teleported to area F-20. This is a two-way effect; if the characters arrive here from area F-20, the teleport effect remains dormant for 10 minutes.

AREA E-18 – BURNED, BLASTED, AND CHARRED ROOM

The destruction in this chamber is complete. Scorch marks and a thick layer of soot covers all surfaces. Ash and piles of charred wood lie scattered across the floor.

This room is empty except for ash piles and burned debris.

West Wall. The chamber's west wall is illusory and conceals the route to area E-17. Physically inspecting the wall automatically reveals its true nature. Discerning the illusion without interacting with the wall requires a successful DC 15 Intelligence (Investigation) check.

AREA E-19 – AN IRON BOX

Sooty blast marks blemish the walls, floor, and ceiling of this chamber. An iron box sits in the center of the room.

The iron box is 5 feet wide, 3 feet tall, and 2 feet deep. It lacks a locking mechanism. Inside is a stone tablet weighing 60 pounds. Inscribed on the stone tablet in Common are the passphrases of the *glyphs of warding* that protect the various doorways and portals in the Tower of Set (see areas G-1 and G-17). See **player handout 16.** Speaking the passphrase of the appropriate glyph allows the characters to bypass the glyph without triggering it.

East Wall Teleporter. Creatures who teleport here from area 1-27 step out of the east wall. A living creature that steps into the east wall from this chamber teleports to area 1-1, stepping out of the east wall in that location.

KEY TO LEVEL F (MAP 10)

AREA F-20 – THE MAIN HALL

GM Note. The doors to this area from Dungeon Level Four are warded with an *arcane lock* and 10 *glyphs of warding*. Locating the glyphs requires a successful DC 15 Intelligence (Investigation) check. If triggered, each glyph casts a *hold person* spell. Each glyph uses a 6th-level spell slot and affects up to five targets within 60 feet of the door. A creature targeted by a glyph must make a successful DC 15 Wisdom 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.

The door lacks a keyhole and must be forced open with a successful DC 25 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 15.

The chamber is constructed of pure white marble. The curved walls are delicately worked with a host of ornate angels, Mitraic clerics, and other holy creatures. Circular niches to the north, east, and west each contain a 20-foot-tall statue. A circle inlaid with silver is engraved in the center of the floor. Inside the circle at each compass point is a depression of a different shape: a circle, a square, a triangle, and an octagon.

This was originally the main hall of the Tower of Mitra. The chamber is immaculately clean. The east and west statues are mundane, while the northern one is a guardian loyal to Mitra.

The North Statue. The north statue depicts a toga-clad titan with wild hair but a neatly trimmed beard. In reality, the statue is a **storm giant** named Vishar, concealed with an illusion that hides his true nature. Vishar is a member of a religious order of storm giants who willingly guard the holy

shrines of humans. He is a loyal servant of Mitra and has been here since before the catastrophic battle with Set. The giant waits until he can determine the nature of the characters before he acts.

If the characters are opposed to Mitra (or allied with Set), he attacks with his Lightning Strike then draws his greatsword to defend this entrance to the White Tower. If the characters seem loyal to Mitra, he instead greets them with a jovial bellow. He draws attention to his gem-studded belt but prefers the characters deduce the gems' part in activating the teleporter (see below) on their own. He also encourages the characters to pray at the feet of the eastern statue.

The West Statue. This statue depicts a male human paladin wielding a longsword and wearing ornate plate armor.

The East Statue. This statue depicts a beautiful human maiden. The characters may recognize her as the same woman who appeared when they touched the *Heart of Law* (see area 1-42 for details). If a lawful good character prays at the base of this statue, there is a 20 percent chance they are granted the equivalent of a *commune* spell. The chance increases to 40 percent if the character is a follower of Mitra. (This benefit applies to any character who worships Mitra, not just clerics.) Once the statue has granted a character this boon, it won't do so again for 24 hours.

Activating the Teleporter. Vishar wears a leather belt decorated with four gems: a circular white pearl, a radiant (square-shaped) ruby, a trillium (triangle-shaped) sapphire, and an octagonal emerald. The gemstones can be easily removed from the belt. If the gems are placed in their matching depressions on the floor, all living creatures inside the circle teleport to area E-17 of the White Tower. Vishar prefers that the characters figure out how to activate the circle on their own, but if they convince him they are loyal servants of Mitra, he is happy to "show them the way."



DARK TOWER

CHAPTER 8: THE DARK TOWER OF SET

GENERAL FEATURES

The Dark Tower is constructed of dense, coarse black stone, cunningly set as to require no mortar.

There are six levels to the Dark Tower of Set, labeled G through L. These prefixes are used to designate the encounter locations, such as G-1 or J-13. For example, G-1 is located on the tower's first (lowermost) level, while J-13 would be on the 4th level. However, Level L does not exist on the Material Plane. Instead, it exists as a self-contained demiplane on an upper level of Hades. There is one entrance to the Dark Tower: through the black gates at area G-1.

Ceilings. The ceilings of individual rooms vary by description.

Walls. The walls of the Dark Tower are dense, coarse black stone fitted without mortar. These finished stone walls are relatively easy to scale, requiring a successful DC 10 Strength check.

Doors. A typical door in the Dark Tower is composed of dense black stone and opens in a direction indicated on the map. A stone door has an AC 18, 35 hit points, and immunity to poison and psychic damage. Unless noted in the individual room description, a locked stone door requires thieves' tools and a successful DC 20 Dexterity check to open, or a successful DC 22 Strength check to break down.

Illumination. Except where indicated, all rooms are permanently enchanted with *darkness* spells. The darkness in an individual room can be removed with a successful *dispel magic* spell (DC 16).

Stairway to Level H. The stairway from Level G to Level H is filled with a mist that induces a magical sleep. Even elves are susceptible to this effect. A creature that enters the mist must make a DC 15 Constitution saving throw. On a successful save, the target is unaffected and immune to the mist for 24 hours. On a failure, the target falls unconscious for 1d6 hours. Shaking or even dealing damage to an unconscious target does not awaken them. A *lesser restoration* spell has a 40 percent chance of ending the effect, while a *remove curse* spell has a 20 percent chance of doing so. A creature that examines a sleeping target presumes that they are dead unless they make a successful DC 15 Wisdom (Medicine) check. The mist extends into the hallway on level H, but only to a depth of 2 feet.

Stairway to Level J. The stairway from Level I to Level J is enchanted with a powerful illusion. A creature that attempts to ascend the stairs must make a successful DC 15 Wisdom saving throw. On a failure, the creature believes the stairs go on forever and can't make any progress up the stairs. On a success the target is immune to the effect for 24 hours.

Level L. This level (consisting of areas L-20 through L-22) is not physically part of the Dark Tower. Instead, it exists on an upper layer of Hades.

Provisions. Whenever an NPC is encountered in their keyed location (typically their residence), assume that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water, are present per person. Obviously, this does not apply to prisoners.

Spell Components. Assume that spellcasters have any equipment they need to cast spells. This could include a component pouch, an arcane focus (for a wizard), or appropriate holy symbol (for a cleric).

Wandering Monsters. There are no wandering monsters in the Dark Tower of Set.

KEY TO LEVEL G (MAP 10)

AREA G-1 – THE GATES OF THE DARK TOWER

A pair of massive, sealed iron doors blocks access to this square, tower-like edifice of black stone.

The doors are unlocked but so heavy they require a successful DC 15 Strength check to push open. Pnessutt, an evil lich and former high priest of the Dark Tower (see area L-22), has warded the doors with two *glyphs of warding*. There is one glyph on each door, each of which requires a successful DC 20 Intelligence (Investigation) check to discover. Opening or even touching a door causes the glyph on it to explode. Each creature within 20 feet of a glyph when it explodes takes 49 (11d8) fire damage, or half as much damage on a success-



ful DC 20 saving throw. Speaking the glyph's passphrase (as recorded on the stone tablet in area E-19) allows the characters to open a door without triggering its glyph. Speaking "*Ignas Incendaria*" deactivates the right-hand glyph. "*Ignas Incendrium"* deactivates the left-hand glyph.

When the characters open the doors, continue:

This rectangular room of coarsely cut black stone is devoid of occupants or furnishings.

This chamber is the antechamber of the Dark Tower. A 10-foot-wide archway to the south leads to area G-2, while 5-foot-wide archways to the west and east lead to other rooms (G-3 and G-4 respectively).

Developments. As soon as the characters enter the room, the **black stone statue of Set** (see appendix B) in area G-2 begins to launch bolts of lightning (at a rate of one per round) at targets within its line of sight.

AREA G-2 – HALL OF THE STATUE

Green curtains cover the walls of this room from floor to ceiling. The floor is tiled with highly polished black marble. At the south end of the hall, a 13-foot-tall statue of Set carved from glassy black stone stands atop a low, semicircular dais. The gemstones set into the statue's eye sockets gleam with a pale green light.

The statue is an animated guardian that stands vigil over the entrance to the Dark Tower. The drapes conceal archways in the room's southwest and southeast corners. The southeastern archway leads to the stairway to Level H. The southwestern arch leads to area G-5.

Black Statue. The statue begins launching bolts of lightning as soon as the characters enter area G-1. It continues this magical assault as long as it detects targets within range. Presenting *Avvakris's ring* (see appendix D) to the statue delays it for three rounds. If targets are still in the statue's line of sight once all 10 uses of its Lightning Bolt action are expended, the statue steps off its dais and wades into melee. It pursues targets that flee into areas G-1, G-3, or G-4.

Treasure. The statue is carved from solid basalt and inlaid with thousands of glittering, obsidian scales. Removing the scales is time consuming: four hours of tedious work yields 1d10 × 100 undamaged obsidian scales. Each scale is worth 5 gp. The statue's eyes are a pair of emeralds (worth 5,000 gp each), each enchanted with a *continual flame* spell that casts a sickly green radiance.

AREA G-3 – THE ROOM OF FEAR

This is an empty rectangular chamber. The walls are carved with horrific images of war, slaughter, and oppression. An archway to the south leads to another chamber.

This chamber is empty. A character who examines the images on the walls must make a successful DC 20 Wisdom saving throw. On a failed save, the target experiences a vivid hallucination, during which the images come to life. The target drops whatever they are holding and is frightened for 1 minute. Frightened creatures must retreat into area G-1 (possibly into range of the bolts of lightning fired by the statue in area G-2) and can't enter area G-3 again while they remain frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

AREA G-4 – HALL OF EVIL COMMUNE

A foreboding chill dances down your spine as you enter this chamber. Along the south wall is a black- and green-speckled stone altar. Engraved on the wall above the altar are words in a strange tongue. Hardened iron fills these engravings, striking a stark contrast against the midnight blackness of the wall.

This is an evil shrine dedicated to Set. A good-aligned creature that spends more than 1 minute in the forsaken place must make a successful DC 18 Constitution saving throw

or become ill and nauseous for 1d10 × 10 minutes. During this time, the creature is poisoned.

Abyssal Prayer. The words on the wall are a prayer to Set written in Abyssal. An evil-aligned creature that repeats the prayer out loud has a 20 percent chance of communing with Set. This chance increases to 35 percent if the creature is a worshiper of Set. The effect functions as a *commune* spell, except the creature can ask Set up to 1d6 questions. The creature can pose its questions at any time but doesn't know in advance how many questions Set will answer. A creature can attempt to commune with Set only once every 24 hours.

AREA G-5 – PASSAGE BY COMBAT

This hall is 30 feet wide and about 70 feet long. Six statues, three along each of the east and west walls, depict warriors dressed in plate armor and armed with longswords. An archway in the southeast corner of the room leads east.

The statues are the only objects in this hall. The ceiling is 15 feet high and smooth. In their current form (see Trial by Combat below), the statues depict male humans and can't be moved or damaged in any way.

Trial by Combat. If a living creature approaches within 5 feet of any statue, all 6 statues transform into **minions of Set** (see appendix B) and attack. If the characters have not encountered minions of Set before, the ambush surprises the party. Otherwise, roll initiative as normal. On the first round of combat, half the minions transform into **giant constrictor snakes**. The minions fight until destroyed.

KEY TO LEVEL H (MAP 9)

AREA H-6 – CORRIDOR OF THE MUMMIES

At the top of the steps is a hallway that wraps around to the north. The sickly green mist that fills the stairway covers the stone floor to a depth of 2 feet. Standing upright along the west wall are six stone sarcophagi.

This hallway wraps around area H-7 and ends at a set of steps leading up to Level I. The mist only affects prone targets or Tiny creatures on the ground.

Sarcophagi. Each stone sarcophagi contains a **mummy**. The first time a character approaches within 10 feet of this stretch of hall, 1d4 + 2 mummies burst from the sarcophagi and attack. The remaining mummies (if any) emerge the following round. The mummies attack until defeated and pursue fleeing targets as described in Developments below. A mummy subjected to an effect that turns undead retreats into its sarcophagus. The mist does not affect undead, but the mummies are aware of its effects. One or more mummies might grapple a target and drag it into the stairwell, making it susceptible to the mist.

Treasure. The sarcophagus of the southernmost mummy contains 600 gp. This mummy carries (but doesn't use in combat) a leather-wrapped, gold-tipped spear with a cat's head carved onto it (worth 120 gp) and wears around its neck a string of silver beads (worth 130 gp). This mummy also wears a gem-studded silver mask (worth 710 gp) and has a pair of gems (a 100 gp carnelian and a 3,000 gp emerald) in its eye sockets. The mask and gems are under its funeral wrappings and require a successful DC 20 Intelligence (Investigation) check to locate.

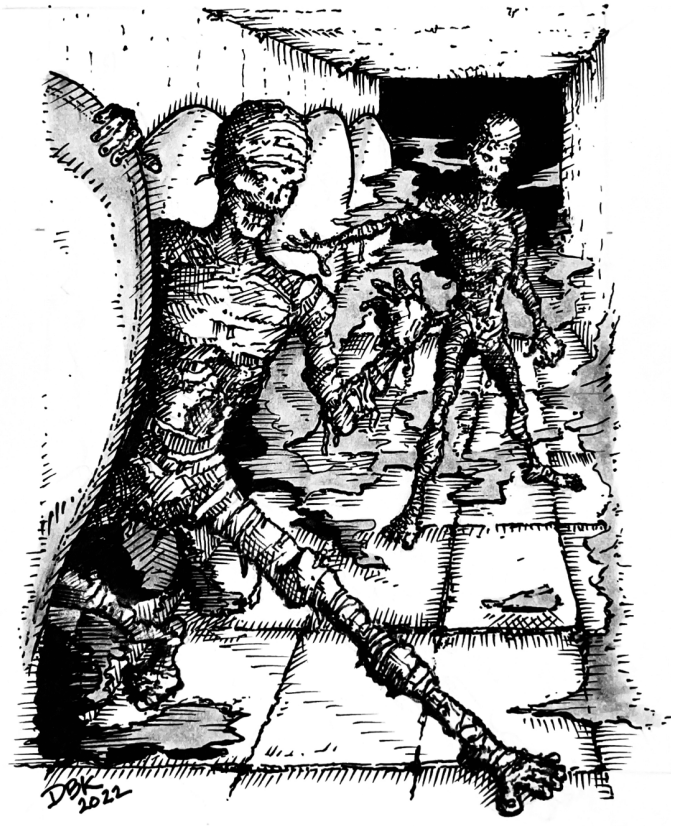
Developments. The mummies pursue creatures that retreat down the stairs to Level G. They also pursue creatures up the stairs as far as room I-8.

AREA H-7 – CHAMBER OF CLAIRVOYANCE

This central chamber is draped in black curtains decorated with runes and infernal words stitched in gold thread. Engraved on the floor is a circle, its lines filled with hardened bronze.

This is a scrying chamber, similar to its counterpart in the White Tower (see area D-10).

Cursed Curtains. Stitched into the black curtains are hypnotic designs that appear to be some kind of writing.



Indeed, the designs do contain a few quotes from the tenets of Set. However, a character that attempts to read or study the designs must make a successful DC 17 Wisdom saving throw or succumb to a short-term madness. While the madness lasts, the target believes that their companions are doppelgangers preparing to do away with them. A character who uses magic (such as a *comprehend languages* spell) to inspect the writings makes the saving throw with advantage.

Scrying Circle. If a *darkness* spell is cast into the bronze circle on the floor, the caster gains the magical ability to see and hear into 1d4 rooms in the dungeon (except the White Tower or Level L of the Dark Tower) or to scry on one living creature with which they are familiar (as if with a *scrying* spell). Each effect lasts for 10 minutes. The circle can be activated 1d4 times every 24 hours. A character who makes a successful DC 20 Intelligence (Arcana) check recognizes the circle's purpose, as well as how to activate it. Activating the scrying circle alerts the lich Pnessutt (see area L-22) that there are invaders in the tower.

KEY TO LEVEL I (MAP 6)

AREA I-8 – COLD STORAGE

This room is very cold—so cold that the floor and walls are covered with ice.

This room is enchanted to be icy cold.

Floor. Because of the slippery ice that covers the floor, the chamber is considered difficult terrain. A creature that takes the Dash action in the chamber must make a DC 13 Dexterity saving throw. On a failure, the creature ends its movement and falls prone.

Deathly Cold. A living creature that spends more than 1 minute in the chamber takes 1 cold damage at the end of each of its turns, unless it is wearing clothes appropriate for cold weather. Skeletons or mummies that pursue characters here become brittle with cold, reducing their AC by 2, but are otherwise unaffected.

Ice-sealed Doors. The doors to areas I-9 and I-10 are sealed over with ice. The characters can force open the doors with a successful DC 22 Strength check or by chipping away the ice. The ice covering each door has AC 12, 20 hit points, immunity to cold, poison, and psychic damage, and vulnerability to fire damage.

***Wall of Ice* Trap.** Two rounds after a living creature enters the room, a 1-foot-thick *wall of ice* magically forms across the entrance to the stairway. The wall disappears after 10 minutes but may reappear if a living creature returns to the room.

AREA I-9 – STONE GOLEM

This chamber is a 60-foot square with a 25-foot-high ceiling. The inner 40-foot portion of the room is concealed by heavy curtains suspended from the ceiling.

Pulling aside the curtains reveals a 15-foot-tall statue of Set, similar to those the characters may have encountered elsewhere in the dungeon. This statue, however, is caged inside a pen of thin stone pillars that reach from floor to ceiling.

Statue of Set. The statue is a **stone golem**. If any light (mundane or magical) falls upon the golem, it animates and begins to attack the stone pillars. After 3 rounds, the pillars crumble. Once free of its stony prison, the golem attacks the party, focusing its assault on characters carrying light sources. The golem fights until destroyed.

Treasure. The golem's eyes are rubies (worth 1,000 gp each).

AREA I-10 – THE GIBBERING CHAMBER

This chamber smells of death. Face down on the smooth floor are three corpses in various stages of decay. The remnants of tattered curtains cover the east, west, and north walls.

The bodies are three long-dead humanoids. They carry no valuables. The curtains once bore decorative patterns, barely discernible in their current state. If touched, the curtains unravel into a tangle of rotting fabric.

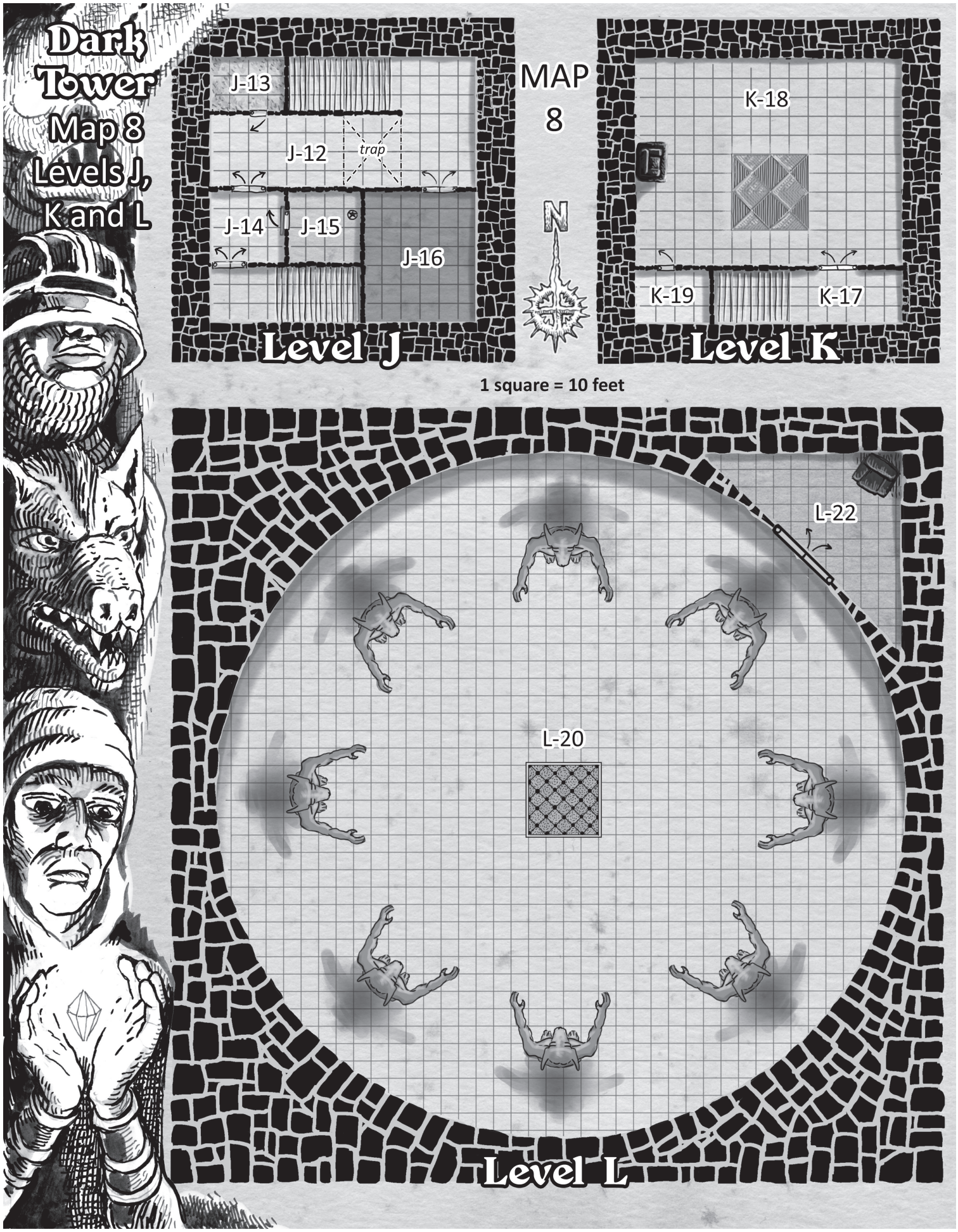
A Trick of Ears and Eyes. Shortly after entering the room, the characters hear a quiet gibbering that alternates between sobs and broken cackles. If the characters spend more than a minute in the room, they begin to catch glimpses of a dark, shambling shape at the corners of their vision. These effects are harmless, but it's impossible to determine if the sounds and sights are real or merely a trick of the senses.

AREA I-11 – SKELETONS!

This hallway is packed with ranks of skeletons with malevolent, green-glowing eyes. In unison, the skeletons draw blades from rotting scabbards and prepare for battle.

This hallway contains 100 skeletons. For game purposes, the undead legion is the equivalent of five **swarms of skeletons** (see appendix B). If the door from area I-9 is opened, the skeletons force their way out of the hall by the sheer weight of their numbers. The skeletons focus their attacks on the characters; those that can't reach the characters attack other creatures and objects on this level (such as the golem in area I-9, the curtains, pillars, or even the walls).

Stairs. A set of steps at the end of the hall lead up to area J-12.


Dark Tower
Map 8
Levels J, K and L
MAP 8
J-13
J-12
trap
J-14
J-15
J-16
Level J
N
K-18
K-19
K-17
Level K
1 square = 10 feet
L-22
L-20
Level L

KEY TO LEVEL J (MAP 8)

AREA J-12 – INSIDIOUS CROSSBOW TRAP

This is a featureless, 40-foot-wide hallway.

This hallway is trapped with an invisible bank of 40 light crossbows set into the west wall.

Invisible Crossbow Trap. Physically inspecting the west wall, or using magic such as *detect magic* or *see invisibility*, reveals the crossbows. There is a 15-foot-square pressure plate in the floor just west of the doors to area J-16, as indicated on the map. Locating the pressure plate requires a successful DC 20 Wisdom (Perception) check. Disabling the plate requires thieves' tools and a successful DC 20 Dexterity check. While the crossbows are invisible, attempts to disable the trap are made with disadvantage. Stepping on the pressure plate causes the crossbow bolts to fire (+6 to hit, 1d8 + 1 piercing damage). Each character in the front ranks (closest to the crossbows) is targeted by 1d4 + 1 bolts, while those in the second rank are targeted by 1d4 bolts. All other creatures in the hall are targeted by 1d2 bolts, unless they are prone (below the crossbows' firing arc) or flying or crawling on the ceiling (above the crossbows). Once triggered, the trap needs to be manually reset.

AREA J-13 – ROOM OF ASH

It appears that a fiery blast ripped through this 30-foot chamber. Anything this room once contained has been reduced to ankle-deep ash.

This room contains nothing but ash. If the ash is disturbed, it coalesces into a Medium, humanoid-shaped cloud. The eerie form waves its arms as if in warning, then swiftly dissipates.

AREA J-14 – TRAP SOUNDS

This 40-square-foot room is empty.

Although empty, this chamber bears a minor enchantment, placed here to befuddle intruders.

Audible Glamers. This room is enchanted with numerous audible *minor illusions*. Walking across the floor creates a variety of illusory sounds, such as trapdoors creaking open, crossbows firing, various indistinguishable clicks, stone weights sliding, ropes slipping through pulleys, etc. Touching or opening any of the doors generates similar effects. A character that uses an action to pinpoint the source of the sounds can make a DC 15 Intelligence (Investigation) check. On a success, the character determines the sounds are illusory.



AREA J-15 – MISLEADING MEDUSA

GM Note. The door to this cell is barred from the outside with a thick plank of wood. The plank can be removed easily. A character that examines the plank and makes a successful DC 15 Intelligence (Investigation) check determines that the bar is false and doesn't prevent the door from opening from the inside.

This small chamber appears to be a cell. Chained to the opposite wall is a female human. The woman's arms are raised above her head, each wrist bound to a manacle attached to a ring above her head. She faces the wall, her long blonde tresses tumbling over her shoulders. Standing to her left is a stone statue depicting a humanoid wearing robes.

All is not as it seems in this "cell." The statue is animated, and an illusion conceals the true nature of the apparent prisoner.

Statue. The statue is an **animated stone statue** (see appendix B), but it uses its False Appearance trait to appear as a mundane statue. It is carved in the likeness of an unarmed spellcaster. If the characters approach within 5 feet of the prisoner, the statue animates and attacks. It fights until destroyed.

Prisoner. During the fight with the statue, the female prisoner pleas for aid. An illusion covers her hair, concealing its

true form. From a distance, detecting the illusion requires a successful DC 17 Intelligence (Investigation) check. Turning the woman so that her face is visible causes the illusion to fade, revealing her as a **medusa**! With a quick tug, she pulls her hands free from their bonds and attacks.

Treasure. A successful DC 13 Wisdom (Perception) check reveals the pouch on the statue's belt is not stone, but gray fabric. Inside the pouch are two *spell scrolls* of *greater restoration*.

AREA J-16 – A COLD WIND

As you open the door, you are buffeted by a blast of frigid air. The room beyond the door is filled with inky blackness. Tendrils of cold dance along your body in an unnerving fashion.

The cold sensation characters feel emanating from the room is actually a magical gas that rusts armor and weapons.

Rusting Gas. The gas begins to take effect after 1 round. Before that time, the characters can notice its effect with a successful DC 12 Wisdom (Perception) check. The gas affects characters standing in the room or within 10 feet of the open doors. The gas loses its potency after 10 minutes or once a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Nonmagical metal armor or a metal shield exposed to the gas for more than 1 round takes a permanent and cumulative -1 penalty to the AC it offers for every round it is exposed. Armor reduced to an AC of 10, or a shield that drops to a +0 bonus is destroyed. A nonmagical weapon made of metal exposed to the gas takes a permanent and cumulative -1 penalty to damage rolls each round. If its penalty drops to -5, the weapon is destroyed. Magic armor and weapons are also affected by the rusting gas. However, the rusting effects are delayed for a number of rounds based on the item's rarity (by 1 round for common items, 2 rounds for uncommon items, 4 rounds for rare items, 8 rounds for very rare items, and 16 rounds for legendary items).

KEY TO LEVEL K (MAP 8)

AREA K-17 – DOORS OF DARKNESS

At the top of the steps lies a plain antechamber. A pair of doors set into the north wall of the landing appear to be made of some transparent, colorless material.

Doors. If touched by a cleric of Set, the doors remain transparent and silently swing into area K-18.

If touched by a cleric of Mitra, two *glyphs of warding* set by the lich Pnessutt explode. There is one glyph on each door, each of which requires a successful DC 20 Intelligence (Investigation) check to discover. Speaking the glyph's passphrase (as recorded on the stone tablet in area E-19) allows the characters to open a door without triggering its glyph. Speaking "*Crepitas Adure Unus"* deactivates the right-hand glyph, while the left-hand glyph is deactivated with "*Crepitas Adure Duo.*" If triggered, each creature within 20 feet of a glyph must make a DC 20 Dexterity saving throw, taking 49 (11d6) fire damage on a failed save, or half as much damage on a successful one.

If touched by any other living creature, the doors swiftly become cloudy and then black. Two pairs of giant, insect-like eyes appear on the doors and seem to stare out of the blackness at any creatures present. Characters who make a successful DC 14 Wisdom (Perception) check hear a low chuckle as the eyes observe them. The eyes then fade away, but the doors remain dark and become warded with an *arcane lock* spell. The characters can force open the doors with a successful DC 25 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 15.

Developments. The eyes are those of Manahath, a Chosen Son of Set who guards the lich, Pnessutt. His chuckling alerts Konah the Dissenter in area K-18.

AREA K-18 – THE AUDIENCE HALL OF KONAH THE DISSENTER

This room is constructed of dense black stone carved with bas reliefs of horrid, half-reptilian creatures painted with queerly glowing colors. The light here is violet and eerie. Colors glow oddly, while whites luminesce to an unworldly hue. Set into the floor with decorative tile is a square, 40 feet on a side, of geometric patterns. The colors of the tiles glow in the strange illumination that pervades the room.

Sitting on a throne at the east end of the room is a 9-foot-tall, bat-winged creature. An ornate halberd rests across his lap. As his eyes land on you, his stoic expression softens slightly to reveal an evil leer.

This is the throne room of a powerful ally of Set, who serves as the high priest of the lich Pnessutt and guardian of the route to Level L. The horrid images on the walls depict a dizzying array of half-reptile abominations, some humanoid and others more snake-like, performing a litany of atrocities on helpless victims.

Konah. The creature sitting on the throne is **Konah the Dissenter, Lesser Son of Set** (see appendix C). Konah prefers to hang back and have his allies engage the characters. While his invisible skeletal guards attack (see below), he summons **minions of Set**, then casts *conjure animals* to summon two


KENNON

giant constrictor snakes. He then unleashes a barrage of offensive area of effect spells, such as *enervating ray*, *cone of cold*, *blight*, *cloudkill*, or *lightning bolt*. Before wading into melee with his magic halberd, he casts *mirror image*. He fights to the bitter end for the glory of Set.

Invisible Guards. Divided equally to the right and left of Konah are 10 animated invisible **skeletal warriors** (see appendix B) wielding halberds. The skeletal warriors attack as soon as the characters enter the room. They are under orders to keep enemies at bay (using the reach of their halberds) while their master hangs back to cast spells.

Tiled Area. If any of Konah's blood falls upon this tiled area during the battle, it glows brightly with a warm red light. This tiled area is the only means of getting to Level L of the Dark Tower. The characters may have already discovered the proper instructions in area 3-22A, and similar instructions are written on an old scroll hidden in area K-19. Liberally translated, the inscription instructs the reader to paint with Konah's blood a pair of intersecting lines from corner to corner in the tiled area. Once drawn, the lines glow bright red. Moments later, the light flows into the rest of the tiles, opening a *teleportation circle* that links this chamber with the demiplane where the evil lich Pnessutt dwells (area L-20).

AREA K-19 – TREASURE VAULT OF KONAH THE DISSENTER

This room appears to be empty.

Although this 30 foot by 40 foot room appears empty, it conceals Konah's treasure. The room itself is also a cunning magical trap.

Trapped Room. If the door to this vault is closed, any creatures inside are instantly transported to a tiny demiplane and trapped in a hedged prison form of an *imprisonment* spell. Opening the door to area K-18 ends this effect. Eventually, either agents of Set of allies of Mitra should open the door and release the characters at the GMs discretion.

Treasure. Against the south wall is an invisible chest containing 2,000 ep, 22 matching zircons (worth 100 gp each), and a single tourmaline (worth 500 gp). Also in the chest is a leather scroll tube containing a fragile parchment, upon which a verse is written (see **player handout 17**).

The verse is a clue about how to activate the teleportation gate in area K-18. The verse is written in an extremely obscure language and requires a successful DC 25 Intelligence (History) check or a *comprehend languages* spell to decipher. The inscription (which is identical to the one in area 3-22A) reads as follows:

"SERPENT SON'S BLOOD, IN AGONY LOST, PASSING OF GODLING THE PALETTE FILLS, SHAPED IN FINE LINE, THE QUADRANGLE CROSSED, TRESPASSER RISE AND MEET THY WEIRD."

KEY TO LEVEL L (MAP 9)

AREA L-20 – THE GRAND HALL OF PNESSUTT

GM Note. The only way to access this location is via the *teleportation circle* in area K-18. This chamber (as well as areas L-21 and L-22) are not on the Material Plane. Rather, it floats about 1 mile above an upper layer of Hades. Any attempt to reach this hall via physical means fails; at best, a character attempting to do so finds themselves in a 50-square-foot, pyramid-shaped room that is completely empty (as described in the "Escaping the Dark Tower" sidebar).

With a stomach-churning lurch, you appear in a 360-foot-diameter domed hall lit by unseen sources. The floor is pure black marble, seamless except for the 20-square-foot tiled area of decorative geometric patterns upon which you stand. Eight green stone statues of the jackal-headed god Set support the ceiling 60 feet overhead.

This is the antechamber to the Pnessutt's audience chamber (area L-22). Several *continual flame* spells on the ceiling illuminate the room.

Statues. The eyes of the statues appear to follow any intruders in the room. This is but a harmless, optical illusion. The southern statue holds the imprisoned form of Manahath, a Chosen Son of Set (see area L-21).

Double Doors. Set into the room's northeast arc is a pair of massive double doors carved from green stone. Written on the doors in Abyssal is the following passage (see **player handout 18**):

"Here Reigns Pnessutt, Scion of Evil, Prince of Dark Deeds, in Death Yet Living"

The doors have no keyhole and are warded with an *arcane lock* spell. Forcing open the doors requires a successful DC 30 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces the DC to 20.

AREA L-21 – MANAHATH THE CHOSEN

Once a character steps off the tiled area, continue with the following:

Dust falls from the ceiling as a low rumbling reverberates off the walls. Suddenly the torso of the southernmost statue bursts into a thousand stony shards. Out of the statue crawls an abomina-



tion with the lower body of a gigantic snake and the torso of an enormous, male human with four muscular arms. The infernal atrocity has twin dragon heads, multifaceted insectoid eyes, and monstrous bat wings. It leaps to the floor with a guttural roar!

The twisted monstrosity is **Manahath**, one of the four **Chosen Sons of Set** (see appendix C). His father, the god Set, imprisoned Manahath in the statue and bound him to protect the lich Pnessutt with his life. Since Manahath is not interested in dying, his first actions are to summon **minions of Set** (see appendix B), a **Lesser Son of Set, Vrednii** (see appendix C), and 24 **giant poisonous snakes** (using a legendary action to cast *conjure animals*). As his allies engage the characters in melee, Manahath conjures a *wall of force* between himself and the party. Manahath is not given to subtlety and attempts to destroy intruders as swiftly and violently as he can. He casts offensive spells—such as *ice storm, lightning bolt,* and *fireball*—over the *wall of force*. If melee is unavoidable, he casts *poison touch* (see appendix D), *inflict wounds* (using a higher spell slot to increase the damage), and *bestow curse*. So long as Pnessutt has not been destroyed, Manahath is compelled to fight to the death.

Treasure. If Manahath is destroyed, each of his four eyes becomes a massive, multifaceted ruby (worth 10,000 gp each).

Developments. If the characters defeat the lich Pnessutt, Manahath is granted freedom and immediately disappears, teleporting to the side of his father, Set.

AREA L-22 – THE AUDIENCE CHAMBER OF PNESSUTT

This is a triangular room with a black marble floor. The ceiling is flat and rises 20 feet overhead. Sitting in a stone throne opposite the door is the desiccated skeletal form of a male humanoid wearing tattered robes. Six unarmored skeletons, three on each side of the throne, stand ready with spears. Scattered about the floor are piles of coins, gleaming gems, and jeweled objects.

The lich Pnessutt—the master of the Dark Tower, a former high priest of Set, and staunch ally of the evil god—resides in this chamber.

Pnessutt. Sitting atop the throne is **Pnessutt** (see appendix C), a former high priest of Set granted the gift of undeath by his dark master. The crazed, undead priest begins by taunting the characters, claiming he has observed their progress through his stronghold. He is fond of pointing out their specific failures and missteps. Continue this exchange for as long as you desire, but eventually Pnessutt grows tired of banter and attacks. He begins combat by summoning a **Lesser Son of Set** (see Balaar the Shaker below) and then unleashes his spells. These spells could include *blade barrier*,

flame strike, *conjure elemental* (to summon an **earth elemental**), or even *earthquake*. If forced into melee, he uses *contagion*, *harm*, and *hold person*.

Lair Actions. On initiative count 20 (losing initiative ties), Pnessutt can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row:

- Pnessutt rolls a 1d8 and regains a spell slot of that level or lower. If he has no spent spell slots of that level or lower, nothing happens.
- The walls of the chamber release a cacophony of twisted, sinister lion roars, mocking Mitra and his followers. Each living creature in the chamber must make a DC 18 Wisdom saving throw. On a failure, the creature takes 22 (4d10) thunder damage, is deafened for 1 minute, and is knocked prone. On a success, the target takes half as much damage, is deafened until the end of its next turn, and isn't knocked prone.
- Pnessutt summons a swarm of spectral serpents in a 20-foot-radius sphere centered on a point he can see within 120 feet of him. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, the target takes 13 (3d8) psychic damage and 13 (3d8) poison damage. On a success, the target takes only the psychic damage. Pnessutt regains hit points equal to half the total poison damage inflicted. The spectral serpents then disappear.

Balaar the Shaker. Pnessutt's first action is to summon a Lesser Son of Set. **Balaar the Shaker** (see appendix C) responds to this summons. She is an enormous snake with a female human torso and a crocodilian head. She begins by summoning a host of **minions of Set** (see appendix B) and then recklessly tosses *fireballs* and *lightning bolts*. In melee, she grapples a martial character using her Constrict action and pummels them with slam attacks. Her loyalty to Set and Pnessutt is unwavering; she fights until destroyed or banished.

Skeletal Guards. Pnessutt has a special guard of six skeletons, each inscribed with a *glyph of warding* on its skull. Noticing the glyphs requires a successful DC 20 Intelligence (Investigation) check. Treat these guards as **skeletons** with the following changes:

- They have AC 12.
- They are immune to effects that turn undead.
- Dealing damage to a skeleton triggers the *glyph of warding* marked on its skull. Each creature within 20 feet of the skeleton when its glyph explodes (including the skeleton), takes 36 (8d8) lightning damage, or half as much damage with a successful DC 20 Dexterity saving throw.
- The skeletons are armed with spears, which they wield with two hands (+2 to hit, 1d8 piercing damage). A skeleton that hits a target with its spear triggers its *glyph of warding*, as described above.

Escaping the Dark Tower

Returning to the Material Plane—and to the Dark Tower in particular—can be accomplished by the following methods:

- Casting a *gate* spell, naming Mitra as the summoned being.
- If the characters spread Pnessutt's bones on the tiled area in area L-20, the tiles glow faintly green. Any creature that steps on the glowing tiles is immediately whisked away to the Material Plane. The creature arrives in the area of Set's Tower directly over Level K. The room is 50-feet square, and the walls slope to a pyramid point 25 feet above the center of the room. There is a 10-square-foot trapdoor in the center of the floor. Locating the trapdoor requires a successful DC 20 Wisdom (Perception) check. This trapdoor leads down into area K-18 but can't be accessed (or even detected) from that side.
- Extradimensional travel, such as a *plane shift* spell.

Treasure. Scattered about the room in various piles are the following:

- 5,000 cp
- 5,000 sp
- 3,000 ep
- 3,000 gp
- 2,000 pp
- 30 gems (alexandrite, aquamarines, peridots and topazes) of various cuts and compositions (worth 500 gp each)
- 3 gold rings (worth 500 gp, 800 gp, and 1,100 gp)
- A platinum bracelet set with rubies (worth 4,500 gp)
- An electrum ewer (worth 450 gp)
- A jade statuette of a dryad (worth 2,600 gp)
- A gold coffer set with ivory (worth 800 gp) holding a silver necklace (worth 300 gp), a silver circlet set with emeralds (1,750 gp), and an invisible cymophane gemstone (worth 50,000 gp; the gem also functions as Pnessutt's phylactery)
- A small gold idol of an elephant (worth 700 gp)

- A bronze crown set with sapphires and rubies (worth 1,700 gp)
- A gold tablet inscribed with a poem (worth 800 gp)
- A *dragon slayer longsword*
- A *potion of treasure finding* (see appendix D)
- A *spell scroll* of *gate*

Pnessutt's Phylactery. The invisible cymophane (a yellow-green cat's eye gemstone) is Pnessutt's phylactery. Finding the invisible gem in the coffer (without resorting to magic) requires a successful DC 20 Intelligence (Investigation) check. The gemstone has AC 19, 5 hit points, and is immune to all damage except damage dealt by evil creatures. The characters may need to make a dark bargain with the forces of evil to destroy Pnessutt's phylactery.

Developments. If the characters defeat Pnessutt, the skeletons crumble to dust. If Manahath is still alive, he departs via teleportation, unless he believes he could easily defeat the characters.

CONCLUDING THE ADVENTURE

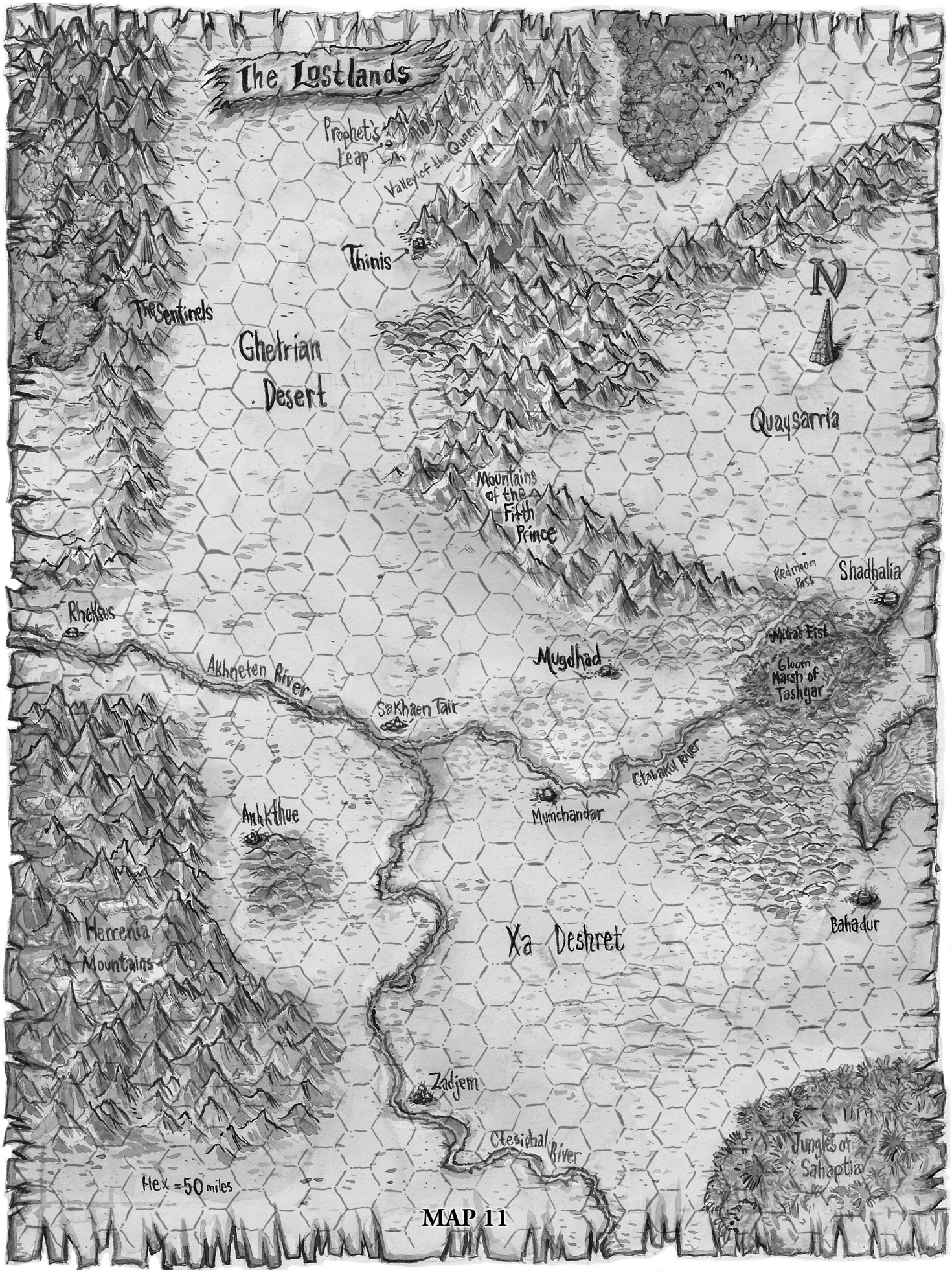
If the characters defeat Pnessutt and destroy his phylactery, all undead creatures in the dungeon discorporate. Other monsters in the Dark Tower either die or become inanimate (if a construct). All persons whose lives have been unnaturally prolonged by the presence of the Dark Tower begin to age at the rate of 10 years every 10 minutes. An NPC can avoid this fate by drinking a *potion of longevity* while targeted by a *lesser restoration* spell.

The dungeon itself is wracked with earth tremors and begins to collapse 2 hours after the lich's defeat, starting with the fourth level and working upwards at a rate of one level per hour. Thus, the entire complex collapses in 6 hours. Only the two towers remain standing, their tops poking out above the ruined countryside.

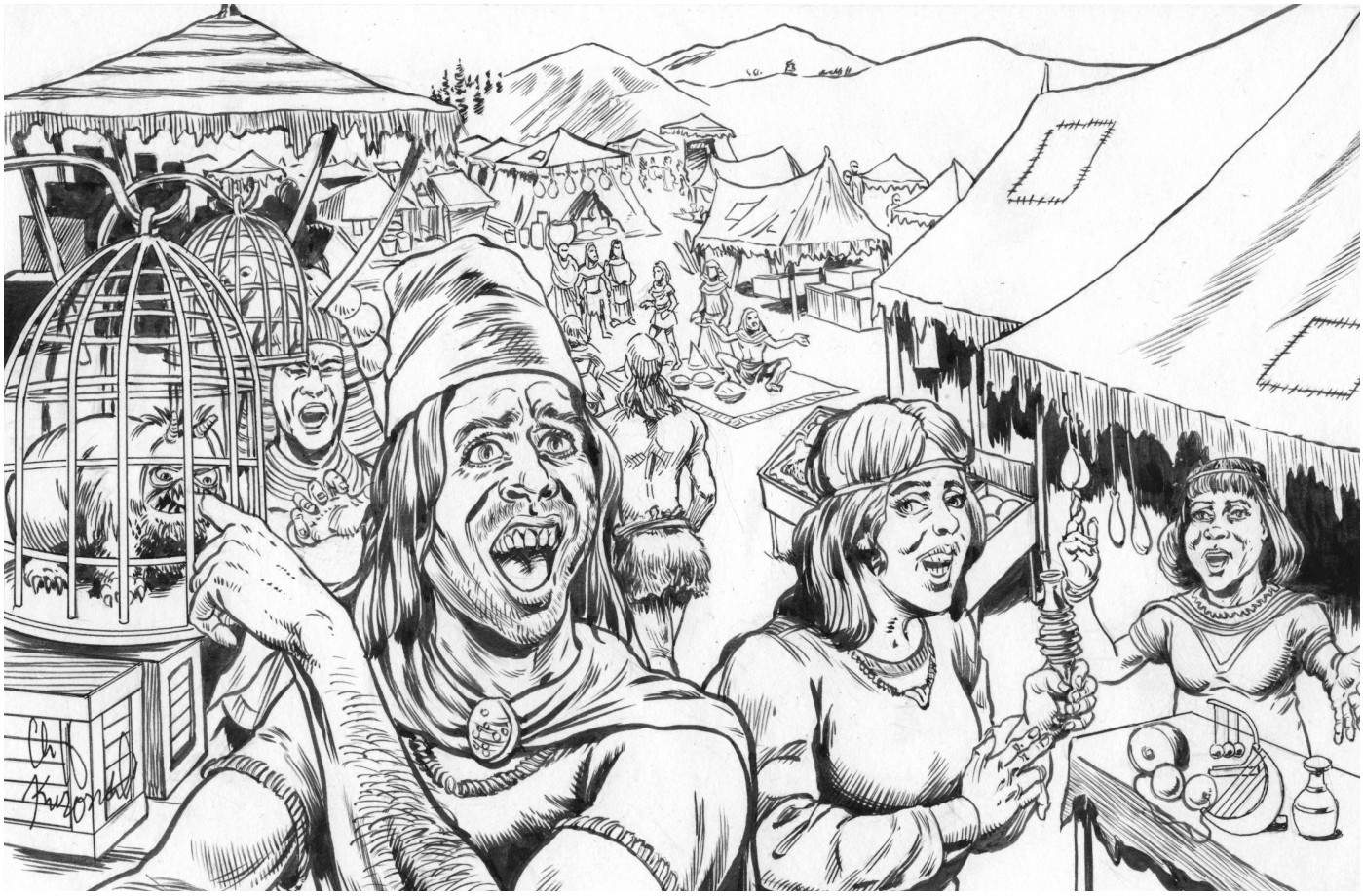
The only way out of the Dark Tower once the dungeon collapses is through the use of powerful magic.

The End! Or is it? Considering the history of the dungeon, it's not long before the digging starts again…




The Lostlands
Prophet's Leap
Valley of the Queen
Thinis
The Sentinels
Ghetrian Desert
N
Quaysarria
Mountains of the Fifth Prince
Redmoon Pass
Shadhalia
Rhekkus
Mitra's Fist
Akhneten River
Mugdhad
Gloom Marsh of Tashgar
Sakhaen Tair
Ctabaku River
Mumchandar
Ankthue
Herrenia Mountains
Xa Deshret
Bahadur
Zadjem
Ctesichal River
Jungles of Sathaptia
Hex = 50 miles

MAP 11



DARK TOWER

CHAPTER 9: THE LOSTLANDS

Once a cradle of civilization, the scattered realms that comprise the Lostlands are but shadows of the mighty empire that brought them to life. Although the Sphinx Emperors have been gone for eons, their legacy lives on—virtually all the tribes and nations in this desolate region remain connected to the past in some manner or another. Travelers from the North find journeying to the Lostlands akin to stepping through a portal in time—the majestic buildings in these exotic lands are centuries old, the poetry and paintings are products of artists long deceased, and the laws and traditions, to be charitable, are barbaric and primitive. While the rest of the world has moved on to the Age of Man, the primal and savage Lostlands have not.

Map 11 depicts the Lostlands Region.

QUAYSARRIA

Better known as the Bazaar of Quaysarria, this traveling nation is perhaps the best-known kingdom of the Lostlands. While this is due primarily to the fact that the merchant kingdom is the most welcoming (and least dangerous) of all the nations of the Lostlands, its location is also a factor. Located in the "no-man's land" between the Ghetrian Desert and the

Vermilion Steppes, the ever-changing borders of Quaysarria fall squarely between the Northlands and the Lostlands. As such, it is fairly accessible to travelers, unlike the rest of the region. This accessibility makes the nation one of the few reliable sources of information the rest of the world has about the Lostlands.

The kingdom is only a nation in the loosest sense of the word. Quaysarria proper consists of a handful of the northernmost cities of the Old Khonsurian Empire, now ruled by humans and united by the famous traveling Bazaar of Quaysarria, which wanders throughout the steppes and the deserts of the region. The cities act as rest stops for the bazaar, or places where the bazaar seeks refuge when it finds itself under attack.

Quaysarria is ruled by the Emir Sha Abbas, who travels with the bazaar and rarely visits the nation's official capital of Shadhalia. Never without a smile, the Emir is a fabulously successful merchant with an iron will and nerves of steel. Few rulers could negotiate trade terms with both the Gorhgijesk and Djeser al-Maqqara, and fewer still could profit from such deals. Many of these negotiations include non-aggression treaties, making Quaysarria a safe haven (apart from the occasional attack by a rogue Vermilion Tribe) for dozens of nations across the Lostlands and the Northlands. It is not uncommon for warring kings and queens from faraway lands to make peace under one of the traveling Bazaar's pavilions.

The Bazaar is a place where nearly anything in the known world can be bought or sold. The few exceptions are slaves and black magic—not because the Emir objects to either practice but because the slavers of Djeser al-Maqqara and the halflings of Gadjarria already control the markets on such trade. Much of the Bazaar's success is due to the variety of merchants that travel countless miles to reach it, particularly during the Seven Days of Gold. In addition, the Emir Sha Abbas often dispatches his own agents to search for new goods to buy or sell. This provides the Bazaar yet another valuable commodity: information. A well-known Quaysarrian proverb states, "If someone in the world whispers a secret, someone in Quaysarria hears it."

XA DESHRET

From the ashes of the fallen Khonsurian Empire came the land of Xa Deshret, the Waiting Kingdom. Built by the slaves of the Sphinx Empire, the ruined cities of Xa Deshret are still home to the descendants of the Empire's most loyal servants: the nalvor. Even as the deadly sands of the Ghetrian Desert encroach upon this desolate region, the nalvor maintain the ancient cities exactly as their Sphinx masters left them. Xa Deshret has little interest in the rest of the world. Apart from the infrequent merchant caravans sent north for supplies, the nation has relatively little contact with outsiders, including the other kingdoms of the Lostlands.

The nalvor are a quiet, patient people, content to exist in isolation. However, this does not mean that they are gentle, as many would-be invaders have learned over the centuries. The nalvor consider themselves merely the caretakers of the Empire, always awaiting the return of their Sphinx masters. Anything that could threaten the Empire—or the return of the Sphinxes—is a threat to be dealt with swiftly and without mercy. The nalvor were once the most feared foot soldiers of the Armies of the Sphinx; their descendants are equally skilled with both bow and blade, and equally as ruthless on the battlefield.

Xa Deshret is ruled by a democratically elected Senate, consisting of one hundred members elected from the various communities of the desert nation. These elections occur every three years, on the eve of the Thirdstar festival. Whenever a new Senate is elected, its members choose a new steward, who serves as the acting regent of Xa Deshret in the absence of the Sphinx Emperors. The Senate—under the guidance of its Steward—enacts and enforces all the kingdom's laws and functions, from the trivial to the most important.

Despite this power, the specter of the old Sphinx Emperors looms over the Senate. Before the senators commit to any decision, they must first determine if their decision would be acceptable to their former masters. This requires poring through the texts of the Libraries of Zadjem for precedents and interpretations of centuries-old law, a time-consuming task that can bring all progress in the nation to a standstill. For the past several centuries, the nalvor have united around a single, unyielding belief: that the departed Sphinx Emperors will soon return, allowing the Khonsurian Empire to regain its former glory. This obstinate belief has led the nalvor to preserve Xa Deshret as it once was, rather than moving on and leading their nation into the present. The nalvor's collective refusal to believe that their masters would ever desert them is due in large part to a prophecy known as the Shadhalian Codex, which speaks cryptically of a "return of ancient kings."

The three main castes in Xa Deshret—the Hand, the Fist, and the Word—are remnants of the slave era of the nalvor. The Hand, which represents the majority of Xa Deshret's populace, are the workers. Members of the Hand tend the farmlands, work the mines, and perform the more grueling physical tasks that are the lifeblood of Xa Deshret, just as their ancestors once did.

The Fist are the warriors of Xa Deshret. Although not large in number, the Fist is ruthlessly efficient and has been known to defeat armies many times its size. Perhaps the most unusual aspect of these warriors is that they have no conventional generals or leaders—the warrior caste is instead trained to obey the rules of war taught in a famous Khonsurian text, *Seven Songs of Blood and Honor*. Warriors fight in tight groups called tyraks, which are trained to react to events on the

battlefield as one. Members of the Fist caste never retreat or surrender, making them a difficult foe to defeat in combat.

The Word are the scholars, merchants, and learned artisans of Xa Deshret. The leaders of the Word caste usually serve as members of the Senate. The Word are easily identified by their azure silk robes. Apart from accompanying merchant caravans to foreign lands, they almost never leave the confines of their cities.

CITIES

ANHKTHUE (SMALL TOWN, POP. 1,122)

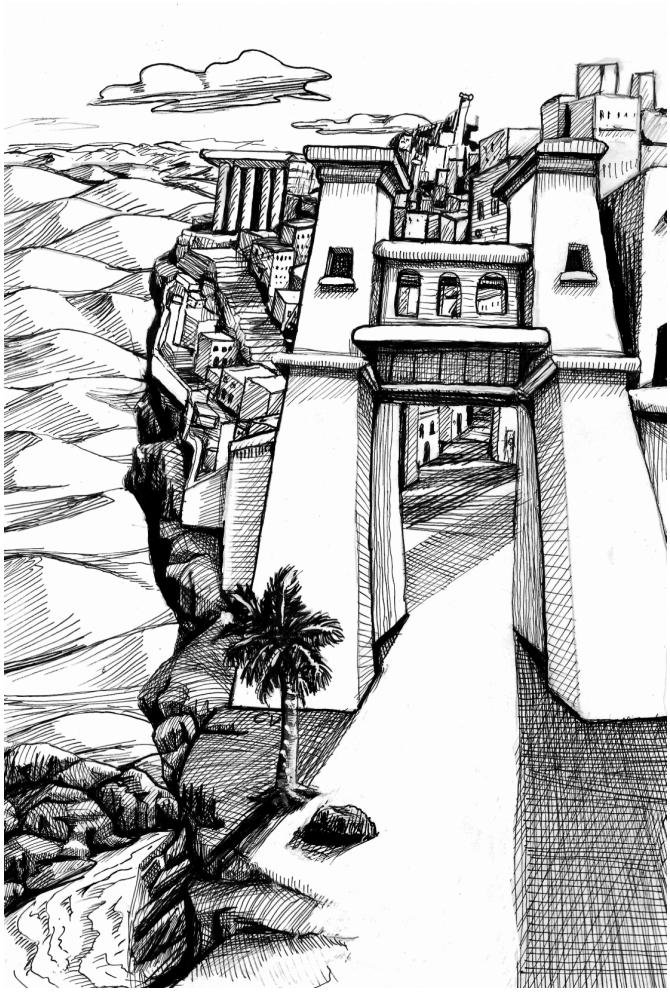
The small town of Anhkthue is located in the Sektep region of the Ghetrian Desert, east of the Herrenia Mountains and west of the Ctesiphal River. Situated atop a mesa and surrounded by a 20-foot-tall stone wall, the city is highly defensible. There is but one route to the town, and only two gates, although the underbelly of society knows several secret ways beneath the town's walls via the natural caverns that honeycomb the mesa. What dangers lurk in those forsaken passages is only speculated. The town's position atop the mesa grants Anhkthue a commanding view of the surrounding windswept dunes.

Anhkthue thrives on trade, sitting along the route from Rheksus to the north and Zadjem to the south. The city boasts a bustling market quarter, with open-air stalls that sprawl for several city blocks, as well as a high proportion of inns and other facilities for caravans. The markets are renowned for an array of local foodstuffs—including handheld minced-meat pies and succulent cactus berries—and fine steeds. Impressive herds of hardy horses roam the hills south of Anhkthue. These wild horses are captured and broken by a guild of experienced handlers and then transported for sale in distant markets.

BAHADUR (SMALL TOWN, POP. 2,890)

Once a mighty military outpost of the Khonsurian Empire, Bahadur now consists of a handful of grain mills and smithies, nearly all of which are dedicated to supporting the local wandering tribes of the Gadjarria. Most of the stone buildings of the old city have been torn down to reinforce the walls surrounding it. When the united tribes convene during the summer months, they often pitch their tents in these clearings, rather than squat in the town's few remaining abandoned buildings.

The only structure of significance in Bahadur is an abandoned fortress with black marble walls nearly fifty feet tall. Though no one has set foot in the fortress for nearly a thousand years, its gates remain locked and fires still burn brightly inside. The old Khonsurian histories speak of the Black Fortress of



Necherophet, where the Pharaoh Senakhet was murdered by his usurper brother Novurath. The ghost of the slain pharaoh is said to endlessly walk the corridors of the Black Fortress in search of vengeance. Though there is no proof in the written histories, the Black Fortress of Necherophet and the abandoned fortress at Bahadur are thought to be one and the same.

MUGDHAD (SMALL TOWN, POP. 3,113)

The remote town of Mugdhad lies near the southeastern extent of the Ghetrian Desert, huddled below a series of hills that eventually rise into the Mountains of the Fifth Prince to the north. The settlement grew up around an oasis during the Khonsurian Empire's height and supported shadowstone mines in the nearby mountains. Though those mines have long since been abandoned, occasionally small quantities of the rare metal make their way here via intrepid (some say foolish) prospectors.

In the centuries since Khonsuria's fall, the once-bustling community has shrunk from nearly 8,000 souls to its current population of just over 3,000. Today, the town's most sought-after commodity is hulwah, a sweet-smelling salve made from fermented fruit and insect larva. The community also

produces quantities of millet, copper ore, and a modest selection of manufactured goods.

For most of the last half-century, Mugdhad was governed by Tharikadh, an ireful human despot and secret devotee of Ankharet, the cursed Sphinx Queen who once ruled Khonsuria. Tharikadh controlled all aspects of life in the town, supported by his squads of brutish thugs. A year ago, Skabhet, a charismatic half-elf, arrived and usurped control of the town with the help of Set cultists. Skabhet, in truth, is a monstrous Son of Set, bent on extending the evil god's influence across the Ghetrian Desert and Xa Deshret.

MUMCHANDAR (SMALL TOWN, POP. 2,660)

Another remote town, Mumchandar is located on the south bank of the mighty Ctabakul River. A popular trade stop from points west (Sakhaen Tair), north (Redmoon Pass) and south (Zadjem), caravans and fishing drive the economy of this cosmopolitan settlement. Numerous inns and taverns support the former while plentiful, sluggish, bottom-dwelling fish from the river drive the latter. Local fishermen have perfected the craft of trap construction and deployment to increase catch efficiency. The fish grow to large size and have a surprisingly mild-flavored flesh that takes to salting or smoking.

It's no surprise that bustling, open-air markets have sprung up throughout the city, and more than one caravan master has sold their entire stock here before reaching their final destination. The profits of such deals are often frittered away in the seedy parts of town instead of lining the caravan master's pockets.

PROPHET'S LEAP (HAMLET, POP. 26)

The settlement called Prophet's Leap seems to be little more than a temporary arrangement of merchant's tents, traveler's bedrolls, and a few dusty shacks, but it has been in existence for several centuries. Some of the tents have been pitched here for decades, serving the needs of those who seek counsel from Khubsheth the Prophet, as well as those bent on exploring the mysterious Barren Hills that lie between the mountains and the Great Desert. Other tents serve the needs of the bandit tribes who occasionally emerge from the hills to sell their brutally acquired wares.

Though there is no accepted authority here—no mayor or council of elders—all who dwell here heed the rare pronouncements of the Sphinx Prophet, and most at least pay lip service to the advice of the lesser prophets who periodically wander out of the Barren Hills. Most matters in the town are handled by those personally involved, either through negotiation, violence, or bribery. The occasional affair affecting several people or the town as a whole is taken to the nearest available prophet for adjudication, though interpretation of the prophet's words can become a problem all its own. The bandits who rove the Barren Hills regard Prophet's Leap as neutral ground. Consequently, they deal harshly with any outsider who attempts to assert control over the settlement.

The town's name comes from the rock in the center of Prophet's Leap. A minor artifact appearing as an ordinary boulder protruding from the dry ground, the Stepstone has two human footprints imprinted at the top, as though someone had softened the stone and then leapt from the rock. The residents of the town claim that centuries ago, a wise man and his followers came to speak with Khubsheth. After several days of consultation, the wise man was seized with the gift of prophecy and became the first of the Barren Hills prophets. This wise man spent many days prophesying from atop the Stepstone, before leaping from it directly into the heavens. As the inquisitive crowd stared upward, a passing merchant, noticing the throng of potential customers, quickly set up his tent and began selling things to them. This was the beginning of Prophet's Leap.

The population of Prophet's Leap rarely grows beyond 100, unless several caravans stop here at the same time. Usually, there are only 20 or so people here: a few pilgrims waiting to see Khubsheth, a traveler or two stocking up before venturing into the hills, or the occasional scholar engrossed in studying the borders of the Barren Hills.

RHEKSUS (SMALL CITY, POP. 16,745)

Further down the Akhneten River is the city of Rheksus, located at the feet of the peaks of The Sentinels. Rheksus is home to many silver and copper mines, which worm their way deep below the mountains. It also serves as a hub of Xa Deshret's trade routes, with an impressive port that links the Lostlands and the civilized world.

Because there are few nalvor miners to work the old Khonsurian mines, the hills surrounding the city are rife with bandits and thieves seeking to exploit the available riches. Many of these bandits are drow and derro from the Devil's Cauldron. The imperial roads outside of Rheksus are extremely dangerous, making passage by boat the only safe way in and out of the city.

SHADHALIA (LARGE TOWN, POP. 7,220)

A veritable ghost town for much of the year, this river city comes to life at the start of spring, when its swollen banks host a festival known as the Seven Days of Gold. During this time, merchants and ships from around the world come to Shadhalia, bringing their goods with them. The seven-day

festival is perhaps the largest market in the world, where goods from every corner are freely bought and sold. Anyone may participate in the festival, but foreign merchants must pay a sizable tax to enter the city, making Shadhalia handsomely rich for seven days. Besides merchants, the festival also attracts plenty of rogues and pirates, who lurk outside the city…and often sell the ill-gotten goods they steal from luckless merchants back to the Emir for a finder's fee.

SAKHAEN TAIR (LARGE CITY, POP. 31,520)

The capital city of Sakhaen Tair is built near a vast canyon called Nhalo's Scythe, through which the mighty Akhneten River flows. An ingenious system of mystical aqueducts diverts sections of the river upward into the city, providing both it and the surrounding farmlands with plentiful water.

Orkhon II is steward of Xa Deshret and has ruled it well for nearly three decades, protecting the remains of the Sphinx Empire from the savagery of the Vermilion Tribes and the ever-growing menace of Gorhgijesk and Rhaz al-Khali. While he respects the old ways of the nalvor, privately Orkhon does not believe that the Sphinx Emperors will ever return to his homeland. With the dwindling of Xa Deshret's resources—and the growing interest of foreign traders in his kingdom—Orkhon struggles to move Xa Deshret into a position of strength in the world. He is a savvy and intelligent politician, but he knows that to push a position of progress too hard may risk civil war.

Sakhaen Tair is home to several tombs of the ancient Sphinx Emperors. Twelve gilded pyramids ring the city's perimeter. These pyramids, commonly known as the First Twelve, are the final resting places of all the Khonsurian Emperors of the First Dynasty. Although looted centuries ago by daring bandits, the remains of the Emperors still rest within the pyramids. Some say that the Emperors never truly died, but instead exist in undead torment. They wander restlessly between the pyramids, searching for peace in the underground catacombs that connect their tombs…

ZADJEM (SMALL CITY, POP. 6,844)

Oldest of the cities of Xa Deshret, Zadjem is located near the oases of Sheshat-Semet. It hosts the legendary Imperial Libraries of Khonsuria, which are reputed to contain the rarest and oldest books in the world, including some dating back to the Age of Dragons. Scholars and sages from the farthest reaches of the world make pilgrimages to Zadjem in search of the Libraries and the forgotten secrets within their walls. It is unknown if these pilgrims ever find what they seek, though—the Libraries are reportedly guarded by a mysterious iron creature known only as the Keeper, and those who enter the ancient building never come out again.

In addition to the Libraries, Zadjem is known for its production of exotic spices and herbs. These spices, which are said to possess strange magical properties, are much sought after in the high courts of the Northlands. Some are also reputed to be highly addictive, and trade in them has in recent times refilled the coffers of Xa Deshret with gold.

GEOGRAPHIC FEATURES

AKHNETEN RIVER

This majestic river serves as the gateway to the Lostlands. Extending almost two thousand miles to the Warriors' Gate, the Akhneten is formed when the Twins combine south of Sakhaen Tair. Both deep and wide, even the largest ocean-faring merchant ship can navigate the river well past Rheksus, making it a lifeline between the Lostlands and the rest of the world.

CTESIPHAL RIVER

The muddy, sluggish Ctesiphal River is one of the Twins, a pair of rivers that cut through the Ghetrian Desert. Its origins lie deep in the Jungles of Sahaptia at a natural lake called the Ukhorvus Nuur. Every spring, the Twins flood, depositing nutrient-rich sediment along both rivers and creating a strip of fertile farmland for the small communities that eke out an existence along the rivers' banks.

CTABAKUL RIVER

The Ctabakul River is one of the Twins, a pair of rivers that cuts through the Ghetrian Desert. The river winds its way through the Vermillion Steppes and Quaysarria, originating in the foothills of the Kitezhan Mountains. It passes through the fell Gloom Marshes of Tashgar, and then through the broken lands before joining with the Ctesiphal River near the capitol Sakhaen Tair.

GHETRIAN DESERT

The vast stretches of the Ghetrian Desert (also called the "Great Desert" by locals) encompass nearly all of the northern regions of the Lostlands. Once but a fraction of its current size, the desert has grown tremendously since the fall of the Sphinx Empire, creating a fiery wasteland in what was once a tropical paradise. The nalvor of Xa Deshret stubbornly believes that the desert's growth is a parting curse from their departed Sphinx Emperors, and that the desert shall retreat once the Sphinxes return.

In addition to the abandoned cities of the Khonsurian Empire and the nalvor, the Ghetrian Desert is also home to tribes of human and halfling nomads. These far-ranging merchants have a better perspective of the Lostlands as a whole than perhaps any other culture that lives there.

GLOOM MARSHES OF TASHGAR

Lying due east of the Valley of Xyr Muthal, these forbidding marshlands are constantly shrouded in thick gray mist. Zombies and skeletons wander aimlessly along the outskirts of the marshes, attacking travelers along the few roads that approach this dangerous place.

The Gloom Marshes are also home to many vile reptilian creatures, including barbaric tribes of lizardfolk. These lizardfolk make occasional raids to the north, but for the most part they keep to themselves.

HERENNIA MOUNTAINS

Warring tribes of thunder giants, lightning giants, and trolls inhabit these imposing peaks, which are located in the northern regions of Morena Nova. In recent years, these giants have staged a series of raids against the human settlements at the base of the mountains, transforming many of these villages into ghost towns.

The northernmost parts of the Herennia Mountains serve as the ancestral home of the dwarven kingdom of Taijin. The dwarves of Taijin rarely venture beyond the foothills of the tallest of the mountains, Mount Raiju.

JUNGLES OF SAHAPTIA

This region of mighty jungle forms the southeastern border of Xa Deshret. The jungles are known throughout the world for their legendary darkfyre trees, which grow as tall as four hundred feet and often have a diameter of fifty feet or more. Wood from the darkfyre tree is highly coveted by shipbuilders, who claim the wood can be used to build warships twice as strong and fast as a normal ship. Loose bands of evil treants skulk about the jungle, making harvesting darkfyre trees difficult for ambitious timber merchants.

Sahaptia is most infamously known as the home of the pterals, a race of hideous, insect-like humanoids with a voracious appetite for the flesh and blood of other humanoids. Pterals live in enormous, blood-red hives, which they build in the boughs of darkfyre trees or among the ruins of Khonsurian temples. Mercifully, pterals remain dormant for periods of up to seven years—but at the end of these hibernation periods, they emerge in a feeding frenzy, annihilating everything within hundreds of miles of their blood hives. According to the written histories in Xa Deshret, the Sphinx Emperors were once able to keep the wasp-folk at bay. Their secret for doing so, however, has been long forgotten, and with each awakening, the reach of the pterals edges ever closer to the rest of the civilized world.

MOUNTAINS OF THE FIFTH PRINCE

The most formidable barrier between the Lostlands and the Northlands, the Mountains of the Fifth Prince stretch the entire continent, from the Empyrean Ocean to the Twisted Sea. The Mountains of the Fifth Prince are named for Djedkara the Bold, an androsphinx and imperial prince who was the predecessor to the Great Queen Ankharet. Djedkara, who died under mysterious circumstances, is said to be buried somewhere in the Mountains, along with three other Sphinx Kings in a series of connected tombs called the Nekropolis Magna.

The Mountains of the Fifth Prince are also home to roving tribes of gnolls, which frequently raid the nalvor settlements that lie near the base of this range. The few paths that cut through the Mountains and connect the Lostlands to the southernmost regions of Saramathia are well hidden and known only to a few daring guides and rangers.

REDMOON PASS

This trade route cuts through the hilly region between the mighty Mountains of the Fifth Prince and the stinking Gloom Marshes of Tashgar. See Chapter 10 for more information on Redmoon Pass.

THE SENTINELS

The Sentinels is a range of jagged peaks that stretches from the Lirean Sea to the Ghetrian Desert to the south. The mountains edge the lush Gherdian Forest, which benefits from moisture-laden cloud cover from the southern reaches of the Lirean Sea. The western side of the mountains is productive and verdant, while the eastern side is barren and dry, buffeted constantly by the Ghetrian Desert winds. The eastern side is largely devoid of life, save for a hardy weed called xalus and a shaggy, sure-footed mountain goat that frequently grows to the size of a draft horse.

VALLEY OF THE QUEEN

The Valley of the Queen lies on the outskirts of the Barren Hills, about five miles from Prophet's Leap, a nearby hamlet. The valley stretches for miles, with steep walls that rise hundreds of feet. Except for the rare stretch of hardy scrub, the floor of the valley is barren.

Roughly midway through the valley stands a colossal statue of a crowned gynosphinx, worn from millennia of desert winds but otherwise unmarked. The sculpture is 150 feet tall and over 300 feet long, and is made from a strange, luminescent gray stone. When darkness falls, the statue glows brightly enough to illuminate the entire valley.

DARK TOWER

CHAPTER 10: REDMOON PASS

The original *Dark Tower* adventure begins in the village of Mitra's Fist. But the author provided a map of the Redmoon Pass and hinted that the characters should make their way to the village from distant lands based on rumors and information. For the 5E conversion of *Dark Tower*, we have taken that wilderness map and developed it further, presenting wandering encounters in the region and a description of several keyed locations to be used as inspiration for other adventures.

Map 12 depicts Redmoon Pass and its environs.

RANDOM ENCOUNTERS IN THE REDMOON PASS

For every hour the characters travel through Redmoon Pass, there is a 1 in 6 chance they trigger a random encounter. Roll 1d12 and consult the table below to determine the encounter.

d12	Encounter
1	Caravan
2	Griffons
3	Giant scorpions
4	Dust mephits
5	Roc
6	Hobgoblin warband
7	Rock baboons
8	Cyclops
9	Hermit
10	Chimera
11	Hill giants
12	Pilgrims

REDMOON PASS RANDOM ENCOUNTER DESCRIPTIONS

Caravan. Redmoon Pass is busy with trade between the Ghetrian Desert and the fertile plains to the northeast. The most efficient way to move goods is via guarded caravan trains. Caravan leaders are weary of travelers and begin all encounters indifferent. If convinced of the party's good intentions, the caravan invites the characters to join them (if going in the same direction) or share camp (if traveling in the opposite direction). There is safety in numbers while in the pass, after all.

A typical caravan includes:

- 1d6 + 4 wagons
- 2d6 + 4 **riding horses** (60 percent) or **camels** (40 percent)
- 1d4 + 2 human merchants (**commoners**)
- 1d4 + 2 human drovers (**commoners**)
- 2d8 caravan **guards**
- 1d6 **mercenary** guards (see appendix C)

Caravans haul a variety of trade goods. If you need to determine the contents of the wagons, use the following table.

d8	Trade Commodity	Value (per wagon load)
1	lumber, cut	400 gp
2	herbs and spices	750 gp
3	weapons, bundled	475 gp
4	salt, casks	300 gp
5	wine, casks	800 gp
6	bolts of silk and fancy cloth	1,250 gp
7	hardy fruits and nuts	500 gp
8	pottery, glassware, woodcarvings	900 gp

Chimera. The **chimera** Kaliphishaar maintains a hidden lair in a hard-to-reach cave above Redmoon Pass (see area F). The monstrosity ranges far and wide to hunt, making finding his modest hoard difficult. He opens any attack with his breath weapon, then wades into melee to attack with his claws, horns, and bite. If reduced to 15 hit points or fewer, he flees then doubles back to his lair to lick his wounds.

Cyclops. Gorgos is a wandering male **cyclops** having a bad day. He dropped a rock on his toe, misplaced his favorite possession (a shrunken hobgoblin head), and—to top it off—suffers from a severe case of self-diagnosed "itch eye." A char-



acter who makes a successful DC 15 Wisdom (Perception) check notices his single eye is bloodshot and irritated. Because of his foul disposition, Gorgos has advantage on attacks with his greatclub (actually a massive tree limb). After three rounds working out his frustrations, however, Gorgos softens, and a character who makes a successful DC 20 Charisma (Intimidation) check can convince him to stand down. If the characters relieve his eye ailment (with a *cure wounds* spell, for example), they gain a friend, a raw, half-eaten giant vulture leg, and a chunk of red crystal (worth 25 gp) that Gorgos claims is priceless.

Dust Mephits. This gang of seven **dust mephits** is on an important errand for a djinni. But they keep getting distracted by pulling pranks on travelers and each other. One carries a gold scroll case (worth 250 gp), and the others keep trying to grab it. The case is protected with a *glyph of warding* (5d8 fire damage) that triggers unless the characters dispel it before opening the case. Inside is an important document of the GM's choice. It could be a treaty between two warring factions, a map to a fabulous treasure, the instructions to destroy an artifact, or a recipe for a delicacy to impress a distant sovereign.

Giant Scorpions. The characters wander too close to a nest of 3d4 **giant scorpions**. The mindless vermin attack and fight until defeated.

Griffons. A flight of 1d4 **griffons** wings overhead. They ignore the characters unless the party travels with four or more horses or camels. The griffons dive silently, using the sun to conceal their approach, and target the party's pack animals. These griffons live in a canyon known as the Camel's Graveyard (see area C).

Hermit. A silent, solitary human shrouded in dusty white robes makes his way through the wilderness. He carries a gnarled walking stick, a waterskin, and a simple pack filled with trail rations. The hermit is cordial and willing to share camp with the characters. He speaks in metaphors and rambling anecdotes. If the characters offer him fresh food and top off his waterskin, the hermit could be a source of valuable information. The hermit's true identity is up to the GM, but he could be (roll 1d4, if desired):

- An **archmage** carrying a *staff of power.*
- A shapechanged **adult brass dragon.**
- A **lamia** under the effects of *disguise self* spell. She tries to cast *geas* on a character and demands they perform some service (GM's choice) on her behalf.
- A **djinni** veiled as a hermit with *disguise self*. Although they can't grant wishes, the djinni rewards worthy characters (GM's choice).

Hill Giants. These four **hill giant** raiders have prepared an ambush for the characters. Mounted on a concealed cart nearby is a ballista tended by two **orc** flunkies. The ambush starts with a ballista bolt being fired (+6 to hit, 3d10 piercing damage) into the midst of the characters. It takes one action to load the ballista, one action to aim it, and one action to fire. As the orcs work the ballista, two of the hill giants charge, while the other two hang back and hurl rocks into the fray.

Hobgoblin Warband. A small warband of hobgoblins makes its way from the Ghetrian Desert to Redmoon Pass, seeking the hobgoblins in area C. These warlike humanoids have heard exaggerated tales of the griffon riders and seek to pledge their allegiance. The band consists of 17 **hobgoblins** and two **hobgoblin captains**. When encountered, 10 of the hobgoblins fan out and take up positions with arrows nocked in longbows, while the rest (led by the captains) approach the characters seeking parley. However, if they outnumber the characters by 3 to 1 or more, the hobgoblins attack regardless of the results of the parley. One captain carries a *potion of hill giant strength*, while the other has a *potion of growth*. They both drink the potions at the first sign of combat. The band has a double-locked wooden chest (each captain

carries one key) that holds 250 pp the hobgoblins intend to use as a bribe.

Pilgrims. Travel through Redmoon Pass is much safer in large numbers. Pilgrims often band together for mutual benefit and a common goal. Typical goals include traveling to a sacred site, transporting a holy relic, or merely spreading their faith. A group of pilgrims consists of 4d4 **commoners**, but there is a 25 percent chance the pilgrims are **acolytes** led by 1d3 **priests.** They are mounted only 10 percent of the time, using **riding horses** or **camels** equal to the number of pilgrims plus 1d6. Use the table below to determine the type of pilgrims encountered:

d100	Type
1-55	Humans (40 percent chance these are traders)
56-75	Dwarves
76-85	Gnomes
86-95	Halflings
96-100	Elves

There is a 30 percent chance the pilgrims are **bandits** in disguise, led by a **bandit captain** armed with a *+1 scimitar*. In this case, they spring an ambush on any group they encounter.

Roc. A solitary **roc** is on the hunt. It passes overhead a few times and can be noticed with a successful DC 15 Wisdom (Perception) check. It attacks the characters after 4d6 minutes. If it grapples a Large or smaller target, the roc takes to the wing and drops the target once it reaches an altitude of 2d6 × 10 feet. The target takes 3 (1d6) bludgeoning damage for every 10 feet it falls. The roc maintains a hard-to-reach nest on the peak of Mount Bone-head (see area F).

Rock Baboons. Redmoon Pass is inhabited by loose tribes of **rock baboons** (see appendix B). These primates are aggressive and bloodthirsty, and occasionally an **alpha rock baboon** (see appendix B) rouses 2d4 + 10 rock baboons to boldly attack any group they outnumber. If the alpha is defeated, the rest of the tribe scatters.

SET ENCOUNTER LOCATIONS IN REDMOON PASS (MAP 12)

Redmoon Pass includes several set encounter locations, as depicted on **Map 12**. These are noted with letter codes (A through J). Several of these locations refer to different chapters of this book. A few also contain encounter locations with numerous detailed sub-locations and a separate map. The remaining sites are single entries, often describing geographic features.

AREA A – REDMOON PASS

Redmoon Pass cuts through the foothills at the base of the Mountains of the Fifth Prince. It's a popular trade route connecting the Ghetrian Wastes to the extensive dry steppes of Quaysarria, especially in the spring when the population of Shadhalia swells for the Seven Days of Gold festival. Merchants without access to river boats or barges to travel along the Ctabakul River move through Redmoon Pass to bring wares to and from the traveling bazaars of the roaming folk of Quaysarria. The route to Shadhalia is somewhat indirect, but it avoids the stinking morass of the Gloom Marsh of Tashgar to the southeast. If a caravan train keeps to the established route, the pass can be negotiated in two days of hard travel, with only one night camp.

Redmoon Pass gets its name from the iron-rich surface deposits common throughout the hills. On clear nights of the full moon, the landscape takes on an almost hellish glow, which travelers can observe when they break for camp under the stars. The terrain is rocky, windswept, and mostly dry save for a confluence of rivers that wind their way through canyons to the south. Finding clean water in the northern part of the pass is particularly challenging, forcing the wise traveler to carry their own.

With the exception of patches of vegetation tucked away in secluded valleys (often fed by underground springs), very little flora is found in this barren pass. Fauna is limited to herds of sure-footed goats, small mammals, and vermin acclimated to dry conditions. If they can find suitable prey, the latter occasionally reach gigantic proportions. The pass is a popular hunting ground for avian creatures, some monstrous, that can fly above the rugged, unforgiven terrain.

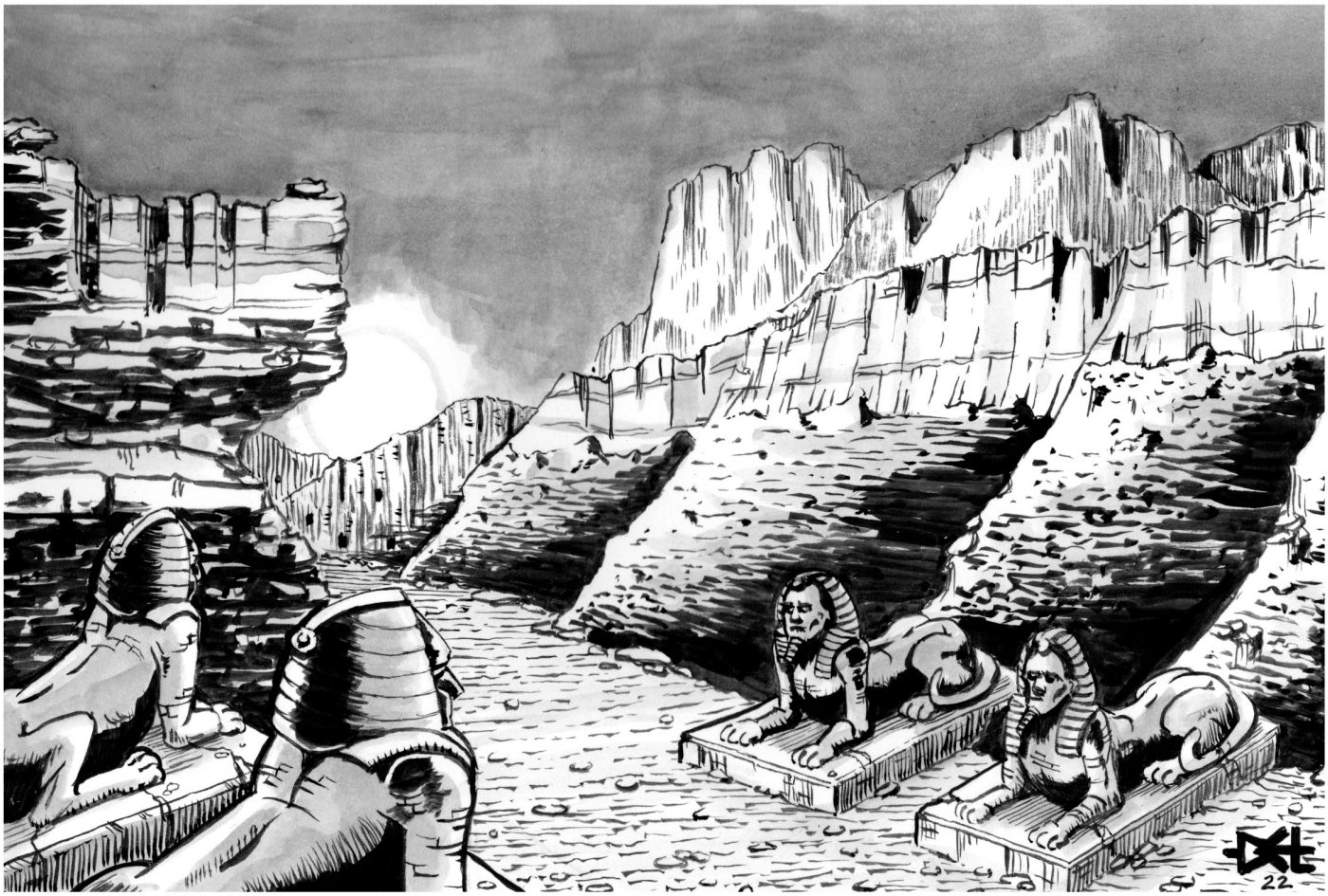
Bands of wandering humanoids, including goblinoids and gnolls, prefer the shelter of the rocky pass to the unrelenting heat of the desert or openness of the steppes. A single village, Mitra's Fist, sits along a popular trade route, about halfway between the northern and southern reaches of the pass. Wise travelers, however, know to avoid that forsaken place…

AREA B – THE VALE OF SOVEREIGNS

The Vale of Sovereigns is a canyon located in the southwest part of Redmoon Pass. This remote location is known to only a few inhabitants of the region. A rarely used footpath branches from the main north-south trade route to the vale, but keeping to the barely discernible trail is a challenge for even the most accomplished tracker.

The valley floor winds its way through jagged cliffs, splitting into three primary arms before the eastern canyon splits again. During the height of the Khonsurian Empire, kings, queens and other royalty from both the kingdoms of Xa Deshret and


REDMOON PASS
MAP 12
Vault of Set
J
N
Meadows of Blessing
Shrine of Mitra
I
Vision Stone
H
The Village of Mitra's Fist
E
Mount Bone-head
F
D
Mount Vision
The Camel's Graveyard
C
G
Sunken Temple of Set
Redmoon Pass
A
Vale of the Sovereigns
B
Forest
SBF 2013
5 Miles
Contours = 1000 feet elevation



Quaysarria were buried in tombs scattered throughout the valley. Over the centuries, some of these dusty tombs have been plundered, but the deadly traps and safeguards present have tallied more victories against tomb raiders. This is due in large part to an ancient enchantment that shrouds the tomb entrances from raiders who are not "enlightened." Of course, the Guardian Sphinx, a massive stone edifice over 200 feet long and 100 feet wide positioned at the mouth of the vale, dissuades most from entering the cursed canyon. Not to mention a forlorn avenue of nine sphinx statues that protect the route to the tombs.

KEY TO THE LOCATIONS IN THE VALE OF SOVEREIGNS (MAP 13)

AREA 1 – THE GUARDIAN SPHINX

A massive stone sphinx with outstretched paws guards the way into the vale. The structure is thousands of years old and, although crumbling and weathered in places, remains surprisingly intact. Rumor has it the statue's hollow interior is full of deathtraps, undying guardians, and the secrets of the Sphinx Empire itself. But finding an entrance to the Sphinx is a puzzle unto itself. The great sphinx can be bypassed easily enough, but it is whispered that the secrets of the vale are revealed only to those who pass through the Sphinx's hallowed halls.

Refer to Chapter 11, *The Secrets of the Sphinx*, for details about the Guardian Sphinx, if the characters decide to explore it.

AREA 2 – THE AVENUE OF THE SPHINXES

A few hundred feet past the Guardian Sphinx is the Avenue of Sphinxes. As the vale turns to the northeast, four pairs of stone sphinxes crouch atop smooth granite plinths lining the 150-foot-wide canyon. Positioned about 50 feet apart, each statue is 20 feet long and shares the same craftsmanship as the Guardian Sphinx (see area 1).

The statues are **sphinx stone guardians** (see appendix B) shaped like lions with feathery wings and falcon-like heads. Not quite stone golems but more powerful than animated statues, these constructs guard the route to the tombs against those who are not "enlightened" (see Chapter 11, area 9). An enlightened creature can pass by the statues freely, although

their eyes seem to follow and peer into the depths of the creature's very soul. The statues immediately attack non-enlightened creatures.

A ninth sphinx perches atop a square plinth in the center of the canyon. It sits proud and upright, carved in the likeness of a male dwarf-lion hybrid, complete with a flowing mane and beard. This construct is a **stone golem** with the following changes:

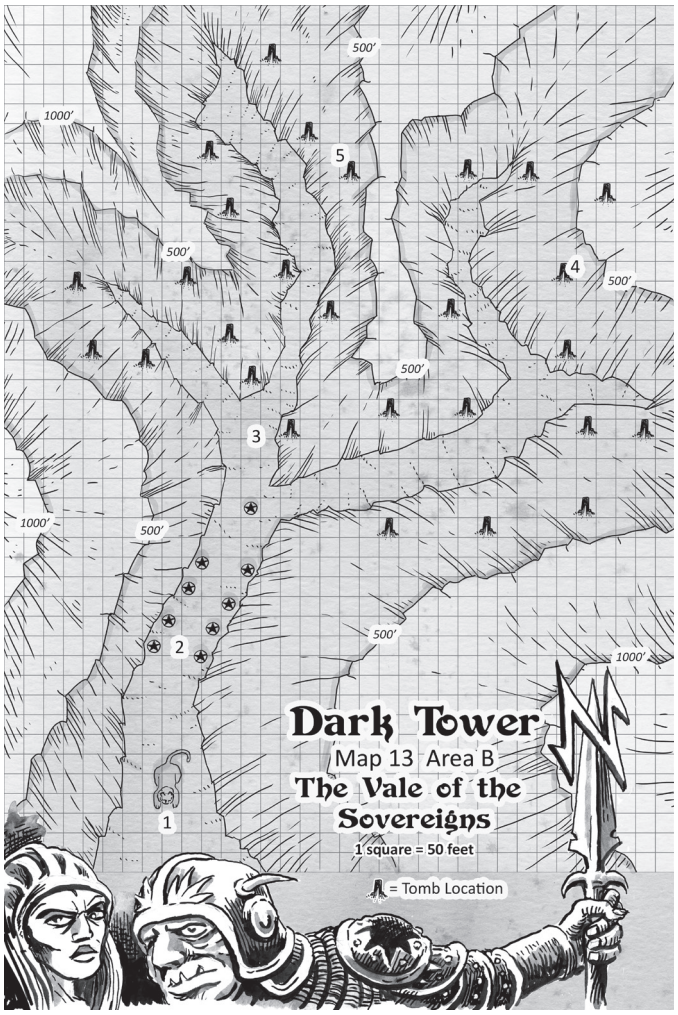
- Its AC is 16 (natural armor).
- It has truesight out to a range of 120 feet.
- It has the following attack in place of its slam attack:
  - **Claws:** *Melee Weapon Attack:* +10 to hit, range 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.
- It has the following action in place of its *Slow* action:
  - **Roar (1/Day):** The stone golem unleashes a magical roar. Each creature within 500 feet of the golem that can hear it must make a DC 15 Constitution saving throw. On a failed save, the target is knocked prone and deafened for 1 minute. The target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on success. On a successful save, the target is knocked prone and the other effects last only until the end of its next turn.

The ninth sphinx supports the other constructs with its Roar and uses its truesight to locate magically concealed creatures. The sphinx guardians pursue fleeing targets throughout the vale, although flying creatures can evade them. (The guardians were placed to foil traditional tomb raiders, not powerful spellcasters.)

AREA 3 – TOMBS OF THE SOVEREIGNS

There are 27 tombs concealed throughout the vale, nine each in the three main "arms" of the canyon. The entrances to a few tombs are located near the canyon floor, but many more lie several hundred feet up treacherous cliff faces. Locating a safe path to these tombs requires a successful DC 20 Wisdom (Survival) check.

Unless a creature is enlightened (see Chapter 11, area 9), the entrance to each tomb is concealed by a permanent *hallucinatory terrain* spell, making finding the entrances difficult. An enlightened creature still requires a successful DC 15 Wisdom (Perception) check to locate an entrance, unless they obtain specific directions or a detailed map.



Although a few tombs have already been plundered, most have lain undisturbed for centuries. Should the characters decide to explore one of these tombs, the GM is encouraged to fill the tomb with challenges and secrets suitable to their campaign. Two tombs (area 4, depicted on **Map 13**, and area 5, depicted on **Map 14**) have already been designed as examples for the GM to use. Otherwise, the GM can roll on the table below to determine the contents of the tomb.

d6	Tomb Contents	Rewards
1	Plundered	pottery shards and bones
2	2d6 **setback traps** (5th level)	1,500 gp (coins), 2d6 art objects
3	1d4 **dangerous traps** (12th level)	2d6 gems/art objects, 1 magic item
4	4d6 **skeletons** and a **clay golem**	4,000 gp (coins), 2d6 gems/art objects
5	1d6 **mummies** and 1 **deadly trap** (10th level)	4d6 art objects, 1d4 magic items
6	1 **mummy lord**, 1d3 **dangerous traps** (15th level)	10,000 gp (coins), 2d6 gems, 2d4 art objects, 1d4 magic items



AREA 4 – TOMB OF BAS'THET

This tomb is located in the eastern arm of the vale, about 400 feet above the canyon floor. The tomb was created for a female pharaoh named Bas'thet, who ruled over 900 years ago. When a plague swept through her city, she commanded that cats be imported and released by the thousands to cull the rat population, in the hopes of curbing the spread of the disease. Whether or not her efforts worked, she became smitten with felines of all types and, as her city recovered from the pestilence, began to worship the creatures. Her tomb honors felines as much as it does Bas'thet's life and accomplishments.

GENERAL FEATURES

Air. The air within Bas'thet's tomb is dry and scented with herbs (catnip).

Walls, Floors, and Ceilings. The walls of the tomb are smooth, hewn stone. The floors are fitted with flagstones. Ceilings in the corridors are 12 feet high, while the ceilings of individual rooms vary by description.

Doors. The stone doors of the crypt have AC 17, 25 hit points, and immunity to poison and psychic damage.

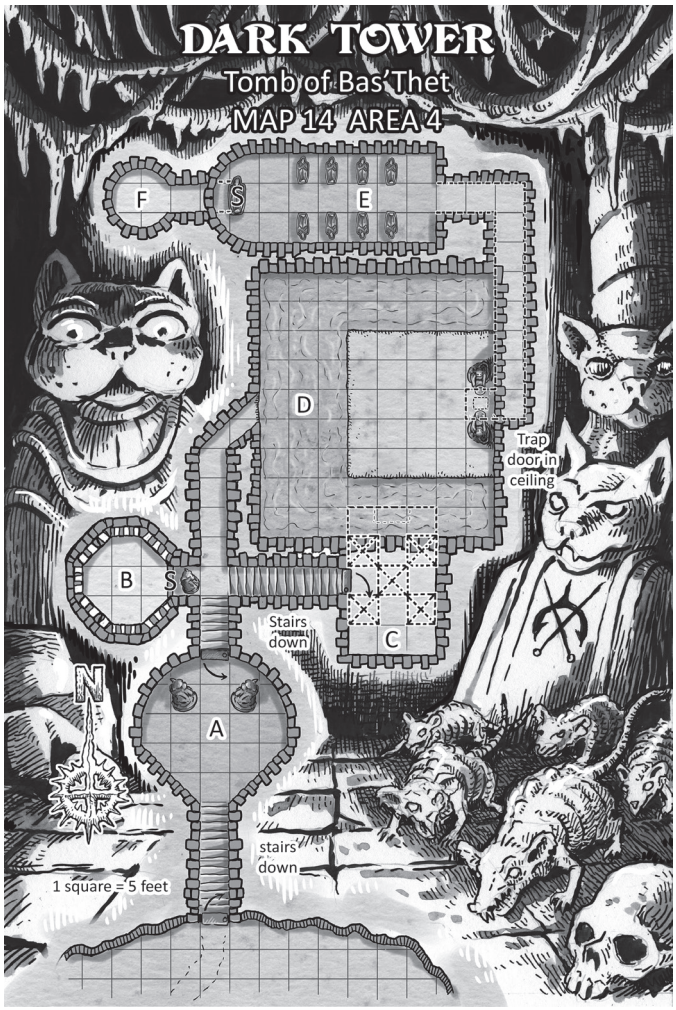
Illumination. All rooms of the tomb are dark.

KEY TO THE TOMB OF BAS'THET (MAP 14)

AREA 4A – ENTRANCE HALL

Beyond the tomb's plain outer door, a flight of steps descend 40 feet to a semi-circular hall. Murals on the east and west walls depict a great pestilence sweeping across the land, and one city in particular. Another mural on the curved north wall depicts hundreds of cats prowling through an impressive cityscape.

The single door in the north wall is flanked by two statues of saber-toothed tigers carved from solid amber. These **amber golems** (see appendix B) guard the entrance to the crypt. If the characters approach within 5 feet of the door, each golem



leaps off its pedestal. If a living cat accompanies the party, one of the golems opens the door. Otherwise, the golems attack.

On the surface of the door is an impression of a large cat's paw, along with five round indentations where the cat's claws might be. The door is locked, but placing a replica of a cat's paw in the impression and properly aligning the claws causes it to open. One of the amber golem's paws can be used as a trigger. Otherwise, unlocking the door requires thieves' tools and a successful DC 24 Dexterity check.

Treasure. When destroyed, each golem shatters into 2d6 pieces of amber. Each piece of amber is worth 100 gp but weighs 10 pounds. Among the pieces, the characters can retrieve a paw they can use to trigger the door.

AREA 4B – SACRED TOMB

A statue of a cat sits tall and proud in this niche. The back wall of the niche is a secret door that requires a successful DC 15 Wisdom (Perception) check to notice. To open the door, a character must swivel the cat statue by making a successful DC 13 Strength check. A successful DC 15 Intelligence (Investigation) check, or simple experimentation, reveals the door's trigger.

Beyond the door lies a dusty, octagonal room with a 15-foot-high ceiling. Carved into seven of the room's walls (all except the wall with the door) are three rows (stacked on top of each other) of three niches each. Each of the 63 niches is sealed with crumbling plaster that can be easily broken to access the niche beyond. Each niche is about 3 feet square and contains a mummified cat. Unsealing a niche causes the cat to animate as a **mummy cat** (see appendix B) and attack (but see Development, below).

Development. If the mummified rat swarms in area 4C are released, the mummy cats don't attack the characters. Instead, they engage with the swarms. Meanwhile, any mummy cats still entombed scratch furiously the plaster, each escaping after 1d6 rounds. A character using a sharp implement (such as a dagger) can open a niche as an action.

AREA 4C – THE UNDERWORLD

A steep stairway descends 40 feet to this chamber. The stone door is unlocked and has a 4-inch gap between its bottom and the floor (enough space for a Tiny creature, such as a rat, to fit under). The chamber beyond features a flagstone floor and a stone altar along the north wall. Nine gold statuettes sit on the altar.

As indicated on the map, there are five pit traps in the room. Placing 50 pounds or more in any of these spaces triggers the trap (thus, mummified rats or cats do not trigger them). Locating a pit trap requires a successful DC 20 Wisdom (Perception) check. A character with thieves' tools can jam a pit trap shut with a successful DC 15 Dexterity check. Each pit is 20 feet deep. A creature in a trap's space when it triggers can attempt a DC 14 Dexterity saving throw to grab the edge of the pit. On a failure, the creature takes 7 (2d6) bludgeoning damage and falls prone at the bottom of the pit. The walls of the pit have been shored up with wooden timbers, facilitating climbing. Climbing out of the pit requires a successful DC 10 Strength check.

Each pit contains a **swarm of mummified rats** (see appendix B). The swarm attacks creatures that fall into the pit, then climbs the wooden slats to escape the pit. Swarms that escape the pits spread throughout the tomb, attacking any creatures they encounter.

The statuettes on the altar depict cats and are made of lead covered with gold paint. A character that inspects the statuettes and makes a successful DC 15 Intelligence (Investigation) check realizes they are worthless. Furthermore, the top of the altar is a pressure plate. Removing one or more of the statuettes triggers the pressure plate, opening all the

pits and releasing the mummified rat swarms. This pressure plate can be discovered with a successful DC 18 Intelligence (Investigation) check and disabled with thieves' tools and a successful DC 22 Dexterity check. A character who places an equal weight atop the altar as a statuette is removed can attempt a DC 20 Dexterity (Sleight of Hand) check. On a success, the character makes the swap without triggering the pressure plate. Each statuette weighs 20 pounds.

AREA 4D – THE TEST OF WATER

An open archway leads to this massive chamber. The space is nearly 40 feet by 45 feet, with a flat ceiling 30 feet overhead. Climbing the smooth walls requires a successful DC 20 Strength (Athletics) check. Water surrounds a 25-square-foot stone platform on the opposite side of the room. The water is 10 feet deep, and characters can swim to the platform easily enough. However, the "water" is actually a slow-acting acid. A creature that enters the acid or starts its turn there takes 3 (1d6) acid damage. A creature that leaves the acid continues taking damage, as outlined on the table below, unless it is thoroughly rinsed with water. Rinsing a Small creature requires 5 gallons of water, while a Medium or larger creature requires an additional 5 gallons per size category beyond Small.

Rounds After Exposure	Acid Damage
1-4	1d4
5-8	1d3
9-15	1

A pair of statues depicting female humanoids with cat-like heads stand against the east wall. The 20-foot-tall statues face one another, their arms outstretched as they each present a golden offering plate to the heavens above. Climbing a statue is easy, requiring a successful DC 11 Strength (Athletics) check. Each statue bears an inscription in ancient Sphinx:

Left: *To proceed with all speed,*

Right: *Ascend to the Fields of Reed*

This chamber is a test. Cats dislike water but are excellent at jumping and climbing. Clever characters should jump over the "water," then climb the statues to access a secret trapdoor in the ceiling. A character who makes a successful DC 15 Intelligence (Religion) check recalls that the Fields of Reed refer to heaven. Locating the secret door requires a successful DC 17 Wisdom (Perception) check. A character positioned on the outstretched arms of each statue, with one foot on each platter, can easily open the trapdoor.

Treasure. The gold platters can be removed from the statues, but this makes accessing the trapdoor more difficult. Opening the trapdoor without the platters requires a successful DC 14 Strength check. Each platter is worth 500 gp.

AREA 4E – THE GUARDIAN WITH NINE LIVES

The trapdoor in the ceiling of area 4D opens into this hall. Four pairs of sealed sarcophagi sit opposite each other along the north and south walls. Each sarcophagi contains a mummified (but inanimate) body of a human woman. While they lived, the women were the close friends and personal attendants of Bas'thet.

A ninth sarcophagus rests along the curved west wall. A mural on the wall depicts a host of cats ascending to the heavens. Sitting on the sarcophagus is a hairless cat, a **guardian fiend** (see appendix B). Characters that disturb the sarcophagus are attacked and must defeat the fiend nine times.

The ninth sarcophagus is empty, but a character who makes a successful DC 20 Wisdom (Perception) check notices a hidden trapdoor in its bottom. Beyond the trapdoor, a set of stone steps descend to area 4F.

Treasure. A character that unravels a mummy's linens and makes a successful DC 14 Intelligence (Investigation) check discovers a false tongue made of solid gold (worth 250 gp) in the mummy's mouth.

AREA 4F – THE TRUE TOMB OF BAS'THET

The lower tomb is a 9-foot-diameter chamber with a 9-foot-high ceiling. A sarcophagus, its lid carved in the shape of a "loafing" cat, sits in the center of the chamber. The sarcophagus is trapped with a *glyph of warding*. Noticing the glyph requires a successful DC 18 Intelligence (Investigation) check. Opening the sarcophagus without first removing the glyph releases a 9th-level *bestow curse* spell. The target must make a successful DC 18 Wisdom saving throw or become cursed. While cursed, the target has disadvantage on Dexterity saving throws and ability checks. The curse lasts until ended with a *dispel magic* or *remove curse* spell.

Treasure. Inside the sarcophagus are the mummified (but inanimate) bodies of Bas'thet and three cats. Bas'thet wears a gold circlet set with emeralds (worth 3,500 gp), a gold necklace set with jet (worth 1,250 gp), and three gold rings (worth 500 gp, 750 gp, and the last set with a trio of pearls, worth 2,000 gp). She clutches a thin golden scepter topped with a cat's paw (actually a backscratcher) worth 550 gp. Inside her mouth is a solid gold tongue that appears to be worth 500 gp. In truth, the tongue is a *golden tongue of understanding* (see appendix D). Her three canopic jars are painted with gold

(worth 125 gp each), and a collection of nine mice dipped in gold (worth 50 gp each) are nestled among the cats.

AREA 5 – TOMB OF SOTH'ESEHK

The entrance to this tomb is located in the central arm of the vale, about 500 feet above the canyon floor. The tomb was created for a male priest named Soth'esehk who served a despotic pharaoh almost 1,500 years ago. Soth'esehk was a devout worshiper of Set, and his tomb holds secrets about his dark god to this day.

GENERAL FEATURES

Air. The air inside the tomb is heavy with an acrid tang.

Walls, Floors, and Ceilings. The walls and floors of the tomb are smooth, hewn stone. The ceilings of the corridors are only 4 feet high, forcing Medium or larger creatures to treat the corridors as difficult terrain. The ceilings of individual rooms vary by description.

Doors. The stone doors of the crypt have AC 17, 25 hit points, and immunity to poison and psychic damage.

Illumination. All rooms of the tomb are dark.

KEY TO THE TOMB OF SOTH'ESEHK (MAP 15)

AREA 5A – THE GREAT HALL

A meandering trail leads to the double doors that block the entrance to this tomb. The doors are locked and require thieves' tools and a successful DC 20 Dexterity check to open.

Beyond the doors is a 25-foot-long hall with an arched ceiling 25 feet overhead. Along the east and west walls are murals depicting massive serpents commiting a litany of atrocities. The door at the end of the hall is fashioned after the open maw of a cobra. To unlock the door, the character must reach inside the maw and make a successful DC 15 Dexterity check. On a failure, the character takes 1 piercing damage as they scratch themselves on the cobra's fangs. The character must then make a DC 15 Constitution saving throw. On a failed save, the target takes 22 (4d10) poison damage and is poisoned for 4 hours. On a success, the target takes half as much damage and is poisoned for only 1 hour. A reservoir inside the cobra holds six doses of the poison. Disabling the trap requires thieves' tools and a successful DC 22 Dexterity check. The door leads to area 5B.

A character who searches the western wall and makes a successful DC 20 Intelligence (Investigation) check discovers a secret door. The secret door opens into a corridor that slopes downward to area 5E.

AREA 5B – FALSE TOMB

Two columns carved to resemble massive entwined serpents support this chamber's 10-foot-high ceiling. The serpents leer at the north wall but can be rotated counterclockwise with a successful DC 15 Strength check.

A sealed sarcophagus rests against the north wall. The interior is empty. Opening the sarcophagus causes the serpent columns to fire two *serpent missiles* (see appendix D) from each eye (eight missiles total) in the direction of the sarcophagus. If the characters have swiveled the columns in a different direction, the missiles harmlessly impact the wall or ceiling. Otherwise, the missiles strike targets in front of the sarcophagus (divide the missiles evenly amongst available targets).

A character who inspects the northern wall and makes a successful DC 14 Intelligence (Investigation) check discovers a secret door. Lifting the lid of the sarcophagus opens the



secret door. The characters can discover the trigger through trial and error or with a successful DC 13 Intelligence (Investigation) check. The door leads to area 5C.

AREA 5C – FALSE TREASURY

This octagonal chamber is 15 feet across, and its ceiling is 15 feet high. A sealed sarcophagus, its surface carved to resemble a tangle of serpents, sits in the center of the room. If the sarcophagus is opened, it releases a poison gas cloud that fills the entire room in two rounds. A creature that starts its turn inside the cloud must make a DC 17 Constitution saving throw. On a failed save, the creature takes 5 (1d10) poison damage and is poisoned for 1 hour. On a success, the creature takes no damage but is still poisoned for 1 hour. The gas disperses after 10 minutes, or 1 minute if the characters open the secret door to area 5B.

As soon as the trap is triggered, the secret door slams shut and locks. To open the door, the characters must open the sarcophagus in area 5B again. Otherwise, the door must be broken down with a successful DC 25 Strength check or shattered via damage.

Development. Four musical notes are inscribed on the inside of the sarcophagus's lid. Playing the notes on the pungi found in area 5F calms the snakes summoned in area 5G.

AREA 5D – THE SLOPING CORRIDOR

This corridor is 5 feet high and 180 feet long. The polished granite floor slopes downward at a 30-degree angle and is considered difficult terrain. A layer of slippery oil coats the floor starting after 20 feet. Noticing the oil requires a successful DC 15 Wisdom (Perception) check. A creature that enters an area covered in oil must make a successful DC 20 Dexterity saving throw or slip and fall prone. A prone creature slides all the way to area 5E.

AREA 5E – THE HALL OF DOORS

Creatures that slide into this room from area 5D arrive prone. Five serpent-headed jade statues are scattered about the room. The statues are **minions of Set** (see appendix B), which animate as soon as a living creature enters the room.

Five doors are set into the wall opposite the entrance. The southern door is real (and leads to area 5F), while the other four are false. Opening a false door reveals a blank wall and triggers an *arcane serpent* spell (see appendix D) directly in front of the door. The spell lasts for 1 minute. It has a +9 to hit with spell attacks and a spell save DC of 17. Every round, randomly determine the spell's effect.

The wall behind the northern door conceals a secret door. Locating the door requires a successful DC 20 Wisdom (Perception) check.

AREA 5F – ANOTHER FALSE TOMB

The air inside this 15-square-foot chamber is stale. Every surface is covered with a layer of fine dust. Decorating the walls are murals depicting great street bazaars featuring fanciful images of snake charmers playing a wind instrument called a pungi.

A sealed sarcophagus sits against the west wall. Inside is a **mummy**, which attacks if the sarcophagus is opened.

Treasure. Inside the sarcophagus is a wooden pungi with gold inlays (worth 150 gp).

Developments. A skilled musician can play the pungi to calm snakes. As an action, a character can use the pungi to play the four notes from area 5C and make a DC 15 Charisma (Performance) check. A character who has proficiency with wind instruments can add their proficiency bonus to this check. On a success, the character creates the effect of a *snake charm* spell (see appendix D). Each snake in a 30-foot radius that can hear the notes must make a DC 13 Wisdom saving throw. The target makes the saving throw with advantage if the characters are fighting it or if it is a giant snake. On a failure, the target becomes charmed by the character for 1 minute. While charmed, the target is incapacitated and has a speed of 0. If the characters harm a charmed target, the spell ends for that target.

AREA 5G – THE SERPENTINE HALL

This corridor meanders east and west, all the while sloping steeply downwards to area 5H. (Perceptive players might notice the corridor is shaped like a serpent, with the head being area 5H). The corridor's walls feature murals depicting serpents infesting cities, temples, and the surrounding landscapes. A character who makes a successful DC 15 Wisdom (Perception) check notices the snakes seemed to be enthralled by a figure playing a pungi. Hundreds of holes riddle the walls, scattered randomly at various heights. The holes have been bored into the rock to depths of up to 10 feet.

As indicated on the map, inscribed on the floor are four *glyphs of warding*. Noticing a glyph requires a successful DC 16 Intelligence (Investigation) check. Stepping on a glyph triggers it and releases a *plague of snakes* spell (see appendix D), summoning 10 **swarms of snakes** (see appendix B). These non-venomous snakes appear from the holes in the wall behind the glyph and may force creatures to move further down the hall, triggering additional glyphs. Successfully playing the four notes inscribed in area 5C with the pungi found

in area 5F disables a glyph. Alternatively, the characters can play the pungi to soothe any snakes summoned.

AREA 5H – THE SERPENT'S HEAD

Inset in the floor of this oval-shaped chamber is an emerald the size of a grapefruit. An enormous cobra statue, its head nearly reaching the chamber's 15-foot-high ceiling, looms above the emerald, as if ready to strike.

The statue sits atop a secret trapdoor leading to Soth'esehk's true crypt (area 5I). Turning the emerald 90 degrees clockwise releases a hidden catch, allowing the statue to be pushed over and revealing the trapdoor. However, turning the emerald causes the gemstone to shatter. Alternatively, the statue can be destroyed (AC 18, 50 hit points, immunity to poison and psychic damage). Characters who pry the emerald out of its inset win a valuable treasure but have a more difficult time accessing area 5I.

Treasure. The intact emerald is worth 10,000 gp. If shattered, the characters can collect 2d6 + 3 emerald fragments (worth 150 gp each).

AREA 5I – THE CRYPT OF SOTH'ESEHK

Six pillars, each carved to resemble a great snake, support the ceiling 15 feet overhead. A sealed sarcophagus sits at the far end of the chamber.

The southwest pillar has a dozen musical notes inscribed around its base. The notes are faint and require a successful DC 17 Wisdom (Perception) check to notice. A character who plays the 12 notes on a pungi (or other wind instrument) and makes a successful DC 15 Charisma (Performance) check causes the pillar to slowly recede into the ceiling, revealing a polished granite slide to area 5J.

Inside the sarcophagus is the mummified (but inanimate) body of Soth'esehk dressed in full religious regalia.

Treasure. Soth'esehk wears a gold headdress (worth 750 gp), a gold holy symbol of Set studded with tiny emeralds (worth 325 gp), three gold bracers (worth 250 gp, 600 gp, and 800 gp), and six gold rings (each worth 125 gp). He clutches the *scepter of Soth'esehk* (see appendix D).

AREA 5J – THE HIDDEN VAULT

The polished granite shaft from area 5J is 3 feet high and slopes steeply down to a circular vault some 50 feet below. A creature that enters the shaft must make a DC 13 Dexterity saving throw. On a failure, the creature falls prone and slides down the twisting shaft, taking 7 (2d6) bludgeoning damage from the sudden stop at the bottom.

At the bottom of the shaft, the characters discover a pile of treasure heaped around an iron chest. The chest is locked and requires thieves' tools and a successful DC 20 Dexterity check to unlock. The chest is triple-trapped with poison needles, although the efficacy of the poison has diminished over time. Each poison needle must be discovered separately with a successful DC 20 Intelligence (Investigation) check. Each needle can be disabled with thieves' tools and a successful DC 18 Dexterity check. A character that triggers a needle takes 1 piercing damage and must make a DC 15 Constitution saving throw (with advantage due to the weakness of the poison). The target takes 28 (8d6) poison damage on a failed save, or 7 (2d6) poison damage on a success. Inside the chest is a massive tome with gold-etched sheets. The tome is worth 5,000 gp, but more valuable is the knowledge the tome contains: the true names of all four Chosen Sons of Set, as well as the names of 12 more Lesser Sons of Set (see appendix B).

Treasure. Piled around the chest are 12,334 sp, 4,441 gp, and 229 pp. Among the coins are following art objects: 13 gold cups (worth 2d6 × 10 gp each), an ivory drinking flagon (worth 425 gp), a platinum staff headpiece shaped like a serpent (worth 700 gp), three coral statuettes of serpents (worth 250 gp each), a gold senet board with matching jade pieces (worth 1,600 gp), and a set of empty canopic jars (worth 65 gp).

AREA C – THE CAMEL'S GRAVEYARD (MAP 16)

At the base of Mount Vision is a forsaken canyon called the Camel's Graveyard. Most avoid this cursed canyon, but rumors persist that the entire canyon is filled knee-deep with the bones of camels.

A sizable pile of bones lies near the canyon's entrance, and the majority do indeed belong to camels. But they hardly "fill the canyon," and the bones of other creatures—including mountain goats, horses, and even humanoids—are intermixed with the remains. The bones (and rumors about them) are a ruse created by an enterprising band of hobgoblins that maintain a camp deeper in the canyon. The hobgoblins wrangle the local population of griffons, using some as mounts and selling the others. However, numerous nests of hungry griffons require an abundance of horse (and other) flesh. Hence, the hobgoblins have struck a deal with Avvakris of Mitra's Fist (see Chapter 2), an arrangement that benefits both sides. Caravans that fall victim to the evil machinations of the village's inhabitants often have an abundance of camels and horses. Avvakris sends these mounts to the canyon to be

"disposed of," and the hobgoblins deposit their bones near the canyon's mouth. After decades of this practice, the pile has grown impressively large.

GENERAL FEATURES

Map 16 depicts the Camel's Graveyard.

Canyon. The canyon extends to the west for several thousand feet. The canyon floor is dry, barren red rock. It's relatively free of debris.

Canyon Walls. The canyon walls are over 1,000 feet high and quite steep. There are several scattered cracks and caves, with a few noted on the map. Climbing the canyon walls requires a successful DC 15 Strength (Athletics) check, but due to the vast distances that must be covered, climbing gear is recommended. The characters can reach the caves without climbing by using a footpath (indicated on the map), but the footpaths are considered difficult terrain.

AREA C1 – GUARD POST

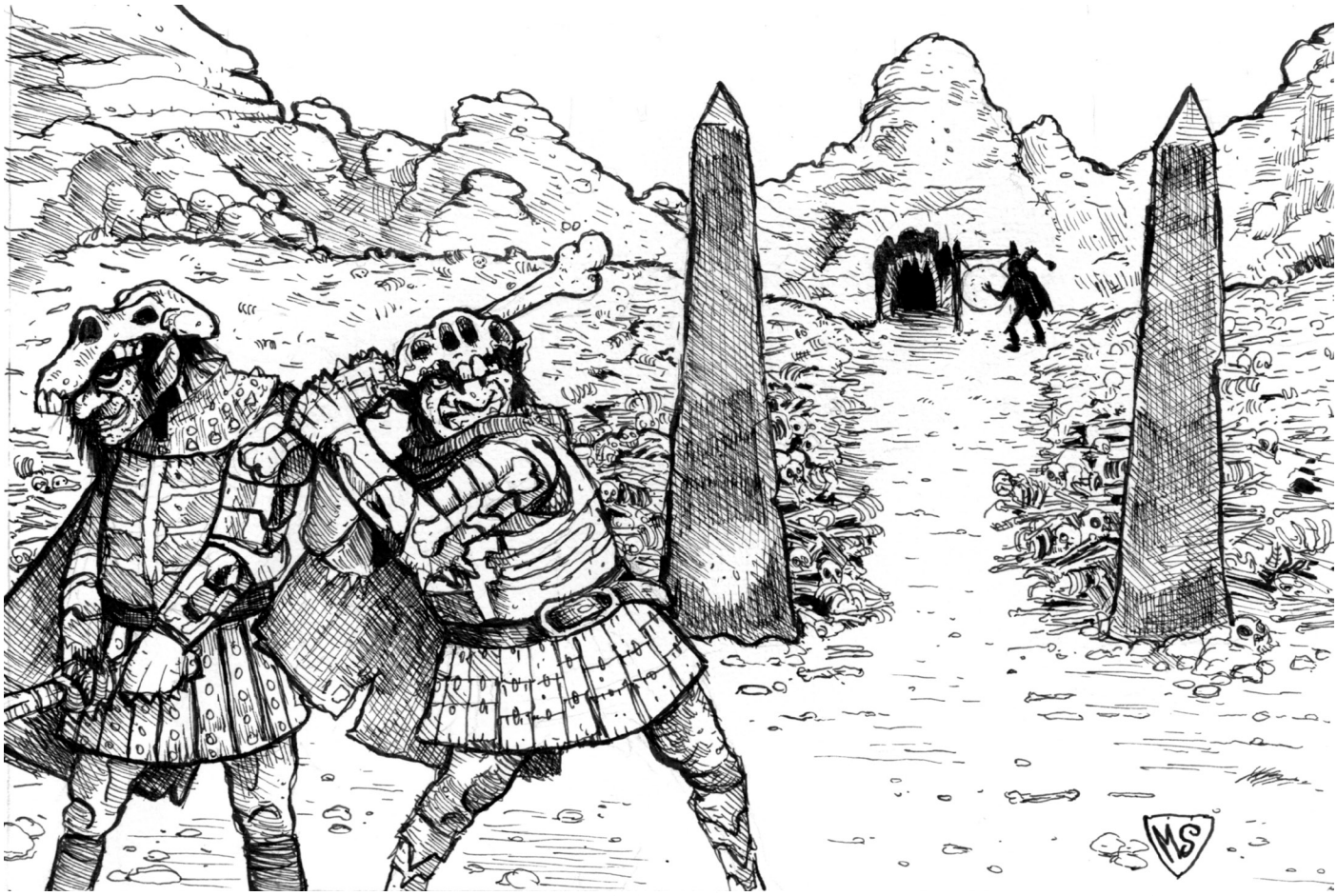
This cave serves as a guard post for eight **hobgoblins**. Each wears white face paint and has a camel's skull mounted to their helm. The guards do not carry shields (AC 16) and, instead of longswords, each is armed with a greatclub (+3 to hit, 1d8 + 1 bludgeoning damage) fashioned from a camel's leg bone. Each hobgoblin also carries a longbow and 20 arrows. The guards are tasked with scaring away unwanted visitors to the canyon. Should this tactic fail, they move to defend the bone pile (area C2) between the two monoliths.

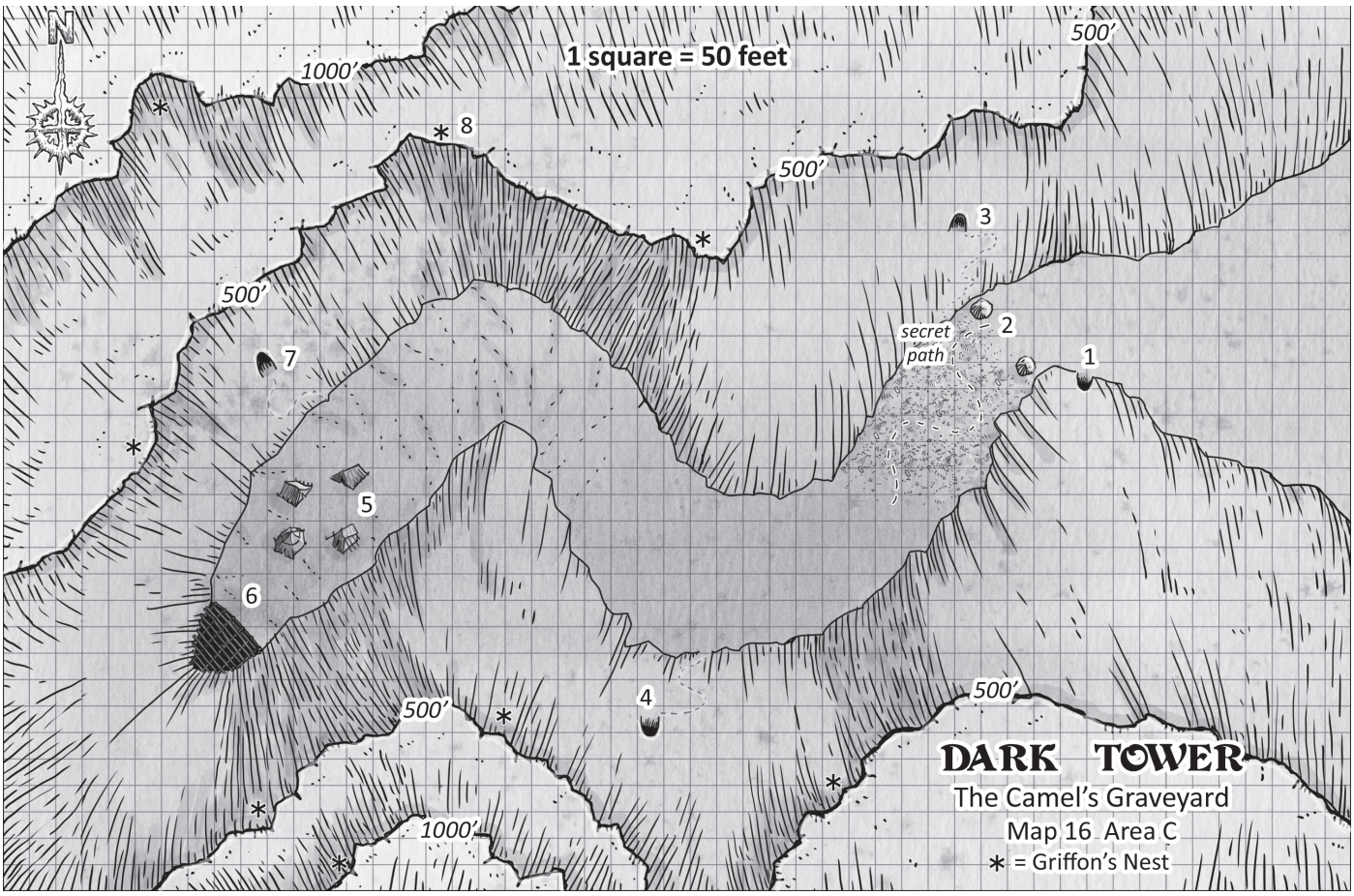
Just inside the cave is a massive bronze gong. In combat, one of the hobgoblins pounds on it with his greatclub, seemingly for dramatic effect. In truth, this is a warning for the high priest in area C5. Inside the cave is a firepit, a few sleeping pallets, a set of painted knucklebones, and a pouch of meat jerky.

Treasure. The bronze gong is worth 85 gp. Beside the knucklebones is 47 sp and 22 gp (the hobgoblin's betting pot). Each hobgoblin carries 2d12 sp and 2d6 gp.

AREA C2 – THE BONE PILE

Two 25-foot-high, polished black granite monoliths are positioned at the mouth of the canyon. Each is inscribed with runes on all four surfaces. Between the monoliths, a pile of bone extends down the canyon as far as the eye can see.





The monoliths and the bones are part of the hobgoblins' ruse. A character who examines the runes and makes a successful DC 15 Intelligence (Arcana) check determines they are fake and nonsensical. A successful DC 15 Wisdom (Medicine) check to examine the bones reveals that they are predominantly camel bones, although many horse, goat, and even humanoid bones are mixed in, as well. Although the pile seems to extend as far as the eye can see, in reality the canyon curves and the bone pile is only about 350 feet long.

The bone pile is difficult terrain, but the hobgoblins use a concealed path to facilitate movement through it. This path is indicated on the map and can be discovered with a successful DC 20 Wisdom (Survival) check. Nine **skeletal camels** (see appendix B) are intermixed among the bones.

Development. Assuming the gong was sounded as the characters approached, the **hobgoblin death priest** (see appendix B) in area C3 lights his signal fire and then moves from his cave to the path overlooking the bone pile. He then attacks with spells such as *silence*, *bane*, or *spiritual weapon* (a bone cudgel), saving *inflict wounds*, *necrotic touch*, and *shield of faith* for melee.

AREA C3 – DEATH PRIEST CAVE

The **hobgoblin death priest** (see appendix B) is shunned by the rest of the tribe. He resides in a cave overlooking the bone pile, about 200 feet above the canyon floor. Just outside the cave is a pile of oil-soaked logs. If not alerted by the gong in area C1, the priest is resting here.

Inside the cave is a firepit and a simple sleeping pallet. Numerous bone chimes dangle from the ceiling. Along the back wall is a flat, blood-soaked stone that serves as an altar. Behind the altar is a locked chest. The death priest has the key, or it can be unlocked with thieves' tools and a successful DC 20 Dexterity check.

Treasure. The chest contains 550 gp, four small platinum ingots (each worth 500 gp), and a collection of three bones. A character who examines the bones and makes a successful DC 14 Intelligence (Investigation) check determines they are scroll tubes with twist tops. Each tube is of exquisite quality and worth 50 gp. The tubes contain *spell scrolls* of *animate dead, death ward,* and *create undead*.

Development. As an action, a creature can light the log pile, which sputters and emits an inky black smoke. The hobgob-

lins in areas C4 through C7 go on alert 2d4 minutes after this fire is lit.

AREA C4 – THE GRIFFON RIDERS

This cave overlooks the canyon and the bone pile to the east. Inside the cave is a pen for five **griffons** and sleeping areas for four **hobgoblin griffon riders** (see appendix B). These brave warriors have learned the art of riding griffons into combat. They occasionally patrol the region on orders from their leader Torgrut (see area C7), and they staunchly defend the tribe and its operation. Once saddled up, they dive bomb intruders moving toward area C5.

Development. It takes 1d6 minutes to saddle the griffons. If alerted by the gong in area C1 or the signal fire in area C3, the riders are saddled up and ready to take to the wing for an attack.

AREA C5 – HOBGOBLIN CAMP

The hobgoblins maintain four massive tents, each 35-feet square, near the end of the canyon. The tents are warmed by braziers and lined with comfortable animal hides. The hobgoblins use one tent as a mess and gathering hall, while another serves as a storage area and contains rope, crates, haunches of meat, casks of water, and other mundane supplies, as well as a dozen weighted nets used to capture griffons. The last two tents are living quarters for 22 **hobgoblins**.

Treasure. Each hobgoblin carries 2d12 sp and 2d6 gp.

Development. If on alert, 20 of the hobgoblins fan out to the edges of the canyon, crouch behind rocks (providing them half cover), and ready their longbows. The other two hobgoblins remain stationed near the griffon pen (area C6). As an action, the hobgoblins can open the pen and release the griffons.

AREA C6 – GRIFFON PEN

Thick wooden posts sunk into the ground form a 10-foot-high wall at the end of the canyon. A tangle of crisscrossed ropes and poles attached to the canyon walls forms a "roof" above the pen, which the hobgoblins use to hold captive griffons. As an action, a creature can open the pen's reinforced gate

Currently, three adult **griffons** and four juvenile, non-combatant griffons are held here, awaiting shipment to a distant market in Quaysarria.

AREA C7 – TORGRUT'S CAVE

The hobgoblins' leader is Torgrut, an enterprising hobgoblin who inherited this operation from his father and grandfather. Torgrut is a **hobgoblin warlord** with the following changes:

- He wears a *+1 breastplate* but doesn't carry a shield (AC 17).
- His Strength score is 18 (+4).
- In place of his longsword, shield bash, and javelin attacks, he has the following actions:
  - ***+1 Longsword:*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.
  - **Javelin:** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or ranged 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Torgrut has a loyal mount, the alpha griffon **Axebeak** (see appendix B). To augment its attacks, this majestic steed has a metal axe blade mounted to its beak, and it wears a custom leather saddle and studded leather barding (increasing its AC to 15). Axebeak resides in the spacious cave with its master.

The cave has a firepit, a pile of furs stuffed with griffon feathers that serves as a bed, and a locked wooden chest. Beyond a niche where Axebeak sleeps are four large casks of ale, which Torgrut reserves to reward his tribe.

Treasure. Several of the furs are valuable (worth 250 gp, 400 gp, and 900 gp, respectively). Torgrut hides the key to the chest in the heel of his left boot. Finding the key requires a successful DC 20 Intelligence (Investigation) check. Without the key, a character can pick the chest's lock with thieves' tools and a successful DC 17 Dexterity check. Inside the chest are 455 gp, 122 pp, a pouch containing 12 matching blue topazes (worth 500 gp each), and a platinum ring. The ring appears to be worth 1,200 gp but is actually a *ring of free action*. Torgrut is unaware of the ring's enchantment.

Development. If the canyon goes on alert, Torgrut saddles up but remains in his cave until an attack occurs. He then swoops down on Axebeak, dismounts, and attacks with his longsword.

AREA C8 – GRIFFON NESTS

Eight nests are built into the cliff walls, 500 feet to 1,000 feet above the canyon floor. No trails access these locations. When necessary, the hobgoblins reach the nests on the backs of griffons. Each nest is the lair of a pair of mated **griffons**.

The griffons fight fiercely to defend any eggs or juveniles in the nests (see below). An adult griffon defending its young makes attack rolls with advantage.

Treasure. There is a 20 percent chance a nest has 1d6 eggs (worth 250 gp each if sold in a large city) or 1d4 juvenile griffons (worth 750 gp each if sold in a large city).

Development. At the GM's discretion, transporting the eggs or juvenile griffons to a suitable market could be an adventure unto itself.

AREA D – MOUNT VISION

Centuries ago, Mount Vision was a destination for Mitra's faithful followers. With a summit nearly 9,000 feet above Redmoon Pass, there is no simple route to the peak. Characters seeking to blaze such a trail must make a successful DC 15 Wisdom (Survival) every three hours; on a failed check, each character gains a level of exhaustion.

A ruined shrine of Mitra sits 7,000 feet up the mountain's slope. The shrine has fallen out of use since the discovery of the Vision Stone (see area H). Today, the ruins are nothing more than a few crumbling walls that provide scant shelter from the peak's unrelenting wind gusts.

AREA E – THE VILLAGE OF MITRA'S FIST

See Chapter 2 for details on the village of Mitra's Fist.

AREA F – MOUNT BONE-HEAD

Mount Bone-head is about 7,000 feet high, but its slopes are more gradual than those of the steep-sided peaks on the western side of the pass. Its weathered summit is exposed, chalk-like stone, giving the mountain the appearance of a skull's dome.

Kaliphishaar, a monstrous **chimera** that haunts Redmoon Pass, maintains a lair in a cavern about 5,000 feet up the northern slopes of the mountain. Located inside a steep crevasse, the cavern's entrance is nearly impossible to access by foot, though few living creatures know its location in the first place. The cavern is a single chamber, perhaps 60 feet across. It contains the bones of Kaliphishaar's previous victims, as well as his hoard of treasure.

Treasure. Gathered in an enormous pile (in which the chimera occasionally wallows) are 12,556 cp, 10,886 sp, 2,319 gp, and 144 pp. Intermixed with the coins are a gold necklace (worth 350 gp), a single gold-dipped boot (worth 400 gp), a silver chalice set with purple amethysts (worth 850 gp), and an electrum brooch inlaid with jade (worth 1,400 gp). A few magic items round out the hoard: a leather thong with four beads hanging from it (a *necklace of fireballs*), a *potion of superior healing*, a *potion of stone giant strength,* and a *spell scroll* of *commune* in an ivory tube (worth 125 gp).

AREA G – THE SUNKEN TEMPLE OF SET

Travelers seeking the source of this unnamed river are led to a flooded box canyon created by a cascade from the slopes of Mount Bone-head. The river exits the canyon's eastern side, passing beneath two statues so massive they nearly crest the canyon's lip. A temple lies partially submerged near the west end of the canyon. The temple was originally dedicated to the crocodile god Sobek, but recently an ally of Set has taken up residence here.

For more information about this location, see the 2021 Free RPG Day Adventure: *The Sunken Temple of Set* or volume 3, *The Chosen Sons of Set*.

AREA H – THE VISION STONE

A barren shelf 5,000 feet up the northern slopes of Mount Vision supports a butte of polished black stone entirely unlike the mountain's native rock. Spellcasters who make the treacherous climb can feel the raw, magical energy of this remote place.

By tapping into the site's wellspring of eldritch energy, one may catch a glimpse of the future or view a distant land. The method of doing so is up to the GM, and learning how to use the Vision Stone may be an adventure unto itself. Learned sages (or the sphinx that resides in area B) could be privy to this information, or perhaps it is hidden away in a dusty tomb or found inscribed on an ancient scroll.

VISION STONE ACTIVATION METHODS

1. During a specific celestial event (such as an eclipse or alignment of the constellations)
2. During a violent weather event (such as an earth tremor or powerful lightning storm)
3. Following 24 hours of isolation and prayer atop the Vision Stone
4. Sacrificing a specific creature (an evil act)
5. The destruction of a rare, very rare, or legendary magic item

If activated, the Vision Stone grants the characters a vision that offers clues about upcoming events in the campaign or provides insights into a particular character's backstory. The exact nature of the vision is determined by the GM. If it's a glimpse of the future, it could take the form of a brief, mental image of a significant event that might occur in 1d4 weeks



time. Alternatively, it could replicate the effects of a *commune*, *commune with nature*, or *scrying* spell, as appropriate.

AREA I – THE SHRINE OF BLESSING

The trade route north of the village of Mitra's Fist skirts a vibrant field of waist-high grass, a plot of sacred land called the Meadow of Blessing. Scholars believe an underground aquifer waters the vegetation here, but in truth it is the divine will of Mitra that sustains it.

Evil creatures are assaulted by mental anguish while in the meadow and are unable to find rest here. No random encounter checks are made while the characters rest in the meadow. Meanwhile, good-aligned creatures find solace in these blessed fields. A good-aligned creature that spends hit dice during a short rest in the meadow can roll two dice for every hit die spent and use the higher of the two results. Similarly, a good-aligned creature that finishes a long rest in the meadow regains all spent hit dice, instead of only half.

There is a sacred shrine dedicated to Mitra hidden in the meadow's tall grass. However, only a devout follower of Mitra can locate the meadow, and only if the need is great (GM's discretion). The shrine is a collection of nine white marble dolmens surrounding a flat stone altar. A **lammasu** (see appendix B) named Hyonus tends the sacred site, although most never catch a glimpse of the elusive celestial. A devout follower of Mitra who prays at the altar may gain one of the benefits listed below. In addition, if a cleric of Mitra uses their Divine Intervention feature at this location, the percentage chance of Mitra responding is doubled. Finally, at the GM's discretion, paladins of Mitra who cast *find steed* at the shrine may be granted an exceptional creature as a steed, such as a lion, griffon, or unicorn.

MITRA'S SHRINE BENEFIT

1. The character gains the ability to cast *greater restoration*, *heal*, or *true resurrection* (GM's choice) once in the next 24 hours.
2. The character gains a permanent +1 bonus to AC and saving throws.
3. The character is affected as if by a *bless* spell for the next 24 hours.
4. One of the character's weapons becomes a *+1 weapon*.
5. The character's Wisdom score increases by 2, up to a maximum of 22.
6. The character receives much-needed information (via a message delivered by Hyonus).

AREA J – THE VAULT OF SET

Hidden atop this unnamed peak is a forlorn cave filled with the bones of giant serpents. Inside the cave, a trio of **bone nagas** guard a set of massive bronze doors decorated with serpent motifs. Good-aligned creatures feel uneasy before these evil doors.

The doors are sealed with powerful divine magic. Only a devout follower of Set (a cleric of 10th level or higher) can open them, and only with a successful use of their Divine Intervention class feature. The vault beyond the doors contains unspeakable horrors, although only the character who opened the doors can see them. If the character is deemed worthy (GM's discretion), they may receive one following boons. Otherwise, the unworthy character is instantly slain.

1. The character gains the ability to cast *bestow curse*, *create undead*, or *harm* (GM's choice) once in the next 24 hours.
2. The character gains a permanent +1 bonus to AC and saving throws.
3. A *gate* opens, summoning a **Lesser Son of Set** (see appendix B).
4. The character gains the benefits of a *foresight* spell for the next 24 hours.
5. The character has advantage on saving throws against spells and other magical effects. The effect is permanent.
6. The character receives the **blessing of Set** (see sidebar).

Blessing of Set

You gain resistance to poison damage. If you already had resistance to poison damage from another feature or trait, you become immune to poison damage instead. You can use an action to summon 1d4 + 1 **minions of Set** (see appendix B), which appear in unoccupied spaces within 60 feet of you. The minions obey your mental commands and last for 1 hour or they drop to 0 hit points. Once you summon the minions, you can't summon them again for 7 days.



DARK TOWER

CHAPTER 11: THE SECRETS OF THE SPHINX

The Secrets of the Sphinx is an adventure designed for use with the fifth edition of the first fantasy role-playing game. It is intended for a group of four to six characters of at least 10th level. The adventure features numerous puzzles and traps, so groups with at least one rogue (or a character proficient with thieves' tools) is recommended. Most of the challenges herein can't be solved with a strong sword arm. The adventure is set in Redmoon Pass, a barren, rocky trade pass bordering a sandy waste to the south and dry steppes to the north. This adventure can be used as a side adventure for a *Dark Tower* campaign and is designed to kick off the *Chosen Sons of Set* trilogy of adventures (available from Goodman Games).

BACKGROUND

Secluded in the southwest reach of Redmoon Pass is a valley riddled with the concealed tombs of kings, queens, pharaohs, and other leaders. Tales of the famed Vale of the Sovereigns are often told around campfires or in smoky tavern common rooms, but few mortals have dared tread in the canyon. An enormous statue with the body of a lion but the head of a female human wearing an elaborate headdress guards the mouth of the gorge. Carved from the rock of the canyon itself, the statue is over 200 feet long from tail to outstretched paws, and its head rises nearly 80 feet above the platform upon which the figure rests.

Before her death, the Sphinx Queen Ankharet commissioned numerous stone sphinxes to be built throughout



the Khonsurian Empire. Her vanity was such that many of these statues were crafted in her likeness, although the resemblance often relied on the skill of the statues' builders. Though many of the sphinxes were merely statues, a few concealed interior chambers. These statues were storehouses for ancient secrets, forbidden lore, and knowledge not meant for mortal eyes. Some even guarded passages to dungeons deeper underground.

Since many of the sovereigns interred in the valley were loyal to the Sphinx Queen, it was logical for a stone sphinx to be erected here. Locals refer to the sphinx that sits a silent vigil at the valley's mouth as "The Guardian Sphinx." However, few are aware that those who brave the structure's interior gain "enlightenment" and learn the location of the tombs beyond its stony paws. Two immortal sphinxes stalk the forlorn halls inside the structure. These unaging guardians have created a series of trials to test the worthiness of those seeking such enlightenment.

The knowledge inside the Guardian Sphinx is more valuable than gold. Heroes who curry favor with the immortal sphinxes by surviving their death traps and puzzles are rewarded with a veritable treasure trove of esoteric knowledge.

ADVENTURE HOOKS

It is up to the GM to motivate the characters to explore the Sphinx in a way that furthers the goals of the campaign. Here are a few suggestions for getting the characters involved:

- While traveling through Redmoon Pass, the characters learn of the Vale of Sovereigns and set out to plunder one or more of the tombs. Perhaps they hear rumors of a map room inside the Guardian Sphinx that identifies the locations of the tombs. Or perhaps they simply arrive at the mouth of the valley and decide to explore the Guardian Sphinx after finding a route inside.
- The characters seek something (perhaps information or a magic item) sealed inside one of the tombs. If using one of the sample tombs detailed in Chapter 10, this could be a magic item in Bas'thet's sarcophagus (area 4F) or the list of true names of the Lesser and Chosen Sons of Set in the hidden vault of Soth'esehk's tomb (area 5J). The GM can also design their own tomb, filling it with deadly traps, fearsome guardians, and a relic or information to retrieve. To find the proper tomb among the dozens in the valley, the characters must enter the Guardian Sphinx.
- If the GM is using the *Chosen Sons of Set* trilogy of adventure modules set in the *Dark Tower* setting (available from Goodman Games), the characters are prompted to travel to the Guardian Sphinx and seek out the wisdom of the immortal sphinx that resides within. The sphinx is aware of the prophecy regarding the vulnerability of the Chosen Sons of Set that occurs every 666 years. If the characters survive the puzzles, traps, and guardians inside the Sphinx, they can plumb its secrets and break Set's hold over this world at last.

BEGINNING THE ADVENTURE

The coin you paid that grizzled guide was money well spent, as he was right. A little-used trail off the main trade route headed east into the foothills, then wound its way up the gentle slopes of the peak. Eventually, the route angled north, narrowing as the landscape seemed to close in on your insignificant forms. At last, you found yourself at the mouth of the pass where you now stand.

Aside from the raptors circling overhead and the occasional scraggly, thorn-riddled shrub, the forsaken landscape seems devoid of life. The air is dry, with even the slightest breeze kicking up reddish dust from the barren wasteland. The canyon walls fill the pass with shadows, yet there seems to be no reprieve from the sun's unrelenting heat.

Sitting in silent vigil at the mouth of the canyon is a massive stone sphinx. The magnificent structure is carved from deep red stone and rests on a plinth of similar material perhaps a few feet high. The lion-like colossus crouches on its back legs, with its front paws outstretched before it. The statue's torso and head are fashioned after a female human adorned with a regal headdress. The statue is 200 feet long from paws to tail. The top of its headdress rises nearly 100 feet above the canyon floor.

Positioned in a shadowy alcove beneath the statue's chin, directly between its outstretched paws, is a set of stone doors. Writing of some kind is inscribed upon the doors, although much of it is obscured by sand. Beyond the massive monument, the canyon angles east.

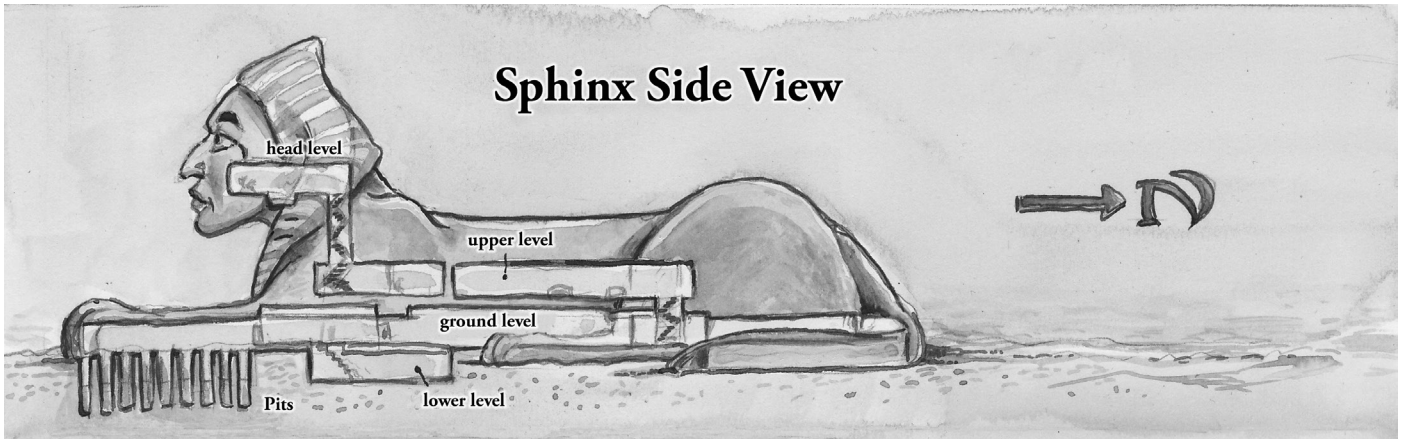
The characters are free to bypass the Guardian Sphinx and explore the Vale of the Sovereigns (see Chapter 10, area B). Should they enter the Sphinx, however, some of the Vale's secrets could be revealed to them. If the characters approach the doors between the statue's paws, proceed to area 1.

THE HALLS OF THE SPHINX

GENERAL FEATURES

Maps 17 through 21 depict the interior of the Guardian Sphinx.

Ceilings. Corridors throughout the Sphinx are 20 feet high, unless otherwise noted. The ceilings of individual rooms vary by description.



Walls. The walls inside the Sphinx are finished stone, fitted with such precision that only minute gaps remain. Climbing the interior walls requires a successful DC 15 Strength check. Murals and painted hieroglyphics decorate many of the walls, as noted in the text.

Doors. Doors inside the Sphinx are constructed of stone and open in the direction indicated on the map. A stone door has AC 17, 30 hit points, and immunity to poison and psychic damage. Unless noted in the individual room description, a locked door requires thieves' tools and a successful DC 20 Dexterity check to open, or a successful DC 22 Strength check to force open.

Illumination. Several of the chambers are illuminated as described in the text. Otherwise, assume a chamber lacks light.

Unsettling Presence. Living creatures in the Halls of the Sphinx feel as if they are being watched. The effect is mostly psychological but occasionally manifests in the form of a hieroglyph or statue gazing at the creature as it passes by. This unsettling presence prevents living creatures from gaining the benefits of a long rest inside the Sphinx. The GM should inform the players that no rest is possible within these halls. If the characters insist on taking a long rest, they only gain the benefits of a short rest at its conclusion.

Teleportation Magic. Deific wards prevent teleportation in or out of the structure. Teleportation functions normally inside individual rooms, (so, *dimension door* and *misty step* spells work, as do the Teleport legendary actions of the sphinx guardians). At the GM's discretion, a character who attempts to teleport outside of the Sphinx might only travel to the maximum range inside a particular chamber.

Wandering Monsters. There are no wandering monsters in the Halls of the Sphinx.

KEY TO THE HALLS OF THE SPHINX

AREA 1—THE (FALSE) ENTRY DOORS

GM Note. These doors appear to be the only way into the Sphinx. Two secret doors (see area 3 and area 4) actually provide access to the interior. If the characters approach these doors, continue with the following:

A fair amount of sand has accumulated between the sphinx's outstretched paws. A set of double doors sits at the base of the statue. The doors feature no handles, locks, or keyholes, but engraved across their surface are a few lines of text in a strange language.

The sandy area between the paws (indicated on the map) is considered difficult terrain. Characters who search the area discover the bones of numerous humanoids just beneath the sand. The double doors are sealed. They can be opened as described below, but this route leads to a deadly trap (see area 2 and area 10) and isn't the Sphinx's true entrance.

Opening the Doors. The script on the doors is ancient Sphinx. Characters who can't read the language must resort to a *comprehend languages* spell to translate it. Once they translate the script, reveal **player handout 19**. The passage reads:

To enter the halls beyond, solve this calculation:

Divide forty by half, then add nine.

Trace your answer, to match mine.

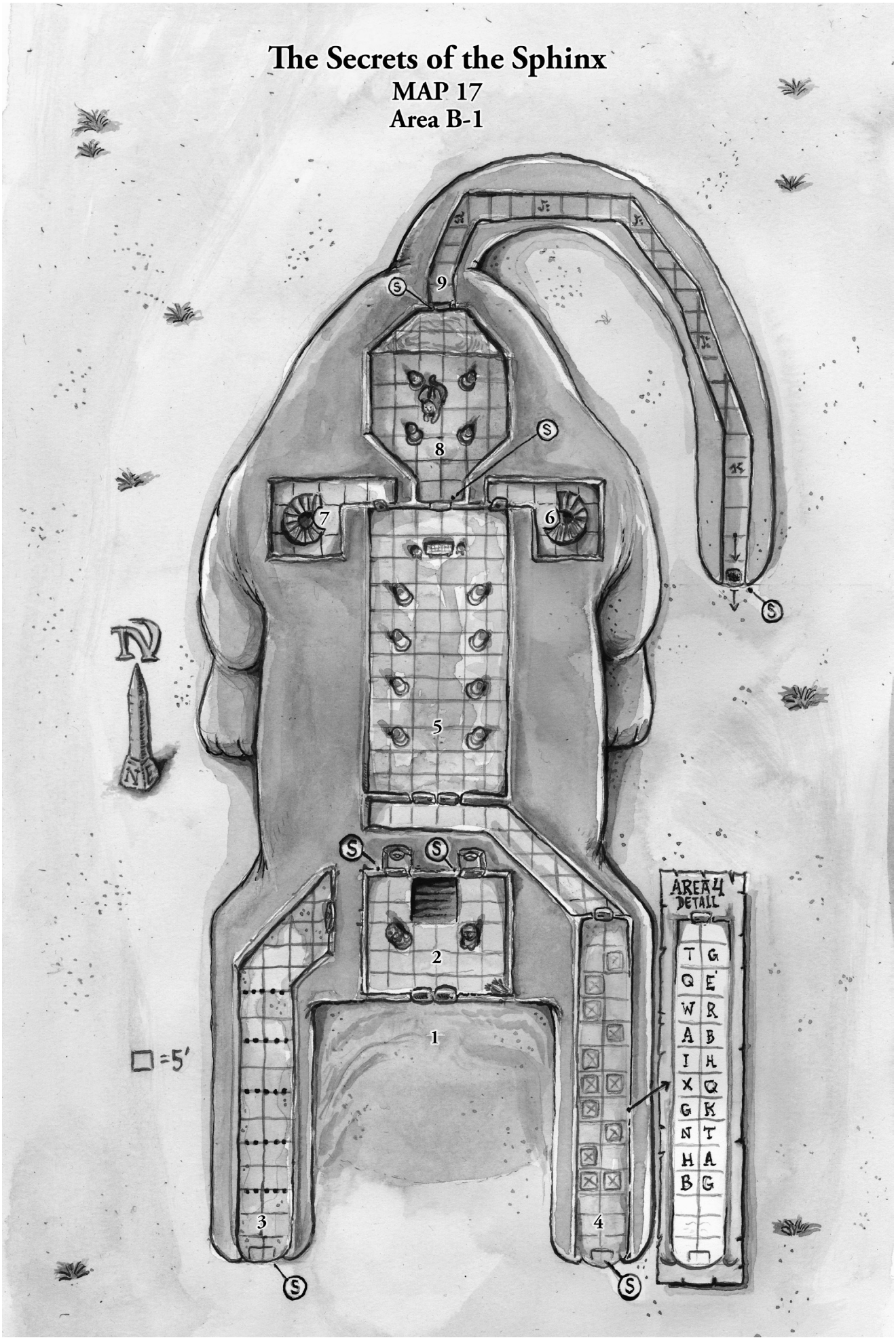
0 2 8 9

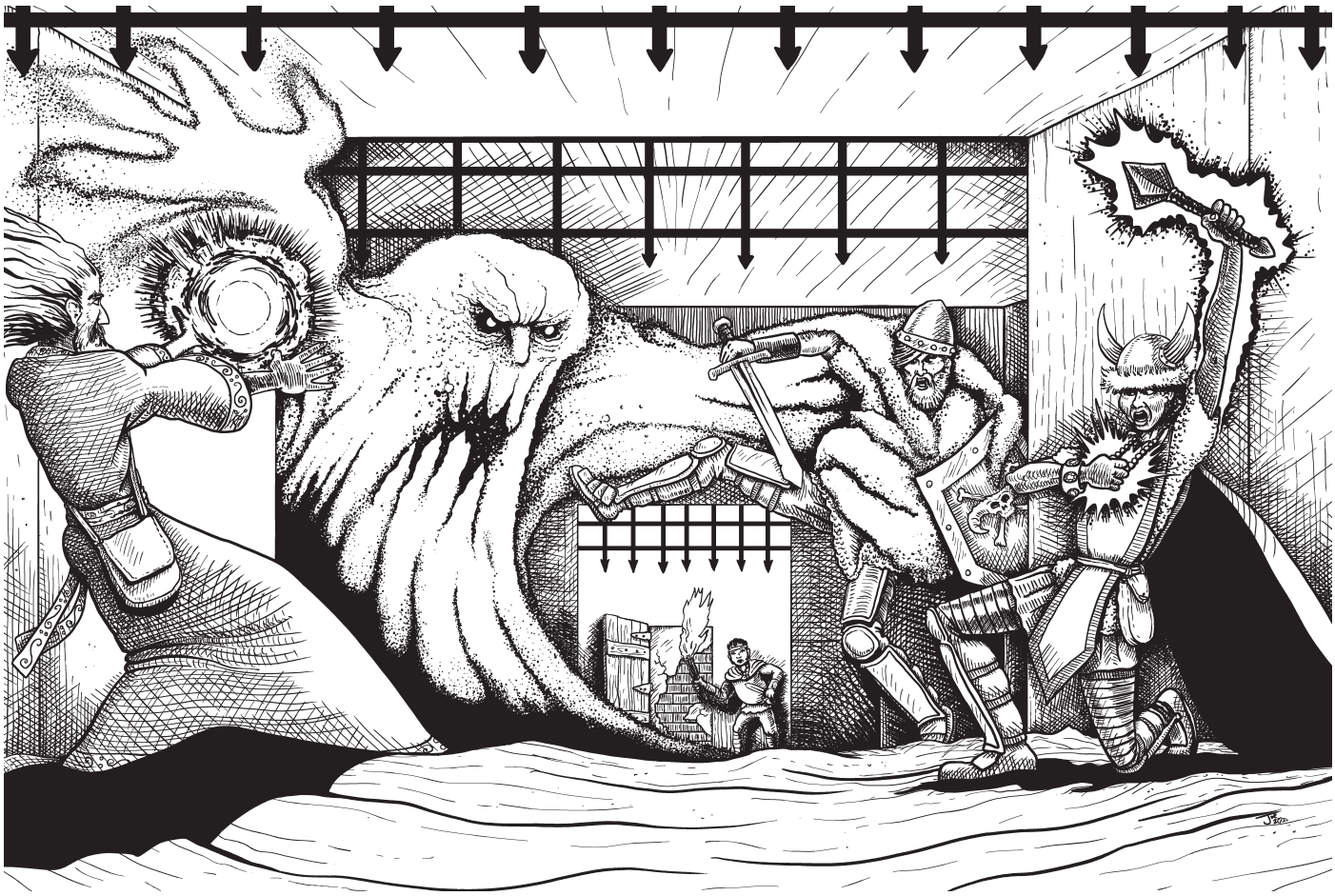
The correct answer to the calculation is "89." While some players might think the answer is "29" (dividing 40 by 2 and then adding 9), the line specifically states "divide by half" (in other words, divide by .5). Thus, 40 divided by .5 is 80, and adding 9 equals 89.

The Secrets of the Sphinx

MAP 17

Area B-1





If a living creature traces the number "8" followed by the "9," the doors unseal and open slowly outward. Tracing "29" releases a bolt of eldritch energy that strikes the creature, dealing 13 (2d12) force damage. Soon thereafter, a *magic mouth* states (in Sphinx):

The key to this door is not 2

This clue refers to the common mistake of dividing 40 by 2 instead of .5 and also suggests the answer does not contain the numeral "2." Tracing any combination of other numbers has no effect.

The doors remain open for 1 minute, at which point they slowly close and reseal, although creatures in area 2 can exit the Halls before they close. Forcing open the doors from the inside requires a successful DC 24 Strength check.

AREA 2 – FALSE ENTRY HALL

The massive portals grind open with the sound of stone on stone, revealing a chamber bathed in radiance. The ceiling is 20 feet overhead, and the floor is made of smooth, fitted flagstones. Hieroglyphs painted with gold highlights cover the north, east, and west walls. Centered before the opposite wall, a staircase descends into darkness. The stairs are 10 feet wide and are flanked by a pair of statues depicting lion-headed humanoids. The statues' heads nearly brush the ceiling, and each carries a stone ankh in its left hand.

This chamber is a false entry hall. Four *continual flame* spells affixed to stones in the ceiling illuminate the room.

Hieroglyphs. Elaborate hieroglyphs cover the east, west, and north walls. The hieroglyphs to the west depict the cultural practices and scientific innovations of the Sphinx Empire. The eastern hieroglyphs depict sphinxes sharing their knowledge of agriculture with tribes of desert-dwelling humans. The northern hieroglyphs depict warfare and conquest.

Statues. Each of the statues is a **stone golem**. Both radiate magic but animate only under specific circumstances, as described below.

Reed Brooms. Two oversized reed brooms stand in the room's southeast corner. The golems use the brooms to sweep the chamber's floor. Clever players might use the brooms to clear the dust in area 4. Each broom radiates faint transmutation magic and if used to attack is treated as a magic quarterstaff.

Secret Doors. The secret doors on either side of the stairway require a successful DC 22 Wisdom (Perception) check

to notice. To open the doors, the characters must activate a release concealed among the hieroglyphics. Locating the releases requires a successful DC 18 Intelligence (Investigation) check. Each release is located at the back of a cavity 2 inches in diameter and nearly a foot deep. The end of the ankhs held by the golems are designed to trigger the releases. Without the ankhs, a character can use a similarly sized object (such as a sword blade, spear haft, or quarterstaff) to make a DC 15 Dexterity (Sleight of Hand) check to trigger the release.

As soon as either door opens, the stone golems animate and attack. During the battle, perceptive characters might notice that the golems avoid attacking with the hands in which they hold the ankhs. A golem reduced to 0 hit points crumbles into a pile of rubble, allowing the characters to recover the ankh and open the secret doors.

Behind each door is a 5-foot by 5-foot alcove. Set into the alcove's opposite wall is a metal wheel with a 2-inch-wide depression in the middle.

Development. The stone golems are programmed to reset the ceiling trap in area 10. If the characters insert a golem's ankh into one of the metal wheels, they can turn it like a key with a successful DC 20 Strength check. Doing so resets the ceiling trap. Once the trap is reset, the golems dispose of any bodies (hence the bones buried in the sand outside the entry door) and resume their posts beside the stairs.

AREA 3 – TRAPPED CORRIDOR

GM Note. Each of the Sphinx's outstretched paws conceals a secret door. The eastern paw (area 4) leads to the true entrance to the Sphinx. This one leads to a trapped corridor. Locating either door requires a successful DC 22 Wisdom (Perception) check. Characters who recover the clue in area 10 make this check with advantage. If the characters open the door, read the following:

You open the door with a mighty shove. Beyond lies a dark, 10-foot-wide corridor, its floor covered with sand.

This unlit corridor is cunningly trapped. Sand covers the floor to a depth of 2 feet, making the entire corridor difficult terrain. The corridor extends 60 feet into the sphinx's paw and then angles east. There is a door at the end of the corridor, but it is currently out of sight.

False Door. The door at the end of the corridor is locked, but it has a keyhole and can be picked with thieves' tools and a successful DC 13 Dexterity check. Opening the door reveals a blank stone wall and triggers the portcullis trap. The trap can't be located at the door and can only be disabled at each of the five portcullises, as described below.

Roll initiative as soon as a character triggers the trap. On initiative count 10, the five portcullises fall, possibly separating the characters from one another. On the following turn, the hall's guardian (see Sand Golem below) coalesces and attacks.

Portcullis. Five portcullises are concealed in the ceiling, as indicated on **Map 16**. A character who searches the ceiling and makes a successful DC 20 Intelligence (Investigation) check discovers slightly discolored stone plugs hiding the metal bars. A character can jam the holes with thieves' tools and a successful DC 20 Dexterity check.

Lifting a fallen portcullis requires an action and a successful DC 18 Strength check. Alternatively, a character can bend the bars wide enough to allow a Medium or smaller creature to squeeze through with a successful DC 22 Strength check. A portcullis can also be destroyed. Each portcullis has AC 19, 35 hit points, and immunity to poison and psychic damage.

A creature beneath a portcullis when it falls must make a successful DC 15 Dexterity saving throw to avoid being impaled. On a successful save, the creature can use its reaction to jump to an unoccupied space within 5 feet of it. A creature that doesn't jump takes 16 (3d10) piercing damage, is knocked prone, and is restrained until the portcullis is lifted.

Sand Golem. A **sand golem** (see appendix B) hides in the sand on the floor, undetectable thanks to its False Appearance trait. One round after the portcullises fall, the golem forms in a section of the corridor containing one or two characters. It begins combat by using its Sand Blast action against the rest of the characters, attempting to catch two or more targets in its area of effect. While it waits for that action to recharge, it moves in to attack single targets with slam attacks. It uses its Amorphous trait to move through the fallen portcullises, possibly giving it a mobility advantage over the characters. There is enough sand in the corridor for it to use its Sand Absorption trait each round. The sand golem fights until destroyed.

AREA 4 – THE TRUE WAY

GM Note. Each of the Sphinx's outstretched paws conceals a secret door. This door opens into a trapped corridor that eventually leads to the Sphinx's interior. Locating the secret door requires a successful DC 22 Wisdom (Perception) check. Characters who recover the clue in area 10 make this check with advantage. If the characters open the door, read the following:

You open the door with a mighty shove. Beyond lies a dark, 10-foot-wide corridor, its floor covered with a thick layer of dust.

This unlit corridor is also trapped. A layer of fine sand covers the floor but does not impede movement. There is a door at

the end of the corridor, but it may not be within range of the characters' darkvision or light sources.

Hieroglyphs. Gold hieroglyphs on the east and west walls depict mortals journeying into the underworld.

Dusty Floor. The dust (intermixed with fine sand) is thick enough to conceal the runes and the writing on the floor. The dust also makes the pit traps more difficult to discover. A strong wind (such as that created by a *gust of wind* spell) clears the corridor, piling the dust and sand to a depth of about 4 inches in front of the northern door. The characters can also sweep away the dust, but unless they use the brooms from area 2, they risk triggering the pit traps while doing so.

Concealed Letters. Each 5-foot-square section of the corridor is inscribed with a single letter, but the letters are currently obscured by the sand. If the characters remove the sand, show the players **player handout 20** (reveal the handout one 5-foot section at a time if the characters sweep away the sand manually). The letters are also depicted on an inset on **Map 17**, for use by the GM.

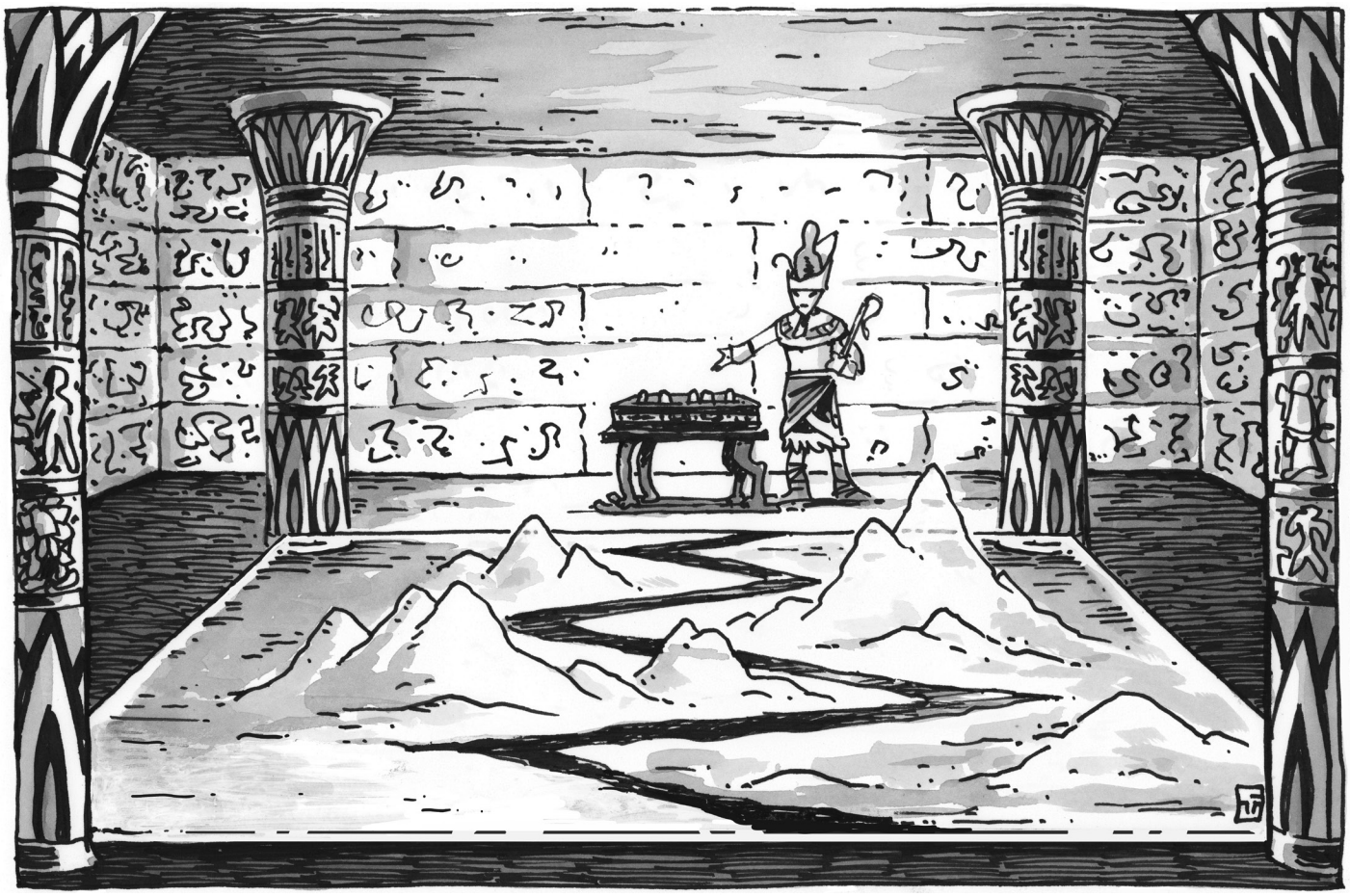
Concealed Clue. Hidden beneath the sand just inside the secret door is the following message, written in ancient Sphinx:

Follow in the footsteps of the Queen

to get to the chamber in between.

Clever characters can use this clue to avoid the pit traps in the corridor. A character who makes a successful DC 15 Intelligence (History) check knows that, in this case, the "Queen" refers to Ankharet, the Sphinx Queen. A creature that proceeds down the corridor stepping only on the sections of floor that spell her name can avoid the pit traps. Hopping to most of the letters is simple, although one 5-foot jump is required to move between letters "K" and "H." Doing so requires a standing long jump, so a character with a Strength score of 9 or less must make a successful DC 10 Strength check to avoid the pit trap.

Pit Traps. The corridor contains a total of 12 pit traps, in locations indicated on the map. Locating a pit requires a successful DC 20 Intelligence (Investigation) check. This check is made with disadvantage if the pit is still covered with sand. A character can jam the lid of a pit trap with thieves' tools and a successful DC 20 Dexterity check. Placing a weight of 20 pounds or more on the lid of a pit causes it to swing open. A character that steps onto the lid of a pit automatically falls in. If the character triggers the trap while manually sweeping away the sand, they can attempt



How to Play Senet

Senet is an ancient Egyptian board game. Although archeologists have recovered many senet boards and pieces, the rules of the game have never been found. Scholars have made educated guesses about how the game is played based on the recovered boards and pieces.

For ease of tracking piece movement, print out a copy of **player handout 22**. Use two different sets of dice for the playing pieces, five dice for each player. To simulate "throwing sticks," roll a d6 (rerolling 6s).

D6	MOVEMENT	CAST AGAIN	THROWING STICKS
1	1	Yes	3 white, 1 black
2	2	No	2 white, 2 black
3	3	No	1 white, 3 black
4	0	Yes	4 black
5	5	Yes	4 white
6	Reroll	—	—

RULES

- Player pieces start in spaces 1 through 10, alternating colors, starting with a black piece. Play moves from left to right and then down to the next row, right to left, then down to the final row, left to right, following the number order.
- The sticks are thrown to determine who goes first.
- On your turn, cast (throw) the sticks (or roll a die to simulate), and move **one piece** that many spaces. If you moved 0, 1, or 5 spaces, cast the sticks again. If you move 2 or 3 spaces, your turn is over and play passes to your opponent.
- Each square can contain only one piece at a time. You can jump over pieces (but see below). You can't move to a space another of your pieces occupies, but if you land on your opponent's piece, you swap places.
- Pieces next to a piece of the same color can't be swapped. Three pieces in a row forms a "blockade," and none of the pieces can be swapped or jumped over.
- You must move a piece if there is a legal placement. If not, your turn is over and play passes to your opponent.
- The first player to move all five of their pieces off the board (to the Underworld) wins.
- There are a few special squares:
  - Square #15 is The House of Rebirth. A piece on this square is "safe" and can't be swapped.
  - Square #26 is The House of Happiness. A piece must land on this space in order to progress further. It is a safe square.
  - Square #27 is The House of Water. It is impossible to move 4 and exit the board from this square, so if you land here, it sends you back to Square #15. If a piece is on Square #15, place your piece on Square #14 instead.
  - Square #28 is The House of Three Truths. This is a safe square.
  - Square #29 is The House of Re-Atoum. This is a safe square.

a DC 15 Dexterity saving throw to grab the edge of the pit before falling in. Each pit is 40 feet deep and has spikes inset at the bottom. A creature that falls into a pit takes 18 (4d6) bludgeoning damage from the fall and an additional 11 (2d10) piercing damage from the spikes. Climbing out of a pit requires a successful DC 20 Strength (Athletics) check.

Door. The door at the end of the corridor is unlocked but is inscribed with a *symbol* (fear) spell. The *symbol* is nearly invisible and requires a successful DC 16 Intelligence (Investigation) check to discover. Unless the *symbol* is dispelled, a creature that touches the door causes the *symbol* to activate. While active, the *symbol* fills the 60-foot-radius area around it with dim light. The symbol remains active for 10 minutes. Each creature in the area when the *symbol* activates, enters the area for the first time on a turn, or ends its turn within the area must make a successful DC 16 Wisdom saving throw or

become frightened for 1 minute. A frightened creature drops whatever it is holding and must move 30 feet away from the door on each of its turns. Unless something prevents it from moving, a frightened creature might blunder into a pit trap.

AREA 5 – THE IN BETWEEN ROOM

Beyond the door from area 4, the corridor turns west before ending at a set of double doors in the north wall. The doors are unlocked and not trapped. If the characters open the doors, read the following:

Beyond the double doors is a brightly lit gallery, about 60 feet long and half that distance wide. The floor is constructed of fitted flagstones and free of all debris. Four sets of thick stone pillars support the ceiling 20 feet overhead. A ghostly, miniature landscape rises from the floor: a desert bisected by a river, with towering peaks to the east and west. The walls are covered in murals of a desert cityscape. An ornate table with two stools sits at the far end of the hall.

This great hall is covered almost entirely by illusions. Only the pillars and the table and stools at the end of the hall are real. Even the illumination is illusory. When the characters approach the table, show the players **player handout 21**.

The Map Maker. Thousands of years ago, Sufku was an arrogant cartographer from the city of Anhkthue. A devout follower of the Sphinx Queen, his maps were legendary, as was his passion for a board game called senet. One day the Sphinx Queen assumed mortal form and challenged him to a game of senet. In his arrogance, Sufku wagered his soul on the outcome of the game. When he lost, the Sphinx Queen condemned him to haunt this hall as a **ghost** until another person beats him at a game of senet.

Sufku offers to share his maps with the characters, but only if they beat him at a game of senet. He willingly teaches the rules to any character who accepts his offer (which could come in very handy in area 11). The GM can use **player handout 22** and the rules presented in the sidebar to play out a full game of senet or use dice rolls to simulate game play. In the latter case, the character must make a series of Charisma contests against Sufku. Characters proficient with gaming sets can add their proficiency bonus to their rolls. Sufku has a total bonus of +7 (+3 for his Charisma, plus twice his proficiency bonus due to his familiarity with senet). The first to win five contests wins the game.

Sufku encourages those not engaged in the game to place side bets on the outcome. Material goods are worthless to Sufku, so he prefers to bet on information. For his part, Sufku might wager choice bits of information about the Sphinx Empire or maps of Sphinx itself. Sufku is interested in geography, the history of Xa Deshret, or copying any maps the characters possess.

Incorporeal Map. The ghostly landscape on the floor is a map of Xa Deshret (see **Map 11**). The landscape is incorporeal, and real objects pass through the features without disrupting it. The image can't be dispelled, but Sufku can control what the image depicts (see Development below).

Secret Door. A secret door is concealed in the northern wall. Locating the door requires a successful DC 22 Wisdom (Perception) check. If Sufku informs the characters about the door, they can find it automatically.

Treasure. The senet table is crafted from fine wood inlaid with gold (worth 1,250 gp). It has a silk-lined drawer to store the pieces and the throwing sticks. The 10 playing pieces are carved from alabaster (worth 125 gp each). The two sets of throwing sticks are painted ivory (each set is worth 50 gp). As a whole, the table and pieces are worth 3,750 gp.

Awarding Experience. If the characters defeat Sufku at senet, his soul can finally rest. Award the characters 1,800 XP.

Development. If the characters beat Sufku at a game of senet, he points out the secret door leading to area 8 and offers to share any maps the characters might find useful. The maps he might share include:

- Redmoon Pass (**Map 12**)
- The Vale of the Sovereigns (**Map 13**)
- The village of Mitra's Fist (**Map 1**)
- The city of Mugdhad (see the *Chosen Sons of Set*) or another map pertaining to those modules

AREA 6 – EAST STAIRWELL

This 15-foot square chamber contains a staircase that spirals upward. Words are inscribed into the stone at the base of the stairs.

Two spiral staircases provide a route to the Sphinx's upper level. Both are trapped. However, there is a clue at the base of the steps to avoid the traps. Each staircase has 42 steps, carved in stone.

Inscribed Words. This passage is written in ancient Sphinx. If translated, show the players **player handout 23**:

Awaits Hahtep!

To reach her,

avoid the only step

in alphabetical order.



When spelled out, "forty" is the only numeral that occurs in alphabetical order.

Trapped Step. The 40th step is trapped, but characters aware of it can easily step over it. The step has a *symbol* (death) spell cast on it. The *symbol* is nearly invisible and requires a successful DC 16 Intelligence (Investigation) check to locate. Unless the *symbol* is dispelled, a creature that touches the trapped step causes the *symbol* to activate. While active, the *symbol* fills the 60-foot-radius area around it with dim light. The symbol remains active for 10 minutes. Each creature in the area when the *symbol* activates, enters the area for the first time on a turn, or ends its turn within the area takes 55 (10d10) necrotic damage, or half as much damage on a successful DC 16 Constitution saving throw.

AREA 7 – WEST STAIRWELL

This 15-foot square chamber contains a staircase that spirals upward. Words are inscribed into the stone at the base of the stairs.

Two spiral staircases provide a route to the Sphinx's upper level. Both are trapped. However, there is a clue at the base of the steps to avoid the traps. Each staircase has 42 steps, carved in stone.

Inscribed Words. This passage is written in ancient Sphinx. If translated, how the players **player handout 24**:

"Be careful where your foot comes to rest,

in order to keep your balance.

Avoid the following four steps,

in this number sequence: 2, 3, 5, 7, 11, 13…"

The numbers in the sequence are all prime numbers. The next four prime numbers are 17, 19, 23, and 29. These steps are trapped.

Trapped Steps. Steps 17, 19, and 23 are all trapped with *glyphs of warding*. The glyphs are nearly invisible and require a successful DC 16 Intelligence (Investigation) check to locate. Characters aware of the steps can easily step over them. A creature that touches a trapped step activates the glyph. When a glyph activates, each creature within 20 feet of the step takes 27 (6d8) lightning damage, or half as much damage on a successful DC 16 Dexterity saving throw.

The 29th step is trapped with a *symbol* (fear) spell. The *symbol* is nearly invisible and requires a successful DC 16 Intelligence (Investigation) check to locate. Unless the *symbol* is dispelled, a creature that touches the trapped step causes the *symbol*

to activate. While active, the *symbol* fills the 60-foot-radius area around it with dim light. The symbol remains active for 10 minutes. Each creature in the area when the *symbol* activates, enters the area for the first time on a turn, or ends its turn within the area must make a successful DC 16 Wisdom saving throw or become frightened for 1 minute. A frightened target drops what it is holding and must retreat down the steps, possibly triggering the other glyphs.

AREA 8 – THE GUARDIAN OF THE WAYS

The secret door in area 5 leads to this chamber.

The secret door opens to reveal a smaller, but still majestic, hall. Four pillars support the ceiling. The walls are covered with fanciful murals.

Sitting proudly in the center of the room is a regal, leonine creature. A wild mane circles its human face, and a pair of feathery wings lie folded against its muscled back. Beyond the creature is a basin, its placid surface extending to the north wall.

This hidden hall guards the Way to Enlightenment (area 9). The domed ceiling is 30 feet overhead and painted with scenes of pharaohs, kings, and queens ascending to the afterlife. There is no illumination here.

Murals. The murals on the walls depict mortals making preparations for the journey to the afterlife.

The Guardian. Ahkraten is an **androsphinx** tasked with guarding this hall, the enchanted basin, and the route to the Way of Enlightenment. He has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, sacred flame*
- 1st level (4 slots): *command, cure wounds, detect evil and good*
- 2nd level (3 slots): *hold person, silence*
- 3rd level (3 slots): *bestow curse, dispel magic, tongues*
- 4th level (3 slots): *death ward, freedom of movement*
- 5th level (2 slots): *flame strike*
- 6th level (1 slot): *true seeing*

In addition, Ahkraten has the following lair actions:

LAIR ACTIONS

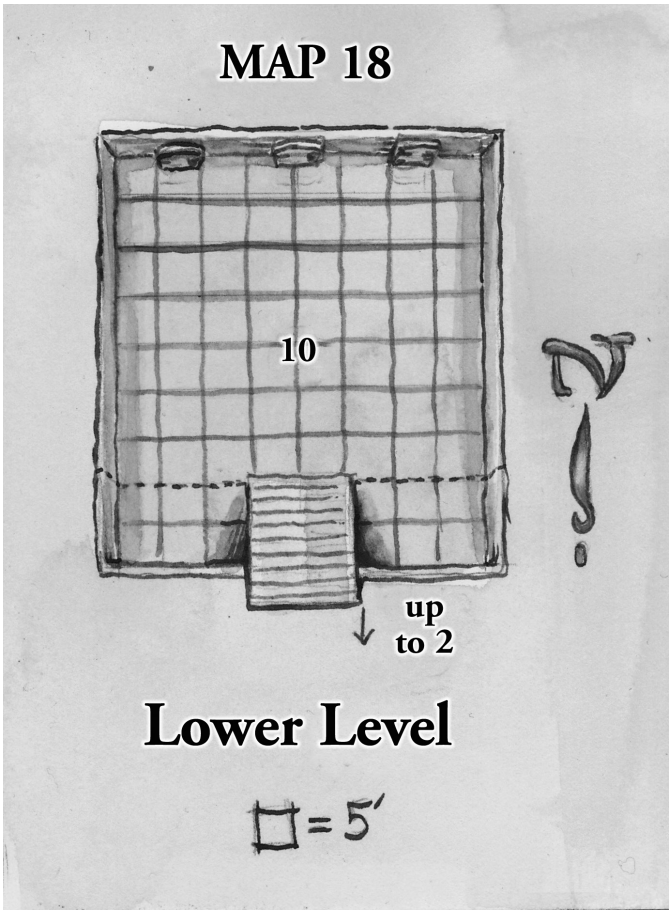
On initiative count 20 (losing initiative ties), Ahkraten can take a lair action to cause one of the following magical effects. Once Ahkraten has used an effect, he can't use that effect again until he finishes a short or long rest:

- The flow of time is altered such that every creature must reroll initiative. Ahkraten can choose not to reroll.
- Ahkraten fills the area south of the pillars with a *blade barrier*. The barrier lasts for 10 minutes and does not require concentration. A creature that enters this area for the first time on a turn, or that starts its turn in the area, takes 33 (6d10) slashing damage, or half as much damage on a successful DC 18 Dexterity saving throw.
- Ahkraten selects a creature he can see within 60 feet of him. The target's mind floods with memories of past experiences. The target must make a DC 18 Wisdom saving throw. On a failed save, the target takes 22 (4d10) psychic damage and is stunned until the end of its next turn. On a success, the target takes half as much damage and isn't stunned.
- Ahkraten stops the flow of time for all creatures in the chamber other than himself for 1 round. Ahkraten takes a full turn, during which he can use actions and move as normal. The effect ends immediately if any actions he takes, or any effects that he creates during this period, affect a creature or object other than himself.

Ahkraten is happy to chat with the party, but he is tasked with testing the martial acumen of intruders, as only the worthy are allowed to pass into the hall beyond. His answers to the characters' questions are curt, and he is unwilling to divulge too much information about the Sphinx. Before the encounter begins, Ahkraten has already cast *death ward* and *freedom of movement*, expending two of his 4th-level spell slots. As combat begins, he implores the characters to fight with honor. If the characters do (GM's discretion), Ahkraten grants them a boon (see Development below). He begins combat by using his three Roar actions, reserving his legendary actions to cast spells such as *flame strike*, *silence*, *bestow curse*, and *hold person*. He uses his lair actions to alter the flow of time, invoke the *blade barrier*, and target a vulnerable character with a psychic assault. He reserves his 6th-level spell slot to cast *true seeing* on an honorable character, allowing them to find the secret door.

Basin. A shallow, -marble-lined basin is positioned in front of the secret door to the north. Water fills the basin to a depth of 2 feet. If inspected with a *detect magic* spell, the water radiates powerful transmutation magic.

Secret Door. The secret door requires a successful DC 30 Wisdom (Perception) check to locate. A character with truesight spots the door automatically. The door sits just above the surface of the water, so the basin does not drain when the door is opened.



Development. If the characters reduce Ahkraten to 0 hit points, his *death ward* prevents him from dying. If the characters fought with honor, he stands down and casts *true seeing* on a random character, allowing them to find the secret door. Otherwise, he fights until truly destroyed. Depending on the outcome of the party's interaction with Ahkraten, the waters of the basin either heal or harm those that pass through them.

- If the characters defeated Ahkraten honorably, he blesses the waters of the basin. A living creature that touches the water regains 35 hit points. A creature that drinks the water instead regains 70 hit points and is cured of any blindness, deafness, or disease currently affecting it. A creature can receive the benefits of the waters only once.
- If the characters deceive Ahkraten or defeat him without honor, the waters of the basin are cursed. A living creature that touches the waters must make a DC 18 Constitution saving throw. On a failed save, the target takes 49 (14d6) necrotic damage, or half as much damage on a success. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced by an amount equal to the necrotic damage it took. The effect lasts for 1 hour or until ended with a *greater restoration* spell or similar effect.

AREA 9 – THE WAY OF ENLIGHTENMENT

The passage beyond the secret door is dark and claustrophobic. The ceiling is 7 feet high and the passage barely 5 feet wide. Murals decorate the walls on both sides. The corridor turns immediately to the east.

This is the Way of Enlightenment. Characters who traverse this corridor and exit the opposite end of the Sphinx's tail are unaffected by the *hallucinatory terrain* effect that conceals the tombs secreted in the Vale of Sovereigns (see Chapter 10, area B). Passing through this hall, however, is no simple task.

Murals. The murals on the walls illustrate the journey mortals undertake upon their deaths. The left hand wall depicts the journey to the Underworld, while the right hand wall depicts the journey to the "Fields of Reed."

The Journey of Enlightenment. Treading this hall takes a psychological toll on all who dare the journey. While in the hall, a living creature believes they are alone, even if another creature stands beside them. In addition, at the five locations indicated on the map, the creature must make a Wisdom saving throw. The DC of this save starts at 12 and increases by 2 for each successive save. On a failed save, the target takes 6 (1d12) psychic damage, plus an additional 1d12 psychic damage for each additional saving throw. Thus, the final saving throw has a DC 20 and deals 32 (5d12) psychic damage on a failure. A creature that focuses on the murals while traversing the hall makes the saving throws with advantage.

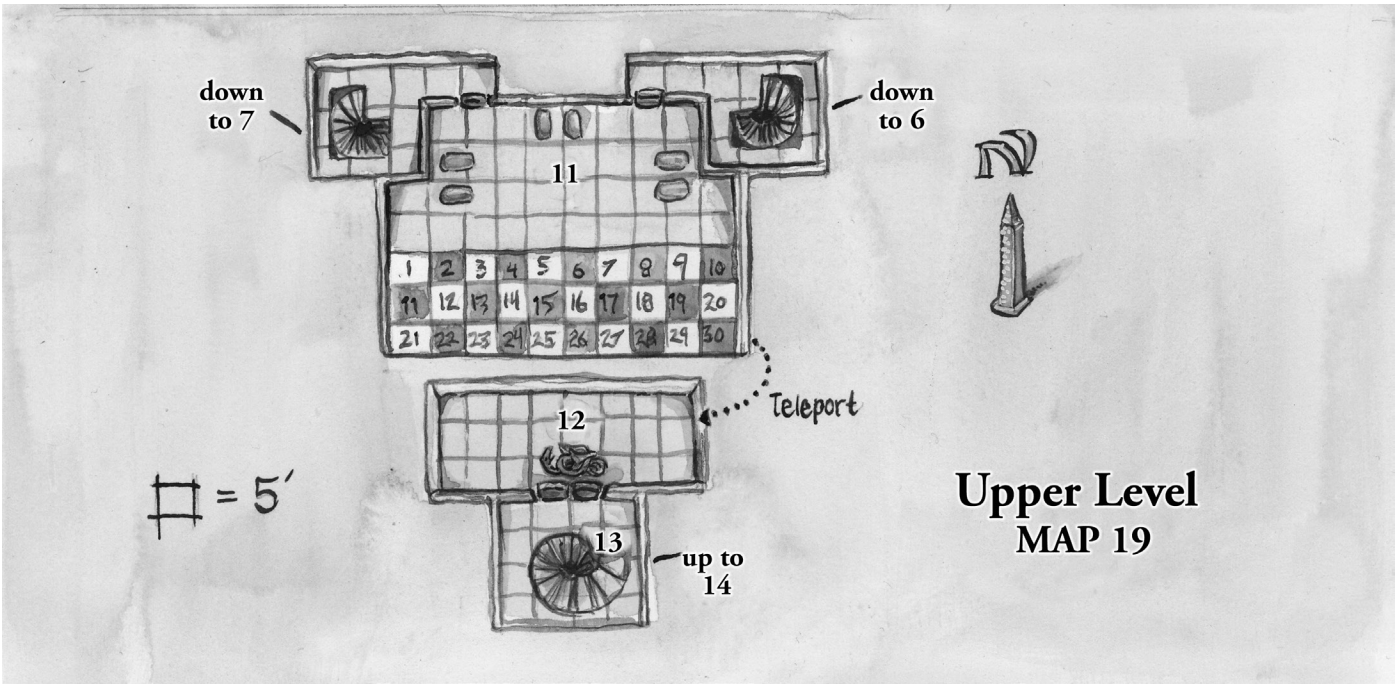
Exit Portal. A portal of inky darkness stands at the end of the corridor. A creature that touches the portal appears on the opposite side, outside the Sphinx. This is a one-way portal; once a character passes through the portal, they must use another entrance to enter the Sphinx again.

AREA 10 – LOWER HALL

The stairs descend into a dark and dusty chamber. Spaced equidistantly along the opposite wall are three stone doors.

The lower hall is a deadly trap.

Concealed Clue. Inscribed over the doors is a clue written in ancient Sphinx. The words are inlaid with gold but covered with gray paint, making them difficult to spot against the stone wall. Noticing the words requires a successful DC 15 Intelligence (Investigation) check. With 10 minutes effort, the characters can scrape away the paint, revealing the golden letters. If the characters read the words, show the players **player handout 25**:



Follow her sinister hand,

to access our veiled land.

The dextral route, covered with sand,

tread here, you'll be damned.

The characters might believe the clue refers them to the door they should open in this chamber, but this is a misdirection. In truth, the passage refers to the true entrance to the Sphinx (areas 3 and 4). The phrase "her sinister hand" refers to the left paw and the secret door to area 4. Although it is the right-facing paw (as the characters see it), the possessive "her" hints that it is the correct route "to access our veiled land." The "dextral route" refers to the trapped corridor at area 3.

Three Stone Doors. The three stone doors are identical. Each is enchanted with an *arcane lock* spell. A door can be unlocked with thieves' tools and a successful DC 25 Dexterity check, or forced open with a successful DC 30 Strength check. Removing the *arcane lock* (or suppressing it with a *knock* spell) reduces the DCs by 10. The left door's *arcane lock* is also dispelled if the word "veiled" is spoken in any language. Note that since this word is among those inscribed above the doors, characters who read the clue aloud unknowingly dispel the *arcane lock*. Opening any of the three doors triggers the ceiling trap.

Falling Ceiling Trap. The chamber's ceiling is a single, enormous stone block, which is rigged to drop if any of the trapped doors are opened. Noticing the trap requires a successful DC 25 Wisdom (Perception) check. A character using thieves' tools can disable the trap by making three successful DC 27 Dexterity checks (one for each door).

This complex trap has two parts. Have the characters roll initiative as soon as the trap is triggered. On initiative count 15, a *glyph of warding* inscribed on the ceiling in the center of the room activates. The glyph releases a *slow* spell in a 40-foot cube. Each creature in the room must make a successful DC 16 Wisdom saving throw or suffer the effects of a *slow* spell for 1 minute. An affected target's speed is halved, it takes a -2 penalty to its AC and Dexterity saving throws, and it can't use reactions. On its turn, the target can use either an action or a bonus action, but not both. If a target attempts to cast a spell with a casting time of 1 action, the target rolls a d20. On an 11 or higher, the spell takes effect on the caster's next turn, and the target must use an action to complete the spell. If it can't, the spell is wasted. The target can make another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

On initiative count 10, creatures north of the dashed line indicated on the map are crushed beneath the ceiling as it falls. A creature within 10 feet of the dashed line can attempt a DC 16 Dexterity saving throw. On a success, the creature can use its reaction to jump onto the stairs or into one of the areas south of the dashed line. Both these areas are safe from the falling ceiling, although if a target ends up in the area to the right or left of the stairs, they are trapped behind the ceiling block, which now rests on the floor. A creature that fails to jump to safety takes 55 (10d10) bludgeoning damage and is knocked prone and restrained until the trap resets (see Development).

Treasure. Characters who spend an hour of tedious effort scraping out the gold letters with a sharp tool (such as a dagger) come away with 150 gp worth of gold inlay.

Development. One hour after this trap is triggered, the stone golems in area 2 proceed to the secret alcoves and crank the wheels to reset the trap. If the golems are destroyed, the characters can use their ankhs to reset the trap themselves.

AREA 11 – THE GAME ROOM

This wide chamber is brightly lit overhead, although the ceiling is only 12 feet high. The walls are plain and unadorned. Six stone sarcophagi are scattered about the chamber: two each along the north, east, and west walls. In the center of the room stands an elevated, hex-shaped table with a recessed surface.

To the south, the floor is divided into 5-foot squares of alternating white and amber. Each square is marked with a number from 1 to 30, arranged into a grid of 10 columns and three rows.

Ten *continual flame* spells scattered about the ceiling illuminate the room. Assuming the characters passed through area 5 to reach this room, they automatically recognize the numbers to the south as a giant senet board. Use **player handout 22** to depict the senet board. Track the movement of pieces across the board with dice or some other objects.

Sarcophagi. The sarcophagi are sealed. Each contains a **mummy**, except for the one on the left hand side on the north wall, which contains a **mummy lord** and a gold scepter. Even if the characters open the sarcophagi, these undead creatures do not attack. If the characters approach the table, touch the scepter, or step on the senet board to the south, the mummies animate and assume positions to play a game of senet.

If this occurs, read the following aloud:

With a grinding sound, the lid of each sarcophagus is pushed aside as humanoid figures wrapped in tattered funeral linens pull themselves from the stony boxes. The figure that rises from one of the northern sarcophagi carries a gold scepter. This figure approaches the table in the center of the room and carefully sets down the scepter, perhaps as a wager, and picks up a set of four throwing sticks. Meanwhile, the other five figures shuffle to the game board and silently take positions on alternating amber spaces along the first row.

Playing Senet. The mummy lord waits for the characters to place a wager next to the scepter. If necessary, it points to a magic item one of the characters carries. It then motions for the other characters to take positions on the white spaces of the board in the first row. If there are fewer than five characters in the party (keep in mind that one must stay at the table to throw sticks), they should have an easier time moving their

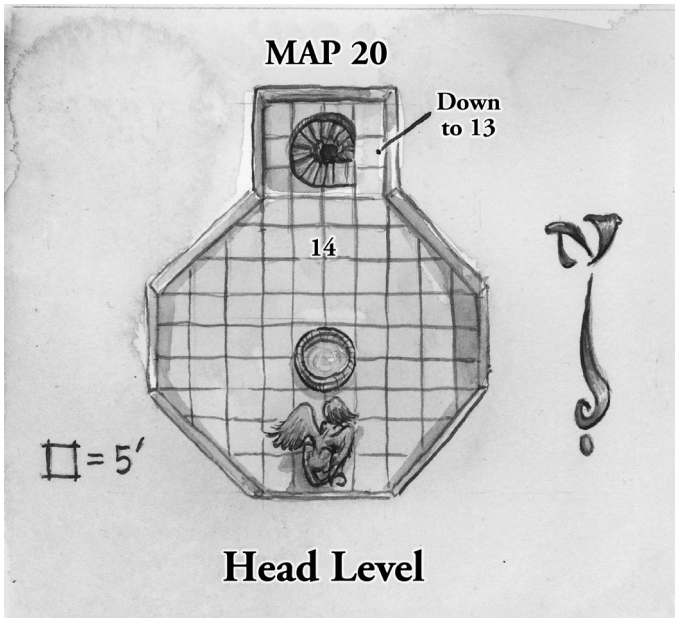


pieces across the board. Once the board is set, the mummy lord and the character can throw sticks to start the game.

Use the rules for senet presented in area 5 to conduct the game. Each side must move all their playing pieces off the opposite end of the board (see Development below). As characters reach square 30, they are teleported to area 12, while the mummies simply disappear. If the characters win the game, the remaining character may take the scepter. If the mummy lord wins, it disappears, along with the scepter and the item wagered by the characters.

If a mummy switches places with a character during the game, the mummy can make a rotting fist attack against that character. Likewise, the characters can make a single melee weapon attack whenever they switch with a mummy. A mummy or character killed or knocked unconscious during the game is removed from the board.

Nothing prevents the characters from simply attacking the mummies and the mummy lord. If this occurs, the scepter disappears and the mummies respond in kind. During combat, the mummy lord falls back to target characters with offensive spells such as *insect plague*, *harm*, or *hold person*,



reserving *contagion* for melee. The fight should prove difficult and expend a good deal of the party's resources. If the characters defeat the mummies, they can teleport to area 12 (without the scepter) by stepping on square 30.

Treasure. The senet throwing sticks are solid ivory with jet and gold highlights. Each set is worth 600 gp. The golden specter is worth 3,000 gp.

Awarding Experience. If the characters play senet to exit the room, award them 1,000 XP if they win, or 500 XP if they lose.

Development. If the party wins the senet game, the last character may take the gold scepter before they leave the room. The scepter plays a role in the party's exploration of area 12.

AREA 12 – THE FINAL GUARDIAN

Suddenly, the room spins in a blur of color. You close your eyes in confusion as a tingling sensation spreads throughout your limbs. With a final lurch, you arrive at your destination, queasy stomach and all.

You find yourself in a spartan hall 15 feet wide and 40 feet long. The arched ceiling rises 20 feet overhead. Along the south wall is a set of sealed double doors. Curled in front of the doors is a snake-like creature with a tan hide and a pair of leathery, undersized wings. Slowly, it lifts its head to examine you with amber eyes. As it does, flaps of skin along its neck flare into a hood.

This rare creature is a **cobra dragon** (see appendix B) and the Sphinx's final guardian. The dragon looks for the gold scepter from area 12, as it is forbidden from attacking intruders who carry it. If one of the characters carries the scepter, the dragon moves aside and allows the party to pass through the doors.

If the characters don't have the scepter, the cobra dragon initiates combat by unleashing its breath weapon. It then uses its Hypnotic Gaze to charm a melee combatant. If successful, it commands the target to lay down its arms. In melee, it alternates between using Frightful Presence and Hypnotic Gaze before attacking with its bite and claws. It spits poison at targets who remain out of range of its melee attacks. If combat occurs, the cobra dragon faithfully fulfills its duties, fighting to the death.

Double Doors. These double doors are constructed of solid iron. Though unlocked, they require a successful DC 18 Strength check to push open.

AREA 13 – THE FINAL PASSAGE

A spiral staircase dominates this 20-square-foot chamber. Peering up them, the stairs seem to go on and on forever.

The stairs spiral up the Sphinx's "neck" to its "head" chamber. The stairs are enchanted with a powerful illusion: though they appear endless, they end after 20 feet. Creatures with truesight see through the illusion, and a successful *dispel magic* spell (DC 14) ends the effect.

The Ascent. Climbing the stairs seems to take hours. During the ascent, each character that has not seen through the illusion must make three DC 15 Wisdom saving throws. Each time a character fails a saving throw, they become increasingly mentally and physically drained, gaining a level of exhaustion. The stairs lead to area 14.

AREA 14 – THE CHAMBER OF ALL SEEING

After hours of arduous climbing, you arrive at a hexagonal chamber. The scent of sweet perfume tickles your nostrils, and a melodious tune from some unseen harp fills your ears. A stone basin filled to the brim with placid water occupies the center of the chamber. Behind the basin crouches a magnificent, leonine creature with feathery wings and flowing blonde hair held in place by a golden circlet. A matching gold breastplate covers her chest. She sits patiently, her eyes closed but still seemingly aware of your presence.

This place has many names: the Chamber of Scrying, the Room of Answers, the Glimpse of What Will Become, or the Place of What Once Was. For thousands of years, it has been the demesne of Hahtep, a **gynosphinx**. The Sphinx Queen herself tasked Hahtep with guarding the secrets in these halls, and she has never faltered. Mortals rarely reach this chamber, so the characters have Hahtep's full attention when they arrive. Though she assumes the characters' purpose is great, her attitude toward them is indifferent. She is willing to share her knowledge with the party, but at a cost.

Payment. The GM should choose a method of payment that best suits their campaign. A few examples of the price the characters pay for Hahtep's knowledge include:

- The characters must answer Hahtep's riddle. The GM may consult the sidebar for a sample riddle or invent a riddle of their own. Numerous books and online resources are a source of riddles, as well.
- The characters must present Hahtep a riddle she can't answer or a secret she doesn't know. It's the GM's discretion whether the party's payment is worthy of a reward. For example, since Hahtep doesn't know the true names of the Chosen Sons of Set (Chapter 10, area 5J), this information would be suitable.
- If the characters prefer a martial challenge, Hahtep teleports them back to the cobra dragon in area 12 (if they didn't already defeat it) or to Ahkraten in area 8 to test their mettle.
- The characters must give Hahtep a legendary magic item.

Here is a sample riddle the GM may wish to use:

Beware my crashing roar,

and my harried gait.

I always run,

yet in a solitary place, I wait.

I have a boundless mouth that runs deep,

but I cannot rest, or sleep.

Answer: A river

The Knowledge They Seek. As outlined in the Adventure Hooks section, the characters have most likely traveled to the Guardian Sphinx to gain knowledge or forbidden lore. Assuming the characters make a proper payment, they might receive any of the following rewards:

- Information about the Chosen Sons of Set (see sidebar).
- Information about a specific tomb in the Vale of Sovereigns.
- One use of the Basin of Visions (see below), which they can use to glimpse an important past or future event.
- Information about an artifact or legendary magic item.
- Information about how to destroy an evil artifact.

In the unlikely event the characters engage in combat with Hahtep, she is quick to defend herself. At the first opportunity, she uses one of her lair actions to teleport the characters to face off against the cobra dragon (area 12) or Ahkraten (area 8). If the characters have defeated both these creatures, she teleports them to the trapped corridor (area 3) instead.

HAHTEP'S LAIR ACTIONS

On initiative count 20 (losing initiative ties), Hahtep can take a lair action to cause one of the following magical effects. Once Hahtep has used an effect, she can't use that effect again until she finishes a short or long rest:

- The flow of time is altered such that every creature must reroll initiative. Hahtep can choose not to reroll.
- Hahtep teleports up to 10 Medium or smaller creatures she can see to another location inside the Sphinx.
- Hahtep chooses a creature she can see within 60 feet of her. The target's mind floods with visions of the future. The target must make a DC 18 Wisdom saving throw as the horror of such revelations takes its toll. On a failed save, the target is stunned until the end of its next turn.
- Hahtep chooses a creature she can see within 60 feet of her. The target must make a DC 18 Intelligence saving throw as an unending series of puzzles and conundrums assault their mind. On a failed save, the target is affected as if by a *feeblemind* spell. The effect lasts 1 hour.

Basin of Visions. The stone basin has been crafted from stone collected from the Vision Stone (see Chapter 10, area H). Once every 24 hours, Hahtep can use the basin to cast *scrying*. Once per year, she can use the basin to scry on a future or past event.

Treasure. The circlet Hahtep wears is worth 4,000 gp. Her breastplate is worth 6,000 gp.

CONCLUDING THE ADVENTURE

Following the characters' audience with Hahtep, they have a few options. Depending on their objective, Hahtep may teleport the characters to area 1 so they can leave the Sphinx. If they seek a tomb in the Vale of the Sovereigns, she instead teleports them to area 8 so they can interact with Ahkraten (if they haven't already) and eventually pass through the Way of Enlightenment.

If the characters overcome the challenges of the Sphinx, the GM can reward them with one or more of the options below. If the characters aim to confront the Chosen Sons of Set, Hahtep bestows them with a powerful magic item, such as the *carpet of flying*. This wondrous item should help the party reach the Sons before time runs out.

- Each character receives 5,000 XP (or gains one level).

- The party gains a very rare or legendary magic item. Suitable options could include:
  - A *talisman of pure good*
  - A 6 ft. × 9 ft. *carpet of flying*
  - A suit of *elven chain*
  - A *vorpal sword*
  - A *staff of thunder and lightning*
  - Each character receives a blessing, gaining a permanent +1 bonus to AC and saving throws.

Here ends *The Secrets of the Sphinx*.

The Chosen Sons of Set

If the GM is using the *Chosen Sons of Set* trilogy of adventure modules set in the *Dark Tower* setting (volume 3), the characters may seek knowledge about how to deal with the evil god Set. In this case, Hahtep provides the following information:

Every 666 years, when a Chosen Son of Set is destroyed, Set must wait a full year before appointing a new Chosen Son. This provides a rare opportunity to defeat all four Chosen Sons and strip Set of his power and influence. It just so happens that this is such a year. The GM decides how much time remains; it could be most of the year or a mere few weeks.

Hahtep is also aware of where all four Sons reside. Manahath protects one of Set's most powerful allies, a lich who resides in the Dark Tower of Set. The other three Chosen Sons can be found in the wastes of Xa Deshret (see the respective three adventures for further details):

- Ophois can be found near the small village of Thinis
- Skabhet can be found in the city of Mugdhad
- Caphet can be found in the Crimson Reed Oasis, but even Hahtep lacks knowledge on where it is. She can reveal the location of one of the *heart shards of Caphet* to get the characters started.

Hahtep may teleport the characters to the Chamber In Between (area 5) to show them the locations on the illusory maps in that chamber.

Although she does not know the true names of the Chosen Sons, she suspects that knowledge is hidden in the tomb of a former high priest of Set (see Chapter 10, area B5). She can share the location of that tomb but informs the characters they need to pass through the Way of Enlightenment (area 9) to see through the illusion that conceals the tomb's entrance.



DARK TOWER

APPENDIX A: PRE-GENERATED CHARACTERS

The following is a roster of 7th-level characters that can be used as pre-generated player characters or NPCs for use in *Dark Tower*. Armor Class has already been adjusted for mundane armor and Dexterity bonus, but not for any magic items. Hit points have been calculated assuming a maximum number plus Constitution modifier at 1st level, then an average result (rounded up) plus Constitution modifier for each level thereafter. Each character can be customized further using the notes and tables below. GMs can adjust the characters to higher or lower levels as suits their needs.

NAME	QUAY QUISTLE	PATTRIC THE DEVOUT	BEREGYN	GRAYTHARR	MARA CORINTH	BROTHER CULLEN
Sex	Male	Male	Female	Male	Female	Male
Race	Half-Elf	Human	Stout Halfling	Mountain Dwarf	Human	Human
Level (HD)	7 (7d8)	7 (7d8)	7 (7d8)	7 (7d10)	7 (7d10)	7 (7d8)
Class	Bard	Cleric	Druid	Fighter	Fighter	Monk
Background	Entertainer	Sage	Acolyte	Outlander	Soldier	Hermit
Alignment	CG	LG	N	N	LN	LG
Armor Class	15	16	15	18	19	16
Initiative	+3	-1	+3	+0	+3	+3
Speed	30 ft.	30 ft.	25 ft.	25 ft.	30 ft.	45 ft.
Prof. Bonus	+3	+3	+3	+3	+3	+3
Hit Points	42	49	49	71	57	42
Strength	10 (+0)	13 (+1)	8 (-1)	17 (+3)	16 (+3)	14 (+2)
Dexterity	16 (+3)	9 (-1)	16 (+3)	10 (+0)	16 (+3)	16 (+3)
Constitution	12 (+1)	15 (+2)	14 (+2)	18 (+4)	15 (+2)	13 (+1)
Intelligence	14 (+2)	14 (+2)	12 (+1)	13 (+1)	9 (-1)	12 (+1)
Wisdom	8 (-1)	18 (+4)	17 (+3)	12 (+1)	11 (+0)	16 (+3)
Charisma	18 (+4)	11 (+0)	10 (+0)	8 (-1)	13 (+1)	10 (+0)
Skills	Acrobatics +6	Arcana +5	Insight +6	Animal Handling +4	Acrobatics +6	Acrobatics +6
	Investigation +5	History +5	Perception +6	Athletics +6	Athletics +6	Athletics +5
	Nature +5	Medicine +7	Religion +4	Perception +4	Intimidation +4	Medicine +6
	Performance +7	Religion +5	Survival +6	Survival +4	Insight +3	Religion +4
	Persuasion +7					
	Stealth +6					

Armor	Studded Leather	Half Plate & Shield	Studded Leather	Plate	Half Plate & Shield	None
Weapons	Rapier	Quarterstaff	Club	Greataxe	Longsword	Quarterstaff
	Quarterstaff		Sling	Warhammer	Heavy Crossbow	Sling
	Shortbow			Heavy Crossbow	Flail	
				Dagger	Dagger (2)	
Special Items	Lute	Gold Holy Symbol	Mistletoe	Silver Dagger	Alchemist's Fire (3)	50 ft. silk rope
	Alchemist's Fire (3)	Healer's Kit (2)	Herbalism Kit	Vial of Antitoxin		Book (blank)
	Caltrops	Holy Water (4)				
Equip. Pack	Entertainer's	Priest's	Explorer's	Dungeoneer's	Explorer's	Scholar's

NAME	SIR PALAN PENDROCK	GALENA OF GREENFROND	MAGISTREE NALEEV	CRATH THE CRUSHER	DALEN DWEORCKLE	ER'LANNA THE AZURE
Sex	Male	Female	Female	Male	Male	Female
Race	Human	Wood Elf	Human	Hill Dwarf	High Elf	Human
Level (HD)	7 (7d10)	7 (7d10)	7 (7d8)	7 (4d8 + 3d10)	7 (2d10 + 5d6)	7 (7d6)
Class	Paladin	Ranger	Rogue	Rogue/ Fighter	Fighter/Wizard	Wizard
Background	Soldier	Urchin	Guild Artisan	Criminal	Hermit	Noble
Alignment	LG	NG	LN	CN	NG	LG
Armor Class	19	16	15	18	15	12
Initiative	-1	+4	+5	+2	+3	+2
Speed	30 ft.	35 ft.	30 ft.	25 ft.	30 ft.	30 ft.
Prof. Bonus	+3	+3	+3	+3	+3	+3
Hit Points	57	50	24	59	31	27
Strength	16 (+3)	14 (+2)	11 (+0)	16 (+3)	14 (+2)	10 (+0)
Dexterity	9 (-1)	18 (+4)	20 (+5)	15 (+2)	16 (+3)	14 (+2)
Constitutio-n	14 (+2)	12 (+1)	8 (-1)	15 (+2)	10 (+0)	10 (+0)
Intelligence	10 (+0)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	20 (+5)
Wisdom	16 (+3)	15 (+2)	13 (+1)	13 (+1)	9 (-1)	13 (+1)
Charisma	14 (+2)	10 (+0)	12 (+1)	8 (-1)	12 (+1)	11 (+0)
Skills	Athletics +6	Athletics +5	Acrobatics +8	Acrobatics +5	History +6	Arcana +8
	Intimidation +5	Animal Handling +5	Insight +4	Athletics +9	Investigation +6	History +8
	Insight +6	Perception +5	Investigation +8	Deception +2	Medicine +2	Investigation +8
	Medicine +6	Sleight of Hand +7	Persuasion +4	Perception +7	Perception +2	Persuasion +3
		Stealth +7	Sleight of Hand +11	Sleight of Hand +5	Religion +6	
		Survival +5	Stealth +11	Stealth +5		

Armor	Plate & Shield	Studded Leather	None	Breast-plate & Shield	Chain Shirt	None
Weapon	Longsword	Longsword	Dagger (4)	Battleaxe	Longsword	Quarterstaff
	Morningstar	Longbow	Shortsword	Shortsword	Longbow	Dagger (3)
	Dagger (2)	Dagger (2)		Light Crossbow	Dagger (2)	
Special Items	Holy Symbol	12 Silver Arrows	Thieves' Tools	Thieves' Tools	Spellbook	Spellbook
	Holy Water (2)	Vial of Antitoxin (3)	Silver Dagger	Holy Water (2)	Arcane Focus (Crystal)	Book (blank)
			Vial of Poison (2)	Alchmist's Fire (2)		Magnifying Glass
Equip. Pack	Dungeoneer's	Explorer's	Burglar's	Burglar's	Explorer's	Scholar's

Character Archetype. Once they have selected a character, each player should choose an appropriate archetype (fighter, ranger, or rogue), college (bard), domain (cleric), circle (druid), sacred oath (paladin), or tradition (monk and wizard).

Additional Equipment. Each character has been assigned weapons, armor, a handful of special items, and an equipment pack. In addition, each character has a *potion of healing* and 500 gp to purchase additional mundane equipment.

Magic Items. Each character has two or three magic items with a rarity of rare or less and one or two potions or *spell scrolls*. Roll once on the Magic Weapons and Armor table to determine if the character has a magic weapon, magic armor, or similar item, once on the Miscellaneous Magic Items table to assign an additional magic item, and finally once on the Potions and Scrolls table to assign a potion or *spell scroll*. On the Potion and Scrolls table, the player chooses a potion **or** a scroll (not both).

MAGIC WEAPONS AND ARMOR

d100	Result	Wizard Result
01-15	No magic weapon or armor*	None*
16-40	*+1 armor* or *+1 shield***	*cloak of protection*
41-45	*+2 armor***	*bracers of defense*
45-80	*+1 weapon*	*wand* (choice, uncommon)
80-95	*+1 weapon* **and** *+1 armor* or *+1 shield***	*pearl of power*
96-100	*+2 weapon*	*wand* (choice, rare)

* When rolling on the Miscellaneous Magic Items table, add 20 to the result.

** If a monk character gets one of these results, it is a *cloak of protection.*

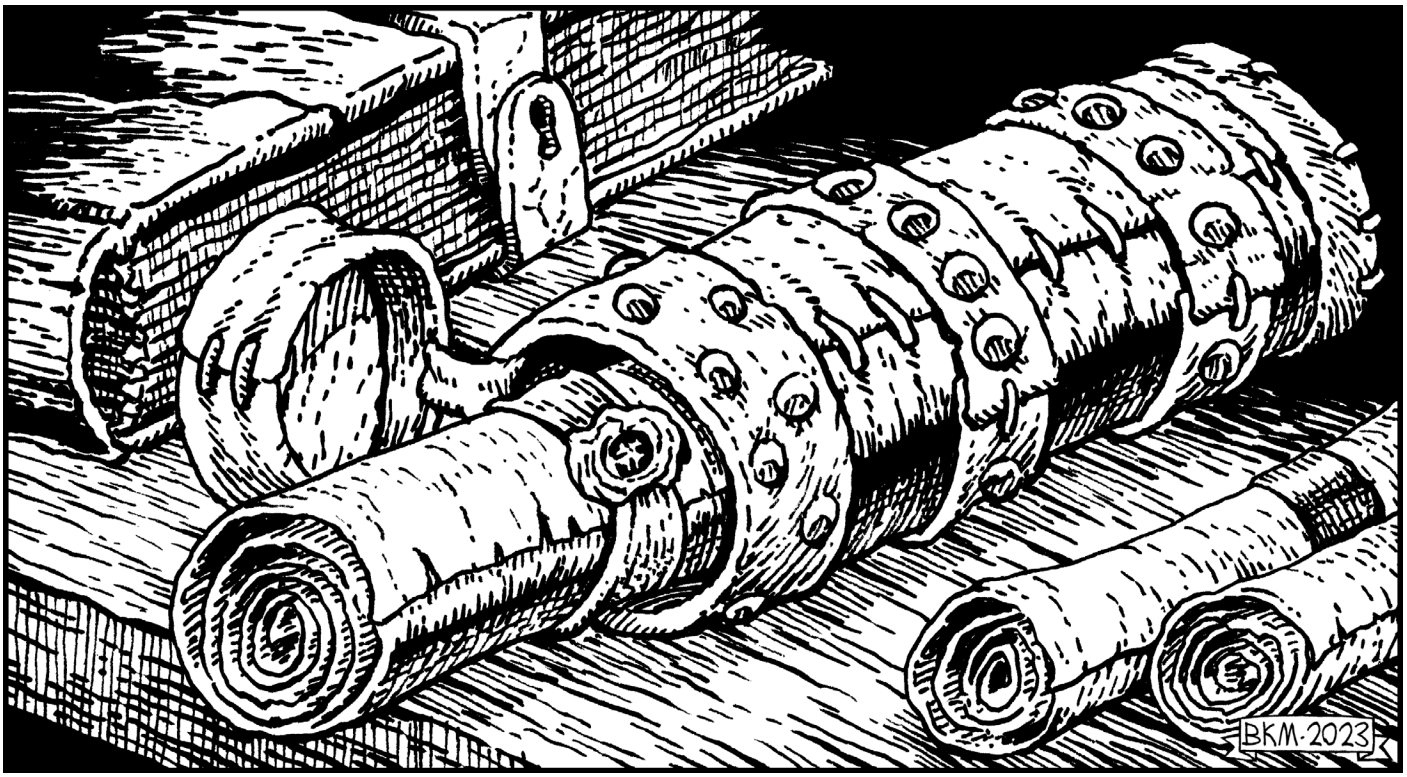
MISCELLANEOUS MAGIC ITEMS

d100	Result
01-15	*driftglobe*
16-25	*bag of holding*
26-35	*boots of elvenkind* **or** *cloak of elvenkind*
36-45	*rope of climbing*
46-55	*ring of jumping*
56-65	*ring of swimming*
66-75	*decanter of endless water*
76-80	*ring of feather falling*
81-85	*bag of beans*

86-90	*horn of blasting*
91-95	*periapt of proof against poison*
96-100	*gem of seeing*
111+	*cube of force*

POTIONS AND SCROLLS

d100	Potion Result	Spell Scroll Result
1-15	*potion of healing*	1st-level spell
16-35	*potion of climbing*	1st-level spell
35-55	*potion of greater healing*	2nd-level spell
56-65	*potion of water breathing*	2nd-level spell
66-75	*potion of growth*	1st-level spell and 2nd-level spell
76-80	*potion of fire breath*	2nd-level spell and 2nd-level spell
81-85	*potion of gaseous form*	3rd-level spell
86-90	*potion of stone giant strength*	3rd-level spell
90-95	*potion of invisibility*	4th-level spell
95-100	Roll twice on this table, ignoring results of 95 or greater	



Character Beregyn Belini

Player

5E

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
8	17	14	12	18	10
-1 bonus	+3 bonus	+2 bonus	+1 bonus	+4 bonus	+0 bonus
save +0	save +4	save +3	save +5	save +8	save +1

Saving Throws

Class Druid

Race Stout Halfling Gender F Alignment N Level 7 XP 23,000 Inspiration ☐

HIT DICE d8
Total 7
Used

Max 52 | Current — Hit Points

Armor Class 16

Initiative +3 | Speed 25

SKILLS

☐	+3	Acrobatics (Dex)
☐	+4	Animal Handling (Wis)
☐	+1	Arcana (Int)
☐	-1	Athletics (Str)
☐	+0	Deception (Cha)
☐	+1	History (Int)
●	+7	Insight (Wis)
☐	+0	Intimidation (Cha)
☐	+1	Investigation (Int)
☐	+4	Medicine (Wis)
☐	+1	Nature (Int)
●	+7	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
●	+4	Religion (Int)
☐	+3	Sleight of Hand (Dex)
☐	+3	Stealth (Dex)
●	+7	Survival (Wis)

CHECKS

17	Passive Perception
11	Passive Investigation

PROFICIENCIES

- Herbalism Kit
- Druid Weapons
- Light, medium armor (no metal)

Proficiency Bonus: +3

ARMOR (●Light ●Med. ☐Heavy ☐Shield)

Name	AC	Weight
Studded Leather Armor	12	13 lbs.
Cloak of Protection	+1	NA

WEAPONS (● Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range
Club	+2	1d4-1b	
Sling	+6	1d4+3b	30/120
Shillelagh	+6	1d8+3b	

COMBAT NOTES

Shillelagh damage is considered magical

TRAITS & FEATURES

- Halfling Traits
  - Halfling Nimbleness
  - Brave
  - Lucky
  - Stout Resistance
- Druid Features
  - Druidic
  - Spellcasting
  - Wild Shape (CR 1/2, no fly speed)
- Druid Circle: Player's Choice
- Ability Adjustment (Dex and Wis)

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Explorer's Pack	45	potion of healing	0.5		
Silk Rope (50 ft.)	5	potion of fire breath	0.5		
Herbalism Kit	3	cloak of protection	-		
Mistletoe	-	bag of beans	-		
Studded Leather Armor	13				
Club	2				
Sling	-				
Sling Stone (60)	3				

Total Equipment Weight: 72 lbs.

Character Brother Cullen

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16	16	13	12	16	10
+3 bonus	+3 bonus	+1 bonus	+1 bonus	+3 bonus	+0 bonus
save +6	save +6	save +1	save +1	save +3	save +0

Class Monk — Saving Throws

Race Human — Gender M — Alignment LG — Level 7 — XP 23,000 — Inspiration ☐

HIT DICE d8
Total 7
Used

Hit Points: Max 45 / Current

Armor Class 16

Initiative +3 — Speed 45

SKILLS

●	+6	Acrobatics (Dex)
☐	+3	Animal Handling (Wis)
☐	+1	Arcana (Int)
●	+6	Athletics (Str)
☐	+0	Deception (Cha)
☐	+1	History (Int)
☐	+3	Insight (Wis)
☐	+0	Intimidation (Cha)
☐	+1	Investigation (Int)
●	+6	Medicine (Wis)
☐	+1	Nature (Int)
☐	+3	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
●	+4	Religion (Int)
☐	+3	Sleight of Hand (Dex)
☐	+3	Stealth (Dex)
☐	+3	Survival (Wis)

CHECKS

13	Passive Perception
11	Passive Investigation

PROFICIENCIES

- Simple Weapons and Shortswords
- Herbalism Kit

Proficiency Bonus: +3

ARMOR (☐Light ☐Med. ☐Heavy ☐Shield)

Name	AC	Weight
Unarmored Defense	+6	NA

WEAPONS (● Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range
+1 Quarterstaff	+7	1d6+4b	
Sling	+6	1d4+3b	30/120

COMBAT NOTES

Extra Attack
Martial Arts
Stunning Strike
Deflect Missiles

TRAITS & FEATURES

- Monk Features
  - Unarmored Defense
  - Martial Arts (1d6)
  - Ki Points (7)
  - Unarmored Movement
  - Deflect Missiles
  - Slow Fall
  - Extra Attack
  - Stunning Strike
  - Ki-Empowered Strikes
  - Evasion
  - Stillness of the Mind
- Monastic Tradition: Player's Choice
- Ability Adjustment (Str)

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Scholar's Pack	11	periapt of proof vs poison	-		
Book (blank)	5				
Herbalisim Kit	3				
Silk Rope (50 ft.)	5				
+1 Quarterstaff	4				
Sling	-				
Sling Stones (40)	3				
potion of healing (2)	1				

Total Equipment Weight: 32 lbs.

Character Crath the Crusher

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
18	15	15	10	13	8
+4 bonus	+2 bonus	+2 bonus	+0 bonus	+1 bonus	-1 bonus
save +4	save +5	save +2	save +3	save +1	save -1

Saving Throws

Class Rogue/Fighter

Race Hill Dwarf Gender M Alignment CN Level 7 XP 23,000 Inspiration ☐

HIT DICE d8/d10

Total 4/3

Used

Max 62 | Current — Hit Points

Armor Class 19

Initiative +2 — Speed 25

SKILLS

●	+5	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
☐	+0	Arcana (Int)
●	+10	Athletics (Str)
●	+2	Deception (Cha)
☐	+0	History (Int)
☐	+1	Insight (Wis)
☐	-1	Intimidation (Cha)
☐	+0	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+0	Nature (Int)
●	+4	Perception (Wis)
☐	-1	Performance (Cha)
☐	-1	Persuasion (Cha)
☐	+0	Religion (Int)
●	+5	Sleight of Hand (Dex)
●	+5	Stealth (Dex)
☐	+1	Survival (Wis)

CHECKS

14	Passive Perception
10	Passive Investigation

PROFICIENCIES

- Thieves' Tools (E)
- Brewer's Tools
- Three Dragon Ante

Proficiency Bonus: +3

ARMOR (●Light ●Med. ☐Heavy ●Shield)

Name	AC	Weight
Breastplate	14	20 lbs.
Shield	+2	6 lbs.

WEAPONS (● Simple ● Martial)

Name	Atk bonus	Damage /Type	Range
+1 Battleaxe	+4	1d8+5s	
Shortsword	+7	1d6+4s	
Light Crossbow	+5	1d8+2p	80/320

COMBAT NOTES

Battleaxe: If used with two hands, 1d10+5s damage
Sneak Attack: 2d6
Fighting Style: Defense
Action Surge

TRAITS & FEATURES

- Hill Dwarf Traits
  - Darkvision 60 ft.
  - Dwarven Resilience
  - Dwarven Combat Training
  - Stonecunning
  - Dwarven Toughness
- Rogue Features
  - Sneak Attack: 2d6
  - Expertise: Athletics
  - Expertise: Thieves' Tools
  - Cunning Action
- Roguish Archetype: Player's Choice
- Fighter Features
  - Fighting Style: Defense
  - Second Wind
  - Action Surge
- Martial Archetype: Player's Choice
- Ability Adjustment: Str

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Burglar's Pack	52	potion of invisibility	0.5		
+1 battleaxe	4	bag of holding	-		
Shortsword	2	Thieves' Tools	1		
Light Crossbow	5	Holy Water (2)	2		
20 bolts	1.5	Alchemist Fire (3)	3		
Breastplate	20				
Shield	6				
potion of healing	0.5				

Total Equipment Weight: 97.5 lbs.

Character Dalen Dweorckle

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14	16	12	16	9	12
+2 bonus	+3 bonus	+1 bonus	+3 bonus	-1 bonus	+1 bonus
save +2	save +3	save +1	save +6	save +2	save +1

Saving Throws

Class Wizard/Fighter

Race High Elf Gender M Alignment NG Level 7 XP 23,000 Inspiration ☐

HIT DICE d6/d10

Total 5/2

Used

Hit Points: Max 49 / Current

Armor Class 15

Initiative +3

Speed 30

SKILLS

☐	+3	Acrobatics (Dex)
☐	-1	Animal Handling (Wis)
☐	+3	Arcana (Int)
☐	+2	Athletics (Str)
☐	+1	Deception (Cha)
●	+6	History (Int)
☐	-1	Insight (Wis)
☐	+1	Intimidation (Cha)
●	+6	Investigation (Int)
●	+2	Medicine (Wis)
☐	+3	Nature (Int)
●	+2	Perception (Wis)
☐	+1	Performance (Cha)
☐	+1	Persuasion (Cha)
●	+6	Religion (Int)
☐	+3	Sleight of Hand (Dex)
☐	+2	Stealth (Dex)
☐	+2	Survival (Wis)

CHECKS

12	Passive Perception
16	Passive Investigation

PROFICIENCIES

- Herbalism Kit
- Elf Weapons
- Light, medium armor and shields
- Simple and Martial Weapons
- Proficiency Bonus: +3

ARMOR (● Light ● Med. ☐ Heavy ● Shield)

Name	AC	Weight
Chain Shirt	13	20 lbs.

WEAPONS (● Simple ● Martial)

Name	Atk bonus	Damage /Type	Range
Longsword	+5	1d8+2s	
Longbow	+8	1d8+3p	150/600
Dagger (2)	+6	1d4+3p	20/60

COMBAT NOTES

Fighting Style: Archery

TRAITS & FEATURES

- High Elf Traits
- Darkvision 60 ft.
- Keen Senses
- Fey Ancestry
- Trance
- Elf Weapon Training
- Cantrip: Blade Ward
- Ability Adjustment: Con

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Explorer's Pack	54	potion of healing (2)	1		
Chain Shirt	13	cloak of elvenkind	-		
Longsword	3	pearl of power	-		
Longbow	2				
Dagger (2)	2				
Spellbook	3				
Arcane Focus (Crystal)	1				
40 Arrows	3				

Total Equipment Weight: 82 lbs.

Character Er'lanna the Azure

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10	16	10	20	13	11
+0 bonus	+3 bonus	+0 bonus	+5 bonus	+1 bonus	+0 bonus
save +0	save +3	save +0	save +8	save +4	save +0

Class Wizard — Saving Throws

Race Human Gender F Alignment LG Level 7 XP 23,000 Inspiration ☐

HIT DICE d6
Total 7
Used

Max 30 | Current — Hit Points

Armor Class 13

Initiative +3 — Speed 30

TRAITS & FEATURES

- Wizard Features
- Spellcasting
- Arcane Recovery
- Arcane Tradition: Player's Choice
- Ability Adjustment: Dex

SKILLS

☐	+3	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
◉	+8	Arcana (Int)
☐	+0	Athletics (Str)
☐	+0	Deception (Cha)
◉	+8	History (Int)
☐	+1	Insight (Wis)
☐	+0	Intimidation (Cha)
◉	+8	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+5	Nature (Int)
☐	+1	Perception (Wis)
☐	+0	Performance (Cha)
◉	+3	Persuasion (Cha)
☐	+5	Religion (Int)
☐	+3	Sleight of Hand (Dex)
☐	+3	Stealth (Dex)
☐	+1	Survival (Wis)

ARMOR (☐ Light ☐ Med. ☐ Heavy ☐ Shield)

Name	AC	Weight
Mage armor (if cast)	13	NA

WEAPONS (☐ Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range
Quarterstaff	+3	1d6b	
Dagger (3)	+3	1d4+3p	20/60

COMBAT NOTES

Quarterstaff: If used with two hands, 1d8b damage

CHECKS

11	Passive Perception
18	Passive Investigation

PROFICIENCIES

- Wizard Weapons
- Dragonchess

Proficiency Bonus: +3

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Scholar's Pack	10	wand of web	-		
Spellbook	3	boots of elvenkind	-		
Book (blank)	5				
Magnifying Glass	-				
Quarterstaff	4				
Daggers (3)	3				
potion of healing	0.5				
potion of gaseous form	0.5				

Total Equipment Weight: 26 lbs.

Character Galena of Greenfrond

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14	18	13	8	16	10
+2 bonus	+4 bonus	+1 bonus	-1 bonus	+3 bonus	+0 bonus
save +5	save +7	save +1	save -1	save +3	save +0

Saving Throws

Class Ranger

Race Wood Elf | Gender F | Alignment NG | Level 7 | XP 23,000 | Inspiration ☐

HIT DICE d10

Total 7

Used

Hit Points: Max 53 / Current

Armor Class 17

Initiative +4

Speed 35

SKILLS

☐	+4	Acrobatics (Dex)
●	+6	Animal Handling (Wis)
☐	-1	Arcana (Int)
●	+5	Athletics (Str)
☐	+0	Deception (Cha)
☐	-1	History (Int)
☐	+3	Insight (Wis)
☐	+0	Intimidation (Cha)
☐	-1	Investigation (Int)
☐	+3	Medicine (Wis)
☐	-1	Nature (Int)
●	+6	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
☐	-1	Religion (Int)
●	+7	Sleight of Hand (Dex)
●	+7	Stealth (Dex)
●	+6	Survival (Wis)

CHECKS

16	Passive Perception
9	Passive Investigation

PROFICIENCIES

- Elf Weapons
- Simple and Martial Weapons
- Light, Medium Armor and Shields
- Disguise Kit
- Thieves' Tools

Proficiency Bonus: +3

ARMOR (● Light ● Med. ☐ Heavy ● Shield)

Name	AC	Weight
+1 Studded Leather Armor	13	13 lbs.

WEAPONS (● Simple ● Martial)

Name	Atk bonus	Damage /Type	Range
Longsword	+5	1d8+2s	
Longbow	+9	1d8+4p	160/600
Silver Dagger	+7	1d4+4p	20/60

COMBAT NOTES

If used with two hands, Longsword does 1d10+2s
Extra Attack
Fighting Style: Archery (+2 to hit with ranged weapons)

TRAITS & FEATURES

- Wood Elf Traits
  - Darkvision 60 ft.
  - Keen Senses
  - Fey Ancestry
  - Trance
  - Elf Weapon Training
  - Fleet of Foot
  - Mask of the Wild
- Ranger Features
  - Favored Enemy: Constructs
  - Favored Enemy: Undead
  - Natural Explorer: Desert
  - Natural Explorer: UnderDeep
  - Spellcasting
  - Fighting Style: Archery
  - Primeval Awareness
- Ranger Archetype: Player's Choice
- Ability Adjustment: Con and Wis

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Explorer's Pack	59	12 Sliver Arrows	0.5		
+1 Leather Armor	13	potion of healing	0.5		
Longsword	3	horn of blasting	-		
Longbow	2	potion of greater healing	0.5		
Silver Dagger (2)	2				
40 arrows	2				
Thieves' Tools	1				
Vial of Antitoxin (3)	-				

Total Equipment Weight: 83.5 lbs.

Character Graytharr Graniteheel

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
17	12	18	13	12	8
+3 bonus	+1 bonus	+4 bonus	+1 bonus	+1 bonus	-1 bonus
save +6	save +1	save +7	save +1	save +1	save -1

Class Fighter — Saving Throws

Race Mountain Dwarf Gender M Alignment N Level 7 XP 23,000 Inspiration ☐

HIT DICE d10
Total 7
Used

Max 74 / Current — Hit Points

Armor Class 18

Initiative +1 / Speed 25

SKILLS

☐	+1	Acrobatics (Dex)
●	+4	Animal Handling (Wis)
☐	+1	Arcana (Int)
●	+6	Athletics (Str)
☐	-1	Deception (Cha)
☐	+1	History (Int)
☐	+1	Insight (Wis)
☐	-1	Intimidation (Cha)
☐	+1	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+1	Nature (Int)
●	+4	Perception (Wis)
☐	-1	Performance (Cha)
☐	-1	Persuasion (Cha)
☐	+1	Religion (Int)
☐	+1	Sleight of Hand (Dex)
☐	+1	Stealth (Dex)
●	+4	Survival (Wis)

CHECKS

14	Passive Perception
11	Passive Investigation

PROFICIENCIES

- Mason's Tools
- Drums

Proficiency Bonus: +3

ARMOR (● Light ● Med. ● Heavy ● Shield)

Name	AC	Weight
Plate Armor	18	65 lbs.

WEAPONS (● Simple ● Martial)

Name	Atk bonus	Damage /Type	Range
Greataxe	+6	1d12+3s	
+1 Warhammer	+7	1d8+4b	
Heavy Crossbow	+4	1d10+1p	100/400
Dagger (2, silver)	+6	1d4+3p	20/60

COMBAT NOTES

If used with 2 hands, warhammer does 1d10+4b
Great Weapon Fighting
Extra Attack
Action Surge

TRAITS & FEATURES

- Mountain Dwarf Traits
  - Darkvision 60 ft.
  - Dwarven Resilience
  - Dwarven Combat Training
  - Stonecunning
  - Dwarven Armor Training
- Fighter Features
  - Fighting Style: Great Weapon Fighting
  - Second Wind
  - Action Surge
  - Extra Attack
- Martial Archetype: Player's Choice
- Ability Adjustment: Dex

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Dungeoneer's Pack	52	potion of healing	0.5		
2 Silver Daggers	2	potion of greater healing	0.5		
Greataxe	7	ring of swimming	-		
+1 warhammer	2				
Heavy crossbow	18				
Bolts (20)	1.5				
Plate Armor	65				
Vial of Antitoxin	-				

Total Equipment Weight: 148.5 lbs.

Character Magistree Naleev

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
11	20	8	14	15	12
+0 bonus	+5 bonus	-1 bonus	+2 bonus	+2 bonus	+1 bonus
Saving Throws save +1	save +9	save +0	save +6	save +3	save +2

Class Rogue

Race Human Gender F Alignment LN Level 7 XP 23,000 Inspiration ☐

HIT DICE 1d8
Total 7
Used

Max 31 / Current — Hit Points

Armor Class 16

Initiative +5 / Speed 30

SKILLS

●	+8	Acrobatics (Dex)
☐	+2	Animal Handling (Wis)
☐	+2	Arcana (Int)
☐	+0	Athletics (Str)
☐	+1	Deception (Cha)
☐	+2	History (Int)
●	+5	Insight (Wis)
☐	+1	Intimidation (Cha)
●	+8	Investigation (Int)
☐	+2	Medicine (Wis)
☐	+2	Nature (Int)
☐	+2	Perception (Wis)
☐	+1	Performance (Cha)
●	+1	Persuasion (Cha)
☐	+2	Religion (Int)
●	+11	Sleight of Hand (Dex)
●	+11	Stealth (Dex)
☐	+2	Survival (Wis)

CHECKS

12	Passive Perception
18	Passive Investigation

PROFICIENCIES

Theives' Tools (E)
Cartographer's Tools

Proficiency Bonus: +3

ARMOR (● Light ☐ Med. ☐ Heavy ☐ Shield)

Name	AC	Weight
Cloak of Protection	+1	NA

WEAPONS (● Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range
Shortsword	+8	1d6+5p	
+2 dagger	+10	1d4+7p	20/60
Dagger (3)	+8	1d4+5p	20/60

COMBAT NOTES

Sneak Attack: 4d6

TRAITS & FEATURES

Rogue Features
- Expertise: Thieves' Tools
- Expertise: Investigation
- Expertise: Sleight of Hand
- Expertise: Stealth
- Cunning Action
- Uncanny Dodge
- Evasion

Rogue Archetype: Player's Choice
Ability Adjustment: Wis

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Burglar's Pack	47	potion of climbing	0.5		
Vial of Poison (2)	1				
Thieves' Tools	1				
Shortsword	2				
Dagger (3)	3				
+2 dagger	1				
cloak of protection	-				
potion of healing	0.5				

Total Equipment Weight: 56 lbs.

Character Mara Corinth

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16	16	15	10	12	13
+3 bonus	+3 bonus	+2 bonus	+0 bonus	+1 bonus	+1 bonus
save +6	save +3	save +5	save +0	save +1	save +1

Class Fighter — Saving Throws

Race Human Gender F Alignment LN Level 7 XP 23,000 Inspiration ☐

HIT DICE d10
Total 7
Used

Max 60 | Current — Hit Points

Armor Class 19

Initiative +3 | 30 Speed

SKILLS

●	+6	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
☐	+0	Arcana (Int)
●	+6	Athletics (Str)
☐	+1	Deception (Cha)
☐	+0	History (Int)
●	+4	Insight (Wis)
●	+4	Intimidation (Cha)
☐	+0	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+0	Nature (Int)
☐	+1	Perception (Wis)
☐	+1	Performance (Cha)
☐	+1	Persuasion (Cha)
☐	+0	Religion (Int)
☐	+3	Sleight of Hand (Dex)
☐	+3	Stealth (Dex)
☐	+1	Survival (Wis)

CHECKS

11	Passive Perception
9	Passive Investigation

PROFICIENCIES

Land Vehicles
Dragonchess

Proficiency Bonus: +3

ARMOR (☐ Light ☐ Med. ☐ Heavy ☐ Shield)

Name	AC	Weight
Half Plate Armor	14	40 lbs.
Shield	+2	6 lbs.

WEAPONS (☐ Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range
+1 Longsword	+7	1d8+6s	
Heavy Crossbow	+5	1d10+2p	100/400
Flail	+6	1d8+3b	
Dagger (2)	+6	1d4+3p	20/60

COMBAT NOTES

If used with two hands, +1 longsword does 1d10+4s
Fighting Style: Dueling
Action Surge
Extra Attack

TRAITS & FEATURES

Fighter Features
- Fighting Style: Dueling
- Second Wind
- Action Surge
- Extra Attack

Martial Archetype: Player's Choice
Ability Adjustment: Int and Wis

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Explorer's Pack	55	potion of healing	0.5		
Half Plate Armor	40	potion stone giant strength	0.5		
Shield	6	driftglobe	-		
+1 longsword	3	Bolts (20)	1.5		
Heavy Crossbow	18				
Flail	2				
Dagger (2)	2				
Alchemist's Fire (3)	3				

Total Equipment Weight: 130.5 lbs.

Character Pattric the Devout

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14	9	16	14	18	11
+2 bonus	-1 bonus	+3 bonus	+2 bonus	+4 bonus	+0 bonus
save +2	save -1	save +3	save +2	save +7	save +3

Saving Throws

Class Cleric

Race Human Gender Male Alignment LG Level 7 XP 23,000 Inspiration ☐

HIT DICE d8
Total 7
Used

Max 62 | Current — Hit Points

Armor Class 17

Initiative -1 | Speed 30

TRAITS & FEATURES

- Cleric Features
- Spellcasting
- Channel Divinity (2/rest)
- Destroy Undead
- Divine Domain: Player's Choice
- Ability Adjustment: Str and Con

SKILLS

☐	-1	Acrobatics (Dex)
☐	+4	Animal Handling (Wis)
◉	+5	Arcana (Int)
☐	+2	Athletics (Str)
☐	+0	Deception (Cha)
◉	+5	History (Int)
☐	+4	Insight (Wis)
☐	+0	Intimidation (Cha)
☐	+2	Investigation (Int)
◉	+7	Medicine (Wis)
☐	+2	Nature (Int)
☐	+4	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
◉	+5	Religion (Int)
☐	-1	Sleight of Hand (Dex)
☐	-1	Stealth (Dex)
☐	+4	Survival (Wis)

ARMOR (◉ Light ◉ Med. ☐ Heavy ◉ Shield)

Name	AC	Weight
Half Plate Armor	14	40 lbs.
+1 shield	+3	6 lbs.

WEAPONS (◉ Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range
Quarterstaff	+5	1d6+2b	

COMBAT NOTES

If used with 2 hands, quarterstaff does 1d8+2b damage

CHECKS

14	Passive Perception
12	Passive Investigation

PROFICIENCIES

- Light and Medium Armor
- Shields
- Simple Weapons
- Proficiency Bonus: +3

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Priest's Pack	22	potion of growth	0.5		
Gold Holy Symbol	1	decanter of endless water	1		
Holy Water (4)	4				
Healer's Kit (2)	6				
Half Plate Armor	40				
+1 shield	6				
Quarterstaff	4				
potion of healing	0.5				

Total Equipment Weight: 85 lbs.

Character Quay Quistle

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10	18	12	14	8	18
+0 bonus	+4 bonus	+1 bonus	+2 bonus	-1 bonus	+4 bonus
save +0	save +7	save +1	save +2	save -1	save +7

Saving Throws

Class Bard

Race Half-elf Gender Male Alignment CG Level 7 XP 23,000 Inspiration ☐

HIT DICE 1d8

Total 7

Used

Max 42 | Current — Hit Points

Armor Class 16

Initiative +4 | Speed 30

SKILLS

●	+7	Acrobatics (Dex)
☐	+0	Animal Handling (Wis)
☐	+3	Arcana (Int)
☐	+1	Athletics (Str)
☐	+5	Deception (Cha)
☐	+3	History (Int)
☐	+0	Insight (Wis)
☐	+5	Intimidation (Cha)
●	+5	Investigation (Int)
☐	+0	Medicine (Wis)
●	+5	Nature (Int)
☐	+0	Perception (Wis)
●	+10	Performance (Cha)
●	+7	Persuasion (Cha)
☐	+3	Religion (Int)
●	+10	Sleight of Hand (Dex)
●	+7	Stealth (Dex)
☐	+0	Survival (Wis)

CHECKS

10	Passive Perception
15	Passive Investigation

PROFICIENCIES

- Simple Weapons
- Hand Crossbows, Longsword
- Rapier, Shortsword
- Disguise Kit
- Lute, Flute, Drum
- Proficiency Bonus: +3

ARMOR (● Light ☐ Med. ☐ Heavy ☐ Shield)

Name	AC	Weight
Studded Leather Armor	+2	13 lbs.

WEAPONS (● Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range
Rapier	+7	1d8+4s	
Shortbow	+7	1d6+4p	80/320
Quaterstaff	+3	1d6b	

COMBAT NOTES

If used with two hands, quarterstaff does 1d8 damage

TRAITS & FEATURES

- Half-elf Traits
  - Darkvision 60 ft.
  - Fey Ancestry
- Bard Features
  - Spellcasting
  - Bardic Inspiration (d8)
  - Jack of All Trades
  - Song of Rest (d6)
  - Expertise (Sleight of Hand)
  - Expertise (Performance)
  - Font of Inspiration
  - Countercharm
- Bardic College: Player's Choice
- Ability Adjustment: Dex

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Entertainer's Pack	43	Quarterstaff	4		
Lute	2	potion of healing	0.5		
Alchemist Fire (3)	3	potion of gaseous form	0.5		
Caltrops (2)	4	gem of seeing	-		
Leather armor	13				
Rapier	2				
Shortbow	2				
40 arrows	2				

Total Equipment Weight: 76 lbs.

Character Sir Palan Pendrock

Player

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16	9	14	10	16	16
+3 bonus	-1 bonus	+2 bonus	+0 bonus	+3 bonus	+3 bonus
save +3	save -1	save +2	save +0	save +6	save +6

Saving Throws

Class Paladin

Race Human Gender M Alignment LG Level 7 XP 23,000 Inspiration ☐

HIT DICE d10
Total 7
Used

Max 60 | Current — Hit Points

Armor Class 20

Initiative -1 | Speed 30

SKILLS

☐	-1	Acrobatics (Dex)
☐	+3	Animal Handling (Wis)
☐	+0	Arcana (Int)
◉	+6	Athletics (Str)
☐	+3	Deception (Cha)
☐	+0	History (Int)
◉	+6	Insight (Wis)
◉	+6	Intimidation (Cha)
☐	+0	Investigation (Int)
◉	+5	Medicine (Wis)
☐	+0	Nature (Int)
☐	+3	Perception (Wis)
☐	+3	Performance (Cha)
☐	+3	Persuasion (Cha)
☐	+0	Religion (Int)
☐	-1	Sleight of Hand (Dex)
☐	-1	Stealth (Dex)
☐	+3	Survival (Wis)

CHECKS

13	Passive Perception
10	Passive Investigation

PROFICIENCIES

- Land Vehicles
- Dragonchess

Proficiency Bonus: +3

ARMOR (◉ Light ◉ Med. ◉ Heavy ◉ Shield)

Name	AC	Weight
Plate Armor	18	
Shield	+2	6 lbs.

WEAPONS (◉ Simple ◉ Martial)

Name	Atk bonus	Damage /Type	Range
Longsword	+6	1d8+3s	
+1 morningstar	+7	1d8+4p	
Silver Dagger (2)	+6	1d4+3p	20/60

COMBAT NOTES

Extra Attack
Fighting Style: Protection

TRAITS & FEATURES

- Paladin Features
  - Divine Sense
  - Lay on Hands (35 hp)
  - Fighting Style: Protection
  - Spellcasting
  - Divine Smite
  - Divine Health
  - Extra Attack
  - Aura of Protection
- Sacred Oath: Player's Choice
- Ability Adjustment: Cha

EQUIPMENT & MONEY

500 gp

Item Name	wt	Item Name	wt	Item Name	wt
Dungeoneer's Pack	53	potion of healing	0.5		
Silver Holy Symbol	1	potion of water breathing	0.5		
Holy Water (2)	2	ring of jumping	-		
Plate Armor	65				
Shield	6				
Longsword	3				
+1 morningstar	4				
Silver Daggers (2)	2				

Total Equipment Weight: 136 lbs.

DARK TOWER

APPENDIX B: NEW MONSTERS

THE SONS OF SET

The Sons of Set are the bastard offspring of the evil god Set and various mortals. A jumble of divine and mortal attributes, the Sons are horrific conglomerations of humanoid and reptilian features. No two Sons have the same appearance or abilities, for in uniting himself with mortals, Set made his offspring susceptible to Chaos. Thus, instead of being neutral evil like their sire, the Sons of Set are chaotic evil.

While the Lesser Sons of Set are numerous, only four Chosen Sons of Set can exist at one time. Every time one of the Chosen Sons dies, a Lesser Son is promoted to take its place. A Lesser Son can usurp a Chosen Son if it defeats it in combat, but if the Lesser Son is defeated, it owes its greater sibling a century of service.

The Lesser Sons of Set have no fear of death, for if destroyed, they reincarnate in a new form after a year or two. Chosen Sons, however, are more cautious, as a Chosen Son that dies is demoted to Lesser status. Every 666 years, the celestial hosts prevent Set from promoting a Lesser Son to a Chosen Son for a full year. Defeating all the Chosen Sons during this time would strip Set of significant deific power. As such, Set is particularly vigilant during these celestial occurrences. But the immortal Sphinxes never forget, and although they are forbidden to share this information with mortals directly, they lace their prophecies with hints of Set's vulnerability.

LESSER SON OF SET

Large fiend (demon), chaotic evil

Armor Class: 19 (natural armor)

Hit Points: 127 (15d10 + 45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	15 (+2)	12 (+1)	8 (–1)

Saving Throws: Con +7, Int +6, Wis +5

Damage Resistances: acid, lightning



Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 9 (5,000 XP)

Innate Spellcasting: The Lesser Son's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (5th level; snakes only), *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Magic Resistance: The Lesser Son has advantage on saving throws against spells and other magical effects.

True Name: Each Lesser Son has a true name. If the Lesser Son hears its true name spoken aloud, it loses its Magic Resist-

ance trait and makes saving throws with disadvantage for the next hour.

ACTIONS

Multiattack: The Lesser Son makes three melee attacks, at least one of which must be a slam attack. Additional attack types are based on modifications to the base form.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Summon Minions of Set (1/Day): The Lesser Son summons 1d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of the Lesser Son and act as allies of the Lesser Son. Each minion remains for 1 minute, until it or the Lesser Son dies, or until the Lesser Son dismisses it with an action.

CHOSEN SON OF SET

Huge fiend (demon), chaotic evil

Armor Class: 20 (natural armor)

Hit Points: 231 (22d12 + 88)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	16 (+3)	16 (+3)	12 (+1)

Saving Throws: Con +9, Int +8, Wis +8

Skills: Perception +8, Intimidation +11

Damage Resistances: acid, lightning

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Senses: darkvision 120 ft., truesight 120 ft., passive Perception 18

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 13 (10,000 XP)

Innate Spellcasting: The Chosen Son's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (7th level; snakes only), *dispel magic, snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Legendary Resistance (3/Day): If the Chosen Son fails a saving throw, it can choose to succeed instead.

Magic Resistance: The Chosen Son has advantage on saving throws against spells and other magical effects.

True Name: Each Chosen Son has a true name. If the Chosen Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next minute.

ACTIONS

Multiattack: The Chosen Son makes four melee attacks, at least one of which must be a slam attack. Additional attack types are based on modifications to the base form.

Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Summon Lesser Son of Set (1/Day): The Chosen Son of Set summons a **Lesser Son of Set**. The Lesser Son appears in an unoccupied space within 60 feet of the Chosen Son and acts as its ally. It remains for 10 minutes, until it or the Chosen Son dies, or until the Chosen Son dismisses it as an action. The Lesser Son can't use Summon Minions of Set.

Summon Minions of Set (1/Day): The Chosen Son summons 2d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of the Chosen Son and act as its allies. A minion remains for 10 minutes, until it or the Chosen Son dies, or until the Chosen Son dismisses it as an action.

LEGENDARY ACTIONS

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

Attack: The Chosen Son makes a melee attack.

Move: The Chosen Son moves up to its speed without provoking opportunity attacks.

Innate Spellcasting (Costs 2 Actions): The Chosen Son casts an innate spell.

The physical appearance of a Lesser or Chosen Son of Set determines its combat abilities. To generate a Son's appearance, roll a d10 on the Base Body Type table to determine its general shape, then roll a d20 on the Number of Modifications table to determine the number of modifications to that body type. Take the resulting number and roll that many times on the Modifications table. Additional attacks or traits conferred by the modification are then described.



BASE BODY TYPE		NUMBER OF MODIFICATIONS	
d10		**d20**	**# of Modifications**
1-5	Human (30 percent female)	1	1 modification
6-9	Snake	2-4	2 modifications
10	Lizard	5-10	3 modifications
		11-14	4 modifications
		15-17	5 modifications
		18-19	6 modifications
		20	no modifications

MODIFICATIONS

d20	Modification
1	*Snake Body*. The Son has a snake-like lower body (no legs). It gains the following action: **Constrict:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 2d12 + Strength modifier bludgeoning damage
2	*Extra Arms.* The Son has a human torso (30 percent female) with an additional set of arms. It gains the following action: **Melee Weapon:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* twice the weapon's damage + Strength modifier damage of the appropriate type.
3	*Extra Heads.* The Son has 1d4 additional heads (roll on the Multiple Heads table). It gains the following traits: **Multiple Heads:** While the Son has more than one head, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. **Reactive Heads:** For each head the Son has, it gains a reaction it can use only for opportunity attacks. **Wakeful:** When the Son sleeps, at least one of its heads is awake.
4	*Cobra Head*. The Son has a cobra head. It gains immunity to poison damage and the poisoned condition. It gains the following action: **Bite:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + Strength modifier piercing damage, and the target must make a successful DC Constitution saving throw (DC 17 for a Lesser Son; DC 19 for a Chosen Son) or become poisoned for 1 hour.
5	*Human Head.* The Son has a human head (30 percent female).
6	*Hydra Head.* The Son has a hydra head. It gains the following action: **Bite:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 10 ft., one creature. *Hit:* 1d10 + Strength modifier piercing damage.
7	*Bat Wings.* The Son gains a fly speed of 40 ft.
8	*Scales.* The Son's Armor Class increases by 1.
9	*Cyclops Eye.* The Son gains the following trait: **Poor Depth Perception:** The Son of Set has disadvantage on any attack roll against a target more than 30 feet away.
10	*Multiple Human Arms.* The Son has 1d3 + 1 additional arms. For each additional arm, the Son can make an additional slam when it uses Multiattack. Increase CR by 1 (for two extra arms) or 2 (for three or four extra arms).
11	*Snake Hair.* The Son gains the following action: **Snake Hair:** *Melee Weapon Attack:* proficiency bonus plus Dexterity modifier to hit, reach 5 ft., one creature. *Hit:* 1d4 + Dexterity modifier piercing damage plus 14 (4d6) poison damage.
12	*Gargantuan Size.* The Son's size increases to Gargantuan. Its Hit Dice increase to d20s, and its Strength and Constitution scores increase by 4 each. The damage of its slam attacks increases to 2d12. Increase CR by 2.
13	*Glowing Eyes.* The range of the Son's darkvision increases by 60 feet. A Lesser Son of Set gains truesight out to a range of 60 feet.
14	*Multiple Lizard Legs.* The Son has an additional 1d3 + 1 pair of legs. It gains the following action: **Claws:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 2d6 + Strength modifier slashing damage.
15	*Dragon Head.* The Son has a dragon head (roll on the Dragon Breath table to determine the type). The Son gains resistance to a damage type determined by the dragon head type. It gains the following actions: **Bite:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 10 ft., one creature. *Hit:* 2d8 + Strength modifier piercing damage. **Breath Weapon (1/Day):** The dragon head exhales a breath weapon based on its type (see Dragon Breath table). Each creature in the area of the breath weapon must make a DC 15 saving throw, taking 14 (4d6) damage on a failed save, or half as much damage on a successful one. The saving throw and damage type is determined by the dragon head type.

16	*Insect Eyes*. The Son gains blindsight out to a range of 60 ft. It gains the following trait: **Keen Sight:** The Son of Set has advantage on Wisdom (Perception) checks that rely on sight.
17	*Horns.* The Son has a set of horns. It gains the following action: **Gore:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + Strength modifier piercing damage.
18	*Crocodile Head*. The Son has a crocodile head. It gains the following action: **Bite:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d10 + Strength modifier piercing damage, and the target is grappled (escape DC 10 + Strength modifier). Until the grapple ends, the target is restrained, and the head can't bite another target.
19	*Lizard Head*. The Son has a lizard head. It gains the following action: **Bite:** *Melee Weapon Attack*: proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. Hit: 1d8 + Strength modifier piercing damage.
20	*Tail*. The Son has a tail. It gains the following action: **Tail:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d10 + Strength modifier bludgeoning damage. If the Son is Huge or larger, the target must make a successful Strength saving throw (DC 10 + the Son's Strength modifier) or be knocked prone.

MULTIPLE HEADS

Roll a d10 for each head indicated.

d10	Head Type
1-3	All one kind of head (roll one more time, ignore rolls of 1-3)
4	Lizard
5	Snake
6	Human (30 percent female)
7	Medusa
8	Crocodile
9	Dragon
10	Hydra

In addition to their innate powers, each Son of Set has a certain number of special abilities that are unique to it. The Lesser Sons have 1d4 special abilities, and the Chosen Sons have 1d4 + 2 special abilities. Roll on the Special Abilities table to determine the Son's special abilities, rerolling duplicates.

SPECIAL ABILITIES

d20	
1	*Petrification*. The Son gains a petrification ability. See the Petrification Trigger table to determine the trigger.
2	*Paralyzing Ray*. The Son gains the following action: **Paralyzing Ray (2/Day):** The Son shoots a paralyzing ray from its eyes in a 60-foot line that is 5 feet wide. Each creature other than elves and undead in that line must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target is 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	*Limited Magic Immunity.* The Son gains the following trait: **Limited Magic Immunity:** The Son is immune to spells of 3rd level or lower (if a Lesser Son) or 5th level or lower (if a Chosen Son), unless it chooses to be affected.
4	*Vulnerable to Silver.* Replace the Son of Set's damage immunities with the following: **Damage Immunities:** bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.
5	*Poisonous Bite.* The Son gains the following action: **Bite:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + Strength modifier piercing damage, and the target must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target takes 17 (5d6) poison damage (for a Lesser Son) or 24 (7d6) poison damage (for a Chosen Son) and is poisoned for 1 hour. On a successful save, the target takes half as much damage and is poisoned for 1 minute instead.
6	*Poisonous Sting*. The Son gains the following action: **Sting:** *Melee Weapon Attack:* proficiency bonus plus Dexterity modifier to hit, reach 10 ft., one creature. *Hit:* 1d8 + Dexterity modifier piercing damage, and the target must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target takes 16 (3d10) poison damage (for a Lesser Son) or 22 (4d10) poison damage (for a Chosen Son). On a successful save, the target takes half as much damage.

7	*Breath Weapon.* The Son of Set gains the following action: **Breath Weapon (Recharge 5-6):** The dragon head exhales a breath weapon based on its type (see Dragon Breath table). Each creature in the area of the breath weapon must make a DC 15 saving throw. On a failed save, the target takes 17 (5d6) damage (for a Lesser Son) or 28 (8d6) damage (for a Chosen Son). On a successful save, the target takes half as much damage. The saving throw and damage type is determined by the dragon head type,
8	*Arcane Spellcasting.* Increase the Son's Intelligence score by 4. It gains the following trait: **Spellcasting.** The Son is a 9th-level spellcaster. Its spellcasting ability is Intelligence. It requires no material components to cast its spells. The Son has the following wizard spells prepared: • Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation* • 1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield* • 2nd level (3 slots): *misty step*, *suggestion* • 3rd level (3 slots): *counterspell*, *fireball*, *fly* • 4th level (3 slots): *greater invisibility*, *ice storm* • 5th level (1 slot): *cone of cold*
9	*Etherealness.* The Son gains the following action: **Etherealness:** The Son enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.
10	*Regeneration.* The Son gains the following trait: **Regeneration:** The Son regains 5 hit points (if a Lesser Son) or 10 hit points (if a Chosen Son) at the start of its turn. If the Son takes fire or radiant damage, this trait doesn't function at the start of the Son's next turn. The Son dies only if it starts its turn at 0 hit points and doesn't regenerate.
11	*Shape Change.* The Son gains the shapechanger subtype. It gains the following action: **Change Shape:** The Son magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
12	*Orb of Flame.* The Son gains the following action: **Orb of Flame (2/Day):** The Son hurls a ball of magical fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw. The sphere spreads around corners. On a failed save, the target takes 28 (8d6) fire damage (if a Lesser Son) or 38 (11d6) fire damage (if a Chosen Son). On a successful save, the target takes half as much damage.
13	*Astral Travel.* Add the *plane shift* spell to the Son's Innate Spellcasting trait. When it casts the spell in this way, the Son can only target itself and can only travel to the Astral Plane or the Material Plane.
14	*Teleport.* The Son gains the following action: **Teleport:** The Son magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
15	*Enervating Ray.* The Son gains the following action: **Enervating Ray (1/Day):** The Son emits an enervating ray from its eyes in a 60-foot line that is 5 feet wide. Each creature in that line must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target takes 21 (6d6) necrotic damage (for a Lesser Son) or 28 (8d6) necrotic damage (for a Chosen Son). In addition, the target has disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.
16	*Divine Spellcasting.* Increase the Son's Wisdom score by 4. It gains the following trait: **Spellcasting.** The Son is a 5th-level spellcaster. Its spellcasting ability is Wisdom. It requires no material components to cast its spells. The Son has the following cleric spells prepared: • Cantrips (at will): *light*, *sacred flame*, *thaumaturgy* • 1st level (4 slots): *bane*, *guiding bolt*, *inflict wounds* • 2nd level (3 slots): *blindness/deafness*, *spiritual weapon* • 3rd level (2 slots): *dispel magic*, *spirit guardians*
17	*Lightning Arc.* The Son gains the following action: **Lightning Arc (2/Day):** The Son fires an arc of magical lightning in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw. On a failed save, the target takes 28 (8d6) lightning damage (for a Lesser Son) or 38 (11d6) lightning damage (for a Chosen Son). On a successful save, the target takes half as much damage.

18	*Chilling Blast.* The Son gains the following action: **Chilling Blast (3/Day):** The Son emits a 60-foot cone of chilling cold. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, the target takes 36 (8d8) cold damage (for a Lesser Son) or 54 (12d8) cold damage (for a Chosen Son). On a successful save, the target takes half as much damage.
19	*No Magic Resistance.* Remove the Son's Magic Resistance trait.
20	*Low Intelligence.* Reduce the Son's Intelligence score to 5 (for a Lesser Son) or 7 (for a Chosen Son).

PETRIFICATION TRIGGER

Roll a d10 to determine how this ability is triggered.

d10	Trigger
1-3	*Gaze.* The Son gains the following trait: **Petrifying Gaze:** When a creature that can see the Son's eyes starts its turn within 30 feet of the Son, the Son can force it to make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son), if the Son isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Son until the start of its next turn, when it can avert its eyes again. If the creature looks at the Son in the meantime, it must immediately make the save.
4-5	*Breath Weapon.* The Son gains the following action: **Petrifying Breath (Recharge 5-6):** The Son exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.
6-8	*Touch.* Add the following to one of the Son's melee weapon attacks: If the target is a creature, it must succeed on a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son) against being magically petrified. 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, becoming petrified on a failure or ending the effect on a success. The petrification lasts for 24 hours or until the creature is freed by the *greater restoration* spell or other magic.
9	*Aura.* The Son gains the following trait: **Aura of Petrification:** A creature that starts its turn within 5 feet of the Son must succeed a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son) against being magically petrified. 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, becoming petrified on a failure or ending the effect on a success. The petrification lasts for 24 hours or until the creature is freed by the *greater restoration* spell or other magic.
10	By two of the above triggers (re-roll additional 10s)

DRAGON BREATH

Roll a d10 to determine what type of breath weapon the Son can expel.

d10	Damage Type	Breath Weapon
1-2	Acid	5 by 30 ft. line (Dexterity save)
3-4	Cold	15 ft. cone (Constitution save)
5-6	Fire	5 by 30 ft. line (Dexterity save)
7-8	Poison	15 ft. cone (Dexterity save)
9-10	Lightning	5 by 30 ft. line (Dexterity save)



AMBER GOLEM

Large construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 133 (14d10 + 56)

Speed: 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	6 (–2)	12 (+1)	6 (-2)

Saving Throws: Con +7, Wis +4

Skills: Perception +4, Survival +4

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., truesight 60 ft., passive Perception 14

Languages: understands the languages of its creator but can't speak

Challenge: 6 (2,300 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

Peerless Tracker: The golem has advantage on Wisdom (Survival) checks to track other creatures.

Rapid Pounce: If the golem moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the golem can make two claw attacks against it as a bonus action.

ACTIONS

Multiattack: The golem makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack*: +7 to hit, reach 5 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.

This 9-foot-long statue is crudely carved from polished amber to resemble a powerful feline. Its eyes flash pinpoints of green light as it drops from its perch with surprising grace.



AMPHISBAENA

Large monstrosity, unaligned

Armor Class: 14 (natural armor)

Hit Points: 52 (8d10 + 8)

Speed: 30 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	1 (–5)	10 (+0)	3 (–4)

Skills: Perception +2

Senses: blindsight 10 ft., passive Perception 12

Languages: —

Challenge: 3 (700 XP)

Tuck and Roll: The amphisbaena can use an action to twist itself into a hoop or return to its normal form. While in hoop form, the amphisbaena's walking speed increases to 60 feet.

ACTIONS

Multiattack: The amphisbaena makes two bite attacks: one with each head.

Bite: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw. On a failed save, the target takes 13 (3d8) poison damage and is poisoned for

1 hour. On a success, the target takes half as much damage and is poisoned for 1 minute.

The scales of this thick serpent vary from gray to dull green. It has a head at each end, and both sets of its eyes glow with hellish fire.

ANIMATED BRONZE STATUE

Medium construct, unaligned

Armor Class: 16 (natural armor)

Hit Points: 52 (8d8 + 16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages: —

Challenge: 2 (450 XP)

Antimagic Susceptibility: The statue is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance: While the statue remains motionless, it is indistinguishable from a normal bronze statue.

ACTIONS

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage.

A human-sized statue wrought from bronze silently stands vigil in the dank corridor.

ANIMATED STONE STATUE

Medium construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 65 (10d8 + 20)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages: —

Challenge: 3 (700 XP)

Antimagic Susceptibility: The statue is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance: While the statue remains motionless, it is indistinguishable from a normal stone statue.

ACTIONS

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Along the south wall stand a pair of statues smoothly carved from gray stone. As you approach, eerie green light flickers in its eye sockets.



AXEBEAK, ALPHA GRIFFON

Large monstrosity, unaligned

Armor Class: 15 (studded leather barding)

Hit Points: 85 (10d10 + 30)

Speed: 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Skills: Perception +6

Senses: darkvision 60 ft., passive Perception 16

Languages: —

Challenge: 3 (700 XP)

Special Equipment: Axebeak wears studded leather barding and has a metal axe blade attached to his beak.

Keen Sight: Axebeak has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack: Axebeak makes two attacks: one with his slashing beak and one with his claws.

Slashing Beak: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) slashing damage.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

This majestic beast is a cross between a powerful lion and a noble eagle. Its back is covered with studded leather barding and sports a pair of feathered wings. An axe-like blade is affixed to its upper beak.

BASALT WIZARD GOLEM

Medium construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 51 (6d8 + 24)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	11 (+0)	3 (-4)

Damage Resistance: bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge: 3 (700 XP)

Immutable Form: The golem is immune to any spell or effect that would change its form.

Magic Resistance: The golem has advantage on saving throws against magic and other magical effects.

Innate Spellcasting: The golem's innate spellcasting ability is Intelligence (spell save DC 8). The golem can innately cast the following spells, requiring no components:

- 5/day: *magic missile* (2nd level)

Rebuilding: If destroyed, the golem rebuilds itself, regaining all its hit points within 24 hours unless its pieces are disintegrated.

ACTIONS

Multiattack: The golem makes two slam attacks. Alternatively, it casts *magic missile* and makes one slam attack.

Slam: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage

This statue, composed of dark gray stone speckled with white mineral flecks, depicts a wizard enshrouded with robes.

BLACK PUDDLE

Small ooze, unaligned

Armor Class: 8

Hit Points: 22 (5d6 + 5)

Speed: 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	12 (+1)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities: acid, cold, lightning, slashing

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: —

Challenge: 1 (200 XP)

Amorphous: The puddle can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form: A creature that touches the puddle or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. Any nonmagical weapon made of metal or wood that hits the puddle corrodes. 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 puddle is destroyed after dealing damage. The puddle can eat through 2-inch-thick, nonmagical wood or metal in 2 rounds.

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

ACTIONS

Pseudopod: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 9 (2d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split: When a puddle that is Small or larger is subjected to lightning or slashing damage, it splits into two new puddles if it has at least 10 hit points. Each new puddle has hit points equal to half the original puddle's, rounded down. New puddles are one size smaller than the original puddle.

A splotch of black slime the size of a shield creeps along the stone wall, using its extended pseudopods to gain purchase.

BLACK STONE STATUE OF SET

Large construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 123 (13d10 + 52)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	11 (+0)	4 (-3)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 10 (5,900 XP)

Antimagic Susceptibility: The statue is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance: While the statue remains motionless, it is indistinguishable from a normal black stone statue.

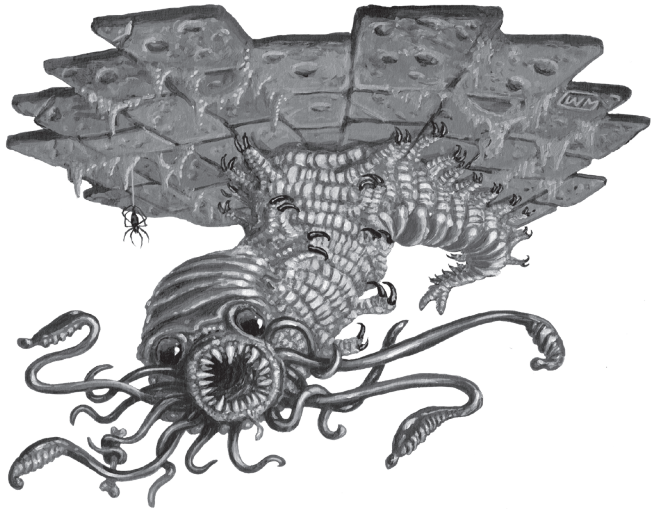
ACTIONS

Multiattack: The statue makes two slam attacks.

Slam: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Lightning Bolt (10/Day): The statue fires a bolt of magical lightning in a 45-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 52 (15d6) lightning damage on a failed save, or half as much damage on a successful one.

A pair of ebony stone statues flank the arched doorway. The smooth craftsmanship depicts a muscled humanoid that towers over a human but bears a jackal-like head.



CARRION CREEPER

Large monstrosity, unaligned

Armor Class: 15 (natural armor)

Hit Points: 57 (6d10 + 24)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	18 (+4)	1 (-5)	13 (+1)	5 (-3)

Skills: Perception +3, Stealth +5

Senses: darkvision 60 ft., passive Perception 13

Languages: —

Challenge: 3 (700 XP)

Keen Smell: The carrion creeper has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack: The carrion creeper makes three attacks: two with its tentacles and one with its bite.

Tentacles: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself with a success.

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 4 (1d8) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

This worm-like monstrosity sports multiple pairs of stubby legs along its bloated body. A frill of tendrils circles its maw, positioned directly beneath its large, globular eyes.

CARNIVOROUS APE

Large beast, unaligned

Armor Class: 13 (natural armor)

Hit Points: 37 (5d10 + 10)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	7 (-2)

Skills: Perception +4

Senses: passive Perception 14

Languages: —

Challenge: 2 (450 XP)

Keen Hearing and Smell: The ape has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

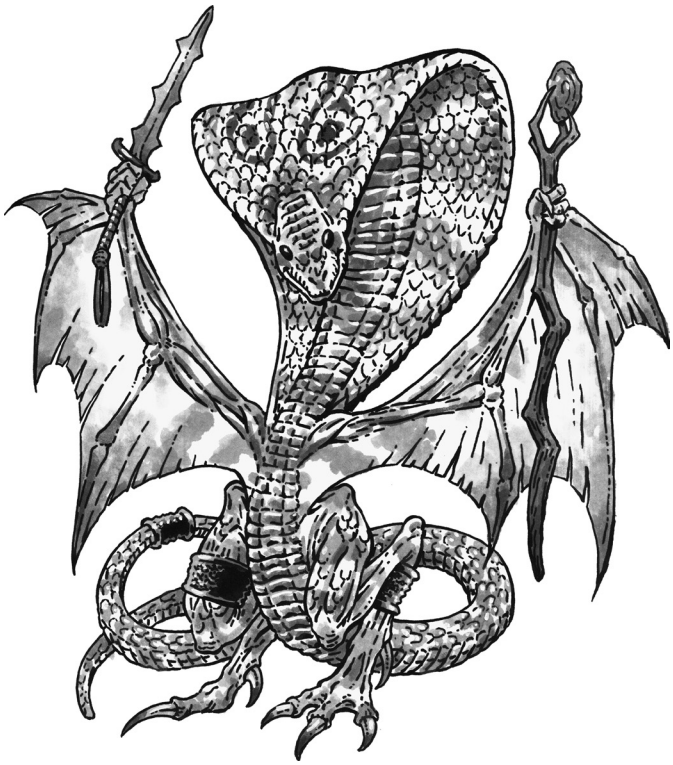
Multiattack: The ape makes three attacks: two with its fists and one with its bite.

Fist: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Rock: *Ranged Weapon Attack:* +6 to hit, range 25/50 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

This powerful simian has shaggy brown fur and oversized, bloodshot eyes. Wicked talons adorn hands that pound its muscled chest as it bellows a challenge.



COBRA DRAGON

Huge dragon, chaotic evil

Armor Class: 18 (natural armor)

Hit Points: 253 (22d12 + 110)

Speed: 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws: Dex +12, Con +10, Wis +8, Cha +10

Skills: Intimidation +10, Persuasion +10

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 13

Languages: Common, Draconic

Challenge: 16 (15,000 XP)

ACTIONS

Multiattack: The dragon can use its Frightful Presence or Hypnotic Gaze. It then makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 36 (8d8) poison damage. The target must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage.

Spit Poison: *Ranged Weapon Attack:* +12 to hit, range 30/90 ft., one creature. *Hit:* The creature must make a DC 18 Constitution saving throw. On a failed save, the target takes 45 (10d8) poison damage and is poisoned for 1 minute. On a success, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frightful Presence: Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Hypnotic Gaze: The dragon's eyes shine with brilliant amber light as it targets one creature it can see within 30 feet of it. If the target can see the cobra dragon, it must succeed on a DC 18 Wisdom saving throw or be charmed until the end of the dragon's next turn. While charmed, the target is also stunned. If the target's saving throw is successful, the target is immune to the dragon's Hypnotic Gaze for the next 24 hours.

Breath Weapon (Recharge 5-6): The dragon exhales hot gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a success.

This intimidating draconic creature resembles an enormous cobra, with smooth, tan scales, a flared hood, and round, black pupils that flash with amber radiance. While it lacks forelegs, a pair of wings tipped with clawed fingers protrude from its back.

CORPSE POSSESSED BY SET

Large fiend, chaotic evil

Armor Class: 20 (natural armor)

Hit Points: based on creature's hit dice (creature's hit dice × d10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Damage Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: —

Challenge: variable; as base creature + 2

Action Surge (1/Day): The corpse can take an additional action on its turn.

Improved Critical: The corpse's weapon attacks score a critical hit on a roll of 19-20.

Improved Health: The corpse has maximum hit points (10) per hit dice. Its hit dice and challenge rating are determined by the hit dice of the possessed creature.

ACTIONS

Multiattack: The corpse makes two slam attacks, or uses Summon Minion of Set and makes one slam attack.

Slam: *Melee Weapon Attack:* proficiency bonus + 6 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Summon Minion of Set: The corpse summons a **minion of Set**. The minion appears in an unoccupied space within 60 feet of the corpse and acts as an ally. It remains for 1 minute, until it or the corpse is killed, or until the corpse dismisses it with an action. The corpse can summon one minion of Set for every 5 hit dice it has (rounded up).

This fiendish humanoid has a variable appearance, based on the corpse possessed by Set.

FROST GIANT SKELETON

Huge undead, lawful evil

Armor Class: 14 (natural armor)

Hit Points: 90 (12d12 + 12)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

Skills: Perception +2

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: —

Challenge: 5 (1,800 XP)

ACTIONS

Multiattack: The frost giant skeleton makes two slam attacks.

Slam: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

This skeleton towers above you on a pair of bony legs as thick as tree trunks. Although unarmed, its fists are the size of battering rams. A dented helm adorned with twisted horns loosely crowns its skull.

GIANT METALLIC SPIDER

Large aberration, unaligned

Armor Class: 16 (natural armor)

Hit Points: 34 (4d10 + 12)

Speed: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills: Stealth +6

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

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

Languages: —

Challenge: 1 (200 XP)

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 metallic 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 its metallic webbing.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 13 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.

Metallic Web (Recharge 6): *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by

GUARDIAN FIEND'S NINE LIVES

Life	Size	Armor Class	Hit Points	STR	DEX	CON	CR	Attack	Bite Dmg	Claws Dmg
1	Tiny	12	2 (1d4)	6 (-2)	14 (+2)	10 (+0)	1/8	+4	3 (1 + 2)	3 (1+2)
2	Small	13	7 (2d6)	8 (-1)	15 (+2)	11 (+0)	1/4	+4	4 (1d4 + 2)	3 (1d3 + 2)
3	Small	14	13 (3d6 + 3)	8 (-1)	16 (+3)	12 (+1)	1/2	+5	5 (1d4 + 3)	4 (1d3 + 3)
4	Medium	15	22 (4d8 + 4)	10 (+0)	17 (+3)	13 (+1)	1	+5	6 (1d6 + 3)	5 (1d4 + 3)
5	Medium	16	32 (5d8 + 10)	10 (+0)	18 (+4)	14 (+2)	2	+6	7 (1d6 + 4)	6 (1d4 + 4)
6	Medium	16	39 (6d8 + 12)	12 (+1)	19 (+4)	15 (+2)	3	+6	8 (1d8 + 4)	7 (1d6 + 4)
7	Large	17	59 (7d10 + 21)	12 (+1)	20 (+5)	16 (+3)	5	+8	9 (1d8 + 5)	8 (1d6 + 5)
8	Large	17	68 (8d10 + 24)	14 (+2)	21 (+5)	17 (+3)	6	+8	10 (1d10 + 5)	9 (1d8 + 5)
9	Large	18	85 (9d10 + 36)	14 (+2)	22 (+6)	18 (+4)	7	+10	12 (1d12 + 6)	11 (1d10 + 6)

webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed. The webbing has AC 14, 10 hit points, and immunity to bludgeoning, poison, and psychic damage.

This arachnid lacks any coarse hair on its body. Instead, it is covered with dull gray chitinous plates. Its numerous eyes glow sickly green, and its mandibles clack in anticipation of the kill.

GUARDIAN FIEND

Tiny fiend (demon), chaotic evil

Armor Class: 12

Hit Points: 2 (1d4)

Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Damage Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal

Challenge: 1/8 (25 XP)

Rejuvenation: The fiend has nine lives. When reduced to 0 hit points, the fiend is reborn with full hit points at the start of its next turn, provided it has at least one life remaining. Each time it is reborn, the fiend's stats (including its CR) change as indicated on the table below.

ACTIONS

Multiattack: The fiend makes three attacks: two with its claws and one with its bite.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 piercing damage.

Claws: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 slashing damage.

REACTIONS

Rake: When the guardian fiends hits the same target with both of its claw attacks on the same turn, it uses its reaction to make two more claw attacks against that target.

A hairless black cat balances on the curved top of the iron-bound chest. Its back is arched, its tail is held high, and its throat rumbles with a guttural snarl.



HEAVY WARHORSE

Large beast, unaligned

Armor Class: 11

Hit Points: 37 (5d10 + 10)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	13 (+1)	7 (-2)

Senses: passive Perception 11

Languages: —

Challenge: 1 (200 XP)

Trampling Charge: If the warhorse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the warhorse can make another attack with its hooves against it as a bonus action.

ACTIONS

Multiattack: The warhorse makes one attack with its hooves and one with its bite.

Hooves: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

A well-muscled horse with high-set withers and sloped shoulders is adorned with mailed barding.

HOBGOBLIN DEATH PRIEST

Medium humanoid (goblinoid), lawful evil

Armor Class: 15 (breastplate)

Hit Points: 45 (7d8 + 14)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	10 (+0)	16 (+3)	11 (+0)

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Goblin

Challenge: 3 (700 XP)

Martial Advantage: Once per turn, the hobgoblin can deal an additional 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of that hobgoblin that isn't incapacitated.

Spellcasting: The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The hobgoblin has the following cleric spells prepared:

- Cantrips (at will): *resistance, sacred flame, spare the dying, thaumaturgy*
- 1st level (4 slots): *bane, inflict wounds, shield of faith*
- 2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*
- 3rd level (3 slots): *animate dead, revivify, speak with dead*
- 4th level (1 slot): *death ward*

ACTIONS

Morningstar: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage.

Necrotic Touch (2/Day): *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (3d8 + 3) necrotic damage, and the hobgoblin regains hit points equal to half the necrotic damage dealt.

This hobgoblin has withered, dark-orange skin and wild black hair. His breastplate is dull black, and the head of his morningstar is fashioned as a metal skull.



HOBGOBLIN GRIFFON RIDER

Medium humanoid (goblinoid), lawful evil

Armor Class: 15 (chain shirt)

Hit Points: 26 (4d8 + 8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills: Animal Handling +3

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Goblin

Challenge: 1 (200 XP)

Aerial Advantage: Once per turn, the hobgoblin can deal an additional 9 (2d8) damage to a creature it hits with a weapon attack while mounted in aerial combat.

ACTIONS

Lance: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 8 (1d12 + 2) piercing damage.

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

Shortbow: *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Wearing a fine chain vest, this hobgoblin has bright orange skin and long black hair tied in a topknot. It cradles a lance as it sits proudly astride a griffon.



LAMMASU

Large celestial, lawful good

Armor Class: 16 (natural armor)

Hit Points: 102 (12d10 + 36)

Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	17 (+3)	20 (+5)	16 (+3)

Saving Throws: Con +6, Wis +8, Cha +6

Skills: History +6, Insight +8, Perception +8

Damage Resistances: radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, exhaustion, frightened

Senses: truesight 60 ft., passive Perception 18

Languages: Celestial, Common, Lammasu, telepathy 60 ft.

Challenge: 7 (2,900 XP)

Healing Aptitude: When the lammasu casts a spell that heals hit points, the target regains the maximum number of hit points.

Innate Spellcasting: The lammasu's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

- At will: *detect evil and good, dimension door, invisibility, tongues*
- 1/day: *divine word*

Legendary Resistance (3/Day): If the lammasu fails a saving throw, it can choose to succeed instead.

Magic Resistance: The lammasu has advantage on saving throws against spells and other magical effects.

Magic Weapons: The lammasu's attacks are magical.

Protective Aura: The lammasu radiates a permanent *magic circle* in a 10-foot radius. This spell affects all evil creatures.

Spellcasting: The lammasu is a 7th-level spellcaster. Its spellcasting ability is Wisdom (save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The lammasu has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying*
- 1st level (4 slots): *bless, cure wounds, detect magic, healing word*
- 2nd level (3 slots): *aid, lesser restoration, prayer of healing*

- 3rd level (3 slots): *daylight, mass healing word, remove curse*
- 4th level (1 slot): *death ward, freedom of movement*

ACTIONS

Multiattack: The lammasu attacks twice with its claws.

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) radiant damage.

LEGENDARY ACTIONS

The lammasu 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 lammasu regains spent actions at the start of its turn.

Cantrip: The lammasu casts a cantrip

Move: The lammasu moves up to its speed without provoking opportunity attacks.

Heal Other (3 Actions): The lammasu chooses another creature it can see within 15 feet of it. The target magically regains 9 (1d8 + 5) hit points.

This noble celestial has the hindquarters of a lion, the wings of an eagle, and a humanoid head. Predominantly golden in color, its countenance is benevolent and kind.



MINION OF SET

Medium fiend (demon, shapechanger), chaotic evil

Armor Class: 20 (plate armor and shield)

Hit Points: 55 (10d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+0)	13 (+1)	12 (+1)	12 (+1)	13 (+1)

Damage Resistances: acid, cold, fire

Damage Immunities: lightning, poison, psychic

Condition Immunities: frightened, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Common

Challenge: 4 (1,100 XP)

Shapechanger: The minion can use its action to polymorph into a **giant constrictor snake** or a **giant poisonous snake**, or back into its true form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance: While the minion remains motionless, it is indistinguishable from a normal statue.

Dueling Fighting Style: While the minion wields a melee weapon in one hand and no other weapons, it deals an extra 2 damage with that weapon (included in the attack).

Improved Critical: The minion's weapon attacks score a critical hit on a roll of 19-20.

Magic Resistance: The minion has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The minion makes two melee attacks.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

REACTIONS

Cleave: When the minion reduces a target to 0 hit points, it makes another melee attack against a different target within 5 feet of it.

Several warriors clad in plate armor and bracing shields advance down the corridor in rhythmic unison. At first glance they appear to be humanoids, but they sport cloven feet and scaly hands grasping hooked swords.

MUMMY CAT

Tiny undead, lawful evil

Armor Class: 13 (natural armor)

Hit Points: 5 (2d4)

Speed: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	7 (-2)

Skills: Perception +2, Stealth +4

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: —

Challenge: 1/4 (50 XP)

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

Surprise Attack: If the cat surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

ACTIONS

Rotting Claws: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage plus 3 (1d6) necrotic damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be cursed with mummy rot. A cursed target can't regain hit points, and its hit point maximum decreases by 3 (1d6) 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 *remove curse* spell or other magic.

Suggestive Purr: The cat creates a purring sound. Each creature within 10 feet of it that can hear the purr must make a DC 10 Wisdom saving throw or be magically charmed for 1 minute. The charmed creature regards the cat as a cherished pet to be protected. Each time the cat or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 1 minute or until the cat dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to any mummy cat's Suggestive Purr for the next 24 hours.

These small, feline forms are wound in burial shrouds, although here and there tufts of fur poke through gaps in the wrappings.



ROCK BABOON

Small beast, unaligned

Armor Class: 12

Hit Points: 9 (2d6 + 2)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Senses: passive Perception 11

Languages: —

Challenge: 1/8 (25 XP)

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

ACTIONS

Multiattack: The baboon makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws: *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Rock: *Ranged Melee Attack:* +4 to hit, ranged 10/30 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

These gray-furred primates are about four feet tall. They have black claws and prominent canine teeth.

ROCK BABOON ALPHA

Medium beast, unaligned

Armor Class: 12

Hit Points: 19 (3d8 + 6)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Senses: passive Perception 11

Languages: —

Challenge: 1/4 (50 XP)

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

ACTIONS

Multiattack: The baboon makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws: *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Clearly the dominant male, this muscular, gray-furred primate stands five feet tall. He has wicked black claws and prominent canine teeth.



SAND GOLEM

Large construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 114 (12d10 + 48)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Vulnerabilities: thunder

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 5 (1,800 XP)

Amorphous: The golem can move through a space as narrow as 1 inch wide without squeezing.

False Appearance: While motionless, the golem is indistinguishable from a Large pile of sand.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

Sand Absorption: The golem regains 10 hit points at the start of its turn if it is touching a large source of sand (at least a 20-foot-diameter pile). The golem can't regain hit points in this way if it is stunned.

Thunder Susceptibility: If the golem takes 10 thunder damage or more on a single turn, it is stunned until the end of its next turn.

Water Susceptibility: If the sand golem starts its turn in a body of water, or if it is splashed with 10 or more gallons of water, its speed is reduced by 5 feet until the end of its next turn.

ACTIONS

Multiattack: The sand golem makes two slam attacks.

Slam: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Sand Blast (Recharge 6): The sand golem expels a blast of sand in a 30-foot cone. Each creature in that area is blinded until the end of its next turn and must make a DC 14 Constitution saving throw. On a failed save, the target takes 16 (3d10) bludgeoning damage.

The pile of sand coalesces into a vaguely humanoid shape. As it swings its oversized fists, its torso absorbs the sand around it to replace the sand it loses.

SHADOW HUMAN

Medium undead, unaligned

Armor Class: 11

Hit Points: 9 (2d8)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses: passive Perception 10

Languages: —

Challenge: 0 (10 XP)

Amorphous: The shadow human can pass through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Shadow Slam: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

A figure separates itself from the darkness in the corner of the room: a wispy, humanoid shape apparently formed from living shadow.

SHEDU

Large celestial, lawful good

Armor Class: 15 (natural armor)

Hit Points: 105 (14d10 + 28)

Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	15 (+2)

Senses: passive Perception 13

Languages: all, telepathy 60 ft.

Challenge: 4 (1,100 XP)

Innate Spellcasting (Psionics): The shedu's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

- At will: *detect evil and good, detect magic, detect thoughts, etherealness, mage hand, see invisibility*
- 3/day each: *dimension door, invisibility, levitate, telekinesis*

Magic Resistance: The shedu has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The shedu attacks twice with its hooves.

Hoof: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Mind Blast (Recharge 5-6): The shedu magically emits psychic energy in a 60-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw. On a failed save, the creature takes 23 (4d8 + 5) psychic damage and is stunned 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.

An imposing, tan-colored, horse-like creature with wings stands before you, distinguished and refined. Its face resembles that of a dwarf's, with tight-cropped brown hair and a matching beard.

SKELETAL CAMEL

Large undead, lawful evil

Armor Class: 11

Hit Points: 15 (2d10 + 4)

Speed: 50 ft.

STR 16 (+3) **DEX** 12 (+1)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: —

Challenge: 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

This equine-like skeleton has an arched back, elongated neck, and thick leg bones.

SKELETAL DOG

Medium undead, lawful evil

Armor Class: 12

Hit Points: 6 (1d8 + 2)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception +3

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: —

Challenge: 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature,

it must succeed on a DC 11 Strength saving throw or be knocked prone.

A skeletal canine with compact bones and a fanged skull stands an endless vigil.

SKELETAL WARRIOR

Medium undead, lawful evil

Armor Class: 16 (chain mail)

Hit Points: 39 (6d8 + 12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: —

Challenge: 1 (200 XP)

ACTIONS

Halberd: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Invisibility (1/Day): The skeletal warrior magically turns invisible until it attacks. Any equipment the skeletal warrior wears or carries is invisible with it.

Several humanoid skeletons wearing chain mail and brandishing halberds pop into view, already ready for battle!

SPHINX STONE GUARDIAN

Huge construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 114 (12d12 + 36)

Speed: 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 6 (2,300 XP)

False Appearance: While the guardian remains motionless, it is indistinguishable from a normal stone statue.

Magic Weapons: The guardian's weapon attacks are magical.

ACTIONS

Multiattack: The guardian makes two attacks: one with its beak and one with its claws.

Beak: *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

This 20-foot-long statue is carved from worn stone. It is fashioned after a falcon-headed lion with feathery, folded wings.

STATUE GUARDIANS

Statue guardians are unique golem-like constructs, composed of different materials. However, these constructs are not only animated, but imbued with magical speed and the ability to conjure an unique enchanted wall to enhance their defensive capabilities. In the dungeons of the Dark Tower, there are statue guardians composed of diamond, flaming scorched stone, and simple stone.

DIAMOND STATUE GUARDIAN

Medium construct, unaligned

Armor Class: 15 (natural armor), 19 with Haste

Hit Points: 93 (11d8 + 44)

Speed: 20 ft. (60 ft. with Haste)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (-4)	11 (+0)	4 (-3)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 6 (2,300 XP)

ACTIONS

Multiattack: The guardian uses Haste, then makes two slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Haste: Until the end of its next turn, the guardian magically gains a +4 bonus to its AC, its speed increases to 60 feet, it has advantage on Dexterity saving throws, and it can make a slam attack as a bonus action.

Wall of Force (1/Day): The guardian creates a magical *wall of force* in a space that it can see within 120 feet of it. The wall is made up of up to ten 10-foot by 10-foot-square contiguous panels, each 1/4 inch thick. If the wall passes through a creature's space when it appears, the guardian decides which side of the wall the creature is pushed to. The wall lasts for 4 hours or until the guardian dismisses it as a bonus action. When the duration ends, the wall shatters and is reduced to a pile of broken glass. Nothing can pass through the wall, and it is immune to all damage and the *dispel magic* spell. A *disintegrate* spell destroys the wall. The wall also extends into the Ethereal Plane.

A seven foot tall statue of colorless crystal carved into a faceted lady blocks passage to the chamber beyond.

FLAMING STATUE GUARDIAN

Medium construct, unaligned

Armor Class: 14 (natural armor), 18 with Haste

Hit Points: 52 (8d8 + 16)

Speed: 20 ft. (60 ft. with Haste)

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

Damage Vulnerabilities: cold

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: fire, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 4 (1,100 XP)

Water Susceptibility: For every 5 feet the guardian moves in water, or for every gallon of water splashed on it, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack: The guardian uses Haste, then makes two slam attacks.

Slam: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, plus 4 (1d8) fire damage and the target catches on fire. While on fire, the target takes 2 (1d4) fire damage at the start of its turn. A creature can use an action to make a DC 10 Dexterity check to put out the flames.

Haste: Until the end of its next turn, the guardian magically gains a +4 bonus to its AC, its speed increases to 60 feet, it has advantage on Dexterity saving throws, and it can make a slam attack as a bonus action.

Wall of Fire (1/Day): The guardian creates a magical *wall of fire* in a space that it can see within 120 feet of it. The wall is up to 60-feet long, 20-feet high, and 1-foot thick. Targets in the wall's space when it appears must make a DC 14 Dexterity saving throw. On a failed save, the target takes 22 (5d8) fire damage, or half as much damage on a successful save. The wall lasts for 4 hours or until the guardian dismisses it as a bonus action.

One side of the wall, selected by the guardian, radiates heat. A creature that ends its turn within 10 feet of that side or inside the wall takes 22 (5d8) fire damage. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

A crimson marble statue of a human warrior blocks the archway to the next room.

STONE STATUE GUARDIAN

Medium construct, unaligned

Armor Class: 14 (natural armor), 18 with Haste

Hit Points: 67 (9d8 + 27)

Speed: 20 ft. (60 ft. with Haste)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 4 (1,100 XP)

ACTIONS

Multiattack: The guardian uses Haste, then makes two slam attacks.

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target must make a successful DC 14 Wisdom saving throw or become magically slowed for 1 minute. While slowed, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. The target can repeat the saving throw at the end of each its turn, ending the effect on itself on a success.

Haste: Until the end of its next turn, the guardian magically gains a +4 bonus to its AC, its speed increases to 60 feet, it has advantage on Dexterity saving throws, and it can make a slam attack as a bonus action.

Wall of Stone (1/Day): The guardian creates a magical *wall of stone* in a space that it can see within 120 feet of it. The wall is made up of up to ten 10-foot by 10-foot square panels, each 6 inches thick. If the wall passes through a creature's space when it appears, the guardian decides which side of the wall the creature is pushed to. The wall lasts for 10 minutes or until the guardian dismisses it as a bonus action.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 180 hit points. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

This blue-white marble statue depicts an athletic human male clad in a flowing toga. Wisps of fog curl around the bare feet of the statue, which blocks the route through another archway.



STONE CHAMPION

Medium construct, unaligned

Armor Class: 20 (plate armor and shield), 21 with Defensive Fighting Style

Hit Points: 65 (10d8 + 20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Common

Challenge: 4 (1,100 XP)

Defensive Fighting Style: While wearing armor, the champion gains a +1 bonus to AC.

Dueling Fighting Style: While the champion wields a melee weapon in one hand and no other weapons, it deals an extra 2 damage with that weapon (included in the attack).

Improved Critical: The champion's weapon attacks score a critical hit on a roll of 19-20.

ACTIONS

Multiattack: The stone champion makes two longsword attacks.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

The human warrior has a pale gray cast, matching its armor and sword.

STONE GOLEM OF GREAT POWER

Large construct, unaligned

Armor Class: 18 (natural armor)

Hit Points: 210 (20d10 + 100)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 11 (7,200 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Multiattack: The golem makes two slam attacks.

Paralyzing Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 23 (5d6 + 6) bludgeoning damage, and the target must make a successful DC 15 Constitution saving throw or become 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.

With the sound of stone grinding on stone, the mighty granite statue of an armored warrior in plate armor steps forward off its plinth. It swings a clenched fist to protect the altar beyond.



SWARM OF MUMMIFIED RATS

Medium swarm of Tiny undead, lawful evil

Armor Class: 11 (natural armor)

Hit Points: 38 (7d8 + 7)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 1/2 (100 XP)

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Rotting Bites: *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in swarm's space. *Hit:* 7 (2d6) piercing damage plus 3

(1d6) necrotic damage, or 3 (1d6) piercing damage plus 3 (1d6) necrotic damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be cursed with mummy rot. A cursed target can't regain hit points, and its hit points maximum decreases by 3 (1d6) 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 *remove curse* spell or other magic.

A horde of linen-shrouded, desiccated rats boil out of the recesses of the wall, spilling into your midst.

SWARM OF SKELETONS

Huge swarm of Medium undead, lawful evil

Armor Class: 13 (armor scraps)

Hit Points: 168 (16d12 + 64)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	19 (+4)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities: bludgeoning

Damage Resistances: piercing and slashing

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 9

Languages: —

Challenge: 6 (2,300 XP)

Turn Immunity: The swarm is immune to any effect that turns undead.

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any space large enough for a Medium skeleton. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack: The swarm makes three shortsword attacks.

Shortsword: *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 16 (4d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage if the swarm has half of its hit points or fewer.

The corridor is jam-packed with humanoid skeletons. The mass of bony appendages and slashing swords surges forth into the room.

SWARM OF SNAKES

Medium swarm of Tiny undead, unaligned

Armor Class: 13

Hit Points: 28 (8d8 - 8)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	9 (-1)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances: bludgeoning, piercing, and slashing

Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 1/4 (50 XP)

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites: *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

The sandy floor is covered with a writhing, tangled mass of snakes.

UNDYING ELVEN LEADER

Medium construct, lawful good

Armor Class: 18 (*elven chain* and shield)

Hit Points: 51 (6d8 + 24)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	11 (+0)	14 (+2)	14 (+0)

Saving Throws: Str +5, Dex +5

Skills: Perception +4, Stealth +5

Senses: darkvision 60 ft., truesight 30 ft., passive Perception 14

Languages: Celestial, Common, Elvish

Challenge: 3 (700 XP)

Special Equipment: The leader wears *elven chain*.

Fey Ancestry: The leader has advantage on saving throws against being charmed, and magic can't put it to sleep.

Dueling Fighting Style: While the leader wields a melee weapon in one hand and no other weapons, it deals an extra 2 damage with that weapon (included in the attack).

Undying: If reduced to 0 hit points, the leader instead is reduced to 1 hit point and reverts to statue form. In statue form, it heals 5 hit points per minute. After 10 minutes, it can revert to elven form if it senses intruders within 60 feet of it.

ACTIONS

Multiattack: The leader makes two weapon attacks.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.



UNDYING ELVEN WARRIOR

Medium construct, lawful good

Armor Class: 17 (chain shirt and shield)

Hit Points: 37 (5d8 + 15)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	11 (+0)

Saving Throws: Str +3, Dex +4

Skills: Perception +3, Stealth +4

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Elvish

Challenge: 2 (450 XP)

Fey Ancestry: The warrior has advantage on saving throws against being charmed, and magic can't put it to sleep.

Dueling Fighting Style: While the warrior wields a melee weapon in one hand and no other weapons, it deals an extra 2 damage with that weapon (included in the attack).

Undying: If reduced to 0 hit points, the warrior instead is reduced to 1 hit point and reverts to statue form. In statue form, it heals 3 hit points per minute. After 10 minutes, it can revert to elven form if it senses intruders within 60 feet of it.

ACTIONS

Longsword: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

DARK TOWER

APPENDIX C: NPCS

SET VS. MITRA

One of the major themes of this scenario is the opposition between the forces of the evil god Set and the lawful good deity Mitra.

CLERICS OF MITRA

Mitra is the lawful good deity of the sun, justice, and law. The deity has no known true form, but his worshipers often depict him as a perfectly-formed, heroic, male human. His followers are almost exclusively clerics and paladins but also include the common folk. His favored weapon is the longsword. His symbol is a golden lion head with a wild mane and a mouth agape in a powerful roar. Clerics of Mitra can choose from among the Law (see below), Light, or War divine domains.

At 1st level, a cleric of Mitra gains the following feature:

SWORN ENEMY OF SET

A cleric of Mitra has a passion to defeat the minions of Set. All clerics of Mitra gain the effects of a *bless* spell when battling a creature of Set. In addition, a cleric of Mitra gains a +1 bonus to its Armor Class in combat with a creature of Set. Creatures of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower.

CLERICS OF SET

Set is the deity of night, darkness, and evil. His followers are chaotic evil and are usually clerics and fighters. His favored weapons are the staff and the javelin. His symbol is a coiled serpent, usually a cobra. His clergy have an affinity for all snakes and serpents. Clerics of Set can choose from among the Death, Serpent (see below), Tempest, or Trickery divine domains.

At 1st level, a cleric of Set gains the following feature:

SWORN ENEMY OF MITRA

A cleric of Set has a passion to defeat the faithful of Mitra. All clerics of Set gain the effects of a *bless* spell when battling a minion of Mitra. In addition, a cleric of Set gains a +1 bonus to its Armor Class in combat with a minion of Mitra. Minions of Mitra include any clerics devoted to Mitra, an enemy prominently using a *Mitriac artifact*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra.

NEW DOMAIN: LAW

LAW DOMAIN SPELLS

Cleric Level	Spells
1st	*charm person, identify*
3rd	*calm emotions, zone of truth*
5th	*sending, tongues*
7th	*compulsion, divination*
9th	*contact other plane, modify memory*

BLESSING OF ELOQUENCE

At 1st level, you become proficient in the Persuasion skill. If you are already proficient in Persuasion, your proficiency bonus is doubled for any ability check you make with the skill. You also learn one language of your choice.

DETECT CHAOS

At 1st level, you gain the ability to magically sense the presence of chaotic creatures. As an action, you can open your awareness to detect such creatures. Until the end of your next turn, you know the location of any chaotic creature within 30 feet of you that is not behind total cover. You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

CHANNEL DIVINITY: SPEAK THE TRUTH

Starting at 2nd level, you can use your Channel Divinity to cast *speak with animals, speak with plants*, or *speak with dead*.

CHANNEL DIVINITY: INTIMIDATING PRESENCE

Beginning at 6th level, you can use your Channel Divinity to gain a commanding, intimidating presence on the battlefield. For the next minute, you have advantage on Charisma (Intimidation) rolls. In addition, whenever a creature you can see within 30 feet of you makes an attack, you can choose to end the effect. If you do, the creature makes the attack roll with disadvantage.

DIVINE STRIKE

Starting at 8th level, once on each of your turns when you hit a creature with a weapon, you can cause the attack to deal an additional 1d8 damage of a type based on the target's alignment. If a target is evil, the extra damage is radiant. If the target is good, the extra damage is necrotic. If the target is neutral or unaligned, you deal no additional damage. When you reach 14th level, the extra damage increases to 2d8.

LAWFUL DICTUM

At 17th level, you can use an action to make a lawful proclamation. Each chaotic creature you choose within 60 feet of you that can hear your proclamation suffers a magical effect based on its current hit points:

- 100 or more hit points: The target suffers no effect.
- 99 hit points or fewer: The target is deafened for 1 minute.
- 75 hit points or fewer: For the next minute, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both.
- 50 hit points or fewer: The target is paralyzed for 1 minute. The target can make a Wisdom saving throw against your spell save DC at the end of each of its turns, ending the effect on itself on a success.
- 25 or fewer hit points: The target is reduced to 0 hit points.

All effects are cumulative. For example, a creature with 45 hit points would be paralyzed, slowed, and deafened. Even if this target successfully saves against the paralysis effect, it remains slowed and deafened for the remainder of the effect's duration.

Once you use this ability, you must finish a long rest before you can use it again.

NEW DOMAIN: SERPENT

SERPENT DOMAIN SPELLS

Cleric Level	Spells
1st	*serpent missile*, snake charm**
3rd	*protection from poison, snakeskin**
5th	*conjure beasts** (snakes only), *sticks to snakes**
7th	*dominate snakes* (as *dominate beast,* but only affects snakes), *poison touch**
9th	*arcane serpent*, snake plague**

* See appendix D for details on this new spell.

BONUS PROFICIENCY

At 1st level, you become proficient in the Animal Handling skill.

ACOLYTE OF THE SERPENT

At 1st level, you learn the *poison spray* cantrip.

SERPENT SPEAK

At 1st level, you can communicate simple concepts with snakes and serpents using gestures and vocalizations such as hisses.

CHANNEL DIVINITY: BOLSTER SNAKES

Starting at 2nd level, you can use your Channel Divinity to imbue snakes in your presence with the magical power of Set. Until the end of your next turn, snakes you choose gain advantage on attack rolls and saving throws while within 30 feet of you.

CHANNEL DIVINITY: QUICKENED SERPENT SUMMONING

At 6th level, when you cast a spell that summons snakes (such as *conjure animals*, *sticks to snakes*, or *snake plague*) and has a casting time of 1 action, you can expend one use of your Channel Divinity. If you do, the casting time changes to 1 bonus action for this casting.

ASSUME SNAKE FORM

Beginning at 6th level, you can use an action to cast *polymorph*, targeting yourself. When you cast *polymorph* in this way, you transform into a **giant constrictor snake**. Once you use this ability, you can't use it again until you finish a long rest. Starting at 14th level, you can use it twice before a rest.

VENOMOUS AFFINITY

Starting at 8th level, you are immune to poison damage.

AID FROM SET

At 17th level, you can use an action to cast *gate*. When you cast *gate* in this way, you can summon 1d6 + 1 **minions of Set** (see appendix B) or a **Lesser Son of Set** (see appendix B). Once you use this ability, you can't use it again until you finish a long rest.

NEW CLASS OPTION

PALADIN: OATH OF MITRA

A paladin dedicated to Mitra upholds the tenets of due process and the balance of law. They are the defenders of the common folk, the weak, and the downtrodden. They are the radiant light that shepherds those in need of guidance. Most paladins dedicated to this oath are male humans, although a sizable minority of females and crusaders from other cultures have joined the order, as well. A paladin of Mitra that dies in service to their god might ascend to sainthood, becoming a **Lion of Mitra** (see below).

TENETS OF MITRA

Although open to some interpretation, the primary tenets of Mitra are as follows:

Be the Voice. For those who can't speak or choose not to, serve as the Lion's Roar.

Defend Those Who Can't. Always provide aid to those unable to defend themselves.

Listen Before Judgment. Before providing counsel, hear both sides of the argument. Pass judgment only after doing so.

Follow the Written Law. If the law is not recorded, it's not a true law.

OATH OF MITRA SPELLS

Paladin Level	Spells
3rd	*healing word, thunderwave*
5th	*blindness/deafness, continual flame*
9th	*daylight, mass healing word*
13th	*divination, freedom of movement*
17th	*greater restoration, mass cure wounds*

HEAVEN'S WORD

A paladin with this oath learns to speak Celestial.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Bolster Allies. As an action, you can display your holy symbol to fill your allies with courage and hope. Each creature of your choice that can see or hear you within 30 feet of you regains 2d6 hit points and makes attack rolls, ability checks, and saving throws with advantage until the end of your next turn.

Turn Unholy. As an action, you can draw upon your holy conviction to turn away fiends or undead in your presence. Each fiend or undead that can see or hear you within 30 feet of you must make a successful Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

LION'S ROAR

At 7th level, you can use an action to create a magical divine roar. Each creature you choose that can hear you within 30 feet of you takes 2d8 thunder damage. If the target is chaotic evil, it must make a successful Wisdom saving throw or become frightened for 1 minute or until it takes damage. Once you use this feature, you must finish a long rest before you can use it again. At 12th level, you can use this feature twice between long rests.

HAND OF LIGHTNING

At 15th level, you can use an action to unleash a magical lightning bolt from your open palm. Make a spell attack roll against a target you can see within 60 feet of you. On a hit, the target takes 6d8 lightning damage. Whether you hit or miss, each other creature within 10 feet of the target must make a Dexterity saving throw against your spell save DC. A target takes 3d6 lightning damage on a failed save, or half as much damage on a success. Once you use this feature, you must finish a long rest before you can use it again.

SAINT OF MITRA

At 20th level, you can use an action to surround yourself with a magical aura of divine light. While the aura is active,

you shed bright light in a 20-foot radius and dim light for an additional 20 feet. In addition, your weapon attacks deal an additional 2d8 radiant damage. Chaotic and evil creatures you choose within 20 feet of you make saving throws with disadvantage. Finally, whenever a lawful or good creature starts its turn within 20 feet of you, that creature regains 1d6 hit points. The aura lasts for 1 minute or until you fall unconscious or end the aura as a bonus action. Once you use this feature, you must finish a long rest before you can use it again.

THE LIONS OF MITRA

The Lions of Mitra are the temporary physical reincarnations of clerics and paladins who have died in the service of Mitra. To put it another way, they are saints of Mitra, celestial beings still dedicated to their deity. They are often associated with a particular cause, such as defending their home temple from invasion or protecting wayfarers near their place of birth. In other cases, they are connected to a particular relic. Most often, this relic is a shard of bone or a personal possession of the lion in question. Sometimes, though, Mitra assigns his lions to holy artifacts (see Mitraic Artifacts, appendix D) or gives his faithful the ability to summon them via the *conjure celestial* spell. When a Lion of Mitra is summoned in this way, the *conjure celestial* spell ignores the usual CR restrictions.



LION OF MITRA

Medium celestial, lawful good

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

Hit Points: 85 (10d8 + 40)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Wis +7, Cha +8

Skills: Medicine +7, Religion +6

Damage Resistances: radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: disease, exhaustion, frightened

Senses: passive Perception 13

Languages: Celestial, Common, telepathy 60 ft.

Challenge: 9 (5,000 XP)

Special Equipment: The Lion of Mitra wears *+2 plate armor* and wields a *+2 longsword*.

Aura of Courage: The Lion of Mitra and creatures it chooses within 10 feet of it can't become frightened.

Aura of Protection: The Lion of Mitra and creatures it chooses within 10 feet of it gain a +4 bonus to all saving throws.

Celestial Ancestry: The Lion of Mitra has advantage on saving throws against being charmed, and magic can't put it to sleep.

Celestial Equipment: When the Lion of Mitra dies, its armor and sword disappear with it.

Divine Smite: When the Lion of Mitra hits a creature with a melee weapon attack, it can expend a spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each level spell slot higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Great Weapon Fighting Style: When the Lion of Mitra hits a target with an attack made with a melee weapon it wields with two hands, it can reroll any damage die that results in a 1 or 2 and use the new result. The lion must be wielding a weapon with the two-handed or versatile property to gain this benefit.

Enhanced Steed: When the Lion of Mitra casts the *find steed* spell, the creature summoned is always a warhorse that can travel to both the Astral and Ethereal Plane

Transience: The Lion of Mitra loses 5 hit points at the end of its turn. The Lion can't be affected by any spell or affect that allows the target to regain hit points.

Spellcasting: The Lion of Mitra is a 10th-level spellcaster. Its spellcasting ability is Wisdom (save DC 15, +7 to hit with spell attacks). The lion has the following paladin spells prepared:

- 1st level (4 slots): *bless, cure wounds, heroism*
- 2nd level (3 slots): *aid, find steed, lesser restoration, protection from poison*
- 3rd level (2 slots): *daylight, remove curse*

ACTIONS

Multiattack: The Lion of Mitra makes two longsword attacks.

Longsword: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands. If the target is a servant of Set, the Lion gains a +1 bonus to the attack roll and deals an additional 4 (1d8) radiant damage on a successful hit.

Javelin: *Ranged Weapon Attack:* +8 to hit, one target. *Hit:* 7 (1d6 + 4) piercing damage.

Lighting Javelin (1/Day): The Lion of Mitra conjures a magical javelin that transforms into a bolt of lightning as the lion throws it. The bolt is 5 feet wide and 120 feet long. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one. Once the lightning bolt reaches the creature furthest away from the Lion, it transforms back into a normal javelin, and the lion makes a javelin attack against that creature. If the attack hits, the target takes an additional 14 (4d6) lightning damage.

Channel Divinity (1/Short or Long Rest): The Lion of Mitra displays its holy symbol to censure fiends and undead. Each fiend or undead that can see or hear the Lion within 30 feet of it must make a DC 16 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from the lion as it can, and it can't willingly move to a space within 30 feet of it. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Sense (5/Day): The Lion of Mitra opens its awareness to the presence of strong evil. Until the end of the lion's next turn, it knows the location of any celestial, fiend, or undead within 60 feet of it that is not behind total cover. The Lion can also detect the presence of any place or object that has been desecrated, as with a *hallow* spell.

Lay On Hands: The Lion of Mitra touches a willing creature and draws upon a reservoir of magical power to heal the creature. The Lion has a pool of 50 hit points of healing power. The creature the lion touches regains a number of hit points determined by the lion, up to the maximum amount of hit points remaining in its healing pool. Alternatively, the Lion can expend 5 hit points from the pool to cure one disease or neutralize one poison affecting the target. This action has no effect on constructs, undead, or Lions of Mitra.



ARGOL BARGOL BURT ("ARGH")

Medium humanoid (human), lawful evil

Armor Class: 20 (plate armor and shield)

Hit Points: 45 (7d8 + 14)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	9 (-1)	12 (+1	14 (+2)

Skills: Athletics +3, Intimidation +4

Senses: passive Perception 11

Languages: Common

Challenge: 2 (450 XP)

Action Surge (1/Short or Long rest): Argol can take an additional action on his turn.

Second Wind (1/Short or Long rest): Argol can use a bonus action to regain 12 (1d10 + 7) hit points.

ACTIONS

Multiattack: Argol makes two longsword attacks.

Longsword: *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Lunging Attack (2/Day): Argol makes a longsword attack against a target he can see within 10 feet of him. On a hit, the target takes an additional 4 (1d8) slashing damage.

Menacing Attack (2/Day): Argol makes a longsword attack. On a hit, the target takes an additional 4 (1d8) slashing damage and must make a successful DC 11 Wisdom saving throw or become frightened of Argol until the end of Argol's next turn.

REACTIONS

Protection: When a creature Argol can see attacks a target within 5 feet of him, Argol imposes disadvantage on the attack roll. To do so, he must be using a shield.



AVVAKRIS, HIGH PRIEST OF SET

Medium humanoid (human), chaotic evil

Armor Class: 16 (chain mail)

Hit Points: 45 (10d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	15 (+2)

Saving Throws: Wis +5, Cha +5

Skills: Animal Handling +5, History +5, Insight +5, Religion +5, Persuasion +5

Damage Immunities: poison

Condition Immunities: poisoned

Senses: passive Perception 12

Languages: Common, Dwarven, Giant, Goblin

Challenge: 6 (2,300 XP)

Special Equipment: *Avvakris's ring* (see appendix D)

Assume Snake Form (1/Long Rest): Avvakris can use an action to polymorph into a **giant constrictor snake** or back into his true form. Any equipment he is wearing or carrying is absorbed into his new form. He reverts to his true form if he dies.

Speak with Snakes: Avvakris can communicate simple concepts to snakes and serpents through hisses and gestures.

Spellcasting: Avvakris is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Avvakris has the following cleric spells prepared (spells marked with a D indicate Snake divine domain spells):

- Cantrips (at will): *guidance, light, resistance, poison spray*[D], *profane flame* (see appendix D), *thaumaturgy*
- 1st level (4 slots): *bane, create or destroy water, detect evil and good, detect magic, inflict wounds*, *serpent missile*[D] (see appendix D), *snake charm*[D] (see appendix D),
- 2nd level (3 slots): *conjure beasts*[D] (see appendix D), *hold person*, *protection from poison*[D], *silence*, *snakeskin*[D] (see appendix D)
- 3rd level (3 slots): *animate dead*, *dispel magic, speak with dead*, *sticks to snakes*[D] (see appendix D)
- 4th level (3 slots): *divination*, *dominate snakes*[D], *poison touch*[D] (see appendix D)
- 5th level (2 slots): *arcane serpent*[D] (see appendix D), *flame strike*, *snake plague*[D] (see appendix D)

ACTIONS

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

Channel Divinity (2/Day): Avvakris presents his holy symbol to create one of the following effects.

- **Bolster Snakes:** Avvakris imbues snakes in his presence with the magical power of Set. Until the end of his next turn, snakes he chooses within 30 feet of him gain advantage on attack rolls and saving throws.
- **Quickened Serpent Summoning:** Avvakris casts a spell that summons snakes (such as *sticks to snakes* or *snake plague*). Before or after casting the spell, he can make a mace attack or cast a cantrip.
- **Turn Undead:** Each undead that can see or hear Avvakris within 30 feet of it must make a DC 16 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Avvakris

as it can, and it can't willingly move to a space within 30 feet of Avvakris. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Intervention (1/Day): Avvakris calls on Set to intervene on his behalf in a time of great need. Roll d100. On a roll of 10 or less, Set intervenes. If Avvakris uses this action in the Dark Tower or the surrounding dungeons, Set intervenes on a roll of 20 or less instead. The GM decides what Set's aid entails, but it should be roughly equivalent to a cleric spell of 5th level or less.

AVVALA, WERERAT CLERIC OF SET

Medium humanoid (human, shapechanger), chaotic evil

Armor Class: 12

Hit Points: 33 (6d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	14 (+2)	15 (+2)	16 (+3)

Saving Throws: Wis +4, Cha +5

Skills: Deception +5, Perception +4, Persuasion +5, Religion +4

Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses: darkvision 60 ft. (rat from only), passive Perception 14

Languages: Common (can't speak in rat form)

Challenge: 3 (700 XP)

Special Equipment: *Mitra's Eye* (see appendix D)

Shapechanger: Avvala can use her action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into her true form, which is humanoid. Her statistics, other than her size and AC, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Assume Snake Form (1/Long Rest): Avvala can use an action to polymorph into a **giant constrictor snake** or back into her true form. Any equipment she is wearing or carrying is absorbed into her new form. She reverts to her true form if she dies.

Keen Smell: Avvala has advantage on Wisdom (Perception) checks that rely on smell.

Spellcasting: Avvala is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared (spells marked with a D indicate Serpent divine domain spells):



- Cantrips (at will): *guidance, poison spray*[D]*, profane flame* (see appendix D)*, spare the dying, thaumaturgy*
- 1st level (4 slots): *bane, command, cure wounds, serpent missile*[D] (see appendix D), *snake charm*[D] (see appendix D)
- 2nd level (3 slots): *conjure beasts*[D] (see appendix D), *find traps, hold person*, *locate object, protection from poison*[D], *silence*, *snakeskin*[D] (see appendix D)
- 3rd level (3 slots): *dispel magic, sticks to snakes*[D] (see appendix D)

ACTIONS

Multiattack (Humanoid or Hybrid Form Only): Avvala makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only): *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

Mace (Humanoid or Hybrid Form Only): *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Channel Divinity (2/Day): Avala presents her holy symbol to create one of the following effects.

- **Bolster Snakes:** Avala imbues snakes in her presence with the magical power of Set. Until the end of her next turn,

snakes she chooses within 30 feet of her gain advantage on attack rolls and saving throws.

- **Quickened Serpent Summoning:** Avala casts a spell that summons snakes (such as *sticks to snakes*). Before or after casting the spell, she can make a mace attack or cast a cantrip.
- **Turn Undead:** Each undead that can see or hear Avala within 30 feet of her must make a DC 12 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Avala as it can, and it can't willingly move to a space within 30 feet of Avala. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AUROKA THE FLAILER

Medium humanoid (human), neutral

Armor Class: 18 (chain mail and shield)

Hit Points: 19 (3d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	10 (+0)	11 (+0)

Skills: Athletics +5, History +2

Senses: passive Perception 10

Languages: Common

Challenge: 1 (200 XP)

Action Surge (1/Short or Long rest): Auroka can take an additional action on his turn.

Dueling Fighting Style: While Auroka wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Improved Critical: Auroka's weapon attacks score a critical hit on a roll of 19-20.

Second Wind (1/Short or Long rest): Auroka can use a bonus action to regain 8 (1d10 + 3) hit points.

ACTIONS

Flail: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, and the target must make a successful DC 13 Dexterity check or be knocked prone. On a critical hit, the target makes the saving throw at disadvantage.



BALAAR THE SHAKER, LESSER SON OF SET

Gargantuan fiend (demon), chaotic evil

Armor Class: 19 (natural armor)

Hit Points: 232 (15d20 + 75)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	15 (+2)	12 (+1)	8 (-1)

Saving Throws: Con +9, Int +6, Wis +5

Damage Resistances: acid, lightning, poison

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 11 (7,200 XP)

Innate Spellcasting: Balaar's spellcasting ability is Intelligence (spell save DC 14). The Lesser Son can cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (5th level; snakes only), *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Magic Resistance: Balaar has advantage on saving throws against spells and other magical effects.

True Name: Each Lesser Son has a true name. If the Lesser Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next hour.

ACTIONS

Multiattack: Balaar makes two attacks, only one of which can be a constrict attack. In place of one of the attacks, Balaar can use Lightning Arc or Orb of Flame.

Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 21 (6d4 + 6) piercing damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the target is restrained, and Balaar can't bite another target.

Constrict: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 25 (3d12 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until this grapple ends, the creature is restrained, and Balaar can't constrict another target.

Summon Minions of Set (1/Day): Balaar summons 3 (1d6) **minions of Set** (see appendix B). The minions appear in unoccupied spaces within 60 feet of Balaar and act as allies of Balaar. Each minion remains for 1 minute, until it or Balaar dies, or Balaar dismisses it as an action.

Lightning Arc (2/Day): Balaar fires an arc of magical lightning in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw. On a failed save, the target takes 28 (8d6) lightning damage, or half as much damage on a successful one.

Orb of Flame (2/Day): Balaar hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw. The sphere spreads around corners. On a failed save, the target takes 28 (8d6) fire damage, or half as much damage on a successful one.

A massive thick serpentine form rears up with a female torso and a demonic crocodilian head

BANDIT LEADER

Medium humanoid (human), neutral

Armor Class: 18 (chain mail and shield)

Hit Points: 22 (3d8 + 9)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills: Athletics +4, Perception +2

Senses: passive Perception 12

Languages: Common

Challenge: 1/2 (100 XP)

ACTIONS

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

BELDAR THE SODDEN

Medium humanoid (human), neutral

Armor Class: 10

Hit Points: 22 (5d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	11 (+0)	17 (+3)	12 (+1)	12 (+1)

Saving Throws: Int +5, Wis +3

Skills: Arcana + 5, History +5, Insight +3, Investigation +5

Senses: passive Perception 11



Languages: Common, Dwarvish, Elvish

Challenge: 1/4 (50 XP)

Special Equipment: Beldar carries a verdigrised bronze dagger (+1 to hit).

Spellcasting: Beldar is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has no wizard spells prepared.

- Cantrips (at will): *blade ward, dancing lights, message, prestidigitation*
- 1st level (4 slots): none
- 2nd level (3 slots): none
- 3rd level (2 slots): none

ACTIONS

Verdigrised Bronze Dagger: *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

BERKAM SHEM

Medium humanoid (human), lawful evil

Armor Class: 13 (*bracers of defense*)

Hit Points: 27 (6d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	13 (+1)	12 (+1)	14 (+2)

Saving Throws: Int +3, Wis +3

Skills: Arcana + 3, Insight +3

Senses: passive Perception 11

Languages: Common, Draconic

Challenge: 2 (450 XP)

Special Equipment: Berkam wears *bracers of defense* and carries two *glassteel daggers*.

Spellcasting: Berkam is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *dancing lights, firebolt, mage hand, minor illusion*
- 1st level (4 slots): *burning hands, charm person, protection from evil and good*
- 2nd level (3 slots): *enlarge/reduce, invisibility, web*
- 3rd level (3 slots): *haste*



ACTIONS

Glassteel Dagger: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

DAGDA

Medium humanoid (human), chaotic evil

Armor Class: 10 (13 with *mage armor*)

Hit Points: 32 (5d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	11 (+0)	15 (+2)	16 (+3)	9 (-1)	12 (+1)

Saving Throws: Int +5, Wis +1

Skills: Arcana + 5, Investigation +5

Senses: passive Perception 9

Languages: Common, Draconic

Challenge: 1 (200 XP)

Spellcasting: Dagda is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared.

- Cantrips (at will): *mage hand, minor illusion, prestidigitation, shocking grasp*
- 1st level (4 slots): *charm person, mage armor, magic missile, protection from evil and good*
- 2nd level (3 slots): *enlarge/reduce, invisibility, levitate*
- 3rd level (2 slots): *slow*

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

GLORFINGOL GOODMAN

Medium humanoid (human), lawful good

Armor Class: 12

Hit Points: 39 (6d8 +12) (currently 19)

Speed: 30 ft. (currently 15 ft.)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	17 (+3)

Saving Throws: Wis +5, Cha +5 (see Aura of Protection)

Skills: Animal Handling +5, Athletics +4

Senses: passive Perception 13

Languages: Common

Challenge: 2 (450 XP)

Aura of Protection: Glorfingol and creatures he chooses within 10 feet of him gain a +4 bonus to all saving throws.

Divine Health: Glorfingol is immune to disease.

Divine Smite: When Glorfingol hits a target with a melee weapon, he can expend a 1st-level spell slot to deal the target an additional 9 (2d8) radiant damage, or 13 (3d8) radiant damage if he expends a 2nd-level spell slot.

Dueling Fighting Style: While Glorfingol wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Exhaustion: Glorfingol has four levels of exhaustion due to his torture and not being fed for seven days. As such, he suffers from the following effects:

- He has disadvantage on ability checks.
- His speed is halved.
- He has disadvantage on attack rolls and saving throws.
- His hit point maximum is halved (currently 19).

Spellcasting: Glorfingol is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has no paladin spells prepared.



- 1st level (4 slots): none
- 2nd level (2 slots): none

ACTIONS

Multiattack: Glorfingol makes two melee attacks.

Unarmed Strike: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

Channel Divinity (2/Day): Glorfingol presents his holy symbol to create one of the following effects.

- **Bolster Allies:** Each creature Glorfingol chooses within 30 feet of him regains 7 (2d6) hit points and has advantage on attack rolls, ability checks, and saving throws until the end of Holomir's next turn.
- **Turn the Unholy:** Each fiend or undead that can see or hear Glorfingol within 30 feet of him must make a DC 12 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Glorfingol as it can, and it can't willingly move to a space within 30 feet of Glorfingol. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from

moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Sense (3/Day): Glorfingol opens his awareness to the presence of strong evil. Until the end of Glorfingol's next turn, he knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. Glorfingol can also detect the presence of any place or object that has been desecrated, as with a *hallow* spell.

Lay On Hands: Glorfingol touches a willing creature and draws upon a reservoir of magical power to heal the creature. Glorfingol has a pool of 30 hit points of healing power. The creature Glorfingol touches regains a number of hit points determined by Glorfingol, up to the maximum number of hit points remaining in his healing pool. Alternatively, the Glorfingol can expend 5 hit points from the pool to cure one disease or neutralize one poison affecting the target. This action has no effect on constructs, undead, or lions of Mitra.

GNOME FIGHTER

Small humanoid (gnome), lawful good

Armor Class: 16 (ring mail and shield)

Hit Points: 9 (2d6 + 2)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills: Athletics +4, Perception +2

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Gnomish

Challenge: 1/4 (50 XP)

Dueling Fighting Style: While the gnome wields a melee weapon in one hand and no other weapons, it deals an extra 2 damage with that weapon (included in the attack).

Gnome Cunning: The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws.

Innate Spellcasting: The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

- At will: *minor illusion*

Speak with Small Beasts: The gnome can communicate simple concepts to Small or smaller beasts through sounds and gestures.

ACTIONS

Shortsword: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shortbow: *Ranged Weapon Attack*: +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

GNOME MERCENARY

Small humanoid (gnome), lawful good

Armor Class: 16 (scale mail)

Hit Points: 22 (4d6 + 8)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	11 (+0)	10 (+0)

Skills: Athletics +4, Perception +2

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Gnomish

Challenge: 1/2 (100 XP)

Action Surge (1/Short or Long Rest): The mercenary can take an additional action on its turn.

Dueling Fighting Style: While the mercenary wields a melee weapon in one hand and no other weapons, it deals an extra 2 damage with that weapon (included in the attack).

Gnome Cunning: The mercenary has advantage on Intelligence, Wisdom, and Charisma saving throws.

Improved Critical: The mercenary's weapon attacks score a critical hit on a roll of 19-20.

Innate Spellcasting: The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

- At will: *minor illusion*

Second Wind (1/Short or Long Rest): The gnome can use a bonus action to regain 9 (1d10 + 4) hit points.

ACTIONS

Shortsword: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow: *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.





HAFFRUNG HELLEYES

Medium humanoid (human), chaotic evil

Armor Class: *

Hit Points: *

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
*	*	*	18 (+4)	14 (+2)	*

Saving Throws: Int +7, Wis +5

Skills: Arcana + 3, Insight +3

Senses: passive Perception 12

Languages: Common, Draconic

Challenge: 7 (2,900 XP)

Special Equipment: The body Haffung possesses determines his special equipment. While on the lower level of the dungeons (see areas 4-14A, B, or C), he wears purple robes and a *scarab of insanity* (see appendix D).

Magic Jar: Centuries ago, Haffrung cast *magic jar* (the receptacle is hidden in area 3-17). His body was destroyed long ago, so now he uses other bodies. All statistics marked with an * are as per the host body. He can cast wizard spells and use his class features while possessing another body, but he can't use the host's class features.

Arcane Tradition: Haffrung's arcane tradition is evocation, granting him the following benefits:

- **Empowered Evocation:** Haffrung deals an extra 4 damage with an evocation spell he casts.
- **Potent Cantrip:** When Haffrung casts a cantrip that inflicts damage, the target takes half of the cantrip's damage on a successful saving throw.
- **Sculpt Spells:** When Haffrung casts an evocation spell that affects targets he can see, he can choose a number of crea-





tures equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throw against the spell, and they take no damage if they would normally take half damage on a successful save.

Spellcasting: Haffrung is an 11th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *firebolt, light, mage hand, poison spray, shocking grasp*
- 1st level (4 slots): *identify, magic missile, shield*
- 2nd level (3 slots): *arcane lock, enlarge/reduce, invisibility, mirror image, web*
- 3rd level (3 slots): *conjure beasts* (see appendix D), *fireball, lightning bolt*
- 4th level (3 slots): *conjure minor elementals, dimension door, polymorph*
- 5th level (2 slots): *conjure elemental*
- 6th level (1 slot): *chain lightning*

ACTIONS

As per Host Body

HALPHED BLOODGUSHER

Medium humanoid (human), chaotic evil

Armor Class: 20 (plate armor and shield)

Hit Points: 58 (9d8 + 18)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	12 (+1)	15 (+2)	13 (+1)

Skills: Acrobatics +4, Perception +4

Senses: passive Perception 14

Languages: Common

Challenge: 3 (700 XP)

Action Surge (1/Short or Long rest): Halphed can take an additional action on his turn.

Dueling Fighting Style: While Halphed wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Improved Critical: Halphed's weapon attacks score a critical hit on a roll of 19-20.

Remarkable Athlete: Halphed adds half his proficiency bonus (+1) to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. When he makes a running long jump, the distance he can cover increases by a number of feet equal to his Strength modifier (+2).

Second Wind (1/Short or Long rest): Halphed can use a bonus action to regain 14 (1d10 + 9) hit points.

ACTIONS

Multiattack: Halphed makes two weapon attacks.

Longsword: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands.



HALTASHAAR

Medium humanoid (human), lawful good

Armor Class: 13 (padded armor)

Hit Points: 22 (3d8 + 9)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	15 (+2)	13 (+1)	10 (+0)

Skills: Acrobatics +4, Perception +3

Senses: passive Perception 13

Languages: Common

Challenge: 1/4 (50 XP)

Increased Mobility: While wearing no armor or light armor, Haltashaar gains a +5 foot bonus to his speed and makes initiative rolls with advantage.

ACTIONS

Unarmed Strike: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.



HARGROVE, INTELLIGENT DOOR

Large construct, lawful good

Armor Class: 16 (natural armor)

Hit Points: 104 (16d10 + 16)

Speed: 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	12 (+1)	10 (+0)	11 (+0)	1 (-5)

Damage Resistances: bludgeoning and piercing from nonmagical attacks

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: Common, Draconic

Challenge: 5 (1,800 XP)

Axe Vulnerability: Hargrove has vulnerability to slashing damage from handaxes, battleaxes, and greataxes.

Immutable Form: Hargrove is immune to any spell or effect that would alter his form.

Lock Door: Hargrove can use a bonus action to lock or unlock himself. A creature can unlock Hargrove with thieves' tools and a successful DC 20 Dexterity check.

Regeneration: Hargrove regains 2 hit points at the start of his turn if he has at least 1 hit point.

Innate Spellcasting: Hargrove's innate spellcasting ability is Intelligence (spell save DC 11). He can innately cast the following spells, requiring only verbal components:

- At will: *dancing lights, friends, message, minor illusion*
- 3/day each: *arcane lock, enlarge/reduce, fireball, magic missile, stinking cloud*

ACTIONS

Radiant Blast: Hargrove emits a radiant blast in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a success.

HARRINGDON, CLERIC OF MITRA

Medium humanoid (human), lawful good

Armor Class: 10

Hit Points: 58 (9d8 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	15 (+2)	15 (+2)	17 (+3)	14 (+2)

Saving Throws: Wis +5, Cha +4

Skills: History +4, Medicine +5, Persuasion +4, Religion +4

Senses: passive Perception 13

Languages: Common

Challenge: 4 (1,100 XP)

Divine Strike: Once on each of his turns when he hits a creature with a weapon attack, Harringdon can cause the attack to deal an extra 4 (1d8) damage. If the target is evil, this damage is radiant. If the target is good, this damage is

necrotic. If the target is neutral or unaligned, no additional damage is dealt.

Spellcasting: Harringdon is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared (spells marked with a D indicate Law divine domain spells):

- Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *charm person*[D], *bless, create or destroy water, cure wounds, detect magic, identify*[D], *protection from good and evil*
- 2nd level (3 slots): *calm emotions*[D], *lesser restoration, protection from poison, silence, zone of truth*[D]
- 3rd level (3 slots): *dispel magic, remove curse, sending*[D], *tongues*[D]
- 4th level (3 slots): *compulsion*[D], *death ward*, *divination*[D]
- 5th level (1 slot): *contact other plane*[D], *modify memory*[D], *raise dead*

Sworn Against Set: When Harringdon attacks a creature of Set, he gains a +1d4 bonus to his attack roll. When he makes a saving throw against an effect or ability originating from a creature of Set, he gains a +1d4 bonus to the save. When a creature of Set attacks him, he gains a +1 bonus to his AC against the attack.

ACTIONS

Unarmed Strike: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

Channel Divinity (2/Day): Harringdon presents his holy symbol to create one of the following effects:

- **Speak the Truth:** Harringdon casts *speak with animals*, *speak with dead*, or *speak with plants*.
- **Turn Undead:** Each undead that can see or hear Harringdon within 30 feet of him must make a DC 12 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Harringdon as it can, and it can't willingly move to a space within 30 feet of Harringdon. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
- **Detect Chaos (2/Day):** Harringdon opens his awareness to the presence of chaos. Until the end of Harringdon's next turn, he knows the location of any chaotic creature within 30 feet of him that is not behind total cover.





HINGEST

Medium construct (true polymorphed human), chaotic evil

Armor Class: 5

Hit Points: 60 (8d8 + 24)

Speed: 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	1 (-5)	16 (+3)	18 (+4)	10 (+0)	10 (+0)

Saving Throws: Int +6, Wis +2

Damage Immunities: fire

Senses: passive Perception 11

Languages: Common, Draconic, Elvish, Orc, Giant, Goblin, Sylvan

Challenge: 2 (450 XP)

Spellcasting: Hingest is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He requires no material or somatic components to cast his spells. He has the following wizard spells prepared:

- Cantrips (at will): *blade ward, message, minor illusion, shocking grasp*
- 1st level (4 slots): *alarm, charm person, sleep*
- 2nd level (3 slots): *arcane lock, enlarge/reduce, fool's gold* (see appendix D), *levitate, magic mouth*
- 3rd level (2 slots): *fireball*

ACTIONS

Slam: *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target reaching into the chest. *Hit:* 2 (1d4) bludgeoning damage.



HOLOMIR GOLDHEART

Medium celestial, lawful good

Armor Class: 23 (*+2 plate armor* and *+1 shield*)

Hit Points: 58 (9d8 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

Saving Throws: Wis +4, Cha +7 (see Aura of Protection)

Skills: Athletics +5, Intimidation +7

Damage Resistances: fire (from the *gold heart*)

Condition Immunities: disease

Senses: passive Perception 11

Languages: Common, Celestial

Challenge: 5 (1,800 XP)

Special Equipment: Holomir wears *+2 plate armor* and carries a *+1 shield*. He wields *Lawgiver*, a *holy avenger longsword* (see appendix D). His heart has been replaced with the *gold heart*.

Aura of Protection: Holomir and creatures he chooses within 10 feet of him gain a +4 bonus to all saving throws.

Divine Smite: When Holomir hits a target with a melee weapon, he can expend a 1st-level spell slot to deal the target an additional 9 (2d8) radiant damage, or 13 (3d8) radiant damage if he expends a 2nd-level spell slot.

Gold Heart: Holomir has a magical mechanical gold heart that grants him immortality. He does not age and does not require food, drink, or sleep. Every 10 minutes, Holomir regains 3 (1d6) hit points as long as he has 1 hit point remaining. If he loses a body part, it regrows in 4 (1d6 + 1) days. Finally, the *gold heart* grants Holomir resistance to fire damage.

Spellcasting: Holomir is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following paladin spells prepared (spells marked with a O indicate Oath to Mitra sacred oath spells):

- 1st level (4 slots): *bless, compelled duel, cure wounds, healing word*°*, heroism, thunderous smite, thunderwave*°
- 2nd level (3 slots): *aid, blindness/deafness*°*, continual flame*°*, lesser restoration, zone of truth*
- 3rd level (2 slots): *aura of vitality, daylight*°*, crusader's mantle, mass healing word*°

ACTIONS

Multiattack: Holomir makes two melee attacks.

Holy Avenger Longsword (Lawgiver): *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands. If the target is a fiend or undead, it takes an additional 11 (2d10) radiant damage. When *Lawgiver* is drawn, it creates a 10-foot-radius aura. Holomir and friendly creatures in the aura gain advantage on saving throws against spells and magical effects.

Channel Divinity (1/Day): Holomir presents his holy symbol to create one of the following effects.

- **Bolster Allies:** Each creature Holomir chooses within 30 feet of him regains 2d6 hit points and has advantage on attack rolls, ability checks, and saving throws until the end of Holomir's next turn.
- **Turn Undead:** Each fiend or undead that can see or hear Holomir within 30 feet of him must make a DC 12 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Holomir as it can, and it can't willingly move to a space within 30 feet of Holomir. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Sense (3/Day): Holomir opens his awareness to the presence of strong evil. Until the end of Holomir's next turn, he knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. Holomir can also detect the presence of any place or object that has been desecrated, as with a *hallow* spell.

Lay On Hands: Holomir touches a willing creature and draws upon a reservoir of magical power to heal the creature. Holomir has a pool of 45 hit points of healing power. The creature Holomir touches regains a number of hit points determined by Holomir, up to the maximum number of hit points remaining in his healing pool. Alternatively, Holomir can expend 5 hit points from the pool to cure one disease or neutralize one poison affecting the target. This action has no effect on constructs, undead, or lions of Mitra.

Lion's Roar (1/Day): Holomir issues a divine roar. All enemies within 30 feet of Holomir that can hear him take 9 (2d8) thunder damage. If the target is chaotic evil, it must make a successful DC 15 Wisdom saving throw or become frightened for 1 minute.

Summon a Host of Mitra's Lions (1/Day): Holomir summons 5 (1d10) **lions of Mitra** (see appendix C). They appear in unoccupied spaces within 60 feet of Holomir that he can see and act as Holomir's allies. Each lion remains for 1 minute, until it or Holomir dies, or until Holomir dismisses it as a bonus action.

REACTIONS

Protection: When a creature Holomir can see attacks a target within 5 feet of him, he imposes disadvantage on the attack. To do so, he must be wielding his shield.

ISHPEMO THE TERRIBLE

Medium humanoid (human), chaotic evil

Armor Class: 20 (plate armor and shield)

Hit Points: 68 (8d8 + 32)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	15 (+2)

Saving Throws: Str +6, Con +6

Skills: Athletics +6, Intimidation +4

Senses: passive Perception 12

Languages: Common

Challenge: 4 (1,100 XP)

Action Surge (1/Short or Long Rest): Ishpemo can take an additional action on his turn.

Dueling Fighting Style: While Ishpemo wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Improved Critical: Ishpemo's weapon attacks score a critical hit on a roll of 19-20.

Remarkable Athlete: Ishpemo adds half his proficiency bonus (+1) to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. When he makes a running long jump, the distance he can cover increases by a number of feet equal to his Strength modifier (+2).

Second Wind (1/Short or Long Rest): Ishpemo can use a bonus action to regain 13 (1d10 + 8) hit points.

ACTIONS

Multiattack: Ishpemo makes two weapon attacks.

Longsword: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.



Dagger: *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.



KONAH THE DISSENTER, LESSER SON OF SET

Large fiend (demon), chaotic evil

Armor Class: 19 (natural armor)

Hit Points: 127 (15d10 + 45)

Speed: 30 ft., fly 60 ft. (bat wings)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	19 (+4)	12 (+1)	8 (-1)

Saving Throws: Con +7, Int +8, Wis +5

Damage Resistances: acid, lightning, poison

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 9 (5,000 XP)

Special Equipment: Konah wields a *+2 halberd*.

Innate Spellcasting: Konah's spellcasting ability is Intelligence (spell save DC 16). He can cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (5th level; snakes only); *snake charm, sticks to snakes*

Magic Resistance: Konah has advantage on saving throws against spells and other magical effects.

Spellcasting: Konah is a 9th-level spellcaster. His spellcasting ability is Intelligence (save DC 16, +8 to hit with spell attacks). He requires no material components to cast his spells. He has the following wizard spells prepared:

- Cantrips (at will): *blade ward, chill touch, mage hand, shocking grasp*
- 1st level (4 slots): *charm person, comprehend languages, magic missile, shield*
- 2nd level (3 slots): *detect thoughts, mirror image, web*
- 3rd level (3 slots): *fear, haste, lightning bolt*
- 4th level (3 slot): *blight, confusion*
- 5th level (1 slot): *cloudkill*

True Name: Each Lesser Son has a true name. If the Lesser Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next hour.

ACTIONS

Multiattack: Konah makes two melee attacks.

***+2 Halberd*:** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 17 (2d10 + 6) slashing damage.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Enervating Ray (1/Day): Konah fires a magical enervating ray from its eyes in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw or take 21 (6d6) necrotic damage. Until the end of its next turn, the target makes attack rolls, ability checks, and saving throws with disadvantage.

Chilling Blast (3/Day): Konah emits a 60-foot cone of chilling cold. Each creature in that area must make a DC 13 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Summon Minions of Set (1/Day): Konah summons 3 (1d6) **minions of Set** (see appendix B). They appear in unoccupied spaces within 60 feet of Konah that he can see and act as Konah's allies. Each minion remains for 1 minute, or until it or Konah dies, or until Konah dismisses it as an action.

Konah is a 9-foot-tall, bat-winged humanoid creature with an evil leer. He wears a fancy gold headdress and sports a pointed beard. An ornate halberd rests across his lap.

MANAHATH, CHOSEN SON OF SET

Huge fiend (demon), chaotic evil

Armor Class: 20 (natural armor)

Hit Points: 231 (22d12 + 88)

Speed: 30 ft., fly 40 ft. (bat wings)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	20 (+5)	20 (+5)	12 (+1)

Saving Throws: Con +9, Int +10, Wis +10

Skills: Perception +10, Intimidation +11

Damage Resistances: acid, lightning

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Senses: darkvision 120 ft., truesight 120 ft., passive Perception 20

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 13 (10,000 XP)

Innate Spellcasting: Manahath's spellcasting ability is Intelligence (spell save DC 18). He can cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (7th level; snakes only); *dispel magic, snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Keen Sight: Manahath makes Wisdom (Perception) checks at advantage that rely on sight.

Legendary Resistance (3/Day): If Manahath fails a saving throw, he can choose to succeed instead.

Magic Resistance: Manahath has advantage on saving throws against spells and other magical effects.

Regeneration: Manahath regains 10 hit points at the start of his turn. If he takes fire or radiant damage, this trait doesn't function at the start of his next turn. Manahath only dies if he starts his turn at 0 hit points and doesn't regenerate.

Arcane Spellcasting: Manahath is a 9th-level spellcaster. His spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). He requires no material components to cast his spells. He has the following wizard spells prepared:

- Cantrips (at will): *acid splash, blade ward, mage hand, poison spray*
- 1st level (4 slots): *shield, ray of sickness, thunderwave*
- 2nd level (3 slots): *darkness, enlarge/reduce, hold person, levitate, suggestion, web*
- 3rd level (3 slots): *bestow curse, lightning bolt*
- 4th level (3 slot): *ice storm, polymorph*
- 5th level (1 slot): *wall of force*

Divine Spellcasting: Manahath is also an 8th-level spellcaster. His spellcasting ability is Wisdom (save DC 18, +10 to hit with spell attacks). He requires no material components to cast his spells. He has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, profane flame, spare the dying*
- 1st level (4 slots): *bane, command, cure wounds, inflict wounds, shield of faith*
- 2nd level (3 slots): *blindness/deafness, silence, lesser restoration*
- 3rd level (3 slots): *dispel magic, protection from energy, spirit guardians*
- 4th level (2 slot): *freedom of movement, poison touch* (see appendix D)

True Name: Each Chosen Son has a true name. If the Chosen Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes all saving throws at disadvantage for the next hour.

ACTIONS

Multiattack: Manahath makes two bite attacks and two slam attacks. In place of one of these attacks, he can make a constrict attack or use Orb of Flame.

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage.

Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6 + 5) bludgeoning damage.

Constrict: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 24 (3d12 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and Manahath can't constrict another target.

Summon Lesser Son of Set (1/Day): Manahath summons a **Lesser Son of Set** (see appendix C). It appears in an unoccupied space within 60 feet of Manahath and acts as Manahath's ally. The Lesser Son remains for 10 minutes, or it or Manahath dies, or until Manahath dismisses it as an action.

Summon Minions of Set (1/Day): Manahath summons 7 (2d6) **minions of Set** (see appendix B). They appear in unoccupied spaces within 60 feet of Manahath and act as Manahath's

allies. Each minion remains for 10 minutes, or until it or Manahath dies, or until Manahath dismisses it as an action.

Teleport: Manahath magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Orb of Flame (2/Day): Manahath hurls a magical ball of fire that explodes at a point he can see within 120 feet of him. Each creature in a 20-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Attack: Manahath makes a bite or slam attack.

Move: Manahath moves up to its speed without provoking opportunity attacks.

Cast a Spell (Costs 3 Actions): Manahath casts a spell from its list of prepared arcane or divine spells, using a spell slot at normal.

This abomination has the lower body of a gigantic snake and the torso of an enormous, male human with four muscular arms. The infernal atrocity has twin dragon heads, multifaceted insectoid eyes, and monstrous bat wings.

MERCENARY

Medium humanoid (any race), any alignment

Armor Class: 16 (studded armor and shield) (14 when wielding halberd)

Hit Points: 26 (4d8 + 8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Skills: Athletics +4, Intimidation +3

Senses: passive Perception 10

Languages: Common

Challenge: 1 (200 XP)

Action Surge (1/Short or Long Rest): The mercenary can take an additional action on its turn.

Great Weapon Fighting Style: When the mercenary hits a target with an attack made with a melee weapon it wields with two hands, it can reroll any damage die that results in a 1 or 2 and use the new result. The mercenary must be wielding a weapon with the two-handed or versatile property to gain this benefit.

Improved Critical: The mercenary's weapon attacks score a critical hit on a roll of 19-20.

Second Wind (1/Short or Long Rest): The mercenary can use a bonus action to regain 9 (1d10 + 4) hit points.

ACTIONS

Halberd: *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Dagger: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Alchemist's Fire: *Ranged Weapon Attack:* +2 to hit, range 20 ft., one target. *Hit:* 2 (1d4) fire damage, and the target catches fire. At the start of each of the target's turns, it takes 2 (1d4) fire damage. The target can end this damage by using an action to make a DC 10 Dexterity check to extinguish the flames.

MERTH THE SHERIFF

Medium humanoid (human), lawful evil

Armor Class: 20 (plate armor and shield)

Hit Points: 65 (10d8 + 20)

Speed: 30 ft.



STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws: Str +5, Con +4

Skills: Athletics +5, History +3, Intimidation +4, Survival +2

Senses: passive Perception 10

Languages: Common

Challenge: 4 (1,100 XP)

Special Equipment: Merth wears a *ring of speed* (see appendix D) and a *ring of spell turning*.

Action Surge (1/Short or Long Rest): Merth can take an additional action on his turn.

Dueling Fighting Style: While Merth wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Great Weapon Fighting Style: When Merth hits a target with an attack made with a melee weapon he wields with two hands, he can reroll any damage die that results in a 1 or 2 and use the new result. Merth must be wielding a weapon with the two-handed or versatile property to gain this benefit.

Improved Critical: Merth's weapon attacks score a critical hit on a roll of 19-20.

Indomitable (1/Day): If Merth fails a saving throw, he can choose to reroll the save and use the second result.

Remarkable Athlete: Merth adds half his proficiency bonus (+1) to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. When he makes a running long jump, the distance he can cover increases by a number of feet equal to his Strength modifier (+2).

Second Wind (1/Short or Long Rest): Merth can use a bonus action to regain 15 (1d10 + 10) hit points.

ACTIONS

Multiattack: Merth makes two weapon attacks.

Longsword: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

MERVYN

Medium humanoid (human), lawful evil

Armor Class: 13 (16 with *mage armor*)

Hit Points: 22 (5d8)

Speed: 30 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	18 (+4)	12 (+1)	13 (+1)

Saving Throws: Int +6, Wis +3

Skills: Arcana + 6, History +6

Senses: passive Perception 11

Languages: Common, Draconic

Challenge: 1 (200 XP)

Special Equipment: Mervyn wears *boots of elvenkind*.

Spellcasting: Mervyn is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *light, mage hand, poison spray, prestidigitation*
- 1st level (4 slots): *burning hands, charm person, mage armor, protection from evil and good*
- 2nd level (3 slots): *acid arrow, darkness, invisibility, web*
- 3rd level (2 slots): *conjure beasts* (see appendix D)

ACTIONS

Quarterstaff: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.



MIGHTY SAM

Large construct, neutral evil

Armor Class: 18 (natural armor)

Hit Points: 66 (12d10)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	11 (+0)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Giant

Challenge: 6 (2,300 XP)

Special Equipment: Mighty Sam wields a broom as a melee weapon.

ACTIONS



Multiattack: Mighty Sam makes two melee attacks.

Slam: *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Broom: *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, or 15 (2d8 + 6) bludgeoning damage if used with two hands.

MORAM INFIDEL BANE

Medium humanoid (human), lawful good

Armor Class: 20 (plate armor and shield)

Hit Points: 45 (6d8 + 18)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	17 (+3)	13 (+1)	16 (+3)	18 (+4)

Saving Throws: Wis +5, Cha +6 (see Aura of Protection)

Skills: Animal Handling +5, Athletics +3

Condition Immunities: disease

Senses: passive Perception 13

Languages: Common

Challenge: 2 (450 XP)

Aura of Protection: Moram and creatures he chooses within 10 feet of him gain a +4 bonus to all saving throws.

Divine Smite: When Moram hits a target with a melee weapon, he can expend a 1st-level spell slot to deal the target an additional 9 (2d8) radiant damage, or 13 (3d8) radiant damage if he expends a 2nd-level spell slot.

Dueling Fighting Style: While Moram wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Spellcasting: Moram is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following paladin spells prepared (spells marked with a O indicate Oath to Mitra sacred oath spells):

- 1st level (4 slots): *bless, command, cure wounds, protection from evil and good*°, *sanctuary*°
- 2nd level (2 slots): *aid, lesser restoration*°, *magic weapon, zone of truth*°

ACTIONS

Multiattack: Moram makes two melee attacks.

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

Lance: *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d12 + 1) piercing damage. When Moram attacks a target within 5 feet of him, he makes the attack roll with disadvantage. The lance requires two hands to wield when Moram isn't mounted.

Channel Divinity (1/Day): Moram presents his holy symbol to create one of the following effects.

- **Sacred Weapon:** Moram imbues his weapon with positive energy for 1 minute or until Moram ends the effect as a bonus action. He gains a +2 bonus to attack and damage rolls he makes with the weapon. The weapon sheds bright in a 20-foot radius and dim light for another 20 feet.
- **Turn Undead:** Each fiend or undead that can see or hear Moram within 30 feet of him must make a DC 13 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Moram as it can, and it can't willingly move to a space within 30 feet of Moram. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Sense (3/Day): Moram opens his awareness to the presence of strong evil. Until the end of Moram's next turn, he knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. Moram can also detect the presence of any place or object that has been desecrated, as with a *hallow* spell.



Lay On Hands: Moram touches a willing creature and draws upon a reservoir of magical power to heal the creature. Moram has a pool of 30 hit points of healing power. The creature Moram touches regains a number of hit points determined by Moram, up to the maximum number of hit points remaining in his healing pool. Alternatively, Moram can expend 5 hit points from the pool to cure one disease or neutralize one poison affecting the target. This action has no effect on constructs, undead, or Lions of Mitra.

MORDRED

Medium humanoid (human), neutral

Armor Class: 11

Hit Points: 27 (5d8 + 5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	12 (+1)	14 (+2)	10 (+0)

Saving Throws: Int +3, Wis +4

Skills: Medicine +4, Nature +3

Senses: passive Perception 12

Languages: Common, Druidic, Sylvan

Challenge: 1 (200 XP)

Spellcasting: Mordred is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

- Cantrips (at will): *druidcraft, produce flame, shillelagh*
- 1st level (4 slots): *charm person, detect magic, faerie fire, speak with animals*
- 2nd level (3 slots): *heat metal, lesser restoration*
- 3rd level (2 slots): *call lightning*

ACTIONS

Unarmed Strike: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

Wild Shape (2/Short or Long Rest): Mordred magically assumes the form of a CR 1/2 or lower beast without a flying speed. Any equipment he is wearing or carrying is absorbed into his new form. He remains in this form for 2 hours, until he falls unconscious, or until he uses a bonus action to revert to his true form.

MYRMIDON

Medium humanoid (any race), any alignment

Armor Class: 19 (chain mail and shield), 20 with Defensive Fighting Style)

Hit Points: 39 (6d8 + 12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	11 (+0)	10 (+0)	11 (+0)

Skills: Animal Handling +2, Athletics +5

Senses: passive Perception 10

Languages: Common

Challenge: 2 (450 XP)

Action Surge (1/Short or Long rest): The myrmidon can take an additional action on its turn.

Defensive Fighting Style: While wearing armor, the myrmidon gains a +1 bonus to AC.

Second Wind (1/Short or Long Rest): The myrmidon can use a bonus action to regain 11 (1d10 + 6) hit points.

ACTIONS

Multiattack: The myrmidon makes two weapon attacks.

Longsword: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Disarming Attack (2/Day): The myrmidon makes a weapon attack. If the attack hits, the target takes an additional 4 (1d8) damage of the weapon's type. If the target is wielding a weapon, the target must make a successful DC 13 Strength saving throw or drop the weapon, which lands at its feet.

REACTIONS

Parry (2/Day): When a creature the myrmidon can see hits it with a melee attack, the myrmidon reduces the damage they take by 5 (1d8 + 1).

NOMAD MERCENARY

Medium humanoid (human), neutral

Armor Class: 16 (leather armor and shield)

Hit Points: 26 (4d8 + 8)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	12 (+1)

Skills: Acrobatics +5, Survival +4

Senses: passive Perception 12

Languages: Common

Challenge: 2 (450 XP)

Dodge: The nomad can take the Dodge action as a bonus action on each of its turns.

Increased Mobility: While wearing no armor or light armor, the nomad gains a +5 foot bonus to speed and makes initiative rolls with advantage.

ACTIONS

Multiattack: The nomad makes two melee attacks.

Scimitar: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow: *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

NOMAD WARRIOR

Medium humanoid (human), neutral

Armor Class: 13 (leather armor)

Hit Points: 16 (3d8 + 3)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	12 (+1)

Skills: Acrobatics +4, Survival +4

Senses: passive Perception 12

Languages: Common

Challenge: 1/4 (50 XP)

Increased Mobility: While wearing no armor or light armor, the nomad gains a +5 foot bonus to speed and makes initiative rolls with advantage.

ACTIONS

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

Lance: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. When the nomad attacks a target within 5 feet of it, it makes the attack roll with disadvantage. The lance requires two hands to wield when the nomad isn't mounted.

Shortbow: *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dagger: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



OLLEM HAIRY-ARMS, WEREBEAR

Medium humanoid (human, shapechanger), chaotic evil

Armor Class: 12 (padded armor) in humanoid form, 11 (natural armor) in bear and hybrid form

Hit Points: 45 (6d8 + 18)

Speed: 30 ft. (40 ft., climb 30 ft. in bear and hybrid form).

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	9 (-1)	13 (+1)	16 (+3)

Skills: Perception +7

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses: passive Perception 17

Languages: Common

Challenge: 5 (1,800 XP)

Shapechanger: Ollem can use his action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into his true form, which is humanoid (human). His statistics, other than his size and AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Action Surge (1/Short or Long Rest): Ollem can take an additional action on his turn.

Great Weapon Fighting Style: When Ollem hits a target with an attack made with a melee weapon he wields with two hands, he can reroll any damage die that results in a 1 or 2 and use the new result. Ollem must be wielding a weapon with the two-handed or versatile property to gain this benefit.

Improved Critical: Ollem's weapon attacks score a critical hit on a roll of 19-20.

Keen Smell: Ollem has advantage on Wisdom (Perception) checks related to smell.

Second Wind (1/Short or Long Rest): Ollem can use a bonus action to regain 11 (1d10 + 6) hit points.

ACTIONS

Multiattack: In bear form, Ollem makes two claw attacks. In humanoid form, Ollem makes two greatsword attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only): *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form): *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage,



Greatsword (Humanoid or Hybrid Form Only): *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

OLD CORNELIUS, CLERIC OF MITRA

Medium humanoid (human), lawful good

Armor Class: 11

Hit Points: 22 (5d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Saving Throws: Wis +4, Cha +2

Skills: History +3, Medicine +4, Religion +3, Persuasion +2

Senses: passive Perception 12

Languages: Common

Challenge: 2 (450 XP)

Special Equipment: Cornelius wears *Mitra's Favor* (see appendix D) but is not attuned to it.

Spellcasting: Cornelius is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared (spells marked with a D indicate Law divine domain spells):

- Cantrips (at will): *light, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *charm person*[D], *create or destroy water, cure wounds, detect magic, identify*[D]
- 2nd level (3 slots): *calm emotions*[D], *continual flame*, *lesser restoration, protection from poison, zone of truth*[D]
- 3rd level (2 slots): *mass healing word, sending*[D], *tongues*[D]

Sworn Against Set: When Cornelius attacks a creature of Set, he gains a +1d4 bonus to his attack roll. When he makes a saving throw against an effect or ability originating from a creature of Set, he gains a +1d4 bonus to the save. When a creature of Set attacks him, he gains a +1 bonus to his AC against the attack.

ACTIONS

Unarmed Strike: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Channel Divinity (2/Day): Cornelius presents his holy symbol to create one of the following effects.

- **Speak the Truth:** Cornelius casts *speak with animals*, *speak with dead*, or *speak with plants*.
- **Turn Undead:** Each undead that can see or hear Cornelius within 30 feet of him must make a DC 12 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Cornelius as it can, and it can't willingly move to a space within 30 feet of Cornelius. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Detect Chaos (2/Day): Cornelius opens his awareness to the presence of chaos. Until the end of Cornelius's next turn, he knows the location of any chaotic creature within 30 feet of him that is not behind total cover.

OPH

Medium humanoid (human), lawful evil

Armor Class: 21 (chain mail and *+3 shield*)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	13 (+1)	11 (+0)	17 (+3)

Skills: Athletics +7, Intimidation +5

Senses: passive Perception 10

Languages: Common

Challenge: 3 (700 XP)

Special Equipment: Oph uses a *+3 shield*.

Action Surge (1/Short or Long Rest): Oph can take an additional action on its turn.

Dueling Fighting Style: While Oph wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Rally (2/Day): Oph can use a bonus action to bolster the resolve of a creature within 30 feet of him that can see and hear him. The creature gains 7 (1d8 + 3) temporary hit points.

Second Wind (1/Short or Long Rest): Oph can use a bonus action to regain 12 (1d10 + 7) hit points.

ACTIONS

Multiattack: Oph makes two weapon attacks.

Longsword: *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Pushing Attack (2/Day): Oph makes a longsword attack. If the attack hits, the target takes an additional 4 (1d8) slashing damage. In addition, the target must make a successful DC 15 Strength saving throw or be pushed up to 15 feet away from Oph.



PNESSUTT, LICH HIGH PRIEST OF SET

Medium undead, chaotic evil

Armor Class: 20 (natural armor)

Hit Points: 150 (20d8 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Saving Throws: Con +10, Int +9, Wis +12

Skills: Arcana +9, History +9, Insight +12, Perception +12

Damage Resistances: cold, lightning, necrotic

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: truesight 120 ft., passive Perception 22

Languages: Abyssal, Common, Draconic, Infernal

Challenge: 21 (33,000 XP)

Legendary Resistance (3/Day): If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation: If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting: The lich is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The lich has the following cleric spells prepared. Spells marked with * do not appear on the cleric spell list; Pnessutt has learned how to prepare them after centuries of research.

- Cantrips (at will): *guidance, light, resistance, profane flame, thaumaturgy*

- 1st level (4 slots): *detect evil and good, detect magic, inflict wounds, protection from evil and good*
- 2nd level (3 slots): *blindness/deafness, darkness*, hold person, lesser restoration, silence*
- 3rd level (3 slots): *animate dead, dispel magic, glyph of warding, protection from energy*
- 4th level (3 slots): *blight*, divination*
- 5th level (3 slots): *animate objects*, conjure elemental*, contagion, flame strike*
- 6th level (2 slots): *blade barrier, harm, word of recall*
- 7th level (2 slots): *plane shift*
- 8th level (1 slot): *earthquake*
- 9th level (1 slot): *gate*

Turn Resistance: The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch: *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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.

Summon Lesser Son of Set (1/Day): The lich summons a **Lesser Son of Set** (see appendix C). It appears in an unoccupied space within 60 feet of the lich and acts as the lich's ally. The Lesser Son remains for 10 minutes, until it or the lich dies, or until the lich dismisses it as an action.

LEGENDARY ACTIONS

The 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 lich regains spent legendary actions at the start of its turn.

Cantrip: The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions): The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions): The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened 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 lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions): Each creature that isn't a construct or undead within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking



21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

RACOX, SKELETAL WARRIOR

Medium undead, lawful evil

Armor Class: 18 (plate armor)

Hit Points: 37 (5d8 + 15)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	10 (+0)	5 (-3)

Saving Throws: Str +5, Wis +2

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 10

Languages: understands Common but can't speak

Challenge: 3 (700 XP)

Regeneration: Racox regains 5 hit points at the start of his turn if he has at least 1 hit point.

Turn Immunity: Racox is immune to any effect that turns undead.

ACTIONS

Multiattack: Racox makes two greatsword attacks.

Greatsword: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Distracting Strike (4/Day): Racox makes a greatsword attack. If the attack hits, the creature takes an additional 4 (1d8) damage of the weapon's type. The next creature other than Racox that attacks the target before the end of Racox's next turn makes the attack roll with advantage.

RUFO THE UGLY

Medium humanoid (human), chaotic good

Armor Class: 12 (padded armor)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	8 (-1)	9 (-1)	4 (-3)

Skills: Athletics +7, Deception +5, Insight +1, Perception +3, Sleight of Hand +3, Stealth +5

Senses: passive Perception 13

Languages: speaks Common and Thieves' cant but can't read or write

Challenge: 2 (450 XP)

Cunning Thief: As a bonus action on each of his turns, Rufo can take the Dash, Disengage, Hide, or Use an Action action or make a Dexterity (Sleight of Hand or thieves' tools check).

Evasion: If Rufo is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack: Once per turn, Rufo deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Rufo that isn't incapacitated and Rufo doesn't have disadvantage on the attack roll.

ACTIONS

Cudgel-cane: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

REACTIONS

Uncanny Dodge: When a creature Rufo can see hits him with an attack, Rufo takes half damage from the attack.





SHADROCK THE ENCHANTER

Medium humanoid (human), chaotic evil

Armor Class: 10 (13 with *mage armor*)

Hit Points: 31 (7d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws: Int +6, Wis +5

Skills: Arcana +6, Investigation +6, Persuasion +4

Senses: passive Perception 12

Languages: Common, Draconic

Challenge: 5 (1,800 XP)

Spellcasting: Shadrock is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *mage hand, minor illusion, prestidigitation, shocking grasp*
- 1st level (4 slots): *floating disk, identify, mage armor, unseen servant*
- 2nd level (3 slots): *levitate, pyrotechnics* (see appendix D), *web*
- 3rd level (3 slots): *haste, slow*
- 4th level (1 slot): *conjure minions* (see appendix D)

ACTIONS

Quarterstaff: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Dagger: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

SINSTAR THE SLY, WERERAT THIEF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class: 14 (padded armor), 13 in rat and hybrid form

Hit Points: 45 (7d8 + 14)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	13 (+1)	11 (+0)	11 (+0)

Saving Throws: Dex +5, Int +3

Skills: Acrobatics +7, Athletics +4, Deception +4, Perception +2, Sleight of Hand +7, Stealth +7

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses: darkvision 60 ft. (rat from only), passive Perception 12

Languages: Common (can't speak in rat form)

Challenge: 4 (1,100 XP)

Shapechanger: Sinstar can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. His statistics, other than his size and AC, are the same in each form. Any equipment he

is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Cunning Thief: As a bonus action on each of his turns, Sinstar can take the Dash, Disengage, Hide, or Use an Action action or make a Dexterity (Sleight of Hand or thieves' tools check).

Evasion: If Sinstar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Keen Smell: Sinstar has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack: Once per turn, Sinstar deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Sinstar that isn't incapacitated and Sinstar doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only): Sinstar makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form): *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw, or be cursed with wererat lycanthropy.

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

Sling (Humanoid or Hybrid Form): *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

SWORDSMAN

Medium humanoid (any race), any alignment

Armor Class: 18 (plate armor)

Hit Points: 32 (5d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills: Athletics +5, Intimidation +2

Senses: passive Perception 11

Languages: Common

Challenge: 2 (450 XP)

Action Surge (1/Short or Long Rest): The swordsman can take an additional action on its turn.

Great Weapon Fighting Style: When the swordsman hits a target with an attack made with a melee weapon it wields with two hands, it can reroll any damage die that results in a 1 or 2 and use the new result. The swordsman must be wielding a weapon with the two-handed or versatile property to gain this benefit.

Second Wind (1/Short or Long Rest): The swordsman can use a bonus action to regain 5 (1d10 + 5) hit points.

ACTIONS

Multiattack: The swordsman makes two weapon attacks.

Halberd: *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longsword: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 +3) piercing damage.

REACTIONS

Sweeping Attack (4/Day): When the swordsman hits a target with a weapon attack, he chooses another target within the weapon's reach. If his attack roll would hit the target, the target takes 4 (1d8) damage of the weapon's type.



SYDNI, INTELLIGENT DOOR

Large construct, chaotic evil

Armor Class: 16 (natural armor)

Hit Points: 104 (16d10 + 16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	12 (+1)	10 (+0)	11 (+0)	1 (-5)

Damage resistances: bludgeoning and piercing damage from nonmagical attacks

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: Common, Draconic

Challenge: 5 (1,800 XP)

Axe Vulnerability: Sydni has vulnerability to slashing damage from handaxes, battleaxes, and greataxes.

Immutable Form: Sydni is immune to any spell or effect that would alter her form.

Innate Spellcasting: Sydni's innate spellcasting ability is Intelligence (spell save DC 11). She can innately cast the following spells, requiring only verbal components:

- At will: *blade ward, dancing lights, minor illusion, shocking grasp*
- 3/day each: *arcane lock, enlarge/reduce, lightning bolt, magic missile, ray of enfeeblement*

Lock Door: Sydni can use a bonus action to lock or unlock herself. A creature with thieves' tools can unlock Sydni with a successful DC 20 Dexterity check.

Regeneration: Sydni regains 2 hit points at the start of her turn as long as she has at least 1 hit point remaining.

ACTIONS

Necrotic Blast: Sydni emits a necrotic blast in a 60-foot line that is 5 feet wide. Each creature in that line must make a successful DC 14 Dexterity saving throw or take 10 (3d6) necrotic damage.



TIRIAN OF ASALBAR

Medium humanoid (human), neutral

Armor Class: 20 (plate armor and shield), 21 with Defensive Fighting Style

Hit Points: 58 (9d8 + 18)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills: Athletics +4, Survival +3

Senses: passive Perception 11

Languages: Common

Challenge: 3 (700 XP)

Action Surge (1/Short or Long Rest): Tirian can take an additional action on his turn.

Defensive Fighting Style: While Tirian is wearing armor, he gains a +1 bonus to AC.

Improved Critical: Tirian's weapon attacks score a critical hit on a roll of 19-20.

Remarkable Athlete: Tirian adds half his proficiency bonus (+1) to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. When he makes a running long jump, the distance he can cover increases by a number of feet equal to his Strength modifier (+2).

Second Wind (1/Short or Long Rest): Tirian can use a bonus action to regain 14 (1d10 + 9) hit points.

ACTIONS

Multiattack: Tirian makes two weapon attacks.

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



VASHALLA

Medium humanoid (human), lawful good

Armor Class: 9

Hit Points: 19 (3d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	15 (+2)	9 (-1)	12 (+1)	13 (+1)

Saving Throws: Wis +3, Cha +3

Skills: Medicine +3, Religion +1, Persuasion +3

Senses: passive Perception 11

Languages: Common, Elvish

Challenge: 1 (200 XP)

Enhanced Healing: When Vashalla casts a 1st-level or higher spell that restores hit points, each target of the spell regains additional hit points equal to 2 + the spell's level.

Spellcasting: Vashalla is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). She has the following cleric spells prepared (spells marked with a D indicate Life divine domain spells):

- Cantrips (at will): *light, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *bless*[D], *cure wounds*[D], *detect magic, protection from evil and good*
- 2nd level (2 slots): *lesser restoration*[D], *protection from poison, spiritual weapon*[D]

ACTIONS

Unarmed Strike: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

Channel Divinity (2/Day): Vashalla presents her holy symbol to create one of the following effects.

- **Preserve Life:** Vashalla magically restores up to 15 hit points, divided among one or more creatures she can see within 30 feet of her.
- **Turn Undead:** Each undead that can see or hear Vashalla within 30 feet of her must make a DC 12 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Vashalla as it can, and it can't willingly move to a space within 30 feet of Vashalla. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

VERUS VORUM (GOOD-ALIGNED)

Medium humanoid (human), lawful good

Armor Class: 9

Hit Points: 26 (4d8 + 8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	9 (-1)

Saving Throws: Wis +4, Cha +1

Skills: Insight +4, Medicine +4, Religion +3

Senses: passive Perception 12

Languages: Common

Challenge: 1 (200 XP)

Enhanced Healing: When Verus casts a 1st-level or higher spell that restores hit points, each target of the spell regains additional hit points equal to 2 + the spell's level.

Spellcasting: Verus is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared (spells marked with a D indicate Life divine domain spells):

- Cantrips (at will): *light, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *bless*[D], *cure wounds*[D], *detect magic, healing word, protection from evil and good*
- 2nd level (2 slots): *aid, hold person, lesser restoration*[D], *protection from poison, spiritual weapon*[D]

Unstable Personality: There is a 30 percent chance per round of combat that Verus's alignment switches to chaotic evil.

ACTIONS

Club: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Channel Divinity (2/Day): Verus presents his holy symbol to create one of the following effects.

- **Preserve Life:** Verus magically restores up to 20 hit points, divided among one or more creatures he can see within 30 feet of him.
- **Turn Undead:** Each undead that can see or hear Verus within 30 feet of him must make a DC 12 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from Verus as it can, and it can't willingly move to a space within 30 feet of Verus. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

VERUS VORUM (EVIL-ALIGNED)

Medium humanoid (human), chaotic evil

Armor Class: 9

Hit Points: 26 (4d8 + 8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	9 (-1)

Saving Throws: Wis +4, Cha +1

Skills: Insight +4, Medicine +4, Religion +3

Senses: passive Perception 12

Languages: Common

Challenge: 1 (200 XP)

Dark Eminence (1/Day): When Verus hits a target with a melee weapon attack, he can expend a 1st-level spell slot to deal the target an additional 10 (3d6) necrotic damage, or an additional 14 (4d6) necrotic damage if he expends a 2nd-level spell slot.

Spellcasting: Verus is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, profane flame* (see appendix D), *thaumaturgy*
- 1st level (4 slots): *bane, command, inflict wounds, protection from evil and good, shield of faith*
- 2nd level (2 slots): *blindness/deafness*, *hold person, lesser restoration, silence, spiritual weapon*

Unstable Personality: There is a 30 percent chance per round of combat that Verus's alignment switches to lawful good.

ACTIONS

Club: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.



VASTAVAAR SPEARTONGUE

Medium humanoid (human), neutral

Armor Class: 13

Hit Points: 15 (2d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	13 (+1)	11 (+0)	13 (+1)

Saving Throws: Str +3, Con +5

Skills: Athletics +3, Animal Handling +2

Senses: passive Perception 10

Languages: Common

Challenge: 1/4 (50 XP)

Trapmaker: Vastavaar is proficient with thieves' tools and can create a trap during a short rest if he has appropriate resources on hand.

ACTIONS

Unarmed Strike: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

VIRDONITII

Medium humanoid (human), neutral

Armor Class: 15 (Unarmored Defense)

Hit Points: 26 (4d8 + 8)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	15 (+2)

Saving Throws: Str +4, Dex +4

Skills: Acrobatics +4, Athletics +4, Insight +5

Senses: passive Perception 13

Languages: Common

Challenge: 1 (200 XP)

Ki Points: Virdonitii has a pool of 4 Ki points to use for his Open Hand Technique and Deflect Missiles abilities. He regains all expended Ki points when he finishes a short or long rest.

Martial Arts: When Virdonitii makes an unarmed strike attack, he can make another unarmed strike attack as a bonus action on each of his turns.

Open Hand Technique: When Virdonitii hits a target with an unarmed strike, he can expend one Ki point to produce one of the following effects:

- The target must make a successful DC 12 Dexterity saving throw or be knocked prone.
- The target must make a successful DC 12 Strength saving throw or be pushed 15 feet.
- The target can't take reactions until the end of Virdonitii's next turn.

Unarmored Defense: While Virdonitii is wearing no armor and wielding no shield, his Armor Class includes his Wisdom modifier.

ACTIONS

Unarmed Strike: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Deflect Missiles: When Virdonitii is hit by a ranged weapon attack, he can expend one Ki point to reduce the damage he takes from the attack by 11 (1d10 + 6). If the damage is reduced to 0, he catches the missile if it's small enough to hold in one hand and he has a hand free.

Slow Fall: When Virdonitii falls, he reduces the damage he takes by 20 hit points.



VREDNII, THE EATER OF CORPSES, LESSER SON OF SET

Huge fiend (demon), chaotic evil

Armor Class: 19 (natural armor)

Hit Points: 142 (15d12 + 45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	15 (+2)	16 (+3)	8 (-1)

Saving Throws: Con +7, Int +6, Wis +7

Damage Resistances: acid, lightning

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 13

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 9 (5,000 XP)

Innate Spellcasting: Vrednii's spellcasting ability is Intelligence (spell save DC 14). He can innately cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (5th level; snakes only), *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Magic Resistance: Vrednii has advantage on saving throws against spells and other magical effects.

Spellcasting: Vrednii is an 8th-level spellcaster. His spellcasting ability is Wisdom (save DC 15, +7 to hit with spell attacks). He requires no material components to cast his spells. He has the following cleric spells prepared:

- Cantrips (at will): *light, mending, resistance, profane flame* (see appendix D)
- 1st level (4 slots): *bane, create or destroy water, detect good and evil, detect magic, inflict wounds*
- 2nd level (3 slots): *blindness/deafness, hold person, lesser restoration*
- 3rd level (3 slots): *bestow curse, glyph of warding*
- 4th level (2 slots): *control water*

True Name: Each Lesser Son has a true name. If the Lesser Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes all saving throws at disadvantage for the next hour.

ACTIONS

Multiattack: Vrednii makes eight attacks. He can't make more than one bite attack or one constrict attack.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) slashing damage.

Constrict: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and Vrednii can't constrict another target.

Chilling Blast (3/Day): Vrednii exhales a 60-foot cone of chilling cold. Each creature in that area must make a DC 13 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Summon Minions of Set (1/Day): Vrednii summons 3 (1d6) **minions of Set** (see appendix B). The minions appear in unoccupied spaces within 60 feet of Vrednii and act as allies of Vrednii. Each minion remains for 1 minute, until it or Vrednii dies, or until Vrednii dismisses it as an action.

Vrednii is a snake-like beast with four sets of lizard-like legs, leathery wings, and a crocodilian head.

XOR THE EVIL ONE

Medium humanoid (human), lawful evil

Armor Class: 21 (plate armor and shield), 21 with Defensive Fighting Style

Hit Points: 102 (12d8 + 48)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	15 (+2)	14 (+2)	14 (+2)

Saving Throws: Str +6, Con +7

Skills: Athletics +6, Intimidation +5

Senses: passive Perception 12

Languages: Common

Challenge: 7 (2,900 XP)

Special Equipment: Xor wields a *trollbane longsword* (see appendix D). He carries a *+1 warhammer* and wears a *ring of telekinesis*.

Action Surge (1/Short or Long Rest): Xor can take an additional action on his turn.

Defensive Fighting Style: While Xor is wearing armor, he gains a +1 bonus to his AC.

Dueling Fighting Style: While Xor wields a melee weapon in one hand and no other weapons, he deals an extra 2 damage with that weapon (included in the attack).

Improved Critical: Xor's weapon attacks score a critical hit on a roll of 19-20.

Remarkable Athlete: Xor adds half his proficiency bonus (+1) to any Strength, Dexterity, or Constitution check he makes that he doesn't already use his proficiency bonus. When he makes a running long jump, the distance he can cover increases by a number of feet equal to his Strength modifier (+2).

Second Wind (1/Short or Long Rest): Xor can use a bonus action to regain 17 (1d10 + 12) hit points.

ACTIONS

Multiattack: Xor makes three weapon attacks.

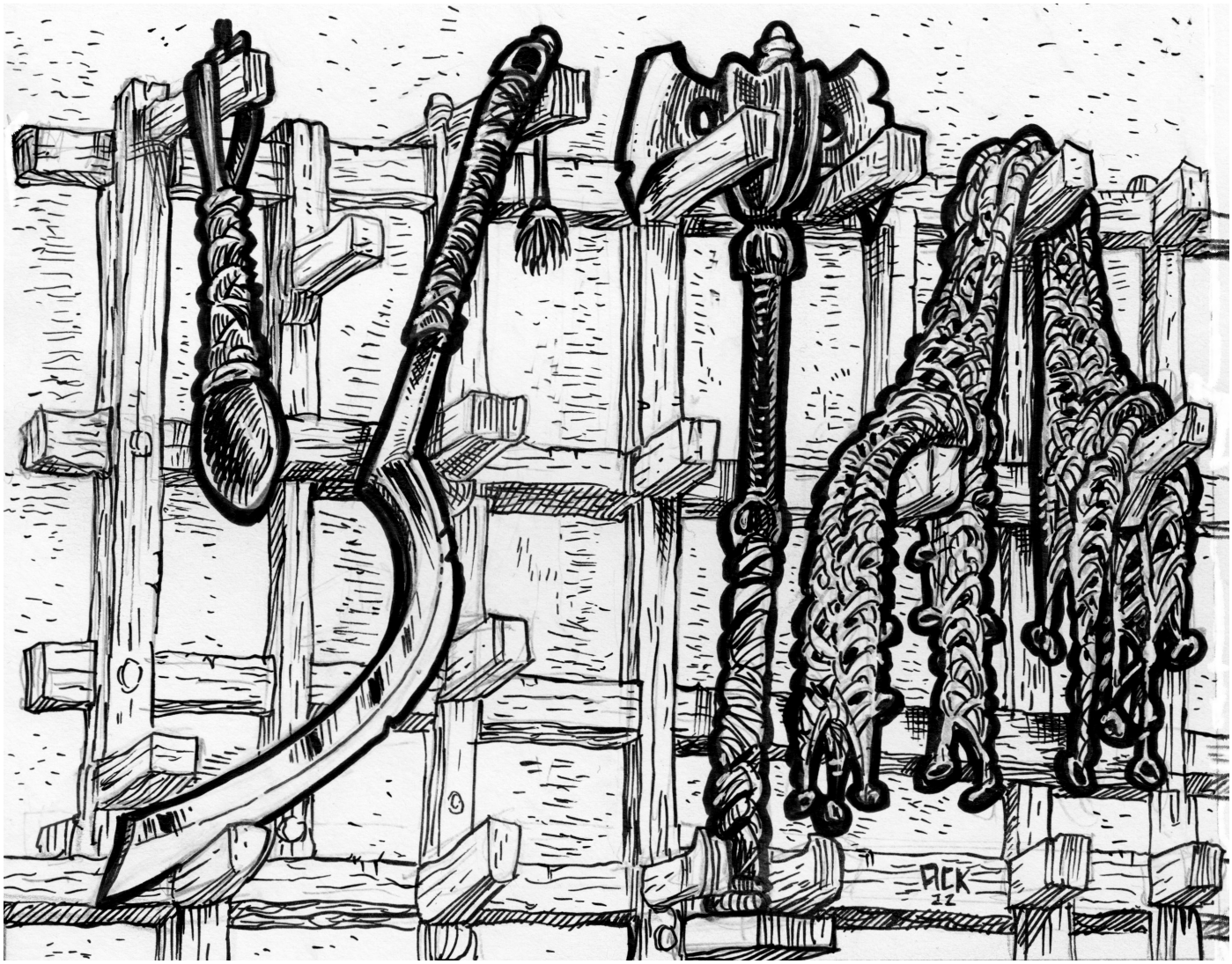
Trollbane Longsword: *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands. Against a creature with the regeneration trait, Xor gains a +2 bonus to attack and damage rolls, and the target takes an additional 7 (2d6) fire damage on a successful hit.

+1 Warhammer: *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.



DARK TOWER

APPENDIX D: NEW EQUIPMENT, MAGIC ITEMS, AND SPELLS



EQUIPMENT

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Blackjack	1 gp	1d3 bludgeoning	1 lb.	Light, special
Khopesh	12 gp	1d8 slashing	3 lb.	Special
Mace-ax	25 gp	1d6 slashing and 1d6 bludgeoning	6 lb.	Heavy, two-handed
Martial Ranged Weapons				
Weighted Net	2 gp	-	6 lb.	Special, thrown (5/10)

Blackjack. Sometimes called a sap, this weapon is a short, wooden baton with a metal (often lead) reinforced head. It is designed to deliver a concussive blow to an unsuspecting target, typically from behind. When you score a critical hit with this weapon, the target must make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failure, the target is stunned until the end of its next turn. If the target fails its save by 5 or more, the target falls unconscious for 1d6 minutes instead.

Khopesh. A khopesh is a sickle-shaped blade derived from the battleaxe. Only the outer edge of the blade is sharpened. The center of the sickle blade is used to disarm an opponent's weapon or shield. On a successful hit, you can choose to inflict no damage and instead force the target to make a Strength saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failure, the target drops one weapon or shield it is currently holding.

Mace-ax. Designed to bash through mundane weapons and bronze armor, a mace-ax is a metal- or stone-headed club with an ax blade set into the head. It's a two-handed weapon that inflicts both slashing and bludgeoning damage.

Weighted Net. Similar to a net, a weighted net is adorned with metal shot to make escape more difficult. A Large or smaller creature hit by a weighted net is restrained until it is freed. A weighted net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Due to the weighted shot of the net, this check is made at disadvantage. Dealing 7 slashing damage to the net (AC 11) also frees the creature without harming it, ending the restraining effect and destroying the net. When you use an action, bonus action, or reaction to attack with a weighted net, you can make only one attack regardless of the number of attacks you can normally make.

ARTIFACTS

THE SOUL GEMS

Each *soul gem* is 3 inches in diameter. Three of these artifacts exist, each with a different description and associated with a particular alignment. A creature that touches a *soul gem* must make a successful DC 15 Intelligence saving throw, taking 33 (6d10) psychic damage on a failure, or half as much damage on a success. This saving throw is modified by the target's alignment based on each soul gem (see individual soul gem descriptions). If the target survives this psychic onslaught, the gem flies up and embeds itself in the victim's forehead. This is a painful process; the creature must make a successful DC 15 Constitution saving throw or become stunned for 1 minute.

Sentient. The *soul gems* are sentient, and each has its own alignment (indicated below). Each *soul gem* has an Intelligence score of 18 and a Charisma score of 18. If a *soul gem* attempts to take control of an unwilling creature, the creature must make a successful DC 16 Charisma saving throw or become charmed for 1d12 hours. A charmed creature must follow the *soul gem's* commands, and its alignment immediately changes to that of the gem. Whenever it takes damage, the charmed creature can attempt another saving throw, ending the effect on a success. Whether the attempt to control the creature succeeds or fails, the *soul gem* can't use this power again until the following dawn.

If the *soul gem* is forcibly removed, the host takes 22 (5d8) necrotic damage, or half as much damage with a successful DC 17 Constitution saving throw. If this damage reduces the host creature to 0 hit points, its body is disintegrated. If the creature survives, its Intelligence score is permanently reduced by 2, and it has a 20 percent chance of gaining an indefinite madness, which takes the form of the following character flaw that lasts until the madness is cured:

> *"A piece of my very soul is lost. To recover my lost soul, I must find the soul gem, whatever the cost."*

Anyone who touches the gem during its removal may be possessed, as described above.

A *soul gem* seeks to convert the host to its alignment. At dawn each day following attunement, the host creature must make a DC 15 Wisdom saving throw. On a failure, the host's alignment shifts one step closer to the *soul gem's* alignment. Success indicates no change. Below is the order of the nine alignments:

Lawful good → Lawful neutral → Lawful evil → Neutral Good → Neutral → Neutral evil → Chaotic good → Chaotic neutral → Chaotic evil

If the host creature dies, the *soul gem* detaches and hovers above the creature's body for 1 minute. If the *soul gem* does not gain a new host after 1 minute, the gem teleports to a location of the GM's choosing.

If the *Heart of Law* and the *Soul of Chaos* come into physical contact with one another, both gems are destroyed in an explosion of eldritch energy. Each creature within 60 feet of the gems when they explode must make a DC 18 Dexterity saving throw, taking 90 (20d8) force damage on a failed save, or half as much damage on a successful one.

THE HEART OF LAW

Wondrous item, artifact (requires attunement)

The *Heart of Law* is a colorless, glowing gem. The gem sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Crafted by Mitra and imbued with his power, this gem's goal is to destroy evil in all its forms. The gem is unswerving in this task and provokes conflict with anyone who stands in the way of that goal. Chaos and Neutrality are to be converted to Law if at all possible. This gem's host shares its personality quirks: confident, proud, but also headstrong.

Saving Throw Modifiers. When the gem attempts to possess a creature, the creature's Intelligence saving throw is modified by its alignment:

- **Lawful Good:** The creature makes the saving throw with advantage. The creature takes no damage on a successful save, and only half as much damage on a failure.
- **Neutral Good or Chaotic Good:** The creature makes the saving throw with advantage.
- **Neutral, Lawful Neutral, or Chaotic Neutral:** No change.
- **Neutral Evil or Lawful Evil:** The creature makes the saving throw with disadvantage.
- **Chaotic Evil:** The creature makes the saving throw with disadvantage. The creature takes normal damage on a successful save, and double damage on a failure.

Destroying the *Heart of Law*. The *Heart of Law* is destroyed if it comes into contact with the *Soul of Chaos*. The *Mind of Balance's* withering ray attack can also destroy it.

Special. If the host is a lawful good fighter, the host becomes a paladin of the same level.

While attuned to the *Heart of Law*, you gain the following benefits:

Enhanced Senses. You gain the Divine Sense paladin class feature. When you use the feature in this way, you can sense only evil-aligned celestials, fiends, and undead. You also gain darkvision out to a range of 60 feet. If you already had darkvision, the range increases by 60 feet instead.

Protection. You gain a +1 bonus to Armor Class and saving throws. In addition, you are protected by a magical ward that functions like a *protection from evil and good* spell. The ward has no effect against non-evil creatures.

Spell Turning. You have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 on the saving throw and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the spell slot, spell save DC, attack bonus, and spellcasting ability of the original caster.

The Power to Heal. You can cast *cure wounds* at 3rd level three times between long rests. You can cast *true resurrection* once between long rests. A single creature can be resurrected in this way a number of times equal to its Constitution modifier (minimum 1). After this limit, if this ability is used again, the target is reincarnated as a lawful good creature of the same challenge rating.

THE SOUL OF CHAOS

Wondrous item, artifact (requires attunement)

The *Soul of Chaos* is a faceted ebony gemstone that pulses with a sickly infernal hue. Created and corrupted by Set himself, the gem instills in its host a craving for power and respect, and urges them to destroy goodness in all forms.

Saving Throw Modifiers. When the gem attempts to possess a creature, the creature's Intelligence saving throw is modified by its alignment:

- **Lawful Good:** The creature makes the saving throw with disadvantage. The creature takes normal damage on a successful save, and double damage on a failure.
- **Neutral Good or Chaotic Good:** The creature makes the saving throw with disadvantage.
- **Neutral, Lawful Neutral, or Chaotic Neutral:** No change.
- **Neutral Evil or Lawful Evil:** The creature makes the saving throw with advantage.
- **Chaotic Evil:** The creature makes the saving throw with advantage. The creature takes no damage on a successful save, and only half as much damage on a failure.

Destroying the *Soul of Chaos*. The *Soul of Chaos* is destroyed if it comes into contact with the *Heart of Law*. The *Mind of Balance's* withering ray attack can also destroy it.

While attuned to the *Soul of Chaos*, you gain the following benefits:

Enhanced Senses. You gain the Divine Sense paladin class feature. When you use the feature in this way, you can sense only good-aligned celestials, fiends, and undead, as well as lawful good humanoids. You also gain darkvision out to a range of 60 feet. If you already had darkvision, the range increases by 60 feet instead.

Protection. You gain a +1 bonus to Armor Class and saving throws. In addition, you are protected by a magical ward that functions like a *protection from evil and good* spell. The ward has no effect against non-good creatures.

Shroud of Darkness. You can use an action to cast *darkness* without expending a spell slot to do so.

Spell Turning. You have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 on the saving throw, and the spell is 7th level or lower, the spell has no effect and instead targets the caster, using the spell slot, spell save DC, attack bonus, and spellcasting ability of the original caster.

The Power to Harm. You can cast *vampiric touch* at 4th level three times between long rests. Hit points you regain this way can't restore you to more than half your hit point maximum (hit points in excess of half your hit point maximum are lost). When you cast *vampiric touch* in this way, if the target of the spell is one of your friends or allies, you regain hit points equal to the full damage dealt (instead of only half). In addition, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt. This reduction lasts until the target finishes a long rest. If this effect reduces a target's hit point maximum to 0, the target dies and can't be restored to life except by a *true resurrection* spell or similar magic.

If you are ever at risk of dying, the *Soul of Chaos* attempts to drain the life force of nearby creatures in order to save you. When damage would reduce you to 10 hit points or fewer, the two closest creatures within 20 feet of you must make a DC 15 Constitution saving throw. On a failure, the target takes 4d6 necrotic damage. You regain hit points equal to the total necrotic damage dealt, up to half your hit point maximum. Once the *Soul of Chaos* has attempted to drain life force in this way, it can't do so again until the following dawn.

THE MIND OF BALANCE

Wondrous item, artifact (requires attunement)

The *Mind of Balance* is a scintillating, glowing, rainbow-hued gem. The *Mind of Balance* has 10 charges. When found, roll 2d4 + 2 to determine how many charges it currently has. It regains charges by absorbing gemstones. As an action, you can touch the *Mind of Balance* to a gemstone worth 200 gp or more. For every 200 gp of value absorbed, the *Mind of Balance* regains 1 charge (with any extra value being wasted). An absorbed gemstone becomes worthless glass or dross. For example, if you use the *Mind of Balance* to absorb a gem worth 500 gp, the *Mind of Balance* would regain 2 charges, and the gem would become worthless.

Saving Throw Modifiers. When the gem attempts to possess a creature, the creature's Intelligence saving throw is modified by its alignment:

- **Lawful Good:** The creature makes the saving throw with disadvantage. The creature takes normal damage on a successful save, and double damage on a failure.
- **Neutral Good or Chaotic Good:** The creature makes the saving throw with disadvantage.
- **Neutral:** The creature makes the saving throw with advantage. The creature takes no damage on a successful save, and only half as much damage on a failure.
- **Lawful Neutral and Chaotic Neutral:** The creature makes the saving throw with advantage.
- **Neutral Evil and Lawful Evil:** The creature makes the saving throw with disadvantage.
- **Chaotic Evil:** The creature makes the saving throw with disadvantage. The creature takes normal damage on a successful save, and double damage on a failure.

Destroying the *Mind of Balance*. The *Mind of Balance* can be destroyed only if both the *Heart of Law* and the *Soul of Chaos* are destroyed. If this occurs, the *Mind of Balance* fades into nothingness. If the *Mind of Balance* is destroyed while possessing a host, the host creature's Intelligence score is permanently reduced by 2, it is stunned for 1 minute, and it has a 20 percent chance of gaining an indefinite madness, which takes the form of the following character flaw:

> *"I have lost something very important to me. I will not rest until I recover it!"*

While attuned to the *Mind of Balance*, you gain the following benefits:

Enhanced Senses. You can expend 1 charge to cast *detect evil and good*. You also gain darkvision out to a range of 60 feet. If you already had darkvision, the range increases by 60 feet instead.

Protection. You gain a +1 bonus to Armor Class and saving throws.

Spell Turning. When you would make a saving throw against a spell, you can expend 1 charge to gain advantage on the save. If you roll a 20 on a saving throw against a spell that targets only you (not in an area of effect), and the spell is 7th level or lower, it has no effect and instead targets the caster, using the spell slot, spell save DC, attack bonus, and spellcasting ability of the original caster.

Negate the Light or Dark. You can expend 3 charges to cast *dispel magic*. When you cast *dispel magic* in this way, the only spells you can dispel are *darkness* and *daylight*.

Paralyzing Touch. You can expend 5 charges to cast *hold monster*. When you cast *hold monster* in this way, the range

becomes touch, and neutral and unaligned creatures automatically succeed on the saving throw to resist the effect.

Withering Ray. You can use an action to expend 1 charge to fire a ray of withering energy from your fingertip. One target you can see within 60 feet of you must make a DC 15 Dexterity saving throw, taking 5d8 force damage on a failure, or half as much damage on a success. If the host of another soul gem is reduced to 0 hit points by this damage, the host dies and its body is disintegrated. If the host survives, the soul gem must make a successful DC 15 Charisma saving throw or be destroyed. If the gem is destroyed, the host creature's Intelligence score is permanently reduced by 2, it is stunned for 1 minute, and it has a 20 percent chance of gaining an indefinite madness, which takes the form of the following character flaw:

> *"I have lost something very important to me. I will not rest until I recover it!"*

THE MITRAIC ARTIFACTS

Mitraic artifacts are unique magic items important to the faith of Mitra. Each artifact bears the symbol or design of a majestic lion. Although powerful on their own, combining them with other *Mitraic artifacts* awakens each item's true potential. All *Mitraic artifacts* require attunement, but once a creature has attuned to one artifact, attuning to other *Mitraic artifacts* does not require additional attunement slots.

Sentience. Unless specified otherwise, there is a 20 percent chance any given *Mitraic artifact* has a **Lion of Mitra** (see appendix B) associated with it, which grants the item sentience. This information can be learned any number of ways, including through the casting one of the following spells: *contact other plane*, *commune*, *identify*, *legend lore*. Alternatively, a sage can be hired to research whether a specific Lion of Mitra is associated with an item. This process takes 2d6 + 5 days, at a cost of 50 gp per day.

Each Lion of Mitra has an individual name. A good-aligned creature who knows the name of the Lion associated with a *Mitraic artifact* can attempt to summon the Lion. To do so, the summoner must touch the artifact and cast *conjure animals*, *conjure celestial*, or *spirit guardians*. Instead of the spell's normal effects, the summoner rolls percentile dice. On a roll of 30 or lower, the lion is summoned. If the summoner is lawful good and/or a devout follower of Mitra, their chances of summoning are improved, according to the table below.

Method to Summon a Lion of Mitra	Chance of Success
Spellcaster is lawful good **or** a follower of Mitra	50%
Spellcaster is lawful good **and** a follower of Mitra	70%

The above procedure is required to summon the Lion of Mitra for the first time. Thereafter, a creature attuned to the *Mitraic artifact* can summon the Lion by using an action to speak the Lion's name aloud. The Lion also appears when the creature attuned to the artifact is threatened with death (reduced one-tenth its maximum hit points or less).

Although the Lions of Mitra have many powers, permanency is not one of them. Once summoned, a Lion of Mitra loses 5 hit points at the end of each of its turns. In addition, the Lion can't be affected by any spell or affect that allows the target to regain hit points.

Once the Lion of Mitra has been summoned, it can't be summoned again until at the following dawn, plus a number of days equal to the amount of damage it took the last time it was summoned (rounded up). Thus, if Hondrongo the Pure at Heart, Defender of Children and Champion of Justice, takes 35 damage, it will be 5 days before he can be summoned again again (1 day, plus 35 divided by 10 = 3.5, rounded up to 4).

An evil creature can't attune to a *Mitraic artifact*, and mere possession of one or more artifacts changes the owner's alignment to lawful good over time. A creature that possesses one artifact becomes lawful good in six months. A creature that possesses two artifacts becomes lawful good in three months. A creature that possesses all three artifacts becomes lawful good in one month. A creature attuned to one or more artifacts becomes lawful good in half the time.

Combining the *Mitraic Artifacts*. While attuned to more than one *Mitraic artifact*, you gain the following benefits:

While attuned to the *Girding of Mitra* and *Mitra's Eye*, you are surrounded by an *antimagic field* to a radius of 10 feet. As a bonus action, you can depress a topaz in the mouth of *Mitra's Eye*, suppressing the *antimagic field* for 1 minute.

While attuned to the *Girding of Mitra* and *Mitra's Favor*, the radius of the *protection from evil and good* aura granted by the *Girding* increases to 20 feet. In addition, an evil creature that ends its turn inside the aura takes 4 (1d8) radiant damage.

While attuned to *Mitra's Eye* and *Mitra's Favor*, you can use an action to touch an undead creature within 5 feet of you. If the creature's CR is 1 or less, it must make a DC 15 Wisdom saving throw. On a failure, the creature is reduced to 0 hit



points and crumbles to dust. On a success, the creature is stunned until the end of its next turn.

While attuned to all three artifacts, you can use an action to speak a command word and emit a ray of radiant light in a 60-foot line that is 5 feet wide. Each undead creature in the line must make a DC 15 Dexterity saving throw or take 10d6 + 40 radiant damage. A creature reduced to 0 hit points by this damage is disintegrated. You can use this ability three times, regaining all uses daily at dawn. Any Lion of Mitra knows the effect's command word and willingly shares this information with any creature attuned to all three artifacts.

MITRA'S FAVOR

Ring, artifact (requires attunement)

Also called The Lion Ring, *Mitra's Favor* is a gold ring shaped like a lion and set with topaz eyes. Currently, *Mitra's Favor* is in the possession of Old Cornelius, the cleric of Mitra (see Chapter 2, area V-1).

While attuned to *Mitra's favor*, you are protected by a magical ward that functions like a *protection from evil and good* spell. The ward has no effect against non-evil creatures.

Sentience. *Mitra's Favor* is a sentient lawful good ring with an Intelligence of 14, a Wisdom of 16, and a Charisma of 18. It has hearing and normal vision out to a range of 60 feet. It speaks Common and Celestial via telepathy.

Personality. Joined with this ring is the spirit of a **Lion of Mitra** (see The Lions of Mitra, appendix C) named George, Prince of the High Peaks and Champion of the Faith. George tends to be jovial and is given to singing jaunty (and inoffensive) tavern ditties. He was a paladin of Mitra and died heroically two centuries ago at the hands of warlike nomads. To this day, he still has an unabashed dislike for nomads, a bias he shares with all who listen to his passionate rants and sermons.

GIRDING OF MITRA

Wondrous item, artifact (requires attunement)

Also known as the Lion Belt, this is the belt worn by Mitra when he walked the earth as a man. It is a supple leather support, reinforced with gold bands and a buckle shaped like a lion's head.

While attuned to the *Girding of Mitra*, you radiate a magical aura in a 15-foot radius. You and good-aligned creatures within the aura are protected as if by a *protection from evil and good* spell. The ward has no effect against non-evil creatures.

Sentience. The *Girding of Mitra* is a sentient lawful good belt with an Intelligence of 14, a Wisdom of 16, and a Charisma of 18. It has hearing and normal vision out to a range of 60 feet. It speaks Common and Celestial via telepathy.

Personality. Joined with the belt is the spirit of one of a **Lion of Mitra** (see The Lions of Mitra, appendix C) named Princess Jamalla the Wise, Holy of Holies, Mother of the Masses, Benefactress of the Poor, and Mitra's handmaiden. She appears as a vibrant and beautiful young fighting woman with flowing tangles of red-gold hair. She is quick to accept as allies any who are in the company of the belt's wearer. In her former life, some 300 years ago, she was a desert nomad who converted to the religion of Mitra and donated vast sums to the poor in the name of her deity. Eventually, she became Mother Superior of a convent of female clerics. She was sickly, frail, and uncomely all her life, but her saintly status has transformed her. She now helps others not only with gifts of coin, but with her sword as well.

MITRA'S EYE

Wondrous item, artifact (requires attunement)

Also known as the Lion Amulet, this golden talisman is shaped like a roaring lion with a large topaz in its mouth.

While attuned to *Mitra's Eye*, you gain a +1 bonus to Armor Class and saving throws. Your weapon attacks are magical and deal an additional 1d4 force damage.

Sentience. *Mitra's Eye* is a sentient wondrous item with a lawful good alignment. It has an Int 14, Wis 16 and Cha 16. It has hearing out to 60 feet. It can communicate by sharing its emotions.

Personality. Joined with this amulet is the spirit of a **Lion of Mitra** (see The Lions of Mitra, appendix C) named Charlamack the Just. Charlamack was a high priest of Mitra some 800-odd years ago. His personality can be described as stiff, formal, and no-nonsense. He does not tolerate foolishness or appreciate being summoned more than once a week. If so summoned, he mutters, "I have better things to be doing than this." He voluntarily disappears after combat and any required healing. It is quite rare for Charlamack to stay around for more than 2 rounds, unless the need is dire (such as when the *Eye's* owner is reduced to one-tenth their hit point maximum).

NEW MAGIC ITEMS

AVVAKRIS'S RING

Ring, rare (requires attunement)

This ring is a piece of a green emerald carved in the form of a hooded serpent. While attuned to *Avvakris's ring*, you are protected by a magical ward that functions like a *protection from evil and good* spell. The ward has no effect against non-good creatures. The ring also serves as a pass key to many of the guardian creatures and traps in the Dark Tower and surrounding dungeons.

Curse. The ring is cursed. Once you have attuned to the ring, you can't remove it except by a *remove curse* spell or by cutting off your finger. If your alignment isn't evil at the time you attune to the ring, the ring begins draining your life essence. Every 10 minutes, your hit point maximum is reduced by 1. You die if this effect reduces your hit point maximum to 0.

AMULET OF TRUESIGHT

Wondrous item, very rare (requires attunement)

This golden amulet is shaped like a roaring lion's head. A stunning ruby is set in the lion's jaw and is exposed through the back of the amulet. Once attuned to the amulet, the wearer has resistance to fire damage.

The amulet has 3 charges and regains 1d3 expended charges daily at dawn. As an action, you can speak the amulet's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet while you hold the amulet up to your eye.

BELT OF MASCULINITY AND FEMININITY

Wondrous item, rare (requires attunement)

This belt is composed of supple black leather with a silver buckle.

If worn before attunement, your physical characteristics change either to male or female every 1d4 hours. Once attuned to the belt, you can use an action to change your physical characteristics to either male or female. This effect lasts for 1d4 hours.

BELT OF VARIABLE DENSITY

Wondrous item, very rare (requires attunement)

This belt is fashioned from dragon hide and adorned with an iron buckle and clasp. Five holes in the belt allow the wearer to adjust the belt around their waist, with each hole representing a different setting.

The belt has five settings, each with a different effect described below. While attuned to the belt, you can use an action to adjust the belt's setting. You can use the belt for up to 10 hours, all at once or in several shorter increments, with each increment using a minimum of 1 hour of the total duration. The belt regains 5 hours of capability for every 12 hours it isn't in use.

1. **Weightless:** You become weightless, allowing you to float into the air as if under the effects of a *levitate* spell. While in the air, you make Dexterity attack rolls, ability checks, and saving throws with disadvantage.
2. **Half Density:** Your weight is halved. You have advantage on Dexterity saving throws and Dexterity (Acrobatics) checks.
3. **Normal Density:** No changes.
4. **Double Density:** Your weight is doubled. You have advantage on Strength saving throws and Strength (Athletics) checks.
5. **Triple Density:** Your weight is tripled. You have advantage on Strength saving throws and Strength (Athletics) checks, you can't be forcibly moved or knocked prone unless you choose to be, and your Strength-based weapon attacks deal an extra 1d4 damage. If your Strength score is less than 18, your speed is halved, you take a -2 penalty to AC and Dexterity saving throws, and you can't use reactions. On your turn, you can use either an action or a bonus action, not both.

Curse. Each hour you use the belt, there is a 10 percent chance the belt becomes stuck on its current setting. Once the belt becomes stuck, you can't remove it. A *remove curse*

spell cast on the belt allows you to remove it, but the belt remains stuck on its current setting until restored by a *wish* spell or similar magic.

FLASH GEM

Wondrous item, very rare

A *flash gem* is an apple-sized ruby. You can use an action to strike the gem against a hard surface, causing the gem to fire a beam of light from its front face. The beam is a 30-foot line that is 5 feet wide. The beam's length is reduced to 10 feet in an area heavily obscured by fog, mist, or smoke. Each creature in the beam must make a DC 14 Dexterity saving throw or take 9 (2d8) radiant damage.

If you drop the gem on a hard surface, it fires 1d8 beams in random directions. A creature caught in the area of multiple beams must make a Dexterity saving throw against each beam. Use the scatter diagram below to determine the direction of each beam.

The *flash gem* has 10 charges and expends 1 charge each time it fires a beam. It regains 1 charge every hour it is exposed to sunlight. If the last charge is used, the gem loses its enchantment and becomes a nonmagical ruby worth 1,000 gp.

Scatter Diagram (roll 1d8)

1	**2**	**3**
4	Impact	**5**
6	**7**	**8**

FIGURINE OF WONDROUS POWER

Wondrous item, rare

A *figurine of wondrous* power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Copper Caravan of Camels (Rare). This copper statuette depicts a line of six camels. It can become six camels for 12 hours a day for up to 10 consecutive days. The camels move at a base speed of 60 feet and don't require food or water. Once activated for 10 days (or once a day is skipped), the figurine can't be used again until 10 days have passed.

GAUNTLETS OF DEXTERITY

Wondrous item, very rare (requires attunement)

These gauntlets are thin, delicate black gloves that seem to meld to one's hands. While attuned to these gauntlets, your Dexterity score becomes 19. They have no effect if your Dexterity is already 19 or higher.

GOLDEN TONGUE OF UNDERSTANDING

Wondrous item, rare (requires attunement)

This object, crafted from solid gold, is shaped like a humanoid tongue. The tongue has 6 charges and regains 1d6 charges daily at dawn. By expending 3 charges, you can cast *tongues*.

LAWGIVER

Weapon (longsword), legendary (requires attunement by a creature willingly gifted the weapon)

Lawgiver is a sentient *holy avenger longsword*, currently wielded by Holomir Goldheart (see Chapter 3, area 1-1). The blade is pure silver, save for its center line which is gilded in gold. The cross guard is plain, but the handle is wrapped in gold dragonhide, willingly given. The pommel is fashioned as a roaring lion with a wild mane, with two rubies for eyes.

Sentience. *Lawgiver* is a sentient lawful good weapon with an Intelligence of 10, a Wisdom of 16, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak and understand Common and Celestial.

Personality. *Lawgiver* is gruff and stubborn but means well. It is rigid and unyielding when following the rules, regardless of how minor or seemingly insignificant. Yet the blade is proud, noble, just, and seeks to defend those that need it, and blindly upholds the tenets of the Oath of Devotion. *Lawgiver* is faithful to Mitra and seeks a wielder that shares its ideals.



Curse. In order to attune to *Lawgiver*, you must be gifted the sword by its previous owner. If the weapon comes into your possession through any other means, you must make a successful DC 17 Wisdom saving throw or become paralyzed until the sword is returned to its proper wielder. On a successful save, you can attune to *Lawgiver* normally, and the sword functions normally within 250 feet of the White Tower (essentially the entire dungeon). If taken beyond this radius, the sword becomes cursed, imposing a -2 penalty to your attack and damage rolls. You can't let go of the sword unless a cleric of Mitra casts *remove curse* upon the sword. If you use *Lawgiver* to deal damage to a good creature, you take slashing damage equal to twice the damage dealt. For example, if you deal a lamassu 9 slashing damage with *Lawgiver*, you take 18 slashing damage. This damage can't be reduced or avoided in any way.

NECKLACE OF STRANGULATION

Wondrous item, very rare (cursed)

Typically fashioned from gold or platinum, this necklace has a thick chain and is often studded with rubies. A creature that inspects the necklace and makes a successful DC 20 Intelligence (Investigation) check notices tiny runes etched on the surface of the rubies.

Curse. If placed around a humanoid's neck, the necklace immediately constricts and can't be removed by mundane methods. The target begins to suffocate and can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, the target is reduced to 0 hit points and is dying. While being strangled, the target can't regain hit points or stabilize.

A *remove curse* spell renders the necklace inert for 1 minute (during which time it can be removed) but does not break the curse.

POTION OF DELUSION

Potion, rare (cursed)

This magical elixir has an appearance based on the potion it mimics. A *potion of delusion* always mimics another potion, noted in its description.

Curse. Typically, a potion can be recognized by taking a small sip. For a *potion of delusion*, however, the GM should only inform the imbiber what they believe the potion's effects would be. Upon drinking the potion, the imbiber believes they are affected by another type of potion. Note that this delusion could have deadly results, for example if the imbiber thinks they have drunk a *potion of flying* and jumps off a cliff. Only an *identify* spell or similar magic reveals the true nature of a *potion of delusion*.

POTION OF DRAGON CONTROL

Potion, very rare

The liquid in this vial has a variable appearance and taste, based on the specific type of dragon it is created to target. For example, a *potion of blue dragon control* might be light and fizzy with an ozone scent, while a *potion of white dragon control* could be light blue with a refreshing minty taste. For 1 hour after drinking this potion, you can use an action to cast the *dominate monster* spell (DC 15) on a dragon, ending the potion's effect. If the target is the type of dragon associated with the potion (a red dragon for a *potion of red dragon control*), it has disadvantage on the Wisdom saving throw to resist the potion's effects.

POTION OF PLANT CONTROL

Potion, rare

The turbid liquid in this vial has an earthy smell and is full of suspended grit. For 1 hour after drinking this potion, you can use an action to cast the *dominate monster* spell (DC 15) on a plant, ending the potion's effect.

POTION OF POLYMORPH

Potion, rare

The fizzy liquid in this vial changes color and consistency on a whim. It can be light and airy one moment, a vibrant shade of purple, and a viscid brown concoction the next. Upon drinking this potion, you can cast *polymorph* on yourself, magically transforming into any beast whose challenge rating is equal to or less than your character level. If you attempt to transform into a beast higher than your character level, into another sort of creature, or choose not to transform at all, there is a 50 percent chance you transform into a beast of the GM's choice. Otherwise, the potion has no effect.

POTION OF TREASURE FINDING

Potion, rare

This golden liquid tastes like metal and has a gritty consistency. For 1 hour after drinking the potion, you can magically sense the location of precious metals and stones (such as coins and gems) within 1,000 feet of you. You do not gain knowledge of the type or value of any treasure you detect, just a "feeling" of its general location.

POTION OF UNDEAD CONTROL

Potion, rare

This liquid is typically stored in a clay or earthenware canopic jar or vial. The liquid smells like a rotting corpse but tastes surprisingly sweet. For 1 hour after drinking this potion, you can use an action to cast the *dominate monster* spell (DC 15) on an undead, ending the potion's effect.

RING OF SPEED

Ring, very rare (requires attunement)

This is a bright silver or platinum band with a fluid design. While attuned to the ring, you can use an action to cast *haste* on yourself. Once the effect ends, you can't move or take actions until the end of your next turn, and you gain 1 level of exhaustion.

SCARAB OF INSANITY

Wondrous item, very rare (requires attunement)

This gold brooch is shaped like a scarab and is set with several gems. The scarab has 3 charges and regains 1d3 charges daily at dawn.

As an action, you can speak the scarab's command word and expend 1 charge. Creatures you choose within 10 feet of you that can hear you must make a DC 15 Wisdom saving throw. On a failure, a creature suffers the effects of short-term madness for 1 minute or until its sanity is restored by a *greater restoration* spell or similar magic. The afflicted creature can't take reactions and must roll on the table below at the start of each of its turns:

d100	Effect (reroll each turn)
1-19	*You are being pursued by a pack of fiery hellhounds!* The creature uses all its movement to move in a random direction. It doesn't take an action this round.
20-69	*You are on fire and must put out the flames!* The creature falls prone and can't move or take actions this turn.
70-89	*An evil fiery fiend has taken possession of one of your allies!* The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
91-100	*You experience a moment of lucidity.* The creature can act normally this turn.

A creature that successfully saves or recovers from the insanity is immune to the scarab's effects for 24 hours. If you expend the scarab's last charge, roll a d20. On a 1, you are afflicted with a short-term madness effect, as described above.

SCEPTER OF SOTH'ESEHK

Rod, legendary (requires attunement by a non-good creature)

A golden serpent encircles the length of this rod. This sentient item was interred with Soth'esehk, a high priest of Set (see Chapter 10, area B).

The rod functions as a *staff of the adder*. It has the following additional properties.

Touched by Set. While attuned to the rod, you have advantage on saving throws against poison, and have resistance to poison damage. If you already had resistance to poison damage, you instead gain immunity to poison damage and the poisoned condition.

Sway over Snakes. While attuned to the rod, you can cast the *snake charm* spell (DC 13) at will.

Sentience. The scepter is lawful evil with an Intelligence of 8, a Wisdom of 12, and a Charisma of 14. It has hearing and darkvision to a range of 120 feet. It communicates with its owner by transmitting emotions.

Personality. The scepter of Soth'esehk is desperate to get back into the hands of a worshiper of Set. It was not pleased to be buried in a dusty tomb (against Soth'esehk's instructions). If a creature that does not worship Set attunes to the rod, the rod attempts to trick its owner into seeking out the clergy, hoping to find its way into the hands of a worthy wielder.

THE SWORD OF KROAN

Weapon (longsword), legendary (requires attunement)

The *sword of Kroan* is a longsword with a slightly curved blade and a basket-hilt of iron engraved with the symbol of the wealthy merchant house of Kroan (three coins, three fish, and three sheaves of wheat). A creature that makes a successful DC 15 Intelligence (History) check identifies this merchant house, which is based out of the city Mumchandar to the south. Bards and characters with the Guild Artisan background make this check with advantage.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Sentience. The *sword of Kroan* is a sentient neutral weapon, with an Intelligence of 9 (-1), a Wisdom of 14 (+2), and a Charisma of 12 (+1). It has hearing and normal vision out to a range of 30 feet. It communicates with its wielder by transmitting emotions.

Supernatural Awareness. While attuned to the *sword of Kroan*, you can use an action to magically sense the presence of secret or concealed doors within 30 feet of you. In addition, you can use an action to cast the *find traps* or *detect evil and good* spell. Once you have cast *find traps* or *detect evil and good* in this way, you can't use the sword to cast that spell again until the following dawn.

Personality. The *sword of Kroan* barely has a personality and can't communicate aside from its empathy. Instead, it nudges its wielder, pointing its blade toward a secret door or an object detected by one of its spells. Sometimes, this can be more frustrating for the wielder than actually helpful.

TROLLBANE SWORD

Weapon (any sword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This bonus increases to +3 against creatures with the regeneration trait. In addition, whenever you hit a creature with the regeneration trait, you deal an extra 7 (2d6) fire damage.

NEW SPELLS

LEVEL	SPELL	SCHOOL	CONC.	RITUAL	CLASS
0	profane flame	Evocation	No	No	Cleric
1	putrefy food and drink	Transmutation	No	Yes	Cleric, Druid
1	serpent missile	Evocation	No	No	Cleric, Druid
1	snake charm	Enchantment	Yes	No	Cleric, Druid
2	fool's gold	Transmutation	No	No	Bard, Wizard
2	pyrotechnics	Transmutation	No	No	Bard, Sorcerer, Warlock, Wizard
2	snakeskin	Transmutation	No	No	Cleric, Druid
3	conjure beasts	Conjuration	Yes	No	Cleric, Sorcerer, Warlock, Wizard
3	sticks to snakes	Transmutation	Yes	No	Cleric, Druid
4	conjure minions	Conjuration	Yes	No	Sorcerer, Warlock, Wizard
4	poison touch	Necromancy	No	No	Cleric, Druid
5	arcane serpent	Conjuration	No	No	Sorcerer, Warlock, Wizard
5	destroy undead	Transmutation	No	No	Cleric, Sorcerer, Wizard
5	plague of snakes	Conjuration	Yes	No	Cleric, Druid
5	transmute rock	Transmutation	No	No	Druid, Warlock, Wizard
5	wall of brilliance	Conjuration	Yes	No	Cleric
6	glassteel	Transmutation	No	No	Sorcerer, Wizard

ARCANE SERPENT

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a snake fang or a drop of poison)

Duration: Concentration, up to 1 minute

You conjure a shimmering amber or green serpent, coiled and ready to strike. The serpent appears on the ground in a space you choose within range. The translucent serpent is about 10 feet high but does not block line of sight. Creatures can enter or move through the serpent's space, although they sense a tingling of arcane energy when they do so. When you cast the spell, and as a bonus action on each of your turns for the duration, you can move the serpent up to 30 feet or produce one of the following effects. You can't use the same effect on consecutive rounds.

- **Tail:** The serpent strikes a target within 15 feet of it, using your spell attack bonus and dealing 10 (3d6) force damage on a hit.
- **Bite:** The serpent strikes a target within 15 feet of it. The target must make a Dexterity saving throw against your spell save DC or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poison on a success.
- **Constrict:** The serpent strikes a Large or smaller creature within 5 feet of it. The target must make a Strength saving throw or become grappled. The DC to escape the grapple is equal to your spell save DC. While grappled, the target is restrained, and the serpent can't grapple another target.
- **Poison Spray:** The serpent strikes a target within 10 feet of it. The target must make a Constitution saving throw against your spell save DC or become blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the blinded condition on a success.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you move the serpent an additional 30 feet or produce an additional effect on each of your turns for every two spell levels above 5th. For example, if you cast this spell using a 7th-level spell slot, you could cause the serpent to move 30 feet and use its Tail effect, or use its Bite and Poison Spray effect. You still can't produce the same effect on the same or consecutive rounds.

CONJURE BEASTS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of bone or fur, or a coin)

Duration: Concentration, up to 1 hour

You summon infernal beasts that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 1 or lower
- Two beasts of challenge rating 1/2 or lower
- Four beasts of challenge rating 1/4 or lower
- Eight beasts of challenge rating 1/8 or lower

A summoned beast is considered a fiend, and it has resistance to cold and fire damage. It disappears when it drops to 0 hit points, or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. The beasts obey simple verbal commands that you issue to them (such as attack, guard, and so on) with no action required by you. If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you double the number of beasts summoned. You summon three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

CONJURE MINIONS

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fiendish spirits that take the form of humanoids and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.

- One humanoid of challenge rating 2 or lower
- Two humanoids of challenge rating 1 or lower
- Four humanoids of challenge rating 1/2 or lower
- Eight humanoids of challenge rating 1/4 or lower

Each humanoid is considered a fiend, and it has resistance to cold and fire damage. It disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

DESTROY UNDEAD

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (ground bone from an undead creature)

Duration: Instantaneous

A thin yellow ray springs from your pointing finger to an undead target that you can see within range. If the target is not undead, the ray has no effect.

The undead creature targeted by this spell must make a Dexterity saving throw. On a failed save, the undead target takes 10d6 + 30 radiant damage. If this damage reduces the target to 0 hit points, the undead is disintegrated. A *disintegrated* undead target and everything it is wearing and carrying, except for magic items, are reduced to a pile of inert gray dust.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each slot level above 5th.

FLAME ARROW

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a few drops of oil and flint)

Duration: 1 minute

For the spell's duration, you can use a bonus action on each of your turns to touch a piece of ammunition (for example, an arrow, crossbow bolt, or sling stone) enchanting it with a fiery sheath. The fiery sheath lasts for 1 minute or until the ammunition is fired. While the sheath lasts, the ammuni-

tion is considered magical and deals an additional 1d8 fire damage on a hit.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the fiery missile deals an additional 1d8 fire damage for every two slot levels above 3rd.

FOOL'S GOLD

2nd-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (50 gp worth of powdered gemstone)

Duration: 1 hour

You turn up to 4,000 brass or copper coins within range into gold coins. A creature that examines the gold can make an Intelligence (Investigation) check against your spell save DC to discover the ruse. Alternatively, if the gold coins are struck by an object wrought from cold iron, there is a 30 percent chance the spell ends immediately. For every additional 50 gp worth of powdered gemstone used to cast the spell, this chance decreases by 5 percent, to a minimum of 5 percent.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can convert an additional 1,000 coins and increase the spell's duration by 1 hour for each slot level above 2nd. In addition, the DC of the Intelligence (Investigation) check to discover the ruse increases by 1 for each slot level above 2nd.

GLASSTEEL

6th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small piece of glass and a small piece of steel)

Duration: Instantaneous

You touch a single glass or crystal object weighing no more than 100 pounds, transforming it into a transparent substance with the durability and tensile strength of steel. The transformed object has AC 20, 35 hit points, resistance to nonmagical bludgeoning, piercing, and slashing damage, and immunity to poison and psychic damage. The effect is permanent until dispelled.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you can transform an additional 25 pounds of material, and transformed objects gain an additional 5 hit points, for each slot level above 6th.

PLAGUE OF SNAKES

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon four **swarms of poisonous snakes** or 10 **swarms of snakes** (see appendix B) that appear in unoccupied spaces that you can see within range. A summoned swarm disappears when it drops to 0 hit points or when the spell ends.

The swarms are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

At Higher Levels: When you cast this spell using a spell slot higher than 5th level, you summon two additional swarms of poisonous snakes, or four additional swarms of snakes, for each slot above 5th level.

POISON TOUCH

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of poison)

Duration: Instantaneous

By calling on divine power, your touch is imbued with a magical venom. Make a melee spell attack against a creature within your reach. On a hit, the target takes 4d10 poison damage and must make a Constitution saving throw or be poisoned until the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

PROFANE FLAME

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A despoiled necrotic flame descends on a creature that you can see within range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage and 1d4

fire damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d4 for each damage type when you reach 5th level (2d4 necrotic and 2d4 fire), 11th level (3d4 necrotic and 3d4 fire) and 17th level (4d4 necrotic and 4d4 fire).

PUTREFY FOOD AND DRINK

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point within range becomes spoiled and rotten. In addition, holy water in the area is despoiled. A creature that consumes any of the spoiled food or drink must make a successful DC 10 Constitution saving throw or take 1d4 poison damage.

PYROTECHNICS

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a source of nonmagical fire)

Duration: Instantaneous

You target a nonmagical flame that you can see within range, no larger than a 5-foot cube. You extinguish the fire in that area, and you create either fireworks or a smoke effect when you do so.

Fireworks. The targeted fire explodes with a dazzling array of flashing and fiery aerial fireworks. Each creature that can see within 30 feet of the target fire must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smoke. Thick black smoke spreads out from the target area in a 10-foot radius, spreading around corners. Each round on your turn, the radius of the smoke increases by 10 feet. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until dispersed by a wind of moderate or greater speed (at least 10 MPH).



SNAKESKIN

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shed snake skin)

Duration: 1 hour

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's skin becomes scaled like that of a serpent. The target's base AC becomes 14 + its Dexterity modifier, and the target gains resistance to poison damage. The spell ends if the target dons armor or if you dismiss the spell as an action.

SERPENT MISSILE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one snake scale per missile)

Duration: Instantaneous

This is a variation of the popular *magic missile* spell. You create two green glowing missiles shaped like stiff snakes. Each missile strikes a target of your choice you can see within range. The missiles can target different creatures. Each missile causes 5 (2d4) poison damage to its target.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one additional missile for each slot above 1st.

SNAKE CHARM

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

By swaying your holy symbol and your whole body, you can create a hypnotic effect that charms snakes. All snakes that can see you within range must make a successful Wisdom saving throw. The target makes the saving throw with advantage if you or your companions are fighting it or if it is a giant snake. On a failure, the target becomes charmed by you for the spell's duration. While charmed, the target is incapacitated and has a speed of 0. If you or one of your companions harms a charmed target, the spell ends for that target.

STICKS TO SNAKES

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one stick, such as an unlit torch, for each snake created)

Duration: Concentration, up to 10 minutes

You transform up to eight nonmagical sticks (at least 1 foot long with a diameter of at least 1/2 inch) into **poisonous snakes** (with maximum hit points). For each stick you transform, roll a d20. On a 10 or higher, that stick transforms into a **constrictor snake** (also with maximum hit points) instead. A snake transforms back into a mundane stick when it drops to 0 hit points or when the spell ends.

The snakes are friendly to you and your companions. Roll initiative for the snakes as a group, which have their own turns. They obey any verbal commands that you issue them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using a spell slot higher of 4th level or higher, you create two additional snakes for each slot above 3rd level.

TRANSMUTE ROCK

5th-level transmutation

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (a bit of clay and water)

Duration: Until dispelled

You select an area of stone or mud that you can see within a 40-foot cube within range and choose one of the following effects.

Transmute Rock to Mud. Nonmagical rock of any sort in the area becomes an equal amount of thick, flowing mud that remains for the spell's duration.

If you cast the spell on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a successful Strength saving throw. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, the creature sinks into the mud and is restrained as long as it remains in the mud or until it breaks free.

A creature restrained by the mud can use an action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

If you cast this spell on a ceiling, the mud falls. Each creature under the mud when it falls must make a Dexterity saving throw, taking 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Mud to Rock. Nonmagical mud or quicksand in the area no deeper than 10 feet transforms into soft stone for the spell's duration. Each creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained in the rock. A restrained creature or another creature within reach can use an action to make a Strength check against your spell save DC. On a success, the creature is no longer restrained. A creature can also be freed by destroying the stone restraining it. Each 5-foot cube of stone has AC 15, 25 hit points, and immunity to poison and psychic damage.

WALL OF BRILLIANCE

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You summon a wall of radiant energy that appears at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and is opaque, blocking line of sight. One side of the wall, selected by you when you cast this spell, glows with brilliance, shedding bright light to a range of 90 feet and dim light for an additional 90 feet.

When the wall first appears, each creature in the area of effect must make a Constitution saving throw. Undead and fiends make this saving throw at disadvantage. On a failure, the target takes 4d6 radiant damage and is blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't blinded.

A creature that ends its turn within 60 feet of the brilliant side of the wall must make a Constitution saving throw. Undead and fiends make the saving throw with disadvantage. On a failure, the target takes 2d6 radiant damage and is blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't blinded.

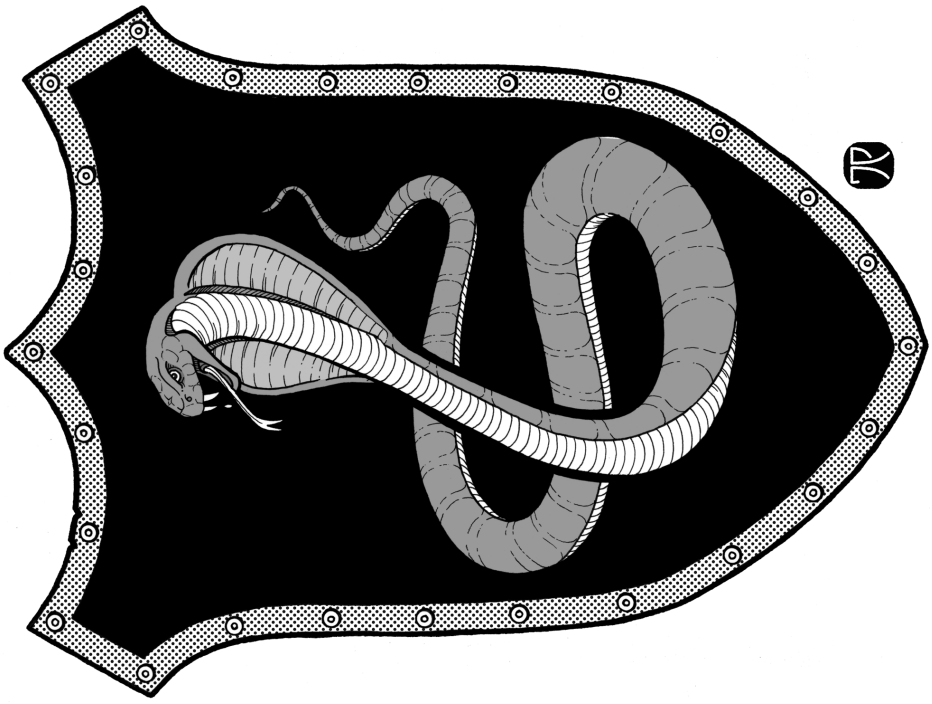
A creature that attempts to move through the wall must make a Strength saving throw. Undead and fiends make the saving throw with disadvantage. On a success, the creature takes 2d6 force damage and passes through the wall. On a failure, the creature takes 4d6 force damage and is stunned until the start of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each slot level above 5th.

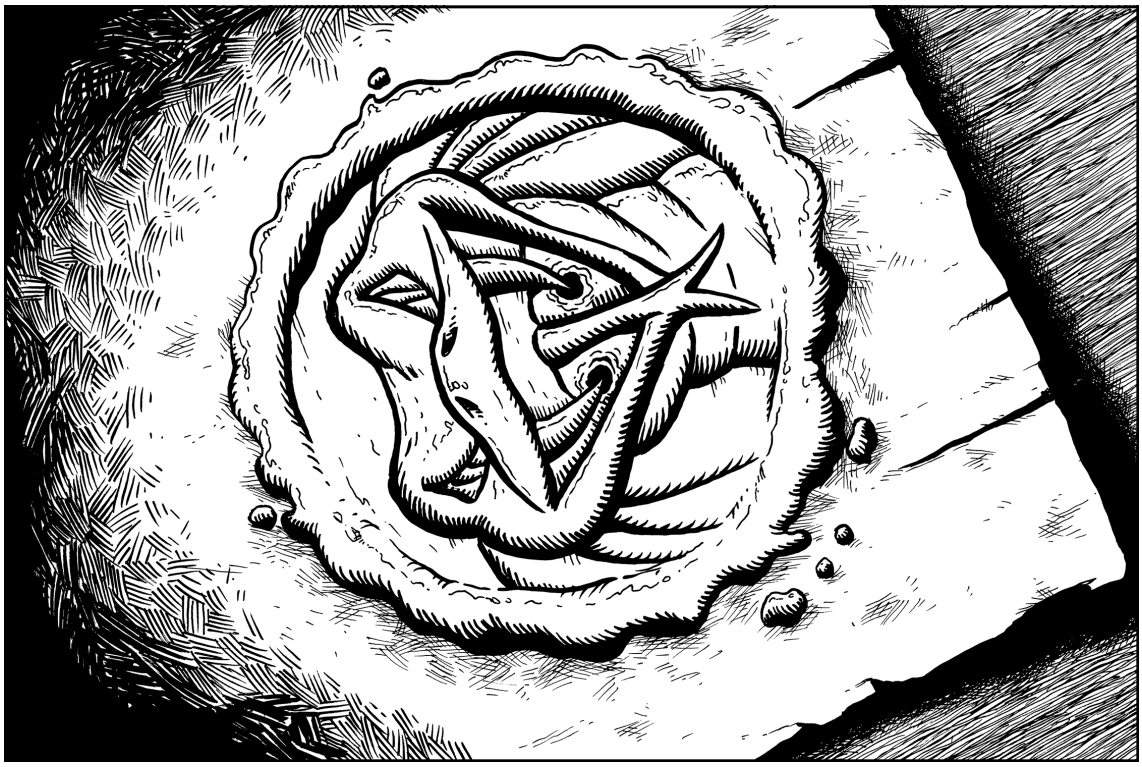


DARK TOWER

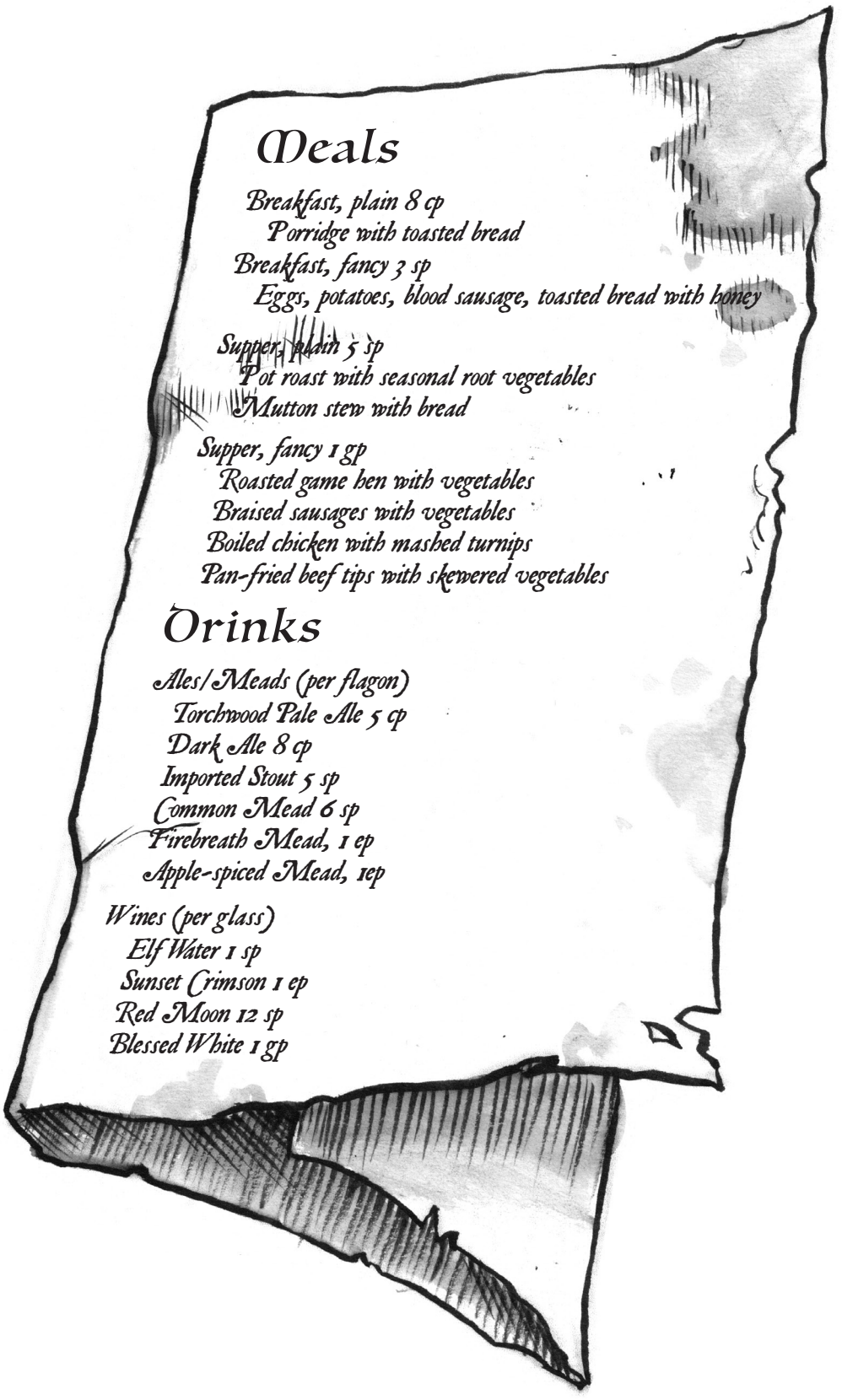
APPENDIX E: PLAYER HANDOUTS



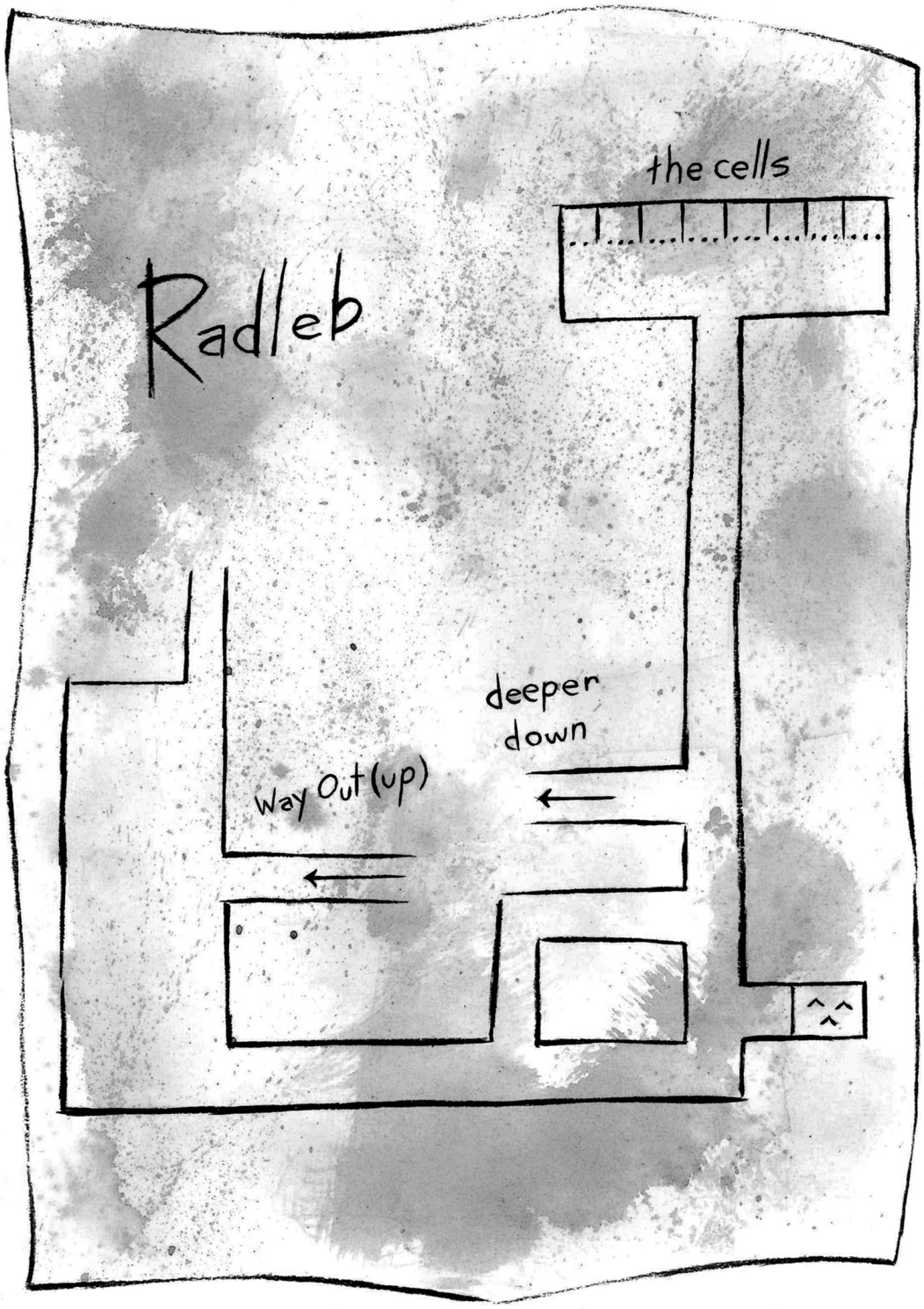
HANDOUT #1



HANDOUT #2


Meals
Breakfast, plain 8 cp
Porridge with toasted bread
Breakfast, fancy 3 sp
Eggs, potatoes, blood sausage, toasted bread with honey
Supper, plain 5 sp
Pot roast with seasonal root vegetables
Mutton stew with bread
Supper, fancy 1 gp
Roasted game hen with vegetables
Braised sausages with vegetables
Boiled chicken with mashed turnips
Pan-fried beef tips with skewered vegetables
Drinks
Ales/Meads (per flagon)
Torchwood Pale Ale 5 cp
Dark Ale 8 cp
Imported Stout 5 sp
Common Mead 6 sp
Firebreath Mead, 1 ep
Apple-spiced Mead, 1ep
Wines (per glass)
Elf Water 1 sp
Sunset Crimson 1 ep
Red Moon 12 sp
Blessed White 1 gp

HANDOUT #3



HANDOUT #4



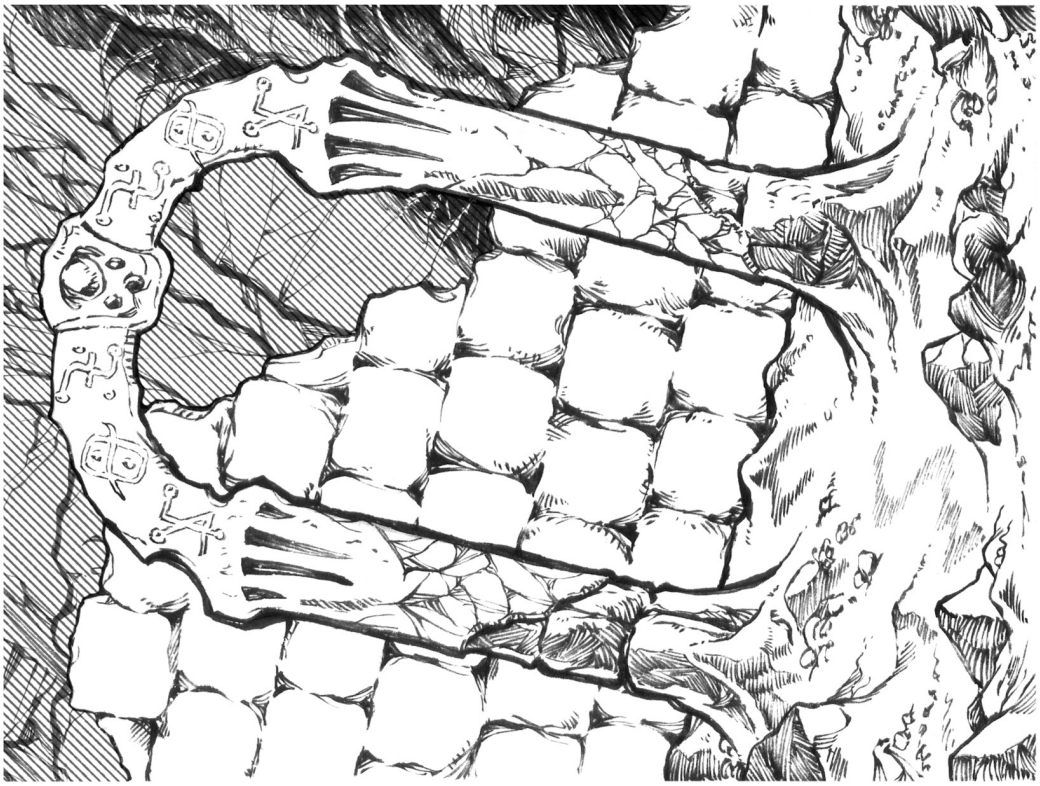
HANDOUT #5



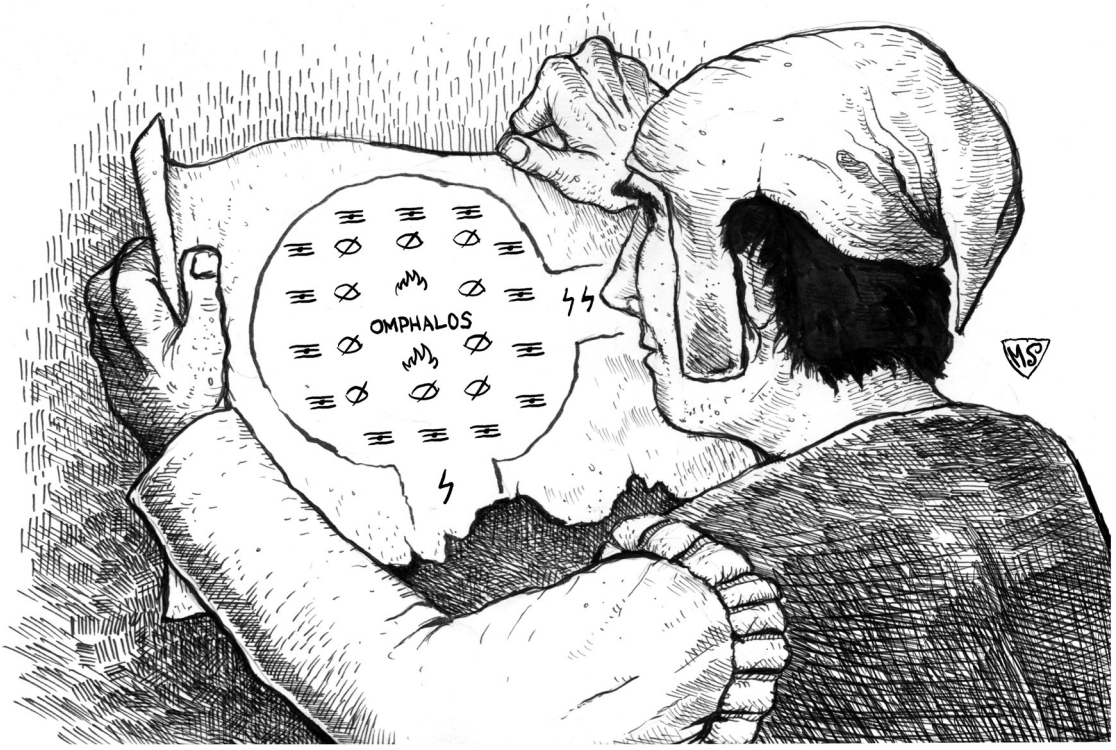
HANDOUT #6



HANDOUT #7



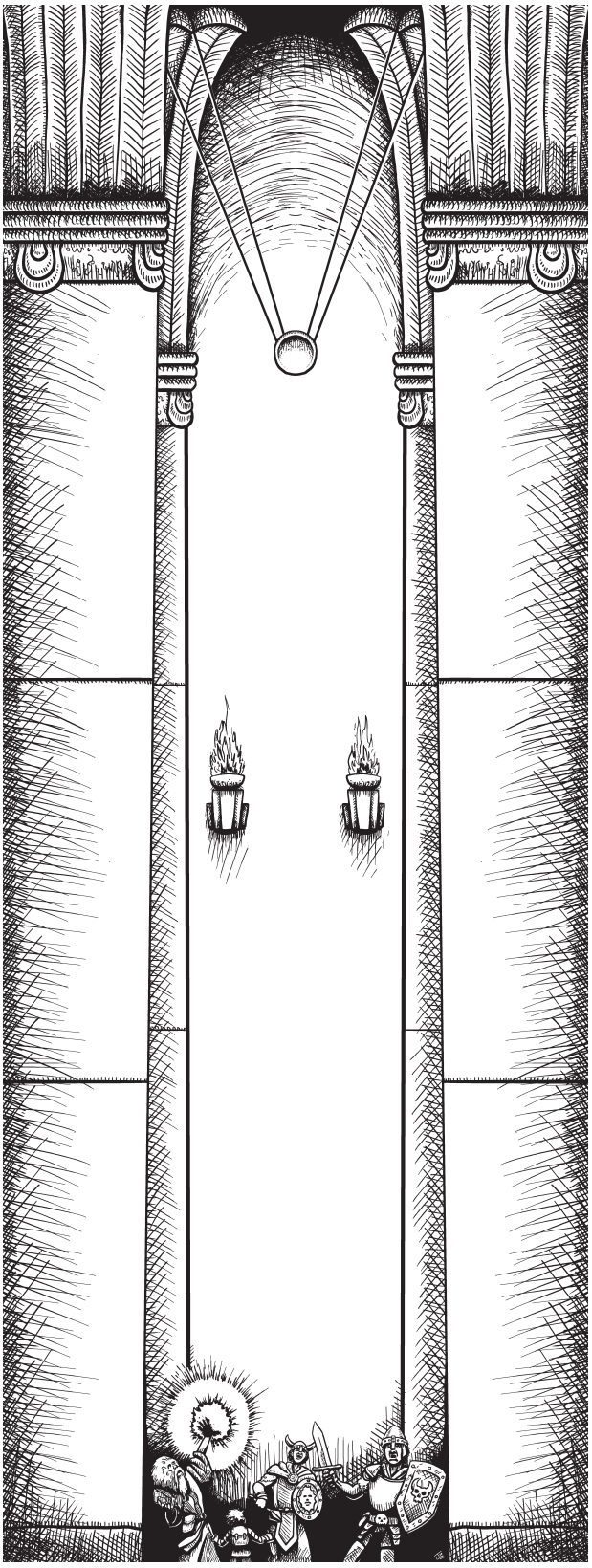
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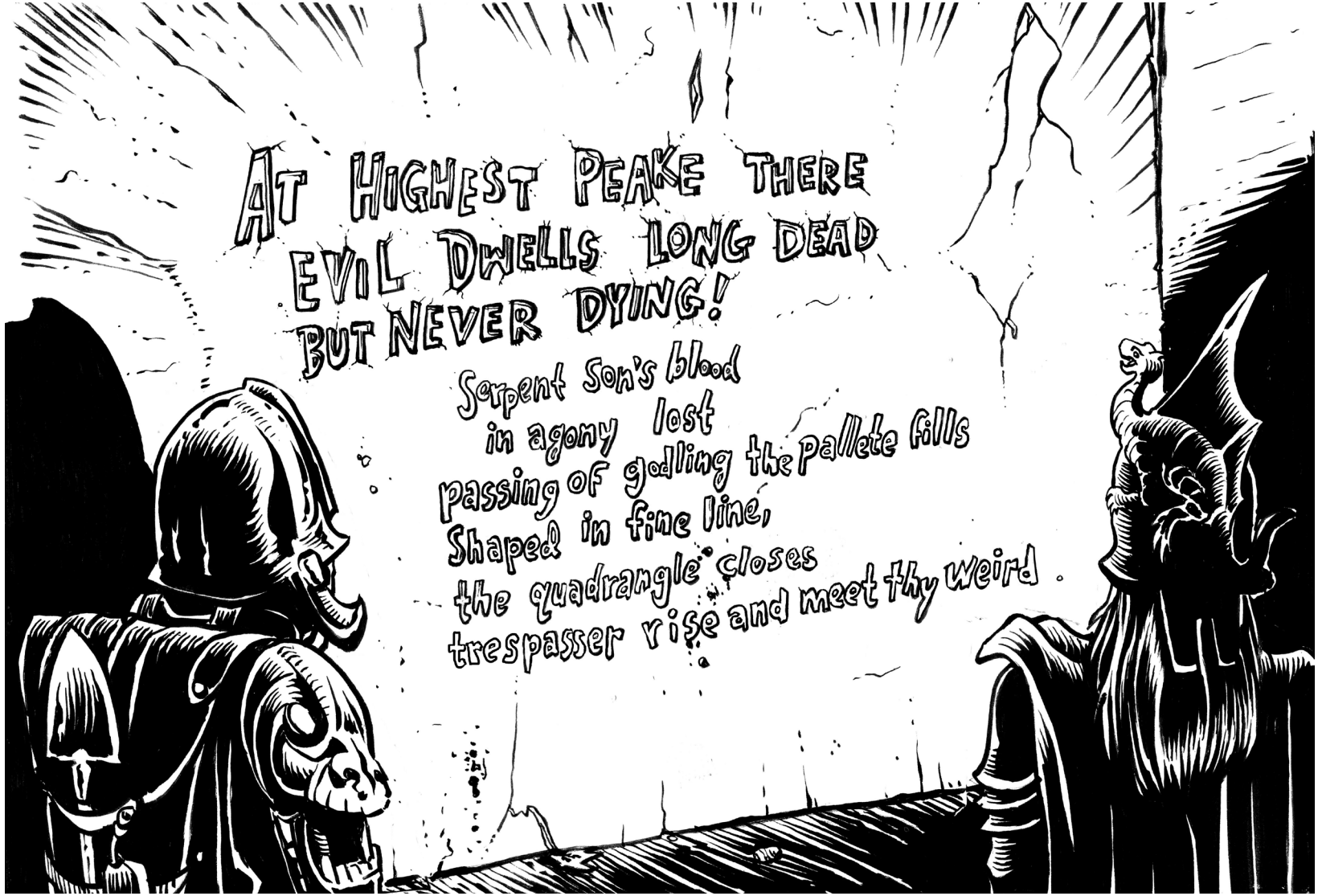
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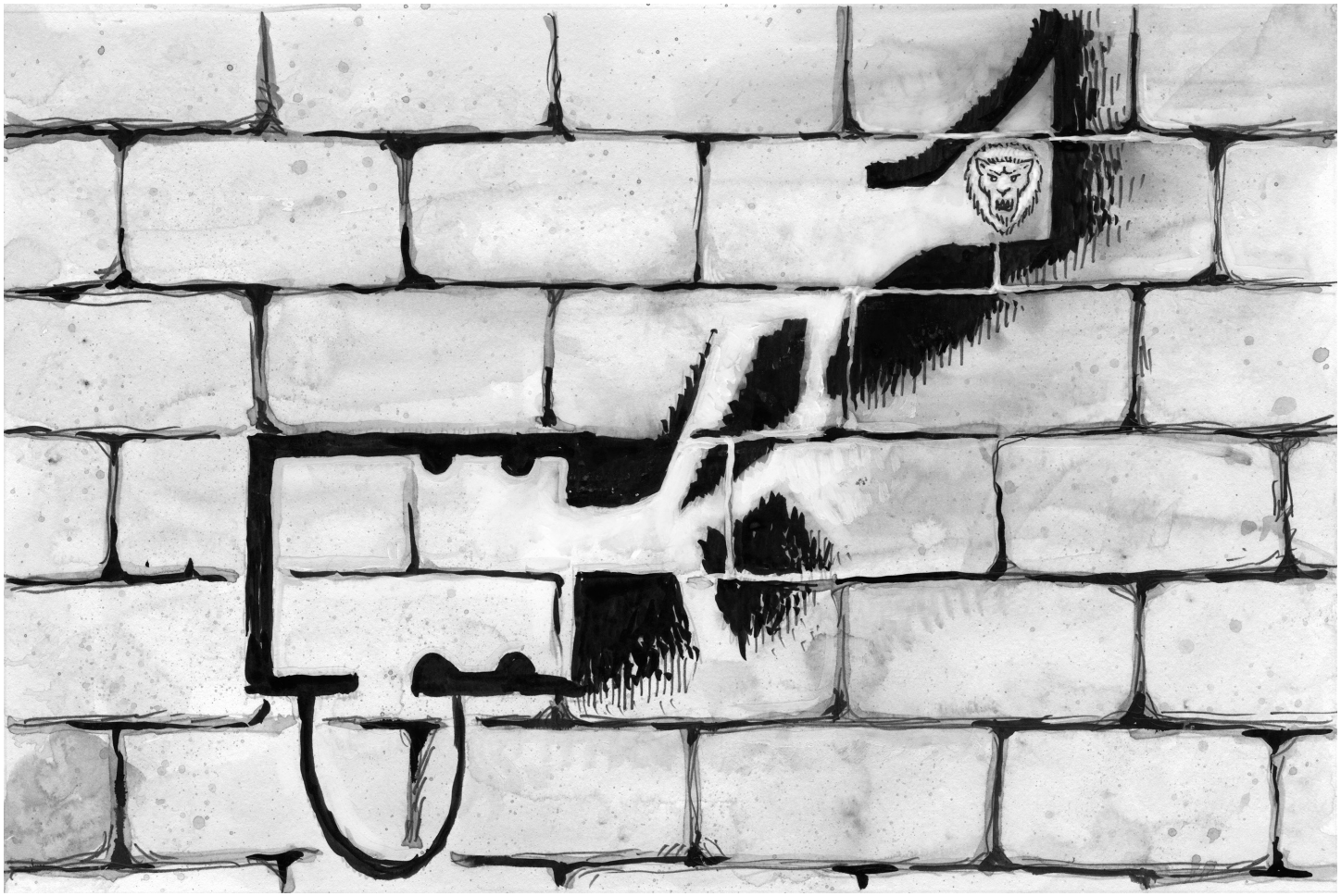
HANDOUT #10



HANDOUT #11


AT HIGHEST PEAKE THERE
EVIL DWELLS LONG DEAD
BUT NEVER DYING!
Serpent Son's blood
in agony lost
passing of godling the pallete fills
Shaped in fine line,
the quadrangle closes
trespasser rise and meet thy weird

HANDOUT #12



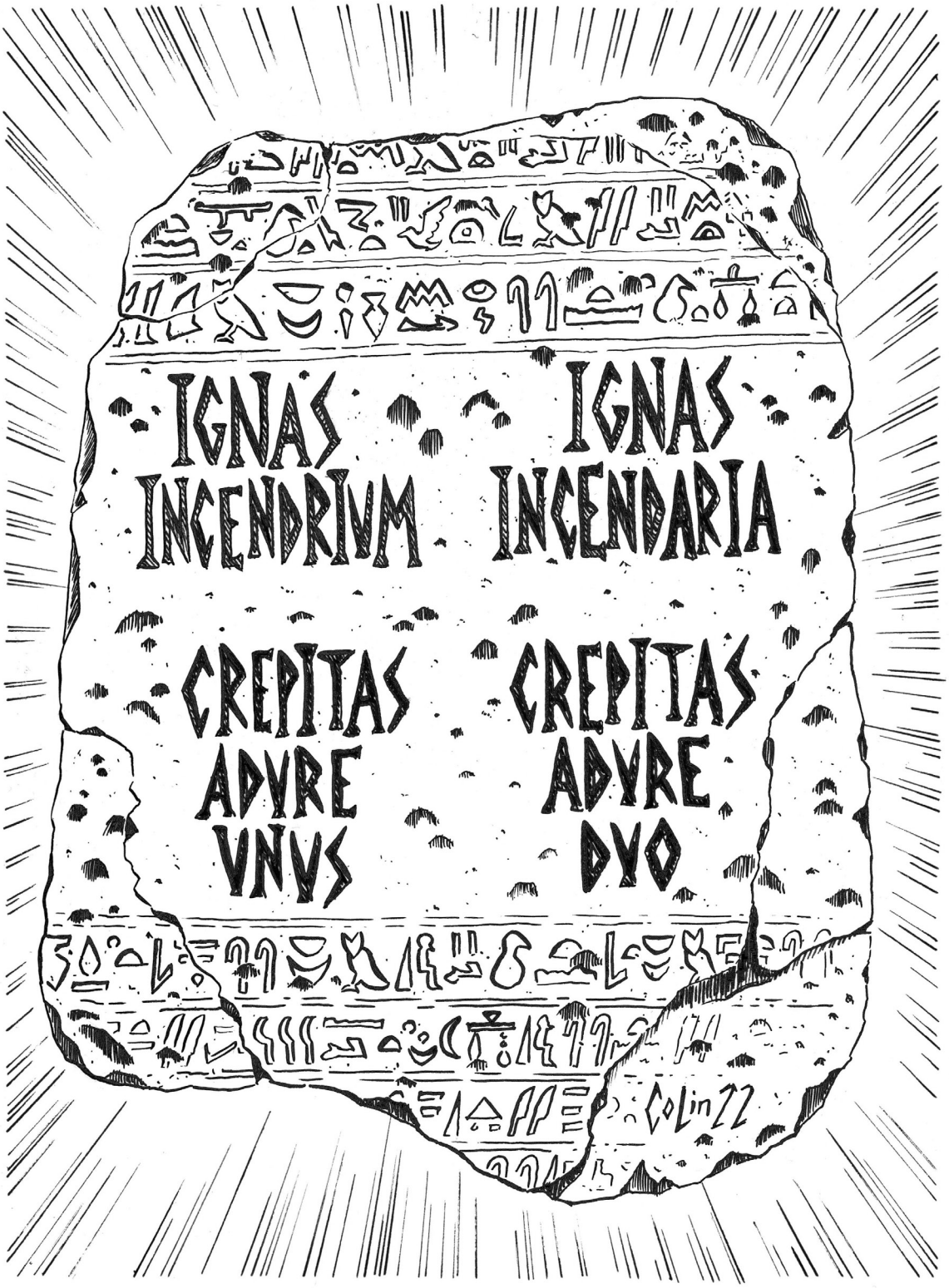
HANDOUT #13


In rememberance for those brave souls that gave thier lives in defense of this holy shrine.
Mitra owes these stalwart champions a debt of eternal gratitude and shall always watch over them.
Valspur Venet
Ursa Umberfist
Melick the Devout
Toren Trueblade
Duncan Stoutheart
Aaran Erleni
Tania the Wren
Rugemar the Red
Davara Magdula
Randrum the Most Holy
Eamon Molena
Garet Garnetshod
Toor Saadi
Arken Gladstone

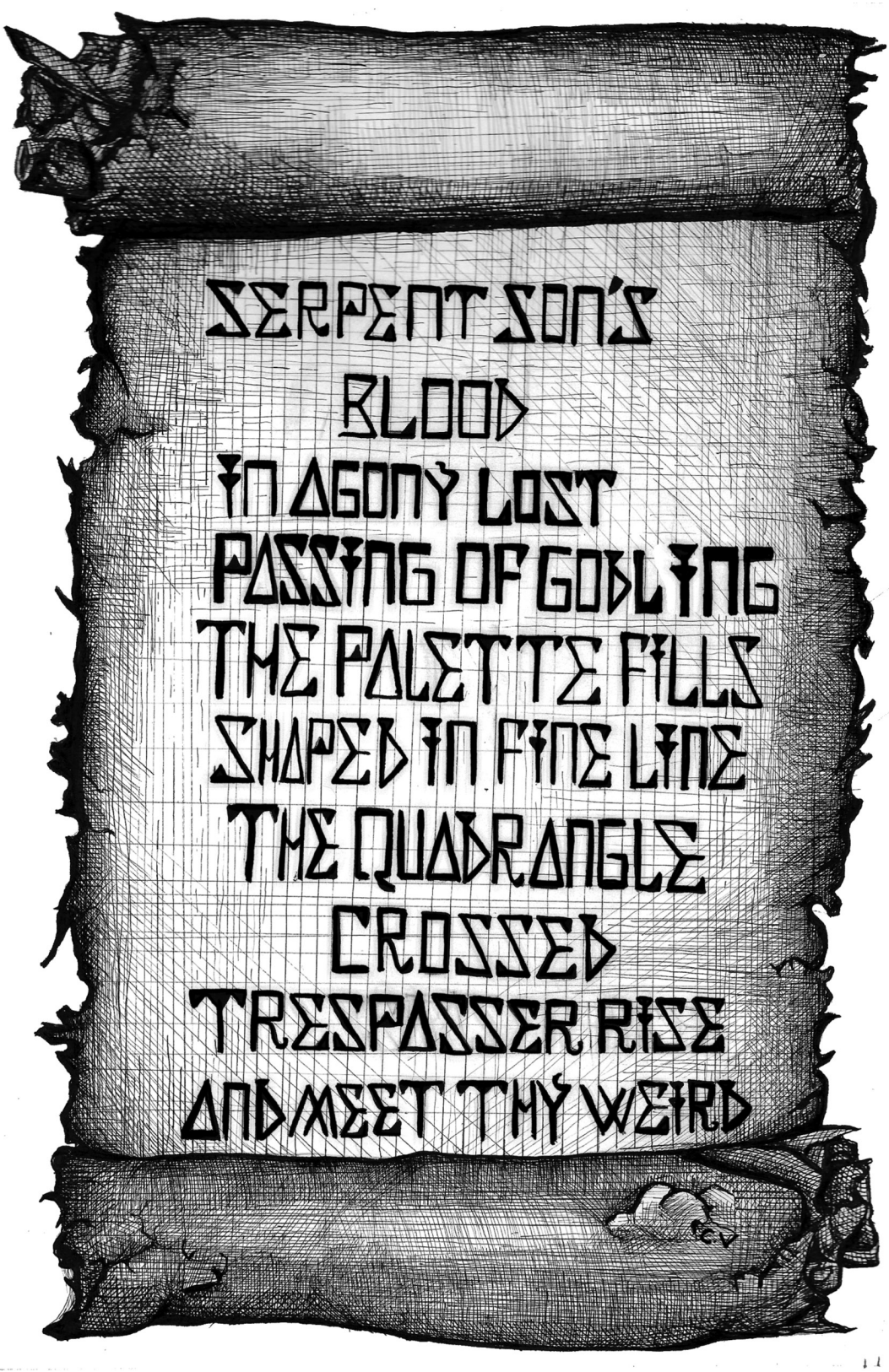
HANDOUT #14



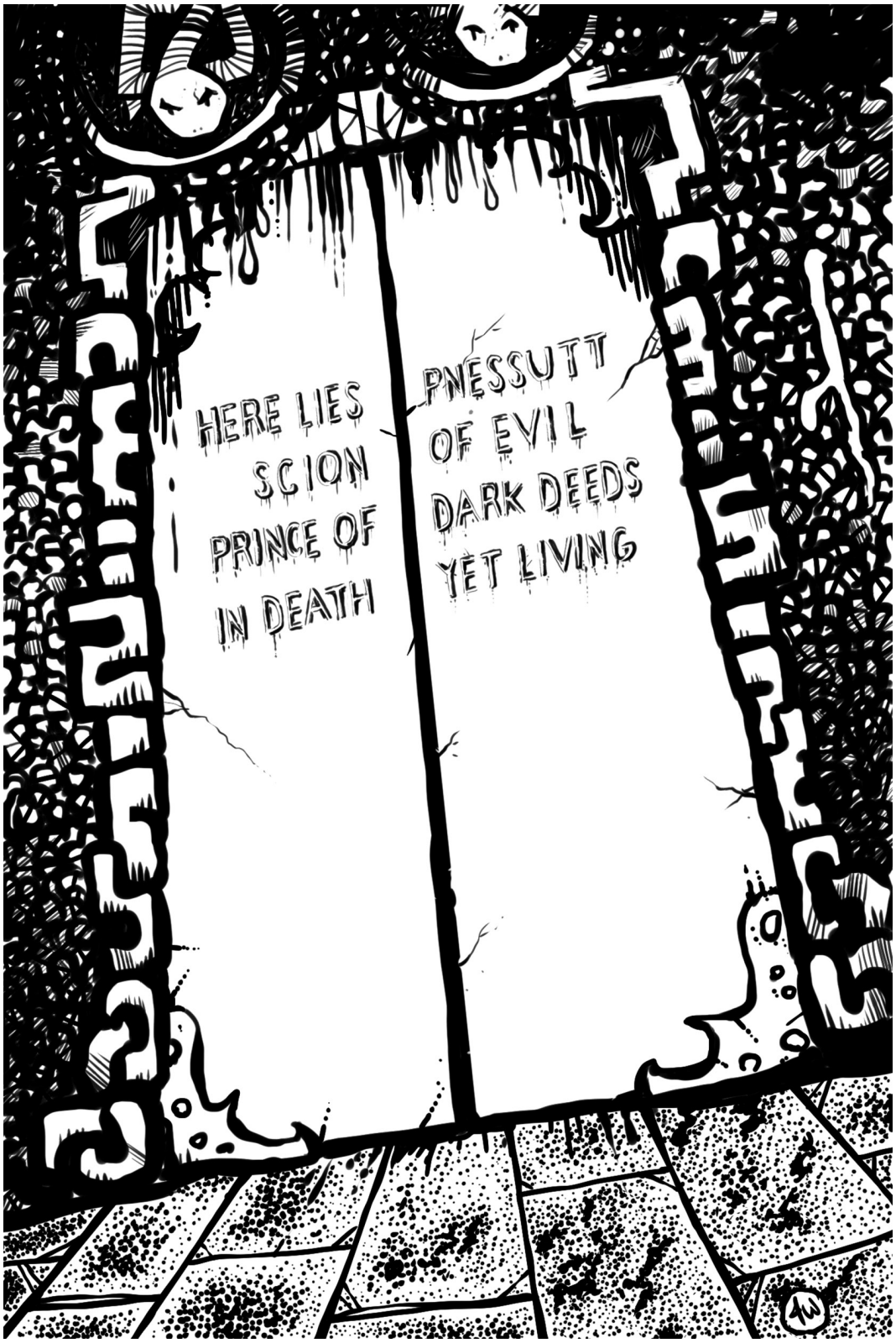
HANDOUT #15


IGNAS INCENDRIVM
IGNAS INCENDARIA
CREPITAS ADVRE VNVS
CREPITAS ADVRE DVO
Colin 22

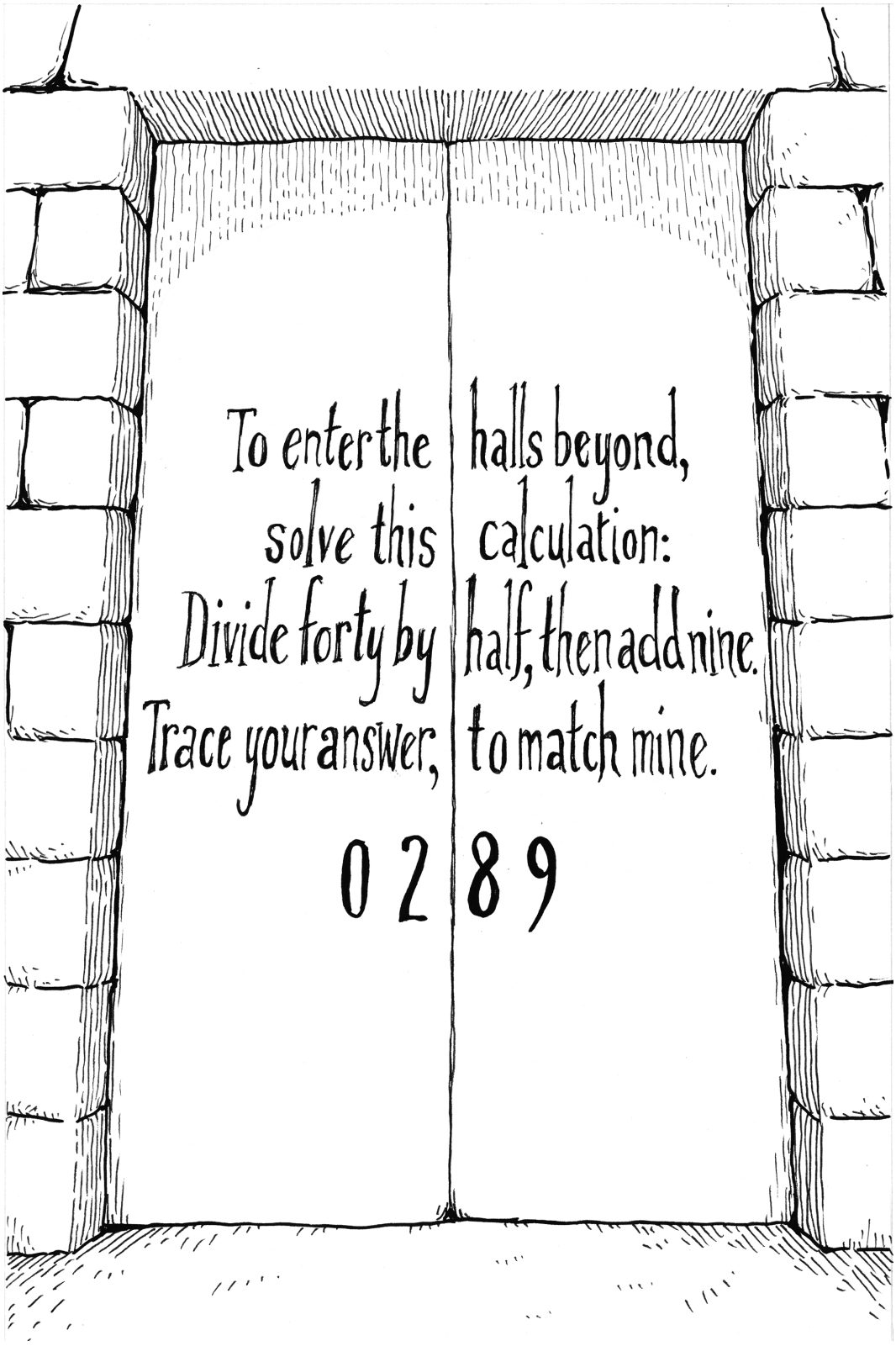
HANDOUT #16


SERPENT SON'S
BLOOD
IN AGONY LOST
PASSING OF GOBLING
THE PALETTE FILLS
SHAPED IN FINE LINE
THE QUADRANGLE
CROSSED
TRESPASSER RISE
AND MEET THY WEIRD

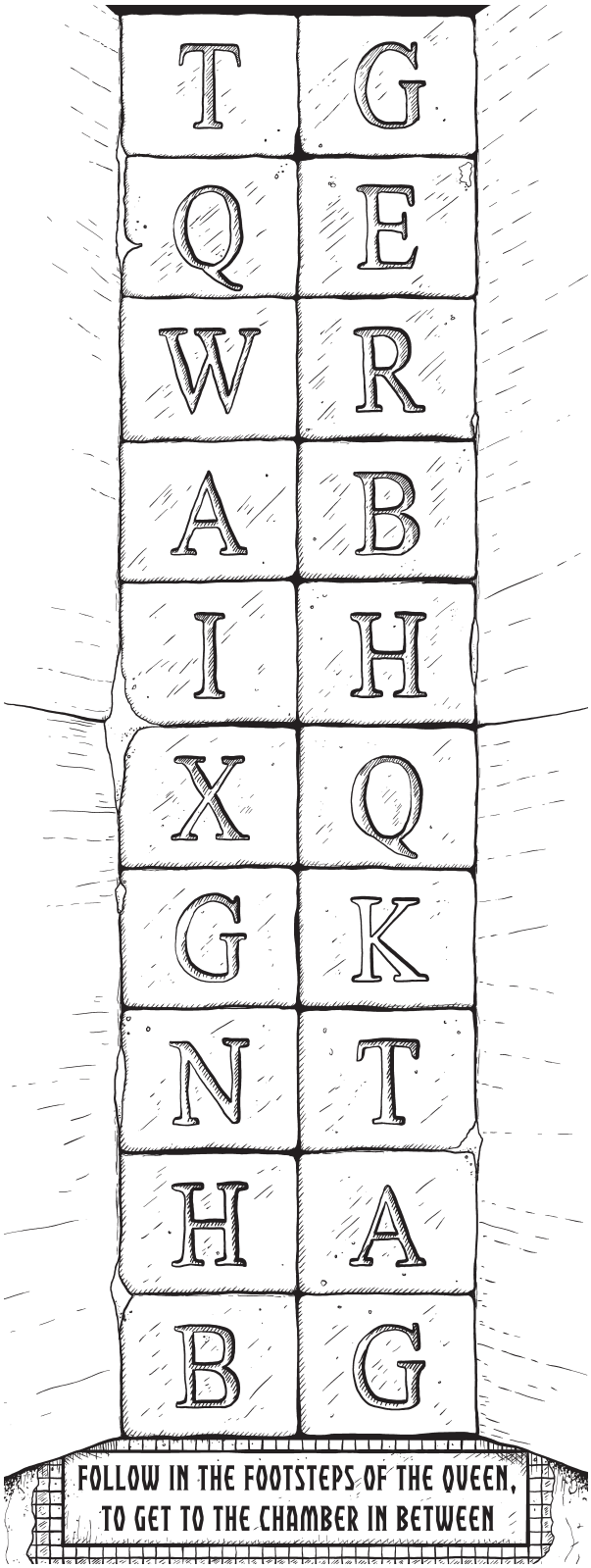
HANDOUT #17


HERE LIES
SCION
PRINCE OF
IN DEATH
PNESSUTT
OF EVIL
DARK DEEDS
YET LIVING

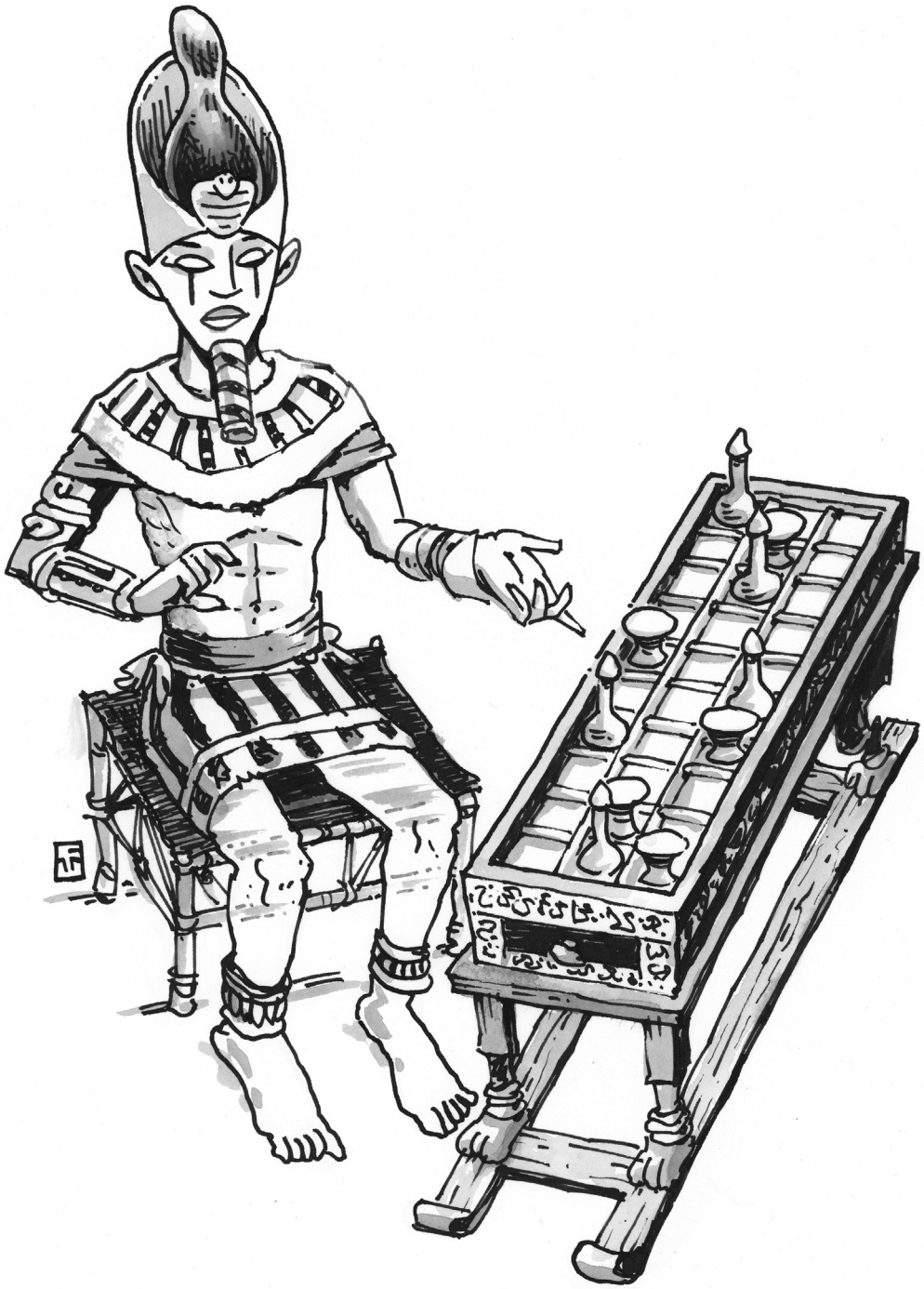
HANDOUT #18


To enter the halls beyond,
solve this calculation:
Divide forty by half, then add nine.
Trace your answer, to match mine.
0 2 8 9

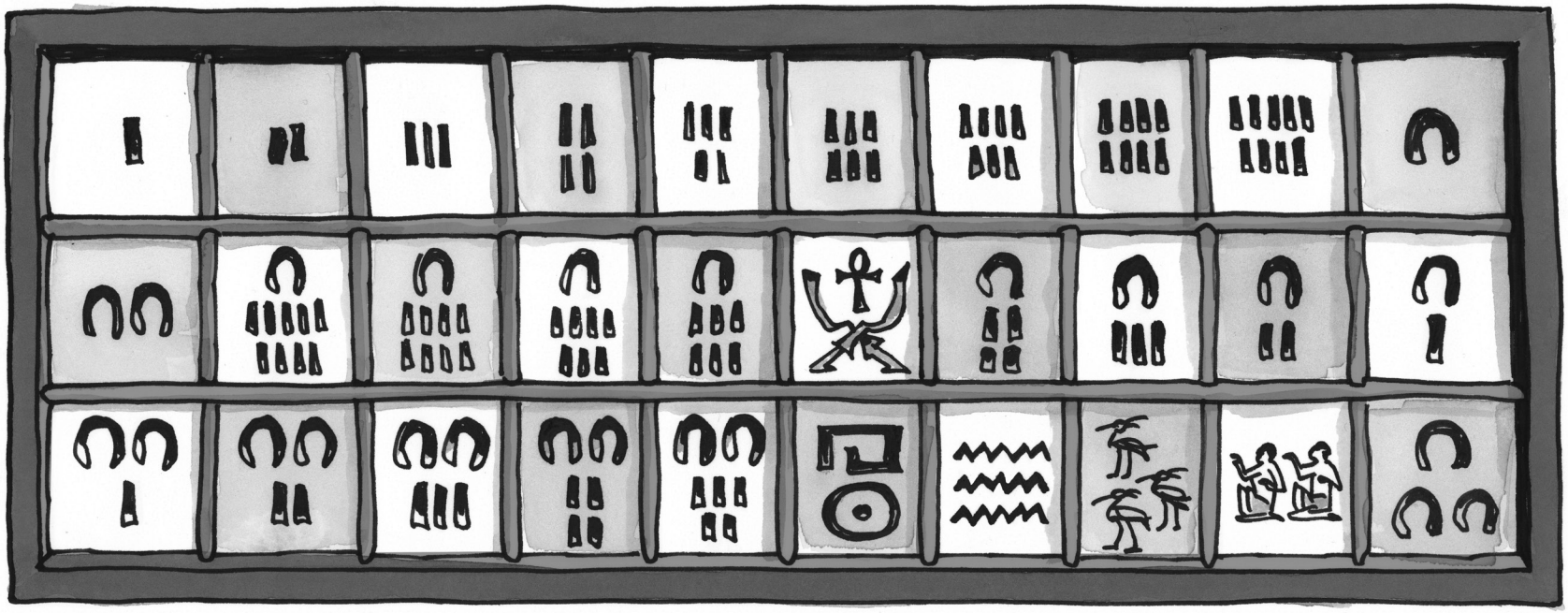
HANDOUT #19


T G
Q E
W R
A B
I H
X Q
G K
N T
H A
B G
FOLLOW IN THE FOOTSTEPS OF THE QUEEN,
TO GET TO THE CHAMBER IN BETWEEN

HANDOUT #20



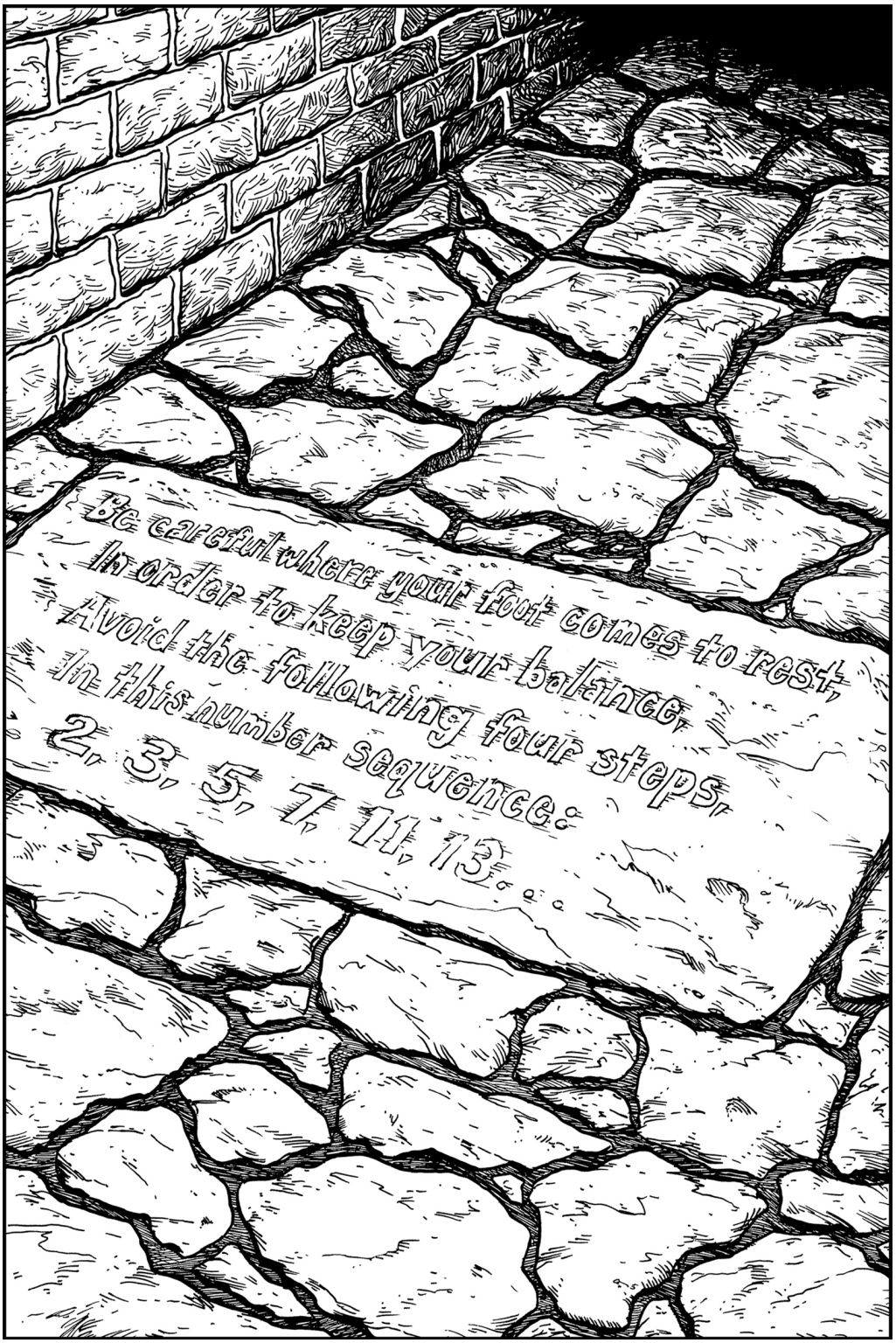
HANDOUT #21



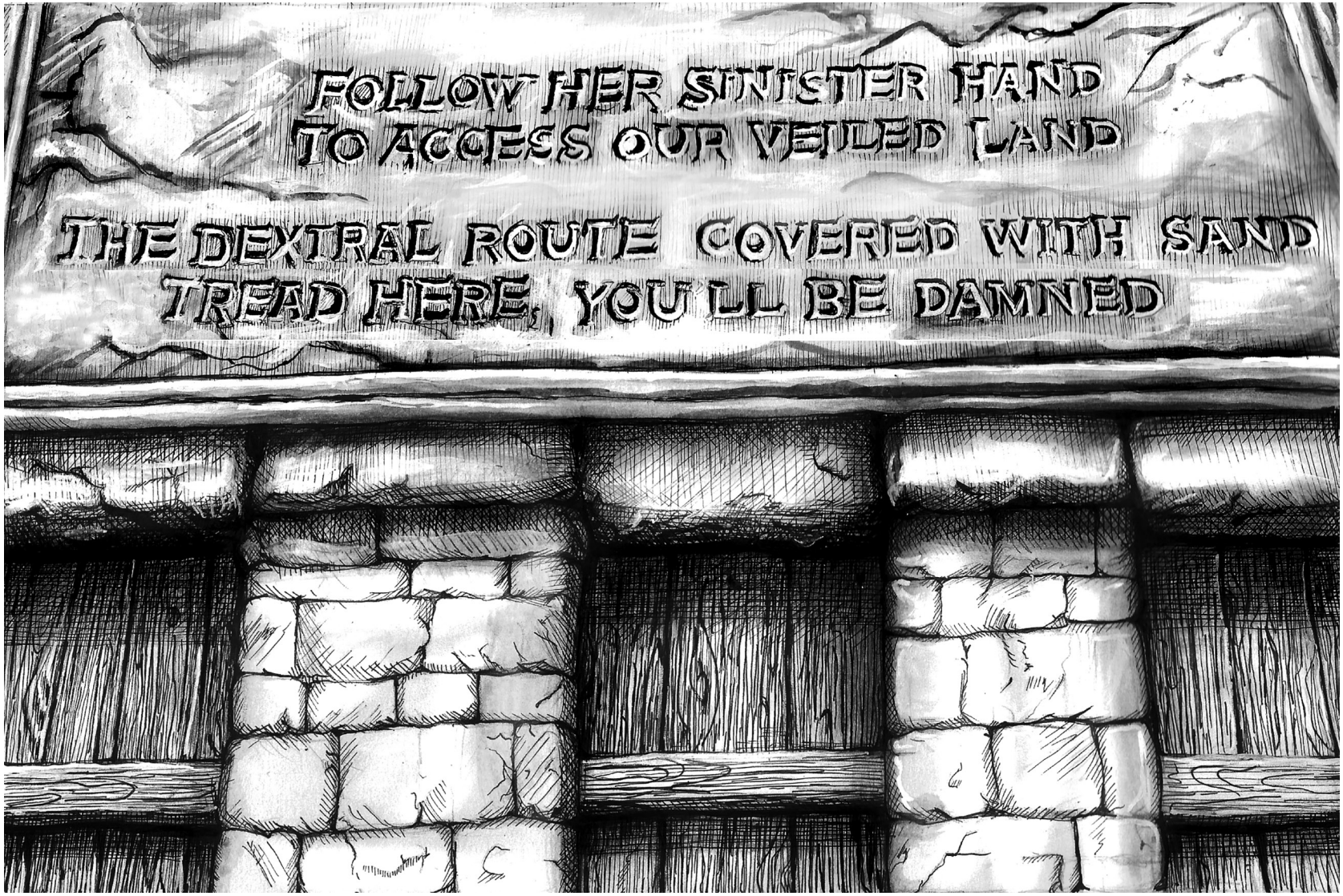
HANDOUT #22


AWAITS HATEP,
TO REACH HER,
AVOID THE ONLY STEP
IN ALPHABETICAL ORDER

HANDOUT #23


Be careful where your foot comes to rest,
In order to keep your balance,
Avoid the following four steps,
In this number sequence:
2, 3, 5, 7, 11, 13...

HANDOUT #24


FOLLOW HER SINISTER HAND
TO ACCESS OUR VEILED LAND
THE DEXTRAL ROUTE COVERED WITH SAND
TREAD HERE, YOU'LL BE DAMNED

HANDOUT #25

DARK TOWER

APPENDIX F: MITRA'S BUNKER

In the village of Mitra's Fist, at area V-11, there is a heavily walled tower perched atop a hill overlooking the village. The original area description tells us that the gray stone tower is 50 feet tall and was built many years ago to protect the developing village. The tower is rarely used and is now home to a nest of giant rats. The tower is also mentioned once in area 1-36, with this small nugget of information:

The 5-foot square closet in the northwest corner of the room is disguised by a permanent illusion. It is a vertical shaft going up to the fortress tower in the village. The top is mortared shut, and it will take 60 points of damage (AC 14) to break through.

Nowhere else in the text is there another reference to this fortress tower.

The expansion presented here extrapolates these bits of information about the fortress tower in the village and posits that the village might have had a small bunker or underground hideout to house the local militia and their equipment, and to provision them in extreme emergencies. With the tower fortress located on the edge of the village, and atop a small hill at that, it makes sense to locate their weapons storage facility and the related bunker near the fortress tower, where the weapons could be handed out to the guards expeditiously. Mitra's Bunker is almost directly underneath the tower itself, and in close proximity to the bottom end of the access shaft.

GENERAL FEATURES

Map Scale. Note that the scale of the original Dark Tower Level 1 Map is 40 feet to the inch. On the Mitra's Bunker expansion map, which uses graph paper with six squares to the inch, each square on the map equates to 6.67 ft.

Ceiling. The ceiling in this complex is smooth, worked stone and rises about 7 feet overhead, unless otherwise noted.

Walls and Floors. The walls and floor are worked stone.

Illumination. Finally, remember that this area of the dungeon begins approximately 40 feet underground. Unless otherwise noted, none of the areas are lit.

Entrance to the Bunker. On the east wall of area 1-36, in the southeast corner of Dungeon Level One, there is a secret door that leads to the small complex of rooms and hallways called Mitra's Bunker. Noticing the secret door requires a successful DC 20 Wisdom (Perception) check. At the GM's discretion, this secret door could be easier or harder to find, depending on how much the GM wants the characters to find it. The GM might even decide that a local tremor has recently damaged the door, such that the characters have advantage on checks to find the door (or find the door automatically).

KEY TO MITRA'S BUNKER (MAP 22)

AREA 1-36A – HALLWAY

Pushing open the secret door reveals a narrow, dark passage.

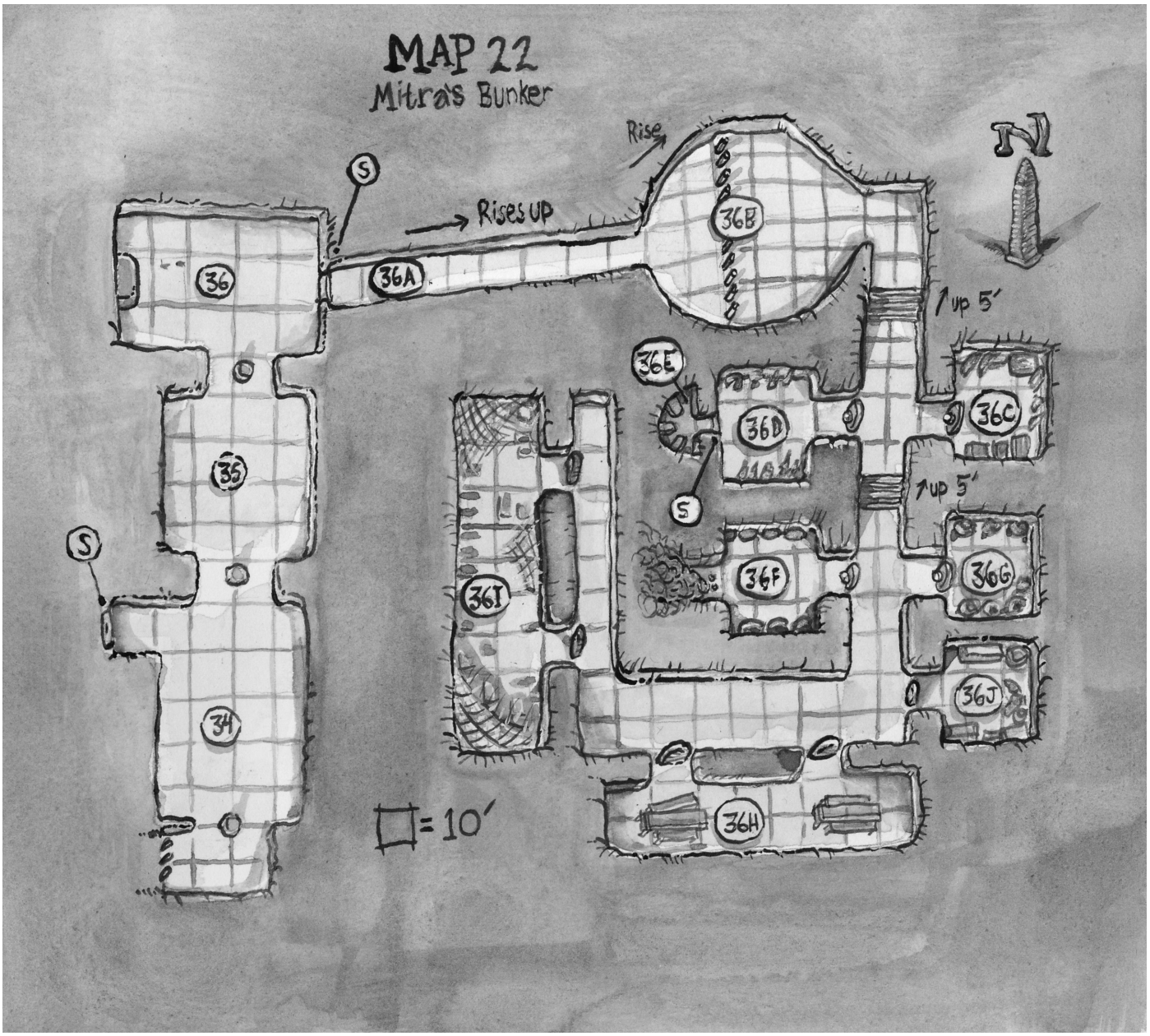
The hallway isn't level. It rises gently as one travels from the west to the east. Detecting this change in elevation requires a successful DC 12 Wisdom (Perception) check. At the GM's discretion, a character with the Stonecunning trait might automatically notice the elevation change.

AREA 1-36B – CIRCULAR CHAMBER

This chamber's flat ceiling is higher than the passage that leads to it, rising 10 feet above your heads. The roughly circular chamber has three distinct sections: the western section, a central section blocked by an iron portcullis, and the eastern section. The portcullis that divides the chamber spans from floor to ceiling but has a door centered in its iron structure. There is an open doorway on the eastern wall. The chamber is unlit.

The western third of this chamber has the same, slight change in elevation found in the hallway, rising from west to east. The center third of the chamber has a level floor. The eastern third resumes the gradual rise in elevation, from west to east. This sloped floor ends at the doorway to the east, where the floor becomes level. Detecting these changes in elevation requires a successful DC 12 Wisdom (Perception), and a character with the Stonecunning trait might notice them automatically, at the GM's discretion.

The portcullis has a single iron door built into it. The door is centered in the room and is lockable without a key from the east side, or with a key from the west side. The captain of the guard and the weapons master each had a key for the door



(see area 1-36J). The door's lock can be picked with thieves' tools and a successful DC 20 Dexterity check. The door can be forced with a successful DC 20 Strength check, or the bars of the portcullis can be bent wide enough for a Medium or smaller creature to squeeze through with a successful DC 24 Strength check.

This chamber served as a meeting hall and mustering locale for the village's militia, in the event the village came under assault. Defensive plans would be drafted here and orders issued to the village's defenders. The chamber also served as a choke point for defending the bunker; the elevation changes served to give the defenders the higher ground, should an invading force push this far into the complex.

AREA 1-36C – WEAPONS STOREROOM

GM Note. A locked, iron-bar door leads into this room. Both the captain of the guard and the weapons master had a key for the door (see area 1-36J). Picking the door's lock requires thieves' tools and a successful DC 20 Dexterity check. Alternatively, the door can be forced with a successful DC 17 Strength check, or the bars can be bent wide enough for a Medium or smaller creature to squeeze through with a successful DC 20 Strength check.

Numerous racks along the walls support dozens of old but serviceable longbows, shortbows, and crossbows. In the center of the room are several crates. Some of the crates are unopened,

while others have been open for a very long time, exposing their contents: scores of arrows and crossbow bolts. The room is unlit.

The apparition of the weapons master's former apprentice guards this ancient storeroom. He died guarding these bows, and his spirit refuses to leave his assigned post. Of course, he is insane and attacks "unauthorized trespassers" without provocation.

The apparition is a **ghost**, but replace his Withering Touch attack with the following action:

Spectral Arrows: *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 10 (2d6 + 3) force damage plus 7 (2d6) necrotic damage.

The following weapons are stored here:

- 10 longbows
- 24 shortbows
- 15 light crossbows
- 8 heavy crossbows
- 225 arrows
- 125 light crossbow bolts
- 50 heavy crossbow bolts

The bow strings are all very old and very dry, resulting in a 30 percent chance of a mishap if any bows are used without replacing the bow string. The arrows and crossbow bolts stored here are all normal quality.

Treasure. Most of the bows in this room are normal, but one of each type of bow (longbow, shortbow, light crossbow, and heavy crossbow) is a *+1 weapon*. Distinguishing these magic weapons from the normal weapons requires a *detect magic* spell or similar magic.

AREA 1-36D – WEAPONS STOREROOM

GM Note. The locked, iron-bar door leading into this room uses the same key as area 1-36C. Both the captain of the guard and the weapons master carried this key (see area 1-36J). The door's lock can be picked with thieves' tools and a successful DC 20 Dexterity check. Alternatively, the door can be forced open with a successful DC 17 Strength check, or the bars bent wide enough for a Medium or smaller creature to squeeze through with a successful DC 20 Strength check.

This weapons locker features numerous racks along the walls, each holding swords, hammers, and handaxes. The room is unlit.

The apparitions of the two squires who once maintained the weapons guard this locker. Like the guardian of area 1-36C, these apparitions refuse to leave their assigned post. These apparitions are not insane, but they generally attack without provocation.

The apparitions are **ghosts**, but each has only 30 hit points. Replace their Withering Touch attack with the following action:

Spectral Blade: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) force damage.

Nearly all the weapons stored here are in questionable condition. A weapon is rendered useless if the creature wielding it rolls a natural 1 on their attack roll. The following weapons are stored here:

- 5 longswords
- 25 shortswords
- 22 handaxes

Treasure. Two enchanted shortswords are mixed in with the mundane weapons. A *detect magic* spell is needed to recognize the value of these blades. Each is a *+1 shortsword*. As an action, a creature holding a sword can speak the weapon's command word (which must be researched), causing the blade to radiate bright light in a 30-foot radius and dim light for an additional 30 feet. While glowing, these magic shortswords deal an extra 1d6 radiant damage to evil creatures.

A locked secret door behind the weapon racks on the west wall leads to area 1-36E. Locating the door's keyhole requires a successful DC 17 Wisdom (Perception) check. A unique key (not the same as the keys mentioned already) opens the door; the captain of the guard and the weapons master had the only two known copies of the key (see area 1-36J). With a key, a character using thieves' tools can pick the lock with a successful DC 22 Dexterity check. The weapon racks must be moved to access the secret door.

AREA 1-36E – SECRET CHAMBER

This small, semi-circular chamber is lit by an eerie blue light that originates from three wall-mounted fixtures. At the north, west, and south compass points are three human-sized, stone coffins arranged in a roughly crescent shape.

This chamber has remained hidden for some 400 years. The blue light emits from three gemstones enchanted with a variant *continual flame* spell and affixed to the wall in equidistant locations near the ceiling. The chamber's ceiling is 10 feet high.

The stone sarcophagi are closed (but easily opened) and have ornamental carvings in the stone. Each bears the following inscription:

Here rest the Heroes of Mitra's Fist,

Defenders of The Three Gates.

May they find peace in the next life.

Beneath each inscription is a name and the gate that hero once defended:

North Gate – Reginald

West Gate – Humphrey

South Gate – Gideon

The apparitions of the three heroes guard this chamber and its contents. Unlike the previous apparitions, these apparitions do not attack without provocation. If the sarcophagi are disturbed or opened, 1d3 of the apparitions materialize and question the intruders. If the apparitions can be persuaded that the characters' cause is noble and just, they allow the characters to remove their weapons and armor hidden from the chamber. The GM determines the parameters of this deal (perhaps the characters must return the items here, or bring them to a church of Mitra). The GM is encouraged to allow roleplaying to convince the apparitions of the characters' good intentions, but a successful DC 17 Charisma (Persuasion) check also convinces them. A cleric of Mitra makes this check with advantage.

If the apparitions remain unconvinced of the characters' good intentions, they all attack. In addition, the three weapons in the sarcophagi animate, teleport out of the sarcophagi, and join the battle. Treat the animated weapons as **flying swords**; replace the animated warhammer's action with the following:

Warhammer: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage.

The apparitions are **ghosts**, with the following changes:

- Each has Armor Class 14 and 54 (12d8) hit points.
- Replace the ghost's withering touch attack with the following action:

Spectral Blade: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

Treasure. The glowing gemstones are each worth 100 gp. Prying a gemstone off the wall requires a successful DC 15 Dexterity (Sleight of Hand) check. On a failed check, the gemstone's enchantment is dispelled and the gemstone rendered worthless.

Each sarcophagus contains the remains of their respective hero, as well as their most prized possessions as heroes of Mitra's Fist.

North Gate Sarcophagus – Reginald *+1 chain shirt* helm set with a yellow topaz (worth 500 gp) *+1 longsword*

West Gate Sarcophagus – Humphrey *+1 breastplate +1 warhammer* , gilded black dragon-hide shin guards (each worth 175 gp)

South Gate Sarcophagus – Gideon *elven chain*, *+1 short sword*

AREA 1-36F – ARMOR STOREROOM

GM Note. The locked, iron-bar door leading into this room uses the same key as the door to area 1-36C. Both the captain of the guard and the weapons master had a key for this door (see area 1-36J). The door's lock can be picked with thieves' tools and a successful DC 20 Dexterity check. Alternatively, the door can be forced open with a successful DC 17 Strength check, or the bars bent wide enough for a Medium or smaller creature to squeeze through with a successful DC 20 Strength check.

Numerous weapon racks along the walls hold shields of various sizes, shapes, and weights.

The room is unlit. To the west an archway leads into a narrow passage.

A giant boa constrictor (as a **giant constrictor snake**) has found its way into this room in search of an easy meal. Unfortunately for the characters, the boa hasn't found much to eat so is quite hungry. It attacks without provocation.

There are 33 shields stored here, ranging in condition from well maintained to poor and of almost no defensive benefit. A poorly maintained shield is destroyed if the creature wielding it is subjected to a critical hit. One shield is magical, however (see sidebar).

SPLITTER

Shield, very rare (requires attunement)

An illusion masks this shield's true nature. It appears to be a round, iron-bound shield, but in reality it is constructed of gold and mithril and is a unique magic item of no small repute. It is called *Splitter*, and was once carried by a lion of Mitra (see The Lions of Mitra, appendix C). The shield is a *+2 shield*. Its blade-like edge can be used to make attacks as if it were a *+2 handaxe* (the shield is treated as a light weapon, allowing it to be used in two-weapon fighting). In addition, the shield has the following magical properties:

Spellcasting. The shield has 6 charges and regains 1d6 charges daily at dawn. As an action, you can expend these charges to cast *fly* (3 charges) or *levitate* (2 charges). When cast in this way, the spells must target you.

Headsplitter. As an action, you can bring the shield down from a high guard position unto the head of an unsuspecting foe. Make an attack roll against the target. On a successful hit, the shield deals an extra 1d6 slashing damage, or an extra 1d12 slashing damage if the attack was made with advantage. Once this property of the shield is used, it can't be used again until the next dawn.

Development. The archway to the west leads to a narrow passageway that terminates at a cave-in, which blocks the passageway completely.

AREA 1-36G – ARMOR STOREROOM

GM Note. The locked, iron-bar door leading into this room uses the same key as the door to area 1-36C. Both the captain of the guard and the weapons master carried a key for the door (see area 1-36J). The door's lock can be picked with thieves' tools and a successful DC 20 Dexterity check. Alternatively, the door can be forced open with a successful DC 17 Strength check, or the bars bent wide enough for a Medium or smaller creature to squeeze through with a successful DC 20 Strength check.

This weapon locker features numerous racks mounted on the walls, as well as several floor stands, each of which holds pieces of armor of various sizes and shapes. Most of the armor is human-sized, though there are a few larger breastplates and a few smaller mail shirts. All are old and showing age: dust covers most of the armor pieces.

This room's current occupant is a **giant constrictor snake** (another boa), which attacks without provocation. This snake may well be the mate of the one in area 1-36F.

Unlike the other weapon lockers, none of the armor in this room is high quality or magical. Most of the suits show signs of rust, as they have not been oiled in some time. The following suits of armor hang on the various racks:

- 4 chain shirts
- 8 suits of scale mail
- 10 suits of chain mail
- 5 breastplates
- 4 suits of ring mail

AREA 1-36H – DINING HALL

GM Note. The doors leading to this room are wood bound with iron. The doors have keyholes where one would expect them but are both partially ajar, so it's irrelevant if they are locked or not.

The doors lead into a long, narrow room that features dining tables and squat benches to either side. At one end of the table are tall stacks of iron plates and bowls, as well as dozens of iron cups. No foodstuffs have been left behind, but several dog-sized ants with crimson carapaces wander about the room busily moving debris.

The room is unlit. Clearly, this was a dining hall for the militia stationed in the bunker. At the west end of the room is a cookstove. A smokestack once rose to the ceiling, but little of the stack remains. The cookstove is cold and doesn't appear to have been used for several hundred years.

A nest of giant fire ants has recently dug their way into the room through a crack in the wall in the northwest corner. The ants are aggressive and attack any humanoids that intrude upon their new lair. The colony numbers 36 **giant fire ants** (see below) in total. At any time, there are 3d12 giant fire ants in this room, but as they engage with the characters, they release a pheromone that attracts the rest of the colony. 1d6 more giant fire ants arrive every other round via the crack in the northwest corner, until all 36 are present.

Treasure. There isn't any meaningful treasure or loot in this room, but there might be a chance of some mundane, nonmagical item (such as a tinderbox, a mirror, a piton, or perhaps a minor art object worth 1d4 + 1 × 10 gp) somewhere in the hall, transported here via the giant ants.

GIANT FIRE ANT

Small beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 7 (2d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1	14 (+2)	11 (+0)	2 (-4)	14 (+2)	6 (-2)

Skills: Perception +4

Senses: passive Perception 14

Languages: —

Challenge: 1/8 (25 XP)

ACTIONS

Sting: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a successful DC 11 Constitution saving throw or contract a disease that manifests as a painful rash that develops after 10 minutes. A creature with the rash has disadvantage on attack rolls and Dexterity ability checks. The rash persists for 1d3 days, but a creature can alleviate the symptoms for 24 hours with a successful DC 11 Wisdom (Medicine) check. Magical healing also alleviates the symptoms.

AREA 1-36I – BARRACKS

GM Note. The doors leading to this room are the same type as those leading to area 1-36H. They are standard wooden doors bound in iron. These doors are swung wide open into the room.

This long, narrow room features numerous bunk beds and small shelves beside each pair of beds. An extensive network of spider webs partially obscures the ceiling.

The room is unlit. The beds (20 pairs of bunks, if the characters care to count) have been stripped of bedding, and the shelves are bare, except for one of the shelves at the north end of the room. This shelf has a small but detailed map of the rat tunnels (areas 1-10 to 1-17) carved into its bottom. Noticing the map requires a successful DC 15 DC 15 Wisdom (Perception) check.

A trio of **giant spiders** hides in the network of webs near the ceiling. They begin combat by slinging webs at creatures before closing into melee to deliver poisonous bites.

AREA 1-36J – STOREROOM

GM Note. A wooden, iron-bound door leads into this room. The door has a keyhole where one would expect it. The door is closed and locked, requiring thieves' tools and a successful DC 18 Dexterity check to unlock. The door can also be forced open with a successful DC 20 Strength check. The key to this door is different from the previously mentioned keys. The only known copies of the key are in the possession of the captain of the guard and the weapons master.

Deep shelves filled with old foodstuff containers line the walls of this room. All the containers are empty, and many have been broken into pieces. In the center of the room are about a dozen tall, lidded vessels that were once used to store liquids—water, olive oil, wine, and the like. Several of the vessels are still sealed, while others no longer have their lids. The stench of rotting meat is almost overpowering.

The room looks much like the other storerooms in this area (areas 1-36C thru 1-36G). The chamber is unlit. Lying on the floor between the shelves and the liquid vessels, locked in what appears to have been a physical struggle, are two human skeletons. The skeletons have been dead for years and are devoid of any flesh or connective tissue.

The skeletons each brandish a long dagger, and both clutch a ring of iron keys in their opposite hands. The keys open the various doors throughout the bunker, as the skeletons are those of the captain of the guard and the weapons master.

When the door is opened, the unquiet souls of the two skeletons animate as **skeletal warriors** (see appendix B). Instead of halberds, each of the undead are armed with long daggers (+4 to hit, 1d4 + 2 piercing damage).

Developments. For reasons unknown, the captain and the weapons master found themselves in the bunker's larder one night, and a disagreement ensued. Was it because of a lover's tryst? Did each have some other secret hidden in the larder that they died to protect? Perhaps one was a traitor, loyal to Set and his minions. Whatever the reasons, their disagreement ended in a fight that led both of them to deliver a killing blow against the other. And since they held the only keys to this room, their fate has never been discovered… until now.

DARK TOWER

APPENDIX G: 5E TOOLKIT

NEW MONSTERS

The following new monsters would be a challenge for any heroes in a *Dark Tower* campaign.

GARGANTUAN FIENDISH SPITTING COBRA

Set is fond of steeping otherwise benign beasts with infernal energy to create his loyal minions. Gargantuan fiendish snakes are among his favorite creations, as the serpents serve not only Set, but his faithful as well. These serpents come in a variety of colors, based on the original creature, but all have twisted, fiendish features and eyes that glow with hellfire.

The fiendish serpent below was created from a spitting cobra. The cobra's favorite tactic is to lure unsuspecting targets into range before unleashing its devastating venomous spit.

GARGANTUAN FIENDISH SPITTING COBRA

Gargantuan fiend (demon), chaotic evil

Armor Class: 17 (natural armor)

Hit Points: 174 (12d20 + 48)

Speed: 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Skills: Athletics +10, Perception +5

Damage Resistances: cold, fire, lightning

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 120 ft., blindsight 60 ft., passive Perception 15

Languages: —

Challenge: 10 (5,900 XP)

Rage: If the cobra starts its turn with 87 hit points or fewer, it can choose to gain advantage on attack rolls until the end of its turn. If it does, attack rolls against it have advantage until the start of the cobra's next turn.

Gargantuan Resistance (1/Day): If the cobra fails a saving throw, it can choose to succeed instead.

Stalwart: If the cobra would take less than 8 damage from a bludgeoning, piercing, and slashing weapon, it takes no damage instead.

ACTIONS

Bite: *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the target takes 33 (6d10) poison damage and is poisoned for 1 minute. While poisoned, the target is also paralyzed. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Spit (Recharge 4-6): *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 16 (3d10) poison damage. In addition, the target and each creature within 5 feet of it must make a successful DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned, the target is also blinded. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

This massive serpent is coiled around a desert rock, its body as thick as a dwarf is tall! Its scales are deep red with black highlights, and it has bony protrusions on its head and along its back. Its eyes ablaze with fiendish energy, the serpent rears up, splaying a hood like that of a cobra.

JACULL

A jacull is a giant, desert-dwelling canine with the traits of a jackal, wolf, and fox. Its legs and belly are covered in red, tan, or brownish fur, although some bear shades of gray as well. Thicker tufts of coarse black fur run along its back among patches of scales. From its midsection sprout the heads of

three venomous snakes, each of which move independently from the rest of its body.

Packs of jacull haunt the arid dunes preying on the weak and unprepared. They can stalk their prey for hours, patiently waiting to spring an ambush in a location that favors their mobility over the shifting sands. Jacull abhor water, gaining all the liquid they need by lapping up the blood of their victims. Although they stalk routes to watering holes and oases, they always avoid getting too close to the water.

It is rumored that Set created the jacull to spread death and discord on the mortal plane, but cults devoted to other gods have also been known to use the fiendish creatures as watchdogs or beasts of war.

JACULL

Large fiend (demon), chaotic evil

Armor Class: 14 (natural armor)

Hit Points: 68 (8d10 + 24)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	3 (-4	12 (+1)	7 (-2)

Skills: Perception +3

Damage Resistances: cold, fire, lightning

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 13

Languages: —

Challenge: 4 (1,100 XP)

Regeneration: The jacull regains 5 hit points at the start of its turn. If the jacull takes radiant damage or is doused with a gallon or more of water, this trait doesn't function at the start of the jacull's next turn. The jacull dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sand Walk: The jacull's movement is not hindered by sandy surfaces.

ACTIONS

Multiattack: The jacull makes one bite attack and three snake bite attacks.

Bite: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Snake Bite: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a successful DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed saving throw, or half as much damage on a successful one.

Sand Step (1/Day): If the jacull is touching sand, it teleports, along with anything it is carrying, to an unoccupied space on sandy ground that it can see within 60 feet of it.

This fearsome canine stands nearly 7 feet tall at the shoulder and has reddish fur on its underside and legs, with tufts of midnight black fur and patches of scales along its back. Three serpents with triangular heads sprout from its midsection, each of them writhing as if with a mind of its own.

CHARACTER BACKGROUNDS

A character's background determines where you came from, how (and why) you took the role of an adventurer, and where you "fit" in the campaign world. Choosing a background gives you an understanding of the history that forged your personality. The following backgrounds can be used in a *Dark Tower* campaign. They include benefits (such as features, proficiencies, gear, and languages), as well as personality and roleplaying direction (in the form of personality traits, ideals, bonds, and flaws).

As always, you can work with your GM to customize these backgrounds to fit the character you wish to play. This could include replacing one feature with another or swapping skill or tool proficiencies. Perhaps there is a specific piece of equipment you want that illustrates your character's particular backstory. If any of the personality traits, ideals, bonds, or flaws don't suit the character you envision, work with the GM to develop your own.

DUNE STALKER

You grew up in the sandy wastes, far away from the safety of city walls. You are a nomad always on the move, wandering the forsaken desert as you search for the resources necessary to survive. You've survived sand storms, desert predators, cutthroat raiders, and the trackless wilderness. You have come to rely on your instincts to "read" the land, gleaning vital information from the flora and fauna of the desert.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: One of your choice

Languages: One of your choice

Equipment: A camel or a riding horse, a staff, light-colored robes and turban, and a pouch containing 15 gp

HOME REGION

You have traveled the expanse of the Lostlands, but you hail from a particular region. Roll on the following table to determine the place you call home.

d8	Home Region
1-4	Ghetrian Desert
5	Redmoon Pass
6	Quaysarria
7	Mountains of the Fifth Prince
8	The Sentinels

FEATURE: DESERT SURVIVOR

A dune stalker is adept at traveling in extreme heat and surviving off the limited resources of the desert wastes. While traveling in a desert, you and up to five of your companions make Constitution saving throws to resist the harmful effects of extreme heat with advantage. You are also skilled at finding water, either from underground springs, the flesh of cacti, or moisture collected among craggy outcroppings. You have advantage on Wisdom (Survival) checks you make to forage for water.

SUGGESTED CHARACTERISTICS

You are a wanderer, a survivor, and self-sufficient. You prefer the open land to the congested streets of a city or even a small outpost.

d6	Personality Trait
1	I despise sand. It's rough and irritating. And it gets everywhere!
2	Desperate conditions require desperate measures to survive.
3	To wander is to be truly alive.
4	Opportunity is over the next sand dune.
5	Coins and other metallic treasures absorb heat, and only burden those who carry them.
6	I change my mind as easily as the shifting sands

d6	Ideal
1	**Teamwork:** Only by working together can we overcome challenges. (Good)
2	**Patience:** One dune at a time to complete the journey. (Neutral)
3	**Strength:** Only the strong survive. (Evil)
4	**Pacifism:** Violence should be employed only as a last resort. (Good)
5	**Adaptability:** The key to survival is adapting. (Neutral)
6	**Pay It Forward:** If you take something from the land, you should always give something back. (Any)

d6	Bond
1	One grain of sand can do little. But millions are a force to be reckoned with.
2	I've searched my whole life for the source of the curse on this land.
3	My family's life is more important than money, deity, or cause.
4	I gave up on my family years ago. My friends are my only kin now.
5	I have faith only in what I can carry with me as I wander.
6	I know the location of a hidden oasis; I would die to keep it safe.

d6	Flaw
1	When I find an abundance of resources, I hoard them.
2	When in the desert, I trust only my own judgment.
3	Water is for drinking, not bathing.
4	I prefer to stay on the move; no single destination can satisfy my wanderlust for long.
5	I find small talk irritating, like sand stuck in sandals.
6	I don't trust anyone who doesn't carry their own water.

CACTUS HERDER

You've always had an affinity for cacti and other succulent plants. A cactus is the symbol of survival in the harsh desert lands. Cacti stabilize the sand, provide habitat for local fauna, serve as a source of both food and water, and can protect themselves with piercing needles. But cacti lack a voice (one that most can hear, at least), so you speak for cacti on their behalf. You defend them, nurture them, and admire both their form and function.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Herbalism kit

Languages: Sylvan

Equipment: Herbalism kit, blowgun with 10 cacti needle darts, trowel, leather gloves, several waterskins, and a pouch containing 15 gp

FEATURE: CACTI WHISPERER

A cacti herder shares a special bond with all varieties of cacti. If you spend a long rest within 60 feet of a patch of cacti, you can enter a bizarre trance and spiritually connect with the plants. The GM determines the benefit that this connection provides. Perhaps the cacti uproot and form a barrier around you and your allies, protecting you as you rest. Alternatively, the cacti might share information about the surrounding landscape, or allow you to harvest them for hydration and sustenance.

SUGGESTED CHARACTERISTICS

You are most comfortable in the wilds, among the cacti and other succulent plants.

d6	Personality Trait
1	I speak only when absolutely necessary. Even then, I use few words.
2	I tend to focus on the task at hand and sometimes miss other, equally important, details.
3	I use the wrong words when speaking to people.
4	I never use a person's real name. Instead, I create a witty nickname for them.
5	I drink only the water I harvest from cacti.
6	I have trouble sleeping indoors. I sleep best beneath the stars.

d6	Ideal
1	**Friendship:** I trust and respect my friends as if they were family. (Good)
2	**Natural Order:** You can't defy the forces of nature. Go with the flow. (Neutral)
3	**Might:** Whoever controls the water is in charge and demands respect. (Evil)
4	**Kindness:** No matter how grim the situation, kindness and compassion will win the day. (Good)
5	**Speak for the Cacti:** Since cacti can't speak, I must speak for them. (Neutral)
6	**All for None:** It's everyone for themselves in the wild. (Evil)

d6	Bond
1	To be among cacti is to be at peace with oneself.
2	I will risk my life to protect a particular stand of cacti.
3	Cacti wander the desert, never staying in one location for too long. But I'm the only one who has witnessed such migrations.
4	My mentor taught me that only the patient one sees the cacti flower bloom.
5	I have a pet rock named Grueter. That rock is everything to me.
6	I upset a sect of druids and now I'm not welcome in their lands.

d6	Flaw
1	I alone can speak to the cacti—and they can speak to only me!
2	I bury my feelings as deep as the roots of a cactus.
3	In the desert, a person can go many days without food, but only a day without water. I value water more than gold.
4	I'd rather lie than share the secrets of the cacti with others.
5	My motivations change like the ever-shifting sands.
6	I become visibly agitated in large crowds.

BUSKER

Cities are host to many types of entertainment. Actors and playwrights, acrobats, musicians, poets, and magicians all ply their trade upon the stage, but the busker, or street performer, specializes in entertaining crowds moving about a city. Their stage is a busy market, a public fountain, or a city square. Buskers often work alone, and typically specialize in entertainment that can be relocated in a hurry. Many buskers work to earn an honest coin and to see their audiences smile. Others seek to deceive and steal from unsuspecting crowds.

Skill Proficiencies: Performance, Sleight of Hand

Tool Proficiencies: Disguise kit

Languages: One of your choice

Equipment: The tools of your trade (see Talent table, below), several changes of clothes, a concealed dagger, and a pouch containing 5 gp

TALENT

You possess a particular talent that you have spent years perfecting while performing in front of crowds. While in a settlement of any significant size, you can ply your trade and support yourself at a modest lifestyle. Roll on the following table or pick a suitable talent.

d8	Talent	Tools of the Trade
1	Sword swallower	a collapsible sword
2	Firebreather	alcohol and a firestarter
3	Snake charmer	basket, pet poisonous snake, pungi
4	Contortionist	a set of tight-fitting clothes
5	Juggler	balls, torches, knives, or axes
6	Mime	black clothes, white face paint
7	Living statue	gray body paint
8	Puppeteer	folding stage and puppets

FEATURE: STREETWISE

After years performing on the streets, you have developed a knowledge of the urban landscape that sometimes comes in useful. When you spend at least an hour "working the crowd," you gain a small benefit, such as learning a piece of important information or finding a buyer for an illicit good. Maybe you locate an establishment that sells something you desire or a connection inside the local thieves' guild. The GM is the final arbiter on what benefit you gain when you use this feature.

SUGGESTED CHARACTERISTICS

You prefer to be the center of attention and are most comfortable among large crowds.

d6	Personality Trait
1	I have the distinct odor of the streets, usually smoke and cooked meats.
2	I enjoy embellishing stories with (mostly) innocent lies.
3	I'm easy going to a fault. It's going to get me in trouble one day.
4	I never learned how to read and hide this fact even from those close to me.
5	I'm quick to jump to conclusions.
6	I am naturally skeptical of everyone and everything!

d6	Ideal
1	**Joy:** The smile on a child's face is all the payment I need. (Good)
2	**Performer:** It's all about the thrill of the performance. (Neutral)
3	**Greed:** It's all about the coin. No matter how it is parted from the customer. (Evil)
4	**Hard Work:** Through dedication and hard work, I'll escape the streets and make a name for myself. (Good)
5	**Home:** My home city is of the utmost importance to me. (Neutral)
6	**Ambition:** I don't care how I succeed, as long as I do. (Evil)

d6	Bond
1	My father taught me that a glib tongue is better than a sharp sword.
2	The streets hide a valuable treasure: knowledge. I've heard a rumor that I'd like to investigate further.
3	Practice is the key to any routine. Thankfully, I have a partner who's always available to help.
4	Location, location, location. I have a favorite place in the city where I perform my art.
5	I look out for the other performers in the city.
6	One day, I'll earn enough coin to give my family a better life.

d6	Flaw
1	I perform best when drunk.
2	I have trouble making eye contact with those I speak with.
3	I have trouble putting words together to form a cohesive thought. Thus, I perform in silence.
4	I am naturally clumsy, but often pass it off as "part of the act."
5	I am afraid of being alone. The murmur of the crowd gives me comfort.
6	I never follow the rules. Rules are made to be broken, or at least avoided.

NEW MAGIC ITEMS

The following magic items are suitable for a *Dark Tower* campaign.

BOOK OF SET

Wondrous item, legendary (requires attunement by a cleric)

The *Book of Set* is a hefty tome bound in basilisk hide and studded with 13 emeralds (worth 500 gp each). This text is sacred to the clergy and faithful of Set.



The first hundred pages of the book outline the tenets of the worship of Set. Also inscribed in the book are numerous incantations and rituals holy to the dark god. The book has 30 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *arcane serpent* (5 charges), *plague of snakes* (5 charges), *poison touch* (4 charges), *serpent missile* (1 charge), *snake charm* (1 charge), *snakeskin* (2 charges), or *sticks to snakes* (3 charges). All of these spells are detailed in appendix D.

The book regains 1d10 + 5 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the book bursts into black flames and is reduced to ash. After 24 hours, the book reforms in another location determined by the GM.

More crucial to Set's followers is the information outlined in the final few pages of the book. These pages contain a list (written in Abyssal) of the true names of the current Lesser and Chosen Sons of Set. A good-aligned creature that tries to read the list must make a successful DC 20 Wisdom saving throw to comprehend it. On a failure, the creature can't read the list and succumbs to a long-term madness. The list is updated each night at midnight, in case one or more Sons are destroyed. This information can be used against these fiendish minions, so Set's faithful go to great lengths to ensure the book does not fall into the hands of non-believers.

DAGGER OF DESSICATION

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic dagger.

When you hit a creature that isn't a construct or undead with the dagger, you can force the target to make a DC 15 Constitution saving throw. On a failure, the target takes an extra 3d6 necrotic damage and gains 1 level of exhaustion as the dagger drains the moisture from its body. The dagger can't be used this way again until the next dawn.

FANGBANE

Weapon (khopesh), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic khopesh (see appendix D). You have advantage on saving throws against poison while you hold the weapon.

When you hit a snake or serpent-like creature, or a creature devoted to Set (such as a minion of Set or a Lesser or Chosen Son) with this weapon, the target takes an additional 2d8 slashing damage and must make a successful DC 13 Constitution saving throw or become stunned until the end of its next turn.

LION MASK OF MITRA

Wondrous item, legendary (requires attunement)

This gold mask is shaped to resemble the face of a roaring lion. While wearing the mask, you gain a +1 bonus to saving throws.

The mask has 3 charges and regains all charges daily at dawn. You can use an action to expend 1 charge from the mask and issue a terrible roar that affects creatures you choose within 100 feet of you that can hear the roar. Depending on the effect you choose, the roar either bolsters your allies or terrifies your enemies.

Bolstering Roar. Each target regains 2d8 + 2 hit points and has advantage on attack rolls and saving throws until the end of your next turn.

Terrifying Roar. Each target takes 2d8 + 2 thunder damage and must make a successful DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Joined with the *lion mask of Mitra* is the spirit of a **Lion of Mitra** (see appendix C) named Sir Bennett. Using either version of the mask's roar feature summons Sir Bennett. Bennett is a proud human fighter; in life, he had aspirations to become a paladin but was always just a few arrows shy of a full quiver. He speaks in a booming, regal voice and tries to take charge of any situation, barking orders that he expects to be followed without question. Though he means well, Bennett's overbearing presence often rubs others the wrong way.

POTION OF QUENCHING

Potion, uncommon

Caravans and desert nomads cherish these enchanted elixirs and are often willing to overpay for them. The cool, refreshing potions are usually transported in animal skin pouches of negligible weight. Each potion has 10 sips. One sip provides enough hydration for a Medium creature to survive in an arid environment for an entire day (the equivalent of two gallons of water).

SET'S SCALE TOKEN

Wonderous item, rare

This tiny object appears to be a snake or serpent scale. Different types of scale tokens exist, each with a different single-use effect. The GM chooses the kind of token or rolls on the table below.

d100	Scale Token
01-30	Armor
31-40	Minion
41-50	Obelisk
51-70	Protection
71-85	Serpent
86-00	Vision

Armor. You can use an action to affix the token to a creature's exposed skin, granting it the effects of a *snakeskin* spell (see appendix D). When the spell ends, the token disappears.

Minion. You can use an action to toss the token into an unoccupied space within 5 feet of you. When it lands, the token disappears and a **minion of Set** (see appendix B) appears in its space. The minion obeys your commands and disappears after 1 minute or if it drops to 0 hit points. You can dismiss the minion as an action.

Obelisk. This token must be used outdoors. You can use an action to toss the token into an unoccupied space within 5 feet of you. When it lands, the token disappears and a stone obelisk rises from the ground in its space. The obelisk is 5-feet square at its base and 60 feet high. The sides of the obelisk are covered with runes and hieroglyphics. There is a 20 percent chance that a random spell (roll 1d4 to determine the spell's level) is inscribed among the glyphs. While the obelisk remains, you or another creature touching the obelisk can cast the spell as if it were a spell scroll. The obelisk disappears after 10 minutes or until you use an action to dismiss it.

Protection. You can use an action to affix the token to a creature's exposed skin. For the next 8 hours, the creature gains immunity to poison damage and the poisoned condition. When the effect ends, the token disappears.

Serpent. You can use an action to toss the token into an unoccupied space within 5 feet of you. When it lands, the token disappears and a **giant constrictor snake** (60 percent chance) or a **giant poisonous snake** (40 percent chance) appears in its space. The snake obeys your commands and disappears after 1 hour or until it drops to 0 hit points. You can dismiss the snake as an action.

Vision. You can use an action to place the token over a creature's eye, granting the creature darkvision to a range of 120 feet for the next 24 hours. During this time, the creature has advantage on Perception checks related to sight. When the effect ends, the token disappears.

MACE-AX OF THUNDERSTRIKES

Weapon (mace-ax), very rare (requires attunement)

You gain a +2 bonus to attack rolls with this magic mace-ax (see appendix D). When you hit a creature with the weapon, the target takes an additional 2d6 thunder damage.

Thunderquake. You can use an action to slam the mace-ax on solid ground, unleashing terrible magical energy. Each target in a 60-foot cone takes 3d8 thunder damage and must make a DC 14 Constitution saving throw. On a failure, the target is knocked prone and becomes deafened for 1 minute. In addition, you can create a fissure in the ground within the area of effect. The fissure is a line that is 10 feet wide and 60 feet long, and it must be entirely contained within the area of effect. The fissure is 1d6 × 10 feet deep. A creature standing on the ground in a space where the fissure appears must make a successful DC 14 Dexterity saving throw. On a successful save, the creature can use its reaction to move to an unoccupied space within 5 feet of it. A creature that doesn't move falls into the fissure, taking falling damage as appropriate. Once you have used this feature of the mace-ax, you can't do so again until the following dawn.

WAND OF SERPENT MISSILES

Wand, uncommon

This wand is carved in the shape of a snake, or is itself a petrified snake. The wand has 7 charges. While holding the wand, you can use an action to expend 1 or more of its charges to cast *serpent missile* (see appendix D). For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d4 + 2 expended charges daily at midnight. If you expend the wand's last charge, roll a d20. On a 1, the wand animates, becoming a **poisonous snake** that is hostile to you and your companions.

BLESSINGS

In a *Dark Tower* campaign, Set or Mitra might bestow a blessing upon a creature dedicated to a worthy cause. The GM decides what constitutes a worthy cause, but it should be a deed of great importance to the deity that grants the blessing. For Set, this might mean uncovering a secret cult devoted to Mitra and defeating its high priest. For Mitra, it might be recovering a powerful *Mitraic artifact* (see appendix D) and presenting it to a priest of Mitra in great need. A blessing lasts until the recipient does something that displeases the deity that granted it.

MITRA'S BLESSINGS

Blessing of Mitra. You can use an action to magically summon a **Lion of Mitra** (see appendix C). The lion appears in an unoccupied space you can see within 60 feet of you. The blessing always summons the same Lion, who is loyal to you. The GM should create a specific Lion of Mitra, complete with a backstory and personality quirks. Once you use this blessing, you can't use it again until the following dawn.

Blessing of the Lion's Roar. You can use an action to issue a terrible, magical roar. Each creature you choose within 100 feet of you that can hear the roar must make a successful DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can use this blessing twice and recover all expended uses daily at dawn.

Blessing of the Radiant Weapon. One weapon in your possession deals an extra 1d8 radiant damage while you wield it.

SET'S BLESSINGS

Blessing of Set. You can use an action to magically summon 1d3 **minions of Set** (see appendix B). The minions appear in unoccupied spaces you can see within 60 feet of you. The minions obey your commands and disappear after 10 minutes. A minion also disappears if it drops to 0 hit points or you use an action to dismiss it. Once you use this blessing, you can't use it again until the following midnight.

Blessing of the Serpent's Bite. One weapon you in your possession deals an extra 2d6 poison damage while you wield it.

Blessing of the Serpent's Shape. You can use an action to magically polymorph into a snake-humanoid hybrid. As a snake-humanoid hybrid, your statistics remain the same, except you gain a +2 bonus to AC from your scaly hide, resistance to poison damage, darkvision out to a range of 60 feet, and a bite unarmed strike that deals 1d6 piercing damage plus 2d6 poison damage. You remain in your new form for 1 hour or until you use a bonus action to return to your natural form. When you transform back to your natural form, you regain 2d8 + 2 hit points. You can use this blessing twice and recover all expended uses daily at dawn.

CHARMS

A charm is a minor gift bestowed by a deity. A charm might be granted for saying a specific prayer at an altar in a consecrated location, answering a sphinx's riddle, or studying an ancient religious text. Charms have only one use, or a limited number of uses. The charm vanishes once all its uses are expended.

Charm of Antitoxin. You can use an action to touch yourself or another creature. The target gains advantage on saving throws against poison for 1 hour. If the target is poisoned when you touch it, that condition ends. Once used seven times, the charm vanishes from you.

Charm of Lion Conjuring. This charm allows you to cast *conjure animals* at 5th level as an action. When you cast the spell in this way, you summon four **lions**. Once used three times, the charm vanishes from you.

Charm of Poison Touch. You can use an action to cast *poison touch* (see appendix D), using Charisma as your spellcasting ability. Once used three times, the charm vanishes from you.

Charm of Snake Conjuring. This charm allows you to cast *conjure animals* at 5th level as an action. When you cast the spell in this way, you must summon 2 **swarms of poisonous snakes** or 16 **swarms of snakes** (see appendix B). Once used three times, the charm vanishes from you.



DARK TOWER

An ancient evil has become rooted in the once peaceful village of Mitra's Fist. Thus, the sleepy mountain hamlet has become a focal point for mysterious disappearances and whispered tales of what lurks beneath the village. Would any group of heroes dare investigate the rumors, seek to right ancient wrongs, or even attempt to clash against the dark forces of a god? This is no quest for the weak of faith or strength. Below the cellars of Mitra's Fist are dungeons with foul enemies and cursed followers, but also strange allies and holy relics ready for discovery in the final battle against the forces of unspeakable evil.

Herein you will find a full 5E rules conversion of all four dungeon levels, along with the White Tower of Mitra and the Dark Tower of Set, plus the Village of Mitra's Fist. This special tome also includes brand new adventure material adding new wilderness encounters, adventure sites and 5E rules conversions of non-player characters, magic items, monsters, and spells. This is an entire mega-dungeon forming a campaign with many hours of classic-style old school adventure!

Untold riches, ultimate power, undying glory, and gruesome death can all be found in *Dark Tower*.

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