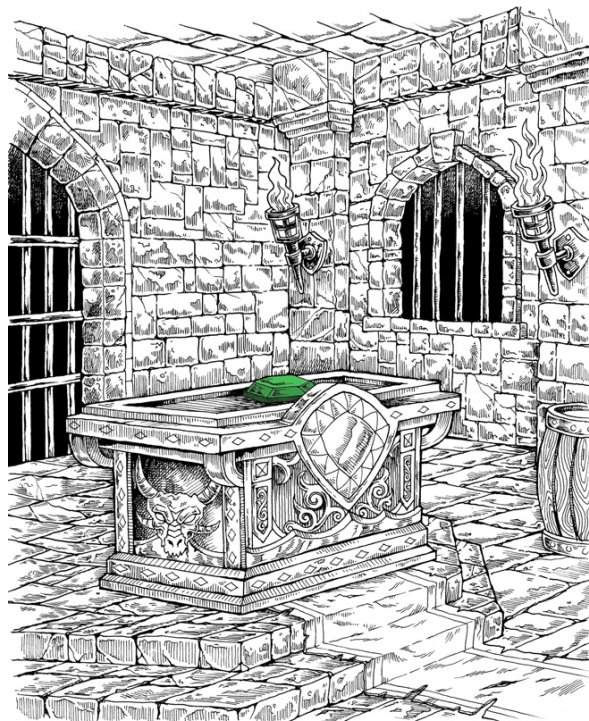


IN THE DUNGEON OF THE
WIZARD LORD KERAPTIS
Dungeon Module TRG 1, 2 & 3 (SE)

By Tim Krause
A 5E Module for 4-6 Players, Levels 7+

Rumors that the Wizard Lord Keraptis have returned to the lands around White Plume Mountain have intensified as marauding bands of Sotek-like creatures fast approach the small village of Taiga Derevyia. Is this just another imposter looking to take advantage of the legends of old, or has the Wizard truly returned? Your party's task, to return to the ruins and mines around White Plume Mountain, defeat the Wizard Lord Keraptis—should he even exist—and save the residents of Taiga Derevyia from this scourge to the north.

Blending the look of classic modules from the 1970s and 1980s with 5E rules.



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FORWARD 2022

As you'll read below, this was a module of rediscovery, found hidden in the back of a bookshelf when I was moving homes in 2017. When I first published it in 2018, it was as much to ensure that it didn't get lost again. Finding other players who took an interest, then, was nearly as accidental as the rediscovery.

Since that first publication, though, **Tomorrow River Games** was born, and I've written 15 modules, 3 supplements, and designed an entirely new role-playing system. Looking back on **Dungeon of the Wizard Lord Keraptis**, there's so much that I've learned about designing engaging maps and pulling together everything into compelling adventures that this project felt like it would benefit from a major overhaul—everything from the maps to the monsters, to some of the backstory.

For those familiar with the original **White Plume Mountain**, we've stayed true to the main story line, the riddles, and the profound danger.

However, for those who have become accustomed to our artwork and storytelling, I hope you'll find this revision a more familiar feel in the lands of **Legendaria**.

FORWARD

This should have been a lost module. When I was in high school in the 1980s, one of my favorite modules was **White Plume Mountain** (S2) by Lawrence Schick. Almost equally inspiring, however, was the gutsy and deadly **Tomb of Horrors**, written by Gyax.

Both modules inspire TRG 1 (In the **Dungeon of the Wizard Lord Keraptis**) and TRG 2 (In the **Chambers of Keraptis**).

At the end of **White Plume Mountain**, Schick writes that if the party of adventurers is still strong enough to continue, they might encounter **Lord Keraptis**—at great peril—or his henchmen **Box and Cox**. He advises that a good Game Master (GM) can just figure out what that encounter might look like.

I was angry. The module author was supposed to provide that.

TRG 1 was my initial response, in the form of a dungeon, to Schick's challenge back in the mid-1980s. For some reason, I ended on a similar note as Schick and left the ultimate ending to the GM, as the party never encountered Lord Keraptis nor his minions.

TRG 2, nearly 40 years later, finally brings that adventure to a close.

This is not a module for beginners, as neither player nor as GM. A capable GM will need to adapt to how players perform. As I have learned from my fellow adventurers: this was the original heart and soul of **Dungeons & Dragons**. Modules provided a framework, and a good GM provided the heart and soul of what could turn into legendary adventuring.

Players will also need to recognize that this is not a simple dungeon to just crawl or hack and slash but one of both great risks and rewards. This is a dungeon not to take lightly.

I have had many recent discussions about **Dungeons & Dragons** 5E rules and whether it is easy for a character to die. In TRG 1 and TRG 2, careless characters will die. Careful players, despite themselves, may also die, but that's part of the adventure.

In closing, there are many hints in this module about Keraptis, his background and motives. However, don't believe that TRG 1 and TRG 2 are the end of the road just yet!

CREDITS

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DEDICATION

To my current band of player-adventurers: Paul Bronk, Andy and Elizabeth Felt, Barry Firkus, Jed Herman, Mike LeClair, and Robert Nemeth. You all inspire me to be creative, bold, and smart. Playing **Dungeons & Dragons** again has inspired me in more ways than you may know.

PLAYER'S INTRODUCTION

Weary from your adventures, your party finds themselves back in **Taiga Derevyva (B5)** and in the familiar and comforting surrounds of the **Weihnachten Inn**. Verna, the proprietor of the inn, is happy to see the party, and eager to see that you are fed and provided mugs of a heavy, golden mead.

As eager as she is to hear of your adventures, and pleased by your success, you can tell that something weighs heavily on Verna's mind.

"It's bands of thieving Sotek," she confides in your group. "We've always dealt with them, and thanks to our well-trained militia they've seldom been more than a nuisance."

"But of late, they've grown bold, and their leader claims allegiance to the ancient Wizard Keraptis, though long rumored to have been destroyed centuries ago in **White Plume Mountain**."

"Little is otherwise known of him, and legend has it that in exchange for the protection money he demanded, the surrounding lands were kept largely devoid of monsters and demons."

"Over the years, there have been many false Keraptises, and perhaps that is all we are dealing with here. Those in the past, Nightfear, Spatterdock, Killjoy, Mossmutter, and Zhawar Orlysse either were killed or eventually died."

"Our militia is busy defending Taiga Derevyva and could use your help. Travel by horseback to **Dead Gnolls Eyesocket** where there is a small cave where you can safely stow your horses and traveling gear. From there, when the river bends to the northeast, turn away from the river and into the foothills to the west of **White Plume Mountain**."

"It is in the northwestern reaches of those hills that you will find the **Ruins of Castle Mukos**. And it is there that the Captain of the Militia believes you will find the latest and false Keraptis. Return with the Sotek's head, and his signet ring, and the villagers of Taiga Derevyva will reward your party with 5,000 GP."

If the party questions whether the captain is certain that this is not the real **Keraptis**, Verna will shrug her shoulders, and mumble something about the foolishness of old myths. However, she will also tell the party that if they are mistaken, the

village will reward the party with just about anything they desire, that they are able to make happen (one item per party from **Magic Item Table H** in the **DMG**).

At the end of the evening, Verna will return to the party's table, and thank them for considering this quest, but she seems to be hiding something, something she almost seems to be embarrassed by. It might take some amount of **Persuasion (DC 12 check)** but Verna will finally disclose:

"Some years ago, a young magician named Gorgo wandered in here, and claimed to have encountered Keraptis somewhere around White Plume Mountain.

Before Gorgo disappeared down the road to the south, he said something over his last cup of mead. It might have been nothing, or a riddle, perhaps just the rambling of a lunatic wizard, having lost his mind in a dark dungeon."

Here, Verna pauses, as though wrestling with years-old memory, and then recites:

Down steps and through waters thrice, lies the Jewel encrusted goblet overfloweth. Therein found golden niche, where key inside is hid.

On back or northward bound, Brazelmal lies Unseen to mortal eye. His, a key to mystery unsolved.

Eastbound, the rose, the largest petal, your key.

Not least, but further north doth lie the emerald that contains the key, fourth.

When she finishes, Verna will be unable to tell the party any more about either the riddle, or Gorgo. In fact, she seems rather puzzled to even repeat the riddle—as though it may be nothing more than the musing and false memory of an old woman.

While at **Weihnachten Inn**, only one other patron will walk through the door while the party is there, an adventurer named **Dorn**. Dorn will gladly talk with the party and seems generally knowledgeable about the wilderness area surrounding **White Plume Mountain**. If the conversation is going well with the party, he will offer to help them draw a map of the area (see **Player Handouts** in the **Appendix**). If the conversation is going well, he may not offer, or he

may offer a map for a fee (approximately 5 gp). Note that the map is not essential to be successful with the adventure.

Note to DM: The appendix also contains a handout with the riddle for player reference.

DM'S GUIDE

Module Key

The color-coding system in our adventures highlight critical decision-points and features in your game:

Ability check or save
Location/Adventure Name*
Note To DM
Monster
Treasure

In addition, the adventure uses the abbreviations listed in **Table 1**.

Table 1: Common Abbreviations

ABBR	Description
AC	Armor Class
CP	Copper Pieces
DC	Dice Check
DMG	Damage
GP	Gold Pieces
HP	Hit Points
LP	Life Points
LVL	Level
ndx	n=number dice; d=die; x=number of sides (2d10 = 2 10-sided dice)
SP	Silver Pieces
XP	Experience Points

Locations in Legendaria

Although you can incorporate adventures in your own world, as you choose, **In the Dungeon of the Wizard Lord Keraptis** is set in **Legendaria** to the north of **Taiga Derevyva (B5)** and the bonus adventures in the further outlying region. A full page map is available in the Appendix of this adventure.



Setting Out for White Plume Mountain

As the party sets forth to the north and east of **Taiga Derevya**, the meagre dirt road quickly turns to grass-dotted wagon ruts, to a single path barely wide enough for one humanoid. Fortunately, for those parties lacking a **Ranger**, that patchy trail ends just as the party makes sight of the river that will lead them to **Dead Gnolls Eye Socket** and further along to the **Ruins of Castle Mukos**.

Random Wilderness Encounters

Table 2: Random Wilderness Encounters

ROLL	N	MONSTER
1	1	Bikendi
2	2-5	Rakan
3	1	Xayah
4	1	Dudser
5	1d4-1	Mamo Nag
6	1-2	Shakem

IN THE DUNGEON OF THE WIZARD LORD KERAPTIS (TRG 1)

Player's Introduction

The ruins of **Castle Mukos** lie about a day's journey on foot to the north and northwest of **Dead Gnolls Eye Socket**. As the party was instructed to follow the river out of the foothills of **White Plume Mountain** until they reach a forested area to the west and a small expanse of hills to the northwest, they will find it nearly impossible to lose their way.

Visible from the river, the foothills provide natural protection to what once was likely an imposing, though small castle. Even from a distance, the crumbling tower and outer walls serve as reminders of the last outpost beyond the meager reach of **Taiga Derevyva** and the **Kingdom of Theramour**.

Your party has presumably reached their destination. Somewhere in the ruins of the ancient castle must lie an entry to the dungeon of the wizard Keraptis.

DM's Notes

How the party chooses to approach the ruins, they will discover the crumbling remains of **Castle Mukos**, long since abandoned. They might even speculate that it is only a matter of decades before even the ruins themselves succumb to the ravages of wind, and rain and time to be swallowed completely by the foothills of **White Plume Mountain**.

If your party has had too easy a time reaching the ruins, you might choose to set one random wilderness encounter (**Table 2**) before they discover a ruined stone staircase that descends into the earth, and the main dungeon.

The Four Keys



For the party to solve the riddle associated with the **Wizard Lord Keraptis**, they will need to find all four keys noted in **Table 3**. The keys are all black, obsidian tiles, etched with their corresponding symbols.

Note that the original **emerald key** that the party finds is a false key.

Table 3: The Three Keys

KEY	LOCATION	DESCRIPTION
1	28	Cup
2	7	Dragon
3	18	Emerald (false key)
4	13	Rose

The keys are then used in the following fashion:

- The **cup**, **dragon**, and **rose** are required to get the **emerald key** (location 18).
- The **emerald key** does not come back into play until **In the Chambers of Keraptis (TRG 2)** and **room 62** where they will find the real **emerald key**. In the hallway to the north of **room 62**, the party will need to use the **correct emerald key** that they found in **room 62**, rather than the **false key** from **room 18**.

About the Riddles and Keys

The riddles aren't perfectly accurate because they rely on the memory of those who tell them. However, they do offer some general hints. The most significant challenge associated with finding the keys, however, is doing so in an order where later keys rely on the possession of earlier keys. Your players may find themselves having to backtrack in the dungeon if they don't have the right keys!

A Further Note on the Keys

It is very possible that your players will feel as though the four keys are far too easy to find and should be the case!

As DM, you should ask your players, if this means their characters would like to investigate the keys' locations or the keys themselves. In any of those cases, have them roll an **Investigation or Arcana check**. To make the roll, they must have proficiency. Regardless of their rolls, when evaluating the rose, dragon, or chalice keys and locations, nothing unusual will stand out about them. However, when the party reaches **The Emerald Altar (18)** and discovers the **False Emerald Key**, you will want to make particularly careful note of whether they question that key's authenticity. Should the party not question the final key, the results could very well be deadly for them!

Random Dungeon Encounters

Encounters in any of the dungeons occur on a 1 in 12 (1d12) chance every turn and can be extremely dangerous. All will attack immediately and will fight to the death. **Table 4** summarizes the random encounters.

Table 4: Random Dungeon Encounters

ROLL	N	MONSTER
1	1	Nyonmong
2	2-5	Dralha
3	2	Ramdsun
4	1	Nujinser
5	1d4-1	Mamo Nag
6	1-2	Dorje

Cave Cherries

The dungeon is also dotted with a rare plant, **cave cherries**, that grow off the rot and decay that permeate the dungeon. **Cave cherries** are a scarlet red fruit, most often found near the underground river (see locations **28, 31-36, 38, and 40-42**). In each of these locations, the party may discover **1d8 berries** (for the entire party, not per individual) on a **DC 8 Nature check**.

Cave cherries heal **1d10 HP** plus the **character's level** and **Constitution modifier**. **NOTE:** the character must remain inactive for five minutes or the restored HP will disappear at the end of five minutes. Characters who fail to wait the five minutes and proficient in **Medicine**, may make a **DC 12 check** to realize the five-minute waiting period.

Short and Long Rests

These are dangerous and extremely active dungeons. For every short rest, there is a nearly **50% chance** of a random encounter that will interrupt the rest. Long rests should be considered impossible.

When the party discovers the **Safe Room (19)**, they may also learn that it is the one place in the dungeon where even a long rest is possible.

Notes on Drowning

There are several places in these dungeons where the characters may find themselves in water that is exceptionally deep, and where they risk drowning. Consider the following mechanics in any of those situations:

- Characters engaged in melee attacks while in the water attack with disadvantage.
- Those characters in heavy armor cannot swim and must make **DC 25 Strength saves** or drop below the surface of the water, and risk drowning. With medium armor the save is **DC 15 Strength**, and with light armor the save is **DC 10 Strength**. After a failed save, the character may make a second save on their second turn to return to the surface or sink the equivalent of an additional turn of movement.
- Characters below the surface of water can hold their breath for **1 + (Constitution bonus) minutes** before their HP drop to 0, and then survive for an additional number of rounds equal to their **Constitution modifier**. After that, characters begin making **death saves**. Even if a character succeeds with their death saves, if they remain submerged, they must begin a new set of saves.

The Dungeon Awaits

1. **Entry Chamber:** The stairs down are steep, ancient and strewn with rocks and dirt from the crumbling walls. But for seasoned adventurers like yourselves, you find it little trouble to make your way the dozen or so steps that descend a roughly equivalent distance (approximately 20 feet in total).

Dim light streams from the stairwell overhead to illuminate a small chamber, roughly 15 ft. by 15 ft. and in as much decline as the ruins you encountered overhead.

The stairwell lies on the southern wall of the room, and the remaining three walls each hold the rotting remains of three wooden doors, all of which are closed, but solid enough to prevent you from seeing what lies on the other side of each.

While you might consider the room empty (save cobwebs, small rocks, and dirt), a **golden maul** lies in the center of the room, rather out of place.

The maul is protected by **Nystul's Magic Aura**, which will cause it to appear magical. A player might suspect that it

confers a small bonus to hit, and to damage (though it does not). The maul will reveal itself as a mimic when the party reaches the **Key Room (7)** where it will attack them.

When the party picks up or otherwise moves the maul, they will hear a heavy landslide behind them in the stairwell. As they turn to look, the rock walls have completely collapsed, and the stairwell is gone. Upon inspection, the stairwell appears impassible, or would at least require shovels, mining axes (which they likely don't have), and at least a day's effort to clear. A **DC 8 Investigation check** raises the concern of further collapse that could be life-threatening.

This trap is triggered by a fine series of cobweb-thin filaments virtually indistinguishable from the real thing. As a result, the trap would require a **DC 22 Perception** to identify. Once triggered, a **DC 12 Perception check** will reveal the obscure nature of the trap which should hint to your players at the sheer danger of this dungeon!

Other than preventing their exit from the dungeon, discovery of the trap should not significantly change the outcome of the adventure.

Once the party's exit has been sealed off, there is nothing left to consider except for the nine doors. They appear identical (they are) and are all unlocked. None of the are trapped. The doors, therefore, provide no hints as to the way forward for the party.

2. **East Hallway:** From the door, the hallway extends to the east approximately 20 ft. before it ends in a wall. If the party reaches the eastern end of the hallway, the first in the party has a **50% chance** of triggering a pressure plate. If the party instead searches for traps, a **DC 14 perception check** will reveal the pressure plate, thus allowing them to avoid falling in the pit. **Finding or triggering one of these traps** will afford characters **+2** in identifying the traps in **hallways 3 and 4** (or whatever combination they discover them).

Once triggered, they must make a **DC 18 Dexterity save** or fall in the pit. Any party members (no more than two others) within 5 ft. also make a **DC 12 Dexterity save** or also fall in the pit as the area around its surface is crumbling and on the verge of collapse.

The pit is roughly 60 ft. deep, and characters take **6d6 (24 HP) bludgeoning damage** from the fall. Unless the party has a near-immediate way of rescuing a character who has fallen into the pit, they will either find themselves still in the pit, or only partway out of the bit before the start of a second turn.

At the beginning of the second turn after the fall, the top of the pit will close. Once the pit has closed, it cannot be triggered by the weight of one or more-party member, but would need to be pried open, requiring a singular **DC 25 Strength check**, or a combined **DC 35 Strength check** from two characters (there is only room enough for two characters to make the attempt). Opening the pit will interrupt the second part of the trap from occurring. **Note to DM:** At your discretion, you can inform the party that the trap looks extremely difficult to open, but slightly less so with the combined effort of two characters.

If the pit remains closed at the beginning of the third turn (the party fails to open it on their first attempt). A series of small openings will appear at the bottom of the pit, and water will begin to pour in. Because of the force of the water, the openings cannot be sealed other than by magical means. The water in the pit will raise **10 ft. per turn**, meaning the pit will be submerged in **six turns**.

Characters wearing medium armor or lighter may choose to swim above the surface of the rising water, thus buying themselves up to five turns. Once a character is submerged, they each respectively have **1 +1 per constitution modifier minutes** before they suffocate, and their HP are reduced to **0**. Once a character's HP are reduced to 0, they make their death saves as is standard. However, **if they succeed and stabilize**, but remain under water, they must then

restart their saves, and repeat until they either drown or are saved.

This hallway is a dead-end.

3. **North Hallway:** Compared to the **East Hallway (2)**, this hallway is identical though shorter in length, roughly 15 ft. The trap at the end of the hallway functions in a similar fashion, but an increased amount of debris means it is less likely the party will trigger it, with only a **1-2 on a 1d6 (33%) chance**.

This is a shallower pit, and is only 10 ft. deep, resulting in 1d6 bludgeoning damage should a character fall into it. Rather than filling with water after the pit closes in one turn, the walls will close in within 1d4 turns, crush, and kill anyone trapped inside. The mechanics for opening the pit are the same as for the pit in the **East Hallway (2)**. Provided that the party can open the pit before the walls have closed in completely, assume that with ropes or other means, they can pull their friends to safety and save them from being crushed. Once crushed, **characters are dead and do not make death saving throws**.

4. **West Hallway:** This hallway and pit are the mirror image of the **East Hallway (2)**.

This hallway is a dead-end.

5. **West Storage:** This was once a large storage area that has long since been ransacked and largely destroyed. A **DC 12 Investigation** check reveals that there are scraps of cloth suggesting that this might be the work of Sotek. Whether the party chooses to believe this fact or not, the Sotek were thorough in their work and nothing of value remains.
6. **East Storage:** From the doorway, it appears that this storage area may have once served as an entrance to a mine. There are two large piles of rubble near the center of the room, and there are small gemstones scattered about the floor. If this ever were a mine entrance, though, it has long been buried by rock and stone.

The two large piles of rubble are in fact a pair of **Xorn** (AC: 19; MV: 20 ft., 20 ft.

burrow; HP: 73; #ATK: 3; +6, 6 slashing, claw (2) and 13 piercing bite; advantage on Stealth in rocky terrain; 1,800 XP), who have been trapped here by the Sotek who come and go through the trap doors in **(32)**. The **Xorn** feed on the gemstones that are scattered about the floor. They will wait to attack the party until they are in the room and gathering up gems—in the hopes of gaining an element of surprise. If defeated, there are **1d20x5 gemstones** scattered about the floor, each worth an average of **1 gp each**.

Your party might think it odd that **Xorn** be found trapped in this part of the dungeon. If they do, you might allow a **DC 12 Insight check** that would cause them to recall that some Sotek are able to both summon and then control **Xorn**—and that seems likely in this situation.

If the party is also suspicious of the low-quality gems, a **DC 12 Nature check** might reveal to them that if the **Xorn** are feeding on the gems, the Sotek wouldn't have wanted to sacrifice more valuable gems to such an **activity**.

7. **Key Room:** This is the key room that corresponds to the second part of the riddle:

On back and northward bound lies Brazelmal unseen. He has a key to this mystery unsolved.

When entering this room from either east or west, the party will initially be struck by how long and narrow it is, some 70 ft. in length, but only about 15 ft. across. Apart from its size, the room appears empty and otherwise nondescript.

Brazelmal, an invisible green dragon (AC: 18; MV: 40 ft., 80 ft. fly; HP: 136; #ATK: 3 (2 bite, 1 claw) +7, 11 slashing or piercing damage; 42 poison damage with poison breath, DC 14 Constitution save or half damage; 3,900 XP), lurks in the room and will wait to see if the party splits apart, or turns their back to it in the hopes of gaining the benefit of surprise on its first attack.

This is also the room where the **mimic**, (AC: 12; MV: 15 ft.; HP: 58; #ATK: 1; +5, 7 piercing or bludgeoning damage;

adheres to and grapples anything it touches; DC 13 Dexterity to escape; 450 XP) masquerading as the **golden maul**, will also attack the party. It will wait until after **Brazelmal** attacks.

If **Brazelmal** senses that an attack upon the party is turning against him, he will bargain for his freedom by offering the party his treasure, which is hidden with **Mirage Arcane** so that it appears to be part of the floors and walls in the northeastern corner of the room. As a 7th level illusion, a character would require **Truesight** to see through the illusion. If **Brazelmal** is killed, his treasure disappears.



Brazelmal's treasure consists of the **second key** (inscribed with the shape of a dragon), a **Ring of Spell Turning**, and **two rubies** (3,000 gp each).

Brazelmal's treasure also includes a **small chest**. Where one would expect to see a lock, there is instead a small inset that matches the jewel-encrusted goblet that the party may possess (**key one**). Once the goblet key is placed in the inset, the small chest will open.

The chest contains a small scrap of parchment that contains **riddle three**: *East bound doth lie the rose, the largest petal doth contain another key.*

Note to DM: Even if the rest of Brazelmal's treasure disappears, this chest does not. Likewise, make note whether the party remembers to take the **cup key** with them, or if they forget and leave it behind with the chest. The chest is small enough that the party may also choose to take it with them.

8. **Treasure Room:** Near the back of the room, there is a large chest with a closed lid. If the party approaches the chest, a **DC 14 Perception check** reveals a trapped section of floor over a 25 ft. deep pit. If the party fails to identify the pit, enough of the floor will open that one character will fall in the pit, with no saving throw. The character takes **2d6+4 (11 hp) bludgeoning damage** from the fall, an additional **2 hp piercing damage** from the bed of needles at the bottom. The character then makes a **DC 19**

Constitution save or takes a further **42 hp poison damage** from the purple worm venom on the needles, or half on a successful save.

Note to DM: The trap in this room is incredibly dangerous, if not outright deadly to anyone who fails to identify it, and falls in. It should serve as a warning to surviving characters that every step in the dungeon be one considered only after extreme caution.

The chest itself is unlocked. It contains one artifact, a **rare black diamond** worth **4,000 gp**. The party will at least be aware of its immense worth, and likely also speculate that it is going to be extremely challenging for them to sell. The chest also contains **1d10 (6) +3 arrows**.

9. **False Treasure Room:** From the hallway, this room appears as though it may have been used for miscellaneous storage. Now, though all that remains in the small room is a **rolled-up rug** in the center of the room, and a **small treasure chest** off to one side in the southwest corner.

If the party questions the appearance of the rug, a **DC 8 Perception check** (alternatively, a **DC 12 passive wisdom**) reveals that it is a small **purple worm** (AC: 18; MV: 50 ft., 30 ft. burrowing; HP: 247; #ATK: 2 (1 bite, 1 sting); +9, 19 piercing damage; on bite, DC 19 Dexterity save or swallowed, taking 21 acid damage per turn; on sting, DC 19 Constitution save or 42 poison damage, or half on save; XP: 13,000). If the party enters the room without identifying the monster, it will **attack with surprise**. Although the chest may be identified as a **mimic** (AC: 12; MV: 15 ft.; HP: 58; #ATK: 1; +5, 7 piercing or bludgeoning damage; adheres to and grapples anything it touches; DC 13 Dexterity to escape; 450 XP) by similar checks, it is more likely that the rug serves as a distraction. If so, the **mimic** also **attacks with surprise**.

The **purple worm** sits atop a narrow tunnel that it will use to flee if it senses it is losing a battle with the party. If the party flees from the room, the **purple worm** is powerful enough to break down the door in one turn and pursue them; however, the **mimic** will remain in the room. The

purple worm has ingested a Ring of Protection +1, and the mimic a small onyx statuette worth 250 gp.

As the party approaches the eastern part of the dungeon (just beyond rooms 8 and 9) whose tunnels roughly resemble the shape of the rose key that they conceal, they find themselves confronted with dense vines and what appear to be the trunks of three large trees. To avoid surprise attacks from what are three Xorn (the trees, see stats from East Storage) and a Lurker Above (AC: 13; MV: 10 ft., 5 ft. climb, 40 ft. fly; HP: 68; #ATK: 1; +7, 17 bludgeoning damage and DC 15 Dexterity to avoid grapple; grappled target takes 17 bludgeoning from smothering; 2,900 XP), the party merely needs to question what trees and vines would be doing in an underground dungeon! Failing to do so, grants all four creatures a surprise attack.

All the leaf rooms (10-17) possess a pale, greenish hue, which is eerie, but otherwise harmless to the party.

10. **Flower Stem and Leaf Room:** Camouflaged by the green walls is a young sleeping green dragon (AC: 18; MV: 40 ft., 80 ft. fly; HP: 136; #ATK: 3 (2 bite, 1 claw) +7, 11 slashing or piercing damage; 42 poison damage with poison breath, DC 14 Constitution save or half damage; 3,900 XP). Its treasure is concealed in the Treasure Leaf Room (16) which may be relevant if the dragon determines to use its treasure to bargain for its life.

11. **Dragon Leaf Room:** This room, like the other leaf rooms, glows emerald, green. Where the room curves straight east, the glow extends across the room from north to south and prevents the party from either continuing or seeing past it. Any level of dispel magic will terminate the glow, which is a very weakened form of Wall of Force. Where Wall of Force normally cannot be removed in this fashion, whomever placed it here wasn't mindful enough of the spell for it to have its full effect.

The Wall of Force, however, has been in place and strong enough to hold a small pseudodragon (AC: 13; MV: 15 ft., 60 ft. fly; HP: 7; #ATK: 2 (bite or sting) +4, 4 piercing damage; DC 11 Constitution save on sting or falls unconscious; 50 XP)

behind it for a considerable amount of time. Characters proficient in animal handling can make a DC 14 check as the small creature's approach not only doesn't seem menacing but downright friendly. On a success, the behavior is not only confirmed but it will also be apparent that it can understand both Common and Draconic and appears beholden to that character. The pseudodragon will serve as the equivalent of that character's familiar provided that the creature does not feel its life is threatened. Should any character in the party threaten the pseudodragon it will immediately attempt to flee. A character does not need to be able to have a familiar for the pseudodragon to act as such for saving its life and freeing it from its captivity.

12. **Empty Leaf Room:** Though it glows light emerald, green like the others, this room is empty.
13. **Long Leaf Room:** This is one of the longer petals of the rose rooms, and it glows a darker green than the others. It contains the rose key the party seeks.

From the stem of the rose (hallway), the room appears empty, though upon entering the party notes that there is an inscription on the northwestern portion of the walls. The inscription is a combination of a large drawing of a dragon that resembles the dragon key. Around the drawing, however, the runes are those of glyphs of warding. The glyphs are activated by approaching the wall so that a character is close enough to identify the inscription as a dragon. At that point, the glyph triggers a fear spell and characters make a DC 15 Wisdom save or flee back beyond the western door to this part of the dungeon, most likely all the way back to the Key Room (7). The glyphs effect those characters first viewing the dragon inscription but dissipates after that viewing.

Upon closer inspection, the center of the inscription includes an inset for the dragon key. When placed, the key notes that the inscription portion of wall withdraws, and a second portion of wall covers it. The new portion of wall has an inscription that reads: *Further north doth lie the emerald*

that contains the final key. Below the inscription is a small inset that contains the **Rose Key**.

When the party removes the **Rose Key**, that portion of wall ascends revealing the original section of wall, and the **Dragon Key**, which the party may also then retrieve.

14. **Rotten Leaf Room:** Even as the party approaches this eastern most reach of the dungeon, the stench of rot and decay increases with every step to the point of being nearly unbearable. In fact, party members make a **DC 12 Constitution check**, or they will fail to approach any further to either of the **Rotten Leaf Rooms (14) and (15)**.

While individually the **4 brown mold** (AC: 5; MV: 0 ft.; HP: 5; #ATK: 1; spore burst causes 36 necrotic damage on DC 13 Constitution save or half on success; immune to fire, but instantly destroyed by cold; immune to damage from piercing nonmagical weapons; 450 XP) don't pose a significant threat to the party, collectively they will be more challenging (also because they won't be immediately noticeable in the rotting vegetation). If the party does not notice the brown mold, all 4 will release their spores, which remain in the air for 1 minute.

Because there is nothing of value in the area, but unknown to the party, there is nothing to gain from engaging with these creatures, and the room is best left undisturbed.

15. **Webbed Leaf Room:** This end of the dungeon glows with the same faint green as other nearby areas, but the glow is diffused with the soft strand of small, fine spiderwebs. Even a casual eye will quickly make note of the dozens of small spiders that are busy in their webs. None of the spiders seem particularly dangerous, and certainly not poisonous.

The spiders are being tended to by **4 Ettercap** (AC: 13; MV: 30 ft., 30 ft. climb; HP: 44; #ATK: 2 (1 bite, 1 claw); +4, 7 piercing or slashing damage; +4 ranged web attack to restrain on DC 11 check; web has AC 10, 5 HP and is immune to

bludgeoning, but vulnerable to fire; 450 XP). If the party explicitly chooses to inspect the webs before entering the room, a **DC 8 Perception check** reveals several small bones caught in the web. Given the small size of the spiders, this is the party's only hint at the presence of the **Ettercap**, who are hiding in the webs and shadows near the ceiling of the room.

The **Ettercap** will not attack the party until they are spotted, or until they can surprise them by using **Web Garrote** to grapple and then smother one or more of them.

Once defeated, the party will note stray articles of clothing and equipment lying about the ground from previous victims. In and among the debris, is a **Robe of Protection +1**.



16. **Treasure Leaf Room:** Also leaf-shaped, this room at first appears little different from the others. It is relatively short, like the **Rotten Leaf Rooms (14 and 15)**. Much of this room, though, is illusory, and created by **Keraptis** to aid the **green dragon** to conceal its treasure. From its entrance, it glows green and is empty. Characters making a **DC 16 Intelligence save** will recognize and see through the illusion. The illusion conceals a large, unlocked chest containing **8 gems**, each worth **1,000 gp** and the following magic items: **dagger +1**, **potion of greater healing**, and a **potion of vitality**.
17. **Empty Leaf Room:** Though this room shines faintly with the same emerald green as the others in this area of the dungeon, it is entirely empty. The party may get the impression that this room is like the **Safe Room (19)**, however it is as dangerous and subject to random monster encounters as any other location in the dungeon.
18. **The Emerald Altar:** From outside the room, the party makes out what appears to be an altar with an immense emerald sitting atop it. Immediately upon entering the room, the party notices the entire room begins to glow with an almost un-natural green that emanates from an enormous-looking emerald gem on an altar in the center of the room.

When the party inspects the emerald, they will note that it is also much like a small altar itself with a large flat top. The top is smooth, and almost other-worldly as it seems to lightly fluctuate between shades of emerald and a light ruby-red.

They will also see that it is etched with perfect outlines of two of the other three keys: goblet and dragon. There is no inset for the rose key. **To activate the emerald**, the party must place the **cup** and **dragon keys** in their respective insets, and then the **rose key** atop the emerald.

The placement of the three keys causes one side of the emerald to slide open, revealing the **emerald key**, the fourth and presumably final key.

Note to DM: This is the **false key**. Whether the party has inspected any of the earlier keys or not, if they choose to inspect this one for any reason (the most likely reason: they might feel that it was too easy to recover the four keys!), they should roll a **DC 18 Investigation or Arcana** check, though **they must be proficient**. A successful check reveals that this key shows the smallest bit of scratching and pitting around the edges that the other keys do not. If a character's **Investigation or Arcana check exceeds DC 20**, they know that the wear is the result of the fact that this key was made of inferior materials and is not a perfect fit to the lock for which it was presumably made; therefore, it is an inferior forgery.

Make note that the party must either remove all four keys (presumably) for use later in the adventure or will have to return for them.

Other than the key, there is nothing else of value in this room.

19. **Safe Room:** Upon entering this room, the party will feel immediately safe in a way unlike anywhere else they have been in the dungeon. Whether they have attempted rests elsewhere in the dungeon or not, they will intuitively feel that they may do so here.

While the party may feel compelled to post a watch at the door to the room, it is entirely unnecessary. Not only is the room

perfectly safe, but it is also the only zero-risk place in the dungeon for them to take rests of any duration.

Other than its ability to provide sanctuary, there is nothing of value in this room.

20. **Ancient Throne Room:** outside of the two rooms in the southern reaches of the dungeon where the underground stream meanders, this is the largest room in the dungeon, measuring 50 ft. by 25 ft. With a dais on the eastern wall, and an ornate, but rotting throne atop it, the party readily notes that this must once have served as a throne room.

Over the years, this room has both been looted and vandalized. Broken furniture litters the ground, and even the dais and throne are in significant disrepair. The party will note a tapestry depicting **White Plume Mountain** on the northern wall, though if there were ever other tapestries or artwork in the ancient throne room, they have long since been stolen or removed.



Most notably for the adventure, however, are three secret doors, one each on the west, north and east walls of the room.

West Secret Door: This secret door most likely is how the party entered the throne room, and it can be activated from either side of the door by a simple lever on the left-hand side of the door. It requires a **DC 10 Perception check** to identify and is not trapped.

North Secret Door: This door is technically just concealed behind a large tapestry that depicts **White Plume Mountain**. Should a player look more closely at the tapestry, a **Passive Perception of 10** or better will indicate a disturbance of dust at the base of the tapestry, and then the door behind it. this doorway leads to the **Safe Room (19)**.

East Secret Door: This secret door is in the wall immediately behind the dais and rotting throne. To discover it, however, requires the party inspects the rotting throne. Any party member will immediately recognize that the left arm has an inset that matches the **cup key**, the right arm the **dragon key**, and the

back of the throne the **rose key**. A progression of events will quicken when the first key (actual order of the three keys does not matter) is placed:

Key One: dust settles from cracks in the wall behind the throne revealing the outline of the secret door.

Key Two: the throne slides sideways so that party members may pass through the secret door if it were to open.

Key Three: the secret door to the **Emerald Altar (18)** opens.

A problem occurs, however, if the party places less than all three keys. In those situations, **after roughly two seconds**, the ceiling begins to rumble, and dust and debris begins to fall on the players' heads. **If the keys are removed**, the rumbling will stop. **If the keys are not removed**, the ceiling collapses. Any character within 5 ft. of the throne makes a **DC 17 Dexterity saving throw**, taking **22 (4d10) bludgeoning damage** on a failed save, or half as much on a successful one. If this happens once, the throne will survive the damage. However, if the party causes the ceiling to collapse a second time, they repeat their saving throws with the same consequences; **however, the throne is destroyed and there is no way to enter the Emerald Altar (18)**.

Note to DM: There is no way for the party to know that the keys are a misdirection on the part of **Keraptis**. Remember, therefore, that if they continue with the adventure, they may still be successful! They may also decide that they have failed, at which point **Keraptis** has succeeded and bested them!

21. **Torture Chamber:** This is something of an eerie room as it is immediately evident that it was used to torture victims. While the racks, hooks, ropes, and chains are unsettling in themselves, one of the racks contains the nearly dismembered remains of a small Sotek. The body has been there long enough to be partially decayed, and the odor is nearly overwhelming.

While the party might find a pair of manacles, a short piece of chain, or perhaps even a small knife or dagger, there is nothing here of value, and the sight and smells of the room will more likely than not cause them to flee quickly.

22. **The Trapper's Treasure:** Not that far from the throne room, this small, but ornate room, has huge, lush tapestries hanging from the wall, and Persian rugs covering the rough dungeon floor. There are sconces on the walls, dimly lighting the room, and there are a handful of what appear to be empty chests scattered about the room given the impression that this may have once been a treasury—long since ransacked.

In the center of the room, there remains a smaller chest that is closed, perhaps somehow missed by those who ransacked the treasury, or perhaps avoided because it might be locked.

The **chest** is a decoy for a **mimic** (AC: 12; MV: 15 ft.; HP: 58; #ATK: 1; +5, 7 piercing or bludgeoning damage; adheres to and grapples anything it touches; DC 13 Dexterity to escape; 450 XP) that has disguised itself as the rug underneath.

Upon defeating the trapper, the party discovers the chest is unlocked and contains a **Robe of Stars**, **Necklace of Fireballs**, **4 emeralds (2,500 GP each)**, and **5,000 GP**.

23. **New Treasure Room:** The party may be surprised when they enter this room because it is immediately evident that it is a treasure room, though one where the volume of coins and jewels are clearly offset by their limited worth.

Where you and your party are immediately dazzled by the sheer amount of treasure in this room, heaping piles of coins interspersed with small, sparkling gems, you also recognize that just about everything visible is copper, and the gems of equally limited worth.

Though you suspect you might carry off a portion of the treasure, you're just as likely to leave even more behind.

Unless party members have other means and making note that they likely do not want to carry more than about 20 lb. of coins in treasure, assume each may take up to **1,000 CP worth of coins and gems**. In very rough terms, that likely, in their estimation, leaves anywhere from **50,000 to 100,000 CP worth of coins and gems** behind.

A dwarf in the party might conclude this about the treasure room: the remaining coins and gems represent roughly **1 ton of treasure, or 900 kg**.

This is of some significance because there is a **small hand mirror** that got lost at the bottom of one of the piles of copper and gems. The mirror may be found in one of two manners: if the party casts **detect magic**, the corresponding pile will glow of magic, though very faintly. Otherwise, if the party searches through the treasure, they are likely to find it within an hour of searching, or if they **roll a 1 on a 1d6 for each of every ten minutes of searching**.

24. **Xan Yae's Mirror:** Entry to this room is possible only if a party identifies that a series of stones in the western wall of the **Treasure Room (23)** turns reflective like the surface of a mirror if a character with the **small hand mirror** is standing within 5 ft. of the wall.

When the surface of the wall turns reflective:

What limited light exists here begins to bounce between wall and mirror, amplifying in brightness immediately, and to the point that either you can no longer see the wall, or the wall is in fact no longer there.

Though the party will have to avert their eyes for fear of going blind, if they step to the wall, they will discover that it is in fact gone, if it was ever there in the first place.

In the middle of two pillars in this narrow room stands a large wooden-framed mirror, that appears as though it is a larger version of the **small hand mirror**. Should the party immediately state a desire to

avert their eyes, they may attempt to do so with a successful **DC 16 Wisdom Save**.

Whether a party member looks directly into the mirror, or first fails their save, they will see the same thing on the surface of the mirror:

It is as though this is less a mirror than it is a portal: rather than reflecting an image of the adventurers and this portion of the dungeon, you see two small towers and a dilapidated old bridge that spans a narrow stream of water.

Party members who see the image in the mirror will feel compelled to step into the mirror, at which point they will be transported to **The Ruins of Xan Yae's Kingdom**. If a party member wishes to resist stepping into the mirror, they need to make a **DC 16 Arcana save**.

Other than the mirror, there is nothing else of value in the room.

25. **Efreeti's Room:** If the party has not defeated all four of the **Efreeti (genie)** from White Plume Mountain, all those remaining will be found here, including **Box, Nox, Nix, and Cox**.



From outside room, it will appear empty save for a light mist in the air. If the party suspects the mist, a **DC 14 Arcana check** will cause the Efreeti to reveal themselves. A failed check (or failure to check) allows the Efreeti a surprise attack. The creatures have nothing of value.

26. **Abandoned Storage:** This room is in a bit of disarray and appears to have once been used for storage. However, the presence of **2 frost giants** (AC: 25; MV: 40 ft.; HP: 138; #ATK: 2; +9, 25 slashing; 3,900 XP) guarding the south exit prevent them from observing much more than that. Note that the frost giants do not use **rock** attacks because of the limited proximity of the area.

Though there is nothing of value in the room, there is a **scroll case** hidden under broken furniture in the northeast corner, presumably without the knowledge of the frost giants (who cannot offer it in exchange for their lives because they are not aware of it).

The scroll case contains a scrap of parchment

27. **Water Locks:** With a total of six doors, this hallway seems odd to players in that each five-by-five ft. section of hallway is empty save for doors on the west and east walls. A **DC 10 Perception check** would suggest the doors exist to prevent something from entering or exiting the area. **DC Perception checks of 14 or greater** reveal a combination of small pools of water, and an air or water tightness to the doors that suggest they more likely than not serve as water locks. This provides the only key to the nature of the trap in the **Cup Room (28)**. There is nothing of value in this series of tunnel segments. None of the doors are locked or trapped.

If the party is exiting the **Cup Room (28)** they will have to leave the doors open or exit all the way to the **Efreeti's Room (25)**. If they somehow find themselves in one of the segments, and the doors close in front of them, they not only risk drowning but the pressure of the water from the **Cup Room (28)** will prevent them from re-opening the doors further to their west. Therefore, as DM, pay careful attention to

whether doors are opened or closed at any given moment.

28. **Cup Room:** This is the jewel-encrusted cup that over-floweth from the riddle. At the eastern end of the odd-shaped room, the underground stream that flows through the rest of the dungeon bubbles up from the floor of the room. On opposite sides of the stream (north and south) there are **two large, fiery red gems (rare red diamonds)**. Upon close inspection, they may be simply lifted out from the floor of the room. Each is worth **20,000 GP**.

Before the party removes either gem, however, they will note that there is a golden cup sitting atop the gemstone on the right. It appears to glisten with water, as though recently removed from the underground stream that flows between the two gems.

The cup may be simply picked up from the top of the red diamond. Upon close inspection, there is a small scratch along the interior of the cup, that makes a tiny latch easy to note. If the latch is pulled, it releases a needle coated with poison. The cup holder makes a **DC 15 Constitution save** or takes 24 poison damage from **Wyvern Poison**, or half upon success.

The cup is a decoy for the real cup key which is in a small hidden room (**29**) on the eastern wall.

Once the needle has been released, the true nature of the trap is revealed as the door to the room (if open) slams shut, locks, and the stream begins to quickly flood the room. The party may take as many turns with a successful **DC 22 Strength check**, with a maximum of two characters combining their efforts. They may make repeated efforts, however the room will completely **flood in 1d4 turns**. Once flooded, any efforts to break down the door are at **disadvantage**.

Characters in the flooded room will drown in **1+Constitution modifier turns**. Once a character drowns, they can survive for an additional **1+Constitution modifier turns** before making death saves.

If the door gets forcibly opened, the water will rush out, filling the **Water Locks (27)** with water that is roughly knee-deep on a humanoid.

29. **Secret Cup Room:** The niche can be discovered with a **DC 12 Perception check**. The key is a **small crystal key encrusted with jewels**, in the shape of a chalice or cup. Inside the cup is a scrap of parchment with **riddle number two**:

On back and northward bound lies Brazelmal unseen. He has a key to this mystery unsolved.

30. **Alchemist's Lab:** Upon initial inspection, the layers of dust and cobwebs suggest an alchemist's lab that has been long abandoned, after perhaps having even been ransacked. Broken pots, splotches of melted wax, and burn stains all confirm that the lab has likely been ignored for quite some time.

The lab, though, is a bit curious to the party in that there appear to be around ten or so jars that were placed on a tabletop in the far corner recently: they lack any dust, blemish, or crack. Upon further inspection the jars will be revealed to contain the ingredients indicated in **Table 5**. Treat **Pots 1 and 2** as traps that are activated when opened. **Pots 3, 4, and 5** should be treated as magic items.

Table 5: Alchemist's Pots

POT	INGREDIENT	EFFECT
1	Phosphorous	1d10 burning damage to the opener (DC 14 Dexterity save)
2	Dust	Dust of Sneezing and Choking; DC 15 Constitution save
3	Dust	Dust of Disappearance (1d6)
4	Dust	Dust of Appearance (1d6)
5	Oil	Oil of Slipperiness (1d6)
6	Sand	None
7	Sand	None
8	Sand	None
9	Sand	None
10	Sand	None

Random Water Encounters

Table 6: Random Water Encounters

ROLL	N	MONSTER
1	1d10	Chozech
2	1d4	Mashenomak
3	1	Sturgeon, Large
4	1	Zormanth

31. **A Winding Way:** The underground stream's currents quickens as it exits to the south of the long, narrow room that features the **Sotek Tunnels (34)**. Party members will have 2 turns, and about 20 ft. of water, to either pull their boats ashore, or at least abandon them to the current.

If the party continues to the south, they discover that the tunnel containing the stream narrows quickly to the point where their boats will lodge between the stone walls, preventing them from moving downstream any further.

Once their boats become lodges, the party has no choice but to abandon them for the underground stream. If they venture, further, the tunnel narrows even further as the depth of the stream deepens. See the beginning section on the mechanics for swimming in armor and drowning. The current in the stream requires a **DC 12 Strength check** every turn to prevent a character from keeping their head above water. Keep track of the number of turns that characters



proceed downstream (a maximum of 6 turns before the tunnel narrows too far for them to continue) and double the amount of time it takes to make the return trip (up to a maximum of 12 turns, increased if they struggle to keep their head above water).

On the other hand, if characters abandon their lodged boats, and return directly to the **Sotek Tunnels (34)**, assume that the water depth and current are such that they may do so with relative ease.

32. **Beneath the Tunnels:** The **Sotek Tunnels (34)** are located directly to the south of the underground stream, and easily identifiable if the party looks overhead in this short 20 ft. stretch of the stream.

Even from the water, the party will note that the tunnels are small, but likely large enough for a humanoid to fit. This stretch of stream is relatively shallow, with a slow current, so it affords an easy place for the party to pull their boats ashore.

33. **Sturgeon Shoals:** The underground stream is wider, deeper, and faster as it moves through this open area of the dungeon. A successful **DC 15 Nature check** reveals that there are not only submerged rock outcroppings about 5 or 6 ft. beneath the surface of the stream, but that they appear to make excellent hiding places for even large fish or other aquatic life.

For parties where at least one character makes a successful **Nature check** (see above), the **large sturgeon** hiding under one of the rock outcroppings will be unable to make a first attack with surprise, instead rolling standard initiative. If the sturgeon can attack with surprise, it will first attack the swiftest moving boat (e.g., the one carrying the fewest number of characters, or weight) to knock a character into the stream where it will have significant advantage in its attacks.

While there are multiple rock outcroppings, one of them is positioned in a bend of the stream where the current is almost non-existent. A party member exploring the stream needs to make a successful **DC 14 Nature check** to notice a combination of this outcropping,

observe that the current has almost completely subsided, and that the sediment seems disturbed and lightly covering a small number of **rough minerals (1d12x1d10 GP each)** and **gold nuggets (1d20x1d4 GP each)** that the current has deposited over the years. **Note to DM:** If the party members find these minerals and gold nuggets, they will only be able to sell them if they find a jeweler who specializes in refining and finishing raw gemstones. The party will need to find themselves in a medium or larger city to be successful. In *Legendaria*, the closest such city is **Theramour (B4)**.

34. **Sotek Tunnels:** Running along the southern shore of the underground stream in the ceiling of this room are a series of four round tunnel openings. The openings are not concealed as the Sotek rather reasonably concluded that their location in the ceiling and a nearly impossible location to get to in the dungeon meant that they didn't need to be hidden. **Party members who look up at the ceiling within 10 ft. of the tunnel openings will easily identify that there are holes in the rock.**

If a party member inspects the openings, either with a light source or by finding a way to ascend to the opening, they will note rough wooden ladders attached to the inside of each tunnel that appears to extend upward for at least 10 ft. before ending in darkness. The tunnels lead to a tent in either the **West (4)** or **East (5) Village of the Sotek**.

35. **A Crossroads:** From whatever direction, the party may only find themselves in this large room if they arrive by way of the underground stream. It is of note for a couple of reasons:

- 1) The stream forms a natural crossroads just to the east of the center of the room, where it narrows very briefly. At the crossroads, the party finds the current to the west almost non-existent, of moderate strength to north and west, and continuing briskly to the south. The party has **one turn** to decide on a direction before being swept to the **south**. Should they choose any of the other directions,

they will have no difficulty rowing with or against the current.

- 2) The stream also bisects the room into three roughly equal sections to the north, southwest, and southeast. **At random**, one of the sections is empty, one contains a **random monster**, and the third significant amounts of **gold nuggets** that have been mined, but not removed from the dungeon. The nuggets are heavy and embedded in rock, limiting the amount each party may take, not to exceed the equivalent of **1d20x5 GP** in value each (describe the rock and gold combination as low grade).

Depending upon the **random monster**, if it can attack the party should they decide to leave the area before defeating the creature, it will do so.

36. **Induction Hall and Cooling Pool:** The door in the south-eastern corner of the entry opens into a long hallway, that extends for more than 40 ft. straight to the east. Any **dwarf** in the party making a **DC 10 Perception check** will note flecks of metallic substances in the walls, floor, and ceiling, suggesting there might have been an interest in mining these tunnels. If the **perception check exceeds a DC 16**, the character senses that the metals don't seem naturally occurring, but as though they were put here by humanoid hands and may even have a very rough pattern to them.

As the party proceeds the first five feet into the hallway, they will note that it seems warmer—if not hotter—than they might have expected. Unless they can protect themselves from fire damage, the metals in the wall produce intense induction burns to every character possessing anything metallic. The burns increase in intensity for every 10 ft. of movement down the hallway, according to **Table 7**.

Table 7: Induction Hall Damage

FEET	ADDITIONAL DAMAGE
10	1d10
20	1d10
30	2d10
40	2d10

The hallway ends at the edge of a quickly moving (and cold) underwater stream. Because of the intensity of the heat damage, characters make a **DC 12 Constitution save** or involuntarily jump into the stream to cool off. They may, of course, also voluntarily do the same. For every turn they spend in the stream, they will heal **1d4 damage caused by the induction hall**. The stream does not heal other damage.

Spending any time in the stream, however, comes with risk. Within **1d4 turns**, party members in the water will be attacked by **1 zornanth** each. This is the only place in the dungeon where they will encounter more than one of the creatures at any given time.

If the party has not already discovered, the narrow banks and fast-moving waters of this underground stream hide the incredible depths to which they sink—making them even more dangerous to the party. At this bend in the stream, however, the water's depth is little more than 10 ft. The bottom is rocky but covered with heavy silt and debris. Partially concealed is an ancient, rotting **wooden chest**. If any in the party are submerged beneath the surface, they will readily spot it at the bottom. It contains **3d10 pieces of fine jewelry**, worth an average of **1,000 gp per item**. It also contains several **Figurines of Wondrous Power** equal to the number in your party. Although each should be different, as DM, choose figurines that you feel best fit your party's personalities.

This is also the location of **two small boats**, each of which can carry up to 3 party members. The party will readily discern that, while the boats each have a pair of old, wooden oars, they are both in relatively poor repair. As such, both their AC and HP are indicative of the fact that they are barely water-worthy: **AC 10** and **HP 25**.

The current in this part of the stream flows from the west to the south (**35**). The current is modest, and with some small effort, the party will be able to row east, if they choose. **This marks the only passage into the second part of the dungeon: The Chambers of the Wizard Lord Keraptis.**

37. **Trapped Hallway:** This hallway trap is identical to the **North Hallway (3)** trap the party may have encountered earlier.

At the end of the hallway there is a trap door in the floor that can be found with an active search and a **DC 20 Perception check**. Beneath the false flagstones, there is a narrow tunnel with rungs in the wall that lead down ten feet, before turning into an even narrower tunnel that extends for 40 ft. (two turns of movement). Where the tunnel dead-ends, there is a secret niche in the wall that is activated by depressing a section of stone that can be discovered with a **DC 12 Perception check**. The niche contains four (one set) **Horseshoes of Speed**. Once the niche is revealed, however, the tunnel will flood quickly in **1d4 turns**. Refer to the **Introduction** for the general mechanics of swimming and drowning.

38. **Rapids Approaching Chamber of Keraptis:** While the party won't realize it, the underground stream rapidly approaches the second part of the dungeon, **The Chambers of Keraptis**. What they will notice, however, is that the water seems to be getting deeper, colder, and almost dangerously faster. If they are in one of the small boats (from **36**), the members in each boat must individually make **DC 10 Dexterity Saves**. For two party members, the combined save needs to **exceed 20**, in any combination of rolls. For three party members, the combined save needs to **exceed 30**. For parties that make their save, but where one party member fails: the failed character(s) causes the boat to rock dangerously in the current, threatening to capsize before the others in the boat steady it.

While it is most likely that each boat will collectively make its saving throw, in the event that they don't: the boat capsizes and even characters who made their saving throws will be thrown into the water. The stream is shallow and narrow enough that any characters can either keep their head above water or make it to the tunnel floor within two turns.

A combination of the motion of the boats and characters in the water, though, will

raise the attention of a **Chozech** that attacks quickly with surprise. A direct hit from the Chozech automatically prevents a character from making it out of the water, and they will still require two turns without being successfully attacked to exit the water. Further, because of the depth and current of the water, all melee attacks while they are in the water are at disadvantage.

If the Chozech's HP are reduced to 20 or fewer, it will attempt to swim off.

This Chozech has swallowed **1d6 oysters**, and each has a **small pink pearl** inside worth **100 GP each**. If there are more than one pearls, one of them is **black** and worth **500 GP**.

39. **North Sturgeon Pool:** There is one **sturgeon** lurking in this pool of water. Make note of the HP and AC of the players' boats from **(36)** as the sturgeon will first attempt to destroy at least one of the boats and knock the characters into the water, where characters' attacks are with disadvantage.
40. **Water Pool:** As the underground stream flows to the south and east for over 50 ft., it suddenly slows and collects in a deep, dark pool of cold water. The character's boats will come to a gradual stop in the pool, and they will note that they have three directions to travel in, in addition to turning their boats around and heading back.

If the characters choose a direction quickly, this portion of the stream is relatively safe. However, if they delay a decision for much longer than 2 turns, the boats will have drawn the attention of the **two Zormanth**, one each from **(39)**, **(41)**, and the **marid** from **(42)**. The danger, therefore, results more from indecision than from anything inherent in the **water pool**. There is nothing of value in the pool.

Note to DM: If the party leaves the area quickly, there is enough distance between each pool of water that any attacks will not attract the attention from the water creatures in the adjoining pools of water.

41. **South Sturgeon Pool:** Like the **North Sturgeon Pool (39)**, there is also one **sturgeon** in this pool of water. It will also first attempt to destroy a boat so that it can more easily attack characters flailing in the water. Characters who are in the water attack with disadvantage.

42. **Depths of the Marid:** In the furthest reaches of the dungeon, the waters of the underground stream get noticeably darker as they get deeper. The current, however, remains deep. Unless the party has magical means for seeing into the depths, it is uncertain exactly how deep the waters reach, though certainly more than 20 ft.

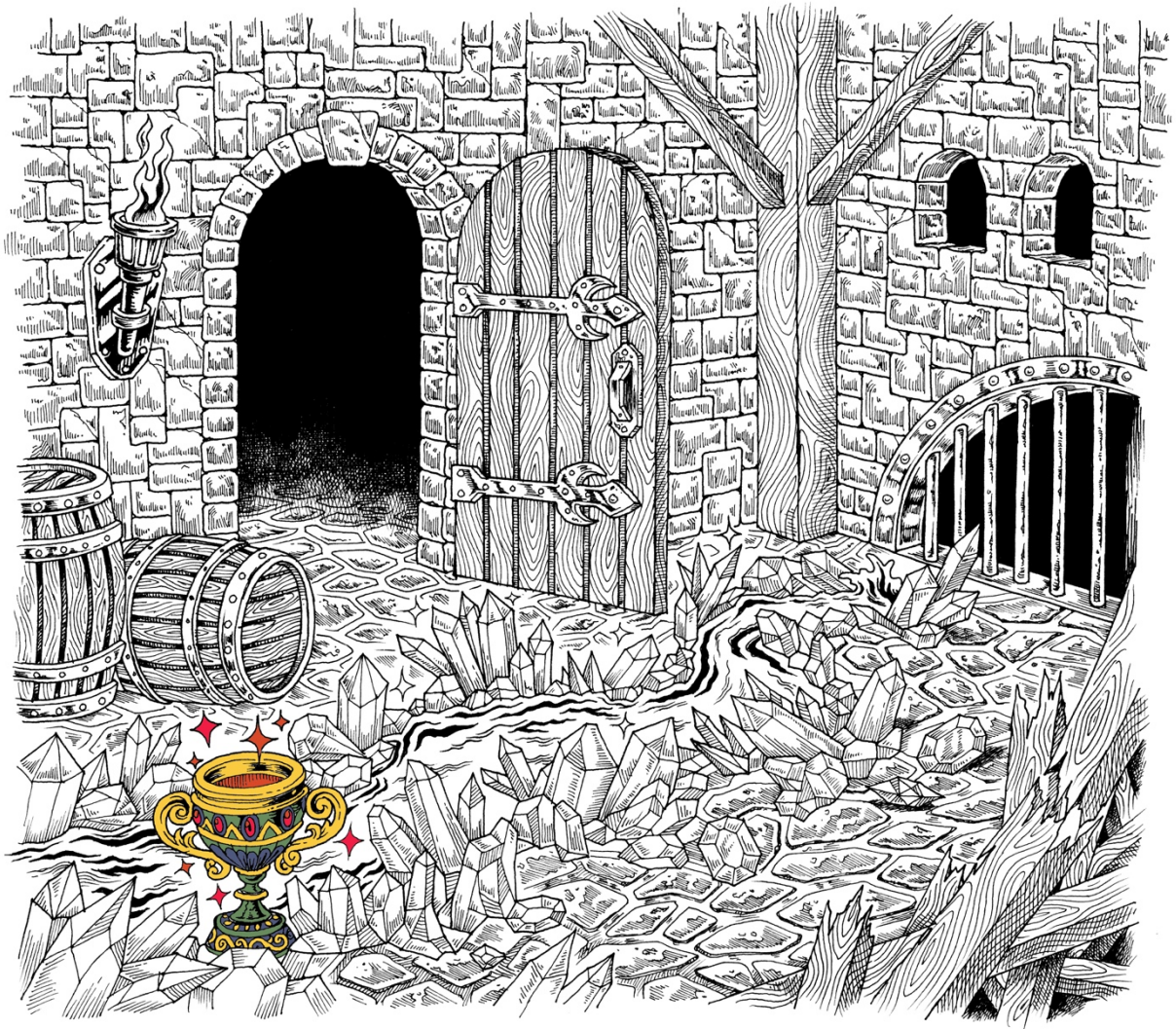
The waters are, in fact, nearly 90 ft. deep which means that the **Marid** (AC: 17; MV: 30 ft., 60 ft. fly, 90 ft. swim; HP: 229; #ATK: 2; +10, 13 piercing damage; water jet: DC 16 Dexterity save in a 60 ft. straight line or 21 bludgeoning damage, and pushed

back 20 ft, or half damage) that resides in this pool can traverse the distance from the very depths of the stream to any boat or other vessel traveling across the surface of the waters. Most likely, the **Marid** will attack with surprise, first attempting to either destroy or capsize any boats on the surface.

A sentient being, if the **Marid's** HP drop below half, it will first retreat to the bottom of the stream. If that does not ensure its survival, it will then travel to nearly any other location in the stream as quickly as the dark waters allow.

The dark waters in this section conceal two prized possessions that belong to the **Marid**: A **Spellbook** which contains all the spells that it knows, and a **jewel encrusted statue of a sturgeon**, that the party may recognize from other encounters. The statue is worth **7,500 GP**.

IN THE CHAMBERS OF KERAPTIS (TRG 2)



Confident that your party has all four keys—cup, dragon, emerald, rose—you delve ever deeper into the dark dungeons. Dangerous underground streams, remnants of old mines, and the ransacked quarters do little to ease your minds. However, you sense you are ever nearing the Chambers of the Wizard Lord Keraptis.

Introduction

As you and your party enter this section of the subterranean dungeon, you notice the air is much cooler, damper. But it's not just that: something doesn't feel quite right. It's the feeling that someone or something is standing just at your shoulder: you can feel their presence, even before you can see them. Except, of course, when you turn, there's nothing there except that lingering feeling.

But you've had some success so far, even if you have yet to find **Keraptis**.

Note to DM: The only way your party may enter this part of the dungeon is by way of the underground stream. The stream enters this section of the map as part of the **Hallway Trap (43)**, or continue to the **Empty Hallway (53)**, at which point the current starts to increase significantly. The last opportunity for the party to disembark is at **Keraptis' Gardens (60)** after which point the stream exits the map to the west and crashes over a subterranean waterfall that is an approximately 200 ft. drop. Characters going over the waterfall sustain **20d6 bludgeoning or 80 hp damage**. Unless they have magical means for ascending the 200 ft. falls, there is no way for them to return to the dungeon, and they will surely perish at the bottom.

Short and Long Rests

This level of the dungeon is even more treacherous than the last, and parties will find it impossible to gain either short or long rests. Their only option might be to return to the **Safe Room (19)** on the previous level. However, to do so, requires traveling back upstream from the **Hallway (43)**, except that the strong current prevents it.

You might allow your players some creativity in their attempts to return to the **Safe Room** but flying (by magical means) out along the surface of the underground stream is likely the only possibility.

Note to DM: Because short and long rests will be nearly impossible, you might choose to refer to the side adventures. They all provide opportunities, not only for playing with a smaller number of players, but also for characters to take longer rests. A carefully placed bonus adventure may help your party if they are struggling to complete these adventures.

Defeating Keraptis

As the party transitions to this part of the dungeon, note that there is nothing that explicitly tells them whether they have been successful so far, or not.

In addition, as it turns out, finding the four keys, including the final emerald key, is a very elaborate trick, as the party will soon learn: a second emerald is hidden on this level that is the **true key** to finding and defeating **Keraptis**. Worse: if the party uses the wrong emerald, they not only face defeat, but death!

The Dungeon

43. **Hallway Trap:** A pressure plate on the floor toward the end of the hallway triggers a swinging blade that can reach any party member standing within 10 ft. of either side of the trap. The trap may be detected with a **DC 14 Perception check**. Failure triggers the trap, and the closest party member makes a **DC 15 Dexterity save** or takes **1d20 slashing damage**. Remaining party members gain a small advantage of time and make the same save at a **+2** or also take **1d20 slashing damage**.

After the underground stream meanders in and out of the hallway a second time, there is a secret door on the north wall immediately after the second bend in the stream. The door is discoverable only if the party chooses to leave their boats and stand in the hallway. The mechanism for the door is located about six inches under the water, making it challenging to detect, requiring a **DC 17 Perception check**.

44. **Secret Treasure Room:** Given the location of secret doors and traps, the first challenge will be for your party to even get to this location. When they do, from the **West Maze and Trap (45)**, they will first have to discover the lone secret door that provides entry.

When a party member approaches the final 10 ft. at the end of the hallway, it will trigger a **fear** spell, against which they must make a **DC 15 Wisdom save**. Failure results in the character using the **dash**

action to leave the area. The effect lasts for **1 minute**. Characters who fail their save, additionally have a 50% chance of refusing to return to the area for a full 24 hours.

The spell is designed to prevent characters from finding a relatively easy to discover lever that is poorly hidden between two stones in the wall. It only requires a **DC 10 Perception check** to discover given that they are likely to suspect that the spell trap is designed to hide something from prying eyes!

Once inside the **secret treasure room**, they will note that there is one large chest in the center of the room. The chest, of course, is trapped and requires a **DC 14 Perception check** to discover and then disarm. Failure to do so, then requires a **DC 14 Wisdom save**, or the character's **HP are reduced to zero**. This is a relatively dangerous chest given its contents.

If the party succeeds in opening the chest, they will find a **Book of Vile Darkness** and **Keraptis's Phylactery**. See page 222 in the DMG for more information on the book. **Keraptis's Phylactery** is necessary if the party is to permanently defeat the wizard **Keraptis** later in the adventure.

45. **West Maze and Trap:** One of two long and winding passageways at the southern end of Keraptis's chambers, the party finds themselves winding east and west for hundreds of feet. There are no intersections in the hallway, just switchbacks ever 30 or so feet that may have them wondering just when or where the hallway ends.

As the hallway ends, there is a floor and ceiling trap concealed about five ft. to the east of a secret door that conceals the **Secret Treasure Room (44)**. The trap requires a **DC 8 Perception check** to identify. If found, the character will note a razor-thin line in the floor, and a poorly concealed pendulum blade above. Any movement across the floor will activate the pendulum, though jumping across allows characters to avoid the swing of the blade.

Characters, however, who step across the thin line must make a successful **DC16 Dexterity save** or take **1d10 slashing damage**. Characters hit by the pendulum also make a **DC 15 Constitution save** or take an additional **2d10 poison damage**, or half on success.

The secret door at the end of the hallway appears poorly hidden as it will slowly slide open after the first character steps or jumps over the pendulum trap. If the party inspects the doorway, it will appear either magical (**detect magic**), trapped (**DC 12 Perception check**), or both—depending upon how characters inspect it. Dispelling the trap, a character will need to be able to **dispel magic at the 3rd level**. The fireball causes **32 (8d6) fire damage** to any character in the hallway who fails a **DC 20 Intelligence save**, or half on success.

46. **East Maze and Trap:** In most respects, a combination of this hallway plus the **West Maze and Trap (45)** represent more misdirection than a maze, in the classic sense: the eastern hallway, though, roughly mirrors the **West Maze and Trap (45)**, but otherwise is nothing more than a trapped dead-end.

As the party approaches the final east-west section of hallway, they will note that the stone floor starts to ascend rather steeply—perhaps suggesting a way out of the dungeon. A character proficient in **Investigation making a DC 12 check** will note that there is a slight depression in the center of the hallway. If the **check exceeds 14**, they will further note that there are slight grooves in the depression, likely caused by friction or pressure from stone on stone, and a **check that exceeds 16**, heavier grooves toward the western end of the hallway suggesting a trap involving a rolling stone sphere. The trap can be deactivated with a **DC 12 Dexterity check**.

The trap is activated when the party steps onto the final five ft. of the hallway, and the dropping stone sphere cannot be avoided, causing **2d10 bludgeoning damage** to the character most immediately in those final five ft. of the hallway. The sphere then rolls quickly from west to east down the length of the

hallway. Characters have a greater chance of avoiding the stone sphere (by pressing against one of the dungeon walls) with a **DC 12 Dexterity save**. Failure to do so, however, is devastating as the weight and force of the sphere causes **55 (10d10) bludgeoning damage**, knocking them prone.

There is nothing but the trap at the end of this section of hallway.

47. **Supply Room:** Much like other areas of the dungeon, what once appears to have served as a supply room has been nearly thoroughly ransacked. There are, however, some extremely limited supplies that the looters left behind, presumably because of their limited worth. In their rush, though, they missed at least two magic items:

- Decanters of wine (5)
- **Decanter of Endless Water**
- **Potion of Mountain Water** (5 doses)

The **Potion of Mountain Water** even based on the smallest of tastes, is the purest cleanest water the party has ever tasted. It functions as a standard **Potion of Healing**.

48. **Barracks:** At first glance, this space appears to have been used, even recently, as a barracks of sorts. There are small suits of leather armor lying about, the walls hold small and medium-sized melee weapons, and a mix of tables, chairs, and storage chests are scattered about the room, almost haphazardly.

What seems to be missing from a proper barracks, the party will easily recognize, are any kind of beds.

If the party has already discovered the **Sotek Tunnels (34)**, they will reasonably conclude that while the dungeon was used for training Keraptis's army of Sotek, they typically returned to their homes at night through the tunnels.

If they have yet to discover the **Sotek Tunnels (34)**, a character proficient in **Insight making a DC 15 check**, would make two observations about the missing beds: 1) the Sotek must be sleeping elsewhere at night; and 2) the dungeon is

ill-suited for the Sotek to easily come and go as the need arises. Therefore, there must be another entry point into the dungeons that the party has yet to discover. If the party makes their way back to the **Sotek Tunnels (34)**, it will then be easier for them to identify through a **DC 8 Perception check**, very faint Sotek-sized footprints in the sand and gravel beneath the tunnels that they must have somehow missed when they previously explored the area (assuming, they were in that part of the dungeon).

Halflings in the party might benefit from a regular **suit of studded leather armor**, and **1d4 daggers**, or perhaps even a **short sword**. However, for most party members, there is nothing useful in the **Barracks**.

49. **Empty Hallway:** On the eastern side of the **Trapped Hallway (43)**, there are unlocked doors leading to the east and south.

The north wall of the hallway conceals a secret door that provides more direct access to the northern ends of the dungeon—presumably to allow **Keraptis** quicker passage among his chambers than his followers. The secret door may be activated from either direction. Inset in the stone wall is a small emerald chip that reflects faintly in any torch or lantern light. A **DC 12 Insight check** suggests to a character that the emerald chip is oddly faceted, and that holding a small mirror up to it, with a light source (should the party have both) will cause the light to reflect in a fashion that results in the secret door opening. Because the **Sotek** rely on **dark vision**, and because there are small pieces of gemstones in the walls, the mechanism for the secret door has remained completely hidden from them.

50. **Dining Room:** Two long, dark wooden tables dominate the length of this room, which also appears to have somehow escaped the rampant looting evident elsewhere in the dungeon. Unlit, there are two large candelabra sitting atop each of the two tables (for a total of four).

Scattered about the table and floor are loose silverware, knives, cups, bowls, and plates. Perhaps the dining room didn't escape looting as much as it appears to have been rushed.

If the party chooses to inspect the dining room more closely before doing anything else, a **DC 10 Perception check** easily reveals a combination of claw marks, and footprints in the dirt floor. A **DC 12 Perception check** or other confirms the marks are likely the result of a struggle, and the scattered dining items on the floor, that those looting were forced to flee before their work was finished.

Should the party choose to loot the dining hall, roll **one random monster encounter** from **Table X**. After the encounter, the party will find **250 GP** of fine silver, candle sticks, and other miscellaneous items.

51. **Hallway:** From the northern doorway, which is unlocked, this appears to be a relatively long (35 ft.) hallway that ends abruptly—there are no other doorways.

Fifteen ft. down the hallway, there is a simple pit trap activated by the weight of one humanoid. It can be detected by a **DC 12 Perception check**. Once activated, however, the mechanism on the floor is very swift, and a **DC 14 Dexterity save** is required to prevent falling into the pit, where a character takes **2d6 damage** from the fall, and an additional **1d10 slashing damage** from the sharp blades at the bottom of the pit. Last, the blades are coated in poison, requiring a **DC 16 Constitution save**, or an additional **1d8 poison damage**, or half upon success.

There is a secret door at the extreme south end of the hallway that is one of the more challenging to discover and activate because it is the sole entry to the area of dungeon leading up to the **Secret Treasure Room (44)** and **Keraptis's Phylactery**. As such, it is one of the more complex to activate, and requires three of the keys from the previous dungeon.

If the party has the **cup, dragon, and rose keys** in their possession, the party member closest to the southern wall (within 5 ft.) will note with a **DC 6 Perception check**, the faintest outline of the chalice key in the stone wall. Holding up the **cup key**, then reveals the outline of the dragon key, and holding up the **dragon key**, then reveals the rose key outline. When the party holds up the **rose key**, the secret

door slides open. If the party is missing one or more keys, or stops before completing the sequence, nothing happens.

However, if the party holds up a key out of sequence, the ceiling collapses, inflicting **48 bludgeoning damage**, for which there is no save. The noise from the collapsed ceiling will automatically summon a **random monster encounter** on the next turn.

If the ceiling does collapse, the party would need to take roughly 2 hours to dig out this portion of the tunnel before they expose the wall enough to be able to activate the secret door. During that time, roll for **random monster encounters** a total of **4 times** as the creatures are more likely to be attracted to the party from the noise caused by the excavation of the secret door.

52. **Short Hallway:** Other than the doorway from **Keraptis's Gardens (60)**, the hallway is only accessible by two secret doors, one on the south wall, and one on the east. The secret door to the south cannot be activated from the hallway, only opening from the **Hallway (43)**.

The secret door to the east is relatively easy to identify as there is a pressure plate in the floor immediately before it, requiring a **DC 8 Perception roll** to identify.

53. **Empty Hallway:** This long hallway serves as one of a couple of shortcuts that **Keraptis** uses to move more freely about his **Chambers** without detection. As a result, it is protected by secret doors in three locations. Each secret door in this hallway is relatively easy to identify and activate, each requiring only a **DC 8 perception check**, given that it is unlikely anyone other than **Keraptis** will be in this area of his **Chambers**.

If the party suspects that it seems almost too easy to detect the secret doors, you might allow an additional **DC 10 Investigation check** that would put them on alert for traps, whether they specifically check for them or not. There is one trap where the corridor turns at a sharp ninety-degree angle. If the party succeeded with the **Investigation check** above, they only require a **DC 10**

Perception check due to their heightened alertness. Otherwise, this trap is hidden more carefully than others, and requires a **DC 14 Perception check** to identify. The trap uses magic to detect the passage of humanoids in the hallway and activates a series of small openings in the wall that release **magic missiles** at each party member that steps through. While the trap may be identified, only **dispel magic** will disarm this trap. Because of the closeness of the walls in the corridor, and the speed of the missiles, there is no save against **1d4+1 force damage** to each character who moves through the trapped area. The spell recharges quickly and will hit every character who moves through the trapped area of the corridor.

54. **The Kitchen of Keraptis:** Even outside of a dungeon setting, the party recognizes the lavishness of this kitchen, and will suspect that it was built to serve whoever oversaw this subterranean area (**Keraptis**). Below ground, it is almost marvelous to behold, and the party will note that no expense was spared in creating this kitchen: the cooking surfaces appear to be constructed of the rarest woods, and finest stone. The wooden fireplace in the northern corner was constructed of the most intricately patterned granite. Moreso, if inspected, the fireplace glows faintly of magic and a **DC 12 Arcana check** reveals magic runes that allow an individual to magically light the fire, control its heat, extinguish it, and prevent it from smoking (therefore requiring no venting in this subterranean location).

The kitchen, in this regard, may frustrate the players in that they might admire the luxurious and magical nature of the kitchen, but there is nothing for them to loot or take with them.

However, if the party determines that the kitchen deserves an even closer look to see what other magic has been bestowed upon it, they will also discover a **small wooden pantry** opposite the wood stove. The pantry is roughly the size and depth to hold the equivalent of three humanoids. When opened, it contains the types of foodstuffs one might expect in a cold cellar: hanging shanks of meat, large

wheels of cheese, flagons of milk, and a variety of root vegetables.

What is curious about the pantry is that is also, likely by magical means, as cold as one might expect in an underground cellar, as much as 20 degrees Fahrenheit colder than the dungeon itself. In fact, a **DC 14 Medicine check** suggests that the air coming from the pantry feels refreshing, suggesting that the food might also be freshy, tasty, and almost restorative. If the party chooses to partake of any of the food, take a pause from checking for random monster encounters, and allow each character to regain **1d6 HP** that they may have lost previously in the adventure.

Outside of the food in the pantry described above, you might allow players to take a small number of knives (treat as regular daggers) and enough food to be equivalent to **1d4 days rations apiece**.

55. **Armory:** As part of the dungeon devoted to the training of the **Sotek**, this is a larger room than most, and contains a variety of weapons and armor that the Sotek use when they raid the areas around **Taiga Derevya**. The armory might best be described as over-full, and in some disarray.

While most of this are of the **Chambers** are currently deserted, there is a **Chief Sotek** that has used **Stone Camouflage** to hide in a shadowy, and somewhat cluttered and rough southeastern corner of the Armory. If characters are explicitly suspicious of the room, they can roll a **Perception check** against the **Sotek's Stealth (Dexterity) check**, though the Sotek has **advantage**. The Sotek is wearing a **chain shirt +1**, and wields a **war pick +1**. Both are most appropriately sized for small humanoids and not quite the right size for humans or elves.

The **Chief Sotek** speaks gnomish, Terran and undercommon, and will either attempt to flee or bargain for his life if his HP drop below half. If he flees, he will head for the **Sotek Tunnels (34)**. In pleading for his life, he will promise to leave the **Chambers** and offer both his **chain shirt +1** and **war pick +1** in exchange. If he suspects that he needs to

increase the odds of saving his life, he will disclose that he has information about **Keraptis**.

The Sotek will tell the party that in the northeastern corner of the **Chambers** is the remnants of a cave that leads deeper into mine tunnels underneath this level of the dungeon. Though he has personally never been in the mines, he has heard rumor that **Keraptis**, who most believe is not just a powerful magic user, but a **lich**, has his lair hidden somewhere in those tunnels. The party can find the entrance to the mines by first finding **Keraptis's Chambers (61)** just to the north on this level of the dungeon, and then proceeding straight east.

56. **Guard Barracks:** A smaller area than the earlier **Barracks (48)**, this one seems to be more amply and nicely furnished with small chests for clothing, better looking beds, and other rudimentary furnishings like wooden tables and chairs. A **DC 12 History check** might reveal that this barracks may have been more suitable for offices, and any check greater than **DC 14** may also suggest that, because of remnants of clothing and weapons, the space was being used by Sotek—confirmation of the rumors the party has likely heard in **Taiga Derevyia**.

There are no signs that the barracks have been used for many days, if not weeks.

Other than providing confirmation of rumors, there is nothing else of value or interest to the party in the Barracks.

57. **Pantry and Galley:** This small room serves a dual purpose of storing basic foodstuffs, like flour, grains, and dried meats along with a very small kitchen area. Its primary purpose is to feed the Sotek when they are in the dungeon for training. There is nothing of value in this room.
58. **Storage West:** One of two small storage areas, the door to this small 10 ft. by 10 ft. room is closed but unlocked. This storage area is currently unused. **Note to DM:** depending upon the encounter that your characters may have with **Keraptis**, they may attempt to take cover in this room. Should they do so, **Keraptis** will take advantage of the fact that they have

effectively cornered themselves in this storage room!

59. **Storage East:** While this room is like **Storage West (59)**, when a character opens it, they immediately recognize it as a small storage area because it contains tapestries and bolts of cloth. Unseen because of the large tapestries, however, is the fact that they are covering small barrels of lamp oil, torches, and other equally flammable items. Should any characters attempt to barricade themselves in the room, **Keraptis** will use fireball to ignite the room, and either trap any characters inside in the hopes of incinerating them or forcing them back into battle.

If **Keraptis** succeeds in igniting the contents of the room, and trapping characters inside, they will continue to sustain **1d10 fire damage** for every turn they remain in the room. At the beginning of the second turn, and every turn thereafter, they also begin to suffocate from the effects of the smoke. For characters trapped in the room, use the same mechanics as those outlined for drowning at the beginning of this adventure.

Should the party avoid having the contents of the room burned up, they will find little of value, **1d6 torches**, the equivalent of **1d6 oil flasks**, and **a small lantern**.

60. **Keraptis's Gardens:** If your party can survive long enough to discover it, the **Gardens** contain the vast majority of **Keraptis's** treasure.

There is one trap in the Gardens, located immediately inside the door on the eastern wall. If the party inspects the floor, they will find the poorly concealed trap, and easily sidestep it. If they fail to search for it, the trap is technically more of an old, concealed mine shaft that extends 100 ft. into the ground. The weight of a humanoid activates the trap, and because the ground immediately collapses, requires a **DC 15 Dexterity save** to avoid. The fall causes 10d6 bludgeoning damage. The party then still needs to determine how to rescue anyone who has fallen into the mine

shaft. Depending upon when the **undead** in the Garden attack, the mine shaft may take that character completely out of the action.

However the party enters the Gardens, they find themselves in a vastly large area that seems part garden, part cemetery.

While there are dozens upon dozens of small crypts and cemetery plots scattered about the cavernous room, the party also notes a rather odd presence of ancient vines, dead trees, and abandoned and rotting gardens. It is as if somehow a cemetery from above-ground sunk into this section of the dungeon.

Perhaps just as unsettling: it appears as though, even with the degree of dead and rotting vegetation, that someone or something still cares meticulously for the area and the burial sites it contains.

There are a small handful of gravestones scattered about the area, perhaps between six and ten, that seem larger and more prominent than the others: one each respectively in the northeast and southwest corners, and then a trio of stones in each of the northwest and southeast corners.

Each of the eight more significant burial plots is home to one or more undead that serve as guard over a portion of Keraptis's rather significant treasure. Use your discretion for how to locate each of the eight, though note that once the undead in one tomb become aware of the party, all the remaining undead will then also appear. **Note to DM:** taken individually, it isn't that any one of the undead pose a significant threat to the party, but in sum they should provide a real challenge for the party to survive.

Table 8 summarizes both undead and the treasure (if any) they are guarding.

Table 8: Undead in Keraptis's Gardens

TOMB	UNDEAD	TREASURE/TRAP
1	Wight	DC 19 Con save or 42 HP damage from purple worm poison; half on success. 1,000 GP
2	Zombie	500 GP
3	Ghoul	Potion of Longevity
4	Mummy	Portable Hole
5	Ghast	DC 17 Con save or 31 HP damage from Midnight Tears, half on success. 500 GP, Bag of Holding
6	Mummy	Broom of Flying
7	Zombie	Plate Mail +4
8	Wraith	Empty

61. **Chamber of Keraptis:** The living chambers of Keraptis are as lavish as they are large, and that's the main impression the party will get regardless of how they enter the room.

From the vantage point of any doorway, this is a lavish space, though one that is also very much in disarray—suggesting that it is home to a scholar, an alchemist, and a magician—all rolled into one.

Though nearly cavernous in size, there seems barely an inch of free space. Tables, chairs, bookshelves, desks, cabinets are scattered about. And every inch of every surface contains, books, scrolls, quills, pots, potion bottles. From the ceiling, more arcane things hang from rope and wire: feathers and shells, but also skulls and other bones, dried plants, bags filled with mysterious substances.

In far corners, faint fires burn dimly in fireplaces, and acrid smoke drifts through the room making it both difficult to breathe and to see as clearly as one might like—seemingly as though there is nowhere else for the smoke to go but directly into the room.

It is a claustrophobic, smoky, dark, and yet cold and uninviting space. Yet, the richness of the wood furniture, the lushness of rugs on the floor, and ornate tapestries on the wall suggest an almost unworldly opulence to all of it.

Before the party sets foot into the chamber, **Vimak** will be aware of their presence, but will have prepared a trap for them as well:

In a small alcove on the western side of the room there appears to be a makeshift slipping area, and a bed upon which a mummified humanoid form is lying.



The mummified form, if the party approaches, is very much a very real and very dead human male. Though the party may choose to inspect or even destroy the body, its sole purpose is to distract them from the fact that **Vimak** will appear behind them, hoping to gain an element of surprise, and a first attack. Unless the party explicitly sets a guard to prevent such a surprise attack, **Vimak** will succeed with his ruse.

Under the control of **Keraptis**, **Vimak** will not only attempt to trick the party into believing he is **Lord Keraptis**, his powers and appearance may alone fool your players. However, if **Vimak's** HP drop below half, Keraptis's hold on him will fail, leaving the demon with two possible actions: 1) he will flee in the direction of the mines, and **Keraptis's** hidden lair where it hopes **Keraptis** will protect it and they can together defeat the party; or 2)

it will reveal its identity and bargain for its life.

If **Vimak** bargains for its life, or if the party otherwise suspects that this may not be Keraptis, they will need to recognize the creature as a demon rather than a lich. This is a challenging task as the two creatures bear some resemblance. **Note to DM:** a character making a check for this type and complexity of a deception must: 1) explicitly request it; and 2) make an argument for it based on their character's **proficiency** in any of: **Arcana**, **History**, or **Religion**. You might also allow a general argument for a past encounter with a demon or a lich. Once established, each character must then make a **DC 16 check** in their chosen area of proficiency. A failure would indicate that either a) they believe **Vimak** is lying and is really the lich **Keraptis**; or b) they have no reason to suspect their own intuitions and experience that they are dealing with a lich.

Note to DM: If the party defeats **Vimak**, and then attempts to return to **Taiga Derevya** to collect their bounty, the clerics of the small town will know that, while they are suitably impressed and grateful, this is the head of a demon, and not the **Wizard Lord Keraptis**. While the party may choose to rest before returning to the dungeons, they will not receive the bounty, and will not have succeeded in their quest!

Traps: There are three traps on the floors of the chamber that **Keraptis** originally set. Allow the party to set their initial locations in the room. Once they have, every time they move, they have a 1 in 1d6 chance of activating one of the three traps; each trap may only be activated once. Refer to **Table 9 for Vimak's Traps**. Because the spells are set as part of the traps, they do not count against Keraptis's available spell slots.

Table 9: Vimak's Traps

D6	TRAP	DESCRIPTION
1-2	Dimension Door	DC 20 Intelligence save or teleported to Efreeti's Room (25)
3-4	Disintegrate	DC 20 Dexterity save or 10d6 +40 damage. If HP reduced to 0, character disintegrates
5-6	Power Word Stun	Targets with less than 150 HP are stunned; DC Constitution 20 saves end the effect.

Once the party defeats Vimak, a very large emerald will emerge slowly from the floor in the center of the Chamber. It is inscribed with the following in Common:

You are the mightiest to escape the wrath of Brazelmal, and to have then defeated me. Pull the lever on the north wall to gain your just reward. Faithfully, Keraptis

With only a short search, the lever is easy to find. If pulled, a large trap will open in the roof and gold dust (**value: 500,000 gp**) will completely fill the room in 1d4 turns. If the room fills before the party leaves, it, they take 200 HP bludgeoning damage. If they miraculously survive the weight of the gold, they will suffocate and die (no death saving throws) in 1d4 turns. Because of the weight of the gold, and significant gold dust in the air, there is no saving throw.

If the party inspects the lever, a **DC 12 Perception check** will reveal it is a trap. There is no way to deactivate the trap, only the decision to not pull the lever.

Rather than pull the lever, **if the party inspects the large emerald**, they will discover with a **DC 14 Perception check** that there is a turn-able edge on the top right corner of the emerald. If turned, it will slide aside to reveal a small cavity with a **small emerald key**. This is the fourth and final key to open the **Gates of Keraptis (62)**.

If the party tries to damage the emerald in any fashion, the party member will be struck by an emerald bolt of lightning, doing an automatic **3d20 damage**. Continued efforts at damaging the emerald will have the same effect every turn those efforts are made.

Poorly hidden in the alcove where the mummified body was lying on the bed, and under the bed, is a very long, large

treasure chest. It is surprisingly not trapped or concealed and contains:

- **3,500 GP**
- **Deck of Many Things**
- **Manual of Bodily Health**
- **Shield +2**
- **Potion of Speed**
- **Staff of the Python**

62. **Gates of Keraptis:** The triple-doored gates to the mine are securely locked. However, with even a cursory inspection, the party will note that there is an inset in the rock wall immediately to the east of the doors for the **four keys** (chalice, dragon, rose and emerald) they found earlier. If they insert all four keys (in no specific order), the gates will open.

Note to DM: For the keys to work correctly, the party must have the appropriate **emerald key** from the **Chamber of Keraptis (61)** and not the false emerald key from the **Emerald Room (19)**.

If the party uses the incorrect emerald key or are missing one or more keys: the character inserting the keys must succeed on a **DC 15 Wisdom save** or take **40 HP psionic damage**, or half on success. The rest of the party incurs **15 HP psionic damage**, and there is no saving throw, regardless of the outcome of the character who inserted the keys (e.g., the party incurs damage even if that character makes their save).

63. **The Whispering Caves:** As the party nears one of the final hidden areas of this level of the dungeon, they must first find the secret door at the end of the hallway from the **Gates of Keraptis (62)**. Located on the eastern end of the hallway, access to the caves first requires a successful **DC 14 Perception check** to identify the combination of a loose flagstone hidden under dirt and rocks on the tunnel floor, along with a loose brick in the wall. Neither are trapped, but a character must simultaneously stand on the loose flagstone and press the loose brick to open the door.

Once opened, a gust of stale, ancient, and cold air rushes out from the whispering caves, giving the impression that the area might even be haunted.

However, after the initial gust of wind, the large cavern is eerily silent, and the party gets a strong sense that they are alone in the Caves. To that end, **do not** roll for random monster encounters while the party is in the Caves as this is another rare, safe place for a short rest.

If the party lingers, though, their dreams will be haunted by vague voices they can barely make out, but that cause them great discomfort. After a short rest, at most, the party will be concerned enough that they will be compelled (no saving throw) to leave the caves quickly.

Within 10 ft. of the doorway, there is a trapped section of cavern floor. If not identified by a successful **DC 14 Perception check**, a pressure plate activates a trap whereby every party member within 20 ft. of the trap must make a **DC 16 Wisdom save** or succumb to absolute terror. Once frightened, a party member will stop at no expense to flee from the dungeon and will refuse to return for 24 hours. Once the effects of the trap have worn off, afflicted party members will feel rather humiliated at their fear but will also be able to return to the party if they are still in the dungeon—and still alive.

64. **Descent Into the Mines of Keraptis:** As the party stands at the **Gates of Keraptis (62)**, the more carefully constructed portion of the dungeon gives way to a large, natural cavern that quickly descends from the **Gates** into the earth and the main mining tunnels.

In the first 15 ft. from the gates, the round arcs to the north before dropping precipitously to the depths, and the pitch-black darkness of the mines.

A very simple **DC 8 Perception check** will make it evident to any but the foolhardy, that the descent is too steep to attempt unaided. However, should they do so, the descent is so treacherous that party members will sustain **1d10 damage** for every 50 ft of elevation drop. When the party has descended 100 ft., the ground temporarily flattens out and they will have an opportunity to reconsider their strategy. In total, though, there is 300 ft. of

descent amounting to a possible **6d10 total damage**.

However, **if the party chooses to use any reasonable combination of ropes, pitons, and grappling hooks**, the descent to the bottom of the mine is completely uneventful. More significantly, their descent will be slowed enough that they will observe that the walls of what appeared to be a natural cavern, were mined by humanoid hands over the centuries.

65. **Mine #1:** This looks like one of the more recently mined sections of the dungeon. Characters can easily see claw and pick marks in the stone walls, and wheel tracks in the tunnel's floor.

Upon closer inspection, the party notes there are dull red and green emeralds, rubies, and other precious gems in the wall. To an untrained eye, and a casual look with less than a **DC 14 Perception check**, the party will struggle to see that they are of much value. A dwarf in the party may make their check with **advantage**, and conclude that the gems, once extracted, are probably larger than they appear and with some additional work, also more valuable.

The party might opt to attempt extracting one or more gems, and they will find this a moderately safer place to do so than in **Mine #2 (67)** in that there are fewer gems worth extracting. Refer to **Table 10**.

Table 10: Random Gems (Mine #1)

D100	GEM	SUCCESS	VALUE
0-50	Spinel	25%	100
51-69	Gem is shattered and worthless		
70-89	Emerald	65%	1,000
90-100	Ruby	50%	5,000

There is a total of **1d10 gems** that look worthy of extraction. After rolling for each on **Table X**, also roll for a possible **random monster encounter** that might interrupt the party's efforts.

Note that the **spinel** is an unfortunate combination of common, very brittle, and worth the least if successfully mined. In short, the low success rates and values are set to intentionally frustrate the party

before they discover more valuable emeralds or rubies in the mine. They might also surmise that the riskiness of random monster encounters combined with the challenging mining for low reward, probably outweighed the higher rewards of finding relatively uncommon rubies and emeralds.

66. **Miner's Camp:** Located roughly centrally in this system of tunnels is the remnants of a small miner's camp. Judging from what little remains of canvas tents, broken pieces of mining equipment, and other debris, the camps were likely small and makeshift. What little evidence remains also indicates that it has been years since the mine and its camp were active. The miners have left behind nothing of value.

Note to DM: As the central point of the mines, it is worth noting that there are a handful of tunnels, and dead ends to explore. Depending upon the party's encounter with **random monsters**, the party might be challenged to find their way through the tunnels. As such, encourage them to draw and manage their own map for this portion of the dungeon.

67. **Mine #2:** This arm of the mine doesn't look as though it has been active in a very long time, and there is no evidence of any creature activity. If the party inspects the walls of the tunnel, they will discern very small transparent blue gemstones, and others (equally small) with faint yellow flecks. By their best estimate, though small, there are hundreds of such gems.

If the party examines the tunnel walls more closely, a **DC 12 Perception check** from a Dwarf will allow a character to conclude that the gemstones are low in quality, and difficult to pry out of the stone walls because of their small size.

Regardless, if the party attempts to remove the stones, roll as many times on **Table 11** as the party has interest. However, for each roll, also **roll for a random monster encounter**. A random monster encounter interrupts the party's ability to extract a gem.

The party should hopefully conclude quickly that it is too dangerous to

continue trying to mine the small gemstones.

Table 11: Random Gems (Mine #2)

D100	GEM	SUCCESS	VALUE
0-50	Azurite	40%	10
51-69	Gem is shattered and worthless		
70-89	Tiger Eye	50%	10
90-100	Jasper	50%	50

Unless the party takes a turn to identify a gem when it has been removed wait until after the party has finished with their mining activities before revealing the value of any gems they recover.

Note to DM: For the time and risk the party might waste in this portion of the mine, there is virtually no value in the activity.

68. **Keraptis's Hidden Lair:** As the party approaches the end of this long arm of the tunnels, the air grows increasingly damper, colder, and somehow darker. **Keraptis** uses this tunnel as a hidden lair in the very unlikely chance that he feels threatened.

Unless the party somehow surprises **Keraptis**, the lich will be aware of their presence, and be invisible upon their arrival. When they are within hearing distance, he will taunt them.

Keraptis is heavily armored for a **lich** and wears **magic bracers (+2)**. In addition to already being a powerful spellcaster, **Keraptis** also wields a **Staff of the Magi** and will not hesitate to use it. The bracers make him harder to hit than a typical lich, and the staff even more resistant to the effects of magic.

If **Keraptis** senses he is losing the battle, he will break the **Staff of the Magi** with **Retributive Strike**. The staff will have begun with 50 charges at the beginning of the battle. Recall that while **Keraptis** has a 50% chance of safely teleporting away under these circumstances, he is willing to risk death knowing he will reform in a new body in his phylactery. Characters caught within 30 ft. of **Keraptis**, must make a **DC 17 dexterity save** or suffer force damage equal to 16 x the number of remaining charges in the

staff, or less based upon their distance and a successful save.

Once defeated, it will be quickly evident to the party that the lich has no treasure in its lair, and nothing of use or interest other than a **pendant** that it wears around its neck (and the bracers and staff that he wears/wields). The pendant is inscribed with the letter K and three intertwined snakes (adders), the symbol for **Keraptis**.



While the party might mistake the pendant as merely an identifying mark, the pendant instead serves as the means, when worn, of teleporting the wearer and those within 10 ft. to the **Tomb of Keraptis**. If the party attempts to identify the pendant, it will glow magic, and evil, as though cursed.

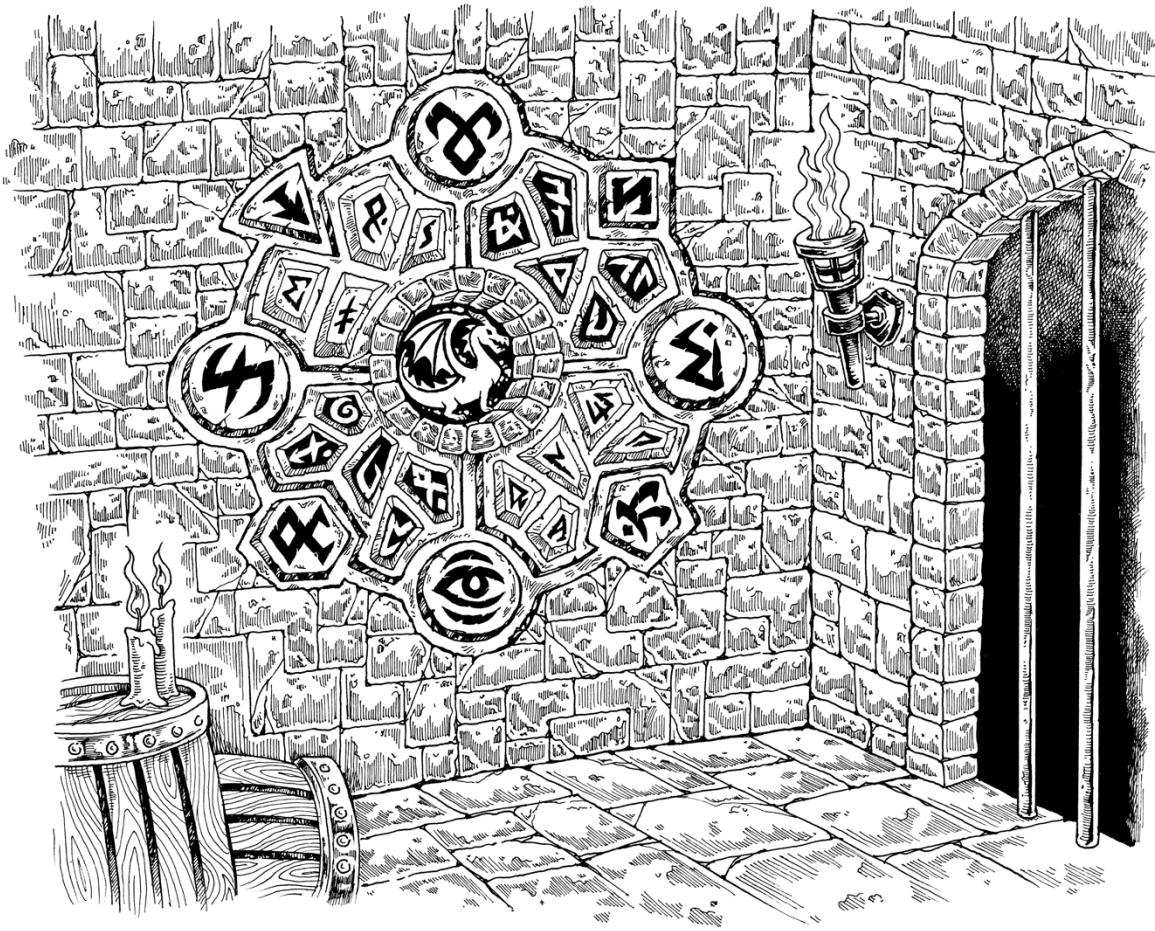
When teleported to the **Tomb of Keraptis**, the party will first appear in the **Staging (1)** area of that dungeon (see **TRG 3**).

At the end of the adventure (or upon inspection) the party will note that the **pendant** is crafted from small diamond and ruby chips that are cast in a platinum disc. While they might choose to keep it as a trophy, they might also sell it for approximately **5,000 GP**.

Note to DM: For a significantly deadly foe, the party might feel that, even with the **Staff of the Magi** and **Bracers**, the treasure located here is meager for their efforts. In fact, if they suspect as much, a successful **DC 15 Arcana check** might cause them to feel even greater confidence that there must be greater treasures hidden elsewhere in the dungeon (which, in fact, will turn out to be true as it is dispersed throughout the dungeon).



THE TOMB OF KERAPTIS (TRG 3)



With the defeat of Vimak, a mix of dread, fear, and eagerness possess your party. Whether foolishness, or the adrenaline of battle speaks to each of you, you also know that if you're going to brave the Tomb of Keraptis, now is the time. Clutching Vimak's pendant, you find yourself transported elsewhere—presumably deeper in the dungeons of the Wizard Lord Keraptis.

Arrival: Tomb of Keraptis

You hold Vimak's pendant tightly in your hand, the platinum chain dangling heavily between your fingers. You can feel the small diamond and ruby chips, their sharp edges digging into the palm of your hand.

Is it just you, or does the pendant grow cold? The air around you, chill? The light fading?

If there is a feeling of death, yet unknown to you, this might be it. And still, it is too late.

The cold freezes your hand into inaction, the muscles contracting, and the iciness of the pendant racing through your bones, and up your arm. Fear grabs you, and Vimak's Lair is replaced with emptiness.

In a flash of cold, you and your party find yourself in a nondescript 10 ft. by 10 ft. room, stairs rising slightly from each of the four walls.

You look down at your hand, surprised that you still clutch tightly to Vimak's pendant, even though you cannot feel its presence. But as your hand and arm warms, the ground steadies beneath you, and your senses return.

Though indecision always remains an option, you and your party have one of four ways forward, one of four ways that you presume will ultimately lead you to the **Wizard Lord Keraptis**.

1. **At the Door of the Tomb of Keraptis:** Unaware of your location, and likely somewhere underground, there is no easy way to determine in which direction you face, let alone the location of North on a compass.

When the party teleports into this room, assume they start out facing north, though they will be unaware of that fact. Should the party choose to inspect the four sets of stairs that lead up and out of the room, their initial observation is that they appear to be no different.

If your characters indicate a desire to look more closely, a **DC 17 Perception check** might reveal some subtle differences:

- a) The risers to the north and west seem the most traveled, as evidenced by

light footprints, and the lack of as much dust and dirt as the other two directions; the risers to the west have the faintest amount of gold dust, and a trained eye might suspect a mining operation in that direction. They will also note the air from that direction has a slight breeze to it that is both colder and seems to carry the stench of something rotting.

- b) The way north seems as well-traveled as the westerly set of risers, though it lacks the gold dust of the western risers.
- c) The ways east and south appear generally neglected, and there is no evidence of foot travel.

If the party hesitates for any amount of time (3 turns), the **helmed horror** (AC: 20; MV: 30 ft, 30 ft. fly.; HP: 60; #ATK: 2 longsword; +6, 8 slashing; advantage against spells and magic; immune to fireball, heat metal and lightning bolt; 1,100 XP) from the **Hidden Crypt (13)** will evade the traps in the hallway that connects to the **Statue Room (3)** and attack the party.

There is nothing of value here.

Note to DM: There are traps set in the hallways in every direction the party attempts to travel in. Ultimately, they will have to: a) disarm a trap; or b) trigger one or more of the traps.

2. **Guard Room (North):** As one of the more traveled routes in the **Tomb**, it should come as no surprise to your party that this room, once the home to one or more guards, has been ransacked: there is a battle axe with a broken handle on the floor, a shield battered to the point of being unrepairable, and wooden furniture splintered nearly beyond recognition. In the southeastern corner, there is a small wooden chest. It is untrapped, un-locked, and quite empty.

Should the party inspect the wooden chest more closely, however, a **DC 18 Perception check** reveals a very carefully constructed false bottom that is so thin as to be almost un-noticeable. Only the faintest seam around the interior of the chest suggests that a carefully placed dagger blade allows the party to remove

the false bottom and reveal a single piece of ancient parchment. The parchment contains the spell **Negative Energy Flood**, or an equivalent 5th level spell.

Immediately to the east of the guard room, the tunnel is trapped with **Dimension Door** on the floor. The first character through might detect a faint glowing aura on the floor with a **DC 18 Investigation check**. However, to dispel the trap would require casting **Dispel Magic** at 4th level. If the party is unable, or fail to detect it, the first character to step through must make a **DC 20 Intelligence save** or be teleported to the **Burial Cave (9)**. The alternative would be to approach this section of the dungeon from a different direction to avoid the trap.

3. **Statue Room (East):** In the center of the room is a life size statue. If the party has already been in **Statue Room (West)**, this room looks identical, and may cause them to wonder if they got twisted around in the dungeon and are in the same room or not.

A simple **DC 8 Arcana check** confirms that it is of a humanoid that appears to be both undead and dressed like a wizard, or perhaps even a necromancer. If the **Arcana check exceeds a 12**, the character is increasingly convinced that it is a likeness of **Keraptis**. The likeness is wrapped in a stone-grey cloak, with a royal purple hood, and a large, **gold circular medallion** hanging from the statues neck.

If the characters survey the floor before entering the room, a **DC 15 Investigation check** reveals that the entire floor acts as a pressure plate. There is no way to deactivate this trap, however casting **Dispel Magic** at the 3rd level on the statue will prevent the pressure plate from doing anything. The alternatives are to either activate the trap, or to try another direction.

If the statue's trap is activated, it causes magical flames to erupt from the eyes of the statue. Whichever character first steps into the room must make a **DC 13 Dexterity save** or take **20 (4d10) HP fire damage** on a failed save, or half on

success. Once activated, the statue also appears to speak in a booming voice (**Magic Mouth**): "I am the Wizard Lord Keraptis. Leave now or your souls will be lost in the abyss of my hatred for all eternity."

The statue is constructed of the same stone as the walls of the dungeon. If the party inspects the **gold circular medallion** more closely, they will note that it is dominated by a stylized eye in the middle. The medallion seems to be constructed of gold, and it does not appear to be part of the statue, but rather hangs from a thin chain of platinum around the statue's neck.

If the party chooses to inspect the medallion before touching it, a **DC 15 Investigation check** reveals that the medallion sits over a small piece of stone that looks like a switch, and therefore a trap. Characters suspect that if they could quickly slide a knife blade under the medallion, they might be able to remove the medallion. However, the problem is that as soon as the blade is removed, the trap (whatever it is) will activate. **Note to DM:** you might allow the party other creative ways to jam the stone switch more permanently.

If the stone switch is not identified, or is activated in any fashion, the statues eyes erupt in magical flames a second time, hitting the nearest party member. The save is again a **DC 13 Dexterity save**, or the target takes an additional **20 (4d10) HP fire damage**, or half on success.

If the medallion is successfully removed, a **DC 12 Investigation check** reveals that it is worthless. However, the medallion activates the western secret door to the **Hidden Crypt (13)**.

The Trapped Hallway (south of the Statue Room): This is the most heavily trapped hallway compared to any other area in the dungeon with a total of four traps.

As DM, feel free to exchange any of the traps also associated with rooms **(2)**, **(4)**, or **(5)** as it suits your adventure and party.

However, one or more of these traps serves as hidden portals to one or more of

the bonus adventures. **Table 12** suggests an order for the bonus adventures, or you might alternatively choose to roll for a random adventure.

Table 12: Bonus Adventure Trapped Hallway

ROLL	ADVENTURE	DURATION/EASE
1	Maze of Keraptis	Short/Medium
2	Colorful Hall of Keraptis	Short/Easy
3	Hidden Lair	Long/Difficult
4	Ruins of Xan Yae's Kingdom	Long/Difficult

If the party makes it to the end of this hallway, there is a carefully concealed secret door. It is described as part of the **Hidden Crypt (13)**.

4. **Guard Room (South):** This small guard room looks identical to **Guard Room (2)** right down to the small chest in the southeast corner of the room. However, the chest is the key difference: it is both locked and trapped. The trap is a subtle and small needle trap requiring a **DC 18 Investigation check** to identify. Once detected, a **DC 15 Dexterity check** allows a character to deactivate the trap. Failure, or failure to detect the trap will activate the needle which causes **1 piercing damage**, and **2d10 poison damage** on a failed **DC 15 Constitution save**, or half on a successful roll. On a failed save, the poison causes an additional **1d10 damage** every 5 minutes for an hour (for a total of **12d10 damage**), unless cured by **Lesser Restoration**, or an equivalent spell or potion.

The deadly nature of the trapped chest may provide some clue that it contains a small bounty that includes:

- **Potion of invisibility**
- **A gold ring, set with bloodstones, worth 250 GP**
- **Necklace of small pearls worth 2,500 GP**
- **75 GP**
- **40 PP**

A long passageway to the west of the **Guard Room** contains a large pit trap as soon as the party exits. It is relatively easy to discover, with a **DC 12 Perception**

check. Should the party fail to discover it, they might initially be relieved that it is only a shallow 10 ft. deep, inflicting **1d6 bludgeoning damage** if the first character fails a **DC 15 Dexterity save**. However, there is a large rat's nest at the bottom of the pit, and the **1d12+2 rats** have the element of surprise in their first attack. They will bite, disengage, and flee through small cracks and holes in the walls before the character can attack them. Any rat bites inflict an additional **1 HP** of damage. However, the first rat that successfully bites the character is infected with **sight rot**. The character must make a **DC 15 Constitution save** or become infected. Although there is no immediate effect, within 30 minutes (this strain of sight rot is very fast acting!) their vision becomes blurry, and all future attacks and ability checks are with a **-1 penalty**. After every short rest, the penalty **increases by -1**. When the penalty reaches **-5**, the character is blinded. The disease can be cured by **Lesser Restoration**, or an equivalent. It may also be cured if the party can find a flower called **Eyebright**. A character with an herbalism kit will be aware of the flower, and capable of identifying and working with it if found. **Note to DM: Eyebright** can be found in one of the **Gardens (8)** of **Xan Yae's Kingdom**.

5. **Statue Room (West):** Depending upon how the party first encounters some of the initial rooms of the dungeon, this room and the life size statue look deceptively like the **Statue Room (East)**.

A simple **DC 8 Arcana check** confirms that it is of a humanoid that appears to be both undead and dressed like a wizard, or perhaps even a necromancer. If the **Arcana check exceeds a 12**, the character is increasingly convinced that it is a likeness of **Keraptis**. The likeness is wrapped in a stone-grey cloak, with a royal purple hood, and a large, **gold circular medallion** hanging from the statue's neck. This medallion, like that in the other **Statue Room (East)** is also worthless. Where the first medallion activates the western secret door of the **Secret Crypt (13)**, this medallion opens the secret door on the northern end of the crypt.

The main difference to this room, and statue, is that the statue is not trapped, nor does it shoot magical flames from its eyes. Instead, if the party inspects the statue more closely, a **DC 12 Investigation check** reveals that its eyes are **ruby inlays**, worth **250 GP apiece**. The challenge, however, is that the party will need to carefully pry the rubies from the statue, requiring a **DC 15 Dexterity save** to prevent them from shattering, and rendering them worthless.

The hallway that leads from this room ultimately to the **Bulette Mine Cave (6)** is trapped immediately upon the party's exit. Unlike many of the other traps on this level of the dungeon, this one may first be identified more easily with a **DC 12 Investigation check** to make note of a pressure plate on the tunnel floor. A character identifying the plate in such a manner might conclude they may either simply jump over the plate, or lodge a spike, dagger, or similar object between plate and floor to deactivate it.



Should the party miss the trap, however, the pressure plate will activate without them knowing, and the trap's result will be delayed until they turn the corner to the north and begin descending the stairs that will take them down into the mines.

Once the party is on the stairs, however, they will observe that the stone stairs are in significant disrepair and crumbling beneath their feet to the point that this part of the dungeon is considered **difficult terrain**. Party movement is not only cut in half, but their ability to evade the trap, a large boulder that will roll down the hallway from west to east is significantly impaired. All players in the hallway roll a **DC 15 Dexterity save** to avoid the boulder in a relatively narrow tunnel. A successful save means that the character was able to press firmly enough against the tunnel walls without falling and will avoid all

except for **6 HP of bludgeoning damage** from the passing boulder. Failing the save, however, results in **45 HP (10d10) bludgeoning damage, falling, and being knocked prone**.

If the trap is activated, it will get the attention of the **two bulettes** in the **Mine Cave (6)**, who will arrive immediately after the boulder has passed through the tunnel.

6. **Bulette Mine Cave:** If the party managed to avoid the boulder trap just outside of the **Statue Room (West)**, they will arrive at the cave uneventfully.

After a minor turn to the northwest, the party notices that the carefully constructed tunnel walls transition to a much rougher look and composition: they have arrived at the beginning of the tunnels and caves associated with the dungeon's mines.

With a **DC 14 Investigation check**, the party realizes that not only are the mines and corresponding tunnels far older than the parts of the dungeon they have encountered thus far, but that this fact would imply that whoever constructed the rooms and hallways of the tunnel must have accidentally excavated the mines.

Whether the party eventually discovers this fact or not, it is how the **Sotek** unwittingly unearthed the resting place of **Keraptis** and sealed their own doom. Had they not dug their mines so deeply, the odds are great that **Keraptis's** final resting place would have never been disturbed, and the lich would have never cursed them into his submission.

Lest the party spend too much time speculating about the mines, there are **two bulettes** that currently occupy this first tunnel. Because their armor resembles their surroundings, and because of the deeply shadowed cave, **roll for a chance of surprise** against the bulettes, who have advantage on a **DC Dexterity check**.

The cave is tall enough (20 ft.) that the **Bulette** can use their **Deadly Leap**. If they fare poorly against the party and at least one of their HP drops to half or lower, they will use their **burrow ability** to disappear as

quickly as possible beneath the surface of the cave floor, and not return. Because the **Bulette** are large, the party could pursue them through their burrowed tunnels. If they do so, they will find a small, side cave (not mapped) just large enough for a small to medium sized humanoid. The hidden cave was used by the **Bulette** to hide a few shiny objects that they considered trophies:

- **Dagger +3**
- **A large emerald (250 GP)**
- **Magic helmet (functions as +2 AC)**

7. **Catoblepas Mine Cave:** As the party makes the transition between caves, they find that the tunnels are getting progressively narrower, and it is only possible to continue in single file fashion.

Where they may have also noticed the stench of rotting flesh from the moment they entered the **Tomb of Keraptis**, the smell has become nearly over-powering. A **DC 8 Perception check**, and the smell might remind an adventurer of a horrible combination of wet horse black and rotting livestock.

This cave, long abandoned by the Sotek, has been reclaimed by a **Catoblepas**. The creature might remind the party of a disfigured and bloated dragon. The creature is large, but has unusually short legs, a very long neck, and the head of a warthog. What strikes the characters most, though, are its large, deadly, and bloodshot eyes. Even a brief look cannot, however, distract them from the fact that the terrifying smell is obviously roiling in waves off the creature.



While the **Catoblepas** will prefer direct attacks with its **Death Ray**, it is doubly dangerous in that its **Stench** passively effects any creature starting its turn 10 ft. or closer to the creature. The

overpowering smell requires a **DC 16 Constitution save** to avoid poison-induced retching that prevents those characters from taking any other action until the start of their next turn.

Even in defeat, the party will be inclined to want to flee the cave as quickly as possible and will require an additional **DC 16 Constitution save** if they want to choose to stay and further inspect the cave. Characters making their save will be initially rewarded with rotting clothing, the carcasses of small creatures, and the rotting, partially eaten corpse of at least one adventurer—the decay makes it hard to tell just how many remains litter the area.

Carelessly, though, there are a small number of items scattered among the rotting remains of the dungeon floor:

- **500 GP**
- **Potion of supreme healing**
- **Jeweled platinum ring (7,500 GP)**

8. **A Brief Respite:** The tunnel leading into this cave descends steeply from the **Catoblepas Mine Cave (7)**, and the air is not only noticeably cooler, but the stench refreshingly less overpowering than it was just 20 or so short ft. away.

As the party passes through this small cave, they will still see evidence of ancient mining activity in the form of pickaxe grooves in the cavern wall, and a few very small, faded, pitted, and cracked gemstones (small emeralds). The gemstones are small and damaged enough to be of no value.

Otherwise, there is a tunnel that leads from the south end of this small cave, deeper into the mines and darkness.

9. **Burial Cave:** Just as the party has previously encountered, the tunnels that connect this short series of caves continue to narrow, and this section feels not only more difficult to squeeze through, but somehow darker and more sinister. Whether it's the increase in cobwebs, loose rocks on the tunnel ground, the cold and damp air, or the sense that the party is being watched, something imperceptible has changed.

If the party stops to listen, you might allow a **DC Perception check**, but any result indicates that even the typical noises in an otherwise quiet cave are absent: there is no dripping of water, no faint noise of air moving in the cave. Everything is eerily and completely still.

And if the party inspects the cave's floor, there is no evidence of any life having passed this way, perhaps in millennia.

From the end of the tunnel, this tunnel is the largest of the four in this part of the dungeon, and it is immediately evident that it was used not even so much as a crypt, as an apparent dumping ground for a dozen or more wooden caskets—all of which are in various stages of rot and decay.

There are enough broken caskets, shards of ancient weapons and armor, and other debris, that entering this cave **restricts characters to 5 ft. of movement per turn**. In the first 10 ft. of the cave, the caskets are in poor enough disrepair that the characters will know that they are empty. The caskets toward the south and east walls are in marginally better repair but given their distance and the upward slope of the cave, it isn't possible to inspect them from a distance.

In the furthest corner of the cave, 12 of the caskets are home to **12 wights** (AC: 14; MV: 30 ft.; HP: 45; #ATK: 2; +4, 6 slashing; life drain, +4, 5 necrotic plus DC 13 Constitution save or HP max reduced by same amount; target dies if HP reduced to 0, no save; 700 XP). They will initially appear as corpses to the party, unless a character explicitly suspects that they are undead, a fact confirmed by a **DC 6 Investigation check**. If the **wights** are identified as such, they will attack, and combat begins as normal. If the **wights** are not identified, they gain the element of **surprise** with an initial attack.

Because they are undead, the **wights** will fight until destroyed. If they gain the upper hand, and the party attempts to flee, remember that the debris limits movement to 5 ft. per turn. While the **wights**, in and of themselves might not be particularly dangerous to the party, their

sheer numbers may still pose a significant challenge.

Not only is there nothing of value in the cave, but **Keraptis** seems to have even forgotten that the **wights** still inhabited this cave, or he may have more likely enlisted them to serve alongside his **Sotek** in his forays against the residents of **Taiga Derevyia**.

10. **Crypt Stalkers:** Combined with **A Trap (11)** and **Southern Crypt (12)**, these three areas of the dungeon are divided by short stone walls but should be treated as one large room for any encounters the party may have in this area.

As the party enters this area from the north, they will initially note a short stone wall over their east shoulder that separates them from an area that appears to have served as an underground crypt. Unlike the **Burial Cave (9)**, if the party has encountered it, this crypt and its stone sarcophagi and caskets seems more orderly, and the number of burial sites fewer. The area is unusually quiet.

There is nothing of value, or of threat, in this area.

11. **Stalkers in the Midst:** As the party passes through this area, the crypt opens, the wall off their east shoulder ends, before another short wall divides the crypt so that the western side of the crypt is wider than the eastern side (as in the first section). The stone walls mostly serve to divide one large crypt into the three smaller sections.

Unless a party member somehow infers that there might be invisible creatures in the crypt, the fact that there are **two invisible stalkers** (AC: 14; MV: 50 ft., 50 ft. fly; HP: 104; #ATK: 2; +6, 10 bludgeoning damage; 2,300 XP), one in this area and the second in the **Southern Crypt (12)**, the creatures will remain invisible for as long as it takes them to flank the party and prevent them from fleeing the area. Because the creatures can **hover**, they will be able to move into position without alerting the party to their presence.

12. **Southern Crypt:** The second of the **invisible stalkers** is originally located in this

section of the crypt. All that will be required, therefore, is for one of the **stalkers** to flank the party either from above, or by taking advantage of one of the short stone walls. Because they are invisible, the **stalkers** have initial surprise on their first attack. Because they remain invisible even after attacking, the party will either need to somehow detect their presence, or their **attacks will be with disadvantage** (unless they are area effect attacks).

As their general task, the **invisible stalkers** exist primarily at **Keraptis's** direction to defeat the party before they discover the secret door to the **Hidden Crypt (13)**. The party will note that the **invisible stalkers** seem to be focused around one sarcophagus that has an ornate cross atop it. If they inspect the interior, there is a skeleton wrapped in a burial robe, but nothing of value. If they inspect the cross, however, they discover that rotating it opens the secret door leading to the **Hidden Crypt (13)**.

13. **Hidden Crypt:** There are two secret doors for gaining access to the hidden crypt, one on the north end, and one on the west. The medallions from the **Statue Rooms (3 and 5)** respectively open the west secret door (**medallion from 3**), and north secret door (**medallion from 5**). Near each of the secret doors, the party will observe the same stylized eye from the center of the medallions. There is no other way to open the secret doors.

Once inside the crypt, the party will first observe that it seems to be an active burial area—far more than the **Burial Cave (9)** if the party has explored that part of the dungeon.

Near each of the north, east, and south walls, there is a statue, for a total of 3 statues. Each statue is a **helmed horror** (AC: 20; MV: 30 ft, 30 ft. fly.; HP: 60; #ATK: 2 longsword; +6, 8 slashing; advantage against spells and magic; immune to fireball, heat metal and lightning bolt; 1,100 XP); they will not animate until the party, or most of the party, has approached the center of the crypt, so that they can surround the party. If the party suspects the statues, a **DC 15 Perception check** reveals the statues for

what they are and allows the party to avoid a **surprise attack**.

If the party searches the crypt, they won't find much; **15 GP** and **25 SP** scattered about the floor. A **DC 12 Arcana check** suggests that the coins were likely left to honor those buried in the crypt. While there is nothing specific to prevent characters from taking the coin, you might make note of their alignment and whether it is in keeping with their character.

14. **Serpentine Hallway:** When the party moves to the west beyond the trap just outside of the **South Guard Room (4)**, they will get the sense that it is slowly winding in on itself, likely toward a central chamber. If your players' characters have any experiences with labyrinths, they will have the general sense that there should be hallways branching off at any time, and it may strike them as odd, if not unsettling, that this isn't the case.

Because of the nature of the hallway, the party will not have any random monster encounters in this corner of the dungeon, though it will not feel safe enough for either a short or long rest.

It will take long enough for the party to reach the center of the **Serpentine Hallway** that there should be a growing uneasiness given the sheer length, and winding path of the hallway.

Once the party does reach the center room, the hallway opens into a relatively small 10 ft. by 15 ft. room. There is a magic portal in the center of the room, detectable only by **detect magic**, or similar means, though the party may also notice faint sigils inscribed in the stone floor of the room, in the shape of a circle to indicate a **Teleportation Circle**. Whether the party notices the sigils or not, there is no saving throw once they step into the circle, and they will be teleported to **Crushing Entry (15)**.

15. **Crushing Entry:** This is the final puzzle room before the party reaches the final location of **Keraptis's phylactery**. The entire room is an unavoidable trap, as it triggers as soon as the party teleports into the center of the room, and the four walls

will slowly close in on the party and crush them to death.

When the party appears in the room, they not only note that the walls begin closing in immediately, but that they are standing in another circle surrounded with runes that are inlaid with copper.

A voice will intone: "place your party's most valuable item on the ground in the center of the circle, then leave the circle." The last party member to leave the circle will disappear. **Note to DM:** that party will be teleported to the **Phylactery Portal (16)**.

With one less party member, the walls then draw within five feet of the party, and the air becomes still and more difficult to breathe, resulting in **1d10 damage** from the exhaustion associated with that difficulty, with no saving throw.

The magic circle briefly disappears, and then reappears, this time with the same runes, but laden in silver rather than copper. If the party did leave an item in the circle before their party member disappeared, that item will also disappear, and is gone forever.

The voice will demand: "leave all of your silver in the circle." The party must leave all silver items, coins, weapons, etc., in the circle. If they fail to leave any items of which you are aware, or if they leave non-silver items in the circle, the walls will draw within a very close 2 ft. of the party, and the now limited oxygen in the room results in an additional **1d10 damage** to everyone in the party. Nothing else will happen until the party corrects their mistake, though they will continue to incur **1d10 damage** every turn until then. Once they place all their silver in the circle, both the circle and all the silver will disappear. The silver items are permanently gone.

When the circle appears for the third time, the runes are now inset with gold inlay. The voice now commands, "stand one, stand all" and they will all need to move into the circle. If they fail to do so within 2 turns, the walls will close in, crushing them all to death.

However, if the party moves to the center of the circle, they will temporarily experience utter darkness (even if they can see in the dark), and then be transported to the **Phylactery Portal (16)** and be reunited with their party mate who was teleported away earlier.

Note to DM: The loss of a valuable item, and all the party's silver items might seem harsh, however, the dungeon is rather generous with its treasure, and hopefully the party will see the overall gains made from the adventure.

16. **Phylactery Portal:** The northwest corner of the hallways **(a)** around the phylactery portal room will teleport the party back to the **Teleportation Circle (14)**. If they leave before reaching the **Phylactery (18)**, be aware that the teleportation devices continue to function exactly as they did the first time for the party. Because the party will have no silver for the **Crushing Entry (15)**, the trap mechanism will simply skip over that stage in the process.

The hallway **(b)** to the south is also 15 ft. long and appears like hallway **(a)** except for the fact that it dead ends in two traps. The first trap requires a **DC 12 Perception check** to identify and is a very simple false floor. It is 10 ft. deep, so if activated falling a **DC 14 Dexterity save** results in **1d6 bludgeoning** damage from the fall. On success, ask the character how they avoid the fall: if they jump back, they are fine. If they jump forward, they automatically trigger the second, and more dangerous trap!

The second trap is relatively easy to detect with a **DC 10 Perception check** unless a character jumps into that section of the dungeon to avoid the first trap. If they do so, there is no saving throw against falling into the trap. This pit trap is three times deeper, resulting in **3d6 bludgeoning damage** from the fall. The bottom is lined with razor-sharp blades that inflict an additional **1d10 slashing damage**. A character falling in the pit must then make a **DC 15 Constitution save** or take an additional **2d10 poison** damage, or half upon success.

On the east wall, there are two stylized eyes that match the eyes from the **gold**

medallions from the **Statue Rooms (3 and 5)**. Once the medallions are placed against the stone wall, the secret door to the **Phylactery (18)** opens soundlessly.

There is nothing of value in this room.

17. **Hidden Summoning Room:** This room is accessible via a small secret door in the southwest corner of the **Phylactery (18)**. It is activated when all **four keys** are within five ft. of the secret door.

Once inside the summoning room, there is a pressure plate in the center of the room, that is easily identified by a **DC 6 Perception check**. If a party member makes their check by more than **+6**, they will also recognize that it doesn't appear to function in quite the same way as similar pressure plates in the dungeon that served to activate traps over pits. This pressure plate would appear to have a different function.

To ultimately succeed in the **Phylactery (18)**, a party member must stand on the pressure plate or place the equivalent weight of a small humanoid (approx. 75 pounds, or 34 kg) on top of the plate. Once they do so, the party will hear the heavy grinding of stone on stone coming from the **Phylactery (18)**. When they return to that room, they will notice that a sarcophagus has risen from the stone floor in the center of the room.

18. **The Phylactery:** As the party stands at the end of the stone hallway, it opens suddenly into a medium sized cave, roughly 30 ft. across, and nearly circular in shape. There doesn't appear to be any evidence of mining activity in this cave, suggesting it may have served another purpose at one time. The problem: it is entirely empty. If the party has not discovered and activated the pressure plate in the **Hidden Summoning Room (17)**, they will need to do that first.

Once the sarcophagus has risen from the floor of the room, the party is free to inspect it, and will easily discover that they can open the lid without trouble. There is no lock on the lid, and it does not appear trapped.

Inside the sarcophagus is a small, ornate silver box on a silver chain. The outside of the box is inscribed with beautiful, but indecipherable runes. A **DC 18 Arcana check** indicates that they might serve as protection. This is the lich **Keraptis's phylactery**.

Should the party inspect the inside of the phylactery, they will discover a dark ichor comprised of blood and poison. If a party member is foolish enough to even taste the concoction, they will die (no save). If their body is left within 20 ft. of the sarcophagus, they will transform into a **lich** 24 hours later. If their body is removed, it cannot be resurrected, and the character is permanently dead.

For the party to ultimately succeed, they must destroy the **phylactery**. There are symbols on the exterior of the silver box that match the four keys, and the two gold medallions. The party must have all six items in their possession and must hold all six simultaneously against the phylactery to destroy it.

If the party attempts to destroy the phylactery by any other means, any attempted damage will be incurred by the character inflicting it, subject to a **DC 20 Charisma save**, or half upon success. If the character is wearing the **Amethyst Pendant**, they neither inflict nor risk damage.

If the party fails to destroy the phylactery and leaves it behind, **Keraptis** will regenerate in 24 hours. The villagers of **Taiga Derevyia** will almost as quickly succumb to additional attacks, and the party will know that they have not yet succeeded in defeating the evil wizard.

On the other hand, if the party takes the **phylactery** with them rather than destroying it, they will discover that when they teleport from **the Phylactery Portal (16)** or by their own means, that the **phylactery** will not teleport with them—instead returning to the sarcophagus. Should it do so, this also causes **Keraptis** to regenerate in 24 hours, and resume his attacks on **Taiga Derevyia**.

Assuming the phylactery is destroyed, when the four keys and two medallions are placed upon it:

The silver phylactery begins to shine, as though with its own inner life, and it begins to feel warmer. Each of the keys and medallions feel almost magnetically drawn to the phylactery even though it is obviously constructed of silver.

You might be tempted to release any of the keys or medallions you hold, but you realize that while you might do so with some significant effort, you also fear that if they fall from the phylactery, you may not succeed in destroying it.

If a party member decides to release an item they are holding, it requires a **DC 20 Intelligence save**. If even one character succeeds, the process of destroying the **phylactery** is interrupted, though it may be restarted.

If the party holds the keys and medallions long enough the heat binds the items to both their hands and the phylactery until the phylactery is destroyed:

A smell of hot silver and burning flesh permeates the air and you realize that the keys and medallions you hold are burning your hands while you cannot remove them. In a blinding flash, the phylactery is gone, leaving you with the blackened remains of the keys and medallions—burned to a hard obsidian rock. As much as they burned the flesh of your hands, they have now become almost as cold as ice.

When the phylactery has been destroyed, the party members holding the keys and medallions will have taken **1d10 fire damage** from the heat of the destruction. They will also have burned marks that permanently scar their hands in the shape of one of the respective keys or medallions that they were holding. **Note to DM:** choose which design to become a permanent scar for each afflicted character. The keys and medallions, though interesting as obsidian

rock, may make good keepsakes from the adventure, but will be of no value if the party tries to sell them.

THE END

Once the party destroys Keraptis' phylactery, they have successfully completed their quest, and their return to **Taiga Derevy** can be considered uneventful. The residents of the town will be skeptical of the party's success unless they provide some evidence of the demise of **Keraptis**. However, they will make good on their promise and reward the party with one item per party from **Magic Item Table H** in the **DMG**.

Leveling Up

Given the nature of training and leveling up in general, you should not award XP until the conclusion of all three modules. At your discretion as DM, you might choose for your party to increase anywhere from **one to three levels**. Consider not only your general expectations as a DM and as players, but also your players' overall approach and creativity in the campaign.

BONUS ADVENTURE: THE MAZE OF KERAPTIS

Overview: The players will find themselves teleported to the **Maze of Keraptis** if they trigger one of the traps in the hallway south of the **Statue Room (3)** in **The Tomb of Keraptis**.

Assuming a party of four, randomly place each character in the far corners: **(1)**, **(5)**, **(20)**, and **(24)**. If your party is larger, continue to place them in rooms that maximize the distance between characters, respectively: **(3)**, **(14)**, **(22)**, and **(11)**. Alternatively, roll for starting positions using **1d4** as indicated by the map in the **Appendix**.

At least two **Minotaurs** (see **hybrid** in the Appendix) start in the center **(C)** room of the maze. Assume one additional **Minotaur** for each additional two players beyond four. Minotaurs choose to move two rooms per turn or will use one turn to try and sense (smell) where party members are located. With a keen sense of smell, they succeed on a **DC 12 Perception check**, with a **+5** and **advantage**. Once a target has been identified, the **Minotaur** will pursue that target until discovered.



While the **Minotaurs** will rely on their superior sense of smell, the party is not so fortunate: their own senses of smell will be completely overwhelmed by the stench of minotaur that permeates the

maze to such an extent as to render the sense completely useless in locating the minotaurs.

There is no light in the maze, so each party member needs to determine how they will navigate the darkness. Given that they are also separated from one another they may attempt to rely on either good fortune, or sound as means for finding one another. The nature of the maze causes sound to echo. A **DC 14 Perception check** will reveal the general direction of a party member. If a party member is within one room, allow **+4** on the check. **DC 16 Perception checks** or better will also allow the listening party member to determine more specifically how far away another party member might be.

For failed checks, you might determine that a party member still hears noise in the maze but may be uncertain whether the noise is humanoid or **Minotaur**. Additionally, the echoing in the maze may result in the noise sounding as though it is coming from an inaccurate direction.

If a Minotaur does not yet have a specific humanoid target, each will choose a corner as a general direction to move. Roll **1d4** to determine which corner, allowing only one Minotaur to move toward any given corner. Use the results indicated on the map in the Appendix to aid in the decision or make a random choice for each monster.

Absent a target, each **Minotaur** will make one north-south move, and one east-west move consistent with their destination.

Start: Every starting room has limited writing on the walls that welcome them to the **maze**. The writing will also note that the party has one minute (10 turns) to find all the **Minotaurs**. Unless the party either refuses to move, or actively tries to avoid the **Minotaurs**, the first deadline is unlikely to be reached.

Once found, the party will have one minute (10 turns) to defeat all the **Minotaurs**.

To Win: After the party defeats all the **Minotaurs**, they might wander the maze until they reach the center of the labyrinth where there is a small stone dais indicated by **(C)** on the map. On it is an **Amethyst Pendant**. The pendant is not required to destroy the phylactery but will certainly aid the party in the process. The pendant will glow magic, though there is no effect should a party member choose to wear it around their neck.

Once the pendant has been found by any member of the party, all members of the party will be teleported back to their original location in **The Tomb of Keraptis**.

Failure: Should the party be killed by the **Minotaurs**, or if they exceed the time limit, they will all be teleported back to their original location in **The Tomb of Keraptis**. Not only will their full HP be restored, but so too will the **Minotaurs'** HP.

In addition, for every new attempt at the maze, which may be repeated as often as the party chooses, starting locations should be re-rolled for each effort.

BONUS ADVENTURE: THE COLORFUL HALL OF KERAPTIS

Overview: Much like the **Maze of Keraptis**, this puzzle is also triggered by one of the traps in the hallway south of the **Statue Room (3)** in **The Tomb of Keraptis**.

The puzzle is a series of four rooms separated by secret panels that may be only opened by solving the puzzle in each respective room.

Start: Each room has one puzzle. Failing any one of the four puzzles returns the entire party to the trap that teleported them to the **Hall**.

1. **Color Riddle Room:** There is a stone tablet inset into the wall. To its right, a series of three buttons, each with an adjacent switch (currently all in the down position). The tablet reads: *As you watch the sky, listen to your heart, and do not succumb to greed.* The first button, when pushed will alternate colors between; green, blue (correct), and purple. The correct answer will cause the lever next to the button to move to the upward position and unlock the second button.

The second button will then alternate with pink, blue, and red (correct), with similar results to the first button.

The final and third button then alternates silver, copper, and gold (correct). With a correct answer, the secret door on the eastern wall will slowly rise into the ceiling, allowing the party to continue to the next room.

2. **Emerald Puzzle Room:** The layout of this puzzle is a simplified version of the previous room as there is only one button and one lever (also starting in the downward position). The tablet next to the button and lever reads: *The color of my envy, my favorite gem, may also be my very undoing.* Once pressed, the button alternates green (correct), gold, and red. A correct answer, and the second secret door, again on the eastern wall, will slowly rise into the ceiling allowing the party to continue.
3. **Combined Puzzle Room:** By now, the rough layout of the puzzles should be familiar to the party. This tablet is next to four buttons and reads: *Colors four were*

ordered so. When one of the buttons is pushed, from left to right, they all alternate blue, red, gold, and green (correct order). As the buttons are pushed, remaining buttons continue to alternate between all four colors. From left to right, the colors should be selected in the same order noted above. Once selected, the party can proceed to the fourth room.

4. **Time Puzzle:** Three identical switches adorn each open wall: north, east, and south (correct order). Next to the switch on the northern wall is a tablet inscribed: *At the top of the hour, raise the switches in the correct order of time.* The top of the hour refers to the north wall's switch, and then proceeds clockwise in the same direction noted above.

Assuming the party succeeds, the final door opens, and the party will find them in the final room.

5. **Treasure Room:** A small chest will rise from the center of the room when one or more party member enters. It is unlocked and un-trapped, and the party might well guess that the puzzle serves the purpose of those things.

Inside there are several **rubies** equal to the number of party members times three. Each ruby is worth **250 gp**. See the note below should the party fail to solve the riddle one or more times.

Failure: Each time the party fails to solve a riddle, they are returned to their starting point in **The Tomb of Keraptis**. They may retry this puzzle as many as four times before the teleportation mechanism in the trap fails.

However, each time the party makes a new attempt at solving these riddles, the final treasure **decreases** by **one ruby** per party member for each attempt. By the fourth attempt, the chest will still appear in the **Treasure Room** but will be empty.

BONUS ADVENTURE: THE HIDDEN LAIR OF GORGU OF THE BLACK ART

This bonus adventure is provided for those times when either you have a party of adventurers who want to play, but not enough for the main adventure, or when you and your party would like to extend the adventures beyond the core **Dungeon of the Wizard Lord Keraptis**.

Both this adventure, and **The Ruins of Xan Yae's Kingdom** are written to allow the DM the opportunity to scale the adventure both in terms of time and difficulty. Therefore, treat these adventures more like a *plan* than a formal and structured adventure: be creative and encourage your party to have fun with something more impromptu.

In addition, though, both bonus adventures are designed to allow those playing to bring back some small advantage to the core adventure. Those advantages are outlined at the end of each of these adventures.

Note to DM: **Gorgo** has long been a master of instilling great fear into those that dare his presence. Roughly every two turns, players should **roll DC 12 Wisdom saves**. On failed saves, characters are convinced they are going to be imminently attacked and scream uncontrollably at their party members to defend themselves. The failing party members will also be paralyzed for one minute.

Initially, the failed saves will seem more of a nuisance to the party than anything else. However, after the first failure **roll 1d4**. Based on the result of the roll, that number of failures will automatically attract a random monster at the end of the first turn of that failed save (e.g., if you **roll a 1**, a monster will appear at the end of the first turn, after the first party member is frightened; on a **roll of 2**, the monster appears at the end of the first turn, after the second party member is frightened). Because of the heightened alert for both party members and monsters, there is no element of surprise.

Because there are ultimately attacks from monsters who hear the characters screaming, continue to have characters make their **DC 12 Wisdom saves** the entire time they are in the dungeon.

Table 13. Random Monsters in the Hidden Lair

ROLL	N	MONSTER
1	1	Dorje
2	1	Dudser
3	1d4	Nujinser
4	1d4	Nyonmong
5	1d4	Rakan
6	1	Xayah

1. **Entrance:** When the party arrives at the entrance to **The Hidden Lair of Gorgo of the Black Art**, they notice:

A series of ancient runes carved in the tunnel walls adorn the east and west side of the crumbling stone stairway that descends sharply into the earth.

By all accounts, you and your party are certain that the way forward is likely a mining operation. You also feel as though you have no other choice as you look over your shoulder into darkness, and nothingness. If you are to survive this part of your quest, there appears to be no way but forward, deeper into the mines.

A **DC 12 Arcana check** of the runes around the door would reveal that the runes are an odd mixing of elven-like script where some words like *mine*, *gold*, and *riches* are reasonably easy to pick out from the rest of the runes. It will, however, require a **DC 16 Arcana check** or better for a character who knows elven to recognize that some of the runes appear to symbolically denote things that appear to be *demons*, *arcane magic ingredients*, *summoning runes*, and *heraldic symbols*. With these, the character might suspect a connection to old tales associated with an ancient and much feared wizard named **Gorgo of the Black Art**. The only problem with this interpretation is that **Gorgo** very much is the stuff of oral legends and traditions—to the party's knowledge, no one has ever seen **Gorgo** outside of the pages of lore.

Note to DM: This, then, is the party's ultimate quest, whether they acknowledge it or not, to find **Gorgo**, defeat him, and hopefully be rewarded with the lush and vast treasures he is reputed to have hiding. Magic users in the

group will also note that **Gorgo** is also reputed to have one of the greatest spell books in all the world of necromancy. And if the rumors are true, there are likely also spells known only to **Gorgo**.

2. **Staging Area:** This area of the mine, though carefully hewn from the rock, continues a sharp descent further into the mine, and darkness. As the party approaches the bottom of this area, they encounter a small underground stream that will require them to either wade through it, or to proceed single file around the eastern side of its banks.
3. **Sunken Well:** When the party enters this area, they notice a small dais on the south-east corner of a small lake.

If the party approaches the dais, they will recognize that it is more of a raised stone altar, containing a series of four panels and switches:

Which number is not like the others?			
1	2	3	4

To activate the switches, a character will have to stand on the dais, with the altar immediately in front of them. Initially, the four switches are in the down position. There is an inscription across the top of the switches that simply reads: *Which number is not like the others?* The answer is **4** because it is not a prime number.

To provide the correct answer, a character pushes the lever below position **4** into the up position, leaving the other three in their initial, downward positions.

Once the lever is in the correct position, the water levels in the lake recede quickly and reveal a partially sunken well. The water also concealed a door (**c**) on the northwest corner of the lake that leads to the **Precarious Ledge (4)**.

The Well: Once exposed by the receding lake waters, the well appears to be of modest depth, and at least deep enough that the characters cannot visually discern the bottom. When the lake water recedes, the water in the well also recedes leaving it mostly empty. If the party has at least 20 ft. of rope, they are able to descend the well. You might

assume a **DC 12 Dexterity check** against any accidental falls, where a failure would result in **1d6** bludgeoning damage. The bottom of the well holds the bones of an adventurer who appears to have fallen down the well. The skeletal remains have been in the well long enough that little else than bones remain. There is a rotted leather pouch partially obscured by the muck at the bottom of the well. It contains: **10 GP**, **4 SP**, and a **small diamond worth 24 GP**.

At some stage in their exploration of either the **Sunken Well (3)** or **Precarious Cavern (4)**, the party may wonder at the purpose of the riddle and switches as it seems to be protecting nothing of interest or worth. While they are correct, the reality is that **Gorgo** is still in the process of completing his Lair, and whatever designs he had on this area of the dungeon remain a mystery.

4. **Precarious Cavern:** Once the doorway to the cavern has been exposed, the party finds it unlocked.

The cavern itself runs approximately the same length as the cave and the southern wall gives the impression that it was constructed as a barrier wall to shrink the original size of the lake, allowing the artificially constructed cavern to be mined. In fact, there is some limited evidence of small gemstone chips in the stone walls of the cavern to confirm the party's suspicions.

Otherwise, the cavern is wet, and the ground rather mucky as the lake still seeps water underneath the south wall. Characters proficient in **Nature** who make a **DC 14 check** may express concern that their weight causes the ground beneath to feel unstable. If the party stays in the cavern, the floor collapses in a mudslide causing **1d6 bludgeoning damage**. There is no save as there is no way to avoid the collapse.

5. **Armory:** This area is a well-stocked armory suggesting that **Gorgo** either had or was seeking to arm a reasonable number of guards or soldiers. For the most part, the party may find any combination of **armor (up to a value of 200 GP per item)** or **weapons (up to a value of 25 GP per item)**

that may suit their needs in this room. None of the items are magical.

While the party finds some items that are useful, they will also observe that many of the weapons and pieces of armor that are closer to the floor have slowly succumbed to rot or rust—suggesting that the armory has been here for quite some time.

There is also a trap panel located in the ceiling. The panel is easily opened with a small dagger or knife and is not trapped. Inside the panel is a solitary lever, not unlike the one the party found near the **Sunken Well (3)**. Initially it is the down position and raising it to the up position will **dispel an illusion** that was protecting the armory.

Note to DM: If, for some reason, the party suspected an illusion or magic in the room, they may have also dispelled that illusion themselves without the aid of the lever concealed in the ceiling.

The illusion obscures the presence of several **+2 weapons** equal to the number of members of your party (e.g., there should be one item for each of them). The weapons are **silvered weapons**. As DM, you should select weapons appropriate to each party member's class.

Each of the weapons is inscribed with the phrase: *Soul-Keepers* and seems to offer some clue as to either their origin, or sense of purpose that served as a bond to their original owners. Unfortunately, the party will likely never discover the secret of their weapons' names.

Note to DM: if the party finds the weapons before they encounter the trap in **Crushing Entry (15)** at the end of the main adventure, it is likely they will ultimately lose these weapons!

6. **Original Mining Area:** This large cave was the heart of the original mine that **Gorgo** has been converting into his lair. There is evidence of mining, though it is notably ancient, perhaps millennia old, and only preserved because the cave remains protected from the elements. There is evidence of small cave-ins around the perimeter of the cave, and little evidence

that anyone or anything has spent much time in the area—perhaps out of concern for even more significant cave-ins.

There are collapsed stone stairs along the western wall of the cave that hint at failed attempts to expand the depth and reach of the mine. If the party inspects the stairs, they see evidence of vigorous mining that has long since depleted it of any valuable minerals or gemstones.

There are two other exit points from the cave to the north, and open tunnel and an old, rotting door that is currently shut.

The open tunnel ultimately leads to the rooms that comprise **Gorgo's Inner Sanctum**. The rotting door leads to a tunnel that ultimately takes the party further to the east, and deeper into the original mines.

Note to DM: If time is short, eliminate the door, and **rooms (13-18)** from the adventure.

7. **End of Original Mine:** This cave marks the far reaches of the original mines as they transition into Gorgo's hidden lair. When the party rounds the corner traveling from south to east, they will be attacked by two **Mamo Nag**. The large, ogre-like creatures will fight to the death. They have nothing of value on them.
8. **Trapped Anteroom:** The party will find it difficult to figure out what the ultimate purpose was for this room. On the one hand, it feels like a combination of living quarters and mess hall for the miners.

At the same time, it also feels like some sort of transitional space, or waiting room because the eastern side of the room looks and feels more refined: the little bit of furniture (a wood table, and a handful of chairs) seem like an uncomfortable receiving area. However, it may also just be a space for socializing as there are no other entry or exit points other than the western door through which the party entered in the first place.

The walls of this room hold a sparse number of sconces and torches for light, and a few small, faded tapestries. If the party inspects the tapestries, they see

depictions of harsh, craggy mountains and forested landscapes that might reflect the origins of the miners, perhaps the location of the mine as it appears above ground, or perhaps some fanciful and fictional depiction of a land that exists only in the mind of the tapestry's weaver.

Behind a tapestry on the eastern wall, a **DC 14 Perception check** reveals a mechanism hidden carefully in the mortar in the stone wall. If the **Perception check exceeds 16**, the character discovers that the mechanism seems linked to something else in addition to what is likely a secret door. A **second Perception check of DC 16** reveals a second mechanism. If both are activated, the secret door opens. If only one is activated the character who activates the mechanism must make a **DC 16 Dexterity save** or be struck by **1d4 poison needles**, each inflicting **1 HP piercing damage**. Once struck, the character then makes a **DC 18 Constitution save** or takes **42 HP poison damage** on a failed save, half upon success. The double mechanism is in place to allow **Gorgo** passage between this room and his chambers, while preventing anyone else the same access.

There is nothing of value in the room.

9. **Secret Room One:** The secret doors in this room require a combination of any one of the **original keys** plus standing on a pressure plate on the floor. Initially, only the outline of the key will be visible on the wall. Searching for the pressure plate requires a **DC 12 Perception check**. If the party only uses a key, and not the pressure plate, they make a **DC 14 Dexterity save or take 1 piercing damage** from a needle trap and then a **DC 16 Constitution save or 18 poison damage**, half on success. Both secret doors operate by the same mechanism.

This room is otherwise empty.

10. **Secret Room Two:** The additional secret door in this room operates on the same principle as **Secret Room One (9)**. **Two Nyonmong** seem to have wandered into this room and gotten trapped here. They will fight until one or both of their HP have

been reduced to zero, but will then teleport away, attempting to reach **Gorgo's Hidden Chambers (12)** which is the one place they can teleport without it being line of sight.

One of the Nyonmong is wearing a **gem-studded shoulder strap** worth **250 GP**.

11. **Secret Room Three:** This room complex culminates as a dead-end. However, there are several circles etched into the floor equal in number, coincidentally, to the number in the party. This will allow, should the party choose, them to teleport simultaneously to **Gorgo's Hidden Chambers (12)**, thus eliminating any advantage Gorgo might have otherwise had if they had arrived by other means (e.g., through the doorway).

12. **Gorgo's Hidden Chambers:** This was once a lavish wizard's chamber that has fallen into a significant state of decay. What were likely once extravagant and lushly colored tapestries, now hang in faded, rotting tatters. A thick layer of dust and cobwebs rests so heavily across tables, chairs, shelves that it seems to permeate the very air itself. Even beneath the dust and cobwebs, the rot in everything is apparent. Books, scrolls, and ancient tomes confirm your sense that this is the chamber of a wizard, but the fact that they appear near ready to dissolve into dust might suggest that no living creature has passed through these chambers in many, many years.

Adding to your party's sense of age-old decay and neglect, a red-cushioned wooden chair with skeletal human remains slouched across it sits off to the side in the far corner of these chambers. If these are **Gorgo's Hidden Chambers**, it would appear that **Gorgo** met his demise, natural or otherwise, centuries ago.

Given the dramatic decay in the **Hidden Chambers**, the only item of any apparent value is a **small chest** that was sitting on the floor next to Gorgo's chair. The chest is unlocked and contains the following:

- **Robe of Protection +2**
- **1,500 GP**
- **Magic Scroll**

The **Scroll** is the legendary scroll that the party may or may not have learned about earlier in the adventure. It is protected by **Power Word Kill** but contains the **Wish** spell (9th level). For the party to use the scroll, they must first use **Dispel Evil** at the 9th level. If the party uses **Dispel Magic** at the 9th level, the scroll is destroyed.

The scroll will glow with both magic and evil if the party attempts to detect either.

13. **Mining Area – East:** This is a more recently excavated area of the mine, and the party will see evidence in the form of mining equipment and wheel tracks to confirm that it may still in fact be active. If they inspect the walls of the mine, a very easy **DC 6 Investigation check** reveals trace evidence of emeralds. Extracting any of the emeralds would require both time and expertise with mining which the party is unlikely to possess.

The tunnel to the south of the main cave descends gradually deeper into the mine.

14. **Final Mining Area:** This cave marks the end of the underground mines. There is also much more recent evidence of active mining in the form of dropped pickaxes, torches with fresh pitch still on them, and assorted sacks, and broken mining equipment to suggest that this area may have been actively mined just short hours ago. However, whoever was mining the area, has obviously fled—most likely along the tunnel to the west.

Though the party might suspect that their presence scared off the miners, there is a **Nujinser** lurking in the shadows. Unless the party makes a **DC 16 Perception check**, the creature will attack with surprise.

As the miners worked deeper into the earth, they were beginning to unearth the hiding lair of demons and undead creatures, greatly compromising **Gorgo's** efforts on using the mines to fund his army and efforts.

15. **Mining Area South:** There continue to be signs of active mining in this smaller tunnel. A **Dudser** lurks in the shadows, hoping to surprise the party. The Dudser is wearing

an **Amulet of Proof Against Detection and Location** to also aid in hiding its location from the party. If it is successful, it will wait until the party has moved to the **Final Mining Area (14)** and the **Nujinser** located there attacks them first.



16. **Lake Staging Area:** Though they appear long forgotten, a handful of full ore carts sit ready to be unloaded in this area just off the **Dock and Storage (17)**. The ore provides obvious confirmation of the perhaps still lucrative nature of the mine—if only the party knew where they were!

A **DC 12 Nature check** might reveal that the rough value of the ore, when processed, might easily exceed **50,000 GP** or more. The problem, of course, is the sheer bulk of the unprocessed ore which will prevent the party from taking more than a small, token amount with them, perhaps no more than **50 GP** once processed. Given the nature of a **Bag of Holding**, the party might succeed in taking up to **500 GP** in unprocessed ore if they possess such an item. The challenge after the adventure, then, is finding a buyer for that ore!

17. **Dock and Storage:** This area is comprised of a small storage area (containing, oars, nets, and other miscellaneous items suitable for outfitting small to medium sized boats) and docks suitable for mooring up to medium-sized boats that would have been likely used to transport ore from the mine across the river, and presumably out of the underground mines.

At the moment, save one small boat large enough for your party, the docks are empty. There is some evidence in a stray oar, and mooring ropes, that the miners have fled ahead of your party and taken one or more boats from the docks.

18. **Gorgo's Hidden Lake:** From the southern end of the **Dock and Storage Area (17)**, the party will see a large underground lake distinguished by an island about 20 ft. or so from shore, and then arms of the lake that extend both east and west, beyond their immediate line of sight.

In the most likely scenario, characters will take boats from the **Dock and Storage Area (17)** out to the island. In the process, they will encounter **1d4 large sturgeon** that attempt to capsize the boats before attacking the characters.

Once on the island, however, the characters find themselves in a relatively safe part of the lair and may use this as an opportunity for either a **short or long rest**.

The dominant feature of the island is a **teleportation circle** in the center of the island. It returns the party to whatever location they were in before they started this side adventure.

THE END

At the DM's discretion consider some combination of the following rewards based on your party's performance, and needs, before continuing with the core adventure:

- The benefit of a long rest on the island, before returning.
- From occasional treasure collected from all the chambers **1d20x100 GP** per character.
- For each character, a **customized +1 magic item** from Gorgo's magic chest found in **Gorgo's Hidden Chambers**. As DM, choose the item and then customize it specifically to each character, their class, and background. Your goal is to make the side adventures as memorable—if not even more so—than the main campaign.
- **XP:** Based on your assessment of the party's overall performance, and because the adventure relies as much on cunning as anything, you might reward

equivalent XP based on a general perception of how well they fared:

- Excellent: 1 level
- Average: ½ level
- Poorly: ¼ - 0 level

BONUS ADVENTURE: THE RUINS OF XAN YAE'S KINGDOM

Arriving at Xan Yae's Kingdom: The Kingdom is accessible from **Xan Yae's Mirror Room (24)** in the **Dungeon of the Wizard Lord Keraptis**. If your party fails to find the location, you could move the location of the mirror, and mechanism for finding it to another, easier to find, location in the dungeon. Any of the traps in the **Tomb of Keraptis** could also trigger teleportation to the same location.

Overview: When the party arrives on the outskirts of **The Ruins of Xan Yae's Kingdom**, they find themselves standing just on the edge of a moat and broken-down bridge that looks rather precarious to cross—even on foot. The bridge is flanked on either side by a pair of short guard towers.

Even before the party approaches the towers, if they choose to inspect what they see from a distance, a **DC 12 Arcana or History check** reveals that what appears to be the distant, stone ruins of an old coliseum, is evidence of the **Ruins of Xan Yae's Kingdom**, though little is known of it outside of vague legends and fairy tales. The best the party might piece together; this was reputed to have once been a strong hold of great influence and power in the **Sea of Legendaria (C5-C6)**. However, according to legend, some mysterious force caused Xan Yae's Kingdom to not only fall from its place of power, but reputedly to have cursed and haunted both it and the lands surrounding it. It has been centuries since human eyes have beheld Xan Yae's Kingdom.

If the party fails to see or question the ruins of the Coliseum, the identity of the Kingdom will remain hidden to them until later in the adventure.

From the edge of the two towers and bridge, there is nothing but wilderness to the north, east, and west of the stream over which the rotting bridge spans.

If the party chooses to avoid the Kingdom, you might allow them to explore the surrounding wilderness, and all the random encounters that come with such an ill-fated endeavor. However, if they are to find a way back to the **Dungeon of Keraptis**, they will have no choice but to enter the Kingdom.

As you approach the bridge and towers, you notice a perhaps unexpected stillness to the area. Where you might expect even the muted and distant noises of local residences, perhaps the creaking of wagon wheels, and the laughter of small children, you fail to even hear the calling of songbirds.

What you do notice, however, is the unmistakable smell of wood and burning leaves. Curiously, you cannot recall if it was autumn before you arrived here, but those certainly are what these smells remind you of.

Looking for evidence of anything burning, you first note that the few buildings and houses not only look abandoned, but there is no smoke coming from any of their small chimneys.

Perhaps in the distance, in what might geographically be the rough center of the little kingdom, you do get a glimpse of faint red tendrils of smoke drifting between a stand of trees that appear to ring some craggy hills around which the village seems to have been built.

Note to DM: The party's failure to remember the season of the year before they arrived here is the first subtle clue that the **faint red smoke** is adversely affecting their memory. As the party then spends more time in the kingdom, the effects of the red smoke become more extreme, based on **Table 14: Losing Their Memories**. Note that while the main function of memory loss is time spent in the kingdom, the easiest way for you to manage the progression of loss is to base it on the number of locations the party visits and/or rests that they take.

Table 14: Memory Saves

BLDG. EXPLORED	WISDOM SAVE
1	DC 10
2	DC 12
3	DC 14
4	DC 16
5	DC 18
6	DC 20

For Each Failure: Every time a party member fails a save, their memory fails them further, **losing -1 Wisdom** for each fail. Because their Wisdom modifiers will then also drop, subsequent saves become that much more difficult. **Table 15: Memory Loss** describes the impact of some of

those more significant failures as a character's memory continues to fail.

Table 15: Memory Loss

WISDOM	EFFECT
9	Spell-casters have a 25% chance of failing to remember any spell they cast.
8	Your character is convinced that they live in the Kingdom and will attempt to move into a house.
7	Spell-casters have a 50% chance of failing to remember any spell they cast.
6	Spell-casters can no longer remember any of their spells.

Party members with a Wisdom of 8 will forcibly attempt to leave the party, disavowing any association with them. Once separated, the **Dralha** will round them up and prepare them for the **Coliseum (9)**. Party members will not resist those efforts.



Curing Memory Loss: The easiest way for a party member to restore all their memory loss is to find their way out of **Xan Yae's Kingdom**. Failing that, only a spell like **Greater Restoration**, or an equivalent curative, can help.

Preventing Memory Loss: There are very few ways the party might avoid memory loss, the most obvious, spending as little time here as possible.

If the party suspects the smoke, and wraps their nose and mouth with cloth, they gain **+1 on their saves**.

Likewise, if they go directly to the source of the smoke at **Xan Yae's Secret Source of Power (10)**, and succeed in shutting off the bellows, the smoke

will dissipate, and their memory will be restored almost immediately.

Residences: Throughout the kingdom, there are quite several small houses, suggesting that there might have once been many dozens of citizens who lived here. There are only minor differences in the houses as they were all designed for small families of extremely modest means. Should the party attempt to hide in one of them, they will first note that they have all been long since abandoned. Each is comprised of a large room that serves as a combined sitting area, kitchen, and space for eating. A small loft typically holds a couple of beds. As hiding places, they will make extremely poor choices, and because they are windowless, the party could easily find themselves trapped. Whatever may have happened to the residents of the kingdom, they have left nothing of value behind.

1. **West Tower:** **Two Dralha** watch guard from the West Tower. Other than their long swords and bows, they have nothing of value. Though the **Dralha** understand Common, they do not speak and therefore cannot be compelled to share any information about the Kingdom they guard—which is why **Xan Yae** compelled them to stand watch over the bridge.
2. **East Tower:** This tower also holds **Two Dralha** who will work in tandem with those in the **West Tower**. Like their counterparts, they understand Common, but cannot speak it.

In their encounter with the party, the Dralha will initially attempt to kill them. Failing that, they may then force them across the bridge and into the Kingdom. However, though it might be a long shot, if they feel that they can capture one or more of the party members, they will take them to the **Coliseum (9)**.

3. **Bridge:** To even the most untrained of eye, this ancient, and rotting wooden bridge is clearly not safe—even on foot. However, the stream that it crosses appears swift, deep, and dangerous.

If party members attempt to cross the bridge, they will be attacked by the undead in the **West (1)** and **East (2)** Towers. In addition, once a party member is over open water on the bridge, they must make a **DC 16 Dexterity save** when

some of the bridge's planks crumble under foot. On a failed save, they fall into the stream. On a successful save, the party member will lurch forward on the bridge, and need to make one additional **DC 16 Dexterity** save before either making it to the far bank of the stream or falling into the stream.

If one or more party members fall into the stream, they will be attacked by the guards in the **West (1)** and **East (2)** Towers. Additionally, a **swarm of Mashenomak** will attack from the depths of the stream. Characters then have a difficult choice to make should they remain in the stream and fight; all attacks will be at **disadvantage**. Alternatively, a party member may choose to take one action to exit the stream. If they failed their **first Dexterity save**, they should return to the north bank (or take a second turn to reach the south bank at their discretion). If they failed their **second Dexterity save**, they should exit on the south bank (or take a second turn to return to the north bank at their discretion).

Only one **sturgeon** will attack any party members in the stream. It is otherwise inhabited by small fish and amphibians, and there is nothing of value at the bottom of the stream.

4. **Mill:** Situated along the banks of the river at the north of the Kingdom sits an old grain mill. The currents of the river are swifter along this part of the river, and once turned the water wheel that in turn allowed for the crushing of corn, wheat, and other grains for the kingdom. Likely, it allowed the kingdom to produce enough grains to not only serve their own needs, but to ship a portion downstream to other locales.

Much like the rest of the kingdom, the low stone building is slowly crumbling in the elements. In its location at the northwest corner of the largely abandoned kingdom, the Mill appears empty.

Should the party choose to enter the mill, the main floor is constructed of large wooden planks that show significant signs of rot. Even a **DC 8 Perception check** confirms that there is significant risk of

floorboards collapsing should the party choose to explore the mill.

For every two turns, there is a **50% chance** per character that a floorboard will collapse and threaten to send a party member tumbling into the cellar. If a floorboard collapses, the character makes a **DC 12 Dexterity save** or falls into the cellar, sustaining **1d6 bludgeoning damage**.

Once in the cellar, characters will be set upon by a **ghost** that has been trapped there for some time.



If the party is fleeing capture, and find themselves in the mill, their carelessness increases the chances of breaking through a floorboard to **75% chance** per character. While they might notice the increased risk, the alternative is to significantly drop their speed, and risk capture.

5. **Inn:** If the party can enter the Inn undetected, they will have more time to explore it. Even rushed, however, they will note the downstairs has a small, furnished commons area, an innkeeper's desk, and

a small back quarter for an innkeeper—though that individual is absent.

The Inn is in relatively decent shape, though everything shows the dust, cobwebs and typical signs of age and lack of use.

Should the party go upstairs, they find that there are enough private suites for each party member to have their own. The upstairs also seems surprisingly in much better shape than the first floor, and equally so: safe feeling. The Inn is typically a safe location for **short or long rests**, provided the party can enter unseen.

There is a trapdoor in the floor behind the innkeeper's desk that leads to a small, dark, and extremely cobwebby cellar. Much like the **Mill (4)**, there is also a **ghost** lurking in this cellar.

6. **Tavern:** The tavern is of modest taste and size with a small, full bar and a handful of tables. Though most of the furnishings are covered in dust and cobwebs, if a party's **Wisdom are below 9**, they will not only believe the tavern to be fully functional, including with a bartender and patrons, but they will spend enough time as to require not one, but **two, saves against memory loss**. Additionally, those party members with afflicted memories will unwittingly drink some combination of ale or wine that has spoiled.

If the party has maintained their memories, and they explore the abandoned bar, they will find several wine bottles equal to the number in the party. They are filled with a rich red wine. Drinking the wine **restores up to 1 Wisdom point** that the party may have lost to the memory leaching smoke.

7. **Blacksmith:** The blacksmith is located relatively close to the center of the kingdom. As the party approaches this building, however, they do hear the clanking of metal on metal that suggests that this building, unlike many in the kingdom, has not been abandoned.

As the party stands in the doorway, they will see an active fire in the forge, and a humanoid figure standing over an anvil pounding on a metal item, perhaps a

small shield. If the party pauses for a moment to observe the blacksmith, they will readily determine that it is another **Dralha**. The undead creature will attack as soon as it is aware of the party.

Once the **Dralha** has been defeated, the party might observe that there are a number of small weapons and suits of armor scattered about the blacksmith's shop, but nothing seems to have been completed.

8. **Garden:** The gardens are partially walled off to the east, presumably to keep creatures from the forest out of them. It is a very large garden, though also extremely well organized and cared after.

These are practical gardens for the villagers consisting primarily of vegetables and herbs, though there are also a handful of cherry and apple trees. With a **DC 10 Nature or Medicine check**, the party observes that for every item in the garden, there are variations of each that are smaller, and of different colors than they might expect. For example, the small carrots are bright red, instead of orange.

The varied colored vegetables have healing properties because of how they were being grown. They do not, however exhibit any magic qualities, so the only way to identify them is by taste. If the party has time to explore the garden, and they properly identify those vegetables with healing properties, each character may pick **two items** successfully, based on 1d8 rolls:

1. Carrots	2d4 healing
2. Corn	Invisibility
3. Eyebright	Cures blindness*
4. Green Pepper	Cure light wounds
5. Parsley	Cure light wounds
6. Rosemary	2d4 healing
7. Sage	Pass without trace
8. Tomato	Cure disease

* The **Eyebright** cures the blindness that a character may have been inflicted with in the **Tomb of Keraptis**.

If the party spends time picking vegetables, a **Bulette** will burrow up roughly in the middle of the garden.

There is also a solitary **Xayah** hiding in one of the fruit trees, and it does not desire to be seen. If the party specifically inspects the fruit trees, they might expose **Xayah** with a **DC 16 Nature check**. The **Xayah** won't be particularly interested in the party, though it will talk with them, if they initiate a conversation. The owl-like creature can be easily persuaded, mostly if the party is polite, to share what it can see from atop its tree.

Under no circumstances will **Xayah**, aid or interfere with any attacks upon the party, preferring instead to stay entirely neutral.

Note to DM: If the party is being pursued at all by the **Dralha** or any other denizens of the kingdom, **Xayah** will share their general location.

9. **Coliseum:** There are a couple of scenarios by which the party might find themselves in the **Coliseum**: a) they have been captured by **Dralha**, had their weapons, armor and other equipment taken from them; b) their **Wisdom has dropped to 8 or lower**, and they believe that as residents it is their destiny to travel to the Coliseum; or c) they have founded it as they have explored the kingdom.

In scenarios a) and b), party members will be either compelled or volunteer to partake in the race to the death. In the third, c) scenario, they make a **DC 20 Charisma save** to avoid feeling compelled to enter the race.

However the party enters the **Coliseum**, they will hear a thunderous voice:

How dare you enter my kingdom! For your transgression, you must face my greatest knights in this coliseum. Choose wisely your two greatest champions who will compete in a race to the death. Win and I spare your lives. Lose, and face your fates!

START			
1	2	3	4
FINISH			

Choose two lanes in the chart above for the party, and two for their competitors. The party and their competitors should be in alternating lanes. As the party chooses their competitors, a **DC 12 Perception check** (noting their reduced Wisdoms!) would suggest a combination of speed and agility are important.

This is a race on foot.

Roll **1d4** to determine which position starts, then proceed to the right (returning to 1 when you reach position 4) before starting a second turn. Re-roll 1d4 each turn to reset the starting position for that turn.

Racers may choose from each option:

- Advance one leg of the race (an above average Dexterity score with a modifier of +1 or greater allows the character to advance two legs OR one leg and dodge)
- Dodge and remain in their current position
- Attempt to set back an adjacent racer who either passes them, or whom they have passed on the previous turn

An attempt to set back another race requires the racer making the attempt to make a **DC Strength check**, and the defender to make either a **DC Strength or Dexterity check**. The higher roll wins. If a racer is set back, move them back one position. If the racer attempting the set back move fails by 3 or more, they lose their balance and their next turn.

The first team with a participant to cross the finish line is declared the winner, and the race ends.

Upon the victory of the party, Xan Yae will appear briefly from a distance from the

racecourse, and her thunderous voice intones:

Well-played my friends, well-played! However, don't think this is over by any means!

Xan Yae then disappears as quickly as she appears, and the opponents from the race disappear with her.

Upon the defeat of the party, when **Xan Yae** appears it is also with vicious, mocking laughter:

The knights of Xan Yae are clearly too much for such a weak and foolish party of adventurers. Prepare to die.

As **Xan Yae** appears to fade from view, so does the Coliseum for the party. Each party member makes a **DC 20 Charisma save** or is teleported to a prison cell in the dungeon of the **Temple of Xan Yae (11)**.

Party members who succeed and remain in the Coliseum will be set upon by the two opponents from the race who have the same stats as the **Nyonmong**. Because they are likely without armor, weapons, or spell components, the battle will likely be short and one-sided, unfortunately.

10. **Xan Yae's Secret Source of Power:** Located in the geographic center of the kingdom, this is not only Xan Yae's source of power, but of the smoke that is slowly robbing the party of their memories.

The center of the kingdom is doubly ringed first by the same network of paths that the villagers must have used as roads, but by a protective line of trees as well.

If the party approaches from the south, the trees open, and it is easier for the party to see a low rise of craggy hills that smoke more heavily with the red smoke that has drifted over the entire kingdom.

Through the smoke and haze, the party can make out the faint shimmering of small pools of lava between the rocky tops of the hills.

If the party inspects further (**DC 10 Perception check**), or approaches, they will be able to make out the faint outlines of a larger, rectangular pool of lava situated between the uppermost peaks of the hills. The rectangular shape appears almost un-natural, as though held in place by a force field, though there is no evidence of one.

On the western shore of the rectangular lava field, there is a small stone platform and a bellows constructed of copper and other metals. A series of large pipes run from the lava field, through the bellows, and then to a large cylinder that looks like an old barn silo. The lava field, pipes, and silo all leak the poisonous red smoke.

There are **four Mamo Nag** working around the bellows, and they are busy operating them and a series of levers, pulleys, and other basic mechanical items in what looks like an effort at harvesting the lava. Once they see the party, they will immediately defend the lava fields (to the death).

If the **Mamo Nag** are defeated (and while they are busy defending the lava fields), all production from the lava field ceases. This power is what serves to protect the **Temple of Xan Yae (11)**, though that will not be immediately evident from this location. If the party visits the temple after halting power, they will observe the quick destruction of the temple (see next section).

11. **The Temple of Xan Yae:** In the most likely scenario, party members begin in the dungeon of the temple. Each party member will be locked in a separate cell. Though the cells will be adjacent, and the party members aware of each other's presence, there appears to be nothing else in the area—and no other prisoners. From a far corner, there is a faint light, suggesting the existence of a stairwell or other exit from the dungeon.

The dungeon is completely silent, and there is no evidence of guards. **Note to DM:** **Xan Yae** is extremely paranoid and distrustful and relies on magic and trickery to both imprison her foes, and to protect her **Temple**.

When they inspect their barred cells, they will note that the doors will not open, though there are no physical locks on them. If they inspect more closely, they notice there is a small panel on the back side of each of their cell doors that depresses slightly if they touch them.

Once touched, the panels change color, and alternate: **red**, **green**, **blue**, and then **black**, before repeating.

When the first pressure plate is touched, the party will recognize the voice of **Xan Yae**:

Welcome to my dungeon, friends! Figure out my secret and walk free. Fail and be crushed like the tiny little bugs that you are.

When the voice falls temporarily silent, the party will have 6 turns to solve the puzzle.

The puzzle isn't intended to be overly difficult, so the greatest risk is that the party over-think it.

Xan Yae's voice resumes, and will pause after each clue until the panel is touched when it is the correct corresponding color:

RED The color of my true love
GREEN Of pastures, yesteryear
BLUE Deepest waters hue
BLACK The color of my cold, cold heart

When the first **RED** clue is read, and the red panel pressed, there will be a clicking noise from the panel, and then the second clue will be read.

If the party presses the panel when it is an incorrect color, nothing happens. However, they lose a turn. With a 6 turn limit, it means they might get two clues incorrect before it is a given that they will run out of time. **If the party fails**, they will hear a heart-wrenching wailing that is **Xan Yae**, and the walls will close in and crush them to death.

If the party succeeds, they will hear an unearthly scream, and the doors to the cell will click, and open. The party is then free to leave.

The light from the corner of the dungeon is in fact a stairwell that leads to the main floor of the temple.

Main Temple: Whether the party ascends from the dungeon, or enters from the main doors of the temple, they find themselves in a magnificently ornate template.

Unlike the rest of the Kingdom, the temple is not just pristine, but seemingly magically maintained. There is no dust, no decay: the temple is immaculate. If the party has interrupted the power source **(10)**, however, they will note that the temple is in a state of decay. From the time the power source is inactivated, the temple will completely decay and collapse within 90 minutes. The destruction of the temple results in the final collapse of **Xan Yae's Kingdom, though not in her destruction**.

Prior to its destruction, there is a golden altar, studded with rubies and emeralds. A row of ornate statues line the walls leading up to the altar. If the party approaches the altar before the process of decay has started, they may remove up to **2,500 GP worth of gems** from the altar. If the decay has already started, however, the gems are worthless.

To the side of the altar, there is a small mahogany, wooden throne. **Xan Yae** is seated on the throne. She is wearing a plain, grey cowed robe and is aware of the party. At the DM's discretion, **Xan Yae** may choose to engage and attack, or immediately flee from the temple by teleportation. **Xan Yae** will do nothing to risk her life. Either when her HP are reduced to half or less, or at any time she feels she cannot defeat the party, she will flee. It would take an exceptional and cunning attack for the party to defeat Xan Yae under these circumstances.

There is a secret latch underneath the seat of **Xan Yae's** throne. It is not trapped, and easy to see if the throne is inspected. The latch reveals a small, recessed area containing a **scroll** described at the end of this adventure.

The scroll cannot be destroyed with the temple but will be buried in the rubble of that destruction.

12. **School and Monastery:** Not far from the **Temple of Xan Yae**, stands an old, abandoned school that once served to train some of the children to serve **Xan Yae**. The small building is little more than a one-room schoolhouse, with a second-story quarters for an instructor. There are paintings and tapestries depicting **Xan Yae** in a variety of natural settings.

In a small, side room, there is a small library and apothecary, most of which has been looted. However, if the party inspects it they will find a scroll with two spells, **Control Weather** and **True Resurrection**.

13. **Community Well:** This small well seems located in a rather unusual corner of the kingdom, rather than in the center where one might typically expect to find a well.

Upon further inspection, the well water is not unusually crystal clear and clean in appearance, but it smells faintly of citrus. Should the party check for magic, the water faintly glows.

Even the smallest taste will immediately **cure any lost HP** for a character, and those observing will see physical signs of a full recovery in the moment before the character disappears. Characters drinking from the well are then transported back to the location from which they began the adventure, and it is the only way to easily exit from the **Ruins of Xan Yae's Kingdom**.

THE END

Though **Xan Yae** may appear to the party at various points in this adventure, she will not engage with them. If the party does attempt any kind of attack, **Xan Yae's** primary goal will be to disengage and flee across the **Primordial Plane**.

As a goddess of *Legendaria* rumors and sometimes appearances of **Xan Yae** occur in **Siguiya**, **Phaya Nak**, **Bine Yag**, and **Mingalarbar**. Should your party decide to pursue her, it is possible that **Verna** or a cleric in **Taiga Derevyia** will have knowledge of her and her whereabouts.

If the party does not find the **Community Well**, the kingdom is located at **(C5)** in *Legendaria*, and it is possible for the party to find a small boat and make their way back to civilization by other means.

Rewards and Leveling Up

At the completion of the adventure, consider one or more of the following as rewards for your party:

- The benefits of a long rest.
- From all the locations around the kingdom, approximately **1d20x500 GP** per player.
- **Xan Yae's Scroll** from **(11)** which may impart one wish upon each party member. They will be given five minutes to make their wish and cautioned that greedy wishes might very well backfire on them; aggressive wishes might be modified by the DM, but consider granting all reasonable wishes, at your discretion.
- **XP:** Based on your assessment of the party's overall performance, and because the adventure relies as much on cunning as anything, you might reward equivalent XP based on a general perception of how well they fared:
 - Excellent: 1 level
 - Average: ½ level
 - Poorly: ¼ - 0 level

BONUS ADVENTURE: ORLYSSE (SOTEK VILLAGE)

Overview: The Sotek's village is in the foothills around the **Ruins of Castle Mukos** and in close enough proximity that the tunnels in the dungeon level connect to some of the tents located in the village. This means that the party could very likely see evidence of the village as they approach the ruins.

Be sure to familiarize yourself with the village, and its defenses as you might decide to introduce (or your party may stumble into) the village a couple of different ways. If the party does discover the village before they enter the dungeon, and if they discover the tunnels that connect the village to the dungeon, it may afford them a different entry into the main **Dungeon of the Wizard Lord Keraptis**. It is just as likely that the encounter with the village will occur in reverse, and the party will discover the tunnels from the dungeon location instead.

Note to DM: The village is known as **Orlysse**, named after the last 'false Keraptis'. What the party will discover at the conclusion of this adventure is that the first three false Keraptis Sotek have in fact all died, and their memories consigned to the stuff of legend. However, **as suspected by** the locals of **Taiga Derevyia**, **Orlysse** still lives.

Taken individually, none of the **Sotek** or even **Orlysse** himself are overly dangerous to the party. However if the party enters the village under circumstances where the **Sotek** pose a danger to the party, their sheer numbers will likely cause them significant challenge.

If the party succeeds in defeating **Orlysse** and returning for their bounty in **Taiga Derevyia**, the unsuspecting villagers will gratefully pay the adventurers. However, in little time (a week or less), the Sotek attacks will resume, and the villagers will suspect that the cause might be one of two possible reasons: 1) a new 'false Keraptis' has ascended to lead the Sotek, or 2) the real **Lord Keraptis** is alive and exerting his power from another location (**Castle Mukos**).

The villagers of **Taiga Derevyia** will not ask for the return of the bounty, and they will not be ungrateful to the party for their service. However, they will quietly be expecting the party to return to the area around **Castle Mukos** in the hopes of finding and defeating **Lord Keraptis** once and for all.

Without some difficulty, there is one obvious way to approach the **Village of Orlysse**, and that is from a pass in the rugged foothills to the southeast of the village. As the party nears the village:

The rugged and rocky foothills to the west of the river suddenly open onto a small plateau that is flanked by forest to the south and a short range of rugged mountains to the west and north.

Immediately in front of the party are two wooden towers with thatched straw rooves, flanking the short passage between the hills to the east and west. With only about twenty or so feet between the two towers, and no obvious way to avoid them, the party quickly notes that there is no other way in this direction other than between the two towers.

Without much difficulty, the party can make out what appear to be small tents or huts just to the north and east of the towers—suggesting perhaps a small village or encampment.

There is little time for observation, however, as there is a quick flurry of activity from the west tower where it appears as though a small humanoid has detected the party's presence and has alerted its companions in the tower opposite.

Before you and your party have time to react, the sharp cry of a tin horn carries quickly and briefly in three short bursts from the western tower before all is still again. The small humanoids have hidden themselves from view, and the surrounding hills and plateau have gone eerily quiet.

1. **Guard Towers (East and West):** The two towers are separated by approx. 20 ft. Each of the towers holds **1d6 Sotek**. They are relatively observant, and unless the party makes explicit effort to sneak up on the village, they cannot surprise the **Sotek**. The **Sotek** will challenge the party before attacking them outright. If **Keraptis** has been defeated, and if the party can provide that truth, the **Sotek** will lay down their weapons, and give every indication that they were under the evil Lich's influence and are now freed from it. They desire nothing more than return to their mines.

If the party is unable to demonstrate that Keraptis has been defeated, the **Sotek** will attack. Their first objective is to protect

their village; their secondary objective, to capture the party and take them to **Orlysse**.

The guards have nothing of value in their towers.

2. **Sotek Market:** The Sotek's market is located just inside the **Guard Towers (1)** to the north and east and set against the foothills. If the party finds themselves in the market in a friendly environment, they will be able to provision themselves and find common equipment up to 2 GP in value.

If the party is being pursued through the market, there will be an additional **2d6 Sotek guards** among the crowd who will join in the pursuit.

3. **Temple:** The Sotek temple is the geographic and spiritual center of the village. When the party enters, they will see the trappings of a crude and paganistic culture. Everything in the temple is constructed of wood and is in poor condition.

The **Sotek priest** is present in the temple and will greet the party regardless of whether they are being pursued by the guards. If asked, he would be willing to try and offer them protection inside the temple as there is a hiding place that is poorly concealed behind the altar. He is the party's main clue that the **Sotek** are not evil in their intent, but under the influence of Keraptis.

If the party is pursued here by the guards, they will succeed in hiding behind the altar provided they do nothing obvious to betray their hiding spot.

There is a burial crypt under the temple, and it contains the sarcophagi of an earlier Sotek Chieftain. There is nothing of value in the crypt, however, it is the location of a **teleportation circle** that will return the party to their original location.

There is nothing of value in the temple.

4. **West Village:** The village is split roughly in half, with the **Temple (3)** separating the two areas. There is nothing remarkably different between the west and **East**

Village. An additional **2d6 Sotek guards** call this part of the village home.

5. **East Village:** Nearly identical to the **West Village (4)**, this area of the village is also home to an additional **2d6 Sotek guards**.
6. **Chieftain's Tent:** The largest of the tents in the village, this is home to **Orlysse**. From the outside, the tent is not only grand in size, but appears constructed out of more elaborate and heavier hides of wolves, bears, and other large creatures. Crimson red banners fly from both sides of an open entrance, and a darker, blood red flag flies from atop the tent.

As the party approaches the tent, they notice large bones strewn about the ground. They appear less to have been cast aside as they do to serve a warning about the tent's inhabitants. Even from a short distance, the tent smells foul: as though the hides and pelts were placed atop the tent and have slowly rotted in the hot desert air.

If the party has been captured, Orlysse might question the party to determine if they were sent by anyone or are acting on their own. Regardless, he will summon them to death. All the remaining **Sotek** will guard them in an abandoned tent in the village while they await their execution, and they will be ordered to slay the party at any sign of escape. If the party finds a way to fight their way out, be sure to know how many **Sotek guards** remain in the village and assume at least one guard on duty for every character imprisoned. Additional guards will arrive in 1d4 turns.

If the party approaches and the Sotek are friendly, Orlysse will be hospitable and grateful. Depending upon any remaining objectives for the party, **Orlysse** may offer the party appropriate clues.

If the party approaches and the Sotek are NOT friendly, Orlysse will fight alongside his guards. If the battle is going poorly, he will surrender and offer information on **Keraptis** in exchange for his life, and those of his guards. Initially, **Orlysse** will share a location for **Keraptis** in the hopes that information will suffice. If the Chieftain feels he needs to offer more information, he will share the rumor that there is a **false**

emerald key that, if used, could be deadly to the party. He does not know the location of the real key but can tell the party about the flaws that will reveal the **false key**.

THE END

Leveling Up

XP: Based on your assessment of the party's overall performance, and because the adventure relies as much on cunning as anything, you might reward

equivalent XP based on a general perception of how well they fared:

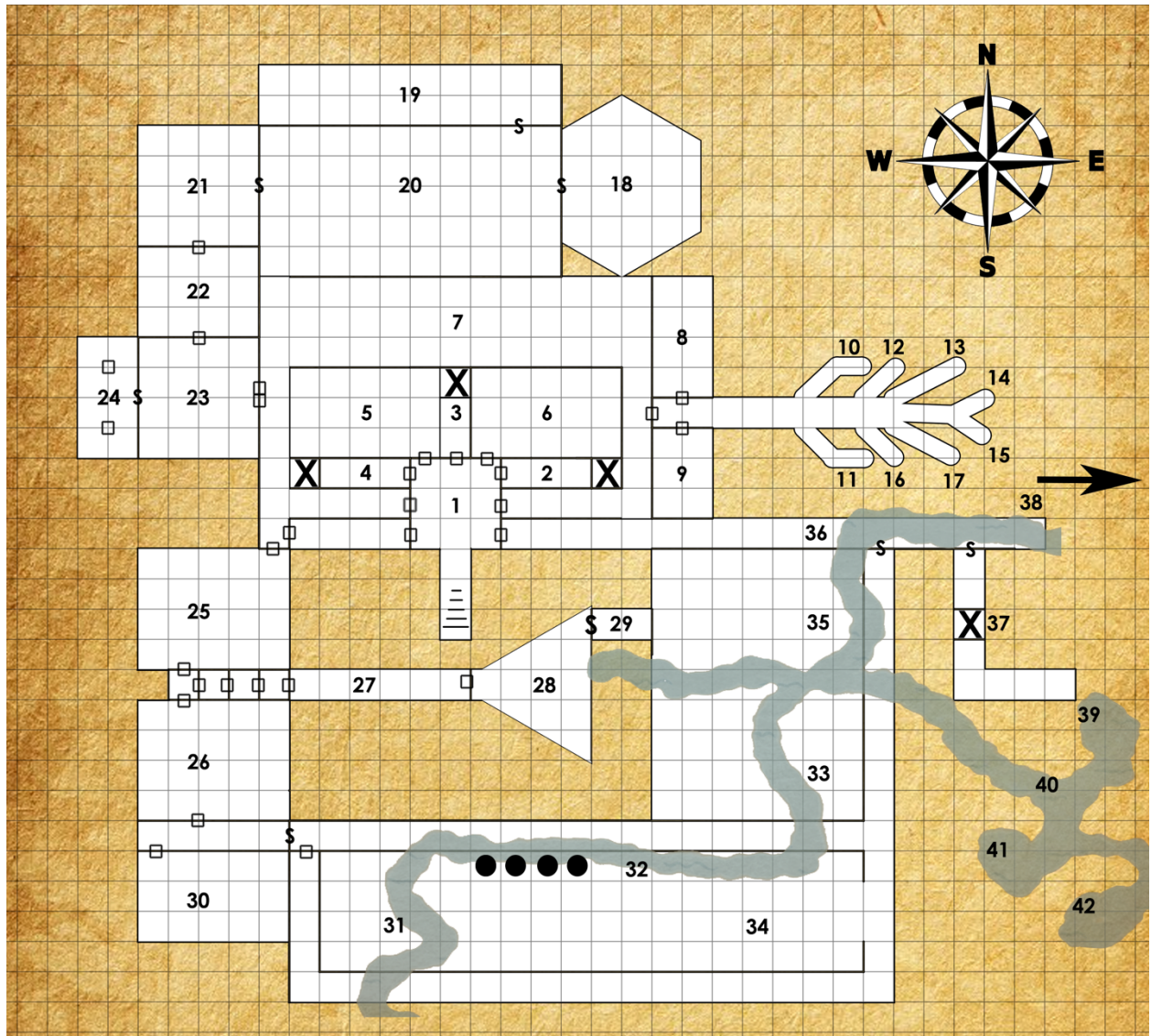
- Excellent: 1 level
- Average: $\frac{1}{2}$ level
- Poorly: $\frac{1}{4}$ - 0 level

MAPS

White Plume Mountain



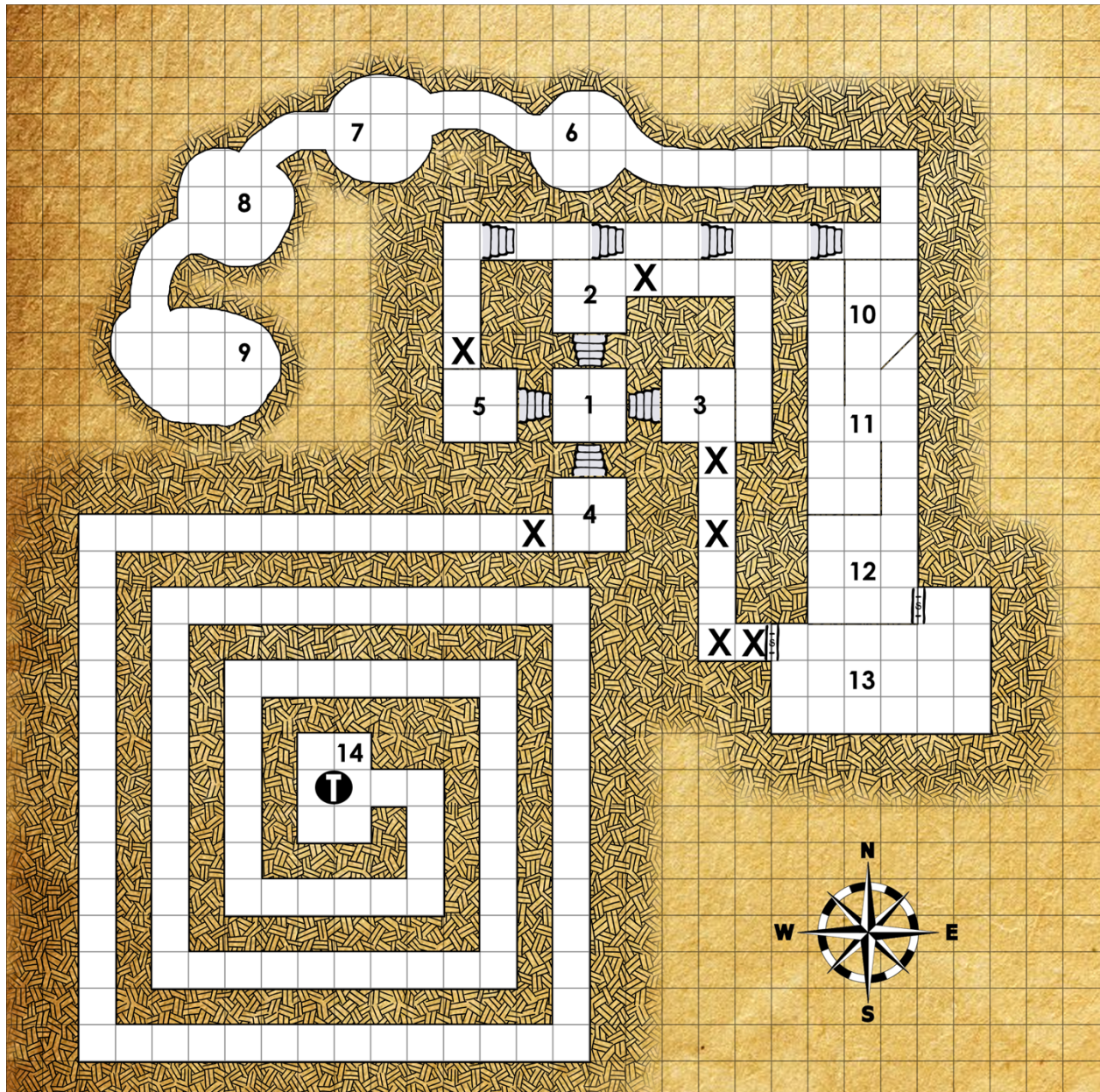
Dungeon of the Wizard Lord Keraptis



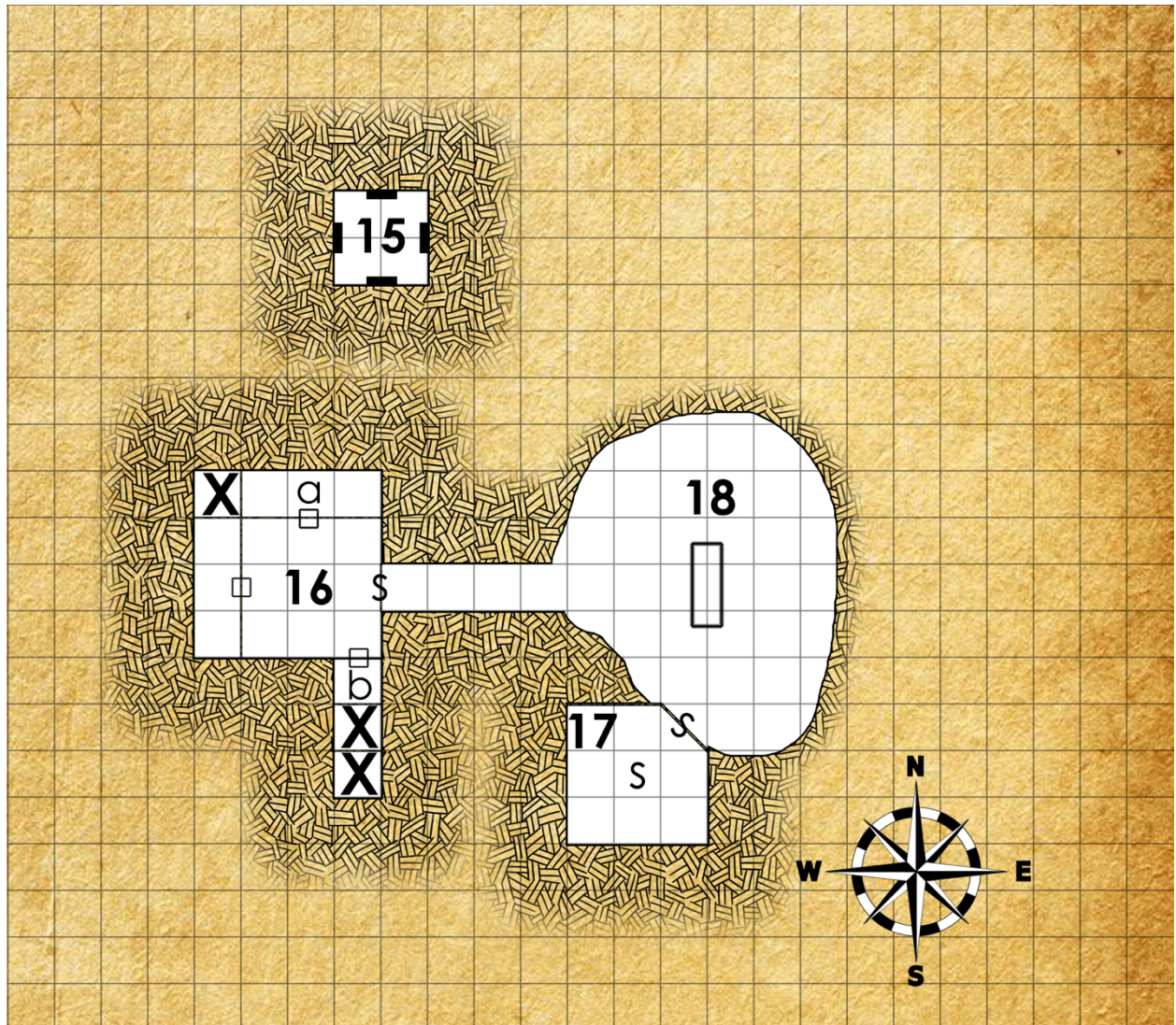
Chambers of the Wizard Lord Keraptis



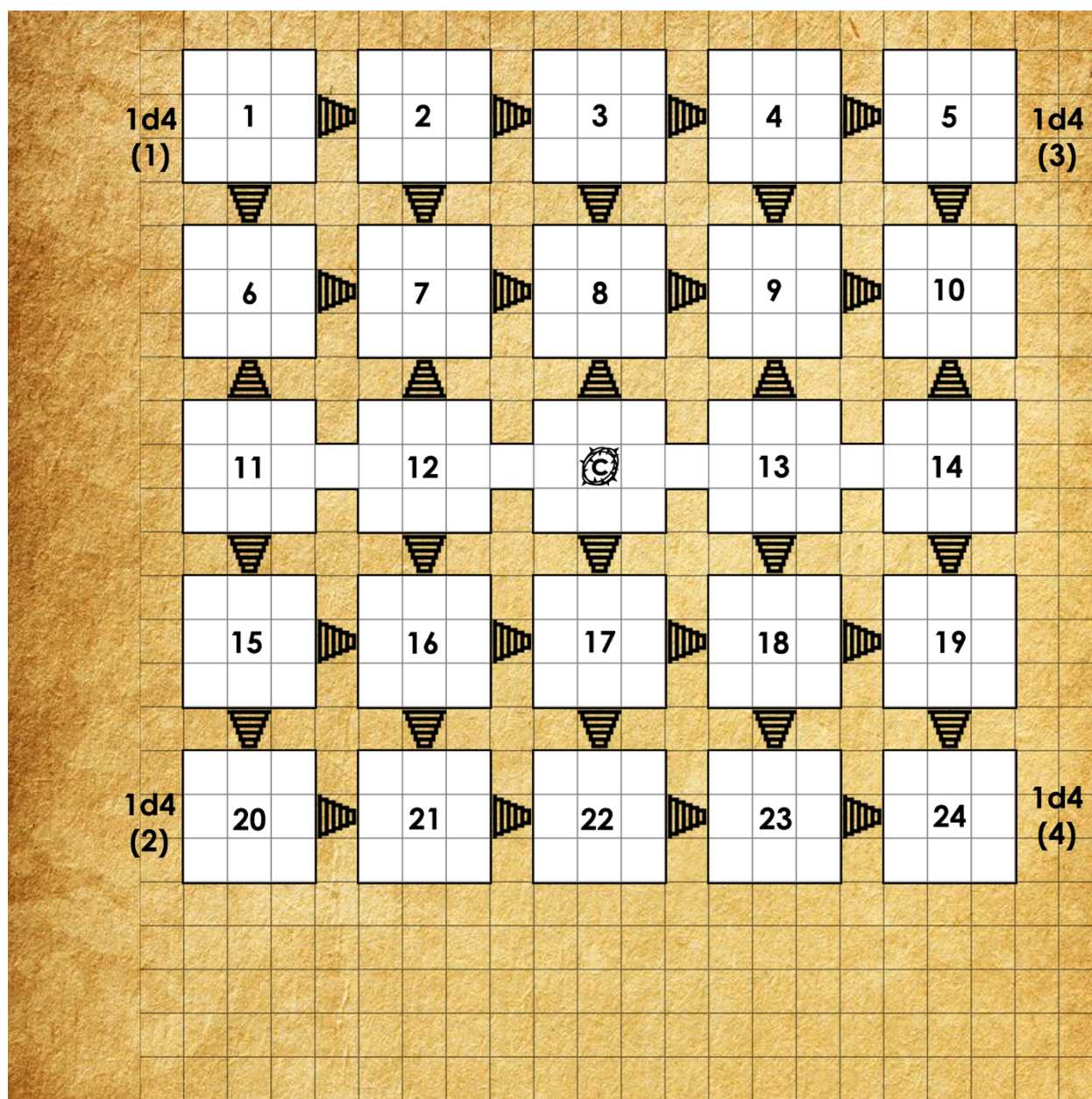
Tomb of Keraptis



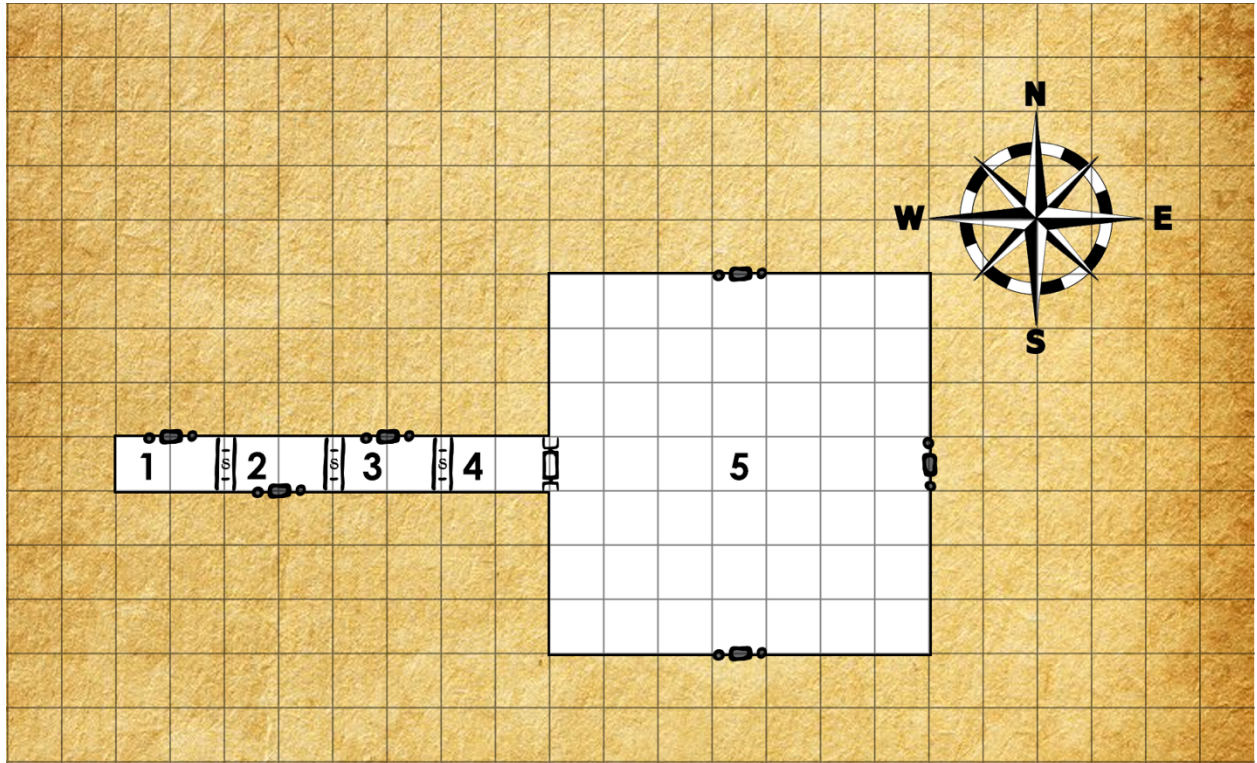
Tomb of Keraptis: Level II



Maze of Keraptis



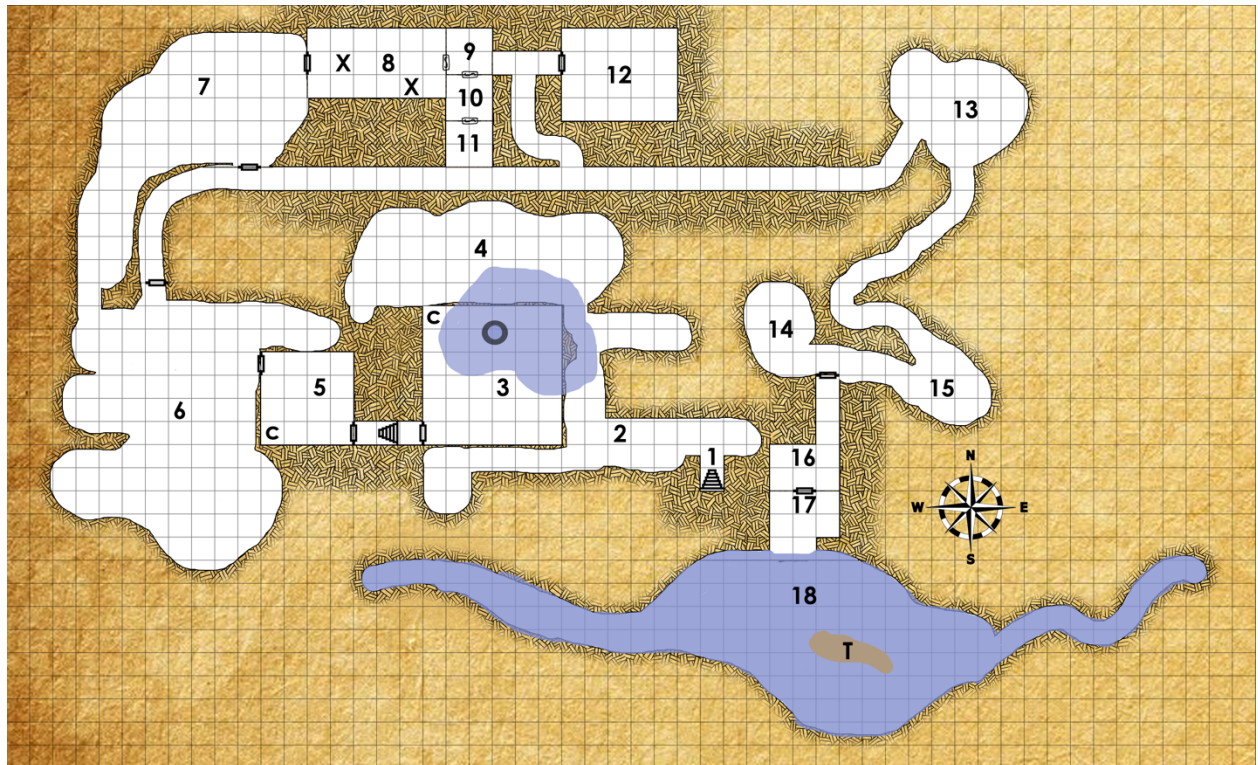
Colorful Hall of Keraptis



Sotek Village: Orlysse



Hidden Lair of Gorgo of the Black Art



Ruins of Xan Yae's Kingdom



Legendaria



MAGIC ITEMS

Amethyst Pendant of Keraptis

Rarity: One of a Kind, Requires Attunement

The pendant confers +1 AC and +1 to all saving throws to the wearer. While worn, any attacks the wearer makes to the **Phylactery of Keraptis** eliminate the chances of any counter-spells.

MONSTERS

Bikendi

XP 5,000 (Challenge 9)

Large, Spirit, Neutral

DEFENSE

Armor Class	13 (Natural Armor)
Hit Points	123
Skills	Perception +7, Stealth +6
Damage Resistance	Fire, lightning, thunder
Damage Immunity	Poison
Condition Immunity	Charmed, paralyzed, petrified, prone, restrained
Senses	Darkvision 60 ft. Passive Perception 17
Languages	Abyssal, Celestial, Common

OFFENSE

Claw: +5 to hit, 5 ft. reach; Hit: 9 slashing

Multiattack: Bikendi can make two claw attacks, or one roar of the gods per turn.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	15 (+2)

ACTIONS

Airy Movement: The Bikendi can move through other creatures and objects as though they were difficult terrain.

Roar of the gods: Bikendi can summon the gods in its roar, in a 30 ft. cone. Creatures within the cone make a **DC 15 Wisdom** save or are incapacitated for 1 minute. They may reattempt saves at the end of every turn. (2/day).

Spiritual Flight: Traveling at up to 60 ft. per turn, the Bikendi can also take evasive maneuvers and avoid attacks of opportunity while flying.



Bulette

XP 1,800 (Challenge 5)

Large, Monstrosity, Unaligned

DEFENSE

Armor Class 17 (Natural Armor)

Hit Points 94 (9d10=45)

Speed 40 ft., burrow 40 ft.

Skills Perception +6

Senses Darkvision 60 ft.
Passive Perception 16
Tremorsense 60 ft.

Languages None

OFFENSE

Bite: +7 to hit, reach 5 ft. Hit: 30 (4d12+4) piercing damage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

ACTIONS

Deadly Leap: If the Bulette has enough room to jump at least 15 ft. it can then use its action to land in a space with one or more other creatures. Creatures in that space must make a **DC 16 Strength or Dexterity save** or be knocked prone and take 14 (3d6+4) bludgeoning damage, plus an additional 14 (3d6+4) slashing



Catoblepas

XP 1,800 (Challenge 5)

Large, Monstrosity, Unaligned

DEFENSE

Armor Class	14 (Natural Armor)
Hit Points	84 (8d10+40)
Speed	40 ft., swim 20 ft.
Senses	Darkvision 60 ft. Passive Perception 12
Languages	None

OFFENSE

Death Ray: (recharge each turn 5-6/d6) Catoblepas targets a creature within 30 ft. that it can see. The target must make a **DC 16 Constitution save** or take **36 (8d8) necrotic damage** on a failure, and half upon success. If the saving throw fails by 5 or more, the target takes 64 necrotic damage. If the targets HP drops to 0 or lower, they die, with no opportunity for death saving throws.

Gore: +9 to hit, reach 5 ft. Hit: 18 (3d8+5) piercing damage.

Hooves: +9 to hit, reach 10 ft. Hit: 14 (2d8+5) slashing damage.

Multiattack: one hoof, one gore, and one tail attack per turn.

Tail: +7 to hit, reach 10 ft. Hit: 21 (5d4+4) bludgeoning, and the target must make a **DC 16 Constitution save** or be stunned until the start of the catoblepas' next turn.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

ACTIONS

Keen Smell: Catoblepas has advantage on Wisdom (Perception) checks relying on smell.

Stench: Creatures starting their turn within 10 ft. must succeed on a **DC 16 Constitution save** or be poisoned until the start of their next turn. A successful save grants immunity for 1 hour. Poisoned characters use their action retching and reeling until the start of their next turn.



Chozech

XP 1,100 (Challenge 4)

Large, Monstrosity, Unaligned

DEFENSE

Armor Class	13 (Natural Armor)
Hit Points	97
Speed	0 ft., swim 50 ft.
Skills	Perception +3
Senses	Darkvision 60 ft., Passive Perception 11
Languages	--

OFFENSE

Bite. +5 to hit, 5 ft. reach; Hit: 10 piercing damage. Creature is swallowed on a natural roll of 19 or 20. The Chozech may only swallow one medium sized humanoid at any given time.

Multiattack. The Chozech uses its shriek and makes two bite attacks.

Shriek. The Chozech lets out a blood-curdling, psionic shriek. Targets within 40 ft. must make a DC 12 Wisdom save or be frightened until the start of the Chozech's next turn. Saves are immune from shrieks for the next 24 hours.

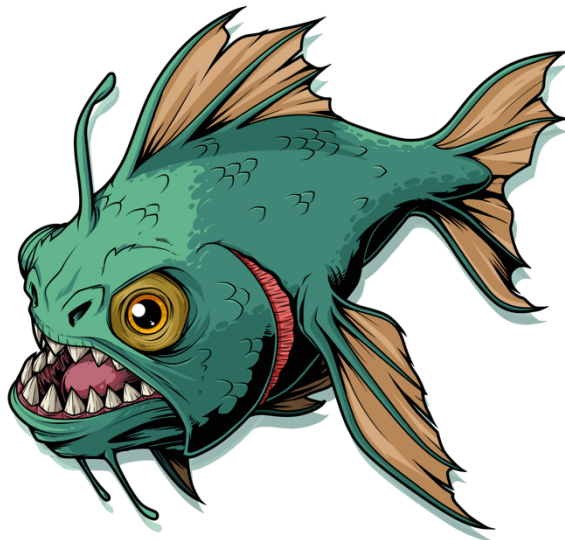
STATISTICS

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	4 (-3)

ACTIONS

Camouflage. The Chozech has advantage on Stealth checks when under water.

Swallow. If the Chozech bites a target with a roll of 19 or 20, it is swallowed. Once swallowed, the target is blinded and restrained. Target takes 10 (3d6) acid damage at the start of each of Chozech's subsequent turns. If the Chozech dies, the target may use 5 ft. of movement to crawl out of the corpse.



Dorje

XP 1,100 (Challenge 4)

Medium, Fiend (Shape Changer), Neutral Evil

DEFENSE

Armor Class	15 (Natural Armor)
Hit Points	64
Skills	Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7
Damage Resistance	Cold, Fire, Poison, Bludgeoning and slashing from non-magical items
Senses	Darkvision 60 ft. Passive Perception 15
Languages	Abyssal, Common, Infernal

OFFENSE

Claw: +5 to hit, 5 ft. reach; Hit: 6 slashing

Multiattack: Makes two claw attacks

STATISTICS

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

ACTIONS

Charm: Humanoids within sight of the Dorje must succeed on a **DC 14 Wisdom** save or be charmed for 1 day. The Dorje may only charm one target at a time. If the target becomes injured, it may make an additional save at advantage. Upon success, the target may not be targeted again by the Dorje for at least 24 hours.

Draining Touch: The Dorje passes through a humanoid and the target makes a **DC 14 Constitution** save or they take 35 (5d10+5) psychic damage on fail. They take half damage on a successful save. If the target fails their save, their max HP is reduced by the amount of the damage taken, until after a long rest. If the target's HP is reduced below zero by this effect, they are dead (no death saving throws).

Planar Return: The Dorje returns to the ethereal plane (1/day).



Dralha

Party members will find that Dralha are very much like over-sized and powerful zombies. While they wear no armor and are relatively easy to hit, they possess many hit points making them formidable in battle. Though they are of limited intelligence, these Dralha have learned the basics of shooting simple short bows, making them of limited danger, even from a distance.

XP 450 (Challenge 2)

Medium, Undead, Chaotic Evil

DEFENSE

Armor Class	8 (Natural Armor)
Hit Points	78
Condition Immunity	Charm, Paralyzed, Prone, Sleep
Senses	Darkvision 60 ft. Passive Perception 8
Languages	Understands common but cannot speak

OFFENSE

Longsword: +6 to hit, reach 5 ft. or ranged; Hit: 11, slashing.

Multiattack: 2 longsword, or one undead touch or one short bow attack.

Short Bow Attack: +0 to hit, 80/320 range; Hit: 4 piercing.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	3 (-3)	6 (-2)	5 (-3)

ACTIONS

Undead Touch: Hit +1, Target makes **DC 13 Charisma** save or is frightened for 1 minute. Afflicted can save with disadvantage at the end of each of their turns and end the effect.

Undead Will: If the Dralha is reduced to 0 HP, it makes a **DC 12 Constitution** save; its HP are reduced to 1 instead of 0 on a successful save.



Dudser

XP 1,800 (Challenge 5)

Medium, Fiend, Chaotic Evil

DEFENSE

Armor Class 16 (Natural Armor)

Hit Points 94

Skills Intimidation +7,
Persuasion +7

Senses Blind Sight 60 ft.
Passive Perception 13

Languages Abyssal, Common

OFFENSE

Innate Spellcasting: Spellcasting ability is Charisma (spell save DC 16, +6 to hit). It can innately cast the following spells:

At will: Dancing lights, friends, mage hand,

3/day each: Charm person, shield, silent image

1/day each: Detect thoughts, fear

Staff of Smite: +4 to hit, reach 5ft.; Hit: 3 bludgeoning damage, +4 cold (1d8)

Multiattack: 2, Staff of Smite

STATISTICS

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	16 (+3)	18 (+4)

ACTIONS

Dark Delusions: Creates a small minor illusion. Those observing the illusion make a **DC 12 Intelligence** save or believe the illusion is real. The illusion lasts for 1 minute but requires the Dudser's concentration. The fear from the delusions has a 10% chance of causing **Dropsy** as the fears continue to have a long-term effect on the character's physical health. **Lesser Restoration** will restore the character's health, if they recognize that they may be suffering the effects of a disease or condition.

Regeneration: Regains 5 HP at the start of every turn if it is in either shadow or darkness. It can gain up to five bonus temporary HP.

Sunlight Sensitivity: The Dudser has disadvantage on attacks and saving throws in direct sunlight. It also has disadvantage on Wisdom (Perception) checks that rely on sight in the same situations.



Efreeti

XP 7,200 (Challenge 11)

Large, Elemental, Lawful Evil

DEFENSE

Armor Class	17 (Natural Armor)
Hit Points	200 (16d10+112)
Speed	40 ft., fly 60 ft.
Saving Throws	Int +7, Wis +6, Cha +7
Damage Immunity	Fire
Senses	Darkvision 120 ft. Passive Perception 12
Languages	Ignan

OFFENSE

Hurl Flames: Ranged spell attack: +7 to hit, 120 ft. range. Hit: 17 (5d6) fire damage.

Multitask: The Efreeti makes 2 scimitar attacks or uses hurl flames twice.

Scimitar: +10 to hit, 5 ft. reach. Hit: 13 (2d6+6) slashing plus 7 (2d6) fire damage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

ACTIONS

Elemental Demise: If the Efreeti dies, it disintegrates in a sudden flash of fire and smoke, leaving behind only what it carried.

Innate Spellcasting: Spellcasting ability is **Charisma (Spell save DC 15)** and +7 to hit. It can cast the following, requiring no components:

At will: detect magic
1/day: enlarge/reduce, tongues
1/day each: conjure elemental (fire elemental), gaseous form, invisibility, major image, plane shift and wall of fire



Ghost

XP 1,100 (Challenge 4)

Medium, Undead, Any Alignment

DEFENSE

Armor Class	11
Hit Points	45 (10d8)
Speed	0 ft., fly 40 ft. (hover)
Damage Resistance	Acid, fire, lightning, thunder Bludgeoning, piercing and Slashing from nonmagical
Damage Immunity	Cold, necrotic, poison
Condition Immunity	Charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses	Darkvision 60 ft. Passive Perception 11
Languages	Any known in life

OFFENSE

Horrifying Visage: Non-dead creatures within 60 ft. of the ghost that can see it must make **DC 13 Wisdom saves** or be frightened for one minute. If the target fails by 5 or more, they also age 1d4x10 years. Frightened targets may repeat saves at the end of every turn. Upon success the target is immune to Horrifying Visage for 24 hours. Aging effect may be reversed by a *greater restoration* spell, but only within 24 hours of the occurrence.

Possession: (Recharge 6). One humanoid within 5 ft. must succeed on a **DC 13 Charisma save** or be possessed by the ghost. The ghost then disappears, and the target loses control of their body. The ghost may only be targeted by spells that turn undead, and it retains its alignment, Intelligence, Wisdom, and Charisma. It also remains immune to being charmed and frightened, but otherwise has the target's statistics.

The possession lasts until the body's HP drop to 0, the ghost ends the possession as a bonus action, or the ghost is turned or forced out. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

ACTIONS

Ethereal Sight: Ghost can see 60 ft. into the Ethereal Plane.

Incorporeal Movement: Can move between the Ethereal and Material Planes.



Mamo Nag

XP 1,800 (Challenge 5)

Large, Giant, Chaotic Evil

DEFENSE

Armor Class 14 (Natural Armor)

Hit Points 98

Skills Perception +2

Damage Immunity Poison

Condition Immunity Exhaustion, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft.
Passive Perception 8

Languages Common, Giant

OFFENSE

Great Club: +6 to hit, reach 10 ft.; Hit: 18 bludgeoning.

Multiattack: Makes 2 attacks with its great clubs or 1 rock.

Rock: +1 to hit, reach 60 ft.; Hit: 21 bludgeoning.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

ACTIONS

None



Marid

XP 7,200 (Challenge 11)

Large, Elemental, Chaotic Neutral

DEFENSE

Armor Class	17 (Natural Armor)
Hit Points	229 (17d10+136)
Speed	30 ft., 60 ft. fly, 90 ft. swim
Saving Throws	Dex +5, Wis +7, Cha +8
Damage Resistance	Acid, cold, lightning
Condition Immunity	
Senses	Blindsight 30 ft. Darkvision 120 ft. Passive Perception 13
Languages	Aquan

OFFENSE

Multiattack: The marid makes two trident attacks.

Trident: +10 to hit, 5 ft. reach or 20/60 ft. Hit: 13 (2d6+6) piercing, or 15 (2d8+6) if two-handed attack.

Water Jet: Magically shoots water in a 60 ft. line that is 5 ft. wide. Creatures in the line make a **DC 16 Dexterity save**. On a failure, they take 21 (6d6) bludgeoning damage and pushed 20 ft. away and knocked prone. On a save, they take half damage, but are neither pushed nor knocked prone.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

ACTIONS

Amphibious: Can breathe air and water.

Elemental Demise: If the Marid dies, its body disintegrates in a burst of water and foam, leaving behind any equipment.

Innate Spellcasting: Spellcasting ability is **Charisma (Spell save DC 16)** and +8 to hit. It can cast the following, requiring no components:

At will: create or destroy water, detect good
And evil, detect magic, fog, cloud, purify
Food and drink
3/day each: tongues, water breathing, water
Walk
1/day each: conjure elemental (water only),
Control water, gaseous form, invisibility,
Plane shift

Mashenomak

XP 1,800 (Challenge 5)

Medium, Fish Swarm, Unaligned

DEFENSE

Armor Class 14 (Natural Armor)
Hit Points 104 (11d8+55)
Speed 0 ft., swim 60 ft.

Skills Perception +4
Damage Resistance Piercing, slashing

Condition Immunity grappled, incapacitated, paralyzed, prone, restrained, stunned

Senses Blindsight 30 ft.,
Passive Perception 14

Languages --

OFFENSE

Fins. +9 to hit, 5 ft. reach; Hit: 17 (2d10+6) piercing. Critical hit on a natural 19 or 20. Damage is halved when the swarm's HP is half or less.

Multiattack. One fin and one tail attack.

Tail. +9 to hit, 5 ft. reach; Hit: 11 (1d10+6) slashing. Critical hit on a natural 19 or 20. Damage is halved when the swarm's HP is half or less.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	4 (-3)

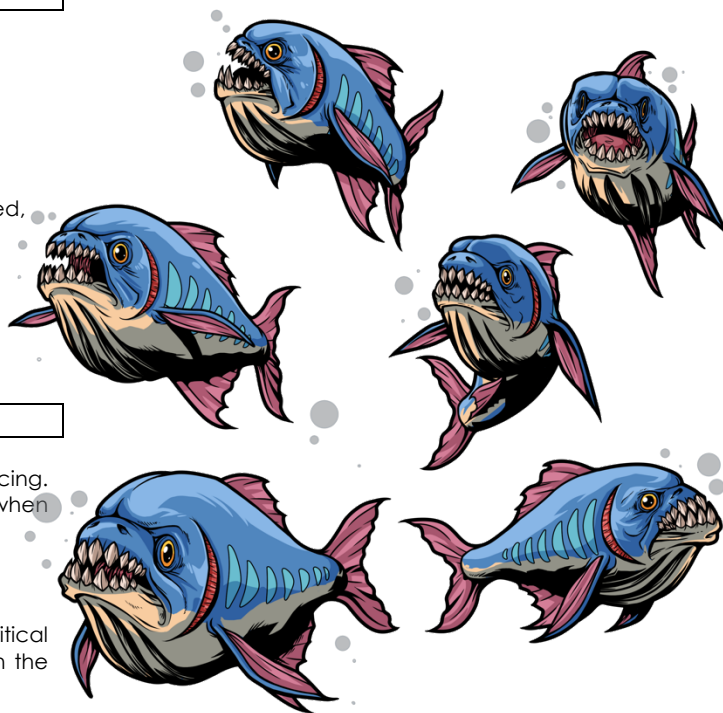
ACTIONS

Blade Fins. If Mashenomak strikes the same target with its fins and tail, it does 10 additional necrotic damage and the target bleeds for 5 HP per turn for 2 more turns.

Camouflage. The Mashenomak has advantage on Stealth checks when under water.

Pack Tactics. Advantage on any attack when an ally is within 5 ft.

Swarm Attack. Attacks on the move: does not provoke attacks of opportunity if it attacked on the same turn.



Minotaur

XP 1,100 (Challenge 4)

Large, Monstrosity, Chaotic Evil

DEFENSE

Armor Class 14 (Natural Armor)

Hit Points 85

Skills Perception +7

Senses Darkvision 60 ft.
Passive Perception 17

Languages Abyssal, Common

OFFENSE

Charge. If Anth 'Ops moves at least 10 ft. in a straight line and then hits with a gore on that turn, the target takes an additional 9 HP piercing. The target must succeed on a **DC 14 strength save** or be pushed up to 10 ft. away and knocked prone.

Multiattack. If Anth 'Ops begins its turn within 5 ft. of its target, it makes both a **Greataxe** and **Gore** attack.

Keen Smell. The Anth 'Ops has advantage on **Wisdom (Perception)** saves requiring smell.

Reckless. At the start of its turn, Anth 'Ops can gain advantage on melee attacks during that turn, but attacks against it in the same turn have advantage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	16 (+3)	8 (-1)

ACTIONS

Greataxe. +6 to hit, reach 5 ft. Hit: 15 slashing.

Gore. +6 to hit, reach 5 ft. Hit: 13 piercing.



Nujinser

XP 3,900(Challenge 8)

Large, Fiend (Demon), Chaotic Evil

DEFENSE

Armor Class	16 (Natural Armor)
Hit Points	124
Saving Throws	Dexterity +4, Constitution +8
Skills	Deception +4, Perception +6, Stealth +4
Damage Resistance	Cold, Fire, Lightning
Damage Immunity	Poison
Condition Immunity	Charmed, Poisoned, Sleep
Senses	Darkvision 120 ft. Passive Perception 16
Languages	Abyssal, Telepathy 60 ft.

OFFENSE

Bite: +8, reach 5 ft.; Hit: 14, piercing. Target must save on **DC 15 Constitution** or take an additional 8 HP damage from poison, ½ on successful save.

Claw: +8, reach 5 ft.; Hit: 14, slashing.

Multiattack: 3 attacks, 2 claw, 1 bite.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	9 (-1)

ACTIONS

Clear Vision: The Nujinser has advantage on Wisdom (Perception) checks that rely on sight.

Dark Ambush: If the Nujinser is attacking from a position in the shadows or darkness, it does so with advantage when it surprises the party.

Magic Resistance: Has advantage on saves vs. magic.

Sneak Attack (1/day): the Nujinser deals an additional 21 HP (3d12) when it has advantage.

Summon Xayah (1/day): Summons Xayah, who will appear in 2 turns.



Nyonmong

XP 3,900 (Challenge 8)

Medium, Fiend, Lawful Evil

DEFENSE

Armor Class	16 (Natural Armor)
Hit Points	85
Saving Throws	Strength +7, Constitution +7
Damage Resistance	Fire, Lightning
Damage Immunity	Poison
Condition Immunity	Charmed, Poisoned, Sleep
Senses	Darkvision 120 ft. Passive Perception 16
Languages	Infernal, Telepathy 120 ft.

OFFENSE

Bite: +7, reach 5 ft.; Hit: 15 piercing.

Claw: +7, reach 5 ft., Hit: 11 slashing.

Great Axe: +7, reach 10 ft., Hit: 11 slashing.

Multiaction: 3 attacks, 2 claw, 1 bite or 2 with Great Axe.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

ACTIONS

Enraged: At the start of its turn, the Nyonmong becomes enraged and attacks with advantage on all 3 attacks; however, attacks against it until the start of its next turn are also with advantage.

Magic Resistance: Has advantage on saves vs. magic.

Teleport: Nyonmong magically teleports, along with any equipment it is carrying, up to 120 ft. to an unoccupied space that it can see. Two times per day.



Rakan

XP 1,100 (Challenge 4)

Medium, Fiend, Lawful Evil

DEFENSE

Armor Class 15 (Natural Armor)
Hit Points 49

Skills Perception +5

Damage Immunity Fire

Senses Darkvision 60 ft.
Passive Perception 15

Languages Understands infernal but cannot speak

OFFENSE

Bite: +5 to hit, 5 ft. reach; Hit: 7 piercing. The target must also make a **DC 12 Constitution** save or take an additional 6 poison damage every turn for 3 turns, or ½ on a successful save.

Claw: +5 to hit, 5 ft. reach; Hit: 7 slashing.

Multiattack: Makes 2 attacks, 1 claw, 1 bite

STATISTICS

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

ACTIONS

Keen Hearing and Smell: The wolf has advantage on Wisdom (Perception) checks that require hearing or smell.

Pack Tactics: Rakan has advantage if another member of its pack is within 5 ft. of the target.



Ramdsun

XP 200 (Challenge 2)

Medium, Fiend, Neutral Evil

DEFENSE

Armor Class 11 (Natural Armor)

Hit Points 36

Senses Darkvision 60 ft.
Passive Perception 10

Languages Common

OFFENSE

Claw: +3 to hit, 5 ft. reach; Hit: 6 slashing.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (0)	13 (+1)

ACTIONS

Alluring Summons: One target must make a DC 11 Wisdom check or is charmed for 1 day. The target may resave if they take damage. (1/day)

Magic Resistance: The Ramdsun has advantage on saving throws against spells and other magical effects.



Shakem

XP 2,900 (Challenge 7)

Huge, Plant, Neutral

DEFENSE

Armor Class	15 (Natural Armor)
Hit Points	142
Saving Throws	Wisdom +5
Skills	Nature +8, Perception +7
Condition Immunity	Charmed, sleep, bludgeoning or piercing damage from nonmagical attacks
Damage Vulnerability	Fire; takes double damage from fire
Senses	Darkvision 60 ft. Passive Perception 12
Languages	Common, sylvan

OFFENSE

Grapple: +7 to hit, 15 ft. reach; Hit: 4 slashing, and save against **Entwined Embrace**.

Multiattack: 3 slam attacks or 2 grapple

Slam: +9 to hit, 10 ft. reach; Hit: 15 bludgeoning.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	21 (+5)	11 (+0)	16 (+3)	12 (+1)

ACTIONS

Entwined Embrace: On a successful hit, target makes a **DC 15 Dexterity** save or is grappled. They may make additional saves (**DC 15 Strength** check) at the end of every turn. Shakem may grapple up to four targets.

False Appearance: While motionless, the Shakem looks like a large oak tree.



Sotek

XP 200 (Challenge 1)

Medium, Humanoid, Neutral

DEFENSE

Armor Class 17 (Chain Shirt, Shield)
Hit Points 21
Speed 20 ft.

Senses Darkvision 60 ft.
Passive Perception
Languages Common, Undercommon

OFFENSE

Poisoned Dart. +4 to hit, reach 30 ft. Hit: 4 piercing, DC 12 Constitution save or poisoned (paralyzed) for 1 minute. Character may repeat saves at the end of each turn.

War Pick. +4 to hit, reach 5 ft. Hit: 6 piercing.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

ACTIONS

Camp Camouflage. The Sotek has advantage of Stealth checks made to hide while in their base camp.

Innate Spellcasting. The Sotek's innate spellcasting ability is Intelligence (DC 11 spell save). It can cast the following spells, requiring no magical components:

At Will: non-detection (self)
1/day: blur, darkness, suggestion

Sotek Chieftain (Orlysse)

XP 2 (Challenge 450)

Medium, Humanoid, Neutral

DEFENSE

Armor Class 18 (Chain Shirt, **Shield+1**)
Hit Points 63
Speed 20 ft.

Senses Darkvision 60 ft.
Passive Perception
Languages Common

OFFENSE

Scimitar+1. +5 to hit, reach 5 ft. Hit: 7 slashing.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

ACTIONS

Camp Camouflage. The Sotek has advantage of Stealth checks made to hide while in their base camp.

Evasion. While in base camp, the Sotek Chieftain may take a Disengage or Hide action as a bonus action on each of its turns.

Innate Spellcasting. The Sotek's innate spellcasting ability is Intelligence (DC 11 spell save). It can cast the following spells, requiring no magical components:

At Will: non-detection (self)
1/day: fear, fireball, suggestion

Misdirection. When a creature the Chieftain can see attacks it, the Sotek can choose another Sotek within 5 ft. of it, and swap places so that the other Sotek becomes the target instead.

Sturgeon, Large

Large sturgeon are fast, heavily armored fish that most typically dwell in deep lakes and rivers. Though solitary hunters, they use the dark depths to attack quickly, and are particularly adept at using both tail and bite to attack multiple targets at once.

XP 700 (Challenge 3)

Large, Beast, Unaligned

DEFENSE

Armor Class	16 (Natural Armor)
Hit Points	45
Speed	0 ft. swim 60 ft.
Skills	Perception +3
Senses	Blindsight 30 ft. Passive Perception 13
Languages	None

OFFENSE

Bite. +6 to hit, reach 5 ft. Hit: 21 (5d6+4) piercing damage.

Multiattack. The sturgeon may attack two separate targets, one with its bite, and one with its tail, provided the targets are within 10 ft. of each other.

Tail. +6 to hit, reach 10 ft. Hit: 21 (5d6+4) bludgeoning damage.

STATISTICS

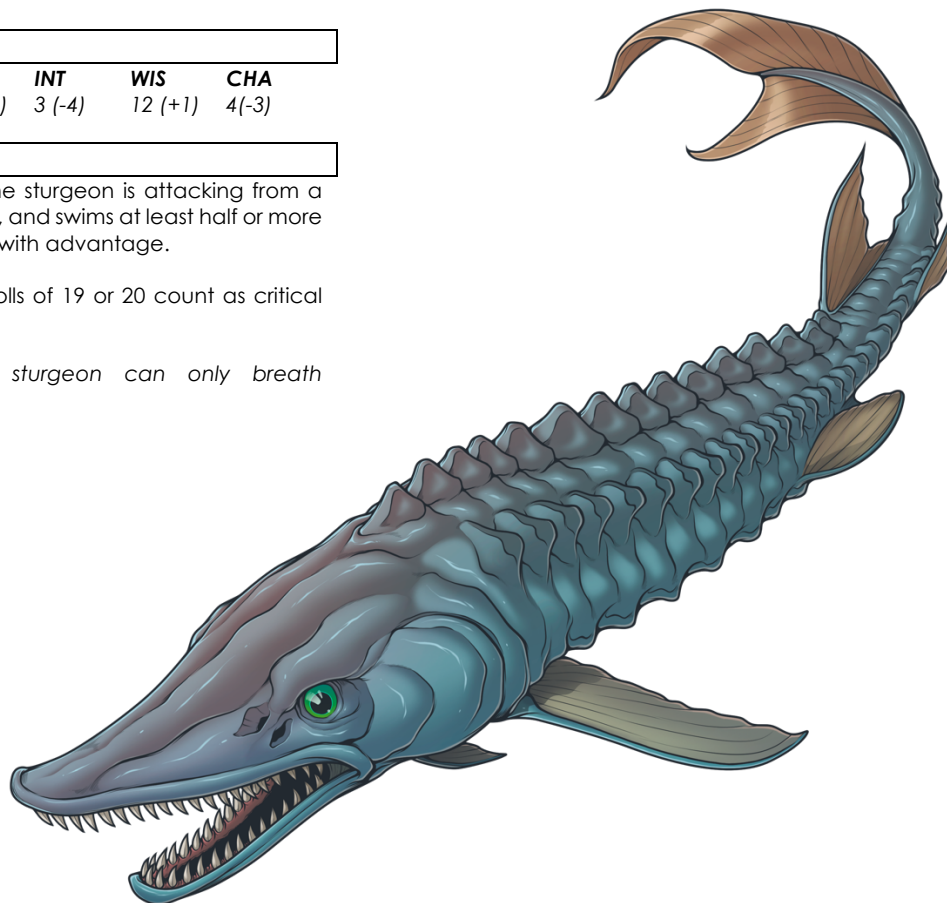
STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	3 (-4)	12 (+1)	4 (-3)

ACTIONS

Dweller in the Dark. If the sturgeon is attacking from a depth greater than 20 ft., and swims at least half or more its movement, it attacks with advantage.

Solitary Hunter. Attack rolls of 19 or 20 count as critical hits.

Water Breathing. The sturgeon can only breath underwater.



Xayah

XP 3,900 (Challenge 8)

Medium, Monstrosity, Neutral

DEFENSE

Armor Class	15 (Natural Armor)
Hit Points	94
Saving Throws	Wisdom +5
Skills	Arcana +5, Insight +8
Condition Immunity	Charm, Sleep
Senses	Darkvision 60 ft., Passive Perception 12
Languages	Common, Sylvan

OFFENSE

Beak: +5 to hit, 5 ft. reach; Hit: 11 piercing damage.

Multiaction: Makes 3 attacks: 1 beak, 2 talons

Talon: +5 to hit, 5 ft. reach; Hit: 9 slashing damage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	11 (+1)	15 (+2)	18 (+4)

ACTIONS

Fly Over: Xayah does not provoke an attack of opportunity when it flies out of reach of its enemies.

Haunting Hoot: (Recharge 5-6) The Xayah emits a shrieking hoot that extends out in a 25 ft. cone. Creatures within the cone make a **DC 16 Constitution** save or they take 42 (6d12) damage, or ½ on save. If any target fails by 4 or more, they are paralyzed for 1 minute. Affected targets may make additional saving throws at the end of each subsequent turn. If they are successful, they are then immune from subsequent **haunting hoots** for 1 day.

Keen Sight and Hearing: Has advantage on Wisdom (Perception) checks that rely on hearing or sight.



Zormanth

XP 1,800 (Challenge 5)

Large, Monstrosity, Unaligned

DEFENSE

Armor Class	12 (Natural Armor)
Hit Points	75
Speed	0 ft., swim 40 ft.
Skills	Perception +5
Damage Immunity	Bludgeoning, piercing, and Slashing from nonmagical weapons
Senses	Darkvision 60 ft., Passive Perception 15
Languages	-

OFFENSE

Bite. +6 to hit, 5 ft. reach; Hit: 19 (3d8+6) piercing.

Multiattack. Zormanth makes one tentacle attack and one bite.

Tentacle. +6 to hit, 10 ft. reach; Hit: 16 (3d6+6) bludgeoning and the target is grappled (escape: DC 18 Dexterity save). Until the grapple ends, the target is restrained. Zormanth may only grapple one target at a time.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

ACTIONS

Psionic Storm. (1/day; recharges on 5-6/d6 each turn)
The Zormanth magically creates three psionic bolts, each of which can strike a target that the Zormanth can see within 120 ft. of it. Targets must make a DC 18 Dexterity save, taking 22 9(4d10) psionic damage, or half as much on a successful save.



LEGENDARY MONSTERS AND DEMI-GODS

Gorgo of the Black Art

XP 15,000 (Challenge 16)

Medium, Humanoid, Chaotic Evil

DEFENSE

Armor Class	18 (natural armor)
Hit Points	84
Initiative	+0
Speed	30 ft.
Saving Throws	Dex +6, Wis +10, Cha +12
Damage Resistance	fire, cold; bludgeoning, piercing, slashing from non-magical weapons
Condition Immunity	charmed, frightened, paralyzed
Senses	Truesight 60 ft. Passive Perception 19
Languages	common, sylvan

OFFENSE

Necrotic Ring. +12 to hit, reach 10 ft. Hit: 15 bludgeoning plus 10 necrotic damage. The necrotic ring is a magical attack.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
12 (+0)	10 (+0)	19 (+4)	19 (+4)	18 (+4)	22 (+6)

ACTIONS

Absorb Damage. When Gorgo counters or dispels a spell, he heals damage equal to twice the spell damage.

Magic Resistance. Gorgo has advantage on all saving throws vs. magic.

Spellcasting. Gorgo's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Gorgo has the following spells prepared:

At will: faerie fire, misty step, silent image, tongues
3/day: chain lightning, counterspell, dispel magic, hypnotic pattern, teleportation circle
2/day: bestow curse, feeblemind, mass suggestion, flesh to stone
1/day: power word kill, sleep (9th level), true polymorph

Teleport. (3/day) Can magically teleport up to 120 ft.

Keraptis (Lich)

XP 33,000 (Challenge 21)

Medium, Undead, Evil

DEFENSE

Armor Class 19 (**Bracers +2**)
Hit Points 135
Speed 30 ft.

Saving Throws Con +6, Int +8, Wis +5
Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistance cold, lightning, necrotic
Damage Immunity poison; bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunity charmed, exhaustion, frightened, paralyzed, poisoned.

Senses Truesight 120 ft.

Languages Passive Perception 19
 Common, Sylvan, Elvish, Abyssal, Infernal, Celestial

OFFENSE

Paralyzing Touch. +12 to hit, reach 5 ft. Hit: 10 cold damage. The target must also succeed on a DC 18 Constitution save or be paralyzed for 1 minute. The target may repeat their saves at the end of each of their turns.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

ACTIONS

Legendary Resistance. Keraptis can choose to succeed on a failed save (3/day).

Rejuvenation. If killed, Keraptis returns to his phylactery where it regenerates a new body in 1d10 days, regaining all his HP.



Spellcasting. The lich is an 18th level spellcaster, and Keraptis's spellcasting ability is intelligence (spell save DC 20, +12 to hit). He has the following spells prepared:

Cantrips: mage hand, prestidigitation, ray of frost
 1st level (4 slots): detect magic, magic missile, shield, thunderwave
 2nd level (3): detect thoughts, invisibility, Melf's acid arrow, mirror image
 3rd level (3): animate dead, counterspell, dispel magic, fireball
 4th level (3): blight, dimension door
 5th level (3): cloudkill, scrying
 6th level (1): disintegrate, globe of invulnerability
 7th level (1): finger of death, plane shift
 8th level (1): dominate monster, power word stun
 9th level (1): power word kill

Keraptis also can cast any spells conferred by the **Staff of the Magi** in his possession.

Spell Resistance. Keraptis possesses a **Staff of the Magi**, which grants him advantage on saves versus magic.

Turn Resistance. Keraptis has advantage on saving throws against any effects that turn undead.

LEGENDARY ACTIONS

Keraptis can take 3 legendary actions at the end of another creature's turn, one legendary action at a time.

Cantrip. Keraptis casts a cantrip.

Destroy Life (3 action cost). Each creature within 20 ft. must make a DC 18 Constitution save or take 21 necrotic damage, or half on a successful save.

Paralyzing Touch (2 action cost).

Frightful Gaze. Keraptis fixes his gaze on a target within 10 ft. which must make a DC 18 Wisdom save or become frightened for 1 minute. Targets may repeat saving throws at the end of each of its turns. Once a target has saved, they are immune from the effect for 24 hours.

LAIR ACTIONS

Encounters with Keraptis occur within its lair. Immediately after characters with an initiative count of 20 or higher every turn, Keraptis causes one of the following magical effects (which cannot repeat two turns in a row):

- Keraptis rolls 1d8 and regains a spell slot at the number rolled, or lower.
- Keraptis targets one creature within 30 ft. and attaches to it with a beam of negative energy. The target makes a DC 18 Constitution save; on a failed save, every time Keraptis takes damage, the target takes half, and Keraptis the other half. The negative energy lasts until the initiative count of 20 on the next round.
- Keraptis summons the spirits of creatures that have died in its lair. The spirit forms and attacks a target of Keraptis's choice within 60 ft. The target must succeed on a DC 18 Constitution save, or take 52 necrotic damage, or half on success. The spirit then disappears.

Vimak (Demon Lord)

XP 15,000 (Challenge 16)

Large, Fiend (Demon), Chaotic Evil

DEFENSE

Armor Class	18
Hit Points	189 (18d10+90)
Initiative	+4
Speed	40 ft.

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Damage Resistance cold, fire, lightening
Condition Immunity charmed, frightened, paralyzed, poisoned
Damage Immunity necrotic, poison, bludgeoning, piercing, and slashing from nonmagical

Senses Truesight 120 ft.
 Passive Perception 13
Languages Abyssal, Telepathy to 120 ft.

OFFENSE

Deadly Glare. (1/day) Vimak can target one creature within 60 ft. and in visual sight. The target must make a **DC 15 Wisdom save** or become frightened until the end of Vimak's next turn. If the target fails by 5 or more it is also paralyzed for the same duration.

Glaive. +7 to hit, 10 ft. reach. Hit: 9 slashing. On a hit, target must make a DC 14 Constitution save or take an additional 4 HP damage from internal wounds. Players repeat the save, until they are successful. Damage from internal wounds may not be healed until the target makes a successful save. Any creature may make a **DC 12 Health check** to stop the bleeding from an internal wound.

Magic Attacks. All Vimak's attacks are magic.

Multiattack. Three attacks with glaive.



STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

ACTIONS

Magic Resistance. Vimak has advantage on all saving throws vs. magic.

Parry. Vimak adds 5 to its AC against one melee attack that would otherwise hit.

Reactive. Can use one reaction on every turn.

Resurrection. If the Demon Lord's body is not destroyed by fire, it will gain a new body in 24 hours, and will appear within 5 ft. of its corpse.

Spellcasting. Vimak is a 10th level spellcaster, and his spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Vimak has the following spells prepared:

Cantrips: sacred flame, thaumaturgy
 1st level (4 slots): command, guiding bold, shield of faith
 2nd level (3): hold person, silence, spiritual weapon
 3rd level (3): animate dead, dispel magic
 4th level (3): divination, guardian of faith
 5th level (2): contagion, flame strike
 6th level (1): harm

Teleport. (3/day) Can magically teleport up to 120 ft.

LEGENDARY ACTIONS

Vimak can take 3 legendary actions, from the options below at the end of another creature's turn, limited to one legendary action at a time.

Attack. Vimak can attack again with **Deadly Glare** or with one **Glaive** attack.

Blasphemy (2 action cost). Vimak utters a blasphemous word. Each undead target within 5 ft. of Vimak must succeed on a DC 16 Constitution save or be stunned until the end of Vimak's next turn.

Negative Energy (2 action cost). The Demon Lord magically unleashes energy toward any target within 60ft. Those creatures cannot regain HP until the end of Vimak's next turn.

Vortex of Air (2 action cost). Magically, Vimak transforms into a whirlwind of air. While in this form, the Demon Lord is immune to all damage, and cannot be grappled, petrified, knocked prone, restrained, or stunned.

Xan Yae, Queen of Shadows

XP 22,000 (Challenge 19)

Medium, Fey, Neutral

DEFENSE

Armor Class	21 (natural armor)
Hit Points	150
Speed	30 ft.
Saving Throws	Dex +8, Con +7, Int +9 Wis +2, Cha +10
Skills	Deception +13, Perception +9, Stealth +9
Damage Resistance	lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunity	bludgeoning, piercing, and slashing from nonmagical attacks.
Condition Immunity	charmed, frightened, sleep.
Senses	Darkvision 120 ft., Truesight 80 ft. Passive Perception 16
Languages	Common, Sylvan, Elvish, Telepathy 120 ft.

OFFENSE

Multiattack. Xan Yae makes three attacks with her staff, star strike or moonlight ray in any combination.

Hammer. +5 to hit, 5 ft. reach; Hit: 9 bludgeoning plus 10 cold.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
12 (+0)	22 (+6)	20 (+5)	24 (+7)	14 (+2)	26 (+8)

ACTIONS

Legendary Resistance. Keraptis can choose to succeed on a failed save (3/day).

Magic Resistance. Xan Yae has advantage on all saving throws against spells and other magic attacks.

Moonlight Ray. Melee attack: +7 to hit, reach 10 ft. Hit: 15 bludgeoning plus 10 radiant damage. Moonlight ray is a magical weapon.

Shadow born. When in dim or dark light, Xan Yae has advantage on Stealth checks made to hide, and can even hide when being directly observed.

Spellcasting. Xan Yae's innate spellcasting ability is Charisma (spell save DC 20, +13 to hit with spell attacks) She has the following spells prepared and can cast them without any material components:

At Will: faerie fire, misty step, tongues
3/day: chain lightning, counterspell, dispel magic, hypnotic patter, teleportation circle
1/day: power word kill, sleep (9th level), true polymorph

Star Strike. +7 to hit, reach 120 ft. Hit: 9 fire plus 9 radiant damage.

Summon Efreeti. (2/day): Xan Yae can summon an **Efreeti**. The creature appears in an unoccupied space within 60 ft. of Xan Yae and acts as her direct ally for 5 minutes, unless its summoner dies, or dismisses it as an action.

LEGENDARY ACTIONS

Keraptis can take 3 legendary actions at the end of another creature's turn, one legendary action at a time.

Spellcasting (costs two actions). Xan Yae casts **chain lightning** from her innate spellcasting ability.

Swirling Constellation. Xan Yae makes one star strike or one moonlight ray.

Teleport. Xan Yae may teleport anywhere within direct line of sight.



NONPLAYER CHARACTERS

Class and Level

#	Cleric	Fighter	Magic	Thief	Race	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
1		10			H	18	10	12	12	17	12
2	10				HE	15	14	17	11	18	14
3				8	E	14	12	14	17	15	17
4			10		E	9	18	11	12	16	16
5	10				D	11	10	18	14	12	8
6		10 (P)			D	17	12	16	17	13	10
7			5 (S)	4	H	16	17	10	12	15	7
8		4		5	HE	17	13	13	17	14	10

Race: H = Human E = Elf HE = Half Elf D = Dwarf

Class: P = Paladin S = Sorcerer

SPECIAL ITEMS

Character	Items
1	+1 plate mail ^h , +2 shield ^a , +1 flaming shield, ring of fire resistance ^a
2	+3 plate mail ⁱ , +3 shield ^h , +3 mace ^h
3	+1 leather ^a , +2 ring of protection ^h , +2 dagger ^a , boots of speed ^a
4	Displacer cloak ^a , +2 ring of protection ^h , +2 dagger ^a , wand of magic missiles ^h
5	+1 scale mail ^a , +2 shield ^a , cloak and boots of elvenkind ^f , +1 mace ^f
6	+1 chain mail ^a , +1 shield ^f , +1 ring of protection ^a , +2 crossbow bolts (10) ^c , potion of healing ^a , bag of holding ^a
7	+3 bracers of defense ^a , boots of striding and springing ^f , +1 axef, +1 dagger ^f
8	Robe of stars ^h , +1 ring of protection ^a , oathbow ^h , +1 short sword ^f

NOTES

For those players who take on an NPC, have players roll their own HP, determine their spell lists, and choose equipment, weapons, and armor. As these are higher level characters, it is reasonable to assume they can afford any standard items from the *Player's Handbook*. At your discretion, each magic item has a note:

[magic item]^a a = chart from *Dungeon Masters Guide*

You may also allow players to substitute magic items from the *Dungeon Masters Guide*.

INTRODUCING NPCs INTO GAME PLAY

If you have a small and or inexperienced party of players, introducing one or more NPCs may supplement places where the party has gaps in their skills. In rough order, you might think about introducing a thief or cleric, then a magic user or fighter either at the Inn in **Taiga Derevyia** or as a random encounter as the party travels to **the Ruins of Castle Mukos**. Limit your players to no more than two characters each.

FINAL NOTE

If your players are struggling with this adventure, and it doesn't make sense to introduce an NPC, instead consider using the **SPECIAL ITEMS** table above to introduce some additional magic items to aid your party.

CONVERSION CHART: OLD SCHOOL REVIVAL (OSR)

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
Attack	Bonus (Number)
HP (HD)	Hit Points Hit Dice (HD d8)
XP	Experience Points

Monsters

Name	HP (HD)	AC	Attack	Damage	XP	Notes
Bikendi	49	6	+7	9	1,650	
Bulette	72	-2	+6 (3)	26/12/12	2,000	
Catoblepas	32	7	-	4+stun	700	DC Con 12 save or stun
Chozech	39	6	+5	7	100	
Dorje	26	5	+5	5	225	
Dralha	35	12	+1	2	50	
Dudser	38	5	+4	5	50	
Efreeti	54	2	+6	13	2,500	
Ghost	42	0	+2	Age 4d10 years	2,250	DC Wis 13 save or age
Mamo Nag	39	6	+6	14	425	
Marid	92	4	+10	13	2,750	
Mashenomak	42	6	+9	8	100	
Minotaur	34	6	+4 (2)	4	275	1 Gore, 1 Bite
Nujinser	50	5	+7	10	1,400	
Nyonmong	34	5	+7	6	1,200	
Rakan	20	5	+5	5	225	
Ramdsun	14	8	+3	5	20	
Shakem	57	5	+7	4	900	
Sturgeon, Large	12	7	+4	5	50	
Xayah	38	5	+5	8	1,400	
Zormanth	30	6	+7	9	425	

Major Monsters

Name	HP (HD)	AC	Attack	Damage	XP	Notes
Gorgo	34	3	+12	15	4,000	
Keraptis (Lich)	58	0	+5	5	5,000	
Vimak	72	3	+10	19	3,900	
Xan Yae	60	2	+5	9	5,500	

Random Monsters

Die Roll	Name	#	HP (HD)	AC	Attack	Damage	XP	Notes
1	Bikendi	2	49	6	+7	9	1,650	
2	Dralha	1	10 (2)	6	+1	1d4	25	
3	Thakos	1	14 (2)	7	+1 (2)	1d4	25	2 Talon Attacks
4	Tlängen	1d6	3 (1/2)	7	-	1d4	5	
5	Tsundre Nag	1	12 (2+)	7	+3	1d4	35	Frighten on Sight
6	Vazimba	1	9 (2)	8	+2	1d6	20	Destroy Life

CONVERSION CHART: THE MAGIC SEEKERS (TMS)

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
Attack	Bonus (Number)
LP	Life Points (HD varies)
LV	Level Challenge

Monsters

Name	LP	AC	Attack	Damage	LV	Notes
Bikendi	37	12	+6	7	2	+3 Initiative, +3 Save
Bulette	48	13	+8	18	2	+2 Initiative, +2 Save
Catoblepas	39	10	+1	4+stun	2	-4 Initiative, +0 Save
Chozech	29	12	+5	8	2	+2 Initiative, +0 Save
Dorje	19	12	+5	10	2	+2 Initiative, +2 Save
Dralha	9	10	+2	4	1	+2 Initiative, +0 Save
Dudser	28	13	+3	3	1	-4 Initiative, +3 Save
Efreeti	22	14	+5	7	3	+3 Initiative, +4 Save
Ghost	26	12	+2	Age 4d10 years	2	DC Wis 13 save or age + 2 Initiative, +2 Save
Mamo Nag	29	12	+5	10	1	+3 Initiative, +2 Save
Marid	36	12	+6	8	2	+3 Initiative, +2 Save
Mashenomak	31	12	+9	8	2	+3 Initiative, +0 Save
Minotaur	30	25	+8 (2)	9	4	1 Gore, 1 Bite +8 Initiative, +6 Save
Nujinser	37	13	+5	7	2	+4 Initiative, +3 Save
Nyonmong	34	12	+8	14	2	+6 Initiative, +4 Save
Rakan	15	12	+2	3	1	+3 Initiative, +4 Save
Ramdsun	11	11	+4	4	1	+1 Initiative, +3 Save
Shakem	43	12	+7	13	2	-2 Initiative, +2 Save
Sturgeon, Large	9	11	+3	3	1	+1 Initiative, +0 Save
Xayah	28	12	+5	6	2	+1 Initiative, +4 Save
Zormanth	23	11	+7	10	1	+2 Initiative, +2 Save

Major Monsters

Name	LP	AC	Attack	Damage	LV	Notes
Gorgo	25	17	+12	15	4	+0 Initiative, +8 Save
Keraptis (Lich)	76	17	+10	11	4	+4 Initiative, +7 Save
Vimak	54	19	+13	20	3	+4 Initiative, +7 Save
Xan Yae	45	19	+5	9	4	+6 Initiative, +8 Save

Random Monsters

Die Roll	Name	#	LP	AC	Attack	Damage	LV	Notes
1	Bikendi	2	37	12	+6	7	2	+3 Initiative, +3 Save
2	Dralha	1	9	10	+2	4	1	+2 Initiative, +0 Save
3	Thakos	1	11	11	+3	5	1	+2 Initiative, +1 Save
4	Tlängen	1d6	2	11	+5	3	1	+1 Initiative, +1 Save
5	Tsundre Nag	1	14	12	+2	4	1	+2 Initiative, +2 Save
6	Vazimba	1	7	18	+4	7	1	+1 Initiative, +1 Save

PLAYER HANDOUTS

Verna's Riddle

*Down steps and through waters thrice,
lies the jewel encrusted goblet overfloweth. Therein
found golden niche, where key inside is hid.*

*On back or northward bound, Brazelmal lies
Unseen to mortal eye.
His, a key to mystery unsolved.*

Eastbound, the rose, the largest petal, your key.

*Not least, but further north doth lie the emerald
that contains the key, fourth.*

Wilderness Map









CHARACTER SHEETS



Name _____ Race _____

Alignment ☐ AC ☐ HP ☐ Mod ☐ Speed ☐ Initiative ☐ XP ☐

Strength ☐ Weapon

Dexterity ☐

Constitution ☐

Intelligence ☐

Wisdom ☐ Equipment

Charisma ☐

Notes

Name _____ Race _____

Alignment ☐ AC ☐ HP ☐ Mod ☐ Speed ☐ Initiative ☐ XP ☐

Strength ☐ Weapon

Dexterity ☐

Constitution ☐

Intelligence ☐

Wisdom ☐ Equipment

Charisma ☐

Notes

Name _____ Race _____

Alignment ☐ AC ☐ HP ☐ Mod ☐ Speed ☐ Initiative ☐ XP ☐

Strength ☐ Weapon

Dexterity ☐

Constitution ☐

Intelligence ☐

Wisdom ☐ Equipment

Charisma ☐

Notes

Name _____ Race _____

Alignment ☐ AC ☐ HP ☐ Mod ☐ Speed ☐ Initiative ☐ XP ☐

Strength ☐ Weapon

Dexterity ☐

Constitution ☐

Intelligence ☐

Wisdom ☐ Equipment

Charisma ☐

Notes

Name _____ Alignment _____

AC ☐ LP ☐ Mod ☐ Save ☐ Initiative ☐ XP ☐

Empathy Endurance Perception Intelligence Weapon Equipment

Luck ☐

Notes

Name _____ Alignment _____

AC ☐ LP ☐ Mod ☐ Save ☐ Initiative ☐ XP ☐

Empathy Endurance Perception Intelligence Weapon Equipment

Luck ☐

Notes

Name _____ Alignment _____

AC ☐ LP ☐ Mod ☐ Save ☐ Initiative ☐ XP ☐

Empathy Endurance Perception Intelligence Weapon Equipment

Luck ☐

Notes

Name _____ Alignment _____

AC ☐ LP ☐ Mod ☐ Save ☐ Initiative ☐ XP ☐

Empathy Endurance Perception Intelligence Weapon Equipment

Luck ☐

Notes

Name _____ Race _____

Alignment _____

AC HP Mod

Speed Initiative

Proficiency

Strength


Dexterity


Constitution

Intelligence

Wisdom

Charisma

Weapon 

Equipment 

Notes

Name _____ Race _____

Alignment _____

AC HP Mod

Speed Initiative

Proficiency

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Weapon 

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Notes

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Alignment _____

AC HP Mod

Speed Initiative

Proficiency

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Intelligence

Wisdom

Charisma

Weapon 

Equipment 

Notes

Name _____ Race _____

Alignment _____

AC HP Mod

Speed Initiative

Proficiency

Strength


Dexterity


Constitution

Intelligence

Wisdom

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