

THE MANY

MINI-DUNGEONS

OF DUNGEON LAND HANDBOOK

**ITS
FINALLY
HERE**

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WHAT ARE MINI-DUNGEONS

Mini-Dungeons are so called because they are not meant to be used by themselves. These dungeons are meant to be used in sequence with others, within The Dungeon Land, or as unique locations to stumble upon while exploring your campaign setting. They are each very different, are found in very different locations, and are not meant to be used with each other under normal circumstances. Each Mini-Dungeon is approximately ten pages in length, complete with maps and stat blocks for the creatures found within. Mini-Dungeons are intended to be completed by a party of 3 - 6 characters of 13th - 20th level. Even under the constraint of small size, Mini-Dungeons are rife with danger; tread carefully.

Mini-Dungeons are small but deadly dungeons based around a single, terrifying, legendary creature. Each one has its own theme and its own level of difficulty, but all are capable of intimidating your players and killing their characters. They contain vast treasure, powerful magic items, and fierce monsters being used as minions by these legendary creatures; some of which are custom and unique and can only be found within these dungeons.

Among the treasures found in the Mini-Dungeons one always stands out; the artifact. Each Mini-Dungeon contains an artifact in the possession of its legendary beast. Each legendary creature has its own artifact which they use in unique ways. The Dungeon Land, where these dungeons originate, contains a possibility of finding each and every artifact; represented by a percentage chance listed in the dungeon. However, depending upon the choice of the dungeon master, they may be guaranteed to contain an artifact, or maybe none of them contained an artifact and never did.

For any group of moderate to high level adventurers Mini-Dungeons provide a challenge and present ample reward. They can be used in part with other dungeons, as a section of a larger dungeon, or as part of The Dungeon Land, but any way they are used; they are simple to run, quick to play, and exceedingly fun and exciting.



A SUMMARY OF PAIN

THE COMPLETE DM'S GUIDE TO LEGENDARY LAIRS

The Many Mini-Dungeons is a compilation of eleven different lairs, belonging to eleven different legendary creatures. As you may know, there are twelve legendary creatures; aboleth, ancient dragon, beholder / death tyrant, demilich / lich, Emyrean, kraken, mummy lord, vampire, solar, andro / gynosphinx, tarrasque, and unicorn. However, we do not cover the unicorn here. The unicorn is detailed within The Dungeon Land. The difference between most of these fearsome beasts and the unicorn is obvious, for this reason the unicorn doesn't possess its own Mini-Dungeon; it would not be a challenge for a competent group of characters of this level.

Here we provide a short description for each of the Mini-Dungeons. The order they are described in corresponds to their position in The Dungeon Land. The Mini-Dungeons contain certain passages or phrases that correspond to their use in The Dungeon Land; referring to their biome, or floor, and their regional effect on it. Dragotha's Mini-Dungeon, for example, makes several changes to the way Dungeon Land operates and has a specialised section for addressing this. These apply to The Dungeon Land and do not apply to their use outside of it, unless the dungeon master wishes it to be so.

Ancient Dracolich: Dragotha

Mountains

Inspired by the character Dragotha from many D&D modules throughout the years. In the past it has been unclear as to which variety of dragon Dragotha was; red or black. However, we have decided that he can be both. His lair is a vast stretch of empty, treacherous mountain range which he rules with his fearsome dragon orbs.

Kraken: Lyngbakr

Arctic

A powerful kraken is sealed away in a frozen lake far in the arctic. Surrounded by cultists and spawns of madness this eerie dungeon is reminiscent of Lovecraft's "Mountains of Madness". Lying deep in its stomach a sunken dwarven submarine holds the Axe of the Dwarvish Lords. Named for the origin of the kraken myth, lyngbakr or *leather back*.

Mummy Lord: Ozymandias

Desert

Nothing last forever, and the last works of a once mighty king lie in this hidden pyramid. Fighting against the ravages of time this accursed pharaoh will stop at nothing to defend his treasures. This uphill battle through the dark defines the 'curse of the mummy' experience. At the top of the pyramid waits Ozymandias, and the Hand of Vecna.

Sphinx: Phix

Badlands

This short dungeon is perhaps the longest and most endearing; a single room used to find and summon a sphinx from its secret home in the Astral Plane. Follow the sphinx's footsteps as it leads you down a wild goose chase through the elemental planes. However, a clever Party of adventurers may yet summon the beast and unlock the secrets of its treasure: the Wand Of Orcus.



Solar: Jegudiel

Grasslands

Inspired by the philosophies of good and evil this ironic dungeon will challenge your players as it forces them to confront impossible ultimatums and the nature of extremism. The Solar Jegudiel, seeks to destroy The Dungeon Land from within, unknowingly participating in it. It is possible to gain the Book of Exalted Deeds by working with Jegudiel.

Empyrean: Blunderbore

Forest

The Party will relive the classic tale of 'Jack and the Beanstalk' as they venture through the home of an Empyrean. This larger than life dungeon will make your players feel small. Colossal pests, and monstrous pets inhabit Blunderbore's house, among which is the huge goose which guards orbs of the dragon kind.

Beholder: Candy King

Jungle

This twisted envisioning of Candyland exists within the bizarre psyche of the beholder which dreams it into existence; Candy King. Venture through a jungle of sweets and sticky monsters as you fight your way to its core, where the beholder (or death tyrant) waits sleeping. Among his treasury lies the Eye of Vecna.

Demilich: Lady Osterneth

Swamp

Once a beautiful noblewoman and ambassador to the fey courts, she was seduced by the dark arts. Under the tutelage of Vecna, God of Secrets, she was transformed into a lich and seized control over the city she once served. Now in her old age she schemes against him. Fight against her charms and retain your free will, only by recovering the Sword of Kas from her lair can you be prepared for the battle at the end of The Dungeon Land.

Vampire: Byōki

Crypt

This Wuxian themed vampire village lures the players in before feasting on them. A creepy, quiet town, full of strange sights and foreign customs. The vampire, a nukukubi haunts and enslaves the town for the loss she faced at their hands. In her chamber lies stolen treasures from the townsfolk and dragon orbs taken from the palace.

Aboleth: The Thing From Outer Space

Underdark

A forgotten corner of a deep and mysterious cave is host to an insidious outsider. From the time of its landing it has polluted the area around it and those who know of the cave dare not venture close, lest they become changed. This strange outsider is one of an ancient race of aboleths, and in its clutches lies a tome of terrible forgotten secrets; The Book of Vile Darkness.

Tarrasque: The World Eater

Ocean

At the bottom of the ocean the World Eater sleeps. It has been known by many names, Fenris, Angra Mainyu, in this world it is known as the Tarrasque. In its slumber dark forces have gathered to harness its power. Delve into a sunken city, free the Tarrasque, recover the Dragon Orb, and save the world.



DRAGOTHA

THE SCORCHED DEATH VALLEYS OF THE UNDEAD DRAGON

As you reach the dragon's mountains the land becomes bleak and evil. Each peak spews volcanic ash into the sky, darkening the clouds and turning the snow to ash. Fog, smoke, and volcanic fumes obscure vision and burn your throat. The ground is fissured, covered in thorny volcanic shrubs, and belches tar. Where there is water, it boils from being heated by magma within the mountains, and is poisoned by the gas it releases.

When the Party finds Dragotha's lair it is not a closed off space, as are all the others, but a change in terrain. The Party finds themselves in the death valleys of the undead dragon, and his regional effects have taken hold of this land. Because of fissures and thick thorny shrubs dotting the ground, travel is made at half the already slowed pace. Fog and smoke lightly obscures vision within 100 feet and heavily obscures vision beyond that point. Often tar, mud, or lava belches forth from the ground as well as poisonous gas. Earthquakes are common here, and so are landslides. To make this worse, if Dragotha is aware of the Parties presence, he may use any of either the black or the red dragons' lair actions.

Dragotha prefers hit and run tactics, group separation, and wearing adventures down; striking when they are weak and forcing them to continue when they need rest. Dragotha should attack and retreat many times during the dungeon, using its lair actions as he does so.

He descends; silently slicing through the clouds, upon you before you knew to prepare. The ground shakes and erupts into violent geysers of lava, separating the Party. From the earthen maw the dead rise to serve their master, and the dragon prepares to unleash its black hellfire.

For Use In The Dungeon Land...

When the Party stumbles across this Mini-Dungeon everything in the direction they were traveling is considered Dragotha's domain. *Ex.* If the Party was headed west, entered a door, and beyond was the Mini-Dungeon; everything west of that door is Dragotha's domain. A dotted line is often helpful dividing the mountains biome along this line. These effects remain until he is slain.

- ❖ All mutations found within Dragotha's lair will be: Half-Dragon (red or black) template.
- ❖ All encounters with creatures will have double the normal number of hostiles.
- ❖ All dragon encounters will be replaced with an encounter with Dragotha.



DRAGOTHA, THE UNDEAD DRAGON

Gargantuan undead, chaotic evil

Armor Class 22

Hit Points 398 (21d20 + 147)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills Perception +16, Stealth +9

Damage Immunities acid, poison

Damage Resistances necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41000 XP)

Legendary Resistance (3/Day). If Dragotha, Undead Dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. Dragotha has advantage on saving throws against spells and other magical effects.

Rancorous Rejuvenation. Dragotha gains 1 Hp at the start of each of her turns for every undead minion she controls within 60 feet of her. She cannot use this ability while another living creature wears the Crown of Mortality.

Innate Spellcasting. Dragotha, the Undead Dragon's spellcasting ability is Charisma (spell save DC 19). Dragotha, the Undead Dragon can innately cast the following spells, requiring no material components:

1/day each: *circle of death*, *create undead*, *finger of death*, *forcecage*

ACTIONS

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10+8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6+8) slashing damage.

Dragotha's Breath (Recharge 5-6). Dragotha, the Undead Dragon exhales acid in a 90-foot line that is 10 feet wide, a 90-foot cone of fire, or a 90-foot cone of life draining necrotic gas. Each creature in that area must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid, fire, or necrotic damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of Dragotha, the Undead Dragon's choice that is within 120 feet of Dragotha, the Undead Dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Dragotha, the Undead Dragon's Frightful Presence for the next 24 hours.

Multiattack. Dragotha, the Undead Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage.

LEGENDARY ACTIONS

The dragotha, the undead dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragotha, the undead dragon regains spent legendary actions at the start of its turn.

Detect. Dragotha, the Undead Dragon makes a Wisdom (Perception) check.

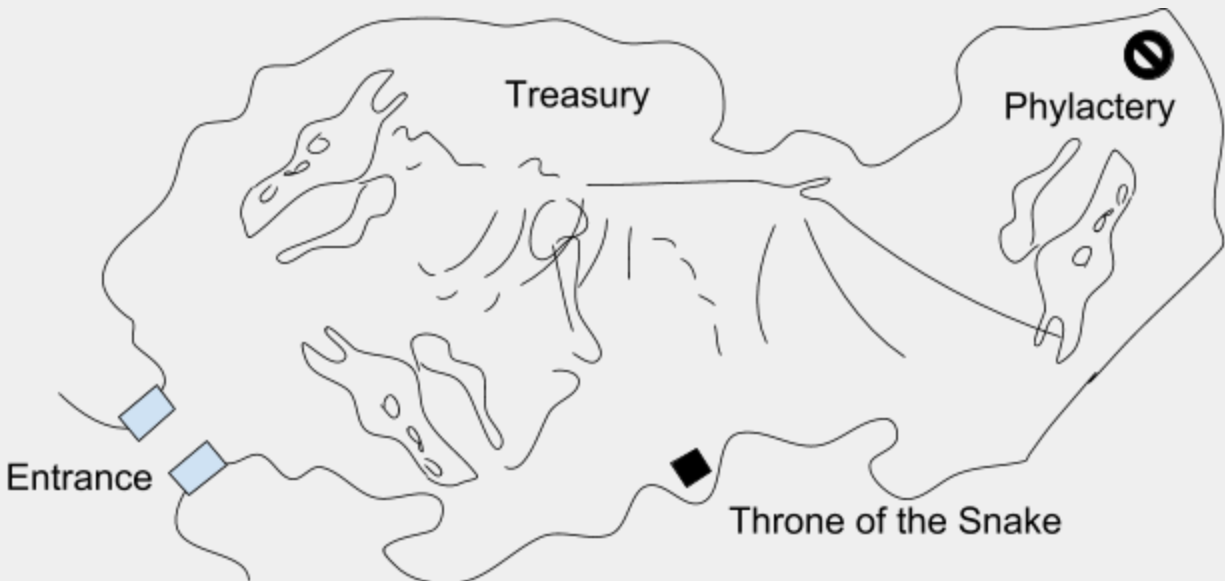
Tail Attack. Dragotha, the Undead Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). Dragotha, the Undead Dragon beats its wings. Each creature within 15 feet of Dragotha, the Undead Dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Dragotha, the Undead Dragon can then fly up to half its flying speed.



DRAGOTHA'S TOMB

When using this Mini-Dungeon outside of The Dungeon Land it is suggested to have your players journey into the heart of the mountains, preferably a four day journey at least before they reach this point. In The Dungeon Land while adventuring in Dragotha's domain, if you roll Mini-Dungeon a second time you will have found Dragotha's tomb. A graveyard of his former bodies. He has been slain, but not defeated.



The carved stone entrance has been weather worn down to the simple brick. Only sparse patches of masonry, worn smooth and featureless can attest to people ever having seen this place. No doubt few have, and it is certain none remain alive. In the darkness of the cave lies a graveyard. The bones of dragon, man, and beast lie in thick piles; death and shadow claim this place now, the living have abandoned it.

In the darkness a pile of coins sparkles. A veritable mountain of treasure covering the floor anywhere the bones do not. Truly a king's ransom in gold, platinum, and jewels lies before you, but it is dangerously quiet. In the center of the treasure a statue with a crown on its head stands out. Its twisted screaming face is hard to take your eyes off, seeming to plead for someone to take off the crown. Suddenly a threatening shout echoes through the cave, a blazing sword and eyes that shine like diamonds is all that can be seen. The dragons minion is upon you.

The graveyard contains a working backup body for Dragotha. If he is killed before the Party



reaches this point he will reinhabit it to meet them once again. There is also a tremendous amount of bodies for use in the resurrection of his minions and in doing so gains his *Rancorous Regeneration* ability. His treasury lies at the back of the cave. Among his treasures is the Crown of Mortality, forged to subdue the mighty dragon. Once worn the crown locks its wearer in temporal stasis while breaking Dragotha from his necromantic links, then emits a *Power Word Kill* ten rounds after being donned. The crown allows the Party to kill him without his soul returning to his phylactery, and stops him from healing from his *Rancorous Regeneration* ability while it is being worn. It also stops him from leaving his phylactery and gaining a new body. The Crown of Mortality cannot be removed until the dragon is dead, neither will that character be able to be removed from that spot. Donning the crown is a mighty sacrifice to make, however it may hold the key to victory. The crown will disguise its magical nature until it is identified.

Dragotha's treasure contains 42,000 gp, 25,000 pp, and six pink star diamonds worth 5,000gp each. Along with 1d4 items rolled on Magic Item Table I. In addition to this the Crown of Mortality sits on a statue in the center of the treasury. However his treasure is guarded by his most fearsome minion; a death knight who served as his champion after falling, Reciful the Snake. When he stood against the dragon fear replaced faith and he could not don the Crown of Mortality. After Dragotha had slain the party he rose from death, enslaved by his failure and manipulated by the dragon. If the Crown of Mortality is placed on his head he will die.

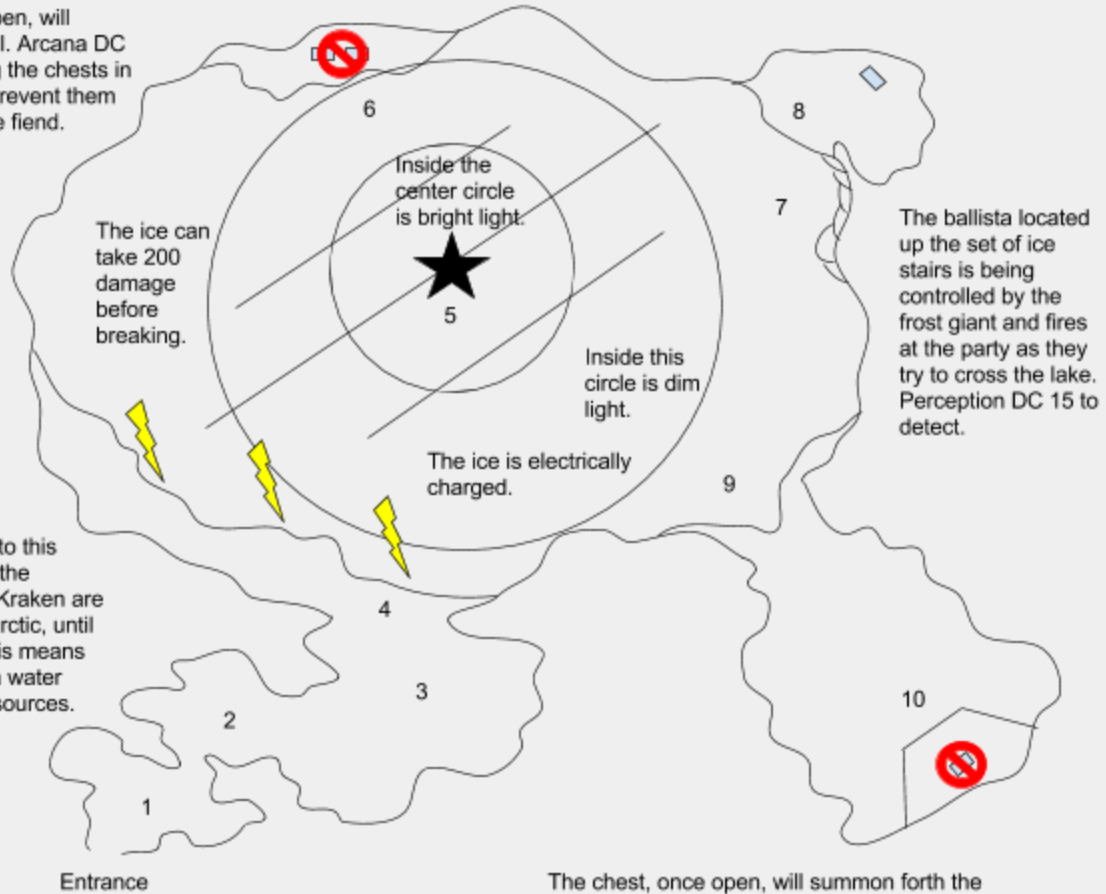
The dragon's phylactery is a petrified dragon egg, which is believed to be Dragotha's. Although the egg is brittle (Hp: 50, Ac: 10, weakness to bludgeoning damage) it is completely immune to all forces of magic and cannot be damaged by magic weapons. A clever enchantment known to he and he alone. Next to the phylactery there is a chance of finding one or two colorful orbs. There is a 30% chance that one of these orbs is present, and if so roll again, this time with a 1% chance; if successful two of these orbs are present. These are Orbs of Dragonkind! A second orb can only be found in one of the Mini-Dungeons - once a Mini-Dungeon spawns with two orbs this cannot happen again. If present Reciful the Snake will use them to his advantage during the fight.



LYNGBAKR

THAT IS NOT DEAD WHICH CAN ETERNAL LIE

The chests, once open, will summon an ice devil. Arcana DC 19 to detect, placing the chests in a Magic Circle will prevent them from summoning the fiend.



As soon as the door into this Mini-Dungeon is open the regional effects of the Kraken are found throughout the arctic, until the Kraken is slain. This means constant storms, and a water elemental in all water sources.

The entrance to this massive frozen cave is the same as to any other room. However from the cave a frightening wind blows, blowing in a thick layer of fog that becomes pervasive throughout the arctic, and thunder can be heard in the background. Softly in the distance, a choir can be heard; the sound of low melodic hums from dozens of sources echoes across the frozen halls from deep within the cave ahead of you. The way ahead is dark and seems to draw you forward. It feels as if you've been here before, and something inside you wants to return to this dark cave.



SILENT COMPANION

Tiny beast, unaligned

Armor Class 5

Hit Points 1

Speed 5 ft., burrow 1 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	2 (-4)	1 (-5)	4 (-3)	0 (-5)	0 (-5)

Senses blindsight 30 ft., tremorsense 30 ft. passive Perception 5

Languages -

Challenge 0 (10 XP)

Innate Spellcasting (Psionics). The silent companion's innate spellcasting ability is intelligence. It can innately cast the following spell, requiring no components:

At will: See Invisible

The caves throughout the first three areas are the home to thousands of tiny bioluminescent insects; which glow with a faint yellow light that can only be seen when all other lights are extinguished.

The insects are harmless and defenseless, because of this the insects are incredibly shy; ducking into their ice holes for safety and ceasing their glow if they detect any creature moving within 30' of them. This creates a bubble of darkness that follows around the Party members, while providing a eerie glow that persists just around the corner. The worms cannot however, detect any creature that is protect from psionic detection and can hover.

ROOM 1, THE FROZEN POND

A small pond lies under your feet, it is frozen over. Lying in it are skeletons of fallen adventurer's, sunken beneath the ice. Their equipment reminiscent of ancient warriors of tribes long past, although decrepit and worn frail by centuries of wear. The frozen pond leads into a stream, trickling just slightly between small fissures in the ice, leading further down into the cave.

The room is hazardous terrain, *Slippery Ice* as well as *Strong Winds* (from the storm brewing deeper on) cover it completely, including walls and ceilings. Under the ice, and obscured completely, is a bound water weird that works for the cultists; which after seeing the Parties approach, will flow downstream and warn the cultists. If discovered, perception check DC 30, it will attempt to constrict its discoverer and drag them into the crevasse. Depth 5' hazardous terrain *Frigid Water*. Rooms 2 and 3 are not covered in slippery ice.

ROOM 2, THE ALTER

The room smells faintly of burning incense, and a dim glint of gold and silver can be seen in the darkness. All light sources, save the strange insects, dim by half. A coldness flows through you; regardless of protection to these fierce temperatures, for this is a place abandoned by gods. Around you are piles of profaned holy symbols, discarded in mass number to appease some dark master.



If the Party is successful in detecting and defeating the water weird this room is empty and the cultists are unaware of their presence. If the water weird escapes to warn the cultist they will ambush the Party as they enter this room.

As you gaze at the piles of profanity around you, searching their midsts for the holy symbol of your own gods you are beset by knife and by magic. Two dozen cultists armed with ceremonial knives rush forward, it is not every day they gain unwilling sacrifices. Behind them three cult fanatics each in tempo with each other cast Hold Person.

ROOM 3, THROAT OF DARKNESS

There are two different versions of this room; one where the Party is discovered by the water weird and the cultists have already been slain, the other, where the Party discovered and defeated the water weird.

Discovered By The Cultists...

The small tunnel now widens, you have entered a large room carved in the thick ice. Expanded by the cultists to allow room for a massive statue and several smaller altars. The statue is placed in the center of the streams flow, almost completely blocking the path, but allowing small walking spaces to its left and right.

The statue is a massive whale like creature, with tentacles where it would normally have fins and a tail. Beneath it, on the statue's pedestal the ocean is depicted rising up and swallowing the land. Above it, arching over the statue along the ceiling, a frieze depicts natural disasters of all variety.

The statue will respond to the death of the cultists, filling with power as their souls slowly pass into the afterlife. As the Party approaches and attempts to move past, it will use its reaction to gain an attack of opportunity, then take surprise initiative unless it is detected beforehand; perception DC 20.

Defeated The Water Weird...

The small tunnel now widens, you have entered a large room carved in the thick ice. Expanded by the cultists to allow room for a massive statue and several smaller altars. The statue is placed in the center of the streams flow, almost completely blocking the path, but allowing small walking spaces to its left and right.



The statue is a massive whale like creature, with tentacles where it would normally have fins and a tail. Beneath it, on the statue's pedestal the ocean is depicted rising up and swallowing the land. Above it, arching over the statue along the ceiling, a frieze depicts natural disasters of all variety. Surrounding the statue, cultists are busy kneeling in worship. Three cult fanatics stand in a semicircle at the base of the statue each with a blue port crystal; all glowing with power. Around them the cultists hum and chant casting some ritual in unison.

STONE GOLEM, KRAKEN

Huge construct, unaligned

Armor Class 17

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantite, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Primordial

Challenge 11 (7200 XP)

Immutable Form.. The golem is immune to any spell or effect that would alter its form.

Magic Resistance.. The golem has advantage on saving throws against spells and other effects.

Magic Weapons. The creature's weapon attacks are magical.

ACTIONS

Multiattack. The makes 3 attacks.

Slow (Recharge 5-6). The Stone Golem, Kraken targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle.. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The golem has ten tentacles, each of which can grapple one target.

The cultists, once disturbed fight as described in room 2. Although once they are slain, the statute does not come to life as a golem. Each of the three cult fanatics has a blue port crystal on their bodies. If the Party allows them to proceed they will awaken the golem two rounds after the Party arrives. This uses and destroys all three portcrystals and slays the cultists.



ROOM 4, THE FROZEN BANKS

Behind the statue lies an immense cave, filled with a powerful swirling wind that scours the walls and carries the spray of ice water which freezes against you. The ceiling shimmers as light bends and reflects off its slick wet surface and a trickling waterfall can be seen cascading from a small hole in the roof of the cave. A beam of light shines through this hole and illuminates the center of the room. The room is filled with a massive frozen lake, the ice covering the top is at least ten feet thick in all places save the center where the waterfall has worn it thin; creating a small hole into the lake below (5' diameter).

Firstly it is no longer dark. The center of the lake is bright light, and the surroundings are dim light. Only the edges are full darkness. When the players enter if any of them roll a perception check greater than 25 they spot a hidden ballista across the lake. It is in the darkness and obscured by ice, but very much working and trained on the entrance. If no character detects the ballista it will fire upon them from stealth, critically hitting if it hits.

The lake is hazardous terrain *Slippery Ice*, *Strong Winds*, as well as *Heavy Precipitation*, and in the center of the lake near the waterfall, *Frigid Water* as well. In addition to all of this, the first person the steps onto the lake receives an immense shock 22 (4d10) or half on a successful Constitution saving throw DC 23, lightning damage. A *Detect Magic* spell will reveal that the lake is charged. The ice covering the lake is strong but not unbreakable. After taking 200 points of damage it will break, and all creatures on the ice will fall into the frigid water below. This will cause the kraken to awaken from its slumber.

ROOM 5, THE FROZEN LAKE

If The Party Falls Into The Lake...

As they enter, each creature that does not have protection from cold must make a Constitution saving throw DC 15 or gain an exhaustion counter.



The waters below you are perfectly still, the only source of movement is the ice and you splashing into the frozen lake. As the ripples travel out to the edge of the pond they upset something. Deep thunderous vibrations rock through the water, like a tremendous bass drum it's felt as much as it is heard. You see nothing other than hundreds of feet of water descending into utter blackness as the spotlight fades.

When the Party enters the water the Kraken will use its lair action to cause the water in its lair to become electrically charged; each creature in the water takes 11 (3d6) or half on a successful Constitution saving DC 23. It then uses its legendary actions to use its Ink Cloud. In addition to this the Party is beset by one water elemental for every two creatures. The water acts as hazardous terrain, *Frigid Water*. Afterward initiative is rolled. The Kraken will stay out of sight using the deep water to its advantage and attacking with surprise. It will attempt to first grapple and drown its victims, squeezing the life out of them with depth pressure and its crushing tentacles. Sometimes the Kraken will throw sunken ships instead of attacking. The Kraken has four of these ships, and any creature hit by one of these objects takes 55 (10d10) bludgeoning damage. Within the Kraken the party may find their artifact.

At the bottom of the Krakens gullet lies a large metal ship appearing to be of dwarven make, one designed to be submerged at great depth. Large white letters painted onto the hull spell out its name, Nautilus.

Within the submarine lies a sunken treasure, the Party will have a 35% chance of finding the Axe Of The Dwarvish Lords!

If The Party Discovers The Axe Of The Dwarvish Lords...

You enter through the large crack in the hull, around you float the skeletons of dwarves. In their hands hammers, crowbars, and axes; their last moments spent desperately trying to open a safe, which lies at the end of the room. (The safe can only be opened with a sleight of hand check DC 30, by a character with proficiency in thieves tools.) Inside the safe lies an axe, covered in barnacles and a thick coat of rust. (If a Legend Lore spell is cast it will reveal that this axe is the hope of an entire people, and the bane of another.) As you heave the axe out from its watery tomb the rust begins to fall from the blade, revealing an axe of gold and unparalleled beauty.

If a character attunes to the weapon they instantly receive its curse, the Blessings of Moradin if they are a dwarf, and all of the properties of the weapon. While attuned to the weapon you gain proficiency in smith's tools, cannot be charmed or frightened, and your strength is increased by 2, to a maximum of 24. While attuned to the weapon you also suffer its negative properties; your flaw is amplified in a way determined by the DM, and your appearance changes as the DM decides. Your appearance changing curse occurs when your amplified flaw becomes apparent, amplifying the effect.



ROOM 6, THE DEVIL'S TREASURE

Two large treasure chests lie on a snow bank on the side of the frozen lake. The wind and icy spray have caused snow and ice to build on one side of the chests; almost burying them. Scattered within the snow, around the chests are the bones of many adventurers. Thick, iron chains wrap around the chests and tie them shut.

If the chests are unchained or opened without first being placed within a magic circle, they will cause an ice devil to appear; ice spear wielding variant. The chests contain 37,000 GP and 25,000 PP (12d6 x 1,000 GP and 8d6 x 1,000 PP).

ROOM 7, THE FROZEN STAIR

An icy cascade tumbling over rocks and permafrost, has frozen solid at the edge of the lake. This has created somewhat of a staircase leading to a hidden room. The room has been sealed off almost completely with icicles. Only the tip of the massive ballista is visible from here.

The stair requires an athletics or acrobatics check to climb to ascend; they are slick, icy, and uneven, and require a DC 25. All creatures climb these stairs at ½ their normal movement, even if they have the *Athlete* trait. At the top of the stair there lies a frost giant, if the frost giant is still undetected it will gain surprise initiative as it attacks, cleaving the icicles apart. The frost giant may make an attack of opportunity against any creature climbing the staircase, unless it is distracted with a ranged opponent, in which case it will continue using its ballista.

ROOM 8, ROOM FOR GIANTS

At the top of the frozen stair a small room is carved into the ice walls. It's about 30' square, and almost completely filled with the ballista in the center and the barrels of bolts to the side (30 bolts in all, minus one for each shot by the giant). The giant guards this room against intruders which seek to take its treasure or disturb the Kraken.

In truth the frost giant is being controlled by the true servants of the Kraken, the mind flayers. Behind the frost giant an illithid hides among the cracks in the ice, dominating the frost giant. If the frost giant begins losing or if it is discovered, the illithid will levitate about, attempting to avoid combat and using its mind blast action to defend itself. In the back lies a small chest which contains 5 (1d8) 5,000 GP gems.

ROOM 9, GUARDIAN OF THE INNER SANCTUM

If The Party Is Undiscovered By The Ballista Wielding Giant...

The guardian is unaware of their presence and hides in its secret burrow in the side of the ice wall. It will emerge when a creature other than the kuo-toa or mindflayers cross its threshold.



The Party Comes Under Ballista Fire...

Slithering from its hidden burrow a massive blue worm emerges. It shakes itself free of snow and ice, then shrieks as its spines begin to glow red hot. The ballista fire has awakened a remorhaz, and it begins racing toward you across the ice. Behind it several figures come racing in its wake; a dozen angry kuo-toa whips.

The kuo-toa whips from room 10 will follow the remorhaz into battle, however the archpriest and mind flayer will stay behind. Attempting to observe the battle and set traps for the troublesome adventurers.

ROOM 10, THE INNER SANCTUM

Passing the windwall, which is particularly strong in this region, reveals yet another smaller cave carved out of ice. This one is different, its uniform and carved very carefully to be as close to perfect as its craftsman could allow. Within this room, shadows dance and twist across the icy walls; morphing into shapes of creatures and places which defy identification. The ice is black and radiating a calming purple glow. In the back of the room two brazers burn with blue flame on some sort of stage. In the center of the stage is another large statue, similar to the one in the opening hallway. In its tentacles is an ornate chest decorated in silver leaf and tiny gemstone, creating the image of dozens of eyes staring back from a glimmering pool.

The chest contains 1d4 magic items from item table I.

The Party Is Undetected As They Enter The Inner Sanctum...

Guarding the room are a dozen kuo-toa whips, being ruled over by an archpriest and an illithid, both standing on the same stage as the statue. Next to the illithid is his pet intellect devourer which waits, hungrily.

Because of the archpriest ability to scry, they will be waiting for the Party to enter the room, plotting their ambush. Each of the kuo-toa whips will attempt to *Bane* the Party as they enter, then those whose spells are resisted will approach with *Shield of Faith* cast and using their pincer staffs and bites. In preparation for the Parties arrival the archpriest has casted *Spirit Guardians* along the entrance to the room, triggering the same time the *Bane* spells are cast. The illithid has erected a *Wall of Force* covering their stage and protecting the archpriest and itself. The archpriest will use one cast of *Mass Cure Wounds* to aid his flock before using *Control Water*. Using the ability of Flood, the archpriest causes water to surge forth from the frozen lake. This wave fills the room with *Frigid Water* which affects all creatures in the area save the kuo-toa.

After the kuo-toa whips have been slain the archpriest and illithid will attempt more direct approaches to dealing with the party. The archpriest will rely on *Hold Person*, *Sanctuary* (on



itself), and *Spirit Guardians*. The mind flayer will attempt to *Dominate* a creature, mind blast the Party, *Ray of Enfeeblement* the strongest adventurer, and *Telekinesis* all to keep the Party from melee range; failing this it will *Plane Shift*. The moment the *Wall of Force* comes down the intellect devourer charges forward and attacks.

Party Has Already Been Detected...

Although the whips have already fled the room to help the remorhaz the archpriest and illithid lie waiting. Their tactics are the same, save that the archpriest uses the Whirlpool ability of control water, causing the ice to shatter and pulling the party deep underwater.

“HHHrrrruorlogroalgro” Shouts the archpreist as you enter the room. Behind him an illithid and its pet intellect devourer. In an instant the beast is let free and sprints toward you. The mind flayer watching intensely every movement you make, while the priest cackles and chokes, his mad eyes rolling round independently from each other.

After the fight is concluded.

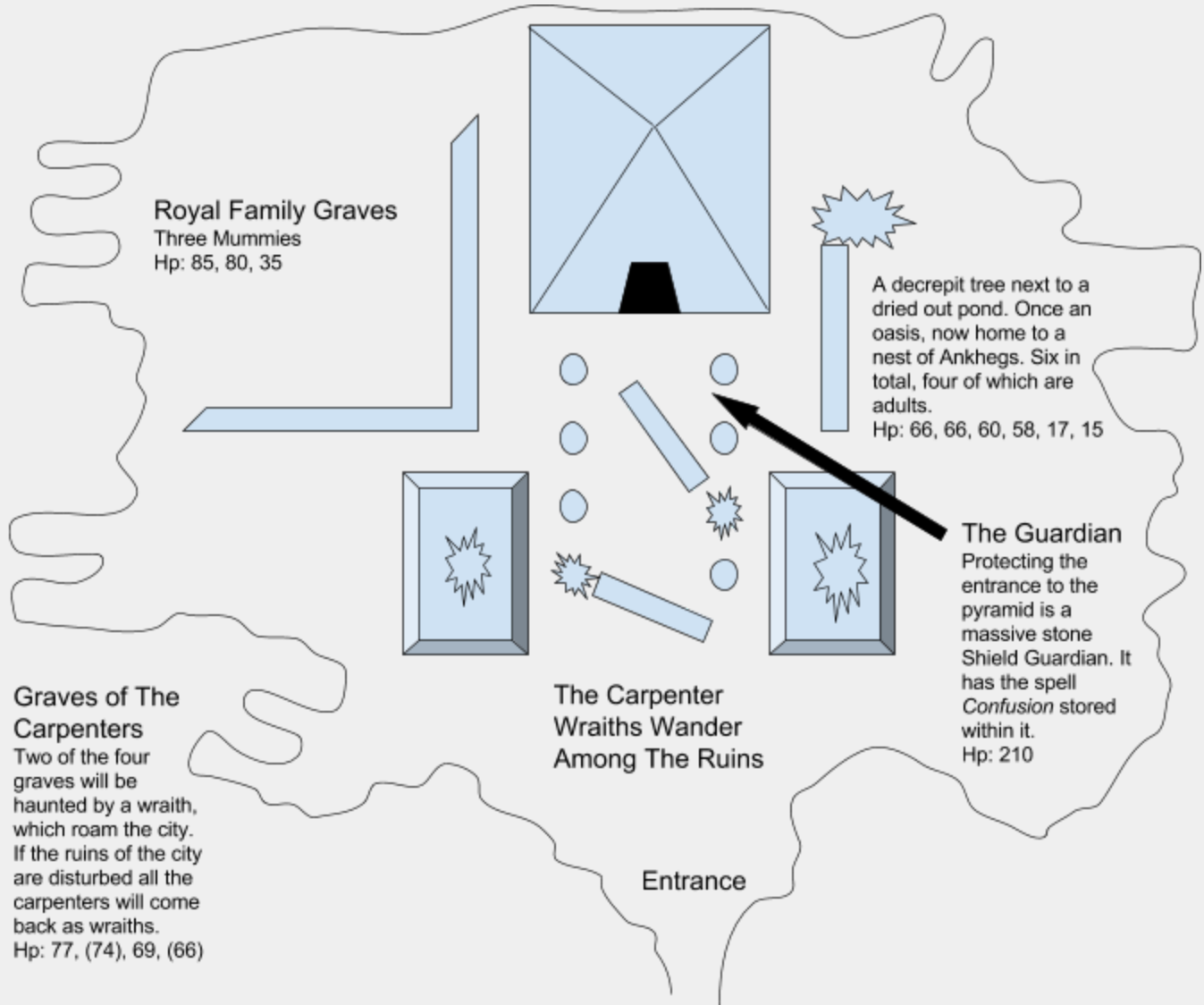
Once the room is cleared only the statue remains, gripping the chest. The statue stands still, clearly unempowered with movement. The chest is unlocked and opens quite easily, revealing its magical treasure.

If the ice has not broken, once the chest opens the Kraken will awaken and the ice will break.



OZYMANDIAS

GAZE UPON MY WORKS YE MIGHTY AND DESPAIR



The entrance to this Mini-Dungeon is a small opening that lies before you. At its base are the scattered remains of a dozen or so adventurers; their bones stripped clean by sand and wind. The sand surrounding them glitters with gold dust and your armor begins accumulating flecks of gold. Between the two faces of rock a foul wind howls loudly and ceaselessly.

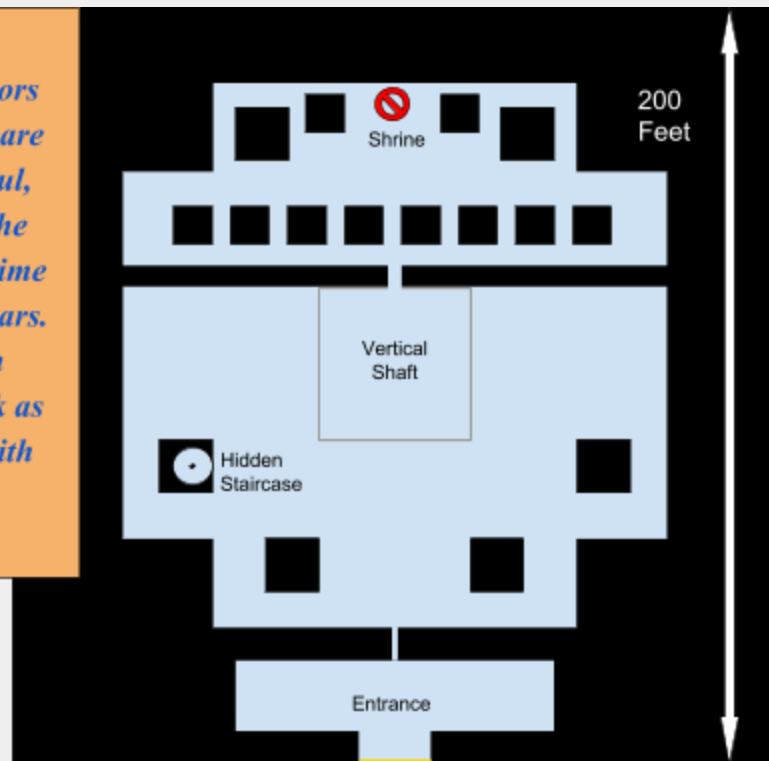


Beyond the entrance a great cave filled with mighty ruins lies untouched by the hands of civilization. Huge columns, some of which have collapsed, lead the way forward to the tomb of the Mummy Lord. To both sides of the pyramid and abundant within the chamber are the sarcophagi of those who knew the pharaoh in life. But most foreboding is the massive stone guardian in the center of the room which silently strides forth to attack.

Creatures moving between the rocks are subject to the same conditions as a dust storm (see *High Winds*). Once a creature moves within the sacred walls of this dungeon's entrance, the seal is broken; the entire desert biome now succumbs to the Mummy Lord's regional effects. This means that all the food in the town here rots, clerics that fail their divination check will be shown the horrifying visage of the Mummy Lord, and all those who steal from him will be cursed; even those whose armor gleams with the treasure that scatters on the wind. (All creatures that pass through the crevasse must succeed in a Wisdom saving throw DC 16 or be cursed in this manner). The cavern containing the pyramid is massive, and the pyramid's base is well over 200 feet on all sides. The area around the pyramid is guarded by and occupied with many foul beasts and fearsome guardians, but once the Party has advanced into the pyramid the dungeon truly begins.

THE PYRAMID

Before you the massive golden doors lie sealed. As they are forced open the foul, acrid air escapes the tomb for the first time in thousands of years. Ahead of you is an antechamber, dark as night, and filled with the trinkets of the deceased.



The first level of the pyramid is a massive antechamber divided into three parts. The first room, the entrance, is filled with the offerings of those who worked for the pharaoh in life. Given to him by those who remained loyal after he



died, these objects have great value in the eyes of Ozymandias; any who disturb them must make a Wisdom, DC16, curse save. Among the offerings will be 1d4 trinkets. Beyond a thin passage the second section of the antechamber awaits.

The most notable quality of this chamber is the massive gaping hole in the ceiling; the entrance of a vertical shaft that ascends a great distance. Around the room are hieroglyphics that wrap and cover every surface. The ceiling, supported by four massive columns positioned in a semicircle around the room, is adorned with hieroglyphics as well. Something in the dark glitters with the light let in from the open doors... something golden.

The second room contains three exits, a large shaft that continues to the top of the pyramid, a hallway to the next antechamber, and a hidden staircase placed in the center of one of the columns; which requires a Investigation check DC 20 to detect. In the center of the room a massive golden golem stands guard. Much like an ordinary iron golem, but has been forged of gold. Whenever a player damages this fearsome construct they must make yet another Wisdom, DC16, curse save; the gold golem is considered by Ozymandias to be one of his most prized possessions and his curse will beset upon those who vandalise it.

Beyond the passage guarded by the golem is what appears to be the final chamber on this floor. Eight columns form a wall with small passages in between. Slipping between them the rest of the room comes into view. Against the back wall a shrine looms over the room; a golden box with open sides for viewing, adorned with small golden statues. It contains a massive ruby, the red stone is the size of an ogre's head and seems to shine from within.

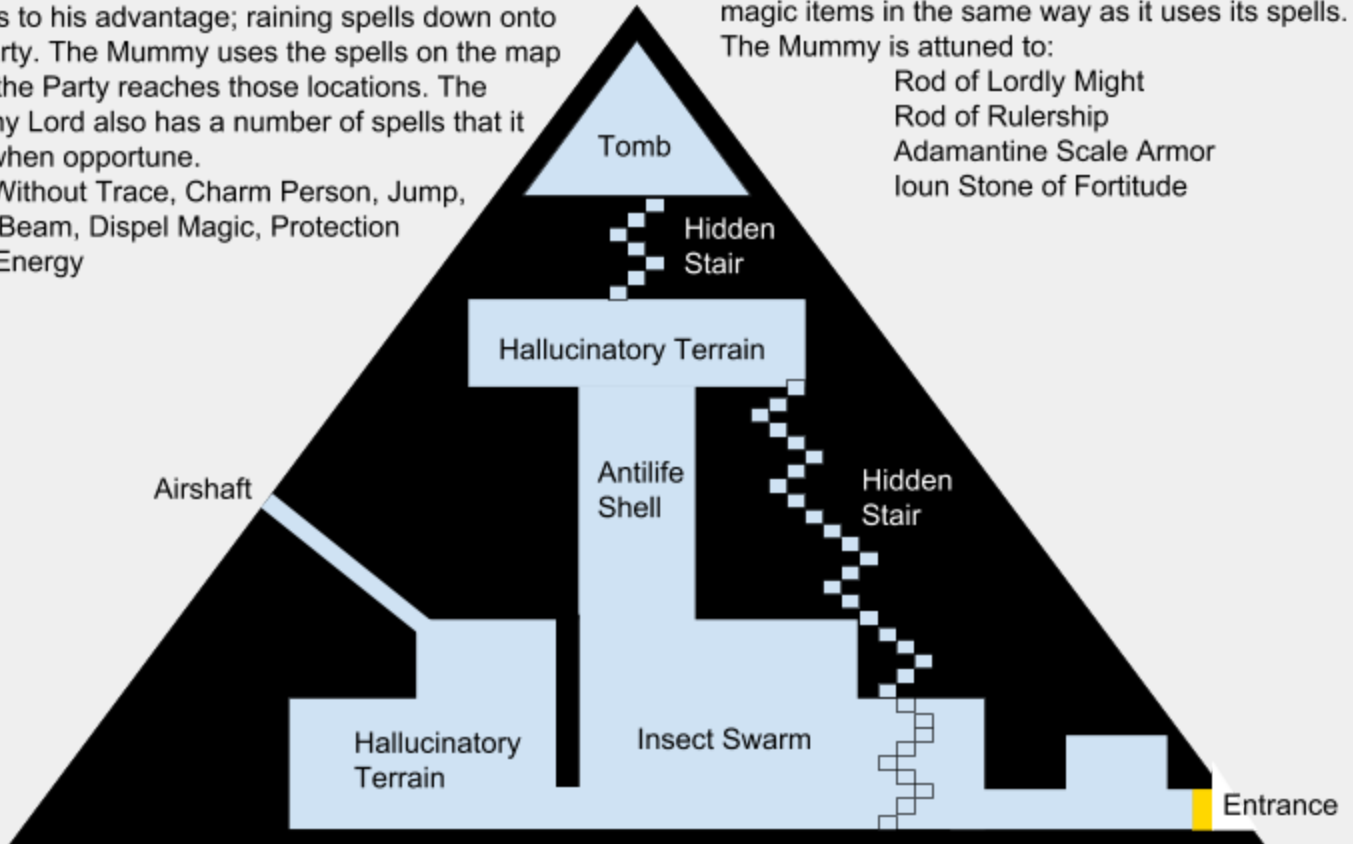
This gem is highly coveted by Ozymandias, as are all his treasures. When it is disturbed everyone involved must make a Wisdom, DC16, curse save yet again. However this is not all; the gem is trapped both magically and mechanically. To detect this a Investigation check DC19 is required to notice the trap and an Arcana check DC19 is required to notice the magical enchantment surrounding it. The trap is set to seal the room once the gem is removed, while pouring molten gold up from the hole where the gem should be placed. Treat this molten gold as lava. The enchantment summons forth the gems guardians; two fire elementals and a marilith demon who wields six +2 scimitars (+11 to hit / +6 to damage). Only by disarming and disenchanting the shrine can the gem be removed safely. This requires a Sleight of Hands check of DC20, made by a character with proficiency in thieves tools and a *Dispel Magic*. The gem itself is worth 3,000 gp. In one corner of this room an air shaft is open partly to the exterior of the pyramid.



The Mummy Lord uses the staircases and other tunnels to his advantage; raining spells down onto the Party. The Mummy uses the spells on the map when the Party reaches those locations. The Mummy Lord also has a number of spells that it uses when opportune. Pass Without Trace, Charm Person, Jump, Moon Beam, Dispel Magic, Protection From Energy

The Mummy Lord will also utilize its lair abilities and magic items in the same way as it uses its spells. The Mummy is attuned to:

- Rod of Lordly Might
- Rod of Rulership
- Adamantine Scale Armor
- Iron Stone of Fortitude



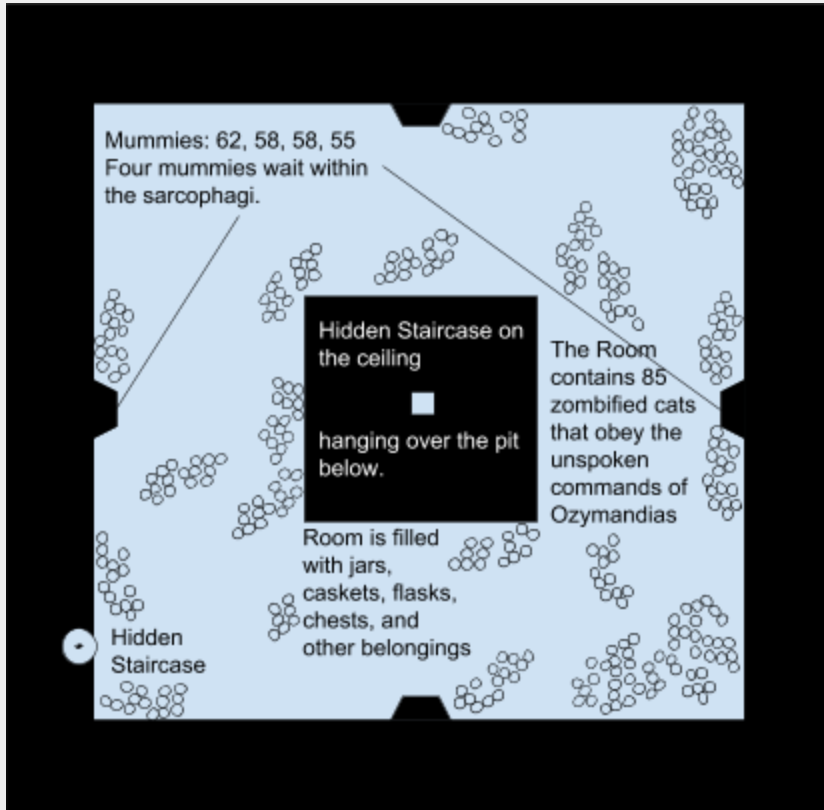
Because of the treacherous climb up the vertical shaft to the next layer and the antilife shell that prohibits entry, it appears to be easier to use the hidden staircase. Which is true in part, however the staircase has its own dangers. The staircase is protected by a bone spirit naga which served Ozymandias in life and crumbles and collapses under the weight of footsteps. Falling through the floor is common and deals falling damage, but cave-ins are also possible; which deal 26 (5d10) bludgeoning damage. These effects can be avoided by the use of a *Pass Without Trace* spell.

The Mummy Lord uses his *Hallucinatory Terrain* spells to great effect, creating false cave-ins, crevices, rivers of lava, and ground where there is none. The dungeon master should wait until the Party is weak or unaware to use this to greatest effect. Using *Hallucinatory Terrain* to hide hidden staircases is also a potent option.

The hidden staircase located at the top of the second floor proves an incredibly challenging bottleneck the Party must overcome on their way to the final fight with Ozymandias. While the group attempts to climb the stair the Mummy Lord will batter them with spells, attacks, and magic items in an attempt to cause them to fall. If he cannot prevent the Party from ascending the staircase he will attempt to separate the Party and failing even that, retreat to his throne and await the final confrontation.



As you finish your climb to the next layer of the pyramid you arrive in a large square room with no exits, save the massive pit in its center leading to the floor below. Around you jars, urns and bottles fill the room. Each filled delicately with preserved foods, spices, or organs. Suddenly the sound of stone breaking fills the tomb along with the overpowering smell of rotting flesh. In the distance dozens of red eyes fill the darkness.



The second level chamber contains the pets, servants, and organs that served Ozymandias before he died. His pets and servants were killed and ritually prepared for their journey to the afterlife with their master. When any creature other than Ozymandias enters the chamber his minions will rise to fight. The four sarcophagi, each on different sides of the room, spring open and their mummies emerge. They rally from the dark the legions of zombified cats that were buried with them. Together the horde of undead will swarm the Party and fight to the death, preferring to gang

up on one Party member at once.

THE TOMB

As you top of the stair and emerge past the entrance to the tomb, a shower of golden light fills your vision. A tall triangular room caps the great structure and is filled to spilling with gold. The chamber air burns and the mummy's treasure glows with heat. Beyond the sea of coin and gem Ozymandias stirs from his throne.

The tomb of Ozymandias is overflowing with gold and other treasure, gold dust covers the floor, and all the walls are coated in layer after layer of gold. To ward off intruders Ozymandias will cast heat metal on the gold within his chamber just before the arrival of the Party. The gold will



burn any creature who makes contact with it. To make this worse whenever a creature is struck by or takes any of his treasure they must make a Wisdom, DC16, curse save. Using this to his advantage the Mummy Lord will use his *Blinding Dust* and *Whirlwind of Sand* abilities to spray the Party with hot gold dust and therefore cursing them. The room contains 11,500 gp in gold dust, 1,450 pp in platinum dust, 12 lbs of silver bars, 5 lbs of platinum bars, and 5 blue star sapphire worth 1000 gp each.

Along with the magic items listed above there is a chance that the Mummy Lord has yet another sinister trick up his sleeve. When encountered, there is a 35% chance that Ozymandias will be in the possession of the Hand of Vecna. His left hand replaced by the artifact. Only by defeating him can the Party claim this treasure, which lets out a final DC16 curse save as it is pulled from his corpse.

Ozymandias possesses the Hand of Vecna...

His tall skeletal form is shrouded in layers of peeling gauze. From beneath his wrapping his mummified corpse sheds gold dust with every movement. Before striking he hesitates; the wrapping falls from his left hand, revealing the ragged limb which has replaced his own. It's black shrivelled digits glow with power and thirst for death.

One final change separates Ozymandias from other mummy lords; he is a druid rather than a cleric. He has the same number of spell casts as other mummy lords but a different spell list.

Cantrips: *druidcraft, poison spray*

1st level (4 slots): *charm person, jump, thunderwave*

2nd level (3 slots): *gust of wind, locate animals or plants, moonbeam*

3rd level (3 slots): *dispel magic, protection from energy*

4th level (3 slots): *giant insect, hallucinatory terrain*

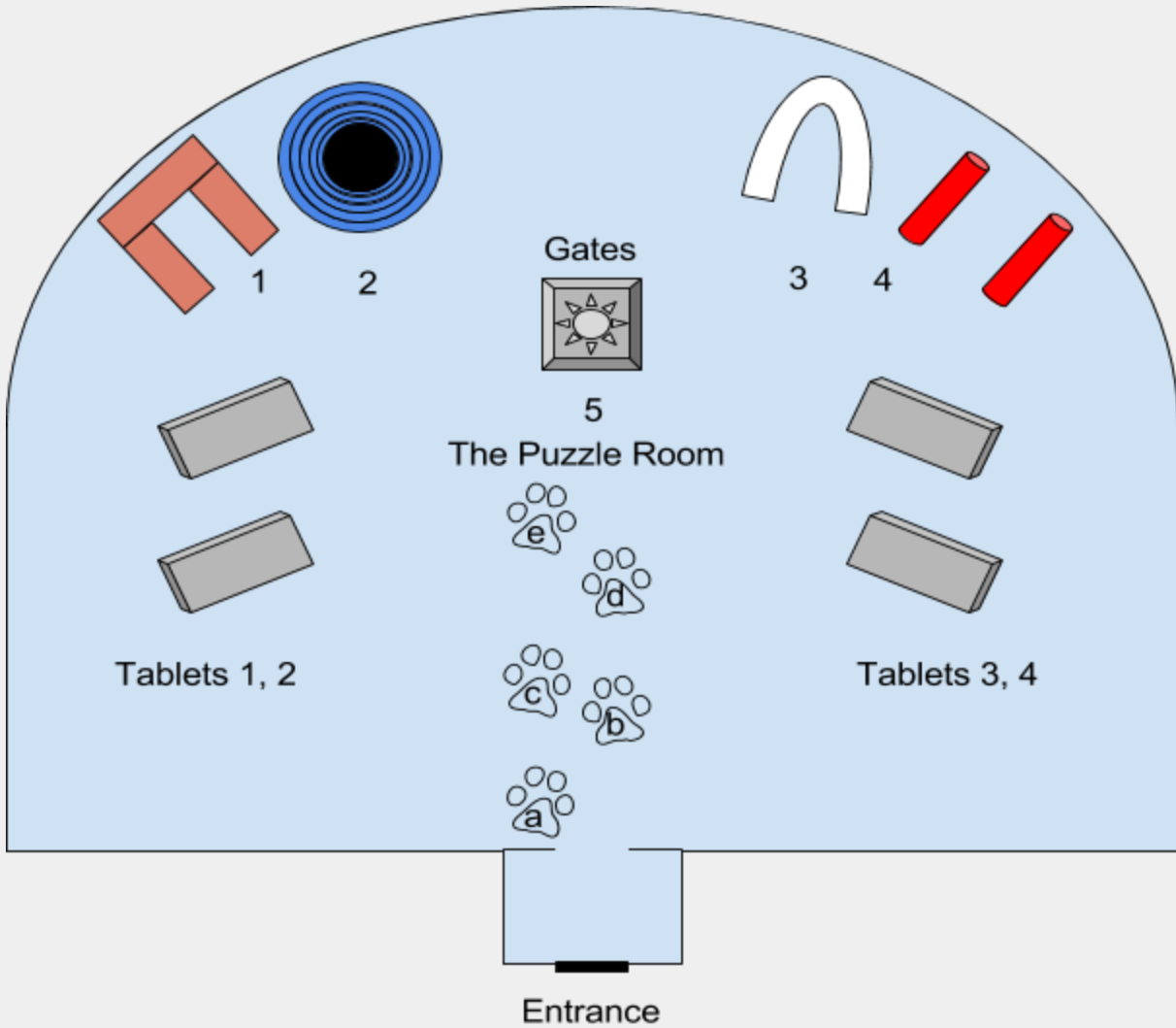
5th level (2 slots): *antilife shell, insect plague*

6th level (1 slot): *harm*



PHIX

ONLY THE WORTHY



Before the party stands a magnificent door. Trees and roots grow around the outer frame while the blue steel shines from between. On it are carved ancient symbols long lost to history, the proud image of a winged lion stares at the party. In the lion's mouth hangs a large metal chain, on it a puzzle knot made of the same metal as the door acting as a knocker.

Once the party knocks on the door using the puzzle knot knocker the door will slowly creak open and the Sphinx's lair is open to the Party to enter. The antechamber beyond the entrance is a stone room, bland and empty compared to the doorway arrived through. Ahead the sound



of water, crickets, gentle breezes, and the sifting of sand can be heard filling the air with a quiet chorus.

THE PUZZLE ROOM

The Puzzle Room acts as a combination lock, the clues provided should allow the players to solve the lock. Once the players have the four required items they have to place them on the altar and move through the portals in the correct order following the poems as a guide. Once the puzzle is solved the sphinx will appear.

The room ahead of you has only one doorway and it leads directly from the entrance. The walls are tall and made of carven marble and curve into a amphitheater. Four strange statues take center stage in the middle of the room. Before them is an altar, flanked on either side by massive stone tablets carved in ancient writing.

The strange statues ahead of the Party for a semi circle that covers most of the back wall of the Puzzle Room. The first is a set of three large stones piled into a archway, the second is a spiraling sink which drains water from a fountain above, the third a smooth curved arch which whistles as wind passes through it, finally the fourth is a set of two pillars carved with reliefs of fire.

The four carven stone tablets each contain a riddle. Matching the order of the gates their riddles reveal the four keys the Party must obtain. The answers to these riddles: an ingot of gold, a turtle shell, a bell, and a candle must be used to activate the portals in the center of the room. The first challenge the Party must complete is the acquirement of these four items in order to continue, in order to do this they will need to leave and then return.

Riddle Number 1

I drive men mad with love for me, easily beaten, never free.

Riddle Number 2

A creatures shield which it never outgrows, small in stature and pinching at toes.

Riddle Number 3

I have a ring, but no use for fingers. Silent and metal but the greatest of singers.

Riddle Number 4

When young I am tall, when old I am short. My life can be measured in hours, I serve by being devoured.

Once all of these items have been collected the Party is ready for their next task. To speak to the sphinx it demands that they be worthy of this honor. By finding the pieces to the puzzle they have proven nothing more than being determined, for even a childlike sphinx could solve that puzzle, surely the likes of men could. They must now prove they are cunning, strong, and willing to take humor in the sphinxes game.



The altar in the center features the emblazonment of a massive crystal star with eight points. Four of the points on the star feature a magical pressure plate designed to be activated by some item.

As you place the four items onto their plates they slowly sink, activating different verses of a poem that reveals itself in glowing font around the base of the altar. Once all four have been placed the star in the center begins to glow, completing the poem and filling the area with magic. The light shining from the star displays patterns of constellations across the ceiling. The four statues activate, transforming from odd decorations to shimmering portals to other planes.

The poem along the base of the altar serves as the centerpiece of this dungeon. Once the four keys, found by completing the previous riddles, are placed on the altar it opens the portals. However, the portals must be explored in order to open the lock. The poem informs the Party in which order they should proceed, following the path the sphinx took on its own journey; Air, Fire, Water, Earth, completing the challenges and returning home.

Every time a portal is used in the correct order and completed successfully, one of the pawprints carved in stone will begin to glow upon the Parties return. A,B,C, and D are all activated this way by one of these gates. By completing the gates in order the Party can cause all of these pawprints to alight, moving on to the final puzzle.

If the portals are attempted in the incorrect order the magic backfires. All pawprints that were previously alight dull once more, the four items that were used to activate the altar burst into green flames and are destroyed and elementals spring forth from the incorrect portal, first 1 elemental, then 2, then 4, doubling each time with no limit for each wrong guess.

*You Solved My Riddles Carved In Stone
Found The Keys:
Metal, Sound, Wax, and Bone
One More Task You Must Complete
Walk My Path
Stand Firmly In My Feet*

*First Is Breath Cold And Sweet
It Strikes Swift, Lifts Me From My Feet
I Remember The Dawn On That First Day
So Bright And Warm Yet Far Away
A Canvas Vast And Deeper Blue
Majestic As The Morning Dew
Held From Below By A Mysterious Lover
Earth So Sacred Is Nature's Mother*



AIR PORTAL

Passing through the archway, the magical passage opens hurtling you through the air. Those that can fly try to steady themselves and those who cannot fall into the wind swept void. You find yourself in the Plane of Air, and you are at the mercy of the Labyrinth Winds which threaten to tear you apart. Around you clouds drift in all directions, pulled by contradictory jet streams which wind through each other. In the distance a man strides atop a hurricane, a djinni. He glares down upon you, laughs and mocks "You are blind and clumsy as baby birds, now you must learn to fly. Come, try to catch me."

The Labyrinth Winds are perhaps the most dangerous location in all the planes. Their invisible turmoil has claimed the lives of thousands. The round of tag the djinni wishes to play is anything but a game. He is playing for keeps, protecting his sphinx master. His challenge to the Party is to survive long enough in the winds that they may reach the djinni.

Whenever a creature begins their round and/or moves to another unoccupied space within the Labyrinth Winds they must make a Perception check, DC 20, determining the direction on the winds on a success. Creatures without the ability to see invisible objects automatically fail this check. On a failed check the creature does not know, or is misinformed about the direction of the wind currents. Traversing the currents without knowledge of their direction is extremely hazardous and for each creature that does this the DM must roll on the Wind Hazards table below. It is important to note that the winds may change direction and force several times within a single round and predicting the changes without succeeding the check is impossible. For each creature roll for a separate instance of Wind Hazards, even if the creatures moved into the same space at the same time.

Roll	Wind Hazard	Roll	Direction
1	Warm Front: Creatures not resistant to fire gain 1 exhaustion	1	North
2	Eddie: Spin 0 feet, 13 (4d6) bludgeoning damage	2	East
3	Vortex: Tumble 50 feet, 17 (6d6) bludgeoning damage	3	South
4	Tornado: Spin 200 feet, 31 (10d6) bludgeoning damage	4	West
5	Cold Front: Pushed 200 feet, 31 (10d6) cold damage	5	Up
6	Jetstream: Pushed 1 mile	6	Down

On a successful check a creature that can fly may move normally equal to its speed avoiding wind tunnels. The djinni starts its turn when the Players enter through the wind gate, using its movement to always stay equidistant from the Party and as far away as possible. The djinni will use dashes and other abilities to stay away from the players. The djinni automatically succeeds in checks to avoid Wind Hazards. When the Party reaches him the challenge is over.



FIRE PORTAL

You step forth, approaching the curtain of fire between the engraved pillars. As you approach a sun can be seen rising over the horizon beyond the gate until it stands at high noon as you pass through the portal. Beyond lies a fire blasted hellscape of white coals and ash. From the moment you enter this torment you can feel your flesh burning, magic aids what little it can preventing those with it from erupting into flames. Above you a nebulous ball of nuclear fire looms, scouring everything down to fine ash and plasma. Ahead of you, about a mile out an oasis of lava is being used by an efreeti to stay cool. He calls out "Get comfortable!"

The explosive, endless, soul crushing heat that radiates through the plane of fire is even unbearable to its inhabitants. Efreeti do not venture forth during the day, nor do the fire beast that roam the desert landscape. An overheated flame will burn itself out too quickly, erupting before turning to ash, the same ash that creates the ground you walk on. To keep cool, the efreeti is bathing, almost submerged in a lava oasis. The efreeti will simply watch as the Party struggles forth, eventually accepting failure as the Party reaches him.

To reach the efreeti and join him in the cooling molten rock the Party must first cross the desert of ash ahead of them. The mile long stretch is too wide for those damaged by the heat to make it. For travel to the oasis to be possible the Party must find some way to fend off the heat. Exposure to this blazing inferno deals 121 (24d10) fire damage each round to creatures without fire resistance. Creatures with fire resistance are allowed a DC 17 Constitution check, taking half damage on a success. Even creatures with fire immunity must make a DC 17 Constitution check, taking no damage on a successful save and half on a failed one.

WATER PORTAL

As you step into the dark swirling vortex the ground seems to drift away stretching out far and wide and separated from you by water. The smell of the sea and the feeling of cool breeze braces you, the portal let out onto a small sand bar alone in an endless ocean. Overhead floating spheres of water drift, combining and bursting. The shells of giant ocean creatures and islands of reef litter both the sea and sky. Before the Party, breaking the calm in the sea, floats a large bellied Marid. He laughs and slings insult at the Party "Surf's up!"

The deep endless ocean of the Plane of Water stretches out before them, the only living thing breaking the horizon being this madrid; who at first seems to be running away from the Party, surfing on the top of the water. However, the party must make haste as they have entered into a chase scene. The madrid will do everything in his power to keep ahead of the powerful tidal wave that is chasing him. As it approaches him and the Party it grows bigger and bigger the closer it gets.

Being famous for their tsunamis, the madrid has taken advantage of the Water Plane to devise his test. He will run away from the wave, not wanting to be swept up along with small islands and the Party. Should anyone in the Party get within range he will use his action to water jet them away, pushing them ever closer to the tsunami.

To complete this test the madrid must be swept up by the wave, leaving at least one Party



member ahead of the wave. The wave acts as a Tsunami spell but much more deadly. Each creature caught by the wave must make a strength saving throw DC 35 or take 121 (24D10) bludgeoning damage, taking half damage on a success. Creatures succeeding this save are tossed from the wave. The Tsunami moves at a constant move speed of 300 ft and starts 1000 ft behind the Parties starting location on the water plane. Creatures inside the wall can move by swimming but because of the force of the wave, the creature must make a successful Strength (Athletics) check DC 25. A creature that moves out of the area falls to the ground. Creatures caught in the wave take 55 (10d10) bludgeoning damage per round.

EARTH PORTAL

You pass through the massive worn stones and from the sphinx's lair you transport into a dimly lit cave. Around you, jutting from every surface is a rainbow of gemstones. Diamonds, rubies, and emeralds, gold, silver, and bronze, massive crystal columns as wide as trees; these treasures grow from every crevasse and shine with a brilliance not found on the Prime Material Plane. Ahead the tunnel continues and a voice goads you "Find me if you can."

The final challenge is the most devious, because the unspoken rules of the challenge are a matter of life and death. This is the realm of the dao and their jealous greed knows no bounds. Any creature which even removes a stone from its resting place is a criminal. Touching the gemstones reveals no magical presence, no warning or alarm, and an identify will only reveal their value. Through powerful wish magics the dao royal caste have immediate knowledge of any theft within their domain, a crime punishable by death. If a Party member takes even one of the stones the entire Party will be held responsible. The round after the theft two dozen armored warrior dao will arrive to slaughter the group without trial, sending any amount of reinforcements necessary to exact justice.

The task falling to the Party is to find the dao which taunts them. The dao will whisper and boast to drive the Party toward him, bringing them to the most valued treasures of the caves beneath the dao capital. If their greed does not end them he will bring them toward crevices to nothingness, collapsing tunnels, and earthquake zones. Using his ability to move through stone and illusions he will distract the Party and hide from them. Clever creatures may be able to enter the walls of stone themselves, driving him out and into plain sight. Once found the dao will admit defeat, but if not found within 20 minutes the dao will have lead them to the endless inescapable tunnels of the Earth Plane.

PHIX

As you emerge back into the sphinx's chambers for the fourth time, alighting the fourth paw, the gates close. The key items used to open the portals are consumed, but unlike a failed attempt the paws remain glowing. The four tasks complete, the summoning of Phix is the final step. The barrier keeping Phix from our world is thinning, allowing it some influence over the Prime Material. A voice is heard in the heads of the Party explaining to them the final step in his conjuring; the sacrifice. A willing human sacrifice must be made to light the final paw and summon Phix to our plane.

The sacrifice of a single human is the price to open the barrier and allow Phix free. Although the sacrifice may sound small to some it is most grave, the soul of the sacrifice is consumed by Phix



as a means of returning his strength for the encounter ahead. The sacrifice may never return to life. Finally Phix is a demon-god of sorts, son and daughter of Orthrus and Echidna, Phix is perhaps one of the most feared demons. Summoning it will cause lawful good characters to fall, changing paladins to oathbreakers and clerics into heretics.

As the last moments of life escape your sacrifice you begin the chant. The voices in your head guiding you, becoming more anxious as time continues. "Watch Dog Presideth Over Evil Days, Plague of Thebes and Vengeance of the Ancient Gods, Mother of Riddles and Father of Sphinxes, We Offer our Flesh and Knowledge, Hear Our Cry, Phix, Phix, Phix, Come Forth Lord of Sky." As the words are completed the fifth paw print glows. The altar beams an intense blue light wide across the room before opening up into a portal to the Abyss. Phix, the massive two headed sphinx emerges and hangs above you.

When it first emerges Phix gauges the temperament and skill of the Party by offering them vast treasures as a reward. An eager Party member anxious to get paid will no doubt take it up on this offer, only to be rewarded with maps. These treasure maps will no doubt lead to fantastic riches, and by themselves are worth a pretty penny, but these constant mind games are used to explore the Parties tolerance. It will answer questions, tell riddles, give answers, and whisper dark secrets. There is nothing it cannot deduce or know, failing to kill Phix can provide the Party with much needed knowledge. Although these will be half truths, filled with withheld information and cryptic prophecy; Phix will continue this game of cat and mouse for all eternity, until the Party attacks or disrespects it in some way.

Phix, angry the Party has shunned its gifts and intrigued at the idea that the adventurers might win a fair fight, will attack; immediately using their lair action forcing initiative to be rerolled, should they not beat the Party the first time. Proving themselves to be a capable caster they conjure forth their minions, the four great elemental protectors Dao, Madrid, Djinn, and Efreeti. All of them ready for a fight as Phix takes to the air.

When the Party slays the first protector Phix uses its First Roar. Roaring in sadness and anger over the loss of each of its guardians (using the Second and Third Roars), each time enraging Phix. Should the Party slay all four of them before defeating Phix, it will use its action to transport the entire Party back in time to the beginning of the fight and force them to fight once more believing it to be a fluke. Only now Phix plays a more prominent role during the brawl, hovering above the Party raining down spells and attempting to stop her protectors from taking the brunt of the assault. During this fight to protect its guardians Phix will attempt to revert the members of the Party to the earliest age she can. Finally, once all genies have fallen and Phix stands alone Phix will plane shift the Party to the most dangerous place that it can think of using its final lair action and attempt to leave using a bonus action. Should it be interrupted or should the Party possess the ability to follow Phix, a last dying plea will be to bargain; offering them magics and powers for its freedom.

When encountered, there is a 35% chance that Phix will be in the possession of the Wand of Orcus. If Phix is encountered with it during the fight they will summon their 500 Hp undead army, they will use all of its charges to cast death spells at the Party, and will strike with the paw wielding the wand dealing and extra +3 damage and 13 (2d12) necrotic damage on at least one attack each round. If Phix is defeated the wand will seek a new puppet. Whispering promises of



power to the evil or chaotic members of the Party it attempts to be wielded. The first person who touches the wand will be suddenly struck with the DC 17 Constitution saving throw mentioned in the wand as it attunes instantly to that creature. Once attuned the wand will do everything in its power to convince the Party and its new puppet to kill Phix, if it is not already dead. Then it will turn its attention to the rest of the wounded, wishing to cause the greatest amount of death possible.

PHIX, THE TWO HEADED SPHINX

Large monstrosity, lawful evil

Armor Class 17

Hit Points 220 (21d10 + 105)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	18 (+4)	18 (+4)	25 (+7)

Saving Throws Dex +6, Con +11, Int +11, Wis +10

Skills Arcana +9, History +14, Perception +12, Religion +15

Senses truesight 120 ft., passive Perception 22

Languages Celestial, Draconic, Primordial, Sphinx

Challenge 18 (20000 XP)

Inscrutable. Phix is immune to any effect that would sense its emotions or read its thoughts as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the creature's intentions or sincerity have disadvantage.

Magic Weapons. Phix's weapon attacks are magical.

Wakeful. When one of Phix, the Two Headed Sphinx's heads is asleep, the other head is awake.

Two Heads. Phix has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and being knocked unconscious.

Spellcasting. Phix, the Two Headed Sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Phix, the Two Headed Sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*
 1st level (4 slots): *command, detect evil and good, detect magic*
 2nd level (3 slots): *lesser restoration, zone of truth*
 3rd level (3 slots): *dispel magic, tongues*
 4th level (3 slots): *banishment, freedom of movement*
 5th level (2 slots): *flame strike, greater restoration*
 6th level (1 slot): *heroes' feast*

ACTIONS

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) slashing damage.

Multiattack. Phix makes two claw attacks.

Roar (3/Day). Phix emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the creature and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

The phix, the two headed sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The phix, the two headed sphinx regains spent legendary actions at the start of its turn.

Claw Attack. Phix makes one claw attack.

Teleport (Costs 2 Actions). Phix magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast A Spell (Costs 3 Actions). Phix casts a spell from its list of prepared spells, using a spell slot as normal.



JEGUDIEL

KNOCK KNOCK KNOCKIN' ON HEAVEN'S DOOR



As the Party ventures forth something changes in the air. A sense of wholeness and meaningfulness radiate from your beings. Then a light, as bright as the sun but shining glorious blue with a center of dazzling white. Following this a voice like an avalanche shakes you to your core. "I am the Glory of God and Light, ignorance and darkness begone!" With this proclamation the Party is spirited away by a blinding flash of light.

A higher power has deemed it necessary to intervene in our story. The Party has been transported to another plane by a powerful spirit, a Solar. Ruling knowledge and temperance the archdeva Jegudiel has taken it upon himself to hem the tide of darkness approaching. For use outside of The Dungeon Land, apply the concepts here to your own story; the more complex, challenging, and earth shaking the better. For use within The Dungeon Land, Jegudiel comes to warn the Party of their own future. He can see what can become of the Party and cannot allow such evil to come to fruition. To combat this he can see a number of options; he can slay all



creature that wish to complete The Wizard's game (which is out of the question), he can convince the Party to abandon this task and return home, or he can prepare the Party to slay a god. All other options leave the possibility of failure.

When the Party encounters this Mini-Dungeon they will have no ability to refuse entry or to reconsider. In truth it is not they who have stumbled upon this task, but Jegudiel. This chance meeting is the moment that Jegudiel was able to overcome Vecna's magic and enter The Dungeon Land. The longer this takes to occur the more worried and desperate he will become, and the closer he will be to falling. Once he is able to make contact he will use his and his god's might to bring the Party temporarily to his domain instead of Vecna's, although for a very limited amount of time so he must make things brief.

It is this that will eventually drive the deva to fall. If the Party encounters this Mini-Dungeon while their average level is less than 15th, the solar will have yet to fall. If this Mini-Dungeon is encountered beyond 15th level the deva has fallen. Jegudiel will attempt to prevent the coming catastrophe by any means he is able. By the time the Party is level 15, he has exhausted his efforts and was too late, now he has taken to the last option; slaying the adventurers that could become Vecna's implements of destruction. If the Party encounters this Mini-Dungeon before 15th level, in contrast, the deva will have time and will have not condemned the Party. This is a story element, yes, but also serves to balance the power scale of a Mini-Dungeon in which the Party has no choice; because below 15th level he has no intention to fight.

Before resorting to his last option the Solar will try everything he is able to resolve this problem peacefully, and if he is successful so is the Party. The goal of this Mini-Dungeon is not to defeat the Solar necessarily, but to survive their encounter with him. If the Party will not side with Jegudiel, if he is too late to stop this from happening, or if the Party decides to throw the first attack, Jegudiel will not hesitate to destroy them and afterward he will fall. The many ways in which this dungeon may end each grant different amounts of experience and treasure; the most difficult of which, killing the Solar, grants the highest reward.

This Mini-Dungeon can be started under one of four pretenses; the Party encounters the Solar before 15th, the Solar has captured a child as detailed under *We Need Your Help*, the Party encounters the Solar after 15th, or the unlikely case of the Solar capturing a child after the Party's 15th level. Each pretense has an effect on the dungeon. Under no circumstances will Jegudiel reveal the presence of Vecna, or the limitations of his own (Jegudiel's) influence.



ENCOUNTERED BELOW 15TH LEVEL

When you next open your eyes you find yourself in a massive circular room with no doors. On the walls all around you are huge stained glass depictions of priests, saints, and miracles which move as if alive - telling the story of events Jegudiel honors. The ceiling is made from the heavens, a huge open space of twinkling stars and colorful miasma. In contrast the floor is solid, made of tiny mountain ranges and miniature valleys.

Standing atop the highest peak among the miniature mountains is a massive human figure with red skin and elegant white wings which stretch from one side of the room to the other. A light emanates from him that forces lesser beings to their knees. "Hear the hymns of truth and repent thy future sins!" shouts Jegudiel the Solar, glorifier of God.

He begins with a warning, 'You are on trial, I am your judge, truth is your jury'. After this warning he will begin his attempt to persuade the Party to leave The Dungeon Land, or whichever campaign this Mini-Dungeon is being used within. He has seen the future, as he will tell the Party, and in this future he has seen them corrupted and manipulated. He warns them that if they continue onward, that 'they will become consumed by their conquest becoming no different then that which they fight; that they have two options, to return home and live a humble existence, or to surrender themselves as pawns in the game of dark forces.'

He explains that 'evil is not just monstrous and awful acts, evil people are not the caricatures this world presents to fool you into thinking you're just. Evil can be committed simply by the lack of clarity or vision, an all too common sin of mortals. A man that is thoughtless, which follows, with an unquestioning sense of obligation can embody evil. To blindly obey, to not question one's own doing is the banality of evil, it is of that crime you are accused.' He speaks of the process of adventuring, by continuing forward they willingly play into Vecna's game - an evil act, so claims the Solar, because its end result is evil - regardless of intention, the Party lacks perspective.

The Party is then faced with the choice given to them by Jegudiel; leave, or continue toward supposed evil. However, a clever observer might recognise that a third option may appear. The option to continue, but to know and to question, in order to best the evil mastermind Jegudiel speaks of. Depending upon the Party's answers, the dungeon may proceed in several different manners.

- ❖ Option 1: They acquiesce to the Solar and leave. They complete this Mini-Dungeon, gain experience, and exit The Dungeon Land; the Solar can read minds and can tell if they are lying. Should a player wish to continue Dungeon Land they have lied to the Solar, which would be able to detect such a thing.
- ❖ Option 2: They reject to listen to the warning of Jegudiel and wish to continue into The Dungeon Land. To combat this Jegudiel turns to a trick of logic, the prisoner's dilemma.



You find yourselves separated from each other, in the dark, and all is silent save the voice of Jegudiel.

He then gives them an ultimatum. 'If you repent for your deeds, and denounce your Party, you will go free and they will be slain; for they were simply controlling you to do evil. If you each renounce each other, then your inner characters were corrupted by the pairing and each of you will be punished, but less severely. But if your Party members denounce you, and you do not confess your sins, they will be released and you will be slain.'

- ❖ Option 3: The Party accepts that what they are doing is evil, but wishes to continue, believing that there is still some way to beat whatever evil has constructed this world. If the Party brings this choice to bear and is pure and true in doing so, the Solar will worriedly accept. Stating 'the likelihood of your survival is minimal, yet evil only thrives while good men do nothing'. With a heavy heart he agrees to help the Party. Instructing them 'the Beholder and the Mummy Lord hold the keys, slay them and make whole what was broken'.
- ❖ Option 4: They fight Jegudiel.

Option one ends with the Party being returned to the entrance to The Dungeon Land, the Party returning home, and being rewarded 1,000 experience. Option two either ends with a fight between those who refused and Jegudiel, freedom back to the entrance of The Dungeon Land, or the "less severe punishment" which is permanent imprisonment on Mount Celestia. Option three releases the Party back into The Dungeon Land (or other campaign) armed with *The Book of Exalted Deeds* this rewards 5,000 experience. Finally Option 4 ends with a fight.

BELOW 15TH LEVEL, JEGUDIEL CAPTURED THE VILLAGE GIRL

In all other ways this situation is the same as above, but once the location and Solar are introduced the Party will notice the gilded cage which the child has been placed in.

Next to Jegudiel is a golden cage, resting atop a pedestal. Inside is the little girl from the village, she is surrounded by pillows and stuffed animals and lies sleeping.

Jegudiel will notice the Party staring at the caged child, intent on her rescue. This affirms Jegudiel that his suspicions are properly founded. Only he can see that this little girl is a ploy, created and utilised by The Wizard into continuing his sick game. Before addressing why he has caged a child, he will propose his ultimatum. If the Party chooses option 3, he will release her. Otherwise he has no intention of letting this thing live, it is just another toy of Vecna's.



ENCOUNTERED ABOVE 15TH LEVEL

When you next open your eyes you find yourself in a massive circular room with no doors. On the walls all around you are huge stained glass depictions of heretics, villains, and catastrophes which move as if alive - telling the story of events Jegudiel fortels. The ceiling is made from the heavens, a huge open space of frigid planets and dying stars. In contrast the floor is solid, made of tiny mountain ranges and miniature valleys.

Standing atop the highest peak among the miniature mountains is a massive human figure with black skin and tinged red wings which stretch from one side of the room to the other. A light emanates from him that forces lesser beings to weep. "Die and be cleansed, puppets of false gods!" shouts Jegudiel the Solar, fallen from glory.

It is not the folly of those who he considers to be Vecna's pawns which has caused him to fall, but his own blindness. He has been so worried, so preoccupied with his visions he has not considered to whom they were intended, and from whom they came.

In an ultimate irony he himself is the victim of Vecna's sinister game. To a god, the past, present, and future are many and one. Vecna has shared some of his vision with Jegudiel to act within the goals of The Dungeon Land. Jegudiel is consumed in his quest to stop Vecna, yet he can do nothing but aid him. If Jegudiel succeeds in driving off a Party with goodness and beneficence, that Party would have only turned against Vecna in the end. If he attacks the Party he becomes just another challenge for Vecna's heroes. He believed that if he could infiltrate The Dungeon Land he could stop adventurers from becoming apart of it... he failed to notice he was becoming part of it himself.

ABOVE 15TH LEVEL, JEGUDIEL CAPTURED THE VILLAGE GIRL

In all other ways this situation is the same as above, but once the location and Solar are introduced the Party will notice the gilded cage which the child has been placed in.

Next to Jegudiel is a golden cage, resting atop a pedestal. Inside is the little girl from the village, she is chained and deprived of all movement and thought by magic. As the Party gazes at the spectacle, Jegudiel speaks. "She is a ploy created by The Wizard, a tool used to guide you. Now she is bait. You have come to rescue her, but I have brought your here to die."

THE FIGHT WITH JEGUDIEL

Either having been attacked by the Party when given his ultimatum, or having encountered Jegudiel after he has already fallen, the confrontation will descend into battle. The Party will begin across the room from the Solar and be forced to approach on foot. The strange, sharp,



miniature mountains, tiny trees, and swampy valleys are very difficult terrain. The Solar can also summon high winds and small thunderstorms to hold flying opponents at bay. Above this layer of stormy skies the air becomes colder and thinner until it becomes vacuum.

The Solar will release his dancing sword to combat the Party members on the ground while he flies above and fires down upon them with his bow of slaying. Because the deva does not require air he can drift above the atmosphere attacking the Party from space. The Solar will first target healers and mages before turning its attention to rogues and supports, and slaying fighters last. He will always focus one creature at a time until they are slain, and protect their body from being recovered. If Jegudiel is attacked before he falls he may also utilize the Book of Exalted Deeds to defend himself.

If it is to his possible advantage the Solar will use the child from the village as a shield or hostage. He knows she is just a magical apparition, or refuses to accept otherwise. In his goal to stop the Party he will do anything in his power to defeat them and has no problems with fighting dirty for the protection of his beliefs.

SPACE

This vacuum is one of the most hazardous terrain types found anywhere in planes of existence. There is no breathable air in space. Each round a creature which requires air to breath is exposed to space they will gain one exhaustion counter. Creatures which require wings to fly can't. Non magical fires cannot burn. All objects drift away from each other and all sources of force symmetrically. Creatures that begin their turn in space take 4 (1d6) force damage and 4 (1d6) cold damage.



BLUNDERBORE

FEE FIE FO FUM



FRONT ENTRANCE

The entrance to this Mini-Dungeon looms before you, the first mighty guardian of the empyrean; a great wooden door, standing 40 feet tall, carved from top to bottom into delicate celtic knots and woodland creatures. Beyond is the godling who controls the forest.

The door that blocks the entrance is easily opened by the Empyrean who dwells beyond, however it is almost impossibly heavy for smaller beings. Characters must succeed in a DC 30 Strength check to move the massive door, while someone else holds the handle open; which hangs 20 feet off the ground. Once opened; however, it will fling open and a massive gust of wind will blow the Party into the dungeon before swinging shut again. The Party starts this Mini-Dungeon in the middle of the Front Entrance room. Around them is a thick woolen rug which softens their landing.



You land and bounce, landing again several times. Each time landing on a thick cushion of wool. Standing is hard as your feet sink several feet into the colossal rug. Around you is a super massive room, with wooden walls that ascend some 60 feet into the air, with doors just as big as the one you came in through. Near the front door is a pair of massive shoes, large as wagons.

Suddenly the air begins stirring, beyond the interior door something is making an unbearably loud rumbling. As if the ground is tearing to pieces just out of sight. The door opens. Beyond is a massive broom, well over 30 feet tall. It sweeps toward you, attracted by the door opening. A wall of dust, kicked up from the broom blinds you as it moves forward to clean you.

The huge, animated broom's sole job is to keep the house free of dirt. It does not mean to harm the Party but it will. The broom will only attack if it sees a member of the Party, thinking it to be a pest. However, its low perception means that the Party can hide from it with relative ease. If the Party fights the broom the conflict will likely attract the attention of the Empyrean. Such is true of any fight in the house, save those against the wandering bugs and spiders.

BROOM OF DOOM

Huge construct, unaligned

Armor Class 15

Hit Points 105 (10d12 + 40)

Speed 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Con +6

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 7

Languages -

Challenge 6 (2300 XP)

Antimagic Susceptibility. The creature is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the creature must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the creature remains motionless, it is indistinguishable from a normal giant broom.

ACTIONS

Sweep. Melee Weapon Attack: +10 to hit, reach 25 ft., any number of targets within the path of the sweep take 24 (3d10 + 6) bludgeoning damage, the targets must then succeed in a DC 20 Strength saving throw or be knocked back 60 feet.

Living in a small mouse hole near the shoes, are a group of duergar that the Empyrean keeps as cobblers. A set of seven old, cantankerous shoe makers keep the Empyreans footwear in peak condition and in return are occasionally gifted with a giant coin. When the Party encounters them they will have a vote. If the Party succeeds in a persuasion DC 17 the cobblers will vote to hide in their hole and leave the Party alone. If the Party succeeds in a persuasion



DC 22 the cobblers will explain to the Party some of the landscape they find themselves in and the dangers ahead. If they do not pass these checks, or otherwise offend the duergar, the duergar will hide and tell the Empyrean of their presence here. To tend to the shoes and to defend themselves the duergar utilise a *Apparatus of Kwalish*.

While traveling through the Empyreans home the small Party members run the risk of encountering the bugs that live there. Every ten minutes roll on the encounter chart below. Only two such encounters can occur within each room; his house is not so horribly infested. These encounters will not occur while the denizens of the home are in the room, the bugs and spiders flee before him and his pets.

Roll	Encounter
1	Giant Wolf Spider: a spider rushes toward the Party
2	Giant Spider: spiderwebs cover a corner, it sits and waits in silence
3	Phase Spider: spiderwebs cover a corner, it moves into phase
4	Giant Wasp: a loud buzzing fills the room as a large wasp flies through it
5	Giant Centipede: it crawls up from a crack in the floor or from under a rug
6	Umberhulk: a viscous umberhulk bursts forth from the wood floor beneath you
7	Rust Monster: something scurries in the shadows
8	Giant Rat: the sound of gnawing is coming from inside the walls

DINING ROOM

The great doors within this massive house require a colossal effort to open. However there appears to be enough room to crawl underneath them. The bottom of the door clears the floor by about two feet allowing human sized creatures to fit under them with ease.

Beyond the entrance lies a dining room fit for a god. In the center of the room is a table, thirty feet tall and as long as a cathedral. Decorated with a tablecloth large enough to drape over an entire village. The room is lit with candles with flames as large as bonfires which cast their light down onto the silver dishware set about the table.

The Empyrean wanders around the house, using different rooms at different times. He has already set the table for dinner and is currently preparing his meal. Soon he will leave the



kitchen and enter the dining room, the Party has ten minutes until this happens. Once it does a confrontation with the Emyrean is likely to occur, however a Party that hides from the Emyrean may be safe as long as they can remain hidden.

KITCHEN

At the edge of the dining room the floor changes from wood to flat polished stone. Across the room two massive structures, an ice chest and an aquarium, lie against the wall. To your left, an oven like a steel mill boils water in a colossal pot heated by fire elementals. The Emyrean is boiling chuuls which he keeps live in his aquarium.

On the counter many giant bowls, plates, and cooking utensils rest scattered in various states of use. Fruits, vegetables, and cheeses litter the huge countertop, portions having been separated for his meal. A huge metallic basin rests farther down the counter - steam rises from the hot water within.

The Emyrean has left the lid to his aquarium ajar, and any number of the eight chuuls may escape, at your discretion. If the Party manages to get onto the countertop they may at first be awestruck by the fruits and vegetables far larger than they are; however, they run the danger of falling prey to the animate butcher knife that the Emyrean uses to prepare his meals. Once the Emyrean finished his cooking he will quickly tidy the counter and sit down to eat.

The boiling pot the Emyrean cooks the chuuls in could fill a moat. The water deals 26 (5d10) fire damage per round to every creature that falls in the pot. Fire resistance does not prevent this damage. The pot is heated by a fire elemental, this creature serves the Emyrean and will not be attacked unless provoked, but will not turn against its master.

BUTCHER KNIFE

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +6

Skills Athletics +4

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. passive Perception 6

Languages -

Challenge 4 (1100 XP)

Antimagic Susceptibility. The creature is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the creature must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the creature remains motionless, it is indistinguishable from a normal giant knife.

ACTIONS

Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (3d10+2) slashing damage.



LOUNGE

Once again the floor is carpeted in a foot thick layer of wool. It is warm in here, the right side of the room is dominated by a huge fireplace that burns entire trees as logs. Against the back wall a bookshelf filled with massive tomes awaits readers. Two armchairs and a massive globe also decorate the room.

Once the Emyrean is finished with his meal he will spend some time in the garden, but not before he retrieves a book from his lounge which rests on the arm of his favorite chair. His meal will take about thirty minutes to finish which is ample enough time for the Party to explore. A Perception check DC 18 while exploring will reveal that the Emyrean has dropped some of his coins under the armchairs; 1-4 coins, each worth 50 gp can be found.

The bookshelf contains many works, written in primordial and much too heavy to move or lift. But a book that has been placed on a table can be opened with some effort. If the Party wishes they be able to remove a book from the shelf using ropes or beast of burden, but a falling book will be noticed and heard by the Emyrean. The fireplace is protected by an iron grate which keeps sparks from escaping, it also provides a barrier which protects the Party from getting too close to the towering inferno. Lastly the globe sitting on the table should be somewhat of an oddity. Depending on your setting it may be believed that the world is round. However, the belief that the world is flat (perhaps a belief held by the group cleric) can transform the globe from an unusual object to an interesting encounter. Next to it is a massive Candle of Invocation, the size of a man and burns for 36 hours. The candle is neutral evil.

STUDY

This room's appears much the same as the one before, only smaller. The room contains a table for refreshments, a bookshelf, a chair, a massive wooden desk, and a cage which contains a rather large goose.

The bookshelf contains more of those oversized tomes, and the chair is also seemingly identical to the ones in the other room. The Emyrean will venture to his study shortly after he is done reading; about an hour after he begins, or whenever he hears the goose honking. If he finds nothing suspicious in his study he goes about his business reading his unopened letters. On his desk is a letter opener, but to adventurers of human size this is a *Sword of Sharpness*.

The goose is a huge, magical bird that the Emyrean keeps because it produces golden eggs. It is cared for and protected from prying eyes by Blunderbore who jealously guards it. The lock to the cage is near impossible, requiring a DC 30 sleight of hands check from someone who has proficiency with thieves tools. The goose will not honk unless it is attacked or the cage door opens. When the Party opens the cage the goose will start honking and immediately turn hostile; alerting the Emyrean. In the cage lie three golden eggs, each worth 500 gp. Among



these there is a chance of finding two strange orbs. There is a 30% chance that one of these orbs is present, and if so roll again, this time with a 1% chance; if successful two of these orbs are present. These are Orbs of Dragonkind! A second orb can only be found in one of the Mini-Dungeons - once a Mini-Dungeon spawns with two orbs this cannot happen again.

<h2 style="text-align: center;">GOLDEN GOOSE</h2> <p style="text-align: center;"><i>Large beast, unaligned</i></p>																	
<hr/> <p>Armor Class 15 Hit Points 168 (16d10 + 80) Speed 20 ft., fly 120 ft.</p>																	
<hr/> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">STR</th> <th style="text-align: center;">DEX</th> <th style="text-align: center;">CON</th> <th style="text-align: center;">INT</th> <th style="text-align: center;">WIS</th> <th style="text-align: center;">CHA</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">28 (+9)</td> <td style="text-align: center;">10 (+0)</td> <td style="text-align: center;">20 (+5)</td> <td style="text-align: center;">3 (-4)</td> <td style="text-align: center;">10 (+0)</td> <td style="text-align: center;">9 (-1)</td> </tr> </tbody> </table>						STR	DEX	CON	INT	WIS	CHA	28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)
STR	DEX	CON	INT	WIS	CHA												
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)												
<hr/> <p>Saving Throws Dex +4, Con +9, Wis +4, Cha +3 Skills Perception +4 Senses passive Perception 14 Languages - Challenge 9 (5000 XP)</p>																	
<hr/> <p>Keen Sight. The goose has advantage on Wisdom (Perception) checks that rely on sight.</p>																	
<p>ACTIONS</p>																	
<p>Beak. <i>Melee Weapon Attack:</i> +13 to hit, reach 10 ft., one target. <i>Hit:</i> 27 (4d8+9) piercing damage.</p>																	
<p>Multiattack. The goose makes two attacks, one with its beak and one with its talons.</p>																	
<p>Talons. <i>Melee Weapon Attack:</i> +13 to hit, reach 5 ft., one target. <i>Hit:</i> 23 (4d6+9) slashing damage and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the creature can't use its talons on another target.</p>																	

On the refreshments table a massive crystal decanter holds a stupendous volume of scotch, with ice and glasses ready for use. On his desk are dozens of pieces of paper which he has been reading through. Taxes collected from the giants and forest creatures, maps and star charts, and various letters are piled messily and strewn about, along with coins, a massive ink bottle, a giant quill, and various trinkets of enormous size.

BEDROOM

This massive room is the Emphyreans bedroom. A desk with a chair, an armoire, a chest, a nightstand and a bed, all fit for a godling. Next to his bed are two huge pairs of slippers, which match used pajamas that the Emphyrean has hastily stuffed into the bottom half of his armoire. On his desk a large glass bowl can be seen, it's filled with water and contains a sunken castle. In addition to these marvelous sights you can hear the sound of purring fill the room.

In the fishtank a plesiosaur swims around absentmindedly awaiting food from his owner. In his bowl awaits a treasure chest filled with 1400 gp and 13 gems each worth 25 gp; the plesiosaur will attack anyone who enters the water. The sunken castle is a *Daern's Instant Fortress*. Atop the bed the Emphyrean's pet waits sleeping, a displacer beast that has been groomed and cared for her entire life, "Fifi" has a rather aggressive temperament toward those who are not her owner. Fifi has the maximum Hp possible for a displacer beast and will attack as soon as she notices the Party, stalking them before attacking. The Emphyrean will enter his room if he hears a



fight with his pet occur, save that it will be some time before he uses his chambers. The armoire contains numerous sets of clothes, some expensive others bland. But all fit for someone of empyrean size. The desk contains odds and ends and useful tools for living alone. The nightstand contains some reading material, glasses, keys, and other nic-nacs. The key to the golden goose is not among these, it hangs from a necklace worn by the Empyrean. The chest contains many large coins each worth 50 gp and massive gemstones. In total 1000 of these coins and five colossal quartz stones, each worth 7,500 gp are present.

BATH

The floor switches to stone once again, this time in alternating tiles of black and gray. Across the room three massive porcelain structures. A bath, a sink, and a latrine; much like nobles have in their palaces, although these feature levers which control running water.

Other than an overly large toothbrush and toothpaste near a glass of water on the sink, the bathroom is essentially featureless. However, lurking in the plumbing is a black pudding of exceptional size. The black pudding has 130 Hp, the maximum amount for such creatures.

GUEST BEDROOM

Empty except for a bed and dresser. This room obviously serves as a guest chamber for visits, although it seems that it has been a while since it was last used. Dust clings in thick layers to the floor and to all of the furniture which reveals animal tracks. They seem rat-like but much too big.

The Empyrean absentmindedly left a massive iron, used to remove the creases from his sheets, on the nightstand next to the guest bed. That was a few years ago, and since it has become food for an infestation of rust monsters; 37 of these beasts live on or near the nightstand and lay their eggs.

GARDEN

Beyond the back door is a hidden garden, secreted away and shielded from the land beyond. Huge vines, flowers, and vegetables are grown not in lines like a human garden; his vegetables grow dense and natural, with yields larger than a man. They grow not because he plants them, but because the world conspires to please him. Around you animals frolic and life teems among the flowers. Just as the plants grow huge, so do the beasts that dwell among them.

Just as the forest surrounding the Empyreans home the garden is subject to the whims of his emotions. Although, even at his worst the garden still bears fruit and vegetables. The fruit



bearing shrubs the Empyrean grows are in reality treants. Of the 20 of these bushes 12 of them will awaken if disturbed, annoyed at the disturbance they will attack, but only to drive off pests and Party members. Bugs, spiders, and frogs litter the garden and sometimes will make trouble for the Party, but these are not the only threats they face here. In the garden a troupe of ogres have taken up residence, they wear red hats, blue coats, wield pickaxes, and grow large white beards; appearing much like giant garden gnomes. Every five minutes the Party explores the garden roll on the table below.

Roll	Encounter
1	Giant Spider: slowly it lowers itself onto its prey
2	Giant Wasp: emerging from a flower is a wasp as big as a man
3	Faerie Dragon: what appears at first as a massive butterfly prepares a spell
4	Giant Frog: six of these creatures pass you on their way to the pond
5	Giant Toad: a tongue lashes out from the bushes
6	Orges: four of these strange 'garden ogres' can be seen scouting the area ahead
7	Giant Weasel: a weasel larger than a man pops out of a log, it's cute <i>and</i> deadly
8	Giant Lizard: a lizard is sunbathing on a rock
9	Giant Constrictor Snake: silently slithering forth from a hole in the ground
10	Ankheg: the ground collapses under the Parties feet, landing in a ankheg hole

POND

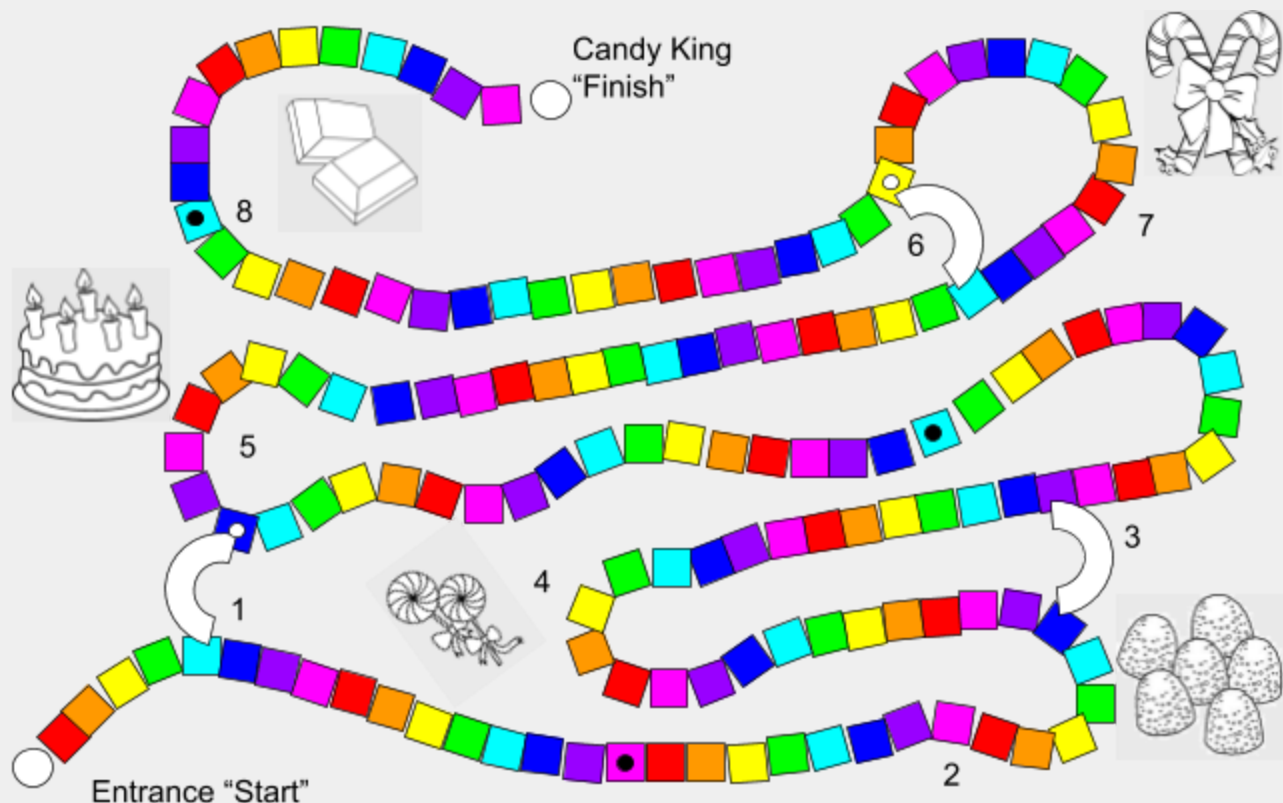
Next to the house, past the Empyrean's garden is a massive pond. Large stones have been placed at its rim forming a decorative ring. The pond is deep and clear and full of fish. At the bottom a thick layer of kelp and the stems of water lilies obscure something hiding down below.

Down at the bottom of the pond is a massive creature. The most exotic of all the Empyreans pets, a mighty dragon turtle. The beast is larger than he and has become grumpy in her old age, but the empyrean still feeds her and would be devastated by her passing. The old dragon is over ten thousand years old and he got her when she was but a millennia old.



CANDY KING

BEAUTY IS IN THE EYE OF THE BEHOLDER



The door in front of the party seems rusted shut as if even time would rather keep it closed. Its layered with patterns of swirling bronze and rusted steel, reminding you of pinwheels or windmills. The Deep creak and moan of the door gives way to a strange land made of... candy? The ground, plants, rocks, all made of some sugary confection.

Traversing deeper into the candy jungle you stumble upon a Small white stepping stone which lies before the party labeled "Start". Beyond the stone is a dead end. It seems at first that this candy world is restricted to this small area, which would serve well as a sanctuary. If you don't mind being a tad sticky.

The "Start" stepping stone will trigger as soon as the Party so much as touches it. This causes a line of multi colored stepping stones, each 15 foot squares, to appear in a colorful pattern. The game has begun. The path outlines the Party's journey through the beholders twisted mind. As the Party moves along the path they will be subjected to the beholder's attempts to protect its



lair from intruders. In order of initiative the Party members will advance along the path moving at their normal movement speed; every 15 feet constitutes one square. When the Party arrives at the end of the path, the Candy King (80% chance of being a beholder - 20% chance of being a death tyrant) will awaken.

When a Party member ends their turn on a square or is moved onto a square by some force roll a d6, on a 5 or 6 that Party member triggers an eye beam. They receive a different beam depending upon the color of the tile they landed on.

Beholder Gaze	Effect on the party member
Charm: Red	The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed for 1 hour or until harmed by the beholder. The charmed creature is filled with joy and doesn't want to leave, instead they see this place as a game and wish to continue.
Paralyzing: Orange	The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed until each other Party member advances on the board. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.
Fear: Yellow	The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. While frightened the target will attempt to flee the lair and move backwards across the the squares as fast as possible.
Slowing: Green	The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
Enervation: Light Blue	The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
Telekinetic: Dark Blue	If the target is a creature, it must succeed on a DC 16 Strength saving throw or is moved up to two squares backwards along the path. It is restrained by the ray's telekinetic grip until the start of the targets next turn. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet backwards along the path.
Sleep: Purple	The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious until each other Party member advances on the board. The target awakens if it takes



	damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
Petrification: Pink	The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to rock candy and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. Should anyone in the Party be charmed or otherwise controlled by the beholder or his followers they will attempt to eat the candy statues of their fellow Party members.
Disintegration: Black Dot	If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine peppermint dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
Death : White Dot	The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

The moment the “Start” stone is so much as touched the walls fade away, ahead of you lies a miasmic void of scintillating color and floating islands of decorative sweets. A long path made of large colored stones, each 15 feet across, stretch like a bridge up and into the rainbow sky.

Each of the floating islands is made from a different sugary confection, and each has its own devious monsters and horrible traps. Along the path numbers will be given corresponding to events that occur along the journey. Some of these events will be the Party entering one of these islands, some events will be bridges, portals to another point on the path, and at the end waits the Candy King. Some events like the magical portals which transport creatures around the path can only be used once. This, and eye beams from the beholder will most likely separate the Party making events that would normally seem benign rather dangerous.

EVENT 1, BRIDGE TO CAKE ISLAND

As you move along the bright and colorful stones your path splits. On your left, at the edge of the light blue stone, a magical portal lies open. Its edges are made of frosting and candies and the gateway itself is springy like jello.



Should anyone step through this gate they will be transported to Cake Island far ahead of the Party with no way back to the original spot. They also land on a white dotted square, roll for gaze attack.

EVENT 2, GUMDROP ISLAND

Ahead of you the tile path meets the foot of a massive floating mountain of gummy candy. Gumdrop 'rocks' of all sizes stick out between patches of rock candy 'ice' and speckled with rainbow sprinkles. Around you strange trees grow glistening jelly fruits. As you follow the trail up the mountain it begins snowing powdered sugar.

As you move along the trail and get closer to the top a abominable scream echoes out across the empty void. Rocks tumble from ledges and small avalanches slide down the mountain's face. Something lives on this mountain.

The entire mountain of Gumdrop Island is subject to *Heavy Precipitation* and *Extreme Cold*, both getting more severe the closer they reach to the top. Just before the summit where the path turns and splits, there lies a den of yetis. Three in all, two adults and a child, the adults are abominable yetis - one blue and one orange, the child is bright green. Against the gumdrop landscape they blend in perfectly, the rainbow candies hide their presence with surprising effectiveness. The yeti will stalk the Party on their way up the mountain before having to protect their child. Their use of guerilla tactics and stealth will make the climb up the mountain especially difficult. While on the mountain the Party has a choice, walk along the path being subject to eye gazes, or climb the mountain requiring a Athletics or Acrobatics check of DC 17 each round or face falling to their death.

The gummy fruit which grows on the trees here contain a sinister magic, it is undetectable and can only be resisted by passive protection of some kind. The fruits heal you 1d4 damage and as many as ten can be eaten in a single short rest before feeling full. This healing serves as a good cover for their slight magical auras. For in reality they are a form of charm spell, creatures that eat the fruit do not wish to resist the spell effect of the beholders eye gaze, and so they do not get a saving throw.

EVENT 3, BRIDGE FROM GUMDROP ISLAND

At the top of the mountain the trail splits once again. The path once spiraling up the mountain spirals down toward the next floating island, a lollipop forest. To your right a licorice tube functions as a slide which travels ahead on the path, skipping the forest below.

The slide is a trap. Although it allows the Party to skip the Lollipop Island it does so at a great cost. While traveling through the slide creatures within are transported into a realm of sugary



horror and force fed candy until they quake with nausea. This effect is the same as the 14th level warlock ability *Hurl Through Hell*.

EVENT 4, LOLLYPOP ISLAND

Down, ahead of you the trail crosses the void once again, this time toward a lollipop forest. The canopy of lollipops is a sight to see, spirals, orbs, and shapes of all kinds rainbow across the land.

As you reach the edge you notice that the forest ahead of you teems with some sort of life. Several dozen or so individually wrapped candies bob and float among the trees. Cotton candy bushes dot the forest floor, and gummy worms crawl between them.

The creatures that dwell here are not what they seem. The candies that float around are in fact the fungus, Gas Spores (28 on the Island). The bushes that dot the land are Violet Fungi (86 on the Island), and will attack anything not made of candy; their tentacles rotting flesh into sugar. Finally the gummy worms are Carrion Crawlers (12 on the Island) which will attack the Party, attempting to surprise them in ambush. The Gas Spores carry insight into the beholder's mind and thoughts, those who survive the inhalation receive some of these memories and thoughts. If this creature is a player they may gain knowledge that at the end there is a beholder or a death tyrant (the player should be aware of which it is). The second time they gain the knowledge that it is as much a prisoner of this realm as its ruler. The third time they gain the knowledge that Candy King is asleep. Just as before the path is not difficult terrain, and the cotton candy Violet Fungi don't grow on the path.

Rangers or other characters with survival have the ability to forage, however they will find nothing but candy here. Everything is made of candy, at this point it may already be sickening, but they are far from the end of this realm. To take long rests here, Party members need to carry rations to eat or they will slowly become sicker and sicker until they cannot go on. Proper nutrition is necessary for characters to prevent cavities.

EVENT 5, CAKE ISLAND

After a tremendously long walk down the path of death you have finally reached cake island! This is where that first portal exited before it closed. Ahead of you a massive frosted plateau dotted with cakes and candles.

The frosting that covers the surface of the ground is the same as slippery ice. And it covers everything the path does not; however, it isn't cold. Whenever a creature slips on the frosting the candles around them (1d4 + 1 candles) will spring to attack them while they are down. Treat all the candles (100 candles in all, one for every year of the beholder's life) on the island as Flying Swords, except that they deal fire damage instead of slashing. They will also spring to life



if attacked, but otherwise they will wait for creatures that slip. The cakes are a different story, as they are mimics. Once the Party's most of the way through the island, or one of the cakes is sampled they will reveal themselves and spring to attack. Six of these mimics share this island, despite their normally independent nature.

EVENT 6, BRIDGE OVER CANDY CANE ISLAND

The path separates again. The stone path continues down into the Candy Cane tundra and curves back again, running almost parallel to this side but in the other direction. A bridge of rainbow candy tape is suspended between them. Although strong, the tape is prone to twisting and creatures are likely to fall if a crossing was attempted.

The bridge suspends over the Candy Cane Island, if any creature that crosses does not have spider climb they will most likely fall, requiring a Acrobatics check DC 25 to stay on the bridge. Creatures that do succeed in crossing get targeted by the peppermint boulders being thrown by the peppermint (frost) Giants down below. Creatures that fall from the bridge descend onto Candy Cane Island, taking 31 (10d6) bludgeoning damage unless they can fly.

EVENT 7, CANDY CANE ISLAND

The path approaches the island and descends down into the candy cane canopy. Peppermint shrubs grow in small patches on the ground. Between the massive candy canes that grow up from the tundra something lumbers your way. They are at first obscured by camouflage, their red skin, white beard, and striped armor blend in perfectly. It's a group of angry giants, wielding candy cane pikes and hurling peppermints.

Twelve peppermint giants have made refuge on Candy Cane Island in a outcropping of peppermint boulders. Half of these giants wander the island collecting candy canes and warding off intruders, while the other half defend the home and rest.

Around the peppermint giant lair huge canes have been sharpened and fashioned into a wall around the entrance with only a small opening in the center. Spread like gravel around the cave is crushed peppermint which acts like caltrops in a large 30' circle around the entrance. Guarding the lair are a pack of trained reindeer (giant elk), six in all, which are rode by the giants. When the reindeer sense intruders they will retreat into the cave, then be rode out, this time accompanied by giants. Their leader is a one legged old woman, the village elder, who walks around with a candy cane - cane.

While fighting in this strange stripped world it is easy to get confused, as everything seems to blend together. When entering combat each creature must make a Wisdom, DC 15 saving throw or become *Confused*. At the beginning of the round, on that creature's turn they may



repeat this saving throw ending the effect on a success. After succeeding on the saving throw the creature is immune to this effect for the next 24 hours. The peppermint giants are immune to this effect.

EVENT 8, CHOCOLATE ISLAND

Ahead of you the path winds through a patch of black, oozing, bog woods which stretch across the Chocolate Island. The path of stones floats precariously atop the chocolate mud and is dripped on by chocolate sludge which falls from the trees above. Cattails grow from the chocolate, bearing fruits dipped in chocolate fondue. Through the bog, waves are being made; something is wading through the muck.

The Chocolate island is by far the most dangerous. The swamp surrounding the stones consists entirely of chocolate *Quicksand* which does not affect the creatures that live here. Once a creature is coated in chocolate every surface acts as slippery ice until they have been cleaned. It takes ten minutes to clean a creature off, although even after being cleaned that creature becomes sticky and their movement is cut by half. This effect can be removed by bathing completely in clean water as well as washing all chocolate covered equipment. If a chocolate covered creature does not clean themselves within thirty minutes they must begin making Constitution saving throws, DC14 each round until they clean themselves. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise the creature is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *Greater Restoration* spell or other magic.

While moving around in the chocolate swamp the Party will attract the attention of bulettes that swim gracefully through it. Up to four of these creatures can be encountered at a time. Each round after the first that a creature has noticed the Party another bulette joins the fight. Up to six of these creatures live here, but it is unlikely a Party will encounter all six. If a bulette seeks a Party member that has retreated to a platform it may leap out of the swamp to claim its prey, possibly knocking the raft over and spilling the Party into the swamp. The bulette are filled with caramel.

As the Party reaches the halfway point in the swamp the greatest beast of the Candy King will emerge, the Great White Worm; a purple worm made entirely of white chocolate. This mad beast will attack the Party relentlessly until they flee its presence. The worm is capable of capsizing entire stretches of the trail.



CANDY KING

The path ends. The last stone floats just outside the door of a colossal sugar wafer mansion. An intricate construction of frosting, cookie, and various candies. The curtains have been drawn over the rockcandy windows and the door is barred. It seems that whoever lives here wishes to be left alone.

Beyond the door or through the windows lies the one large central room that serves as the beholders inner chambers. The beholder is enshrouded in his own nightmare and cannot emerge willingly. His candied realm of horror is as much his domain as his prison and he has been here far too long. There is a 80% chance that the Candy King will be a beholder, the last 20% is the chance that the Party will find the Candy King is the fearsome death tyrant. Which will have an impact on the fight. The Candy King is equipped with a number of fearsome magic items; a ring pop which is in reality a Ring of X-ray Vision, a full Necklace of Fireballs, and a Robe of Stars. In addition there is a 35% chance that the center eye of the beholder has been replaced with The Eye of Vecna, adding to its potency but not removing its central eye gaze attack. This replaces his central eye with a shriveled black pit, which gleams and stares at the Party. Protecting him are two stone golems made of rock candy that will protect their king. The beholder will notice and attack the Party as soon as their presence is known. In his lair is the beholders treasure; 9,500 gp, 1,550 pp, 9 moonstone worth 50 gp each, and a carved ivory bracelet set with sapphires worth 2,500 gp.

Candy King is a Beholder...

He floats about his mansion, hovering back and forth between the piles of candy scattered about his throne room scowling with disgust. Occasionally firing beams of death upon pests which come to steal morsels. It is clear from this distance that the beholder is sickly and his usually fearsome smile has gaps and cavities. On either side of the Candy King, two shimmering, sugary golems escort him about the grounds.

Candy King is a Death Tyrant...

Floating in the center of the room is a massive skull, with one giant eye socket in the center and rows of sharp teeth. The skull is larger than a man and painted with ornate and colorful designs reminiscent of celebrations. Around it piles of candy collect, growing sour and congealing into blobs of sugary tar. As the sanctity of his palace is intruded he rises, a deep red glow emanating from the many holes which riddle the skull. To either side his golems prepare for battle.



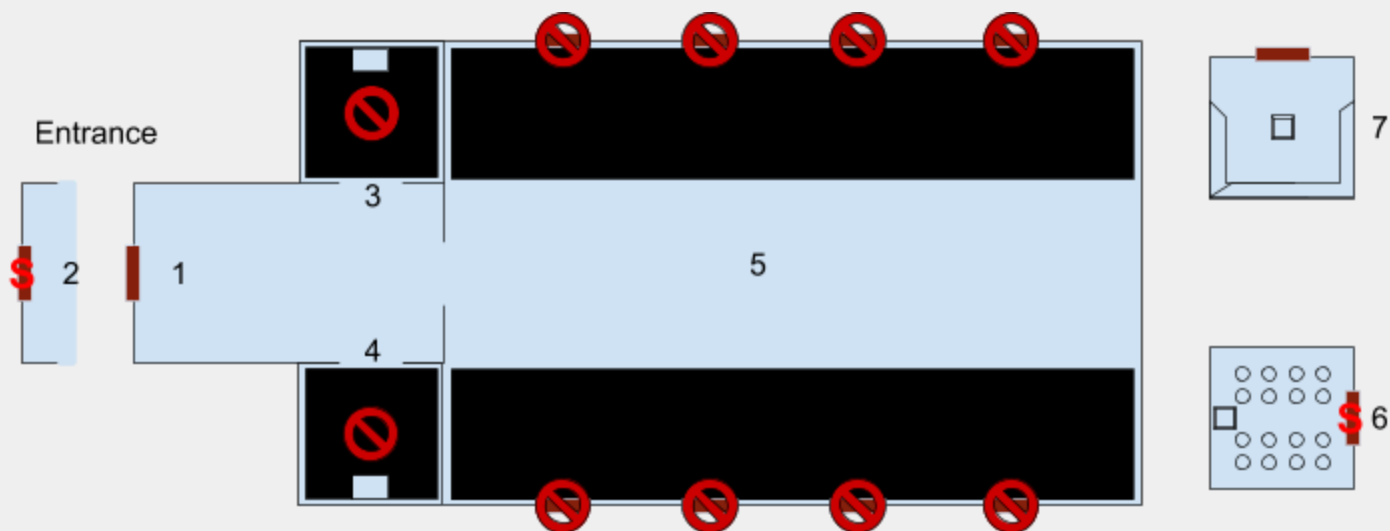
When the Mini-Dungeon is completed and the beholder is slain something's odd happens. The candy world of his imagination begins collapsing. This is not a dangerous process and the Party does not need flee the collapse. Instead the dream simply fades away.

As the beholder lies defeated, and completes the last of its death throes the world of its influence ceases to be. The journey you have taken into the candied world of his twisted psyche is over. You find yourselves in the room you started in, but the white stone is carved with the message "End" and in front of you is the slain beast and his piles of treasure.



LADY OSTERNETH

CRUEL, BUT MOST ENTERTAINING FOR THE DM



1 THE ENTRANCE

“No I didn’t say that.”

“My God is never wrong! If I were you...” A priest shouts at an assassin in the center of a small, makeshift camp. An elf in archmage robes squints in frustration, unable to take proper dungeon notes. A warrior sits in the corner sharpening his blades and watching for danger; your presence is quickly noticed.

The door is stone and tremendously heavy. The frame it hang upon is rusted and feeble, swamp water leaks into the tomb from under the door. Reliefs of angels and heroic figures adorn the walls. A strange aura escapes the tomb which seems to beckon you forward, a warm light in the dark swamp. The door opens with a low rumbling, it grinds against the ground but is aided in gliding by the swamp water. Inside is a long hallway with three open doorways at the end, its vaulted ceiling is painted with murals and hieroglyphics and the stench of mildew and dust make the air heavy and uncomfortable.

If the NPC Party is still alive...

“I think I should go first.” Whispers Bareris the warrior as he draws his sword and inspects the empty chamber.

“Were right behind you. Callie are there any traps?” The archpriest, Bran, gestures toward the halfling whom he was recently at odds with. As she approaches the doorway to give her analysis the archmage follows suit, using his impressive height to watch.

After a short inspection Callie speaks, “No, I don’t imagine so. Although all this angel stuff gives me the creeps. Alright Bear-bear, it’s all you.” Following this command the warrior charges into the room.



A group of adventurer NPCs have made camp in the area just outside the doors. Within their ranks are an archmage, an archpriest, an assassin, and a gladiator, which are preparing to attack the lich. Treat them as any other random encounter group of adventurers, although they are not. The NPCs have been dominated and brainwashed by lich, but they are unaware of this and their memories have been erased. The goal is to get this group to travel with the Party, not to fight them. Although they will defend themselves as would a normal group of adventurers. The lich will not attempt to kill the NPCs, although she will 'attack them'.

- ❖ The archmage (Rolan Meliamne) is an elf, he is lawful good, cynical, broody, but works for the greater good.
- ❖ The archpriest (Bran Helder) is a human, he is emotional ranging from happy go lucky to furious, is ambitious, greedy, and chaotic neutral.
- ❖ The assassin (Callie Tosscombe) is a halfling, she is a troubled chaotic good, avoids confrontation, is quiet, and moves shiftily.
- ❖ The gladiator (Bareris Hahpet) is human, is lawful evil, and is devoted to the party to a dangerous degree.

Each of the NPC adventurers will have magic items that they are attuned to.

- ❖ Archmage: Staff of the Magi, Staff of Striking, Robes of Scintillating Colors.
- ❖ Archpriest: Rod of Lordly Might, Rod of Rulership, Periapt of Wound Closure
- ❖ Assassin: +3 Short Sword, Cloak of the Montibank, Deck of many things, Iron bands of Bilarro
- ❖ Gladiator: Animate Shield, Defender, +2 Plate Mail Armor, Boots of Striding and Springing

The entrance to this Mini-Dungeon is a stone door half submerged in muck and grime from the swamp. Thick mud and the roots of swamp foliage hold the door firmly shut, requiring an athletics check DC 19 to be opened, and upon opening the first hall will flood with swamp water. Once opened the door no longer hold the demilich's lair traits at bay. Monsters in the swamp have advantage on saving throws against being charmed or frightened, and against features that turn undead. The swamp is now also warded against magical travel of creatures the demilich hasn't authorised. Such creatures can't teleport into or out of the swamp's area or use planar travel to enter or leave it. Effects that allow teleportation or planar travel work within the tomb as long as they aren't used to leave or enter the swamp's area. Once the Party enters the tomb the third and most insidious effect begins. Normally non-evil creatures entering the tomb would take necrotic damage, this is still the case; however, the damage is perceived as an overshield unless a creature succeeds in a DC 21 arcane check to detect the deception. The aura that surrounds the tomb is designed to cause good creatures to act in an aggressive manner, whenever a creature takes a short or long rest within the tomb it must succeed in a DC 21 wisdom saving throw or become evil.

To allure adventurers to staying within the tomb a special magic of rejuvenation has been cast. When creatures with magical spell casting take a short rest within the tomb they may use their hit die to regain the rolled amount of spell slot levels instead of hit points. Each time they chose to do this the save DC for becoming evil (due to the demilich's lair trait) secretly increases by 2.



The entirety of the tomb has been consecrated by the demilich's minions, treat this effect as a *hallow* spell controlled by the demilich which utilizes the *Darkness* effect. Then the flesh of her minions was separated from their bones. Their skeletons were used to prepare bodies for the demilich, their souls were devoured for energy, and their flesh was used to create a powerful golem.

Inside the walls, between layers of brick, is a massive web of flesh; a golem that has been spread out and built within the walls themselves and is now one with the dungeon. The golem has no attacks, 10 AC, and average hit points; it opens doors, sends messages, and will cause the walls to bleed when struck. The reason for its existence is to gain tremorsense for all things that move in the tomb over any surface, and to allow the demilich to inhabit its body. The demilich can also inhabit any of 16 specially prepared bodies that once inhabited become liches. Then, teleporting to the Parties current location it will attempt to capture and dominate them. Up to 4 liches can be fought in sequence per room. The demilich can only inhabit one creature at a time. Each lich has its own spell slots and each have the following spells memorized;

Cantrips (at will): *blade ward, friends, minor illusion, ray of frost*

1st (4 slots): *alarm, fog cloud, grease, shield*

2nd (3 slots): *crown of madness, detect thoughts, enlarge, reduce*

3rd (3 slots): *bestow curse, blink, hypnotic pattern, sleet storm, slow*

4th (3 slots): *Evard's black tentacles, fire shield*

5th (3 slots): *dominate person, modify memory*

6th (1 slot): *arcana gate, move earth*

7th (1 slot): *plane shift, project image*

8th (1 slot): *dominate monster, demiplane*

9th (1 slot): *imprisonment*

2 THE DEMILICH DOOR

The entrance to the tomb works in reverse as a magical portal. When exiting the tomb if the correct command word is given the door will no longer lead outside the tomb, but into the resting chamber of the demilich. The magic responsible is only detectable by a DC 25 Investigation check made by a caster who has spent a short rest to inspect the door. Then to reveal the properties of the magic a DC 25 arcana check must be made. This will reveal the password protected door for what it is, it will not however reveal the password. The password is not able to be found anywhere in the dungeon and must be magically obtained using divination, a *commune*, or *legend lore* spell will grant knowledge of the password. The door leads to room 6. The password is "Oealnepin" a sylvan word for trespasser.

From the interior of the tomb the door is protected from the swamp beyond, the rusted exterior belies its beauty. The swirling frame chiseled out of black pearl seems to climb like wisps of smoke up the side. It depicts stories of great deeds and winged men with watchful eyes. The large door itself is made of solid marble the swirling colors of the stone accented with a polished bronze making it seem to reflect all those who stare into it.



A magical essence adorns the door. Different from the exterior the aura no longer seems to draw you close, it seems to push you away. The exit radiates a feeling of hesitation, a held breath, an anticipation of some horrible fate you can't prevent.

3 THE TRAP

The room is humble, and quiet, but also identical to the one across the hall. So perfect are their design that one could think they were looking into a mirror. The room takes up a small square about 20 feet on every side. Inside lies a small but distinguished coffin, emblazoned on it is the likeness of a regal and stern old man. He gazes forlornly into the distance and a chest lies at his feet.

If the NPC Party is still alive...

Bareris stands at the entrance gazing into the room. "Do you think it's a trap?" "Well of course it's a trap, they are all traps I'm sure. But right now I need to finish cataloging these glyphs and paintings; they are probably a secret code or something." Rolan remarks between exasperated sighs. "I can help." Offers Callie, only to be swiftly refused. Rolan had become something of a bother to Callie, who despite best efforts could never get Rolan to share notes. When Rolan isn't looking Bran places a comforting hand on Callie's shoulder and smiles.

The floor of this room is a specialised pitfall trap. When the chest is opened even slightly the floor gives way. The chest is empty. Underneath this trap door is a bottomless pit, any creature that falls in will fall forever in endless blackness. A creature falls at approximately 30 feet per second, per second.

4 THE ILLUSION

The room is humble, and quiet, but also identical to the one across the hall. So perfect are their design that one could think they were looking into a mirror. The room takes up a small square about 20 feet on every side. Inside lies a small but distinguished coffin, emblazoned on it is the likeness of a regal and stern old man. He gazes forlornly into the distance and a chest lies at his feet.

If the NPC Party is still alive...



“This is spooky.”

“Don’t worry, I will protect you!” Bareris barks above the murmurs, positioning himself around Callie; the northern warrior knows little of boundaries but Callie never really cared. “I say we ditch these two rooms, the divines didn’t send us here to go grave robbing, they sent us here to slay a lich. Just imagine a world without it’s corruption and wickedness, that’s worth more than anything you can buy with coin!” Bran had a tendency to exaggerate and bolster, a habit that drove Rolan mad; however, his positive message never failed to get beyond Rolan’s cynical rigor.

Rolan smiles, “To find her phylactery we are going to have to search every room anyway.”

The floor of this room is an illusion. A successful Perception check, DC 25, or a Investigation check, DC 22, will reveal the presence of the illusion, otherwise a creature entering this room falls through the floor. Underneath the illusion is a bottomless pit, any creature that falls in will fall forever in endless blackness. A creature falls at approximately 30 feet per second, per second.

5 THE HALL OF THE DAMNED

Beyond the furthest doorway the tomb begins to enlarge into a massive hall. The walls and ceiling are no longer adorned with statues or murals. No depictions of angels or kings, only black featureless stone, sanded smooth and wet with swamp water which grows thick patches of mildew. The hall is some 60 feet long, its ceiling hangs 40 feet above you and on either side of the hall are black pits that descend into nothingness. Along the walls eight doors have been built over the pits; four of the doors hang 20 feet below you across the black pit, the others hang 20 feet above you, alternating between above and below.

If the NPC Party is still alive...

“Oh god, what a fine deathtrap this is.” Rolan grumbles from the back row as the group presses onward. But as the words escape his mouth he realised his mistake; slowly Bran begins to turn, a look of contempt growing on his face.

“Were about to delve into the lich’s inner chambers, and you take the divines in vain! What in the nine hells is wrong with you?” He screams, forgetting for a moment that the lich could be preparing an assault at any moment.

Before Rolan can compose himself Bran is upon him, his face red with anger. As the two begin to argue Bareris ceases the opportunity to press onward. As he enters the two return to their senses.

Callie slowly moves into the room, undistracted by the constant bickering between Bran and Rolan. She sees something, she is always seeing things her companions do not. “Nobody go near those pits... not until I’ve had a look at those doors.”

This large room is empty and flanked on each side by two endless moats. To the left side of the room is an endless pit that falls into the Demi-Plane of Vacuum where the Elemental Plane of Air mixes with the Negative Material Plane. On the other side an endless pit that falls into the Demi-Plane of Pressure where the Elemental Plane of Air mixes with the Positive Material



Plane. Any creature that has fallen into the Plane of Vacuum takes 6 (1d10) necrotic damage per round, increasing by 1d10 each round. Any creature that has fallen into the Plane of Pressure takes 6 (1d10) force damage per round, increasing by 1d10 each round.

Along the walls are eight doors; four on the left and four on the right. These doors hang over the endless pits, some 20 feet above ground level, some 20 feet below, alternating between. One of these doors, which are all identical leads to the Sword of Kass, all the rest are nothing more than deadly traps. The correct door is always the last one chosen, the first seven door attempts will always be traps. Trap doors lead nowhere except to their trap, beyond this is stone wall.

Trap	Detect DC	Disarm DC	Trap Behind the Door
1	22 Invest.	25 S.o.H.	Geyser of Mercury; 55 (10d10) poison, Con save DC 25
2	20 Invest.	23 S.o.H.	Adult Black Dragon Breath
3	19 Perc.	Impossible	30 Insect Swarms
4	25 Invest.	20 S.o.H.	Door Explodes; 45 (8d10) thunder, Dex save DC 30
5	25 Arcana	Disp. Magi.	Door Opener Becomes 15x as Heavy, Wis save DC 25
6	20 Arcana	Impossible	Door Pulls Opener into the Abyss then Closes
7	23 Arcana	Disp. Magi.	Demilich <i>Howl</i> Action

6 THE DEMILICH

After speaking the command word the door seems to glow, the swirling markings seeming to grow and age thousands of years. The heavy door gives way to a dimly lit room that seems not to have been touched in ages. As the door creaks open a howl unlike any can be heard as you startle Lady Osterneth. A skull at the back of the room. A skull of a woman coated in a layer of bronze with the most beautiful rubies filling her eyes.

If the NPC Party is still alive...

As the door opens the adventurers gaze on, their memories return, horrified, pained expressions crawl across their faces before being wiped away by emotionless surrender. They stand stiff, possessed by the magic that has preserved their remains these hundreds of years. Their dominated bodies glide toward the Party, their faces blank and their movement mechanical, but their eyes still cling to life, pleading for release.

If the Party finds and opens the demilich's inner sanctum it will be of a mild surprise to the demilich, who will release a *Howl* action as the door opens. She never has been tasked to deal with intruders herself; however, she is not worried. If the NPC group is still with the Party it will be revealed that they are dominated and will turn against the Party. If the NPCs are not present the demilich will inhabit a body (forming a lich) to distract the Party away from the skull. If this tactic doesn't work the demilich will defend itself normally.



7 THE SWORD OF KASS

As the last door opens everyone flinches, but this door isn't trapped. At least not in any obvious way. Beyond the door is a small room, about 20 feet on all sides and filled with treasures. In the center lies a stone. It's carved in layer upon layer of magic circles which glow and scintillate in a miasmic pattern. Protruding from the stone is a black crystal blade, set with black diamonds and radiating an aura of bloodlust. Behind it the other treasures of the room beckon you forward. A collection of oddities set on a mantle which runs the exterior of the room, all of them appear to be unique and powerful magic items.

If the NPC Party is still alive...

Slowly the adventurers enter the room, none of them speak. Their weapons are held ready and both Rolan and Bran are preparing spells for battle. As they each lock eyes on the sword the temperament in the room drops.

"Who should um... or do we leave it?" Bareris stumbles on his words, intent on keeping his desire for the weapon secret.

"No, we're not leaving it. It's probably how we kill the lich... but that being said..."

"Whoever wields that weapon will have to fight for their soul, I can feel the evil on that thing. Its should be me, my god will protect me." Bran eagerly interjects between Rolan and Bareris, only to be met with cross gazes. "I'm just saying, my essence is the strongest."

...

None of them notice Callie approaching the sword, she readies herself to draw the blade from the strange stone.

The last door leads to a small room, about 20'x20'x20', with a magical device that measures energies in the center. Protruding from this device is a sword, there is a 35% chance that this is the Sword of Kass! Lady Osterneth was going to use this artifact to slay Vecna, currently her machine is reverse engineering the artifact for mass production. If this sword is not the Sword of Kass it is a fake, taking the swords place as bait in the meantime.

While the NPCs and the Party are discussing if one of them should claim the sword the halfling assassin will claim the sword. She will use stealth to approach it, if no one stops her from grabbing the sword it will instantly attune to her. If someone stops her from grabbing the sword the Party may decide what to do with the sword. Anyone who pulls the sword from its stone will instantly attune to it. When the sword is drawn a wave of dominate monster will echo out from its resting place, revealing that the NPC group were dominated from the start and requiring the Party to make Wisdom saving throws; DC 11 for good creatures, DC 18 for neutral creatures, and DC 25 for evil creatures. If the sword is fake it will shatter upon being drawn, all else is the same.

Along the wall behind the Sword of Kass is a mantle decorated with 16 items. For each item roll on the trinkets table, however, each one is magically protected. The item will either be enchanted with 1-2 *bestow curse*, 3-4 *dominate monster*, or 5-6 *imprisonment*. Although they

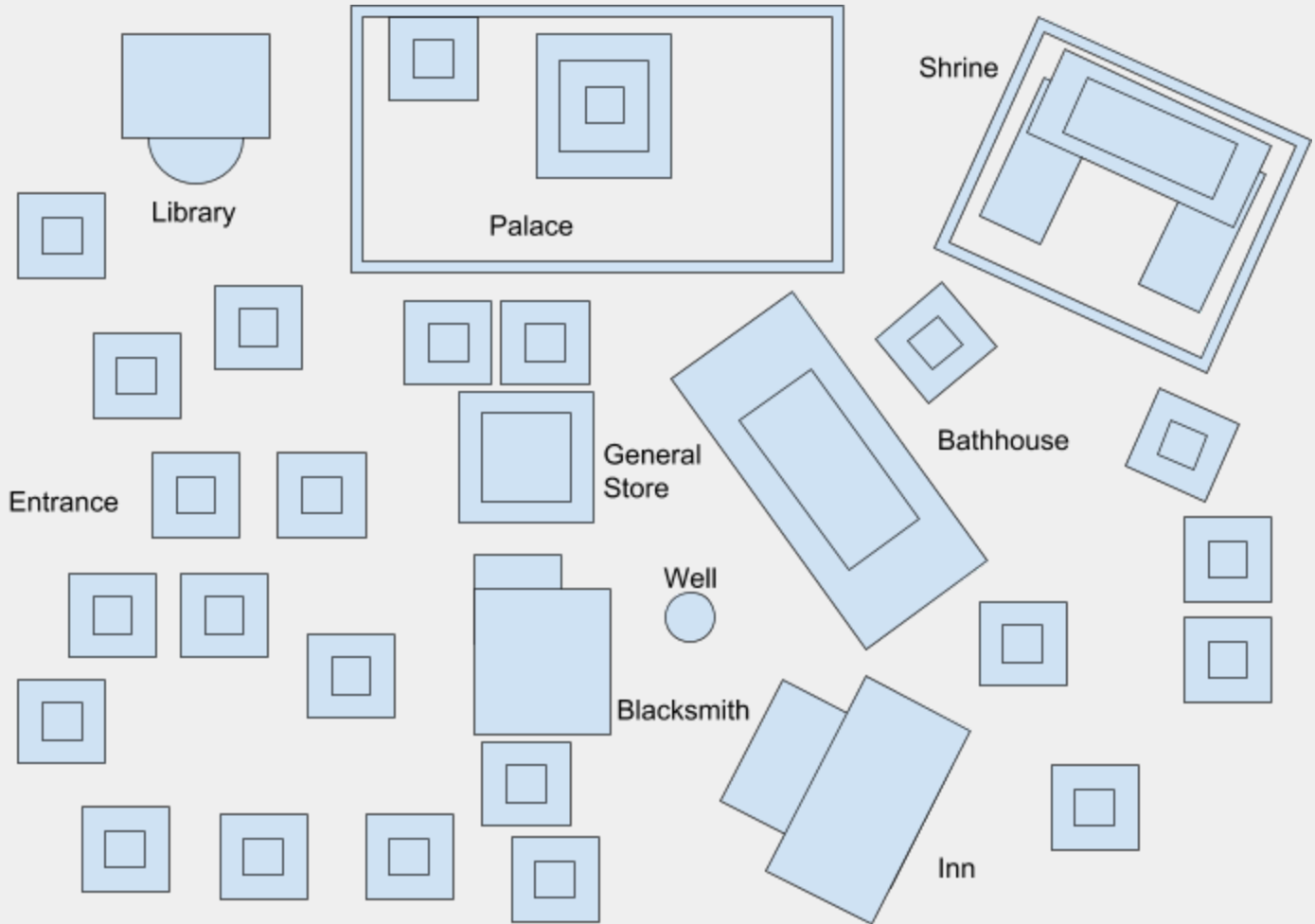


are cursed each item is powerful indeed, each bestowing 1 minor beneficial property, 1 major beneficial property, and 1 minor detrimental property from the artifacts random properties table.



BYŌKI

ONNA NO MŌNEN MAYOJARUKU KOTO



The entrance to this Mini Dungeon is a massive archway within the maze of crypts. The archway bears a large portcullis which is suspended open. Beyond is a massive chamber, within lies a small village. You can hear the sound of people working and talking, but the people talk in hushed voices and hurry about their tasks. They speak a strange language and their buildings are made of paper walls and lit by colorful paper lanterns. This is the town of Osaka and you have arrived into the residential neighborhood. Small ornate houses are arranged into tight groups with paths winding between them.

Once the Party has passed through the threshold into this Mini Dungeon the *Regional Effects* of the vampire take effect across all of the Crypt biome. These effects last as long as Byōki remains alive. This means whenever a wolf, bat, or rat encounter occurs in the crypt twice as many creatures are encountered. Fog and shadow will also cover the crypt and any foliage



found will be withered and blackened. The images of townsfolk, the victims of Byōki, will appear in the shadows and fog before disappearing as quickly as they came.

For every turn the players spend wandering around the village roll a 1d6, on a 5-6 an encounter is rolled. Encounters will always appear friendly at first, some encounters, even those with monsters may end without entering combat. The monsters here wish to lure the Party inside, disguising the Mini Dungeon as a Town. Many creatures in this town, like the oni, will adventure with the Party with the stated intent of helping the adventurers. All of these arrangements end in tragedy for the Party.

#	Encounter	
1	Townfolk Family (1-4 Vampire Spawn)	+/- 1-3 Honor, DM Discretion
2	Guard (Vampire Spawn Warrior)	-5 Honor for Committing a Crime
3	Stray Dog (Will Follow You For Food)	-1 Honor for Adopting the Dog
4	Disfigured Beggars (1d6 Ghouls)	+/- 1-3 Honor, DM Discretion
5	Woman in White (Ghost)	+3 Honor for Banishing the Ghost
6	Animated Object (Any Household Item)	-1 Honor for Breaking Objects
7	Sakura Trees (1-3 Awakened Trees)	-1 Honor for Disturbing Peace
8	Guardian Naga (Only Encountered Once)	-

Tradition of this village is deeply tied to honor. The higher a person's honor the more highly respected they become. The same is true for the reverse, even to the point that the townspeople will openly attack those who have no honor. Each encounter can raise or lower a person's honor depending upon the outcome of that encounter. Pleasant encounters, favors for people and gifts can all raise a person's honor; while fights, insults, and foolishness will decrease a person's honor. A character's honor should be kept private from the player.

Honor	Villager Encounter Reaction	Status
1	Attacked on Sight	Criminal
2	Completely Ignored and Resented	Outcast
3	Scoffs and Mockery	Untouchable
4	Ignored	Serf
5	Treated Fairly	Commoner, Base Honor
6-7	Friendly Gifts and Greetings	Salary Man



8-11	Slights Bows and Modest Gifts	Honorable
12-15	Bows of Respect and Formal Language	Sensei
16-19	Extreme Formality	Master
20+	Kneeling in the Streets	Noble

- ❖ Guards will be samurai, use the *Vampire Spawn: Warrior Variant* replacing its greatsword with a nodachi, and its platemail with *Ō-yoroi* (*same statistics apply*).
- ❖ The Guardian Naga will come to warn the Party that the town is under the control of a dreadful evil and they best turn back now, lest they become one of them. After this brief warning she will retreat out of sight, using magic to escape if necessary.

LIBRARY

The library is dark, the walls thin and torn and its windows are all open and broken. Inside the shelves are barren and dusty, piles of burned books and scrolls lie in charred fire pits that litter the floor. The air in here is stuffy and the smell of mildew is hangs strong in the air.

Inside the library are two invisible stalkers conjured by Byōki to defend this place from anyone seeking its former owners once vast collection. So long has it been that these invisible stalkers have become unbridled and crazed with the need to complete their mission. They will attack anything who dares approach the library. The library also contains a decorative paper fan which appears strangely out of place.

PALACE

The Palace is closed, its gates are chained shut and rusted closed. The tall walls of its borders are overgrown with razorvine. The windows of the Palace and its guardposts glow with flickering light, and occasionally a silhouette can be seen moving within. Every inch of palace beyond the gates is polished, cleaned, and manicured as if servants tend to it daily.

The Palace is in appearance a well maintained and lived in fortress. In reality it is a graveyard and the final resting place of Osaka's royal family at the hands of Byōki. Will-O-Wisps haunt the halls and provide the eerie light seen from outside, while animated objects clean the Palace grounds.



Beyond the gold covered doors lies a great hall where scorches and battle marks mar the walls. The bones of dozens of corpses litter the Palace floor, many wearing scraps of remarkable silk gowns and the remains of tarnished gold jewelry. The light plays tricks on you, it is as if there are people watching you, moving through the palace grounds, darting from shadow to shadow. Contrary to its outward appearance the castle is unlit and abandoned. Only the lingering sound of its deceased inhabitants remain.

The Will-O-Wisps will leave the Party alone if they are left undisturbed, they have enough dead energy in this town to make risking their lives undesirable. However once the Party is well inside the Palace the doors will slam shut. The bodies, weapons, and armor of the guards spring back to life in the form of samurai Helmed Horrors wielding katanas. They are joined by their old Kitabatake, Shizune, a woman of unparalleled vanity. Inside the Palace is a small, broken, hand mirror, lying against the body of Shizune.

SHRINE

As you approach the shrine the smell of dead flesh emanates from its grounds. As you pass the gates into the shadowy yard the temple stretches up before you. A gong is sounded as you enter, yet no one is present for your arrival. The shrine to Tsukuyomi stands in the center of the courtyard, many gifts have been placed at the foot of the shrine; this is customary practice for those wishing for fortune in their futures. The sound of chimes swaying in the breeze fills the air, yet no wind is blowing.

An evil presence infests the shrine and is blocking the good fortune from shining down on this village's people. A nalfeshnee demon has taken up residence at the shrine and is using magic to hide his presence, slowly turning the villagers to hatred. He and a dozen or so bodies which he feasts upon are scattered about the ground in the courtyard of the shrine. This will become visible to characters that can see invisible objects or to creatures with blindsight. Once the demon is despatched the darkness that occupies the shrine is dispelled. On the demon's body the Party will find a scroll which contains one last charge of *Invisibility* cast from a 9th level spell slot.

Once the evil has been purged a friendly spirit will emerge; a Flame Skull, but one that does not seek you harm. He instead introduces himself and thanks the Party for their service. He is Akamine Hiroto, a once famous warrior tasked with defending this shrine in the afterlife. He has failed woefully in his tasks and now that the shrine is cleansed once again he must offer you reward. He tells the Party that he can provide useful information about the evil that has inhabited this town. He tells the Party that he does not know the identity of the one possessed, yet he knows an evil spirit has taken the form of one of the commoners. If the Party can bring him clues he may perform a spirit reading of them, revealing their past.

Item	Location	Spirit Reading
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Comb	Blacksmiths	A gift, given in friendship, and misinterpreted.
Mirror	Palace	Shattered in anger, but I sense a deeper meaning.
Ring	Well	Thrown away in hope and grief.
Fan	Library	A token left behind, abandoned.
Hairpins	General Store	A family heirloom, sold for coin.
Sandals	Bathhouse	She left them because she didn't need them anymore.
Painting	Inn	The spirit reads the Norito-soujou, or wedding vow.

GENERAL STORE

In a large and open building, with few interior walls and many tables, a dozen or so groups of men sell their wares. Five or so commoners walk about buying food and supplies from the vendors. Just about every good is available from one merchant or another, although no one merchant sells everything. The building is owned and run by a four armed insect man wearing a tabi and montsuki who jumps from floor to floor and across the building with ease, making deals and collecting his cut of the profits.

The man who owns the general store will introduce himself as Ken through telepathy as he leaps about, with no time to stop for conversation. He is a thri-kreen, as are his three brothers who inhabit the attic floor of this building in secret. They operate the store behind the scenes by day, but by night they are lethal ninjas. Donning shōzoku and using their psionic communications as well as innate spell casting to blend into the background and strike unseen. They each carry a short sword, a knife, and six darts (ninjato, tanto, and shuriken). While they remain hidden the three of them watch, each rolling perception with advantage. If any trouble occurs within the general store or if the Party has 5 or lower honor they will attack by night, ambushing the Party and attempting to assassinate them. A shelf in the back of the store is empty except for a pair of ivory hairpins. Ken claims he does not know where they came from, or whose they are, but he would part with them for the low price of 15 gp.

WELL

What appears at first as an old, unused well, is still being used by the villagers; if only as a wishing well. Occasionally people stop by to toss in coins and to make small prayers for fortune and wealth. Upon your approach; however, a fishy odor is detected at the edge of the well. Soon after detecting this odor, six massive, writhing, moist, tentacles appear from the darkness below and begin molesting the Party; dragging them down into the well.



Inside the well, some 40 feet below is a roper which has taken up residence here. Bones and coins litter its lair under the surface of the few inches of water that pools at the bottom. The tentacles can easily reach the group with length to spare. Slashing the tentacles shortens them, but deals no damage to the roper, nor does it incapacitate the vast majority of the tentacle which remain hidden in the well. To defeat this beast the Party must venture into the well, where they will find a small brass ring. If the Party is detecting defacing or polluting the well they will lose 3 honor.

BLACKSMITH

The sound of pounding steel and the heat of a massive clay furnace greet you as you enter. A large silk scroll hangs on the wall, in kanji a blessing from Kagu-tsuchi is written; the kami of fire and patron of blacksmiths. Also hanging from the walls and on stands about the room are all manner of Wuxian weapons and Wuxian armors. In the center of the room, there is a large half-ogre who is returning a blade to the fire and wiping the sweat from his brow. He turns to meet you.

The man is in reality an oni who has become enraptured with the nukekubi and so seeks to destroy any who mean her harm. To this end he disguises himself as the blacksmith to murder outsiders. He will pretend to be of chaotic good alignment, claiming, if he has reason to, that the town is indeed haunted by evil and that if he was not shunned by the common folk elsewhere he would leave this awful village. He will sell his wares to the Party at half price and offer them free room and board if they slay the evil that looms over this place. If they cannot save the town, he asks if they will take him with them. He does this to lure in and slay the Party. His name is Akita Shin and he is glad to meet you. Although he lives alone a cursory glance of his home reveals he keeps an ornate wooden hair comb, one used by maidens, on a shelf, free of dust.

BATHHOUSE

During the Day...

Many people visit the bathhouses, many more in the morning, yet even into the afternoon and evening there is traffic. The bath is segregated into male and female sections and costs 2 gp to enter.

During the Night...

The bathhouse is open, but empty. The lights are on and the water is still hot and running. Steam billows forth from the spaces in the towels and blankets that hang in doorways. The woman at the ticket counter explains that at night the baths are half off. She also warns that breaking the rules in the bathhouse is a criminal offense and that the guards will be called if anyone sneaks into the wrong bath. You don't catch her name...



Her name is Umi, and her two sisters, Junko and Naomi, are kappa. Evil water spirit demons who drown their victims and eat children. They are disguised as beautiful women of varying ages. Kappas are an eastern variant of the sea hag, and are the same in all respects except for their soft turtle shells and bald heads. They will use their illusory appearance to fool the Party. They together form a coven who manages the baths and eats intruders. Umi, the eldest, carries the eye and speaks as the tiebreaker for the covenant. Their death glare can be used in a variety of ways and to express many emotions. The kappas are very animated in their performance; an appealing suggestion is a slip of one of their robes causing a Party member to spew blood from their nose and falling to 0 Hp. The hags, ignoring their own rule, will enter the boys bath (presuming there are any) and attempt to catch them unaware and either charm or murder them depending upon their honor. Either way the result of this encounter should be life threatening. In the shoe rack, it appears someone has left their sandals.

INN

A large two story building faces the well at the south end of town. Near you a bamboo pole holds a message in Wuxian common; (“Lodging and Food”). In front is a zen garden, which surrounds stepping stones ahead of you. Overhead hangs a canopy of withered vines crawling through a bamboo lattice.

If the Party passes through without disturbing the garden they will remain unharmed; however, a single step astray from the stone path results in attack from its caretaker; the ghost of the Innkeeper. His connection is so strong to this place that he always manifests with maximum hit points.

Two sliding paper doors which have turned yellow and brown form the long years pose as an elegant entryway, even after so much time. The walls of bamboo and paper remain intact, yet have all darkened and roughened and are now brittle. Paintings scroll across the walls, depicting scenic mountain tops and branches in bloom. The inside of the inn smells strongly of incense and old paper, and the shoes of many patrons lie stacked in the foyer.

The floor inside is slightly bowed, and squeaks as you walk. Tables, set with candles unlit and covered in dust, are set about in this room for customers to dine. There is a staircase to your left; which leads you to the upstairs balcony above. Which gazes down into the diner below. At the back of the room a massive cloth separates the building into two. Upstairs a ring of doors belonging to guests is accessible by the balcony, these doors include the Innkeeper’s door; which remains locked.



The kitchen beyond lies unused, no steam rises from its pots and no smoke from its ovens, its pantry is empty and its utensils are dulled.

The inn is infested with mice, rats, bats, and beetles. The squeaking of the floor makes all rolls for stealth to be made with disadvantage. Shadows cast on the walls will play tricks on the Party, taking strange forms; most of all memories of her past as a hostess. Byoki hides herself in her room sleeping, and she sleeps most of the time; tossing and turning and mumbling troubled thoughts. She always sleeps with a locked door, and appears to be normal while sleeping unless a Perception check DC 19 is made, revealing her true nature.

Should the Party have a Honor higher than 4 she will treat them with contempt and ask them to leave her alone, contrary to the reaction of the townsfolk. Should the party have a Honor of 4 or lower they will be welcomed in and offered a room for rent; however, she only speaks Wuxian. Even while sleeping the head of the Nukekubi remains watchful and aware of its body. When its body is destroyed it is as if the coffin of a normal vampire were to be destroyed. The spirit of the Nukekubi will no longer have a resting place and cannot use any ability that relies on one. The same is true if the body of the Nukekubi is staked, the head will continue to fight, however it is unable to return to its body and cannot rest. When her body is threatened she will return to attack the intruders.

Long ago after the death of her husband due to a meaningless honor grudge she began to despise all who claim to have 'honor'. After one hellish nightmare she found that the orchestrators of her husband's death were destroyed; and with each passing night she found that more and more of the townsfolk were suffering from their arrogance, just as those that lived in the temple. What she did not know, was that it was her that was causing the town such grief, and that it would become her curse; trapping her and the town forever.

In her room lies the treasures she has taken from the town that drew her fancy over the years, and stored them here in small boxes painted with large complex patterns. They are draped in silk ribbons and filled with scrolls, jewels, gems, and strange round coins with squares punched through them. The most valuable and ornate object is a small family altar that looks as if it has been tended to and prayed at every day for 100 years. Among the magic items there is a chance of finding one or two orbs bound in silk. There is a 30% chance that one of these orbs is present, and if so roll again, this time with a 1% chance; if successful two of these orbs are present. These are Orbs of Dragonkind! A second orb can only be found in one of the Mini-Dungeons - once a Mini-Dungeon spawns with two orbs this cannot happen again. On the wall in her room is an ornate painting depicting her husband preparing for battle the day before he died. This object is worth 5,000 gold pieces. The boxes contain 14,000 (4d6 x 1000) gold and 1,750 (5d6 x 100) platinum. As well as 10 (3d6) 1,000 gp gems and one magic item from table I.



BYOKI, INNKEEPER'S WIFE (NUKEKUBI)

Tiny undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 5 ft., climb 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, necrotic

Senses darkvision 120 ft., passive Perception 17

Languages Wuxian common

Challenge 14 (11500 XP)

Legendary Resistance (3/Day). If Byoki fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, Byoki transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its Nukekubi form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its Nukekubi. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. Byoki regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If Byoki takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Shapechanger. If Byoki isn't in sunlight or running water, it can use its action to polymorph into a Tiny mouse or Medium cloud of mist, or back to its true form.

While in mouse form, Byoki can't speak, but its walking speed is 40 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, Byoki can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover and can enter a hostile creature's space and stop there. In addition if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Vampire Weaknesses. Byoki, Innkeeper's Wife has the following flaws:

Forbiddance. Byoki can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Byoki takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Byoki's heart while she is incapacitated in her resting place, Byoki is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Byoki takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite (Nukekubi Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Byoki, incapacitated or restrained. *Hit:* 7 (1d6+4) thunder damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Byoki regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Byoki's control.

Charm. Byoki targets one humanoid it can see within 30 feet of it. If the target can see Byoki, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by her. The charmed target regards the Byoki as a trusted friend to be heeded and protected. Although the target isn't under Byoki's control, it takes Byoki's requests or actions in the most favourable way it can, and is a willing target for Byoki's bite attack.

Each time Byoki or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Byoki is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children Of The Night (1/Day). Byoki magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Byoki can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Byoki and obeying its spoken commands. The beasts remain for 1 hour, until Byoki dies, or until Byoki dismisses them as a bonus action.

Multiattack (Nukekubi Form Only). Byoki makes two bite attacks, or a bite attack and a charm action.

LEGENDARY ACTIONS

The byoki, innkeeper's wife (nukekubi) can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The byoki, innkeeper's wife (nukekubi) regains spent legendary actions at the start of its turn.

Move. Byoki moves up to its speed without provoking opportunity attacks.

One With Shadows. Byoki may roll a stealth check.

Bite (Costs 2 Actions). Byoki makes one bite attack.



THE THING FROM OUTER SPACE

NEVER FORGIVE, NEVER FORGET



As the Party enters this cave they are met with a wall of blades. Standing about the entrance are a group of drow elves who have drawn their weapons in defense. A cursory glance reveals that they have just survived a battle. Some of the elves bear wounds and corroded armor, others lie in a state of unconsciousness, worse still are the two in the back; two unlucky drow who seem to be sprouting cancerous growths, their hair is falling out and their skin has become pale and thin.

The drow will warn the Party not to enter the caves and agree to aid the Party in return for healing, as long as they do not ask them to return to the cave. They were sent in as part of a scouting mission, after suffering many casualties and gaining little insight as to what resides



within they abandoned the mission. Unknown to the drow or the Party, one of the injured drow is charmed by the aboleth (the thing from outer space), acting as its eyes and ears above water and waiting to strike against its comrades. The two mutating elves have contracted some hideous form of a growth disease. Treat these two as fomorian giants, although they were not produced the same way. The drow will reveal to the Party that the creatures in the cave resemble the normal beasts encountered elsewhere in the underdark, yet their skin and eyes are of alien hues and colors.

Once the Party discovers this hidden cave the aboleth's regional effects take hold over the entire underdark. This means all water sources, both mutation pools and otherwise are poisonous, the underdark becomes difficult slimy terrain (including the tunnels of this dungeon), and the aboleth's image is free to roam the underdark's many lakes and pools.

THE MAZE

The cave now splits into three directions before splitting again and again. Forward lies a maze of tunnels, some filled with water. The tunnels wind in various directions and the soft sound of dripping water can be heard echoing through the dark hallways. There is no light down here and torches seem to sizzle and spark desperate to stay lit. The pools of liquid that fill the many tunnels of the maze are covered in a thick green algae and stagnate filling the cavern with the thick smell of decay and death. One such pool lies in front of you filling the air with a sourness.

The maze is a massive sprawling network of cave tunnels that scour the space between the entrance and the aboleth's hidden lair. The winding tunnels, blackness of the caves, murkiness of the pools, and the aboleth's illusions should make reaching the end of the maze nearly impossible if the Party does not map their progress.

The five pools that fill the tunnels are mutating as well as disgusting. Each has their own different mutation, however which pool does which effect is up to the dungeon master to decide. The aboleth uses illusions, trickery, and lair actions to entice the Party into these pools which, at the very least lower moral. The five pools give the following mutations:

- ❖ Pool 1; Greasy mutation
- ❖ Pool 2; Ooze mutation
- ❖ Pool 3; Smelly mutation
- ❖ Pool 4; Clone mutation, one creature enters, two emerge (the clone is not inert)
- ❖ Pool 5; Extra Appendages and Loathsome Limbs mutations

Finally, many strange creatures live in these tunnels and the deeper one ventures into the cave the thicker the life becomes. At its mouth the cave seems little different from any other, but as one explores further, they will find thick blankets of mold and moss coat all surfaces. Purples, greens, blues, and oranges; strange cave life in all hues and colors form colonies one atop another. As one presses onward they are likely to find strange bugs; spider, grubs, crayfish all



without pigment - or stranger yet, glow in the darkness. Then, in the depths of the maze, larger creatures can be found making their home in the tunnels.

AREA 1, THE GURGLING POOL

The way forward is blocked, the tunnel heads downward into a putrescent stinking pond, the surface of which is covered in algae and bubbles every so often. The stone becomes slicker and slicker as it approaches the water's edge. You wonder that, if you were to fall in, could you even escape such a murky, slimy pit?

At the bottom of the pool lurks a gibbering moulder. This creature spends most of its time lying at the bottom and belching forth its maddening gibber between trips to the surface to snatch breaths. Underwater the gibbering sound is muffled, cutting its area of effect down to half, but in the extreme murkiness of the water the creature is heard before it is seen. When it comes up to breath any creature in the area must make their save or fall under the effect of a sudden burst of madness. Finally the moulder is subject to the mutation of the pool it is found in.

AREA 2, THE BLACK POOL

The path dips slightly, in the area of the depression water has pooled and stagnated. The water is dark green and waist deep. Although it is rather shallow, the water stretches over an impressive area of cavern. The walls and ceiling are coated in a strange mucosa layer which drips every so often into the pool, causing it to quiver.

Most of this pool is a black pudding which forms a layer on the bottom and its trembling and subtle movements cause the pool to appear to quiver. The mucosa layer prevents any creature other than the black pudding from climbing the walls and through it the pudding gains tremorsense as the slime coats every surface surrounding the pool. As with the gibbering moulder, the black pudding, and each of its splits are subjected to the mutation of the pool.

AREA 3, THE MOON GARDEN

The path widens for a time before entering into a massive chamber further on. The stone is dryer here, and the ground is covered in debris and dirt. In the center of the room lies a massive plant. It's almost six feet tall and long vines emerge from its central stalk, draping over the room. From these vines bright flowers of yellow and orange grow in the dark. Filling the room with a sweet, floral aroma. Around it, patches of mold grow thick along the floor and have begun to crawl up the walls, covering everything with yellow and brown hair.

At the base of the plant, covered in molds, a corpse is decaying. The body of a grell, with a hole in the top of its head where the plant emerges. The rest of the area is undisturbed and it appears the creature simply collapsed here, before sprouting this plant.

Covering the floor of the cave is a carpet of brown and yellow mold. Growing in thick colonies beside one another, underneath one another, or between one another. This mixing of molds is



especially dangerous because the brown molds absorb heat, which the yellow fungus is weak to. While walking through the tunnel the yellow and brown molds will attack simultaneously because of the disturbance.

Any creature which gets too close to the plant in the center risks becoming the target of its tendril attack. The plant in the center is a yellow musk creeper, a predatory plant that burrows into its victims brains and deposits a seed. The creature then obeys the wordless commands of the yellow musk creeper until they die and sprout their own.

YELLOW MUSK CREEPER						
<i>Medium plant, unaligned</i>						
Armor Class 11						
Hit Points 22 (5d8)						
Speed 5 ft.						
STR	DEX	CON	INT	WIS	CHA	
3 (-4)	7 (-2)	10 (+0)	1 (-5)	1 (-5)	3 (-4)	
Condition Immunities blinded, deafened, frightened						
Senses blindsight 30 ft., passive Perception 5						
Languages -						
Challenge 1 (200 XP)						
False Appearance. While the Yellow Musk Creeper remains motionless, it is indistinguishable from a normal plant.						
Spider Climb. The Yellow Musk Creeper can climb difficult surfaces, including upside down on ceilings,						
without needing to make an ability check.						
Yellow Musk Zombies. The yellow musk creeper can command any number of creatures within 30 feet of it, that it is aware of, that have 0 intelligence and are plants.						
ACTIONS						
Tendrils. Melee Weapon Attack: +5 to hit, reach 15 ft., The target must make a DC 15 saving throw or be poisoned for one minute. Until this poison end, the target is paralysed. The target can repeat this saving throw on each of its turns, ending the effect on a success. Victims paralysed by the yellow musk creeper lose 1 intelligence per round until zero. The intelligence loss remains until cured with an effect that cures diseases. At zero intelligence the yellow musk creeper gains control of the target, they become a plant, and when they die a yellow musk creeper will grow from their skull within 24 hours.						

AREA 4, THE FLUMPH CLOISTER

In a hidden cove, deep in the maze, a group of cunning aberrations have made their home. As the Party makes their way into this hidden passage you notice the strange floating jellyfish creatures that have been watching you for some time. These friendly, curious, and all together grotesque creatures gaze at you with fascination before trying to communicate via telepathy.

These strange creature begin communicating with you, trying many different languages in your mind, before finding one that you speak. As the conversation progresses they change color many times, turning pink or red when angry, blue when sad, and shades of orange, green, and purple when perplexed or scared.

The flumphs cloistered here are siphoning off psionic energy from the aboleth. If the Party has a majority of evil members, this encounter is unlikely to occur as the flumphs will simply run away. Although if the group contains a majority of good characters the flumphs (7 all together) will offer aid and ask for help.



If it is not already apparent at this point to the Party, the flumphs will reveal the presence of the aboleth to them. They will inform the players that a hideous monster came from the heavens on a ball of fire and lives here still. From siphoning the psychic energy from the creature that have ascertained it to be the fearsome aboleth, a being that has come from another planet, where an empire of these aberrations seeks to conquer the multiverse. This creature is but a living probe sent to find and enslave the native races, and force them to terraform their planet for the aboleths desires. To this end, the flumphs have warned the adventurers. If they are strong enough the flumphs desperately require someone to slay the beasts, if not it is best that the Party leaves now.

They have lived here for many generations and when the aboleth is gone they will inhabit its former pool, where they will use its water to grow their eggs. Which they have already begun in the pool next to their cove.

THE GREEN CAVE

After making it out of the sprawling oozes and winding, alien infested tunnels you reach the crater. A large cavern with a hole in the ceiling that extends far above you, so far the sky is visible; a black starless night where the glow of the moon - just out of sight, illuminates the pools below. A series of craters filled with water cover the uneven rocky floor which slopes down to the largest crater. A huge pool where a large, metal meteorite sits half submerged; its surface a rainbow of colors due to the differential tempering as it plummeted to earth, suddenly cooling in the waters of the crater.

The water within the craters, which feeds the life in this cave glows slightly. An eerie green eminence which emerges from deep within and permeates the pools, casting them in a foreboding light. The algae covered water froths, foams, and bubbles, and fill the air with noxious steam. Around these pools the cave teems with life. A strange alien fungal forest full of the most bizarre forms, of which only the primordial forces of nature could concoct.

Within the forest of strange fungi something large is stirring. After watching for sometime the strange fauna of this place begin to reveal themselves. Tall mushroom men, with thick stocky bodies and thin lanky limbs stride about the cave. Their undulous, scintillating heads bobbing about, releasing spores as they do so. Glistening brains lined with fleshy, membranous, stingered tentacles float about giving off shrieks and snapping at the air with their ravenous beaks. Between them small batlike creatures soar through the air, waving about their long proboscis in search of fresh blood.

The cave surrounding the meteor has been filled with life from the primordial ooze that it brought with it long ago, which began evolving. This heated pool carries the building blocks of life and strange elements brought forth from another planet. The same meteor that brought the burgeoning baby aboleth to this planet has also sown the seeds for life itself, which have



developed here in isolation from the outside world; leading to strange and bizarre creatures much like the ones seen at the bottom of oceans or in odd fossils.

The most developed inhabitants of this cave are the myconids, although they are but a prehistoric underdeveloped variant who worship the aboleth as the 'Star Child'. They decorate the cave walls in depictions of its journey to this world, the stars from which it came, and the Forgotten Realms place in the universe. They tell stories in their melding circles and share visions of alien planets and mysterious moons. Characters who gain their trust may also share in these vision, although they are terrifying and traumatising to the human mind, targets must succeed in a DC 13 Wisdom save or take 7 (3d4) psychic damage The myconids, aware of this fear will become offended and attack. The myconids are sheltered from the outside, having never before met an intruder and having never been exposed to outside ideas. They believe that all there is exists in this cave.

The beings in this cave feast upon each other in a tightly knit ecosystem, beyond the knowledge of modern mages and holding secrets that will not be discovered again for millennia; secrets the aboleth is well aware of and will take to his grave. Certain creatures within this environment, such as the grells and myconids benefit symbiotically from each other, and as such fight together as one. The stirges, the last main fauna mentioned above, simply swarm all food.

Within the forests of fungi, in which most are harmless alien mushrooms and slime molds, some do have defensive abilities. Violet fungi and shriekers dominate the area and do not bother to attack the majority of the native life, instead only reacting to the Party intruding through the cave. Within the cave lies 18 shriekers, 21 violet fungi, 12 grells, 13 stirges, 11 myconid sprouts, 15 myconid adults, and a myconid sovereign with a wand of polymorph.

THE CRATER

As you pass through the strange fungal landscape, moving toward the center of the cave the aroma of the pools becomes stronger. The overwhelming stench of sulfurous gas and mildew, the suffocating humidity, and the constant snow of fungal spores assaults your senses. With each step the horrendous chorus of buzzing, snapping, coughing, and gurgling, grows louder until you reach the edge of the crater where the noise crescendos, filling your ears with the choir of the alien swamp.

Upon approach the creatures of the pools rise to the silent commands of their master. Several dozen species of creature share these small ponds in close proximity to each other, some living atop, beside, or within one another, all emerging in unison. The flailing of their many limbs, eyestalks, proboscis, and the movement of their various horrid forms creates the illusion of a single gestalt aberration. The writhing, excreting mass belches forth from the pools, spilling the fetid water across the floor; and in the center the aboleth breaches, revealing itself. A huge white and grey abomination, vastly larger and fatter than befits his small pools, with fins and eyes of chromatic spectra and deep wrinkles across its flabby form.



As the party approaches the aboleths crater, he will be expecting them; having read the thoughts of all the surrounding creatures that lived in his lair and doing his best to keep an eye on everyone in the Party. He will then spring forward with one of his regional effects creating an illusionary image of himself to confront the Party, attempting to bait out any prepared spells or tricks they may have had up their sleeves. His first action will be attempting to use his *Enslave* action on the member of the Party that will be the most likely to fail. While attacking the members of the party with his illusion and utilising lair action to pull the party apart separating them and attempting to push them into the scattered pools of sludge that surround him. A cunning creature the aboleth, he will only fight directly when confronted in his pool of water: the entirety of which behaves as his *Mucous Cloud* ability. The aboleth will attempt to delay this final confrontation as long as possible using manipulation, deceit, and coercion. Until he is confronted directly the aboleth will use his legendary actions of perception as often as possible, determining position, personality, and the secrets of his foes.

The aboleth is well equipped within its lair to defend itself. After exploring his cave he has gathered knowledge of the pools and has selected to gain the magical mutations that are of benefit to him. He has the *Greasy*, *Smelly*, *Ooze*, *Extra Appendages*, and the *Loathsome Limbs* mutations, as well as being equipped with a trident of warning and pipes of haunting; both of which he has made himself and are unfit to be wielded by non-aboleths. Finally there is a 35% chance that the aboleth is in possession of the Book of Vile Darkness, which he has customised to be written in an alien language of symbols and abstract etchings.

Finally the meteor the aboleth arrived in contains a vast amount of material treasures, although he has very few magic items (none that can be wielded by humans) he has an enormous trove of gems and metals. The meteor contains: three large moissanite starling gems each of flawless white worth 7,500 gp each, seven safires of differing colors each worth 500 gp, and 240 lbs of raw adamantine (worth approximately 125gp/lbs, totalling 30,000 gp of metal).

Pool	Encounter
1	A Shambling Mound in a pit of loose, rotten mud.
2	Gelatinous Cube half submerged in stringy mucous.
3	Thirteen Young Stirges (minimum hit points) molt and spring from the swamp.
4	Three Swarms of Insects fly forth from holes in the muddy banks.
5	Shriekers, One Patch grows in shallow waters only a few inches deep.
6	Four Phase Spiders wait in a webbed sinkhole.
7	An Otyugh lies buried waist deep in mud.
8	Three Chuuls sift through the algae for small fish and crustaceans.

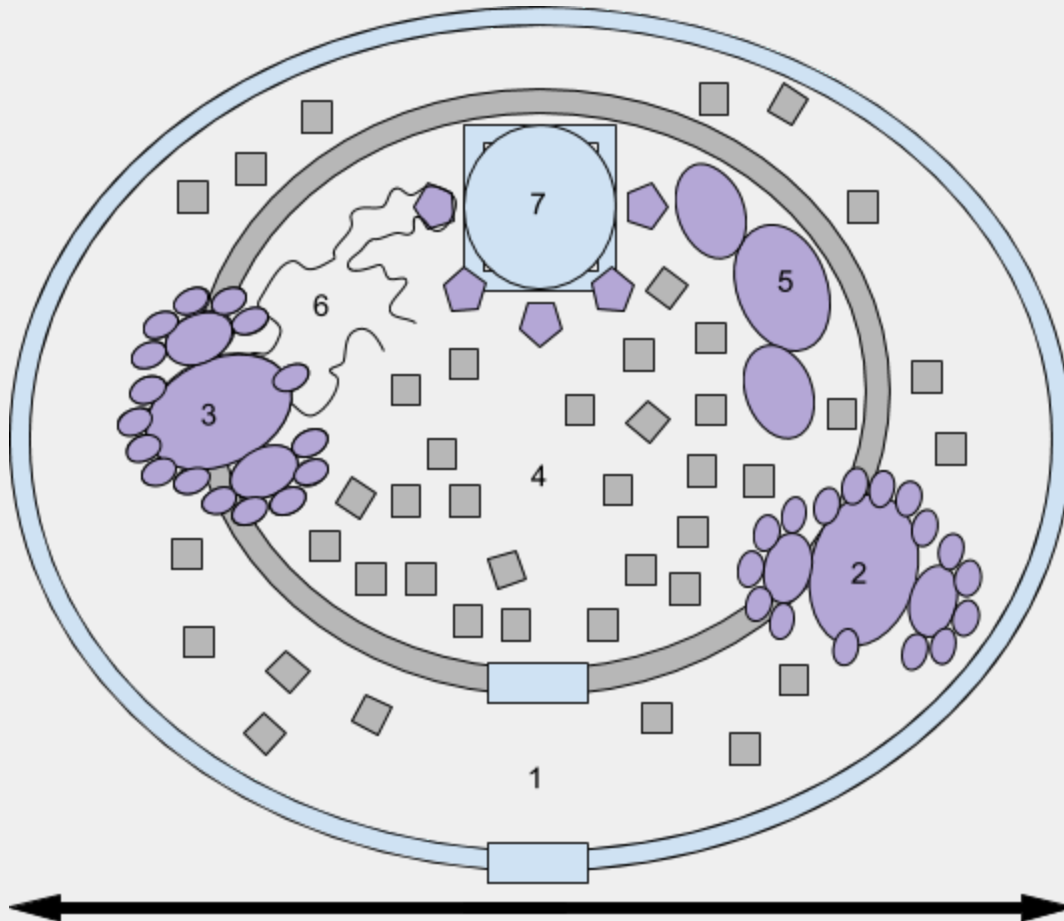


9	Violet Fungi, Three Stalks set apart in a ring surrounding the pool.
10	Three Psychic Grey Ooze squirm over each other probing and sloshing.
11	Ochre Jelly wriggle aimlessly in the swamp.
12	Roper waits at the edge of the pool eagerly seeking prey.
13	Swarm of Quippers await anything to fall into their murky waters.
14	Two Grick and One Grick Alpha bathe in the aboleths slime pool.
Center Pool	Aboleth, The Thing From Outer Space



THE WORLD EATER

IN THAT SORDID STATE, HE REMAINED UNTIL RAGNAROK



City of Atlantis
Depth: 5,285 ft.

- Human Building
- Ruins
- Illithid Building

Swimming without aid by magic at this depth for one round counts as 1 hour for purposes of determining exhaustion.

Encounter distance is 10 feet.

At this depth treat the water as the *Frigid Water* hazardous terrain.

1 mile

Falling slowly through featureless black the mind has time to wander. You think of your journeys so far, you think of home and to the inky darkness ahead of you. Every second of descent the water gets colder as your body grows heavier. Any moment now you should hit bottom. The inability to sense your fate is like a vice which grips you tight around your throat.

Suddenly and without warning you arrive. Reaching out from the darkness is the silhouette of a city. Your stomach churns as its spires come into view, the sight and feeling of swimming near these dark sunken halls fills you with dread. Sprawling out below you is the remnants of a city destroyed by time and battle. All that can be seen is blurred shapes, buildings and walls, and something else far less familiar.



Among the ruins are large orb shapes, larger than keeps, which glow about the base with strange purple lights. It is impossible to tell the nature of these strange constructs from this distance. What is visible is the fortress you have descended upon, a building of strange and ancient architecture. The structure is formed of stone block and crystalline domes, without tool marks or seams and adorned on all sides with murals of perfection and grace, regrettably much of which has been covered by carpets of clams and deep sea corals.

Clinging to the side of the fortress are five spire like tubeworms of silica armed with ensnaring tentacles and piercing tendrils. They appear to be some form of tubeworm which has grown into the castle and infested it with fleshy nets of feeling purple tumors.

The entrance to this Mini-Dungeon is informal at best. Your Party no doubt drifts down into these depths in different ways from other Parties. It is up to the dungeon master where on the map the Party starts, although it is recommended that they start within the Town Square (location 4). Each player starts the dungeon with a plot point, page #269 *Dungeon Master's Guide*. Although its location is not known to the Party the Tarrasque's presence can be felt. When the Party enters the city they must succeed on the Tarrasque's Frightful Presence ability. If the saving throw succeeds they are immune to this fear ability until they see the Tarrasque for the first time.

The ruins of this ancient city are overwhelmingly dangerous, not only because of the illithids that infest this place but because of the deadly traps and advanced technology of the Atlanteans. Their city sank years ago at the hands of the Tarrasque that lies in its inner most chambers, only to be invaded once again by the Illithids that wish to harness its power. When investigating the ruins scattered about the city the Party is likely to encounter monsters as well as treasure. On the table below, roll once for every ten minutes the Party spends excavating. This process also stirs up a large amount of silt which acts as a *Fog Cloud*. Roll twice every ten minutes when searching the inner wall ruins.

Roll	Discovery	Encounter
1	Explosion 20 ft. radius 6d6 Bludgeoning	None
2	<i>Bestow Curse</i> (Psionic) DC 22	1d4+2 Mind Flayers
3	1d6 Energy Cells	1 <i>Elasmolithid</i>
4	3d8 Energy Cells	1-3 <i>Trituulon</i>
5	Laser Pistol	2d6 <i>Illusoza</i>
6	Antimatter Rifle	None

While swimming about the sunken ruins of the city between locations and excavations the Party is bound to run into a random encounter. Every ten minutes of travel time roll once on the



following table. While swimming in open water through the city without magical aid to hide the Party, they guarantee themselves an encounter with an Elasmolithid each minute in addition to normal encounters. No more than 36 Elasmolithids inhabit the area.

Roll	Encounter
1-6	Nothing
7	1-2 Grey Ooze (<i>Psionic</i>) billowing through the water like a grotesque grey curtain.
8-9	2d6 <i>Illusoza</i> drifting about forming a wall of stinging barbs.
10	1d4 Mind Flayers skulking through the darkness.
11	1-2 <i>Trituulon</i> guarding the city from intruders.
12	1 <i>Elasmolithid</i> searching the water for prey.

The mind flayers that inhabit these hive ships have adapted to the local pressures, temperature, and salt water with the aid of illithid symbiotes. These creatures allow illithids and other psionic creatures to breathe water, swim comfortably at any depth, and protect them from the cold. These symbiotes look similar to wetsuits with fleshy breathing tubes that enter through the illithids mouths. They also carry antimatter rays and laser rifles as well, sometimes grenades.

UNIQUE CREATURES

The illithid empire once spanned the grandest reaches of space and conquered territory on countless worlds, planes, and timelines. Their superior planning, efficiency, technology, and psionics allowed them to prevail against countless species of now extinct aliens and beasts. Nowadays it is rare to encounter illithid presence anywhere else in the planes but the underdark of some worlds. Here they make refuge under the ocean, a practice abandoned by the illithids because of its resource requirement. This strange dwelling is populated by some of the strangest of the illithid variants, fringe creatures such as the ones found below.

These creatures are adapted to life down at the bottom of the ocean; the Elasmolithid, and the Trituulon are bred intentionally and are made of native creatures that undergo ceremorphosis. The illusoza and the neothelid creatures are more natural variants, neither have gone through ceremorphosis and both are native to the illithids home plane. While the illusoza is a fairly tame creature the rest of these horrors are deadly and vicious creatures.

ELASMOLITHID

Experiments into ceremorphosis on undersea life has yielded this terrifying breed of giant shark. The Elasmolithid is the product of the search for a fearsome and easily controlled undersea beast. The illithids typically dwell in moist caves or small pools but their research has brought them to the sea once more. Needing strong hunters and observant guardians the elasmolithid has been produced in large numbers.



ELASMOLITHID

Huge aberration, lawful evil

Armor Class 13

Hit Points 149 (13d12 + 65)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +8

Senses blindsight 120 ft., passive Perception 16

Languages Aquan, telepathy 120 ft.

Challenge 8 (3900 XP)

Blood Frenzy. The elasmolithid has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The elasmolithid can breathe only water.

Innate Spellcasting (Psionics). The elasmolithid's spellcasting ability is Intelligence (spell save DC 8). The elasmolithid can innately cast the following spells, requiring no material components:

At will: detect thoughts, locate creature

3/day each: misty step, greater invisibility

ACTIONS

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 22 (3d10+6) psychic damage. If the target is large or smaller, it is grappled (escape DC 17) and must succeed on a DC 11 intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the elasmolithid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the elasmolithid kills the target by extracting and devouring its brain.

mouth has been split into four fleshy grasping tentacles with concentric rings of hooked teeth and its eyes have swollen to the size of dinner plates which bulge slightly.

ILLUSOZOA

The illusoza is a rare form of deep sea illithidae that has been raised by and brought

Elasmolithids like many illithids are patient ambush predators who use their psionic powers to gain the upperhand, preferring to retreat and try again if an attack was unsuccessful. Utilising their misty step ability they can attack from anywhere at any time. Couple this with their ability to track and follow prey undetected allows them to pick their targets and attack when it is most inconvenient.

This 30 foot behemoth looks similar to a large shark, but only in the most generous of sense. Its body has become elongated and flexible and its skin, usually coarse, white, and grey, replaced with sickly, muted purple, mucosa. Its

ILLUSOZOA

Tiny aberration, unaligned

Armor Class 8

Hit Points 2 (1d4)

Speed 0 ft., swim 5 ft.

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

Senses passive Perception 5

Languages -

Challenge 1/2 (100 XP)

Magic Resistance. The Illusoza has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Illusoza's weapon attacks are magical.

Water Breathing. The illusoza can breathe only water.

Innate Spellcasting (Psionics). The illusoza's innate spellcasting ability is intelligence (spell save DC 7). It can innately cast the following spells, requiring no components:

At will: shocking grasp

ACTIONS

Tentacles. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 7 (3d4) necrotic damage.



here by the mind flayers as an area of denial weapon. These strange wrinkly jellyfish glow with a multitude of blue and purple lights and attack anything that swims too close.

TRITUULON

The trituulon is a hardier, scaled variant of the standard mind flayer. They are ceremorphosised from mermen rather than land dwelling relatives. They are slightly stronger and more perceptive but lack some of the stronger psionic features of the standard mind flayer variants. However, it should be noted that as many if not more trituulon study magic than do normal mind flayers. One out of every eight trituulon studies magic, these alhoon variants have a challenge rating of 8.

Trituulon look similar to normal mind flayers save some distinguishing features. They have no eyes and instead rely on a sophisticated electromagnetic sense, similar to that of sharks. They are covered in thick platelike scales everywhere but their tentacles and feature webbed hands and feet.

NEOTHELID

The neothelid appears to be a long fleshy worm lined with two rows of spines that stretch from its head to its tail. On one end of the worm lies a flaplike mouth that can spring open to reveal four stinging tentacles emerging from a round throat hole lined with concentric rings of teeth. The other end of the worm bears a stinger which can paralyze opponents. It has no eyes but it's psionics and hyper sensitive mechanoreceptors can detect any creature that invades its home. When it's not guarding its babies the neothelid spends most of its time curled into a tight bundle as to appear smaller than it really is. Its

TRITUULON

Medium aberration, lawful evil

Armor Class 16 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	17 (+3)	19 (+4)	17 (+3)

Saving Throws Str +6, Int +7, Wis +6

Skills Arcana +7, Deception +6, Insight +7, Perception +8, Persuasion +6, Stealth +4

Senses blindsight 120 ft., passive Perception 18

Languages Aquan, telepathy 120 ft.

Challenge 7 (2900 XP)

Magic Resistance. The Trituulon has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The trituulon's innate spellcasting ability is intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: detect thoughts

1/day each: dominate monster

Water Breathing. The trituulon can breathe only water.

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 14 intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated creature grappled by the trituulon. *Hit:* 55 (10d10) piercing damage. If this damage reduced the target to 0 hit points, the trituulon kills the target by extracting its brain

Mind Blast (Recharge 5-6). The trituulon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



skin is a slimy purple-blue hue with a chromatic oily finish which turns to a flush red when enraged.

The worm is used by the mind flayers to birth new tadpoles. The worm currently has 25 broods but will birth new hatches after its old ones have ceremorphosised or died. It will produce 1-8 broods per month while in hatching season, these tadpoles then mature for 7 months before ceremorphosised.

NEOTHELID					
<i>Gargantuan aberration, neutral evil</i>					
Armor Class 18 (natural armor)					
Hit Points 247 (15d20 + 90)					
Speed 30 ft., burrow 30 ft., swim 50 ft.					
STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	22 (+6)	22 (+6)	18 (+4)	20 (+5)
Saving Throws Con +11, Int +6, Wis +4					
Skills Perception +10					
Senses passive Perception 20					
Languages telepathy 120 ft.					
Challenge 18 (20000 XP)					
Detect Sentience. The neothelid can sense the presence and location of any creature within 300 feet of it that has intelligence 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.					
Tunneler. The creature can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.					
Innate Spellcasting (Psionics). The neothelid's innate spellcasting ability is intelligence (spell save DC 19). It can innately cast the following spells, requiring no components: At will: crown of madness, insect plague (tadpoles), thunderwave 3/day: contagion, power word stun					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +9 to hit, reach 10 ft., one target. <i>Hit:</i> 22 (3d8+9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the creature. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the creature, and it takes 21 (6d6) acid damage at the start of each of the creature's turns. If the creature takes 30 or more damage on a single turn from a creature inside it, the creature must succeed on DC 21 Constitution saving throw at the end of that turn or regurgitate all the swallowed creatures, which fall prone in a space within 10 feet of the creature. If the creature dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.					
Multiattack. The creature makes two attacks: one its bite and one with its stinger.					
Tail Stinger. <i>Melee Weapon Attack:</i> +9 to hit, reach 10 ft., one target. <i>Hit:</i> 18 (3d6+8) thunder damage and the target must make a DC 19 Constitution saving throw, becoming paralysed on a failed save for 24 hours or until cured by a neutralise poison spell.					
Mind Blast (Recharge 5-6). The neothelid magically emits psychic energy in a 120-foot cone. Each creature in that area must succeed on a DC 19 intelligence saving throw or take 46 (8d8 + 6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.					

1 THE GATEHOUSE

The portcullis hangs open, the stone is cracked, and the gate is riddled with holes. The lifeless grey stone walls stretch high and give way to open darkness. Along the sides of the wall sprawls a carpet of urchins, starfish, tubeworms, and barnacles feasting on the bones of the dead that litter this city.

The area around the outer wall is scarcely patrolled; occasionally a scouting group of illithids from Hive Shit 2 will patrol the area and elasmolithids will still attack any creature that swims through open water, but the encounter tables results 8, 9, and 10 are the same a result 7 while near the Gatehouse and outer wall.



2 HIVE SHIP 'UIU-LON'

Closer to the strange structure you can now appreciate its alien composition. It appears as a large central sphere with a multitude of smaller spheres branching off to either side, ending in fleshy roots as large as trees that anchor it into the earth. Its base appears to be a silicate shelled mat of flesh like some form of hideous giant clam. The sphere regions are hollow glassy chambers that grow from its back. In the front of the strange organism is an entrance, a porthole into the beast protected by a skin-like membrane. Shapes can be seen moving around inside although the image is blurred and distorted.

Within the alien structure it both feels and smells as if you are within a massive clam. Underneath your feet you can feel the tongue-like muscle moving and adjusting to your weight. Your brain feels like it's being invaded, it's as if fingers of electricity are running back and forth across your scalp.

The ship is a massive living organism bred for space flight. It is controlled by one simple brain, that of a disgraced mindflayer that has chosen to serve in the hopes of redemption. They are a form of kezreth, a pitiful and disgusting creature. It was tasked to land here and live just long enough that the illithids inside could use its body. Once they have a steady source of food, shelter, and protection, it dies. As it slowly rots its body is harvested for building materials and food for thralls, its last contribution to illithid society. If the Party attempts to kill the creature they may well be able to. It will not put up a fight and is incapable of doing so, although the mind flayers inside will protect it. Spells cast upon the beast will damage it, but its body will continue to protect the illithids even after death. (AC: 13 natural armor, Hp: 255)

The skin-like membrane at the opening is dual purpose. The primary function is that illithids leaving the ship get enveloped in a coating. The ship's immune cells are thickly laid into this coating to identify the illithids and protect them from biological agents. This layer also functions as the illithid symbiot used by the mind flayers. The second use is more sinister; creatures coming into the ship from the outside also get coated in this film. This identifies them as intruders, grants the illithids in the area the ability to detect them, and it begins to digest them as would a green slime. It does all this while keeping the ship pressurised. The immune responses of the ship include: green slime like solvents, swelling, toxic gas, antibiotics, increased temperature, and other effects which can deal up to 55 (10d10) acid, poison, necrotic, or psychic damages. The effects only get stronger as the Party continues, although the ship cannot use these if it is dead.

Inside the fleshy walls of the ship the psionically triggered doors, constant illithid attacks, and immune responses of the ship are all dangerous hazards but the most sinister is virtually undetectable. The ship is littered with psionic circuitry. A detect magic would usually reveal such a rune but the entirety of the ship radiates with it, which hides the runes presence. A psionic



circuitry rune can be of almost any spell, and up to three runes per room is common aboard the ships.

Living inside the ship are 20 mind flayers and 10 trituulon, only about half will be home. Within the ship lies 300 energy cells, 60 grenades, several dozen voidminds and oortlings (types of illithid brain slaves), and a multitude of handheld tools the illithids operate with psionic energy (mood stones and skull openers).

3 HIVE SHIP 'RLU-LON'

Hive ship Rlu-Lon is much the same as Uiu-Lon. The description and defense systems are the same as above and it carries one additional mind flayer who serves as their commander. This mind flayer is a Ulitharid, an especially powerful breed. It possesses two additional tentacles and is far more psionically potent than its counterparts. It gains an additional +2 to each of its ability scores, 1/day: *etherealness*, *eyebite*, an additional 15 (3d8) hit points, and deals an additional die of damage on each of its attacks. The Ulitharid also possesses a power suit, a alien device that provides increased speed and durability. While wearing the power suit the user's AC becomes 22 (no Dexterity bonus), gains 50 temporary HP, gains 10 speed, and can fly equal to their speed.

4 TOWN SQUARE

At the bottom of the ocean lies only empty sandbars scattered with sunken ruins. The collapsed remains of buildings surround you, everything is motionless. The age of these ruins is beyond man's knowledge of history. Every so often the sparkle of bioluminescence glimmers in the distance. In response to your arrival something shifts in the rubble of a nearby building. Emerging from the silt is an iron golem, its eyes glow red as it charges its weapon.

The iron golem is a robotic soldier made by the Atlanteans eons ago, it was mass produced shortly before their fall to the Tarrasque. The arm that is not wielding their massive sword is inbuilt with a automatic laser rifle, functioning as the normal laser rifle weapon but with the ability to fire with it three times per action.

Within the town lies an camouflaged creature that has so far remained undetected by illithids. A variety of treant, the Coralant is a treant with water breathing made of a coral structure. Only a druid with the aid of magic will be able to detect these creatures.



5 THRALL PENS

Three large soap bubbles cling to the ocean floor. They are filled with water but the soapy barrier prevents exit without great effort. Inside several dozen shapes drift around aimlessly. Upon closer inspection these creatures are revealed to be merfolk, but their minds have been wiped and their brains engorged for consumption. They are guarded by a troop of three intellect devourers with illithid symbiotes which allow them to breath underwater.

The three intellect devourers which guard the thrall pens monitor their minds for sentients. The merfolk have been stripped of thought and now await brain extraction; however, one has kept a tiny shred of himself, enough to hold onto his ancient Atlantean weapon. This weapon, a laser sword made from advanced technologies (same as a *sun blade*, but does not require attunement). In total the pens contain 58 oortling merfolk.

6 BREEDING CAVES

At the bottom of the ocean there is a small cave left unguarded. Its entrance lies halfway between hive ship Rlu-Lon and the castle and its tunnels connect the two. At the end of the right tunnel lies the base of the tubeworm structure that infests the castle. The water here is warmer and thicker than the ocean water outside and it's filled with small wriggling worms.

The rooms of the cave are filled with illithid tadpoles. These creatures swim up to every moving creature they can find in large swarms, they attempt to enter their brain where they will be able to complete ceremorphosis. Treat tadpoles as swarms of water breathing insects, except that if they reduce a creature's hit points to zero it kills that creature by melding with their brain. A *Greater Restoration* or a *Wish* spell can return a creatures killed this way to life, otherwise this creature will return to life as an illithid in 72 hours. There are a total of 25 tadpole swarms within the cave.

Growing in large patches within the caves are strange brain growths of various color and size. These brains will grow to one day be intellect devourers, until then they will remain in their larval form (ustilagors). Ustilagors are capable of nothing more than simple small movement and are capable of producing a scream heard only by illithids. 18 patches of ustilagors are growing along the walls.

Silently swimming about is a massive monster; one of the most dreadful and dangerous of the illithid race, the Neothelid. This is perhaps the most natural form of the illithid, a tadpole that survived its life without going through ceremorphosis. These creatures must fight for survival, eating their brothers and surviving constant attack themselves. The result is a large worm with extremely potent psionic ability filled with rage and insecurity. These creatures can grow to astounding length and their maximum age is unknown. It is believed that before the emergence of the mind flayer we are familiar with, the illithid species was predominantly populated with these neothelid while they lived on their home world.



7 THE WORLD EATER'S PRISON

The castle is still and hollow. Small fish swim through its corridors, crabs and shrimps scavenge the floor. The purple growths of the illithid hive ships cover the rubble and sprawl like web across the walls. The center of the fortress has been demolished, the ceiling hangs precariously above; no longer held by its supporting columns. The rubble has settled into a pile on the bottom, save this the massive chamber is still and empty.

The spires of tubeworms that surround the castle contain the Tarrasque and provide a barrier that prevents anything from entering or exiting. The effect is similar to that of a *cube of force* with infinite charges, set to five faces over the castle. This does not prevent tunneling in from below as shown in 6, The Breeding Cave. The secondary effect of this barrier is that it imposes the effect of *dimensional shackles* upon all creatures within the barrier. The barrier lasts for as long as the two hive ships are alive, once both are dead the barrier collapses and the Tarrasque wakes.

Creatures that enter the castle will be trapped within as long as the barrier holds, in the center of the castle lies a heap of rubble (in reality this heap is the Tarrasque laying dormant). To detect the Tarrasque a creature must make a DC 30 Perception check. No spells save for the *wish* spell can reveal its presence. The Tarrasque's slumber is ultimate and unending, while asleep the Tarrasque cannot be effected by any spell, attack, or condition of any type. It is as if a cunning combination of petrification, temporal stasis, and immortality. Only by awakening can the Tarrasque be effected or targeted, because of this there is very little the Party can do to force it to wake. It can only be coaxed awake by presenting it with 100 tons of food, once this tribute is made it springs from slumber.

When the Tarrasque awakens...

A sudden realisation of great wrong doing washes over you, coloring your perception and providing new perspective on every decision you have made until this point. This was a mistake, this whole venture was a mistake. For the first time there is reason to doubt not only your survival, but the survival of every living thing and it's all your fault. Doffing millennia of dreams the beast opens its eyes, the world seems to wake along with it and trembles with anticipation.

The fortress collapses, sinking inward the boulders are pulled from their trajectory and drift toward The World Eater. From its motionless slumber its titan reptilian form stirs. As it does releasing a pent up wave of energy that expands rapidly in every direction, scattering the fortress and ripping the stones from the earth. The shock wave cripples everything in its path and rips the ocean asunder.



Marching toward the eruption are the dozens of Atlantean battle golems that have lain in slumber under the earth. Following them are the waves of illithid troops that survived the onslaught. The ocean is alight with dozens of glowing beams which reflect off the Tarrasques shell and strike randomly across the ocean floor, an inconsequential threat to such a divine beast.

As its continues to stand the size of it seems an illusion, once fully risen the towers of the once standing fortress would only scrape its knees. The World Eater's smallest shakes and movements cleave the earth, it moves slow and deliberately but covers enormous distance with a single gait thanks to its impossible size. Its mouth cracks open the smallest portion creating whirlpools, then roars creating a second shock wave that is visible before it is audible.

When the Tarrasque awakens its regional effects take effect immediately. After eating its treasure it begins swimming towards the surface ignoring all but the most severe obstacles. If the Tarrasque takes damage it will attack its source without hesitation and will continue its assault until death. If it isn't damaged by the Parties assault it will continue until it reaches the underdark biome, where it begins to consume everything.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Tarrasque takes a lair action to cause one of the following effects; the Tarrasque can't use the same effect two rounds in a row:

- ❖ The Tarrasque consumes a swath of land 50 feet wide and 100 feet long. All creatures caught in this area of effect must make a Dexterity saving throw DC 19 or be swallowed.
- ❖ The Tarrasque instantly digests the contents of its stomach which deals 56 (15d6) acid damage to each creature in its stomach and heals it for 56 (15d6).
- ❖ The Tarrasque emits a wave of anti-magic that cancels all active spells in a 120 foot radius centered around the Tarrasque. Treat this effect as a *dispel magic* cast using a 7th level slot against each magical effect in the area.

REGIONAL EFFECTS

When the Tarrasque awakes it is the beginning of the end. The Tarrasque is more than a simple beast, more than any other creature the Tarrasque is an embodiment of destruction and savagery. The annihilation caused from its passing is of a colossal scale, its effect on The Dungeon Land will be no different. When the Tarrasque awakes the following regional effects take effect

- ❖ Animals flock in droves to the Tarrasque, compelled by some powerful unknown force. Rather than fleeing the creatures willingly give themselves up to the beast. All creatures with 3 or less intelligence succumb to this allure.
- ❖ Each day the Tarrasque will consume and destroy a biome of The Dungeon Land; starting from the underdark and moving up until consuming the mountains and then drinking the ocean. For each floor the Tarrasque consumes roll twice on the Magical Mutations table and choose one.



- ❖ When the Tarrasque awakens a wave of ancient magical energy rolls across the land upheaving everything it touches. This wave functions as a combination of the *earthquake*, *reverse gravity*, and *tsunami* spells.

The Tarrasque's overwhelming constitution proves insurmountable by conventional weapons. On page #247 in *The Dungeon Master's Guide* under the section *Objects*, > *Huge and Gargantuan Objects* it provides an optional rule for objects of this size to be immune to normal weapons; requiring instead siege weapons to be used. One of the following sections, *Damage Threshold*, provides an optional rule of minimum values for damaging an object. The Tarrasque has a similar defense to this; it has a damage threshold of 50, which is subtracted from the damage any normal sized weapon or spell attack would deal. Magical siege weapons ignore the Tarrasque's damage threshold. During the fight ancient Atlantean siege weapons can be found by the Party to fight the Tarrasque, however the Tarrasque will attempt to destroy these weapons once they are used. Finding a siege weapon through all of the debris requires a Perception check DC 20 and takes 1 round. Only 6 of these cannons can be found. They each contain enough energy for 1d4 shots, it takes 3 actions to reload the cannons. Knowledge of this alien weaponry is required to reload the cannons, page #268 *Dungeon Master's Guide*.

Roll	Siege Weapon Found
1-3	Laser Cannon, broken; cannot be repaired.
4	Psionic Zeta Wave Cannon; 36 (6d10) psychic damage
5	Laser Cannon; 46 (9d10) radiant damage
6	Antimatter Cannon; 108 (18d10) necrotic damage

The truly incomprehensible size of the Tarrasque is to be made clear in this fight. The size category listed for the Tarrasque is gargantuan (titan). Size categories do not end at gargantuan, but continue for another three categories; gargantuan < colossal < humongous < *titan*. In the description for gargantuan creatures they should stand 32 to 64 feet tall while weighing 16 to 125 tons, in its description the Tarrasque fits well in that range; why then the titan size category? Simple, that's not as big as they get. To this end we have chosen to make our Tarrasque a bit older and a bit larger. The World Eater is truly titan in size, standing nearly 500 feet tall and 700 feet long while weighing well over 1,000 tons. The World Eater shares the same statistics, abilities, and actions as all other Tarrasques; however, the reach on its bite and horns is 50 feet, the reach on its claw attack is 70 feet, and the reach on its tail attack is a terrifying 100 feet. The final difference is that The World Eater has a whopping 999 hit points, nothing can be stronger.

The World Eater is so massive even gargantuan creatures are dwarfed by its passing. Any creature colossal or smaller can climb onto the back of the Tarrasque using a grapple action. The back of the Tarrasque is difficult terrain and each round a creature spends climbing the



back of the Tarrasque they must make a Constitution check or gain one level of exhaustion. Creatures climbing on the back of the Tarrasque cannot be targeted by the Tarrasque's bite, horn, or claw attack.

Underneath the Tarrasque lies a mountain of treasure, the hoard once belonged to the king of Atlantis and was used by The World Eater as a bed for its long slumber. If the Tarrasque is ignored by the Party it will eat its treasure before it leaves. The Treasure contains 39,500 gp, 18,500 pp, 8 diamonds worth 5000 gp each, 3 jewelry each worth 2,500 each, and 4 art pieces each worth 7,500 gp. Among the magic items there is a chance of finding one or two orbs settled on the ocean floor, these are Orbs of Dragonkind! There is a 30% chance that one of these orbs is present, and if so roll again, this time with a 1% chance; if successful two of these orbs are present. Under the treasure lies a hidden door, this door leads to the finally of *The Dungeon Land*.



A CONCLUSION OF PAIN

“Do we need an end?”

“I was thinking that as well, like I want to say goodbye. But, what do we say?”

“Well, you had a summary, why not a conclusion?”

“A Conclusion of Pain, lol, I like it. But what do we say? I’m Sorry?”

“No, I will not apologize for anything written in this book, it's true that it's cruel, painful, and nearly impossible but we gave it our all. To those that have ventured through and made it to the end, that have crossed our imagination and lived to tell the tale, we raise our mugs. Everything in this book is mean, complex, and imaginative, to the victor goes the spoils.”

- A Goodbye and Thank You from Perilous Prints
(and a real conversation)



