

LD2
FOR 5TH EDITION
D&D GAME

Dungeon Module LD2

Shahrukh's Sanctum

by Tommy Huff

AN ADVENTURE FOR CHARACTER LEVELS 12-15



This module contains referee's notes, Dungeon Master's map, and player's maps. SHAHRUKH'S SANCTUM is from the Lazy Dungeon("LD") series; like others in the series, it is meant to stand on its own and is a complete 5TH EDITION DUNGEONS & DRAGONS adventure. The recommended number of players is four to five (or more) with levels ranging from twelfth to fifteenth.

If you find this module interesting and challenging, look for future Tommy Huff modules!

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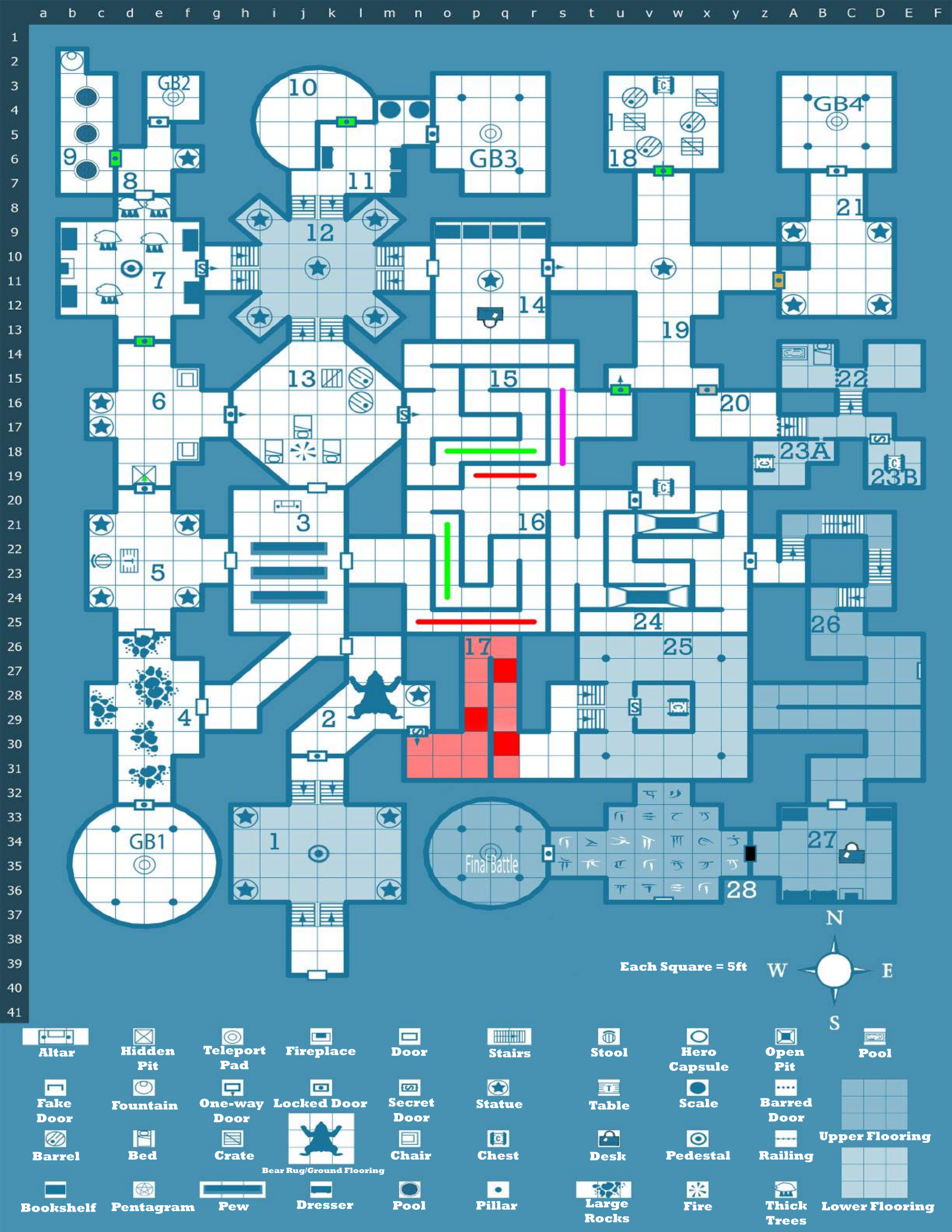
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An adventure of your
DM asking, "Are you
really sure?"



ANOTHER TOMMY HUFF DUNGEON CRAWL

If this is your first adventure of mine, then let me explain my style. I like making dungeon crawls with little to no story at all. I like giving out powerful items but also dishing out powerful traps and monsters. I love using the classic blue and white dungeon maps because I believe they instill better imagination. Also, all my adventures include Sir Eckracht. I like riddles and puzzles and having final bosses. I also like putting info in bullet points because I believe it's less strain on the eyes. Finally, the game is called Dungeons and **Dragons**, so expect a dragon.

If you are looking for a big elaborate story, balanced encounters, and sparse magical items, this not the adventure for you. If you want a dungeon crawl that might kill your character, then this is the right adventure for you.

CHARACTER'S LEVEL

It's recommended the party starts on levels 12 – 15 for this adventure.

LAZY DUNGEON?

The following series is called Lazy Dungeon (LD) because they have no adventure hooks, no story, and will require further reading at times. They are simply a dungeon that could possibly last for a single night or several nights. Many of the encounters are reused from past adventures I've written, D&D books, or online. **How or why the players are in this dungeon will be completely up to the DM.**

PREPARATION

You (the DM) will need the following books to play this adventure:

- The Player's Handbook (PHB)
- Dungeon Master's Guide (DMG)
- Monster Manual (MM)
- Volo's Guide to Monsters (VGtM)
- Xanathar's Guide to Everything (XGtE)
- Mordenkainen's Tome of Foes (MToF)

THE INFORMATION PRESENTED HERE USES THE D&D 5TH EDITION RULES.

The adventure is made for a party of four to five (though one or two more would be welcome) starting on 12th–15th level. This module can be played on its own or played as a side quest in your current campaign.

If your players are unfamiliar with hack-proof dilemmas, they may find this adventure unsatisfying. Those who know how to use their wits should find it an intriguing balance of action and problem-solving.

Finally, every player and DM are different. This adventure cannot foresee every action made by the players and thus as DM, you should rule accordingly if the rules mentioned in this quest do not correspond with the players and your group. **The DM is encouraged to add their own ideas and to flesh out the details of the dungeon where things are only hinted at or incompletely described. There is room for changes and improvements if you feel you can make the module better.**

ADVENTURE HOOK

In the style of classic D&D adventures, Shahrukh's Sanctum does away with any complicated research or adventure hooks and thrusts the characters directly into the dungeon. Once again, how or why the players got here is up to the DM.

PARTY GOALS

The DM decides the goal of the party. It could be for treasure, experience points, or simply curiosity. The DM could also fill the dungeon with his or her own ideas on why their players are there.

RANDOM ENCOUNTERS

- Every two hours in real time the DM rolls 1d6. This also occurs each time the players rest.
- On a 5 or 6, roll 1d4. The number on the d4 will determine how many creatures the players will fight.
- Roll 1d10 equal to the number on the d4. Each roll will be a creature selected for combat. For example, a 2 is rolled on the d4. The DM will roll on the Random Encounter list 2 times.
- These creatures will teleport into the area and fight the party without question.
- The creatures are listed below.

RANDOM ENCOUNTERS

1d10 Wizard

- | | |
|----|---------------------------------|
| 1 | Abjurer (VGtM pg 209) |
| 2 | Conjurer (VGtM pg 212) |
| 3 | Diviner (VGtM pg 213) |
| 4 | Enchanter (VGtM pg 213) |
| 5 | Evoker (VGtM pg 214) |
| 6 | Illusionist (VGtM pg 214) |
| 7 | Necromancer (VGtM pg 217) |
| 8 | Transmuter (VGtM pg 218) |
| 9 | Mage (MM pg 347) |
| 10 | Apprentice Wizard (VGtM pg 209) |

RANDOM CREATURE TREASURE

- Each wizard carries 4d6 gp on them.
- Each wizard has a 30% chance of carrying 1d6 Potions of Healing.
- Wizards carry spell materials components but only for their prepared spells.

SPILLS FOR RANDOM ENCOUNTERS

- Several spells have been switched out from the ones written within the wizard's stat block in the books. This will not change the CR,
- The spells from Xanathar's Guide to Everything will contain the page number, but the spells from the Player's Handbook won't.

ABJURER

- Spells stay the same.

CONJURER

- **3rd level spells:** *Fireball* has been replaced with *Summon Lesser Demons* (XGtE pg 167). *Stinking Cloud* has been replaced with *Thunder Step* (XGtE pg 168).
- **4th level spells:** *Stoneskin* has been replaced with *Summon Greater Demon* (XGtE pg 166 – 167).
- **5th level spells:** *Conjure Elemental* has been replaced with *Steel Wind Strike* (XGtE pg 166).

DIVINER

- **2nd level spells:** *Locate Object* has been replaced with *Mind Spike* (XGtE pg 162).

ENCHANTER

- Spells stay the same.

EVOKER

- Spells stay the same.

ILLUSIONIST

- Spells stay the same.

NECROMANCER

- **Cantrips:** *Mending* has been replaced with *Toll the Dead* (XGtE pg 169).
- **3rd level spells:** *Animate Dead* has been replaced with *Life Transference* (XGtE pg 160).
- **5th level spells:** *Bigby's Hand* has been replaced with *Negative Energy Flood* (XGtE pg 163). *Cloudkill* has been replaced with *Enervation* (XGtE pg 155).

TRANSMUTER

- **2nd level spells:** *Hold Person* has been replaced with *Dragon's Breath* (XGtE pg 154). *Alter Self* has been replaced with *Spider Climb*. *Knock* has been replaced with *Earthbind*.
- **3rd level spells:** *Fireball* has been replaced with *Erupting Earth*. *Blink* has been replaced with *Haste*.

MAGE

- Spells stay the same.

APPRENTICE WIZARD

- Spells stay the same.

GENERAL DUNGEON FEATURES

- The interior architecture and design are that of the high renaissance era.
- This adventure will not go into details of what the walls are made of, when was this built, etc.

WALLS

- Walls extend about 10 ft and about 3 ft thick.
- Walls heal themselves, so any spells or forceful ways to go through walls become useless. Moreover, this dungeon does not allow creatures to teleport to and from it or within it unless they have been allowed to do so by the Lich.

DOORS

- Doors are about 7 ft tall and 2 ½ - 3 ft wide. Doors will need to be pushed open.
- Locked doors can be busted down with a Strength DC 20 or a Dexterity DC 15 using Thieves' Tools. Doors that can be unlocked this way have a slight green tint to them on the DM map.
- On the DM map, some doors have an arrow on them to say they are a one way only door (sometimes the arrow is green on the DM maps for easier viewing). These doors will shut after a minute unless something is propped in them. Moreover, these doors can only be opened by the special means described in that area. So, if the party comes to the door from the wrong side, there will be no way of opening it.

PILLARS

- Pillars provide half cover (PHB pg 196).

AIR

- Despite being in a cave, the air is fresh and breathable.

LIGHT

- Well-lit by magical torches that don't produce smoke or extinguish.

GENERAL FEATURES

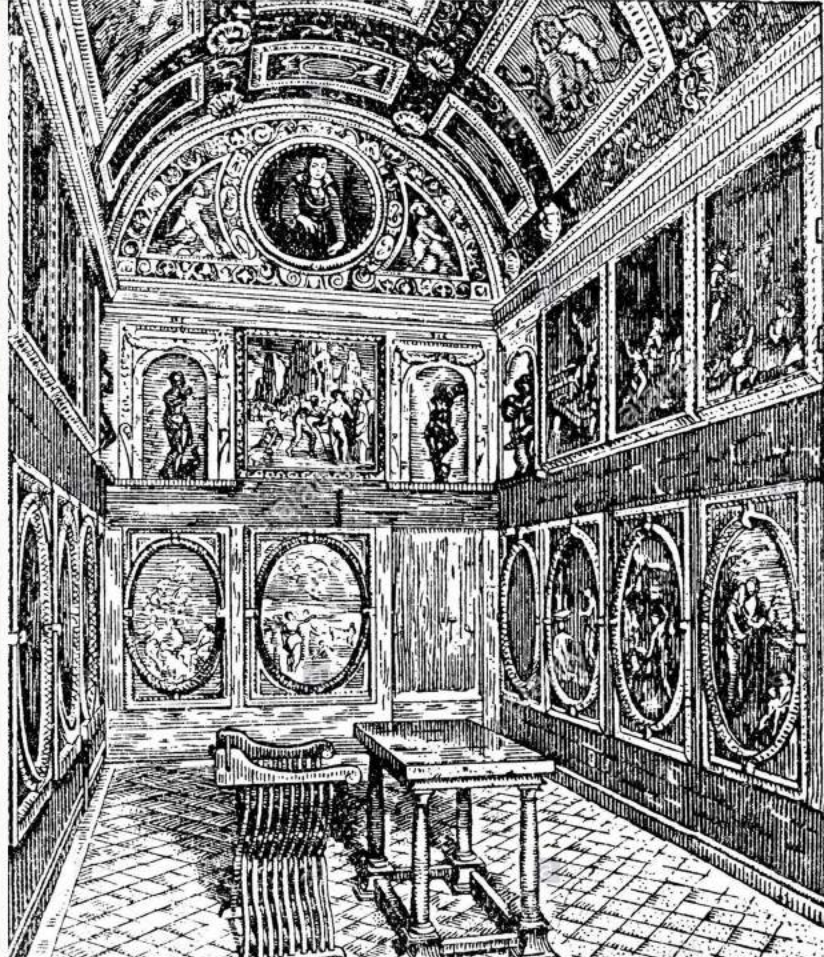
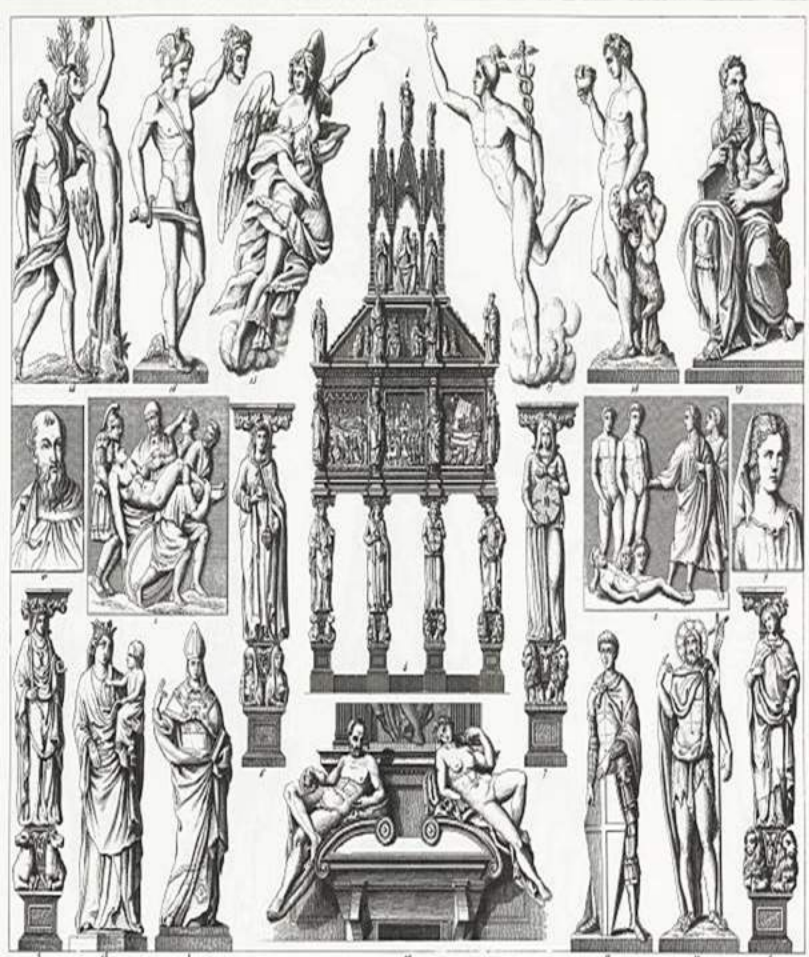
- This dungeon hasn't been touched in many years. Because of this, the architecture is not up to par. Walls are cracked, ceiling drip, floors are uneven, etc. Moreover, the area is covered in dust, mold, and webs from the lack of care. The only areas that look like they've been cleaned and kept up on are Areas 26–28, and the rooms that contain the guardian battles and final battle.
- Everything is unkempt too. So, books and scrolls are lying about, food is rotting in the corner, dead adventurers are left to rot, etc. Yet, the traps, puzzles and anything deadly is quite active.
- Through the ages, wizards seeking guidance or power have come to this place but only to have their minds destroyed by the Lich's power. Now, these wizards roam the halls as merely mindless servants only used as puppets of their past selves (aka random encounters).

PLAYER MAP VS DM MAP

- The players will have access to individual area maps. These maps do not show secrets or key features and are given to the players only if they discovered the area. Feel free to draw or print these maps. Whatever works for you works for me.
- The DM will have access to the full map and the individual area maps the players have, but theirs will contain secrets and key features.

Text in boxes like this is used to describe things to the players. These descriptions will not give away every little nook and cranny or everything within the area but rather just a little bit of info to get the players started. Each text box will end with it asking the players how they want to proceed.

HIGH RENAISSANCE ERA EXAMPLES

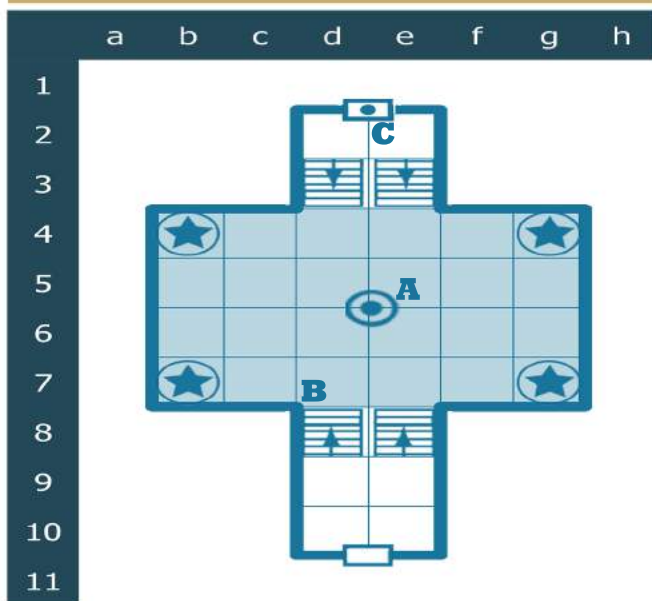


AREA 0

You stumble and struggle through branches and trees. Vines trip you up as you make your way deeper within this dark jungle. Finally, after which seems like an eternity, you see the small opening of a cave covered in ugly weeds and thorns. What do you do?

- Area 0 is not on the map. Moreover, feel free to add some random forest encounters (levels 11-16) XGtE pg 99-100 to spice up the game.
- Shahrukh's Sanctum is hidden deep within a dense rainforest. The entrance to this temple is through the cavity of a large rock. Nothing makes this cave special, however, what lies inside is quite special.
- The rainforest is too thick for horses. Players who make a Wisdom (Survival) or Intelligence (Nature) DC 15 can make their way through the trees and branches.
- A *Detect Magic* spell can sense an aura of various schools of magic protruding from within the cave.
- There is nothing there to stop the players from entering into the dungeon.

AREA 1



The foul stench of rotting flesh fills your nostrils as you step within the area. A loud moan for help is heard close to you. In the center of the room stands a pedestal with a glowing orb atop it. A voice beckons you to touch it, or maybe it's just your imagination. What do you do?

UNIQUE FEATURES

- Four statues sit in the four corners. Each is doing a different pose, and each has its face broken off.
- This entrance room is bare and uninviting. No sign of who lives here is made present in any form.

A: I SEE IT. I SEE YOUR... DEATH

- In the center of this chamber sits a crystal ball that sits snug atop of a pedestal.

- Looking into the ball will show death for the onlooker. It will show them touching the crystal ball and falling to the floor dead.
- The crystal ball has the *Sympathy* spell placed on it and draws players closer to it. Players will need to make a Wisdom save DC 20. Those who fail this save will touch the orb and die. Touching the crystal ball has no saves.

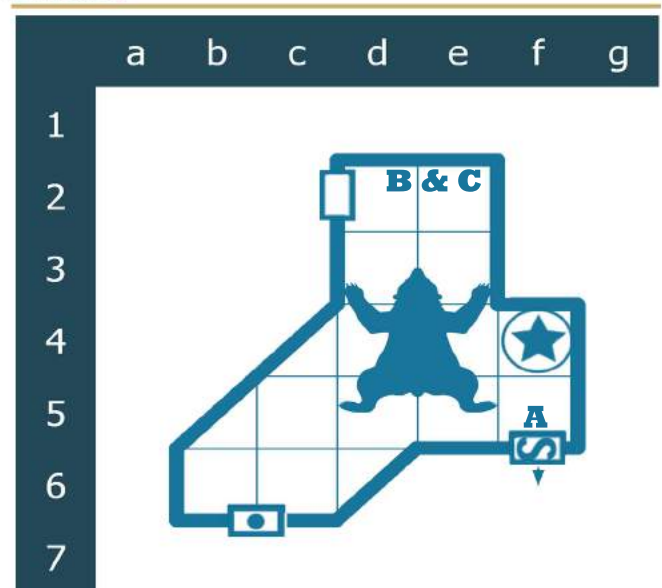
B: GATE GUARDIANS

- A male Elf (as **Commoner** MM pg 345) lays dying at the base of the steps closest to entrance. Performing a Wisdom (Medicine) DC 10 will stabilize the Elf.
- This Elf tells the players he barely escaped from the dungeon but has learned the following information. He informs the players that four guardians must be slain before anyone can have an audience with the Lich.
- He does not inform who these guardians are, but he is for sure they all dwell within the dungeon.
- What happens to the Elf after this is up to the DM.

C: ARM WRESTLING A DOOR

- The door to the north contains a large buff arm protruding from it. This arm is bent at the elbow and the hand is open.
- a player will need to arm wrestle this door's arm for the door to open. This is done by the player performing a Strength save DC 25.

AREA 2



Fresco of weird alien life forms and ancient creatures enslaving humans cover all the walls. Large webs block the view of anything further, but you can hear talking within the area. What do you do?

UNIQUE FEATURES

- A nice bear rug sits in the middle of this room. Stepping on it will make it roar.
- The only statue in this area will change poses when no one is looking.

- The area is covered in frescos. The humanoids in these frescos will move about the walls and talk to each other.

A: GREEDY SECRET DOOR

- A secret door can be found to the south. Players will need to make Wisdom (Perception) DC 15 to find it.
- On the wall is a thin slit. In small Dwarvish writing above this small hole, it reads "Give me money, and I will open."
- Players will need to pay this door a total 100,000 gp for it to open. When the correct price is paid the Dwarvish writing changes and says "Thank you for the kind donation. Push me open."
- If players try to open the door before the proper amount is paid then a **Skull Lord** (MToF pg 230) will appear and fight the party. This Skull Lord will appear each time the door is incorrectly opened. XP stops after five Skull Lords. The door cannot be opened unless it's paid.

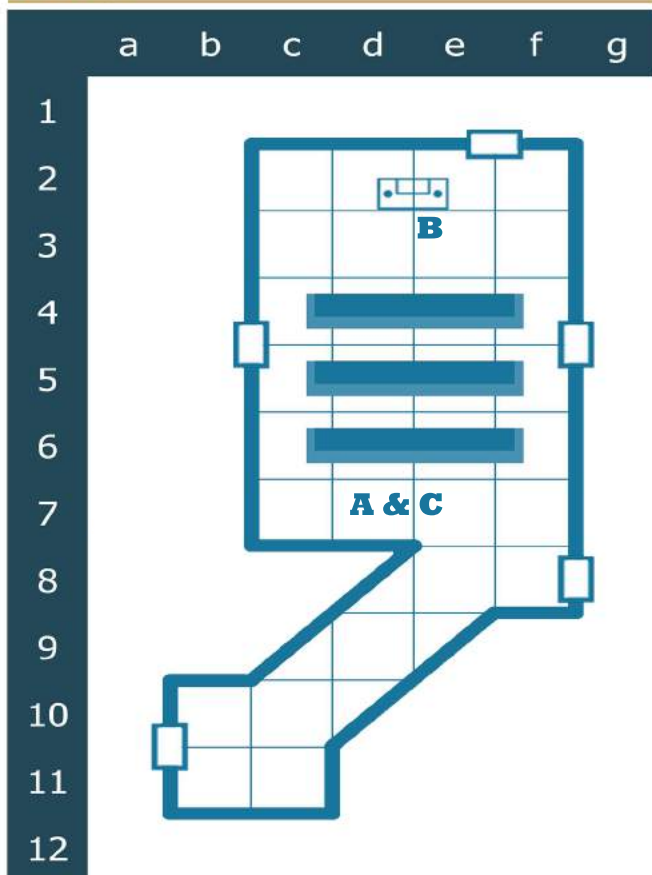
B: KEY IN THE WALL

- An Intelligence (Investigation) DC 15 will reveal a key hidden in the wall's fresco.
- This key opens the prison cell in Area 22.

C: SOME BIG WEBS

- The entire area is covered in large webs. These webs can be found in the DMG pg 105.

AREA 3



You find yourself in a worn-down chapel covered in green slime. The pews are broken, religious artifacts are desecrated, and the whispers of sacrificial chants are heard, but the only ones here, besides yourselves, are three figures nearing a black book on the altar. What do you do?

UNIQUE FEATURES

- The black book is chained to the altar of this chapel. When players approach, the book twists and struggles against its chains. What the book is will be up to the DM.
- Ghostly monks travel through this chapel with arms crossed and heads bowed in prayer. They utter all sorts of prophecies involving the player's death. They can't be interacted with.

A: ONE AT A TIME

- In this area, only one door can be opened at a time.
- Players must shut the open door in order to open a new door.
- There is no way to get around this.

B: TRIO OF DANGER PART 1

- The party will run into three humanoids within this area.
- They consist of the following:

Cyne CN Female Tiefling **Warlock of the Fiend** (VGtM pg 219). Cyne is tall, with brown hair and soft hazel eyes. Cyne seeks to master the secrets of chaos magic. She is looking to get close to the Lich to learn his secrets.

Yabtae NE Male Gnome **Assassin** (MM pg 343) Yabtae is slender, with golden hair and brown eyes. He wears sturdy clothing and a wide-brimmed hat. Yabtae is searching for Lich's phylactery because he wants to hold it over the Lich; essentially controlling him.

Zar Thug NG Male Half-Orc **Warlord** (VGtM pg 220) Zar Thug looks to be a mighty warrior, although, part of that comes from his armor. Zar Thug is hunting the Lich who killed his father in front of him.

Zar Thug wears a Dread Helm (XGtE pg 137) making his eyes glow red, a Cloak of Billowing (XGtE pg 136) making his cloak constantly billowing even if there is no wind, and Smoldering Plate Armor (XGtE pg 139) causing odorless spoke to rise from the armor. Finally, he wields a greatsword.

- The three adventurers' personal goals are not known to each other. They work together because they were paid by a wealthy merchant to find the crown of the Lich. Since each had a personal investment with the Lich, they thought they would seize the opportunity to get close to him. (The Lich does have a crown, but it doesn't have any magical properties, It's worth 200,000 gp.)
- Because this is a lazy dungeon, the goal of each member will not be explored more than beyond this point. As DM feel free to include more to these roles and motives.
- After any role-playing, the trio will go through the north door (they'll close any open doors to do so) and close it behind them (leading to Area 13).

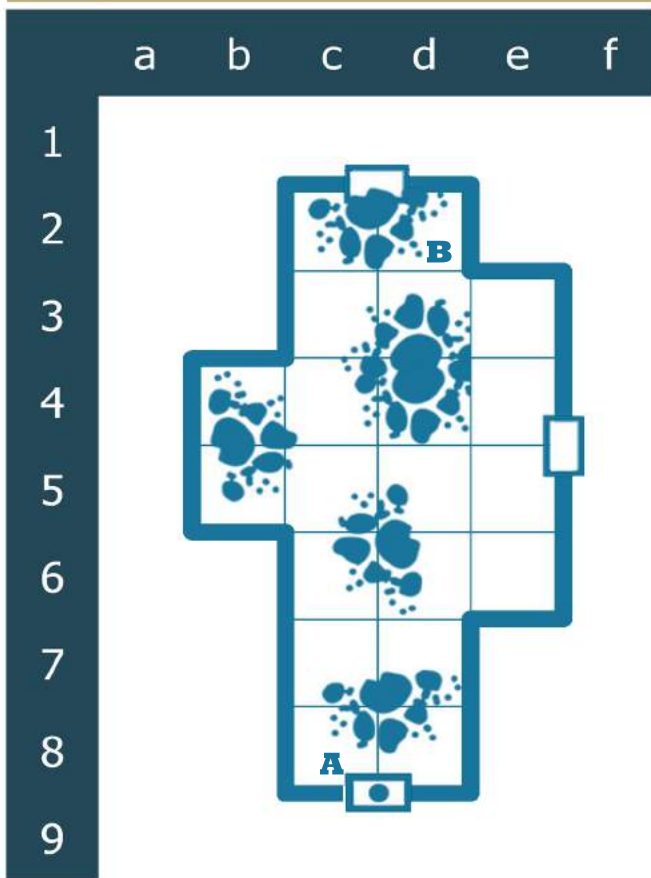
THE TRIO AND THE FUTURE

- The trio will show up a couple more times throughout this adventure.
- They will drop hints or sometimes important items to further the adventure. However, they can also die too. If the trio is dead at certain points, have the items that are of importance still worn on their dead bodies. If they have important info to help the party, then have it that they wrote that info down and it too can be found upon their bodies.

C: IT'S SO GREEN

- The entire area is covered in Green Slime (DMG pg 105).

AREA 4



Chunks of the ceiling have collapsed within the area and covers most of the chamber. A thin glowing mist hovers at the floor. Six humanoids have noticed your arrival. Their skin is green and scaly and small drops of green liquid drips from their mouths as they approach you with a look of hunger. The six men are approaching. What do you do?

UNIQUE FEATURES

- The thin glowing mist swirls around the floor. Those staring into the mist longer than a minute are suddenly overwhelmed by a sensation of falling which only ends when they shut their eyes.
- Every now and then, a blast of hot air rushes through the area.
- Because of the rubble, this area is difficult terrain (PHB pg 190).

A: BATTLE WITH DRAGON MEN

- Six Half-Green Dragon enemies await the players. They attack on sight and can't be bargained with.
- The six are a Half-Green Dragon **War Priest** (VGtM pg 218), Half-Green Dragon **Swashbuckler** (VGtM pg 217), Half-Green Dragon **Master Thief** (VGtM pg 216), Half-Green Dragon **Bard** (VGtM pg 211), Half-Green Dragon **Blackguard** (VGtM pg 211), and a Half-Green Dragon **Archdruid** (VGtM pg 210).

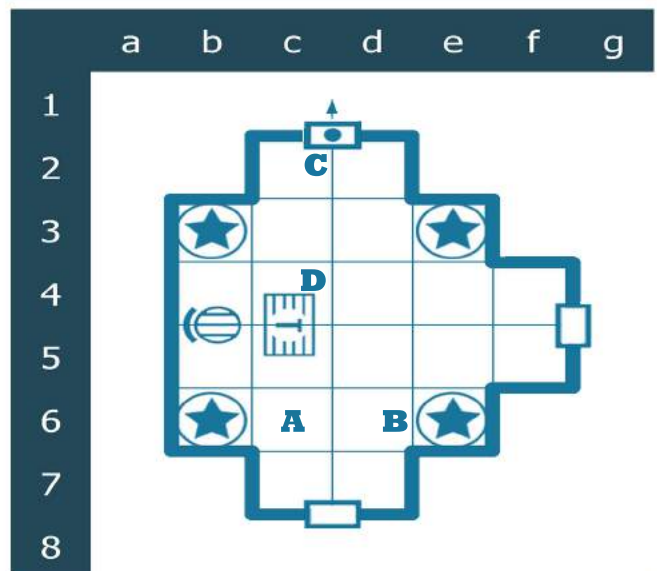
BECAUSE THESE ARE HALF-GREEN DRAGONS, THEY RECEIVE THE FOLLOWING FEATURE:

- They gain Blindsight with a radius of 10 feet and Darkvision with a radius of 60 feet.
 - Because they are Half-Green Dragon's they gain resistance to poison damage.
 - They know Draconic as a language.
 - They gain Poison Breath (recharge 5-6): The Half-Dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 6d6 poison damage on a failed save, or half as much damage on a successful one.
- An Intelligence (History) DC 20 reveals that these Dragonborn are the offspring of an Ancient Green Dragon that collects heroes and using the ability to turn humanoid will mate with them.
 - Finally, the door to the south will not open unless all six enemies have been taken out.

B: FLEX THOSE MUSCLES

- Large amounts of ceiling rubble cover the entire area. In truth, these rocks do provide half cover (PHB pg 196).
- Several larger rocks are blocking the northern door. Player(s) will need to make a Strength DC 25 to move these boulders.

AREA 5



This room looked to once be an office of some sorts as a desk is present and many books and papers are scattered about. Large bubbles float around the area, bouncing off objects and not popping. What do you do?

UNIQUE FEATURES

- If a player sits on the chair, a distant fiendish cackle can be heard before slowly fading away into a low cackle.
- A sheet covers a portrait hanging on the western wall behind the chair. The portrait is that of the Lich while he was still human.

A: FEAR BUBBLES

- The area is filled with bubbles that can't be popped by normal means.
- If a player looks inside a bubble, it will show them their darkest fears.
- The bubbles act like the *Fear* spell with a Wisdom DC 15.
- Players will need to state their fear out loud for the bubbles to pop (the DM will probably want to ask each player in secret so they know). If the player is immune to fear, they don't need to worry about the bubbles.
- Once each player faces their fear the door to the north will unlock.

B: THOSE STATUES ARE HOT

- The four statues in each corner are Fire Breathing Statues. See DMG pg 122 for details.
- These statues also depict the Lich as a boy, teen, adult, and finally an old man.

C: HIDDEN PIT

- On the other side of the north door (Area 6) is a hidden pit.
- A Wisdom (Perception) DC 18 will notice the outline of the hidden trap door.
- When 30 or more pounds are placed on the trap door it will fall in and lead to a bottomless pit.
- The trap door will shut after five minutes.

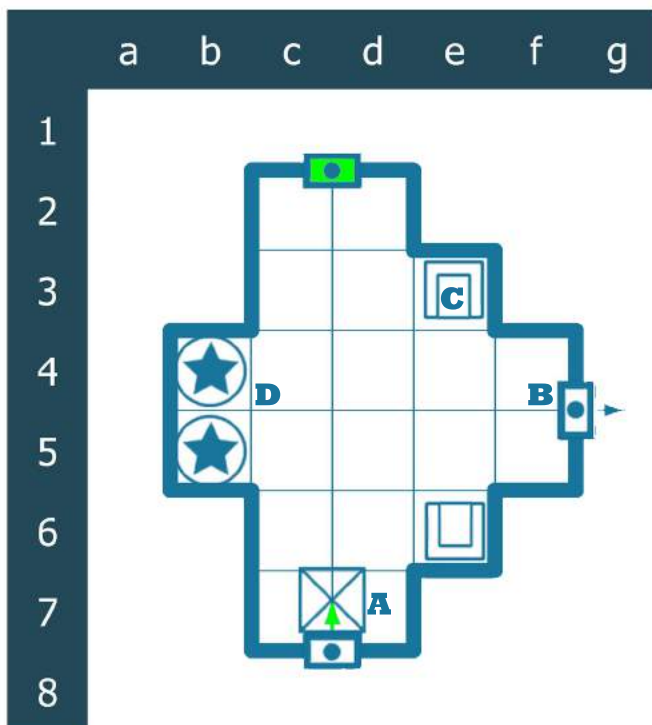
D: IMPORTANT NOTE

- A note is found on the table. It reads:

"The Archmage Kajol sure likes her riddles. How am I supposed to open the secret door with just her saying, 'I'm made of glass, this much is true, but when you look, you won't see through. Reflect on this, and you'll find a clue.'"

- The answer to this riddle is a mirror.

AREA 6



The smell of rusting metal hits your senses even before entering this area. The room is covered in rusted weapons and armor. Yet nothing rusted sits on the two beautiful armchairs to the east, nor do they touch the statues to the west. A strange churning sound can be heard from the ceiling. What do you do?

UNIQUE FEATURES

- Whispers can be heard within the slight breeze of this area, or it could just be the party's imagination.
- A metal frame sits on the western wall near the northern door. It looks like an ancient mirror except for the absence of any glass.

A: HIDDEN PIT

- See details of Area 5 letter C.
- Show picture 1 if the party falls in.

B: ALL AT ONCE NOW

- The eastern door has eight door knobs.
- All eight knobs will need to be turned at once for the door to open.
- When the door is incorrectly opened it will attempt to cast a *Polymorph* spell with a Wisdom save DC 18 on the player(s) trying to open it.

C: YOUR WEAPONS ARE USELESS

- If a player sits on the northern chair, ground up rust monster antennae pours like a fine powder from the ceiling.
- A Wisdom (Perception) DC 15 will spot the small pressure plate on the seat of the chair.
- The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing ground up rust monster antennae to fall from the ceiling, forming a cylinder that is 30 feet tall and has a diameter of 5 feet. Each creature in the cylinder must succeed a Dexterity save DC 13, or any non-magical metal openly worn or carried rusts. Non-magical metal weapons take a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.
- Non-magical metal armor or a metal shield takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

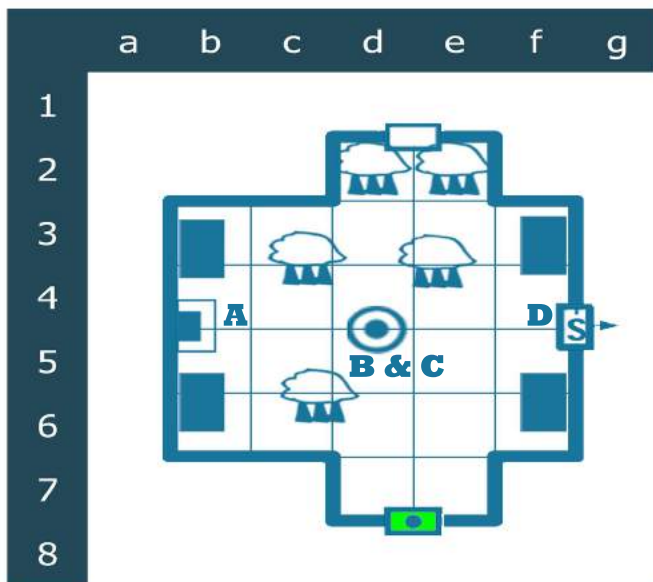
D: A MAP TO ADVENTURE

- The two statues near the western wall are that of a man and woman in adventuring gear.
- The man holds a rolled piece of paper in his hand. Taking this paper reveals it to be a map to another land and signs of this land having great treasure.
- The woman holds a mirror shard. This mirror shard is used for Area 23B.

AUTHOR'S NOTE

This map was just going to originally lead to nowhere or a false item, however, if you can make it work as an actual adventure then please do so.

AREA 7



You find yourself outside deep in a forest. A forest with a fireplace, bookshelves, a pedestal containing a gem, and doors. Yet, you can hear woodland animals, feel the wind on your face, and smell the trees. What do you do?

ODORS

- This area's smell changes based on the environmental state it's in. These smells are those that can be smelled with that native environment.

NOISE

- This area's noise changes based on the environmental state it's in. These sounds are those of native creatures to that environment.

UNIQUE FEATURES

- The walls and ceiling look as if one is outside. Trying to touch this outside area won't do anything special. Players will just feel the wall.

A: WHAT A NICE SWORD

TRIGGER

- A rapier hangs above the fireplace. Behind it is a tapestry depicting a large green dragon head.
- If the players try to touch the sword a nasty effect occurs.

EFFECT

- The green dragon head woven within the tapestry opens its mouth and sprays a massive amount of poison.
- The poison covers a 15 ft cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 22d6 poison damage on a failed save, or half as much damage on a successful one.

COUNTERMEASURE

- The poison will not spray if the party has killed the Ancient Green Dragon.

BLADE OF THE DUELIST

Weapon (rapier), legendary (requires attunement)

- A finely wrought rapier with minimal embellishments.

- Every time you make a successful hit with it increase its attack and damage by 1.
- This bonus cannot exceed +5. Moreover, any increases will reset if the player misses, leaves the battle, drops the sword, or dies.
- The players offhand must be free.

B: ENVIRONMENTAL CHANGE

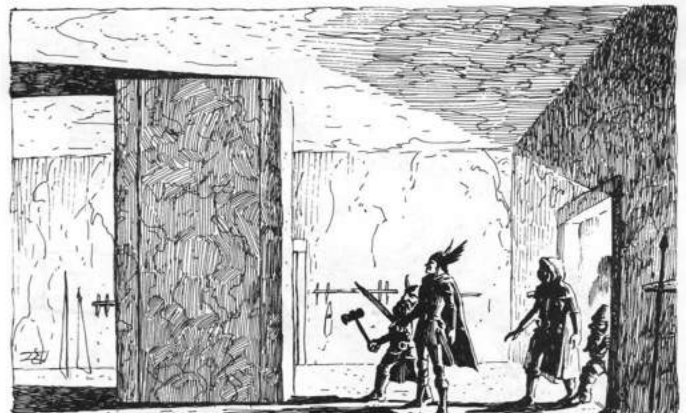
- Players will notice the entire area is covered in trees, plants, and other forms of plant life. Thick vines and tangled thickets cover the door to the north making it unapproachable, the floor is difficult terrain (PHB pg 190), and cutting a five-foot path takes an hour.
- A large pedestal sits in the center of the area. On top of this pedestal is a cracked gem that's surrounded by four buttons located in each of the cardinal directions. The north button is currently pushed.
- When the other buttons are pressed, the area changes. When the west button is pressed, the area becomes a desert that players will need to make saves against the Extreme Heat (DMG pg 110). When the east button is pressed, the area becomes a frozen wasteland that players will need to make saves against the Extreme Cold (DMG pg 110) When the south button is pressed, the area becomes that of a swamp that contains deadly diseases (DMG pg 257 for Sewer Plague)
- When the other buttons are pressed the area changes and that also means the plants blocking the door to the north will cease to exist. However, each time a button is pressed, the players will need to make a save depending on what the new area is.
- While in the plant environment, players don't need to make a save, but clearing the path to the north door will take several hours. During this time feel free to increase the chance of random encounters.
- Only one environment can be active at a time.

C: DON'T TOUCH THAT

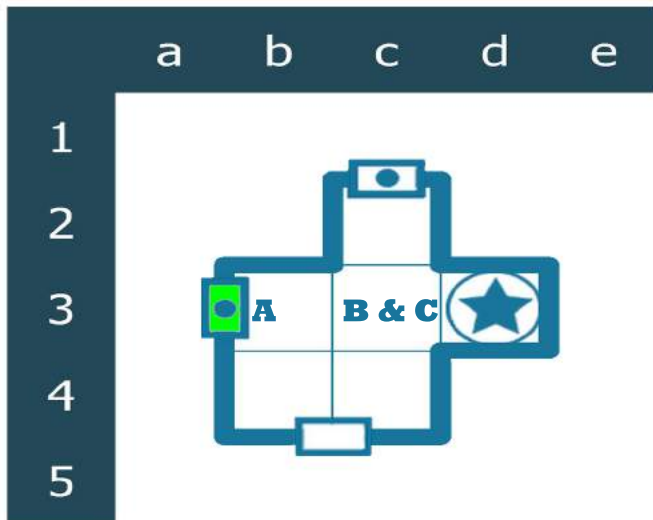
- Players who touch the cracked gem will teleport to the beginning of *Dungeon Module LD1: Haunted Castle*.

D: ARE YOU SURE YOU WANT TO OPEN IT?

- The eastern wall contains a one-way secret door. The door's outline can be spotted with a Wisdom (Perception) DC 20.
- The door can be opened by removing the cracked gem from the pedestal. However, as we've seen touching the gem will teleport the player who touches it.
- Something like the spell, *Mage Hand* or even just shaking the pedestal causing it to fall off will work. Once, the gem is removed, the door will reveal itself and open.



AREA 8



This small room is simple and peaceful. A statue of a nude woman sits within an alcove to the east, a beautiful rug covers the floor. Suddenly a knocking is heard from the western door. The knocking becomes a banging. What do you do?

NOISE

- The banging is coming from the Kuo-toa. See Area 9 for details.

UNIQUE FEATURES

- Looking closer at the rug, one can see it's a map to who knows where. (You as the DM might say otherwise)

A: I FEEL SMALL

- The door to the west can be unlocked like any other door found in this adventure, however, it's what happens after is the problem.
- Players who succeed on a Wisdom (Perception) DC 12 will notice that the inside of the doorway is imbued with strange, unreadable runes, and those who succeed on an Intelligence (Arcana) DC 15 will know the runes true nature.
- Players who go through this doorway will have their size reduced to that of tiny. The door can be negated with a *Dispel Magic* DC 15. If a player finds themselves to be tiny, a *Wish* or similar spell can reverse the effect.
- A player who is tiny will have the following changes: speed is reduced by half, +2 to AC, Strength and Constitution -2, and all equipment is now too heavy unless considered it was originally considered light. As DM feel free to change this as you see fit.

B: WHAT IS THAT STATUE THINKING?

- The statue to the east of the northern door resembles a nude woman with one ruby eye and an eye made from a mirror shard. This mirror shard is used for Area 23B.
- Whenever a player that can speak at least one language comes within 30 feet of the statue, the statue will ask a question in a language the character can understand.
- Until the question is answered correctly, the door to the north cannot be opened or destroyed by any means.

- If a player provides an incorrect answer, the statue fires a beam at it. The player must make a DC 15 Dexterity saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one.
- The question is the following:

What is the only way to kill a Troll?

Answer: Acid or Fire

C: DON'T GET TOO CLOSE

- The ruby that acts as an eye for the statue has magical properties.

TRIGGER

- The player touching the ruby must make a Wisdom DC 15 saving throw.
- Success renders the character immune to the effect until they lose contact with the ruby.

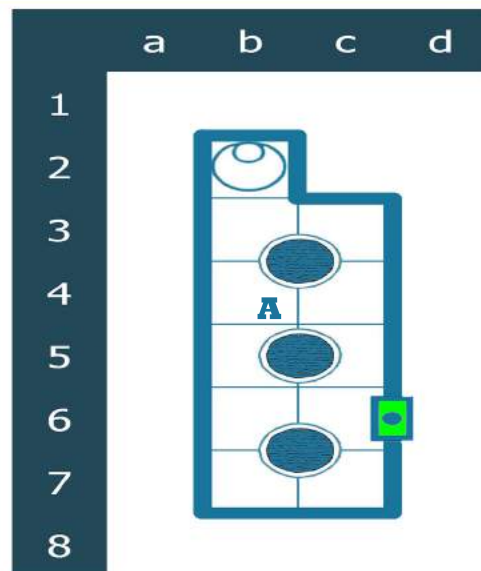
EFFECT

- Failure results in them becoming extremely paranoid of every living thing around them, to the point where they will attack anything that gets too close.

COUNTERMEASURES

- This continues until they roll a successful wisdom save against it or until 3 turns after they lose contact with the ruby.
- A *Dispel Magic* DC 15 or *Remove Curse* spell used on the afflicted character will cause them to recover, but if they are still in contact with the ruby, they will still have to roll a wisdom save on their next turn.
- If the above-mentioned spells are cast on the ruby instead (same DC) it will remove the trap entirely and players under the curse will no longer be affected by it.

AREA 9



This area is damp with water. You can't make a move without it splashing around. It probably comes from the three pools, the fountain, or maybe the four fish-men. These fish-men are talking to each other in a language you may or may not understand. What do you do?

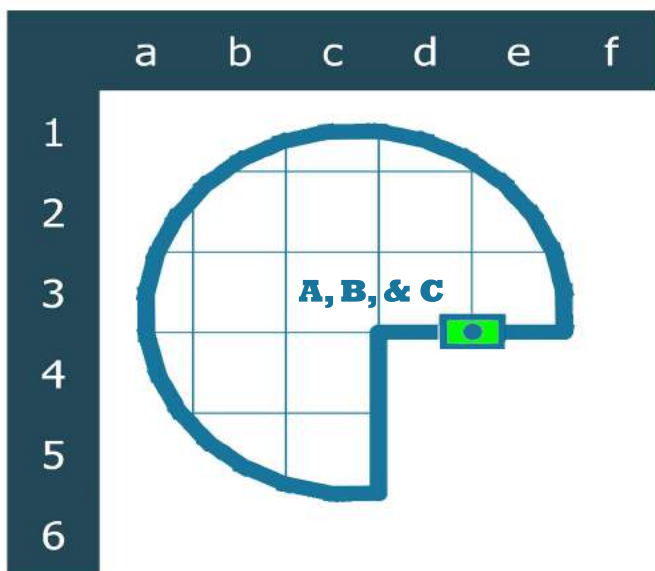
UNIQUE FEATURES

- The fountain to the north runs with blood. Using a *Remove Curse* spell on the blood will cause it to become a fountain of healing with 5 uses. The healing will act like a long rest.

A: BLIBDOOLPOOLP

- Four **Kuo-toa** (MM pg 199) are talking amongst themselves in this area.
- They came from the three pools shown on the map. Players may go inside these pools and find themselves in the Underdark. What happens beyond that is up to the DM.
- Those who can communicate with the Kuo-toa can discover they are looking for a place to worship their goddess, Blibdoolpoolp. They are also thinking of changing the statue outside this area (Area 8) into her image.
- Players can attempt an Intelligence (Religion) DC 15 to recall who Blibdoolpoolp is.
- Moreover, they can attempt a Charisma (Performance) DC 20 to perform the dance of the lobster to the Kuo-toa. If successful, the Kuo-toa will accept you as friends and join the players. As DM, you could choose some other skills for this too.
- Show picture 2.

AREA 10



This odd room is covered in yellow mold, filled with balloons, and pictures of clowns. Circus music starts playing and goofy laughter can be heard. What do you do?

AUTHOR'S NOTE

The clown theme really has nothing to do with the area. I just thought it sounded different and went with the bouncy floor.

UNIQUE FEATURES

- This area has a chandelier hanging from the ceiling. This is about at the 40ft mark.

A: BOUNCY BOUNCY

- This area has a 60ft ceiling, and the floor is made of rubber.
- Movement across the room sends nearby players bouncing into the air.
- A successful Intelligence (Investigation) or Intelligence (Arcana) check DC 15 will grant knowledge of how the rubber floor acts.
- A Wisdom (Perception) DC 15 is required to notice the rubber floor.
- The floor feels like hard stone when lightly touched, but while walking across the floor or if hit, it really bounces.
- A creature who walks across the floor or hits the floor hard is tossed 10 ft into the air and takes 1d6 bludgeoning damage on landing.
- Due to the bounce this will keep happening until saved.

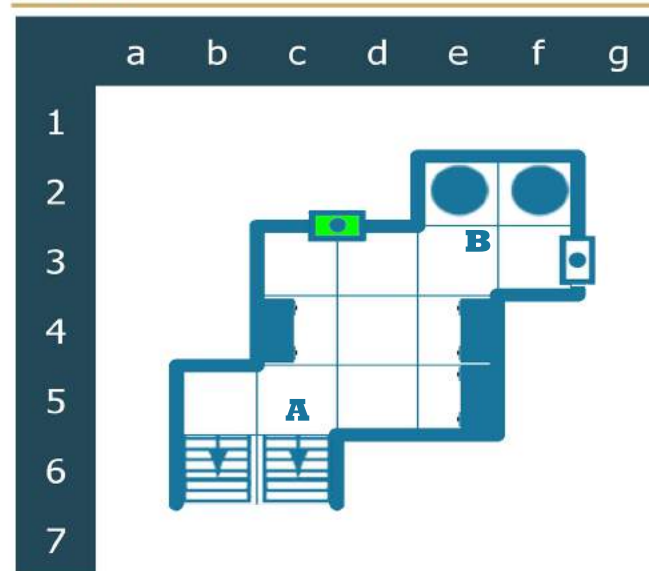
B: HEY NO FAIR

- If any creature(s) walks inside the area, the door will shut and lock.
- Players will need to kill the four **Invisible Stalkers** (MM pg 192) who occupy the area or else the door will not open. However, it can be busted down or unlocked.
- These enemies will constantly hover.

C: IT'S SO YELLOW

- The entire area is covered in Yellow Mold (DMG pg 105).

AREA 11



The walls of this area are made up of what looks like a large map. Dressers covered in human bones sit on both sides of the wall. What do you do?

UNIQUE FEATURES

- The wall map is that of a city. Several houses of prominent townsfolk are circled though several have Xs through the circle.
- On the dresser to the west sits a skull that begs the party to kill him.

A: VERY SHARP

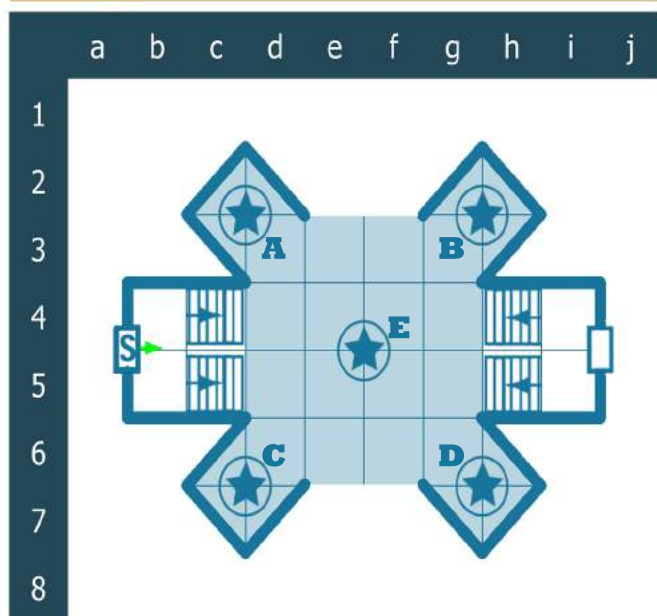
- The entire area is covered with thin monowires.

- These wires cut through anything with no effort, including creatures who are unaware of them. Every 5ft creatures go through the area, the wires deal 3d6 slashing damage.
- A Wisdom (Perception) DC 25 can locate the wires allowing creatures to pass safely through them. A Dexterity (Acrobatics) DC 15 will allow creatures to cross through 10ft of the wire.
- After finding the wires with a Perception check, players using Thieve' Tools can disarm these wires in a 5ft section using a Dexterity DC 10.

B: WE WEIGH THE SAME

- In order to open the door to the east, players must balance themselves (or whatever else) on the scales.
- For example, a medium creature on one scale will need two small creatures on the other.

AREA 12



This X shaped room is covered in stained glass windows depicting past saints. Four statues of various races sit in alcoves at each corner. Another statue holding a large diamond stands in the center. A corpse is draped on the shoulder of the center statue. Hissing is heard outside the windows. What do you do?

NOISES

- The party can hear people hissing from outside the stained-glass windows. Yet no one is there.

UNIQUE FEATURES

- The walls in this area are made from stained glass windows that players can look out of and see fields of flowers. Of course, it doesn't lead outside. These windows depict various saints in their righteous deeds. Occasionally, lightning will strike "outside", and the saints will momentarily become monsters eating people.
- A corpse can be seen hanging from the statue in the center. It looks as if it was reaching for the diamond in its hand. Moreover, this corpse is still warm.

RIDDLES

- These four statues (A-D) each resemble a different race, and each hold in their hands an item.
- When a creature gets within 5ft of a statue, it begins to speak and asks them a riddle.
- If the players get the riddle right, they may have that item. However, any wrong answer will cause terrible effects based on the statue. Of course, players don't need to play along if they choose not to.

STATUE A: ORC STATUE

- This Orc statue holds a rod in its hands.
- This rod is the Rod of Van Rooyen.

ROD OF VAN ROOYEN

Rare (requires attunement):

- Three times a day you may point this rod at a location causing a 10ft by 10ft planar rift to open on that space.
- The planar rift is a 20ft pit into a pocket plane that has a hard-flat bottom.
- Any creature caught in this area must make a Dexterity (Acrobatics) DC 15 saving throw to jump to a safe spot. Failure will cause the fall into the pit taking 2d6 bludgeoning damage.
- The inside of the pit is rough and uneven allowing a creature to use their move action to climb out.
- Because the pit exists on another plane it can be placed on any surface that it could fit on.

The Riddle What walks with four legs in the morning, two legs in the afternoon, and three legs in the evening?

Answer: Man

- The player(s) who give the wrong answer will permanently change gender. Of course, this can be undone with something like a *Wish* spell.

STATUE B: TIEFLING STATUE

- This Tiefling statue holds a chime in its hand.
- The chime is a Chime of Opening (DMG pg 158).

The Riddle What runs around a city but never moves?

Answer: A Wall

- The player(s) who give the wrong answer will permanently change to the opposite alignment. True neutral characters will get an alignment chosen at random. Of course, this can be undone with something like a *Wish* spell.

STATUE C: DRAGONBORN STATUE

- This Dragonborn statue holds a box of Nolzur's Marvelous Pigments (DMG pg 183).
- Players cannot open this box or remove its contents unless they answer the riddle the statue offers.

The Riddle Iron roof, glass walls, burns and burns and never falls.

Answer: A Lantern

- The player(s) who give the wrong answer will permanently suffer a form of madness (roll on the Indefinite Madness table DMG pg 260). Of course, this can be undone with something like a *Greater Restoration* spell.

D: HALFLING STATUE

- This Halfling statue wears a Talisman of Pure Good (DMG pg 207).
- Like the other items, players cannot have it unless they solve the riddle.

The Riddle Thirty white horses on a red hill. First, they champ. Then they stamp. Then they stand still.

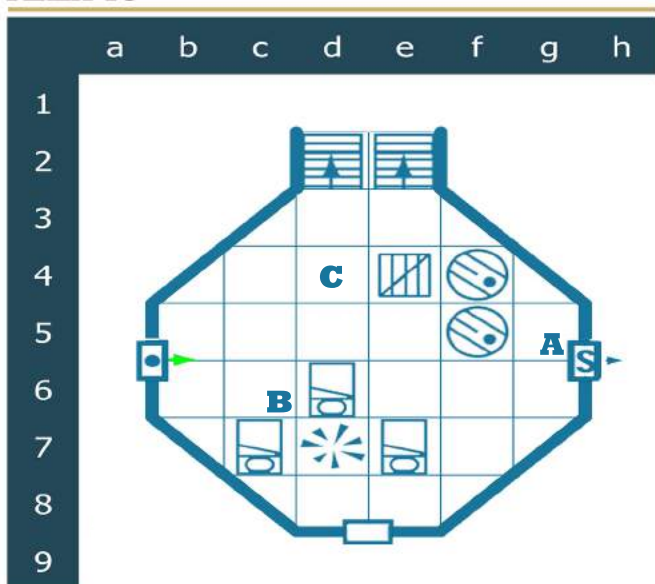
Answer: Your teeth

- The player(s) who give the wrong answer will teleport 300 miles in a random direction.
- Players who try to cheat the system by stealing the items without answering the riddles or something similar will also suffer the same effects and not retrieve the item.

E: STATUE OF A FAT MAN

- This statue of a fat man holds a diamond the size of the average human head.
- The diamond can be easily obtained. However, touching it causes intense greed to the point of harming anyone around for what they have.
- This diamond is used again in Area 14.
- A *Remove Curse* spell or something higher will cure the player of the greed.

AREA 13



Three makeshift beds are made around an active fire. Upon these beds sit three figures talking to each other very quietly. What do you do?

UNIQUE FEATURES

- The barrels and crates in the area once contained food and drink. However, this food has long since rotted, and the drink is stale.
- Large clawed footprints are indented in the floor.

A: SECRET DOOR

- On the eastern wall is a secret door. A Wisdom (Perception) DC 20 will notice it.

- The door only needs to be pushed in to open it. This is a one-way door and will need to be propped open in order to go back to this area. The door automatically shuts in 1 minute.

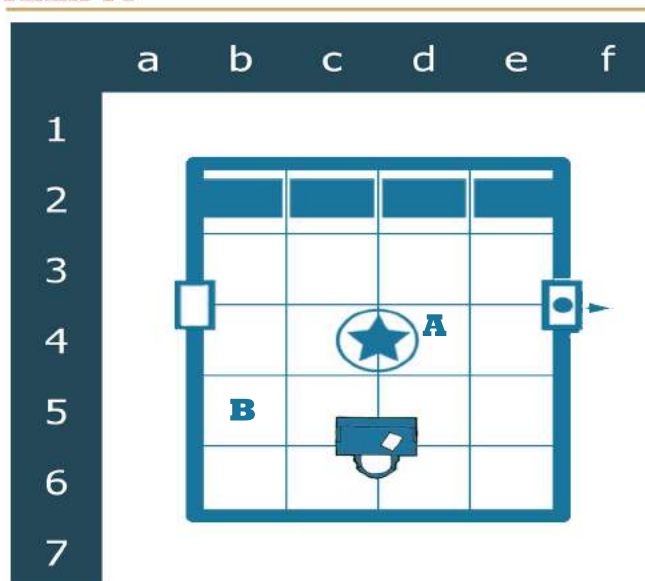
B: TRIO OF DANGER PART 2

- Camp has been made here by the trio found earlier in this adventure.
- It's possible the players saw the trio entering this area from Area 3.
- The trio is unaware of the players unless the players make loud noises or approach them. A Dexterity (Stealth) DC 12 is required to not be heard or seen.
- Those who use a Wisdom (Perception) DC 18 can hear the three talking very quietly. They can be heard talking about the Lich. Saying he comes from the land of Khan. They also talk about his birthplace being a password of sorts to a treasure hoard.

C: FUNGUS

- The area contains six **Violent Fungus** (DMG pg 138).

AREA 14



You come into a mushroom filled room covered in fine art. Fine jewelry and precious metals are still in display within four viewing cabinets. The most noticeable object is the large statue in the center. What do you do?

UNIQUE FEATURES

- Under the desk is a skeleton who looked to be a lone adventurer. He's been impaled by a spear that's still inside him.
- A journal sits open on that same desk. It talks about how the temple was overthrown. The writing is hard to read, but you can make out the words "Shahrukh the blasphemer".

A: PLEASE POINT ME RIGHT

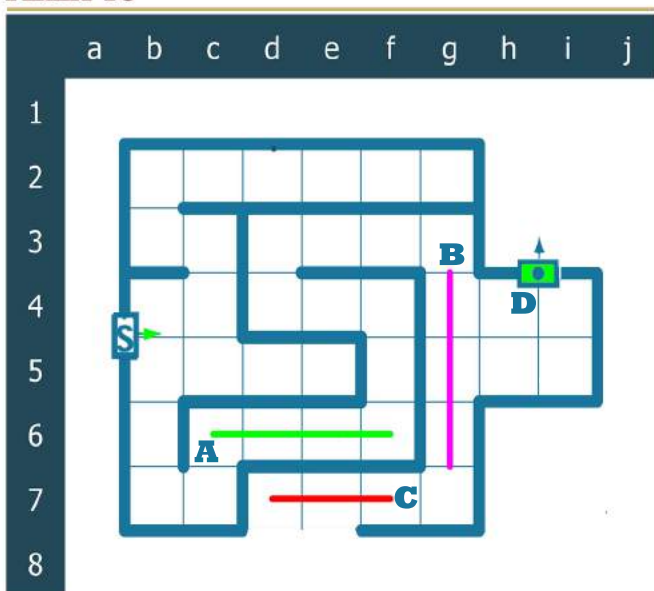
- A large statue of a bearded man is found in the center of this room. He's facing to the south.
- The statue holds out one hand with the palm facing up in cupping position and elbow at the square. The other arm is stretched out with the index finger pointing.

- One of the statue's eyes is that of a mirror shard. The mirror shard is used for Area 23B.
- The statue stands on a rotating base.
- The trick to this puzzle is putting the right item in the hand of the statue and then rotating it, so he points to the proper door.
- The area is filled with fine art. One of these pieces of art is that of a portrait showing the man from the statue. The picture shows him holding a diamond and pointing to the east.
- Players who look closely will recognize the diamond is the one from Area 12 that the statue in the center held.
- Players will need to put this diamond in the statue's open hand and rotate the statue, so the hand is pointing to the eastern door.
- Rotating the statue to the west door will cause it to turn to stone and stop entry from it.
- The door to the east is a one-way door. Once it is open, the players will have a minute to get through before the door automatically shuts. Of course, the door can be jammed to allow entry again.
- This picture will be used in Area 25 too.

B: SHRIEK

- The area contains a **Shrieker** (MM pg 138).

AREA 15



Narrow hallways filled with twist and turns are before you. Frescos, cobwebs, and vines cover the walls. The floors are uneven, and debris falls from the ceiling. What do you do?

AUTHOR'S NOTE

Areas 15, 16, and 24 are all part of the same maze. I will provide player maps for all three areas, but you might want to just describe these areas as you go and then put down the map afterward. This is a maze (though a small one) and having the map will defeat the purpose of things like dead ends and such. Anywho, just a suggestion.

UNIQUE FEATURES

- The frescos tell the story of a fairytale character that for many years scholars' thought was a real person. It could be that the ones crafted this maze still thought he was real.
- At some point in this area, the players will come across a dead Dwarf. Written with blood on his shield it reads "Look behind".

A: SOMETHING ISN'T RIGHT

- This area is represented by the green line in this area.

TRIGGER

- A pressure plate is located on the first side the players come across.
- It will only activate when/if the last player in marching order steps on it.

EFFECT

- The last player who steps on the pressure plate is affected by the *Silence* spell and then falls into a Locking Pit (DMG pg 122 - 123). The trap door then closes.
- An evil (or good depending on the alignment) illusory duplicate takes their place as if nothing happened. The duplicate appears as real as the original. The countermeasures section below will tell how to deal with it.
- As DM, you may want to secretly tell that player what happened, so they can properly role play "themselves".

COUNTERMEASURES

- The pressure plate is well hidden and requires a Wisdom (Perception) DC 20 to spot.
- The trap door can be seen with a Wisdom (Perception) DC 18.
- The duplicate looks, feels, smells, and overall acts perfect. However, players may realize it can't cast spells or cause any damage. Moreover, they may realize their ally is acting differently by their actions.
- A *Detect Magic* spell will reveal a strong amount of Illusory magic coming from the duplicate.
- A *Dispel Magic* spell DC 19 will cause the duplicate to vanish. However, players will still need to find their ally.

B: POISON DART TRAP

- This trap is represented by the purple line in this area.
- The trap works the same way it does in the DMG pg 123.
- There are three pressure plates every 5ft along this 15ft hallway. Each pressure plate will cause four poison darts to fire.

C: HIDDEN ARROW TRAP

- This mechanical trap is represented by the red line in the area.

TRIGGER

- Stepping on the hidden pressure plates with 30 or more pounds.
- The area has three pressure plates along the 15ft the red line represents.

EFFECT

- Each pressure plate controls two arrow launchers each. Each launcher fires six arrows.

- The arrows fire towards the south, either hitting the wall or firing into Area 16.
- Each arrow makes a ranged attack with a +5 bonus against a random target within 30 feet of the pressure plate.
- The arrows deal 1d8 piercing damage each.

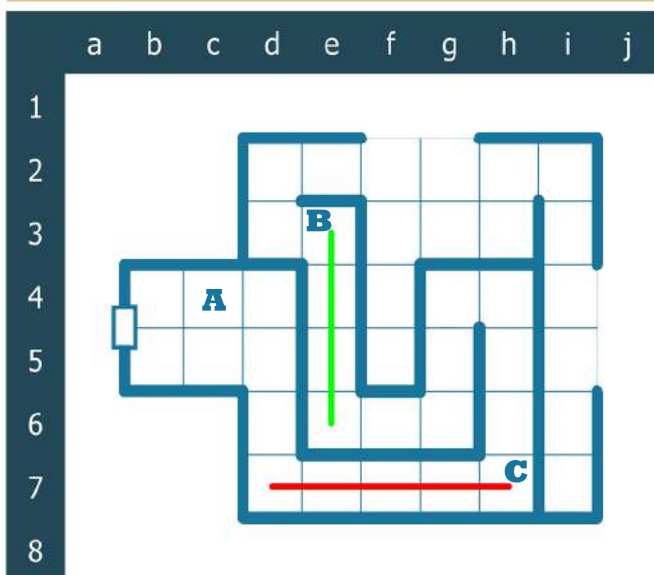
COUNTERMEASURES

- A Wisdom (Perception) DC 15 locates the pressure plate.
- An Intelligence (Investigation) or Wisdom (Perception) DC 15 will locate the small holes in the walls where the arrows will fire.
- Wedging an iron spike or another object under the pressure plate prevents the trap from activating.
- Plugging or sealing the holes prevents the arrows from firing.

D: ONE-WAY DOOR

- This door doesn't require anything special save it needs to be unlocked or broken down.
- The door is a one-way door and will shut after a minute. Players may block the door to allow future passage.

AREA 16



Narrow hallways filled with twist and turns are before you. Frescos, cobwebs, and vines cover the walls. The floors are uneven, and debris falls from the ceiling. What do you do?

UNIQUE FEATURES

- The frescos in this area are that of a forgotten prophet. This prophet united all faiths into one, but the gods became jealous and removed the prophet. Due to the prophet's disappearances, the religions separated again.

A: IT'S SO BROWN

- The area is covered in Brown Mold (DMG pg 105).
- The DM is responsible for where they would like to place it within the area.

B: LONG HALLWAY

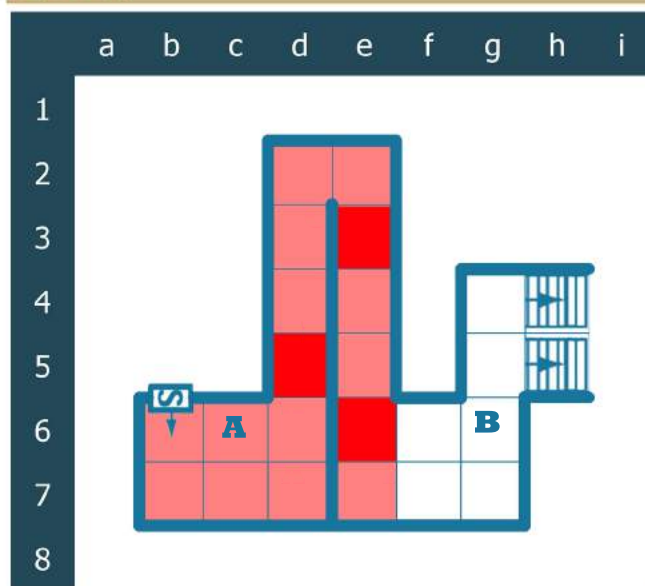
- This magical trap is represented by the green line in the area.

- This long hallway appears to go on forever. However, it's only about 20ft, but those who walk in it are magically slowed. A *Detect Magic* spell will recognize Transmutation magic filling the hallway.
- The hallway will take 5 minutes to walk across, and the slowness is subtle. Magic or other means will do nothing to stop it.
- Every minute spent walking, creatures inside the hallway must make a DC 15 + minutes spent walking Charisma saving throw or forget what they are doing and exit the hallway from the way they came.
- When walking out, time returns to normal, unless they turn around and start walking back through.

C: SLIME FLOOR

- This magical trap is represented by the red line in the area.
- The slime floor is a living slime that looks like the surrounding floor.
- A Wisdom (Perception) DC 15 is required to see if anyone notices the slime or not.
- If a creature steps on the floor, the slimes corrosive body eats away at the creature dealing 2d6 acid damage per turn. The creature must make a DC 15 Strength saving throw to escape the slime. The Strength DC increases by 1 for every 5ft the creature moves.
- The hallway is 25ft.

AREA 17



As you open the secret door, you feel an intense heat rush towards you. You look quickly to see instead of floor it's flowing lava that continues further into a northern hallway. What do you do?

UNIQUE FEATURES

- A player that uses an Intelligence (Nature) DC 10 will know the lava is natural.
- An Intelligence (Arcana) DC 12 will reveal the lava is being kept within the area by magical means.

A: THE FLOOR IS LAVA

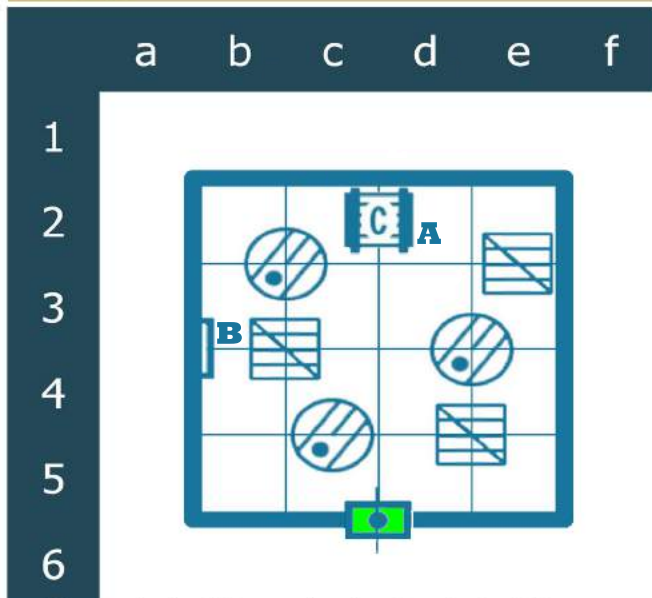
- The reddish squares in the area represent flowing lava.
- A creature that falls into lava will die with no saves.

- The three squares that are darker red represent areas where magma erupts from the lava. This magma reaches the ceiling.
- The western square will activate every 2 minutes, the top eastern square will activate every 5 minutes, and the bottom eastern square will activate every 3 minutes. The magma does 8d6 fire damage.
- The rules found in the DMG pg 110 for Extreme Heat are active as well

B: TRIO OF DANGER PART 3

- The Trio of Danger can be found carefully poking their heads around the corner (looking into Area 25). They try to get the player's attention to tell them to hide or get down.
- They tell the players the next room (Area 25) is filled with powerful enemies.
- They offer to help the players fight these enemies in exchange for any loot the enemies have on them. What they don't know is that the enemies only have the basic gear in the stat block, and the real treasure comes from the hidden center chamber.

AREA 18



- When entering this area the door is unlocked. However, that may change once inside. See section A for details.

You seem to be in some sort of storage room, at least you think so due to the large amounts of unopened barrels and crates. What do you do?

UNIQUE FEATURES

- Crushed statues covered with thick slime litter the floor.

A: LAZY TRAP IN THE LAZY DUNGEON

- The only chest in the area is the focus of this trap.
- Before we get to the trap, let's talk about the good stuff. The chest is unlocked and contains 200 pp and Ring of Evasion (DMG pg 191). Now the bad stuff.

TRIGGER

- Opening the only chest in the area will release an energy ray that will attempt to hit each creature.

EFFECT

- Each creature must make a Dexterity saving throw DC 15.
- On a successful save, the creature is immune for 24 hours.
- On a failed save, the creature suddenly feels as if they have no worries and will begin to mope around the area, or sit down, or even just walk around in circles.
- A creature that tries to do anything besides walking or low flying will feel a sudden surge of necrotic energy, taking 3d10 damage.
- These lazy conditions last for 24 hours.

COUNTERMEASURES

- A good slap to the face will snap the creature out of the trance. The DM will decide what a good slap means.
- A *Detect Magic* spell reveals an aura of Evocation magic around the chest.
- A *Dispel Magic* DC 15 cast on the chest disables the trap for 24 hours.

WAIT THERE'S MORE!!!

- If a creature touches the ring in the chest, the chamber will begin to rumble.
- The door to the area will suddenly shut and lock. Creatures may still try to break it down or unlock it like any other door that allows such behavior.
- Those who look up will see the ceiling beginning to lower. Moreover, spikes can be seen protruding from the lowering ceiling.
- The ceiling acts on an Initiative 20.
- The ceiling cannot be stopped once it begins. Creatures will need to either unlock the door or break it down.
- Creature standing will take 2d10 piercing damage at the start of the third turn of the trap activating.
- Creatures will be crushed at the end of the third turn taking 24d10 bludgeoning damage and becoming completely restrained.

B: FAKE DOOR

TRIGGER

- Opening the unlocked door.

EFFECT

- Opening this door will cause a cantrip with the highest possible damaging dice rolls possible.

CANTRIPS

d4 Spell

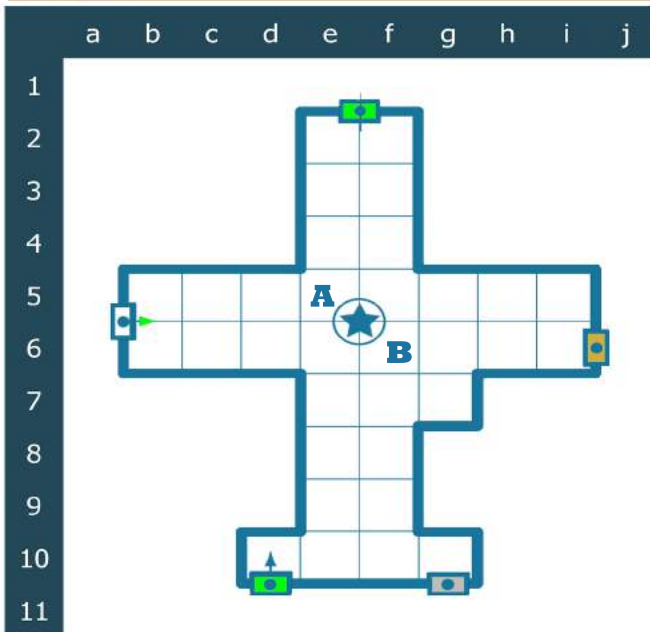
- | | |
|---|------------------------------|
| 1 | <i>Acid Splash</i> (4d6) |
| 2 | <i>Chill Touch</i> (4d8) |
| 3 | <i>Fire Bolt</i> (4d10) |
| 4 | <i>Vicious Mockery</i> (4d4) |

- As DM roll 1d4 to determine the cantrip.
- Spell save DC 20, +12 to hit with spell attacks.

COUNTERMEASURES

- A *Detect Magic* spell can recognize an aura around the door. The school of magic will depend on the cantrip.
- A *Dispel Magic* will rid the door of the magic.
- The door does not lead anywhere.

AREA 19



You come into this T shaped room and notice the Trio of Danger around a statue. They seem too busy to notice you. Vines hang from the walls, and blue flowers grow from the cracks of the floor. Moreover, the floor seems to dip allowing pools of dark water to form. What do you do?

NOISE

- The clanking of a hammer on metal is clearly heard within this chamber.

UNIQUE FEATURES

- The dark water will eat away at any leather after an hour.
- The blue flowers can be used for crafting potions of healing. See XGtE pg 130.

A: TRIO OF DANGER PART 4

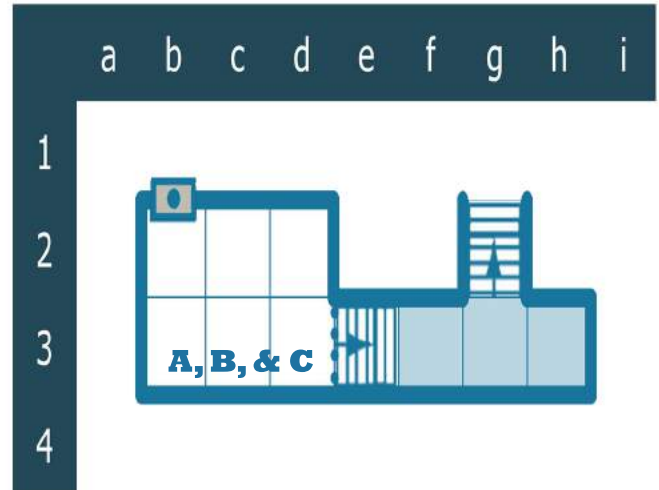
- Everyone's favorite three can be found in this area.
- They look hard at work trying to figure out the statue in the center of the area. In fact, so busy they seem not to notice the players. Players will need to make themselves known.
- If the trio is aware of the players, they'll share some information they found. They tell the players three powerful items are well guarded deep within the dungeon. They don't know what they are but tell the players they must be of great value due to the protection they're receiving.
- The trio tell the players they have no need for them as they are confident in their own skills but thought to share.
- A Wisdom (Perception) DC 15 will notice a key hanging from the waist of one of the trio. A Dexterity (Sleight of Hand) DC 15 will steal the key. This key is important as it opens Area 26.

B: BLACKSMITH

- The statue in the center of the area is that of a blacksmith about to hammer at an anvil. Several pieces of broken chalk sit on the anvil. In the statue's eye is a mirror shard. This mirror shard is used for Area 23B.

- Players will notice the east door is gold, and the southeastern door is silver.
- Anything the players write or draw on the anvil will materialize in the material used to do it.
- For example, the players draw a sword with the chalk. A chalk sword will appear on the anvil. If a player writes the word *sword* with chalk, then the individual letters for the word "sword" will appear in chalk block letters.
- The trick to this puzzle is to draw a gold key using gold, and a silver key using silver. A gold or silver coin work just fine, but the keys must be drawn in the proper material for the gold and silver doors to open.
- The items made from the blacksmith only last an hour.

AREA 20



You find yourself in a small room. Shackles hang from the walls and ceilings. a door made from metal bars blocks descending stairs. What do you do?

NOISE

- Sounds of sword fighting can be heard past the barred door.

UNIQUE FEATURES

- Three skeletons hang from the ceiling by their ankles. They openly make fun of anyone who passes by and proceeds to laugh at their own jokes.

A: NO MAGIC ITEMS

- Every creature that enters this area must make Wisdom DC 15 saving throw or any magical items they have become worthless for 48 hours. A successful save will cause no harm to their items for 48 hours.
- Items such as a magical sword can still be used as a normal sword.

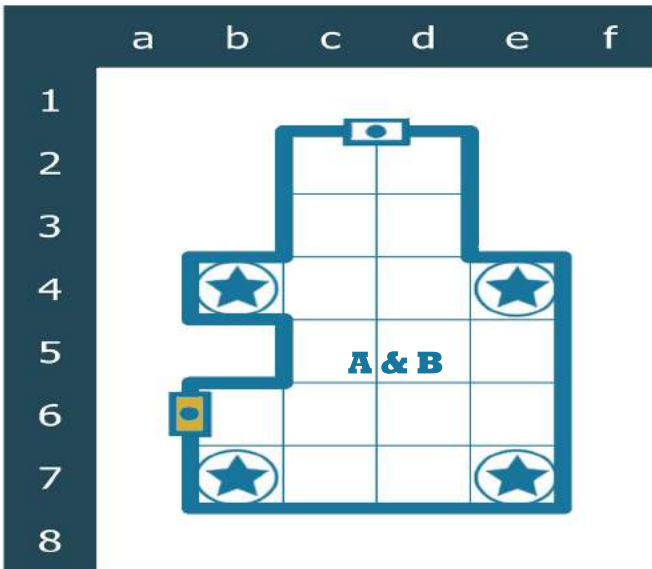
B: CHANGING MY MIND

- Any creatures who touch the walls barehanded will need to make a Wisdom DC 15 saving throw or have their minds switched at random with another creature in the area. A successful save will cause immunity for 48 hours.

C: CHANGING MY VOICE

- Any creatures who touch the barred door barehanded will need to make a Charisma DC 15 saving throw or have their voices change to a random language (or of the DM's choosing). A *Remove Curse* spell or something similar will restore the creature's original language.
- The bars can be broken with a Strength DC 15.
- If the bars are broken, show picture 3.

AREA 21



The mutilated body of a man lies heaped on the floor. Insects have already started to devour what remains of him. What do you do?

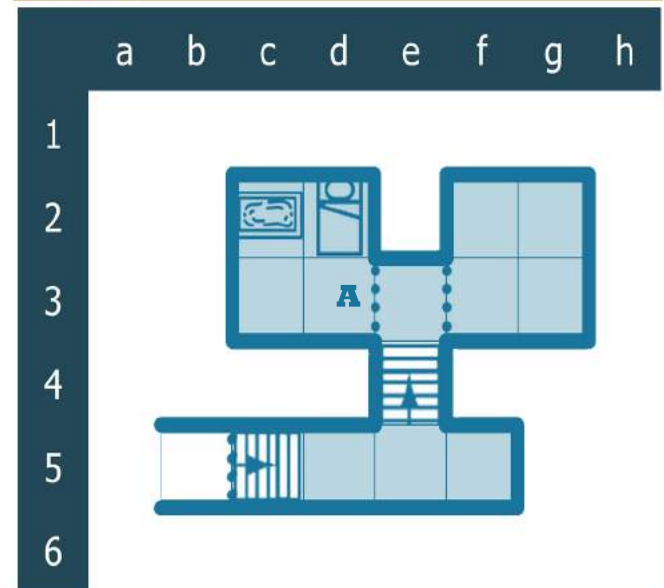
UNIQUE FEATURES

- The dead wizard has on his person a Hat of Wizardry (XGtE pg 137) and an Orb of Time (XGtE pg 138).
- The walls contain several portraits that tell the story of summoning devils and demons. Other pictures proceed to tell the story of how various wizards summoned Elementals to fight these creatures.

A/B: ELEMENTAL PUZZLE AND DEAD WIZARD

- Four statues in the area represent an Elemental of each element (earth, wind, fire, and water) holding an empty basin.
- In the center of the area is a mutilated wizard with a long white beard and purple robes.
- The party will need to use the spell *Speak with Dead* on the dead wizard. Once they do, the dead wizard will only say the following no matter what is asked: **"Feed it, and it will grow. Give it water and it will die."**
- Lighting a fire in the Fire Elemental's basin will cause the north door to open.
- Trying to do anything else with the elemental statues will cause four **Elementals** to appear. One of each type of element (MM pg 124 - 125).
- After the puzzle is solved, if the players use the spell *Speak with Dead* again, the wizard says. "Tell Eckracht I'm sorry".

AREA 22



You open the barred door and find yourself face to face with a descending staircase that leads to a narrow dead-end hallway that only seems to make one additional turn, to the north. What do you do?

- Once the bars in Area 20 are broken, creatures will head downstairs to a small hallway.
- To the north of this hallway is another downstairs passage leading to two prison cells.

UNIQUE FEATURES

- Everything in Eckracht's cell looks to have been destroyed by the sword.

A: SIR ECKRACHT

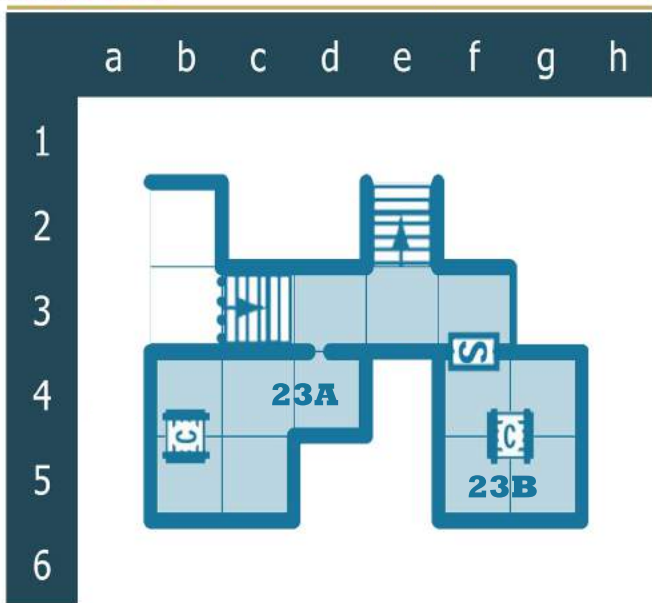
- A man is held captive in the western cell. He is sword fighting someone who isn't there. However, he quickly sees the party and rushes to the bars of his cell. He proceeds to shout the following. "Back for more thou serpents of vile evil?! I, Sir Eckracht, the brave and true, throw down mine gauntlet to thee!"
- His name is Sir Eckracht: LG Male Human Paladin. He's represented with the **Champion** stat block (VGtM pg 212). Moreover, he wears Armor of Gleaming (XGtE pg 136) so, his armor is always clean.
- Sir Eckracht is a Knight Errant that is a little too passionate in his noble quest. What that quest is.. well, even he doesn't know, but it is something he must do. Not to mention he has a hard time telling reality with fiction. Eckracht originally came here with his friend, a wizard who got separated from him. Eckracht tried to find him but accidentally locked himself in this prison when he thought it was filled with monsters violating a maiden.
- The prison bars that hold Eckracht are covered in a visible purple aura.
- Players will need to *Dispel Magic* on the prison bars to free Eckracht or else touching them will cause that player to age. The DM will roll the percentile die and age the player by the number shown.

- If the player is aged well beyond mortal years, they die.
- Eckracht tried touching these bars, and he went from being in his 20s to his 50s but even age hasn't stopped his spirit.
- Players will also need the key from Area 2 to unlock the cell.
- Eckracht will not be too willing to help the players or share information unless he's convinced the players are truly on the side of good. A Charisma (Persuasion) DC 15 will do the trick.
- After Eckracht believes the players, he will tell them he is looking for his friend who went missing. He describes him as a wizard with a long white beard and purple robes (the dead wizard in Area 21). If players have found the dead wizard and tell Eckracht, then Eckracht will insist on joining the party to seek his revenge.
- The eastern cell doesn't contain anything besides many humanoid bones.
- Show picture 4 to the players. The picture is that of Sir Eckracht and his wizard friend.

AUTHOR'S NOTE

I made Sir Eckracht to resemble Don Quixote. He at times doesn't know what's real and thinks he on a noble quest. However, unlike Don Quixote, Sir Eckracht is quite the fighter and can hold his own... if he can tell what's real.

AREA 23A



TEMPTATION

- A small crack can be seen with a Wisdom (Perception) DC 20 in the western wall, near the first flight of steps. The crack in the wall is large enough for a mouse to get through. The area beyond the crack has no windows and no doors.
- Players who look through the crack will notice a treasure hoard and a single chest. Of course, getting into this room is trapped.

TRIGGER

- There's no true trigger on this trap.

EFFECT

- The treasure room is covered by an anti-magic field.
- Teleportation magic into the room fails, and shapeshifters will have their new form dispelled when they hit the wall of the anti-magic field.
- As their body returns to its normal size in a much-too-small stone tunnel, they will effectively be crushed to death.

COUNTERMEASURES

- A *Detect Magic* spell will reveal an aura of Abjuration.
- The anti-magic field can be disabled if a creature speaks the password. The password is "Khan". Those who were listening to the Trio of Danger in Area 13 might've heard this.

THE ROOM BEYOND THE CRACK

You find yourself in a small room filled with mounds of gold coins. A clear path leads to a single chest. What do you do?

- Those who look closely at the gold coins will see each has a different face engraved on it. The faces can move like any normal face, but all they do is scream and moan. If players listen with a Wisdom (Perception) DC 18, they can hear some of the coins warning the players not to touch the coins.
- If a creature touches any of the coins, they will become trapped inside it. That creature's face will become engraved upon a coin.

THE CHEST

- The chest is locked. It will require a Dexterity DC 15 with Thieves' Tools to open.
- The chest contains the following: 76,398 worth of gems and jewels, Pole of Collapsing in its rod form (XGtE pg 138), Bottle of Wasps, Amulet of Health (DMG pg 150), and a Carpet of Flying in the smallest size (DMG pg 157).

BOTTLE OF WASPS

Wondrous item, uncommon

You can open this bottle to produce a **Swarm of Wasps** (MM pg 338) that is friendly to you and your party for 1 minute. After the minute, the swarm disappears and can't be used again for an hour.

AREA 23B

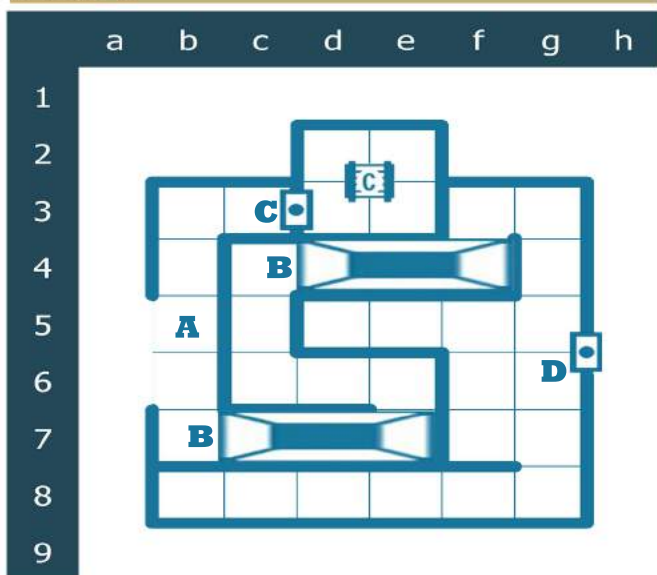
- The wall to the far southeastern hallway contains a mirror frame with no mirror inside.
- Players will need to have collected the four mirror shards located in Areas 6, 8, 14, and 19. Once all four are collected, they will need to be placed in the mirror's frame.
- Once all the mirror shards are placed inside the frame, duplicates of the players will emerge from the mirror and battle the players. As DM, you are essentially using your player's own character sheets.
- After the battle, the mirror wall will form into a door that will instantly open into the area in question.
- Show picture 5 if they open the mirror door.

BEYOND THE MIRROR WALL

- This area only contains an unlocked chest.

- The chest contains 54,583 gp, Dimensional Shackles (DMG pg 165), and Gauntlets of Ogre Power (DMG pg 171).

AREA 24



Narrow hallways filled with twist and turns are before you. Frescos, cobwebs, and vines cover the walls. The floors are uneven, and debris falls from the ceiling. What do you do?

UNIQUE FEATURES

- The frescos tell the stories of brave knights and their incredible deeds. Not to mention, their glorious deaths.

A: TRIO OF DANGER PART 5

- The trio can be found here wandering the halls. They are checking for traps or any secrets.
- They hear the players approaching (unless the players are sneaking) and will approach them.
- The trio doesn't have much to say here besides they wished they had more magical treasure. If they're given any magical items, they will reward the players with some information they heard.
- The information is that the name of the Lich will guide you to safety. What it means they're not sure, but they insist it's reliable info.

B: BE MINDFUL OF THOSE HOLES

- This area contains two B sections. Both play the same way.
- Players will come across two different pits. Both pits are bottomless and will kill a player if they were to fall in.
- The areas that these pits are located contain a limited anti-magic field that only stops magically flying, hovering, and jumping. Natural flight does not apply.
- Players will need to figure out a way to get past these pits. One way to do so is to shimmy along the narrow edges of the walls with a Dexterity (Acrobatics) DC 15.
- Finally, players will need to be careful of the large tentacles that might materialize magically from the walls. A tentacle has a 45% chance of showing up.
- Only three tentacles can be out at a time, but they will all try to throw the closest creature down the pit.

Tentacles: Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 2d6 + 3 bludgeoning damage. If the target is a creature, it is Grappled (escape DC 16). Until this grapple ends, the target is Restrained.

C: THE SKELETON KEY

- This room can only be open by the key the skeleton sold the players in Area 26.
- The room is small and only contains a lone chest.

THE CHEST

- The chest requires a Dexterity DC 25 using Thieves' Tools to open. It has the following: Flail of Ages and 12,795 pp.

FLAIL OF AGES

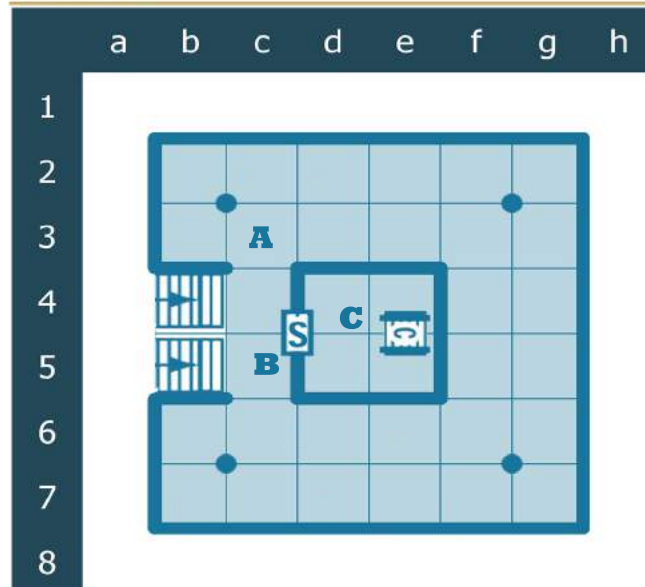
Weapon (flail), legendary (requires attunement)

- A five-headed flail.
- Each flail head deals 1d4 bludgeoning damage with a bonus +2 poison, cold, fire, acid, and lightning, one element for each flail head.
- The flail receives a disadvantage on attack rolls.

D: HOPE, YOU STOLE THE KEY

- Players will need to have the key from Area 19. It was found on the Trio of Danger.
- If the trio died before that point, the key can be found on their dead bodies.
- This key is the only way for the players to get into Area 26.

AREA 25



You head down the small flight of steps into shallow water. Four figures with white hair and dark skin are at the ready, waiting for you with weapons out. What do you do?

UNIQUE FEATURES

- The shallow water only goes up to the ankles. Moreover, it doesn't hinder anyone.

A: THE DROW INVASION

- Four Drow are within the area. They were here looking for secrets but have turned their attention to the party.

- They consist of a **Drow Mage** (MM pg 129), **Drow Priestess of Lolth** (MM pg 129), **Drow Arachnomancer** (MToF pg 182), and **Drow Inquisitor** (MToF pg 184).
- The Drow will not leave and will need to be taken care of if the players want to explore this area in detail.
- It's possible the player will have the Trio of Danger or even Sir Eckracht to help them, but this battle will still be one of the hardest.
- The Drow will fight to win. So, as DM, don't hold back.
- Show picture 6.

B: THE COMPLICATED SECRET DOOR

- A Wisdom (Perception) DC 20 will notice the outline of the door. It will also notice that something rectangular normally used to hang there as the area is whiter and cleaner than the rest of the wall.
- For the players to know what hangs there they must look at that wall through a mirror or anything with a reflective surface.
- Area 5 contains a note that gives a clue and a riddle. The note doesn't say which secret door only that it's a secret door.
- Once the wall is looked at through a mirror, the players will see a picture hanging where the clean rectangular spot is. This picture can only be seen through the mirror and not if looked at on the wall itself.
- The picture is the same picture of the bearded man holding the diamond and pointing to the east found in Area 14.
- Players must place the actual picture in the clean rectangular spot. Once it is placed there, the secret door will open.
- If the players try to open this secret door or get passed it by any other means than the ones mentioned, they will get sucked into the void. This will happen for those who are within 30 ft of the secret door.

The Void: Your soul is drawn from your body and contained in an object in a place of the DM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is Incapacitated. A *Wish* spell can't restore your soul, but the spell reveals the location of the object that holds it.

C: A RAINBOW OF DEATH

- Once the secret door is opened, players will see a colorful wall of energy located in the middle of the floor of the hidden chamber. This wall blocks any further entry into this small chamber.
- Players who get within 20ft of the colorful wall must make a Constitution DC 20 or become blinded for 1 minute.
- This colorful wall is a *Prismatic Wall*. Players will need to get past the wall if they hope to see what's inside. The Dexterity saving throw for each layer is a DC 20.

AUTHOR'S NOTE

I'm aware that the actual spell has a specific size, but I've DM'd that to make it work with my dungeon crawl

THE TREASURE

- After the *Prismatic Wall* is destroyed, players will see a lone chest.
- The chest is locked and requires a Dexterity DC 30 using Thieves' Tools.
- Inside the chest are the following three items:

BURAAI

Weapon (longsword), legendary (requires attunement)

- This magical longsword becomes stronger with each evil deed the wielder performs.
- The longsword gains +1 for each evil deed performed (max +5).
- It loses -1 for each good deed performed (max +0).
- In addition, this longsword deals an extra 2d6 poison damage to any creature and an additional 2d4 necrotic damage if it's a good-aligned creature.
- A creature that is neither good nor evil in alignment takes 6d6 necrotic damage upon touching this longsword. A good creature takes 8d6 necrotic damage upon touching this longsword. Either sort of creature takes the damage again each time it ends its turn holding or carrying this longsword.

BHALAAI

Armor (shield), legendary (requires attunement)

- This magical shield becomes stronger with each good deed the wielder performs.
- The shield gains +1 AC for each good deed performed (max +5).
- It loses -1 for each evil deed performed (max +0).
- If an attacking creature misses an attack against the wielder of the shield, that creature will still roll for supposed damage. The wielder of the shield gains temporary hit points based off the supposed damage of the missed hit. If the creature is of evil alignment, half the damage is reflected back at them in a radiant light.
- A creature that is neither good nor evil in alignment takes 6d6 radiant damage upon touching this shield. An evil creature takes 8d6 radiant damage upon touching this shield. Either sort of creature takes the damage again each time it ends its turn holding or carrying this shield.

BALIDAN

Armor (plate), legendary (requires attunement)

- This magical armor stores the life of the current and past wielders inside it.
- As an action, creatures who are attuned to this armor may permanently forfeit any amount of hit points and store them within the armor (max 800 hp). The armor currently contains 238 hp stored within it.
- The hit points stored within the armor act as additional hit points for the one attuned to it.

AUTHOR'S NOTE

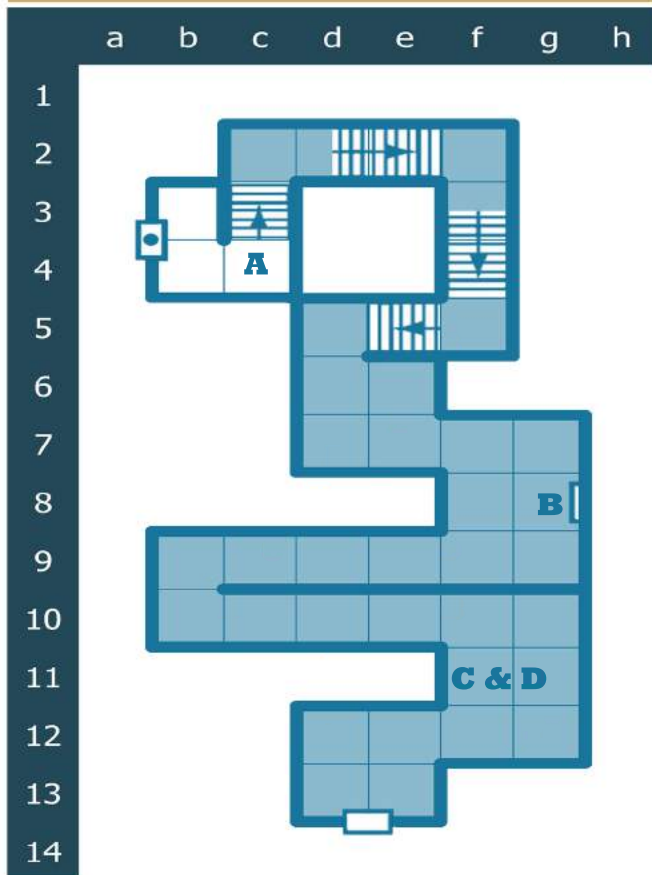
Let me be clear. These are not temporary hit points. These are additional hit points that can be used before the creature who wields this armor starts using their actual hit points.

AUTHOR'S NOTE (CONTINUED)

The sacrificed hit points reside in the armor no matter who put them in. So, these 238 hit points could've come from three different creatures.

- Only a *Wish* spell or something equally as powerful can restore the lost hit points.
- The creature attuned to this armor cannot forfeit their lives to the armor as it will always leave the wielder enough life to survive.

AREA 26



The first thing you notice are the clean walls, the polished floors, and no signs of damage. You stand before steps ascending. What do you do?

- Area 26 contains several flights of steps leading up before any of the real action starts.
- The total flights of steps equal about 30ft.

A: I'VE RETURNED

- If any of the players are True Neutral, a vortex will appear, and a skeleton with torn clothes will come out of it.
- The skeleton speaks in fine common and asks if the players would like to buy anything from him.
- If asked why he is here and selling things, he tells the players this is his job. He tells them that where he's from everyone looks like this and looking "alive" is looking dead.

- He sells basic adventuring gear like ammunition, low-level healing potions, mundane armor and weapons, and anything else that is simple. What exactly he sells is up to the DM, but it can't be magical save something like potions.
- He also sells a key for 50,000 gp. This key can be haggled by the players too. The DM will choose how they want to do this.
- The key is used for Area 24 to unlock the small chamber (letter C).
- If players try to fight the skeleton, he will leave from the same vortex he came in from.

B: FAKE DOOR TRIGGER

- Opening the unlocked door.

EFFECT

- Opening this door will cause a cantrip with the highest possible damaging dice rolls possible.

CANTRIPS

d4 Spell

- | | |
|---|------------------------------|
| 1 | <i>Acid Splash</i> (4d6) |
| 2 | <i>Chill Touch</i> (4d8) |
| 3 | <i>Fire Bolt</i> (4d10) |
| 4 | <i>Vicious Mockery</i> (4d4) |

- As DM roll 1d4 to determine the cantrip.
- Spell save DC 20, +12 to hit with spell attacks.

COUNTERMEASURES

- A *Detect Magic* spell can recognize an aura around the door. The school of magic will depend on the cantrip.
- A *Dispel Magic* will rid the door of the magic.
- The door does not lead anywhere.

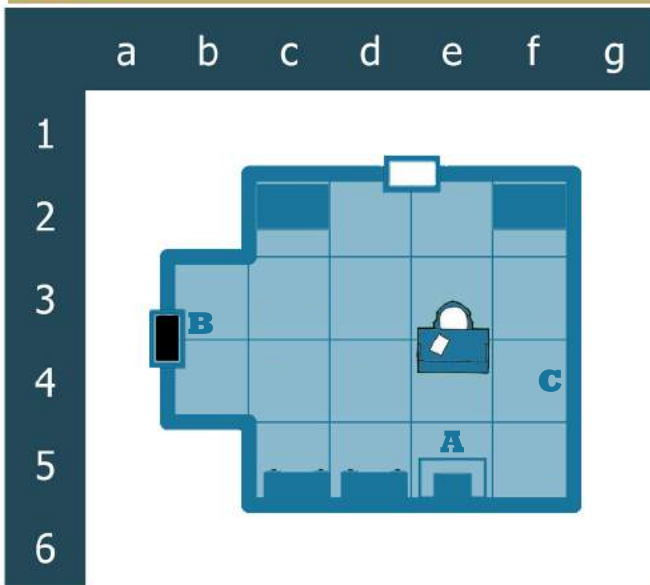
C: MORE DROW

- Four more Drow can be found within this area, and they want to fight. They consist of a **Drow Elite Warrior** (MM pg 128), **Drow House Captain** (MToF pg 184), **Drow Shadowblade** (MToF pg 187), and a **Drow Favored Consort** (MToF pg 183).
- This battle is supposed to be hard and as DM make sure it is so.

D: TRIO OF DANGER PART 6

- This is the last time the Trio of Danger will be encountered in this adventure.
- The trio will not appear until the players are already two turns within the battle with the Drow. They come from the northwestern door where the players came in from.
- The trio contain four Potions of Greater Healing each. They will share them if needs be.
- The trio will aid the players to the best of their abilities. However, it is possible they might fall in battle.
- If the trio survive, then they will continue to aid the party for the rest of the adventure.
- At the end of the adventure, they will ask the party for the crown of the Lich. After this they will go their own way.
- As DM feel free to use the trio again in future adventures.

AREA 27



You come inside what looks like a fine office. Pictures hang from all the walls and beautiful but eerie singing starts when you enter. Nothing seems out of the ordinary besides maybe the music. What do you do?

NOISE

- A constant singing in another language is heard while inside this chamber.

UNIQUE FEATURES

- Bookshelves sit near the two upper corners of the area. Players can find books like "The Origins of Magic", "The Complete Draconic Lexicon," this sizable dictionary is for the Draconic language, and "The Ancient Mysteries of Oifaye's Golden Tower." Of course, other books can be found too.

A: A MONSTER

- Creatures who stare into this active fire for longer than a minute will turn into a monster of the DM's choosing.
- The monster must be the same size as the creature staring into the fire.
- That creature doesn't gain any of the new monster feature but rather just the cosmetics of that monster.
- A *Remove Curse* spell or killing the creature will turn them back to their original form.

B: DOOR OF ANNIHILATION

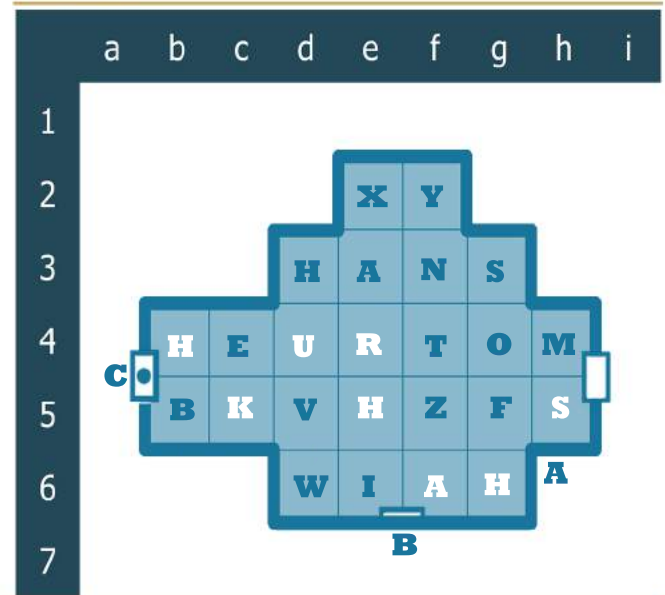
- The door on the western wall serves as a Sphere of Annihilation (DMG pg 123), but instead of a sphere, it's the inside of the doorway. The deadly effects stay the same.
- This trap can only be disabled by the effects described in section C.
- Spells and other abilities are unable to get around it.

C: SING YOUR PART

- The eastern wall contains four portraits. Three of them show headshots of different people, however, one of them doesn't contain anything or anyone.
- When a creature enters this area (Area 27) the people in the pictures begin singing an old song in Abyssal.

- An Intelligence (History) DC 20 will be needed to know this song. This check also tells a player(s) the original song is in four-part harmony.
- A Wisdom (Perception) DC 15 recognizes each picture is singing a different part. However, due to one of the people in the picture missing, a part isn't being sung.
- A Charisma (Performance) DC 20 is required. This check allows that player to sing the missing part of the four-part harmony. However, it must be sung in Abyssal.
- Once sung, the door on the western wall will return to normal and allow the party to go through it.

AREA 28



The floor is covered in strange letters, and the walls covered in strange faces. A door is seen to the west and another to the south. What do you do?

UNIQUE FEATURES

- The walls are covered in faces protruding from them. These faces will all say different things and question the party's choices. They will also give advice that won't accomplish anything.

A: LET HIS NAME GUIDE YOU

- As anyone can see this area is covered with strange letters. These are letters of the Draconic alphabet written on the floor of each 5ft space.
- The Trio of Danger can give a little bit of a hint in Area 24 on what must be done.
- This area contains a limited anti-magic field that only stops magically flying, hovering, and jumping. Natural flight does not apply.
- Players need to spell out the name of the Lich by stepping on the tiles with the correct letters that lead to the western door. The name of the Lich is Shahrukh.
- Since this is in Draconic, only creatures who can read the language can know where to step. The PHB (pg 124) contains the Draconic alphabet. Characters who know the language can look this alphabet up.
- Stepping on the wrong tiles will result in possible death. The player who steps on the wrong tile must roll 1d20. A 1-10 will result in death. An 11-20 will cause nothing to happen. This roll is made for each wrong tile stepped on.

- The correct letters on the DM's map will be a different color to help them out.
- Show picture 7 if you want.

B: FAKE DOOR

TRIGGER

- Opening the unlocked door.

EFFECT

- Opening this door will cause a cantrip with the highest possible damaging dice rolls possible.

CANTRIPS

d4 Spell

- 1 *Acid Splash* (4d6)
- 2 *Chill Touch* (4d8)
- 3 *Fire Bolt* (4d10)
- 4 *Vicious Mockery* (4d4)

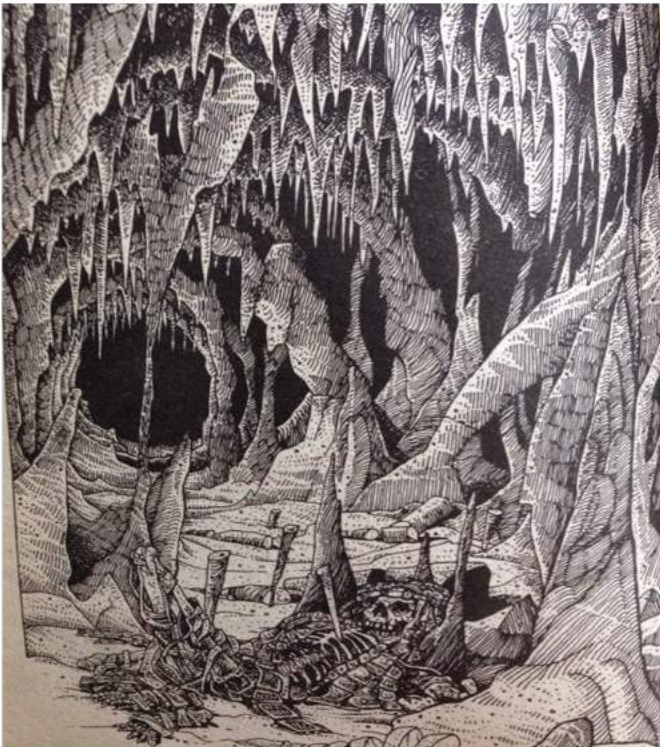
- As DM roll 1d4 to determine the cantrip.
- Spell save DC 20, +12 to hit with spell attacks.

COUNTERMEASURES

- A *Detect Magic* spell can recognize an aura around the door. The school of magic will depend on the cantrip.
- A *Dispel Magic* will rid the door of the magic.
- The door does not lead anywhere.

C: THE FOUR GUARDIANS

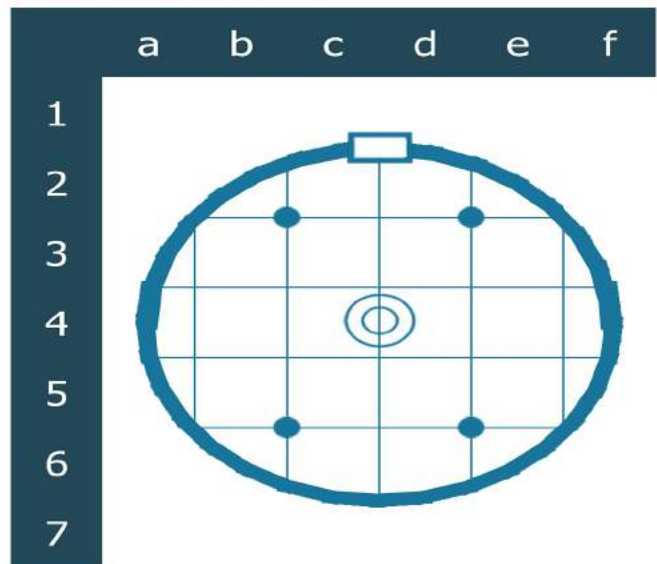
- This door contains the emblems of a dragon, a Beholder, a devil, and Lolth.
- The door will not open unless the party has slain each of the four guardians.
- Magic or other means can't get the party inside. Only slaying the guardians.



GUARDIAN BATTLES (GB) AND THE FINAL BATTLE

- These are special areas that are separate from the normal areas.
- The guardian battles can be fought in no particular order.
- Each area consists of pillars and a teleport circle. The party needs to step onto these teleport circles. From that point, they will arrive in a special boss arena where they will fight.
- The teleport circle will not return until the boss is slain. So, the players need to make sure they're ready. As DM, you may want to stress this.
- As mentioned before, the door to the final fight cannot open unless all four guardians have been slain.

GUARDIAN BATTLE 1



You find yourself in a large cavern with a high roof. Gold and jewels lie scattered about. Capsules containing many different kinds of sleeping people litter the area. An older but handsome man sits on a throne guarded by four scaly green humanoids. The older man stands to his feet and a surge of energy flies from him. The ground shakes and a bright light flashes. When the light is gone the man is too. Standing in his place is now a gargantuan green dragon. What do you do?

- This battle is with the **Ancient Green Dragon** (MM pg 93), Amitabh.
- Amitabh fights for the Lich because he adds to his "collection". This boss arena contains large capsules that house many heroes frozen in time. Amitabh collects these heroes, and the Lich gives him chances to collect new additions.

THE BATTLE

- The battle takes place within the dragon's lair which is a cave. Therefore, he gets lair actions (DMG pg 92).
- Amitabh is with four **Half-Green Dragon War Priest** (VGtM pg 218).

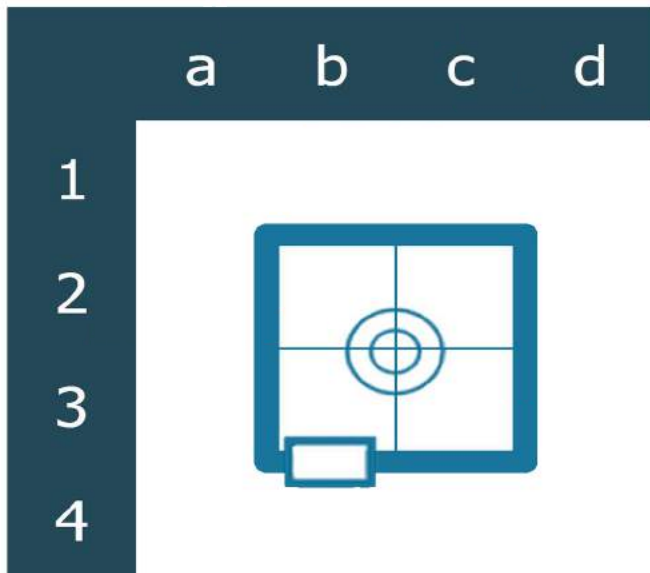
BECAUSE THESE ARE HALF-GREEN DRAGONS, THEY RECEIVE THE FOLLOWING FEATURES:

1. They gain Blindsight with a radius of 10 feet and Darkvision with a radius of 60 feet.
 2. Because they are Half-Green Dragon's they gain resistance to poison damage.
 3. They know Draconic as a language.
 4. They gain Poison Breath (recharge 5-6): The Half-Dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 6d6 poison damage on a failed save, or half as much damage on a successful one.
- The four War Priest will do all they can to aid Amitabh.
 - Amitabh has more than enough space to fly and move as the walls are 100ft high.
 - Because the fight is in a cave, the area is difficult terrain (PHB pg 190).
 - The battle map can be found in the map section at the end of this module. The player and DM map are the same.
 - Show picture 8.

THE AFTERMATH

- The teleport circle reappears for the party to re-enter the dungeon. However, players may choose to exit the cave and explore. If the players exit the cave, the DM is responsible for what happens next as this adventure does not go into details.
- The party may free the heroes trapped in the capsules. Who these heroes are will not be explained in this adventure.
- Roll once on the 17+ Treasure Hoard table (DMG pg 139).

GUARDIAN BATTLE 2



You find yourselves in a large but simple square room. A deep pit surrounds the walls and hugs the floor. Kneeling in the middle of the area is a lone woman with dark skin, silver hair, and red eyes. You see her stand up from what looks like a prayer. She looks at you and points. Suddenly, ladders spring up from the pits. What do you do?

- This battle is with the **Drow Matron Mother** (MToF pg 186), Priyanka.
- Priyanka fights for the Lich because he helped her gain her position of power she holds today. However, she seeks to destroy the Lich, so she has sent in two elite Drow adventuring parties to take the Lich out. Of course, this is all being done in secret.
- Players will most likely encounter these two parties of Drow.

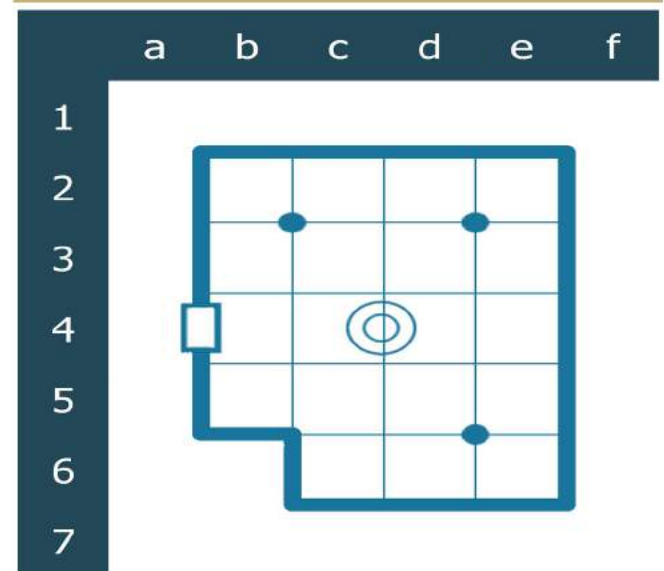
THE BATTLE

- The battle takes place in the Lich's sanctuary, but Priyanka has her servants constantly arriving from below.
- The battle arena contains deep pits on each side of the arena. **Drow** (MM pg 128) come up from the Underdark using ladders to aid Priyanka.
- These are basic Drow, so they shouldn't pose much of a problem only be a bother.
- Only five Drow will aid Priyanka at a time. Where the ladders appear is up to the DM.
- Players can knock the ladders down before the Drow climb up.
- The battle map can be found in the map section at the end of this module. The player and DM map are the same.

THE AFTERMATH

- The teleport circle reappears for the party to re-enter the dungeon. However, players may choose to explore the Underdark. If the players do so, the DM is responsible for what happens next as this adventure does not go into details.
- After Priyanka is slain, the Drow will stop coming up.
- Roll once on the 17+ Treasure Hoard table (DMG pg 139).

GUARDIAN BATTLE 3



You find yourselves to be in what looks like a sewer, however, a really nice sewer. Beautiful paintings sit on the walls, fine carpets cover the floor, and beautiful chandeliers hang from the ceiling. If you had more time, you might even enjoy the beauty of this area. But admiring beauty will have to wait because of a large round purple creature floating towards you.

This creature contains one large eye and several antena with eyes at the end of each. The creature is getting closer. What do you do?

- This battle is with the **Beholder** (MM pg 28), Anupam.
- The Lich helped Anupam become the crime lord of four major cities.

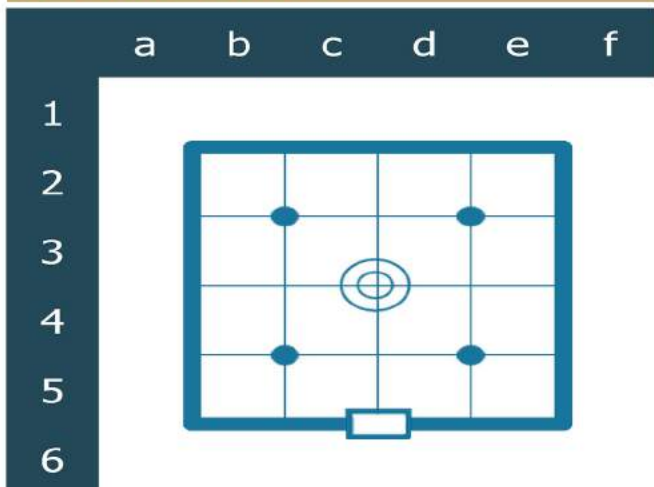
THE BATTLE

- Anupam fights within his secret layer and therefore gets his lair actions (MM pg 26-27).
- The battle contains three **Gazers** (VGtM pg 126). These Gazers are not powerful by any means, however, they're tricky little buggers.
- These Gazers can only be harmed by **piercing, fire, or radiant** damage. But wait, there's more. The Gazers can only be slain if the players attack all three at once using the same damage type.
- The Gazers cycle through their damage weaknesses. **Gazer One** starts with their weakness as piercing, **Gazer Two** starts with their weakness as fire, and **Gazer Three** starts with their weakness as radiant.
- For example: At the start of the battle, Gazer One can only be harmed by piercing damage. Once a creature attacks it with piercing damage, the Gazer's weakness rotates to fire damage. After the Gazer is attacked with fire, its weakness becomes radiant. Finally, after its attacked with radiant, the damage weakness type starts back over with piercing and so forth.
- The players will need to damage the three Gazers separately so that their damage type is all the same. Once all three share the same damage type, they will need to be attacked at once with that same damage type. This is the only way to slay them. Moreover, Anupam cannot be injured or killed unless all the Gazers are slain.
- The battle map can be found in the map section at the end of this module. The player and DM map are the same.
- Show picture 9.

THE AFTERMATH

- The teleport circle reappears for the party to re-enter the dungeon. However, players may choose to exit the chamber and explore Anupam's secret lair. If the players exit the chamber, the DM is responsible for what happens next as this adventure does not go into details.
- Roll once on the 17+ Treasure Hoard table (DMG pg 139).

GUARDIAN BATTLE 4



Three hooded figures pray at an altar covered in blood and gore. The floor begins to shake as if the place is about to collapse. With each passing second, the shaking gets worse until finally, a black vortex materializes from nothing and out steps a large, red, winged monster. From behind him comes several almost alien-like creatures. The red giant roars and crushes the three hooded figures. His next victim seems to be you. What do you do?

- This battle is with a **Pit Fiend** (MM pg 77).
- The Lich found out the true name of this Pit Fiend (which is not given in this adventure). Now he has the Pit Fiend bound in service for him as a guardian. The Pit Fiend has tried to break free, but nothing has come of it.
- The Lich has also seen fit to add one of each type of Yugoloth to aid the Pit Fiend. These consist of an **Arcanloth** (MM pg 313), **Mezzoloth** (MM pg 313), **Nycaloth** (MM pg 314), and a **Ultroloth** (MM pg 314).
- This battle takes place inside a cultist temple.

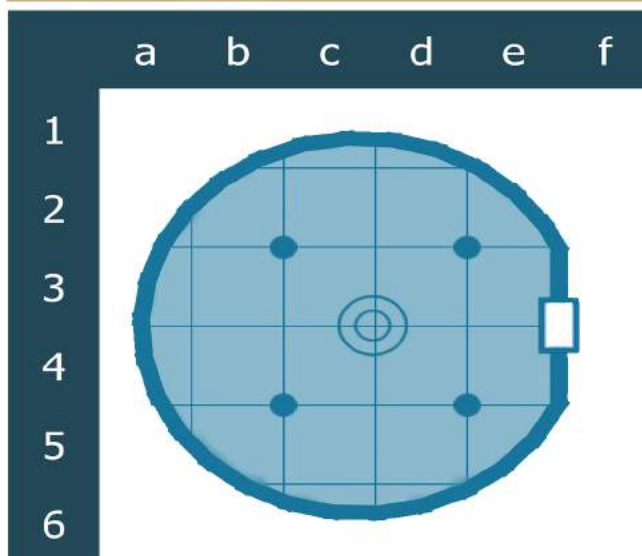
THE BATTLE

- The Yugoloth do fight as a team and are very deadly, however, they don't really care about the Pit Fiend and probably won't come to his aid most of the time.
- With being said, the Yugoloth still play dirty and will go all out.
- Finally, the Yugoloth can change the side of who they fight for with the proper bribing. The DM will determine what that is.
- The Pit Fiend is quite the force to be messed with. He also will care little for his Yugoloth allies and is only here to win.
- The battle map can be found in the map section at the end of this module. The player and DM map are the same.
- Show picture 10.

THE AFTERMATH

- The teleport circle reappears for the party to re-enter the dungeon. However, players may choose to exit the chamber and explore the cultist temple. If the players exit the chamber, the DM is responsible for what happens next as this adventure does not go into details.
- Roll once on the 17+ Treasure Hoard table (DMG pg 139).

THE FINAL BATTLE



- After the players have successfully opened the guardian door, they can enter the final battle.

Statues line both sides of a large staircase that ascends up into throne room. There the Lich sits waiting for whoever is foolish enough to challenge him. He wears a black robe and a fine gold crown atop his skull. In one hand he holds a magnificent rod while the other hand he wears an old ring. By his side are three beautiful Calishite women who look to be deeply mesmerized by the skeletal wizard. The Lich stands to his feet, you can see his teeth are made from various colored gems. He only points, and the three women stand in front of him. All four start coming towards you. What do you do?

- This battle consists of the **Lich**, Shahrukh (MM pg 202), and his three **Archmages** (MM pg 342) Kajol, Rani, and Deepika.
- Remember this is a lazy dungeon. The DM gets to choose why the Lich is here, why he let the party in, etc.

CHANGES

- The Lich carries the following items: Staff of the Magi (DMG pg 203), Robe of the Archmagi (evil) (DMG pg 194), and a Ring of Three Minds.

RING OF THREE MINDS

Ring, legendary (requires attunement)

-The wearer of this ring can concentrate on three spells at once.

- Because of these items and other modifications, the Lich now has the following changes to his stats.
 1. The Lich is a 20th level spellcaster.
 2. AC 18
 3. Due to the magic items, the Lich has a Spell Save DC 24 and Spell Attack Bonus + 16.
 4. HP 200
 5. Due to the magic items, the Lich has advantage on saving throws against spells and other magical effects.
 6. The Lich has the **Trap Soul** ability that some Demilich's have. The Lich contains five of these Soul Gems which he uses as teeth.
 - The Lich targets one creature that it can see within 30 feet of it.
 - The target must make a DC 18 Charisma saving throw. On a failed save, the target's soul is magically trapped inside one of the Lich's gems.
 - While the soul is trapped, the target's body and all the equipment it is carrying cease to exist.
 - On a successful save, the target takes 7d6 necrotic damage, and if this damage reduces the target to 0 hit points, its soul is trapped as if it failed the saving throw.
 - A soul trapped in a gem for 24 hours is devoured and ceases to exist.
 - If the Lich drops to 0 hit points, it is destroyed and turns to powder, leaving behind its gems.
 - Crushing a gem releases any soul trapped within, at which point the target's body reforms in an unoccupied space nearest to the gem and in the same state as when it was trapped.
 7. The Lich has the following spells prepared:

- **Cantrips (at will):** *Ray of Frost, Chill Touch, Fire Bolt, Toll the Dead* (XGtE 169), *Friends*
 - **1st level (4 slots):** *Magic Missile, Shield, Witch Bolt, Charm Person*
 - **2nd level (3 slots):** *Detect Thoughts, Mirror Image, Misty Step, Ray of Enfeeblement*
 - **3rd level (3 slots):** *Counterspell, Bestow Curse, Haste, Slow, Vampiric Touch*
 - **4th level (3 slots):** *Storm Sphere* (XGtE pg 166), *Black Tentacles, Blight*
 - **5th level (3 slots):** *Immolation* (XGtE pg 158), *Cloudkill*
 - **6th level (2 slots):** *Chain Lightning, Disintegrate*
 - **7th level (2 slots):** *Finger of Death, Whirlwind*
 - **8th level (1 slot):** *Maze, Illusory Dragon* (XGtE pg 157-158)
 - **9th level (1 slot):** *Invulnerability* (XGtE pg 160)
8. Due to the following changes mention and having Lair Actions (see below), the Lich will now be CR 25.
 9. Kajol, Rani, and Deepika will keep the same stats written in the Monster Manual with some exceptions.
 - All three no longer have **Teleport** as their 7th level spell but instead, have **Forcecage**.
 - Kajol still has **Time Stop** as her 9th level spell, Rani now has **Psychic Scream** (XGtE pg 163) as her 9th level spell, and Deepika now has **Power Word Kill** as her 9th level spell.

THE BATTLE

- The Lich does get his Lair Actions (MM pg 203).
- The Lich will try to use his Trap Souls ability as much as he can. Remember, he only has five soul gems. As DM you could be nice and use these on the NPC allies (if they have any).
- The Lich will use his Invulnerability spell as soon as he can.
- The three Archmages are here to fight, but they are mainly here to help the Lich.
- As DM, play to win.
- The battle map can be found in the map section at the end of this module. The player and DM map are the same.
- Show picture 11.

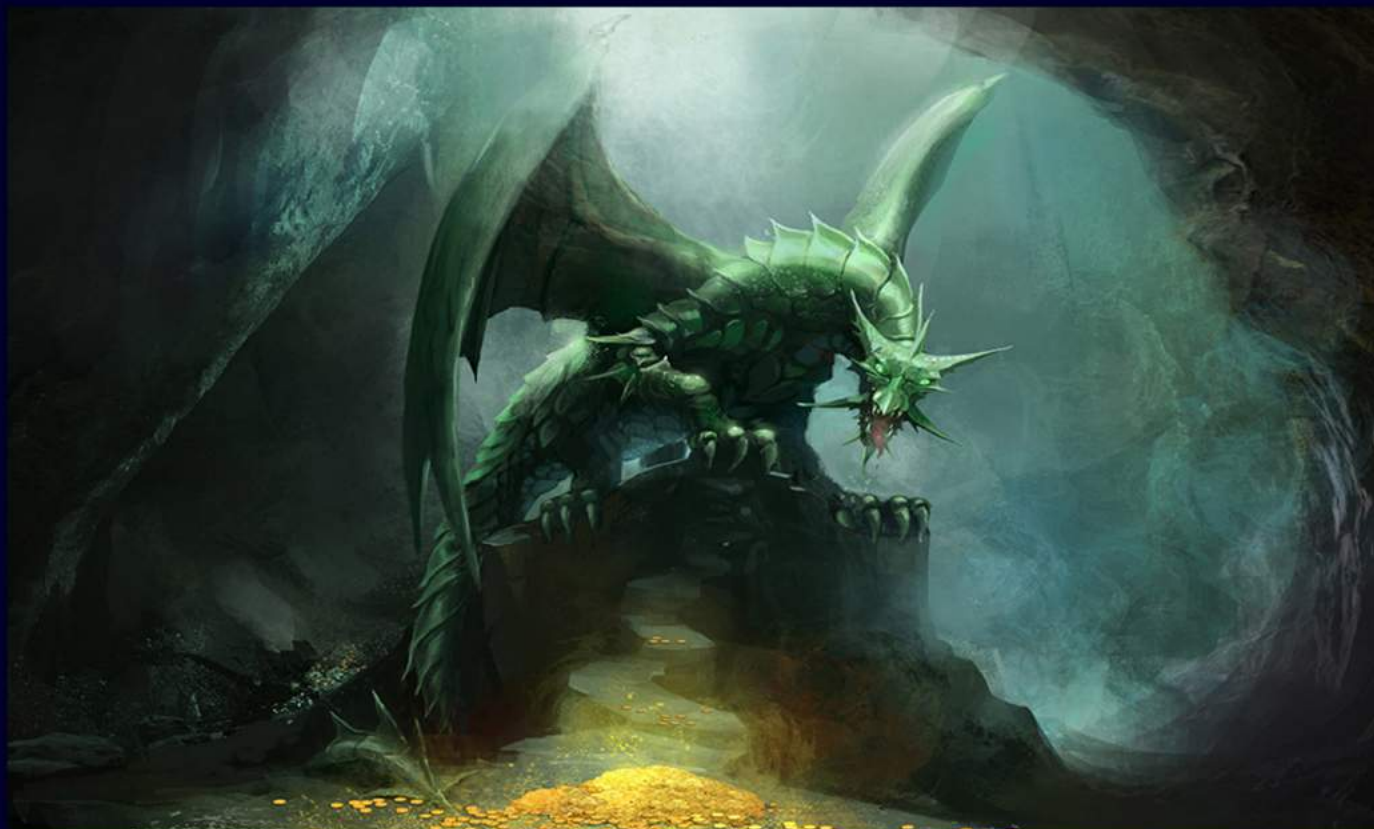
THE AFTERMATH

- The teleport circle reappears for the party to re-enter the main dungeon.
- The party may collect the Lich's three items.
- Getting out is up to the party.

The robed skeleton lets out a terrifying shriek! He grabs his head as if it's about to burst. Suddenly rays of light shoot from his empty eye sockets and his mouth. You can see this light shooting from every crack of the boney face until a large crack is heard, and pieces of bones fly in all directions. Slowly these bone chunks turn into dust. His robe falls to the floor followed by his other possessions. Nothing remains now of the wizard... for now. But that is for another adventure.

THE END

I HOPE YOU HAVE ENJOYED SHAHRUKH'S SANCTUM



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