NERZUGAL'S
DUNGEON MASTER TOOLKIT

A D&D 5E Supplement

NERZUGAL

Nerzugal's Dungeon Master Toolkit

This Toolkit contains a collection of generic set pieces I have created in my time as a dungeon master. It includes an assortment of dungeon maps, puzzles, fully detailed dungeons, random encounters, entire one-shot adventures, and tables to create hundreds of fun magic items. Most of these are able to be dropped in any campaign setting with just a small amount of work by the DM. All of this is created for Dungeons and Dragon 5th Edition and assumes you have the Monster Manual. With just the dungeons and one-shots, this toolkit can provide at least thirty hours of entertainment and has additional resources to bring fresh excitement to any campaign setting.

Keep in mind that all of these encounters are merely guidelines. Do not be afraid to deviate if see an opportunity to improve upon your player's experience. Add more monsters if your players are slicing their way through without effort or take out encounters if your players are tapped on resources. These are merely a way to give guidance and inspiration to a session, but making it fun still falls on the shoulders of the DM.

These beautiful layouts were created with The Homebrewery on naturalcrit.com so a huge shoutout to the developer!

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[Section A] - Random Tables

Random Tables Contents

[Section A.1] - Random Encounters
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[Section A.1] - Random Encounters

d100 ...	Encounter
1	Party stumbles upon a dragon's lair (Age appropriate).
2	Hard Monster Encounter.
3	A 150 ft. sheer cliff with a spear sticking out of its side halfway up and a banner hanging from it.
4	Party finds hints of a rare ore or tree nearby.
5	Medium Difficulty Monster Encounter.
6	Party finds airship wreckage.
7	It's your lucky day! A rainbow appears in the sky. A leprechaun awaits at its end guarding a pot of gold.
8	Find a great chasm leading deep into the ground at least a few miles long and a hundred feet across.
9	A large group of low CR monsters ambush the party.
10	A swift, powerful rainstorm blows in through the area, knocking down trees and flooding rivers.
11	Find evidence of an Orc encampment nearby.
12	Stumble upon a series of caves leading deep into the ground.
13	Bad Luck! Incredibly Difficult Monster Encounter.
14	There is a wanted criminal with a bounty on their head in the area and are desperate to not get caught.
15	Medium Difficulty Monster Encounter.
16	Find a piece of alien technology (i.e. pistol, dynamite) in some wreckage.
17	Find a group of fairies riding squirrels as their mounts. They are hunting pixies.
18	Find a lost diary with many entries inside written in an unknown language.
19	A ladder ascends the side of a large tree all the way into the canopy 100 ft. up. Glowing fruit await at the top.
20	Discover ruins (Inhabited by nagas / formerly inhabited by naga depending on party level).
21	Easy Monster Encounter [Avoidable].
22	Stumble upon evidence of a bandit encampment.
23	Find an ogre trap. It is a large hole with a sign out front that reads "FUD" and points down.
24	Find a traveling bard. Tells a legend of nearby powerful creatures / ruins / etc...
25	Medium Difficulty Monster Encounter.
26	Find a crazy old Githzerai apothecary in a wooden hut out in the woods.
27	Find a thin stream of lava that has broken through to the surface. Lava mephits abound.
28	Stumble upon the carcass of a massive, dead sea creature, even if there is no water nearby.
29	Hard Monster Encounter.
30	Amulet rolled from the Random Item Enchantments table lays in the middle of the path. (Good and bad attributes).
31	Find a strange stone well. There is a bucket attached which holds a skull and a single sapphire. Interesting.
32	Spot an exotic animal (A deer with emerald antlers, a squirrel with wings of a dragon, etc...).
33	Find evidence of an Ogre encampment nearby. Attacked another party - maybe survivors.
34	Find a paladin out in the wilds, searching for a nearby demon that he must vanquish.

d100 ...	Encounter
35	Medium Difficulty Monster Encounter.
36	Find an outcast ogre. The “smartest” of his clan and often abused because of this. (7 Intelligence)
37	Find a bloodstained bit of parchment. Written upon it is a confession of love for a woman in a nearby town.
38	Wild Magic Zone (Roll on Sorcerer table after each spell cast while here).
39	Meteor strikes the ground a few hundreds yards off. Xorn unconscious amongst the debris.
40	Find a field of vibrantly glowing fireflies. Caused by a nearby magical source that can be used to dye gear.
41	Easy monster encounter [Avoidable].
42	Hard monster encounter.
43	Find a lovely garden out in the forest that appears to be unattended. A dryad will appear should they disturb it.
44	Find the home of a friendly Oni. He is wearing clothes that appears stitched together by those of other adventurers.
45	Medium Difficulty Monster Encounter.
46	Find a patch of trees knocked down and destroyed. Evidence a massive creature has moved through recently.
47	Find a pile of goblin corpses stacked up with a banner impaled through the center.
48	Find a Power Gem. Can be used to give life to constructs or sold for a good price to the right buyer.
49	Find an archway of stone with symbols etched all around its border. It appears to be some sort of doorway.
50	A powerful natural disaster strikes the area: tornado, earthquake, tsunami, etc...
51	Party discovers a potential pet (psuedodragon, a large rat, a business of ferrets).
52	Party comes across a river. Seems normal except for the fact that the water is purple. As are the fish.
53	Party discovers a small treasure chest with no discernable way to open it. No key slot.
54	The party will be attacked by a were-creature in the night.
55	Medium Difficulty Monster Encounter.
56	Find a beautiful home out in the wilds with a Medusa living inside (Sedissa Liventhia) with a task for the party.
57	A beautiful gemstone is embedded in the center of the path. It glows a vibrantly with some strange magic.
58	Easy Monster Encounter [Avoidable].
59	Hard Monster Encounter.
60	Armor rolled from the Random Item Enchantments table lays in the middle of the path. (Good and bad attributes)
61	Find a hidden slaver’s camp.
62	Find a large bushel of highly deadly berries. Can be used to make potent poisons.
63	Find evidence of a Goblin encampment nearby.
64	Find the lost crown of a local bullywug king. Made from a large seashell.
65	Medium Difficulty Monster Encounter.
66	Find a cockatrice breeder’s farm out in the wild. Has a valuable, prized cockatrice as his pet.
67	Stumble upon a small family of Faerie Dragons.
68	A mysterious snowstorm blows through. A powerful gnoll shaman is controlling the weather from a nearby location.
69	Easy Monster Encounter [Avoidable].
70	Nearby bog infested with zombies. Bloodied man runs up to the party asking them to save his companions.
71	Find a strange stone. History/Arcana check will find it is a "Blight Stone". Best be careful.
72	Spot an exotic animal (A noble stag wearing gilded armor, a panther with a strange red pattern).
73	Stumble upon a gnoll tribe preparing a massive bonfire to sacrifice locally kidnapped citizens to Yeenoghu.
74	Party hears beautiful singing. Local peasant woman who is forbidden to sing practices out here.
75	Medium Difficulty Monster Encounter.
76	Party finds evidence of a unicorn nearby.
77	Find a massive stash of fake gold coins. Some are clearly wooden but others are decent counterfeits.

d100 ...	Encounter
78	Find evidence of a Roc nest nearby. Three eggs within.
79	Party overhears the cries of a pair of baby manticores. Their mother was killed.
80	Find a pool of blood in the middle of the path with a large, still pulsing heart at its center.
81	Easy Monster Encounter [Avoidable].
82	Hard Monster Encounter.
83	Find evidence of a nearby lizardfolk encampment.
84	Party discovers a potential pet (A colorful peacock, a large curious rabbit, a friendly owl).
85	Medium Difficulty Monster Encounter.
86	Evidence of gemstone mine nearby.
87	Small village of Satyrs. Massive hedonists and will make requests for fragrant flowers, beautiful art, or lovely poems.
88	Find a small hedron is found on the ground. A perfect eight-sided structure a foot high and a four inches wide.
89	Spot a small band of goblins struggling with a stolen Wyvern egg.
90	Weapon rolled from the Random Item Enchantments table lays in the middle of the path. (Good and bad attributes).
91	Discover a random dungeon (From Section E).
92	Find a treasure map found in the dirt leading to a nearby area of interest.
93	An airship is seen soaring overhead. It is crewed by a group of bandits and has been harassing local villages.
94	Easy Monster Encounter [Avoidable]
95	Medium Difficulty Monster Encounter.
96	Find a cultist summoning circle. Looks to have been recently used and lingering magics are still detectable.
97	Hard Monster Encounter.
98	You find a young woman lost in the forest. Tells you her family is wealthy. Actually a Doppelganger.
99	Incredibly Difficult Monster Encounter!
100	Discovere a massive ruined city/dungeon [Large dungeon + valuable treasure].

[Section A.2] – Random Item Enchantments

Lesser Beneficial Effects

d100	Effect (Lesser Beneficial)
1	This item glows when within 100 ft of demons.
2	This item glows when within 100 ft of elementals.
3	This item glows when within 100 ft of devils.
4	This item glows when within 100 ft of aberrations.
5	This item glows when within 100 ft of fey.
6	While attuned to this item, whenever you make an Acrobatics check, roll an additional d4 and add that value to your result.
7	While attuned to this item, whenever you make an Athletics check, roll an additional d4 and add that value to your result.
8	While attuned to this item, whenever you make a Deception check, roll an additional d4 and add that value to your result.
9	While attuned to this item, whenever you make a History check, roll an additional d4 and add that value to your result.
10	While attuned to this item, whenever you make an Insight check, roll an additional d4 and add that value to your result.
11	While attuned to this item, whenever you make an Intimidation check, roll an additional d4 and add that value to your result.
12	While attuned to this item, whenever you make an Investigation check, roll an additional d4 and add that value to your result.
13	While attuned to this item, whenever you make a Medicine check, roll an additional d4 and add that value to your result.
14	While attuned to this item, whenever you make a Nature check, roll an additional d4 and add that value to your result.
15	While attuned to this item, whenever you make a Perception check, roll an additional d4 and add that value to your result.
16	While attuned to this item, whenever you make a Performance check, roll an additional d4 and add that value to your result.
17	While attuned to this item, whenever you make a Persuasion check, roll an additional d4 and add that value to your result.
18	While attuned to this item, whenever you make a Religion check, roll an additional d4 and add that value to your result.
19	While attuned to this item, whenever you make a Sleight of Hand check, roll an additional d4 and add that value to your result.
20	While attuned to this item, whenever you make a Stealth check, roll an additional d4 and add that value to your result.
21	While attuned to this item, whenever you make a Survival check, roll an additional d4 and add that value to your result.
22	While attuned to this item, you gain proficiency in Stealth. If you are already proficient in this skill, you gain expertise in it instead.
23	While attuned to this item, you gain proficiency in Survival. If you are already proficient in this skill, you gain expertise in it instead.
24	While attuned to this item, you can't be charmed. Small ethereal hearts float above your head.
25	While attuned to this item, you can't be frightened. Small ethereal skulls float above your head.
26	While attuned to this item, you can't be poisoned. Small vials of poison float over your head.
27	While attuned to this item, you have resistance to thunder damage. A tiny air elemental follows you around.
28	While attuned to this item, you have resistance to lightning damage. A small storm cloud follows you around.
29	While attuned to this item, you have resistance to fire damage. A tiny fire elemental follows you around.
30	While attuned to this item, you have resistance to cold damage. A tiny ice elemental follows you around.
31	While attuned to this item, you have resistance to poison damage. A tiny poison cloud hovers over your head.
32	While attuned to this item, you have resistance to acid damage. A small ooze creature follows you around.
33	While attuned to this item, you have resistance to force damage. A small mana wyrm follows you around.
34	While attuned to this item, you have resistance to psychic damage. A flumph follows you around.
35	While attuned to this item, you have resistance to radiant damage. A tiny angelic creature follows you around.
36	While attuned to this item, you have resistance to necrotic damage. A tiny skeleton follows you around.
37	While attuned to this item, you can cast Prestidigitation at will.
38	While attuned to this item, you can cast Mage Hand at will.
39	While attuned to this item, you can cast Dancing Lights at will.
40	While attuned to this item, you can cast Message at will.
41	While attuned to this item, a pint of beer has the same effect as a minor healing potion for you.

d100	Effect (Lesser Beneficial)
42	While attuned to this item, add an additional 1d10 lightning damage to any critical hit. This item crackles with electricity.
43	While attuned to this item, add an additional 1d10 fire damage to any critical hit. This item occasionally sends off licks of flame.
44	While attuned to this item, add an additional 1d10 cold damage to any critical hit. This item is coated in ice.
45	While attuned to this item, add an additional 1d10 poison damage to any critical hit. This item exudes black fumes.
46	While attuned to this item, add an additional 1d10 acid damage to any critical hit. This item drips acid.
47	While attuned to this item, add an additional 1d10 force damage to any critical hit. Small ethereal lights twirl around this item.
48	While attuned to this item, add an additional 1d10 psychic damage to any critical hit. This item whispers thoughts to you on occasion.
49	While attuned to this item, add an additional 1d10 radiant damage to any critical hit. You grow a set of ethereal wings.
50	While attuned to this item, add an additional 1d10 necrotic damage to any critical hit. This item appears to be decaying.
51	While attuned to this item, add an additional 1d10 thunder damage to any critical hit. This item generates extra noise when striking foes or when struck.
52	While attuned to this item, you feel at home in the forest. Your proficiency bonus increases by 1 while in this area. This item is decorated with trees.
53	While attuned to this item, you feel at home in the desert. Your proficiency bonus increases by 1 while in this area. This item is decorated with cacti and tumbleweeds.
54	While attuned to this item, you feel at home in the mountains. Your proficiency bonus increases by 1 while in this area. This item is decorated with mountains.
55	While attuned to this item, you feel at home when on the coastline. Your proficiency bonus increases by 1 while in this area. This item is decorated with crashing waves.
56	While attuned to this item, you feel at home in the plains. Your proficiency bonus increases by 1 while in this area. This item is decorated with small rolling hills and plantlife.
57	While attuned to this item, whenever an enemy critically hits you, roll a d20. On a result of 11-20, the critical hit is negated and only normal damage is dealt. This item is decorated with shields.
58	While attuned to this item, whenever you drink a full potion roll a d20. On a result of 16-20, you manage to save enough for a second use.

d100	Effect (Lesser Beneficial)
59	While attuned to this item, whenever you take a short rest, roll a d20. On a result of 16-20, your next attack is a guaranteed critical hit.
60	While attuned to this item, whenever you kill an enemy, roll a d20. On a result of 19-20, you gain a surge of energy and may immediately take another full turn.
61	While attuned to this item, one piece of silver explodes out of this item for every point of damage you deal against enemies of at least CR 1.
62	While attuned to this item, it plays battle music for you in combat that can be heard in a 30 ft. area.
63	While attuned to this item, you may use your inspiration to turn your next attack into a critical hit. You may use this ability after your attack has confirmed to hit, but before damage is rolled.
64	This item is covered in vines. Every morning it grows a batch of 1d10 Goodberries that can be consumed.
65	While attuned to this item, you may store up to two charges of inspiration.
66	While attuned to this item, it is invisible to all enemies, making it impossible to see what you are wielding or wearing.
67	While attuned to this item, rain cannot fall upon you. It diverts around the edges of an ethereal bubble of energy instead.
68	While attuned to this item, once per day you may speak to a small critter for 10 minutes.
69	While attuned to this item, you cannot be surprised for any reason.
70	While attuned to this item, add +2 to your initiative rolls.
71	While attuned to this item, enemies roll their attacks of opportunity against you with disadvantage.
72	While attuned to this item, healing potions restore an additional 50% health.
73	While attuned to this item, your minimum health regained from a hit die during a short rest is equal to 4 + your Con Modifier.
74	While attuned to this item, ethereal butterflies flutter around your head. All healing spells that cast on you heal for an additional amount equal to your proficiency bonus.
75	While attuned to this item, you have darkvision up to 30 ft. and your eyes glow brightly at night.
76	While attuned to this item, plants spring to life around you. You get a +5 to Survival checks when looking for food.
77	While attuned to this item, you can detect any sources of water within 1000 ft.
78	While attuned to this item, you can walk on water for up to 5 minutes a day.
79	While attuned to this item, you can breath underwater for up to 5 minutes a day.
80	While attuned to this item, you have tremorsense up to 10 ft.

d100	Effect (Lesser Beneficial)
81	While attuned to this item, you find a bag containing 2d6 + 2 chocolates under your pillow every morning when you wake up. They restore 1 hp when eaten.
82	While attuned to this item, you take only half damage from any fall. This item is decorated with feathers.
83	While attuned to this item, you always know its location, no matter how far from you it is taken.
84	While attuned to this item, you can emit a fog cloud with radius of 20 ft centered on yourself once per day. It persists for one minute.
85	While attuned to this item, you can call upon this item to summon a noble elk steed for you to ride.
86	While attuned to this item, enemies that fall below twenty health begin to glow red to you.
87	While attuned to this item, you may speak a command work to make this item exude bright light in a ten foot radius and dim light another five feet.
88	While attuned to this item, whenever you take a short rest, roll a d20. On a result of 16-20, you automatically pass your next saving throw this day.
89	While attuned to this item, whenever you take a short rest, you gain temporary health equal to your level. This does not stack and lasts up to 8 hours.
90	While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 1 gem to burst forth worth 10g. Whenever you kill an enemy with a critical hit, 4 gems burst forth instead.
91	While attuned to this item, once per day you may reroll an attack roll. You must take the second result.
92	While attuned to this item, you give off a lovely aroma that makes others attracted to you. Add +5 to any roll when persuading someone who could be attracted to you.
93	While attuned to this item, you learn to speak the language of the next creature you encounter.
94	While attuned to this item, you always know which way is North.
95	While attuned to this item, you only need to eat half the normal amount of food on a given day.
96	While attuned to this item, fireflies are drawn to you at night. They will light your camps and flash brightly when something approaches.
97	While attuned to this item, a small sprite follows you around and will occasionally point out hidden objects.
98	This only weighs a third of its typical weight.
99	Reroll on this table twice, excluding this result.
100	This item is +1, reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon it instead grants +1 to your spell attack bonus and spell save DC instead.

Medium Beneficial Effects

d100	Effect (Medium Beneficial)
1-15	This item is +1. Reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon it instead grants +1 to your spell attack bonus and spell save DC instead.
16	While attuned to this item, you deal 1 additional damage with all attacks and spells.
17	While attuned to this item, you can use an attack of opportunity even against enemies who are disengaging.
18	While attuned to this item, when you are within 5 feet of at least two enemies, you may disengage as a bonus action.
19	While attuned to this item, you cannot be critically hit.
20	While attuned to this item, your Intelligence becomes 17.
21	While attuned to this item, your Dexterity becomes 17.
22	While attuned to this item, your Constitution becomes 17.
23	While attuned to this item, your Strength becomes 17.
24	While attuned to this item, your Charisma becomes 17.
25	While attuned to this item, your Wisdom becomes 17.
26	There is a small flask attached to this item. The contents of the flask can be consumed to heal for 2d4 + 2 hit points and cure any poisons or diseases, but only to the creature attuned to this item. The flask magically refills at dawn each day.
27	While attuned to this item, you feel lucky. Once per day you can reroll an attack, saving throw, or ability check. Take the higher of the two results.
28	While attuned to this item, you enter a state of pure calm while asleep. You only need to rest for 2 hours a day to become completely refreshed, but you may still only rest once every 24 hours.
29	While attuned to this item, whenever you are critically hit, you gain resistance to the damage type of that attack until you are hit by another critical strike.
30	While attuned to this item, you gain a +1 bonus to all saving throws in which you are not proficient.
31	While attuned to this item, you gain a +2 bonus to all saving throws in which you are proficient.
32	While attuned to this item, you gain proficiency in Acrobatics. If you are already proficient in this skill, you gain expertise in it instead.
33	While attuned to this item, you gain proficiency in Animal Handling. If you are already proficient in this skill, you gain expertise in it instead.
34	While attuned to this item, you gain proficiency in Athletics. If you are already proficient in this skill, you gain expertise in it instead.

d100	Effect (Medium Beneficial)
35	While attuned to this item, you gain proficiency in Deception. If you are already proficient in this skill, you gain expertise in it instead.
36	While attuned to this item, you gain proficiency in History. If you are already proficient in this skill, you gain expertise in it instead.
37	While attuned to this item, you gain proficiency in Insight. If you are already proficient in this skill, you gain expertise in it instead.
38	While attuned to this item, you gain proficiency in Intimidation. If you are already proficient in this skill, you gain expertise in it instead.
39	While attuned to this item, you gain proficiency in Investigation. If you are already proficient in this skill, you gain expertise in it instead.
40	While attuned to this item, you gain proficiency in Medicine. If you are already proficient in this skill, you gain expertise in it instead.
41	While attuned to this item, you gain proficiency in Nature. If you are already proficient in this skill, you gain expertise in it instead.
42	While attuned to this item, you gain proficiency in Perception. If you are already proficient in this skill, you gain expertise in it instead.
43	While attuned to this item, you gain proficiency in Performance. If you are already proficient in this skill, you gain expertise in it instead.
44	While attuned to this item, you gain proficiency in Persuasion. If you are already proficient in this skill, you gain expertise in it instead.
45	While attuned to this item, you gain proficiency in Religion. If you are already proficient in this skill, you gain expertise in it instead.
46	While attuned to this item, you gain proficiency in Sleight of Hand. If you are already proficient in this skill, you gain expertise in it instead.
47	While attuned to this item, you gain proficiency in Stealth. If you are already proficient in this skill, you gain expertise in it instead.
48	While attuned to this item, you gain proficiency in Survival. If you are already proficient in this skill, you gain expertise in it instead.
49	While attuned to this item, you cannot be deafened.
50	While attuned to this item, you cannot be stunned.
51	While attuned to this item, you cannot be petrified.
52	While attuned to this item, you cannot be paralyzed.
53	While attuned to this item, you can cast Charm Person once per day. The DC for this spell is 13
54	While attuned to this item, you can cast Detect Magic twice per day.
55	While attuned to this item, you can cast Shield twice per day.
56	While attuned to this item, you can cast Faerie Fire twice per day. The DC for this spell is 13.

d100	Effect (Medium Beneficial)
57	While attuned to this item, you can cast Animal Friendship twice per day.
58	While attuned to this item, you can cast Zone of Truth once per day.
59	While attuned to this item, you can cast Pass Without Trace once per day.
60	While attuned to this item, you can cast See Invisibility once per day.
61	While attuned to this item, you can cast Gust of Wind once per day. The DC for this spell is 13 .
62	While attuned to this item, you can cast Enlarge on yourself once per day.
63	While attuned to this item, you can cast Tongues once per day.
64	While attuned to this item, you can cast Daylight once per day
65	While attuned to this item, you can cast Dispel Magic once per day
66	While attuned to this item, you can cast Fireball at third level once per day. The DC for this spell is 13.
67	While attuned to this item, you can cast Lightning Bolt at third level once per day. The DC for this spell is 13.
68	While attuned to this item, your deal 1 additional lightning damage on all attacks. Add an additional 2d10 lightning damage to any critical hit. This item crackles with electricity.
69	While attuned to this item, your deal 1 additional fire damage on all attacks. Add an additional 2d10 fire damage to any critical hit. This item occasionally sends off licks of flame.
70	While attuned to this item, your deal 1 additional cold damage on all attacks. Add an additional 2d10 cold damage to any critical hit. This item is coated in ice.
71	While attuned to this item, your deal 1 additional poison damage on all attacks. Add an additional 2d10 poison damage to any critical hit. This item exudes black fumes.
72	While attuned to this item, your deal 1 additional acid damage on all attacks. Add an additional 2d10 acid damage to any critical hit. This item drips acid.
73	While attuned to this item, your deal 1 additional force damage on all attacks. Add an additional 2d10 force damage to any critical hit. Small ethereal lights twirl around this item.
74	While attuned to this item, your deal 1 additional psychic damage on all attacks. Add an additional 2d10 psychic damage to any critical hit. This item whispers thoughts to you on occasion.
75	While attuned to this item, your deal 1 additional radiant damage on all attacks. Add an additional 2d10 radiant damage to any critical hit. You grow a set of ethereal wings.
76	While attuned to this item, your deal 1 additional necrotic damage on all attacks. Add an additional 2d10 necrotic damage to any critical hit. This item appears to be decaying.

d100	Effect (Medium Beneficial)
77	While attuned to this item, your deal 1 additional thunder damage on all attacks. Add an additional 2d10 thunder damage to any critical hit. This item generates extra noise when striking foes or when struck.
78	While attuned to this item, whenever you drink a full potion roll a d20. On a result of 11-20, you manage to save enough for a second use.
79	While attuned to this item, whenever you drink a full potion roll a d20. On a result of 11-20, you gain a charge of inspiration.
80	While attuned to this item, whenever you take a short rest, roll a d20. On a result of 11-20, your next attack is a guaranteed critical hit.
81	While attuned to this item, whenever you kill an enemy, roll a d20. On a result of 17-20, you may immediately take another full turn.
82	While attuned to this item, whenever you score a critical hit, roll an additional d20. If the result of the second die is a 17 or higher, the enemy instantly dies if its current health is less than 100.
83	While attuned to this item, whenever you roll a natural 16-20 for your initiative roll, you may select any ally and raise their initiative result by 5.
84	While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 1d4 gems to burst forth, each worth 10g. Whenever you kill an enemy with a critical hit, roll 4d4 instead.
85	While attuned to this item, increase your movement speed by 5 ft.
86-90	While attuned to this item, you gain resistance to a random element.
91	While attuned to this item, when you deal a killing blow against an enemy, you regain 1d8 + your Proficiency Bonus hit points.
92	While attuned to this item, when an enemy misses you while you are dodging, you may use your reaction to make an attack against them with advantage.
93	While attuned to this item, you can store up to 3 charges of inspiration.
94	While attuned to this item, you can store up to 2 charges of inspiration. Whenever you gain inspiration you gain 2 charges instead of 1.
95	While attuned to this item, add +3 to your initiative rolls.
96	While attuned to this item, healing potions restore double health to you.
97	While attuned to this item, you have advantage on initiative rolls.
98	While attuned to this item, if you would die, this item shatters and you are returned to life with 1 hit point.
99	This item has a map inscribed upon it. This map leads to a powerful magic item.
100	Reroll on this table twice, ignoring this result.

Major Beneficial Effects

d100	Effect (Major Beneficial)
1-15	This item is +2, reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon it instead grants +2 to your spell attack bonus and spell save DC instead.
16	This item has 5 charges. You may expend any number of charges to increase a stat of your choice by that value plus 1 (up to a maximum of 20) for an hour. This item restores 1d4 + 1 charges at dawn.
17	This item has 5 gems embedded in it (a ruby, jade, emerald, sapphire, and topaz). These may be pried off and thrown at an enemy at a +7 bonus to hit. When thrown, these act as a Level 1 Chromatic orb of an element matching the gem. (Ruby - Fire, Jade - Acid, Emerald - Poison, Sapphire - Cold, Topaz - Lightning). These gems are restored at dawn and have no monetary value.
18	While attuned to this item, you may use your bonus action to launch an ethereal hook and chain at an enemy within 20 ft. Make an attack roll at +7. On hit, the target takes 1d6 piercing damage and you may have them make a DC 13 Strength saving . On a fail, the target is ripped to you.
19	This item has 5 charges. You may expend one of these charges to leap 20 ft. in any direction and attack with a deadly strike. Roll using your primary stat + your proficiency mod. On a hit, deal your lvl x d6 damage to that target. On a critical hit, all enemies within 15 feet must make a DC 15 Constitution saving throw or be knocked back 15 feet and fall prone. This item restores 1d4 + 1 charges at dawn.
20	While attuned to this item, whenever you roll minimum damage on an attack roll, your target is Frightened until the start of your next turn.
21	While attuned to this item, whenever you are hit by a projectile spell or ranged attack, you may use your reaction to roll a d4. On a result of 4, that projectile phases through you harmlessly.
22	While attuned to this item, enemies you hit become affected by the Hunter's Mark spell for one hour.
23	While attuned to this item, your initiative bonus is increased by 2. Whenever you roll initiative higher than 20, you move so swift that you get an extra edge up on your opponents. On the first round of combat, you act at your normal Initiative value and get a second turn at your Initiative value minus 20.
24	While attuned to this item, you may cast the Jump spell at will. Whenever you jump at an enemy ten or more feet away, you may make your first attack against that creature this turn with advantage. If you jump away from an enemy, they make their attack of opportunity with disadvantage.
25	While attuned to this item, an ethereal chain that floats around you. You may use your action to launch this chain at an enemy within 30 ft. That creature must succeed on a DC 15 Athletics or Acrobatics check or become grappled. While grappled, that creature make its attacks with disadvantage. A grappled creature may repeat this save at the end of each of its turns.

d100	Effect (Major Beneficial)
26	While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4, you feel a stroke of luck sweep over you. During this encounter, your critical hit threshold become 18-20.
27	While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a surge of power sweep over you. During this encounter, you sprout a set of powerful wings. You have a flight speed of 50 ft. and gain the Flyby Attack feature.
28	While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a surge of power sweep over you. During this encounter, whenever you hit an enemy with an attack, they always become critically maimed. (Loss of limb, eye, broken bones, etc...)
29	While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a surge of power sweep over you. During this encounter, at the beginning of each of your turns you regain 10 hit points.
30	While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4, you feel a stroke of luck sweep over you. You have advantage on all attack rolls during this encounter.
31	This item comes with two slots that each store a marble, one blue and one orange. These can be thrown at any non-magical surface where they will stick. Once both have been placed, a transdimensional space opens between the two allowing for quick passage as long as they are within 120 ft. of each other. Speaking the word "Return" will close the portals and force both marbles to return to the item.
32	While attuned to this item, you can launch a tether of magical string from your wrist up to 50 ft. The end of this tether will stick to nearly and surface and can be used to retrieve objects from a distance, to climb, or to swing from.
33	While attuned to this item, you have the ability to charge mundane objects with explosive capabilities. You may use your bonus action to infuse an object with this energy. For the next minute, you may throw this item and it will detonate upon impact. This deals 2d6 + (half your level) fire damage to any creature hit. Throwing any object larger than a 4 inches in diameter will cause an explosion of 4d6 + (your level) fire damage to enemies in a 10 foot diameter area, but you will have disadvantage to successfully throw the object at the target.
34	While attuned to this item, you may speak the command word "Scatter" and cause your weapon to explode into a thousand shards of metal. You may mentally control these shards to attack enemies up to 50 ft. away. While your weapon is in this state, you may use your action perform a Shard Storm attack to hit all enemies in a 10 ft. diameter area. Each creature in this area must make on a DC 15 Dexterity saving throw or take 4d6 + (half your level) slashing damage, or half as much damage on a successful one.

d100	Effect (Major Beneficial)
35-39	When you attune to this item, choose a skill. While attuned to this item, all checks you make using that skill are made with advantage.
40	While attuned to this item you may cask Hulking Hand at will. This spell functions as Mage Hand but has its range increased to 60 ft., can lift items up to 60 pounds, and can be used to strike an enemy for 2d4 Force damage. This ethereal hand glows a faint green. Once per day you can unleash a wave of rage and increase the Hand's potency. For the next minute it can lift objects up to 500 pounds and can strike enemies for 8d4 Force damage.
41	While attuned to this item, whenever you hit an enemy with an attack, you may use your inspiration to turn that attack into a critical hit that rolls triple dice rather than double.
42	While attuned to this item, rather than rolling hit dice to regain health, you regain health equal to the max value on that dice plus your Con mod. Additionally, health potions always heal you for max value.
43	While attuned to this item, your weapons gains a thrown property with range 20/60 and will return to you are the end of the turn. You may also deliver touch attacks through your thrown weapon.
44	While attuned to this item, you may use your reaction to cause this item to flash brightly when you are hit with a melee attack. Each creature within 5ft. of you must make a DC 10 Constitution saving throw or become blinded until the start of its next turn.
45	While attuned to this item, you gain a fly speed of 20 ft.
46	While attuned to this item, you can store up to 5 total spell slots worth of spells in it. This can be a single 5th level spell, five 1st level spells, or any other combination. Anyone can cast the spells into this item and it uses the caster's spell save DC and bonus to hit when unleashed.
47	While attuned to this item, you become soulbound to the next party member you touch. As long as you two are within 30 feet of one another, you each get +1 to your proficiency bonus and AC. You can spend an hour to sever this bond, at which time the next person you touch will become your new soulbonded partner.
48	While attuned to this item, whenever you kill an enemy of CR 1 or higher, a blast of energy is released from its body. Each enemy within 10 feet must succeed on a DC 13 Constitution saving throw or be stunned until the end of your next turn.
49	While attuned to this item, you are not affected by non-magical difficult terrain. Additionally, whenever you make a Dexterity check to reduce the damage of a spell or ability, if you pass you instead take no damage.
50	While attuned to this item, your hit point maximum increases by an amount equal to your Constitution score (not modifier) and your maximum health can not be reduced by any effect.

d100	Effect (Major Beneficial)
51	While attuned to this item, whenever you miss an attack, you get advantage on your first attack during your next turn.
52	While attuned to this item, you can choose to infuse your attack or spell with additional power by draining your own resources. You may expend any number of Hit Dice and add those dice as damage of the same type to this attack. You regain health equal to the total of these extra dice.
53	While attuned to this item, the first time you critically hit while attuned to this item it explodes into a shower of gems. Ten marble sized diamonds clatter to the ground in front of you. The total value of these is equal to 150% of the item's value. Keep this property a secret.
54	A 4th level fighter appears in a space within 30 feet of you. He is the same race as you and serves you faithfully until death or until you become unattuned to the item, at which point he fades away. You control this character.
55	This item has 3 charges. When you fail a Dexterity saving throw while it is attuned to you, you may expend a charge to pass that save instead. This item regains 1 charge each dawn.
56	While attuned to this item, increase your Dexterity by 2 to a maximum of 20.
57	While attuned to this item, increase your Constitution by 2 to a maximum of 20.
58	While attuned to this item, increase your Strength by 2 to a maximum of 20.
59	While attuned to this item, increase your Charisma by 2 to a maximum of 20.
60	While attuned to this item, increase your Wisdom by 2 to a maximum of 20.
61	While attuned to this item, increase your Intelligence by 2 to a maximum of 20.
62	While attuned to this item, your melee attacks and spells deal an additional 1d6 lightning damage. You also deal an additional 3d10 lightning damage on any critical hit. This item crackles with electricity.
63	While attuned to this item, your melee attacks and spells deal an additional 1d6 fire damage. You also deal an additional 3d10 fire damage on any critical hit. This item occasionally sends off licks of flame.
64	While attuned to this item, your melee attacks and spells deal an additional 1d6 cold damage. You also deal an additional 3d10 cold damage on any critical hit. This item is coated in ice.
65	While attuned to this item, your melee attacks and spells deal an additional 1d6 poison damage. You also deal an additional 3d10 poison damage on any critical hit.. This item exudes toxic fumes to enemies.
66	While attuned to this item, your melee attacks and spells deal an additional 1d6 acid damage. You also deal an additional 3d10 acid damage on any critical hit. This item drips acid.

d100	Effect (Major Beneficial)
67	While attuned to this item, your melee attacks and spells deal an additional 1d6 force damage. You also deal an additional 3d10 force damage on any critical hit. Small ethereal lights twirl around this item.
68	While attuned to this item, your melee attacks and spells deal an additional 1d6 psychic damage. You also deal an additional 3d10 psychic damage on any critical hit. This item whispers thoughts to you on occasion.
69	While attuned to this item, your melee attacks and spells deal an additional 1d6 radiant damage. You also deal an additional 3d10 radiant damage on any critical hit. You grow a set of ethereal wings.
70	While attuned to this item, your melee attacks and spells deal an additional 1d6 necrotic damage. You also deal an additional 3d10 necrotic damage on any critical hit. This item is decaying.
71	While attuned to this item, your melee attacks and spells deal an additional 1d6 thunder damage. You also deal an additional 3d10 thunder damage on any critical hit. This item generates extra noise when striking a target or when struck.
72	This item has 7 charges. You may use 1 charge to cast Burning Hands (DC 15) at first level. You may use 3 charges to cast Fireball at third level (DC 15). This item regains 1d6+1 charges each dawn.
73	This item has 7 charges. You may use 1 charge to cast Thunderwave (DC 15) at first level. You may use 3 charges to cast Lightning Bolt (DC 15) at third level. This item regains 1d6+1 charges each dawn.
74	This item has 7 charges. You may use 1 charges to cast Color Spray (DC 15) at first level. You may expend additional charges to increase the power of this spell. You may use 2 charges to cast Mirror Image. You may use 3 charges to cast Slow at third level (DC 15). This item regains 1d6+1 charges each dawn.
75	This item has 7 charges. You may use 1 charge to cast Faerie Fire (DC 15). You may use 4 charges to cast Confusion at fourth level (DC 15). This item regains 1d6+1 charges each dawn.
76	This item has 7 charges. You may use 1 charge to cast Bane at first level (DC 15). You may use 1 charge to cast Bless at first level (DC15). You may expend 4 charges to cast both Bless and Bane as a single action (DC 15). This item regains 1d6+1 charges each dawn.
77	This item has 9 charges. You may use 1 charge to cast Cure Wounds. You can increase the spell slot level by 1 for each additional charge you use. You may use 1 charges to cast Healing Word. You can increase the spell slot level by 1 for each additional charge you use. This item regains 2d4+1 charges each dawn.
78	This item has 9 charges. You may use 2 charges to cast Invisibility. You may use 5 charges to cast Greater Invisibility. This item regains 2d4+1 charges each dawn.
79	This item has 9 charges. You may use 1 charges to cast Shield. You may use 2 charges to cast Blur. You may use 3 charges to cast Haste. This item regains 2d4+1 charges each dawn.

d100	Effect (Major Beneficial)
80	This item has 9 charges. You may use 1 charges to cast Jump. You may use 2 charges to cast Misty Step. You may use 4 charges to cast Dimension Door. This item regains 2d4+1 charges each dawn.
81	This item has 9 charges. You may use 1 charge to cast Frost Blast (Burning Hands but cold. DC 15). You may use 3 charges to cast Sleet Storm (DC 15). You may use 5 charges to cast Cone of Cold at 5th level. You can increase the spell slot level by 1 for each additional charge you use. This item regains 2d4+1 charges each dawn.
82	This item has a small vial attached to it filled with a bright purple liquid. While you are attuned to this item, you may drink the contents of this vial and become filled with primordial power. For the next minute, enemy's weak spots glow a vibrant purple, allowing you to strike with deadly precision for maximum damage. Your critical strike threshold becomes 16-20 while this effect is active. The contents of this vial refill at dawn.
83	This item has a small vial attached to it filled with a neon green liquid. While you are attuned to this item, you may drink the contents of this vial and be granted supernatural sight. You gain Truesight up to 120 ft. for the next hour. Additionally while under this effect, you cannot be blinded by any means and hidden passageways glow faintly. The contents of this vial refill at dawn.
84	This item has a small vial attached to it filled with a dark blue liquid. While you are attuned to this item, you may drink the contents of this vial and be filled with unnatural levels of enlightenment and strength. Their body and mind both work on levels far exceeding their normal bounds. For the next minute, their proficiency bonus is increased by 2. The contents of this vial refill at dawn.
85	This item has a small vial attached to it filled with a deep shimmering white liquid. While you are attuned to this item, you may drink the contents of this vial and gain incredibly insight into your opponent's defense. When you rolls for damage with an attack or spell, roll twice and take the highest of the two rolls. The contents of this vial refill at dawn.
86	This item has a small vial attached to it filled with a deep blood red liquid. While you are attuned to this item, you may drink the contents of this vial and your flesh becomes as hard as steel. For the next minute, when you take non-psychic damage, reduce the amount taken by 5. The contents of this vial refill at dawn.
87	While attuned to this item, you can get two uses from any potion.
88	While attuned to this item, all allies within 50 ft. of you get an additional +3 to their Initiative results at the start of combat.
89	While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 2d4 gems to burst forth, each worth 10g. Whenever you kill an enemy with a critical hit, roll 8d4 instead.

d100	Effect (Major Beneficial)
90	While attuned to this item, whenever you kill an enemy, roll a d20. On a result of 13-20, you gain a surge of energy and may immediately take another full turn.
91	While attuned to this item, whenever you are in the sunlight, your proficiency bonus is increased by 1. You may also cast Daylight once per day which activates this benefit.
92	While attuned to this item, after 6 consecutive non-critical hits, your seventh attack is an automatic critical hit.
93	While attuned to this item, after missing two attacks in a row, your third attack hits automatically.
94	While attuned to this item, you inspire nearby allies in combat. All friendly creatures within 100 ft. have their movement speed increased by 10 feet.
95	While attuned to this item, you inspire nearby allies in combat. Whenever you kill an enemy, all allies within 50 ft. gain temporary hit points equal to your Charisma modifier plus your proficiency bonus.
96	While attuned to this item, one piece of gold explodes out of this item for every point of damage you deal against enemies of at least CR 1.
97	While attuned to this item, your critical strike range increases by 1.
98	While attuned to this item, your lowest ability score is increased by 4.
99	This item does not count towards your maximum attunement count for magic items.
100	Reroll on this table twice, ignoring this result.

Legendary Beneficial Effects

d100	Effect (Legendary Beneficial)
1-15	This item is +3, reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon, it instead grants +3 to your spell attack bonus and spell save DC instead.
16	While attuned to this item, your melee attacks and spells deal an additional 2d6 lightning damage. You also deal an additional 6d10 lightning damage on any critical hit. This item crackles with electricity and your critical strikes cause a bolt of lightning to strike from the skies and into your opponent.
17	While attuned to this item, your melee attacks and spells deal an additional 2d6 fire damage. You also deal an additional 6d10 fire damage on any critical hit. This item is constantly ablaze and your critical strikes cause your target to becomes completely enshrouded in a pillar of flame.
18	While attuned to this item, your melee attacks and spells deal an additional 2d6 cold damage. You also deal an additional 6d10 cold damage on any critical hit. This item is coated in ice and any rainfall turns to snow in its presence. When you critically strike an enemy they are enveloped in a block of ice that soon there after shatters and sends shards exploding in all directions.
19	While attuned to this item, your melee attacks and spells deal an additional 2d6 poison damage. You also deal an additional 6d10 poison damage on any critical hit. This item exudes toxic fumes into the air that drift around you in the shape of a snake. On a critical hit, this snake launches itself at the foe and forces its way into their lungs.
20	While attuned to this item, your melee attacks and spells deal an additional 2d6 acid damage. You also deal an additional 6d10 acid damage on any critical hit. This item drips acid that can melt through thin metals on command. On a critical hit, a wave of acid erupts out of the ground and sweeps over your enemy.
21	While attuned to this item, your melee attacks and spells deal an additional 2d6 force damage. You also deal an additional 6d10 force damage on any critical hit. Small ethereal lights twirl around this item and dance around your head in the form of small comets. On a critical hit, a dozen magic missiles burst from this item and strike the victim.
22	While attuned to this item, your melee attacks and spells deal an additional 2d6 psychic damage. You also deal an additional 6d10 psychic damage on any critical hit. This item whispers thoughts to you on occasion and allows you to pick up on telepathic conversations. On a critical hit, a blast of visible psychic energy flies at your enemy in the form of their greatest fear.

d100	Effect (Legendary Beneficial)
23	While attuned to this item, your melee attacks and spells deal an additional 2d6 radiant damage. You also deal an additional 6d10 radiant damage on any critical hit. You grow a set of brilliantly glowing ethereal wings that extend ten feet on either side of you. On a critical hit, an angel temporarily passes into this plane and strikes the enemy with their own divine weapon.
24	While attuned to this item, your melee attacks and spells deal an additional 2d6 necrotic damage. You also deal an additional 6d10 necrotic damage on any critical hit. This item appears to be decaying and on command you can cause plantlife beneath your feet to rot away. On a critical hit, a monstrosity of corpses and rotted flesh rips out of the ground and strikes your foe.
25	While attuned to this item, your melee attacks and spells deal an additional 2d6 thunder damage. You also deal an additional 6d10 thunder damage on any critical hit. This item generates extra noise when striking a target or when struck and rocks crumble in your wake. On a critical hit, a blast of sound so loud that it can shatter full sized boulders erupts from this item in a concentrated blast and strikes your foe.
26	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you may summon a Fire Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
27	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you may summon a Air Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
28	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you may summon a Water Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
29	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you may summon a Earth Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
30	This item has 5 charges. Whenever you hit an enemy with a damaging attack, you may expend one of those charges to force the target to make a Charisma save with DC 17. On a failed save, that target is teleported to a point you can see within 100 ft and takes 5d8 psychic damage. On a success, the target takes half that much damage and remains in place. This item's charges are restored at dawn.
31	While attuned to this item you can move through stone as you could water and have Tremorsense up to 30 ft. As a bonus action, you may grant these abilities to a willing creature you are touching for 10 minutes. You may also give this ability to a creature by force if they fail a DC 15 Wisdom saving throw. You may end this effect on a creature at any time.

d100	Effect (Legendary Beneficial)
32	This item has 7 charges. Whenever you hit an enemy with a melee or spell attack, you may use your bonus action and expend one of these charges to attempt to envelop the target in ice. The target must succeed on a DC 16 Constitution saving throw or be frozen for 1 minute. While frozen, the enemy is considered paralyzed. Attempting to freeze the same target multiple times increases the saving throw by 4 each time. Any damage dealt will cause the ice to shatter and free the target. This item's charges are restored at dawn.
33	This item has 3 charges. Whenever you slay an enemy, you may expend one of these charges to bring them back as a zombie to fight on your behalf for one minute. The zombie is arisen with half of its normal max hit points. After one minute, or whenever the creature is reduced to zero hit points, it crumbles to dust. This item's charges are restored at dawn.
34	This item has 5 charges. You may use your action and expend a charge to summon a trap into existence at a location you can see within 120 ft. You may create a 10 ft. by 10 ft. spike trap in the ground. Any enemies in this area must make a DC 16 Dexterity saving throw or fall ten feet, taking 3d10 piercing damage. You may summon a 10 ft. x 10 ft. Poison Dart Wall. Any enemy within 30 ft. of this wall must make a DC 16 Dexterity saving throw or take 2d6 piercing damage and 2d10 poison damage as darts impale them. You may summon a 10 ft. x 10 ft. wide boulder. Enemies caught in the line of the boulder must make a DC 16 Dexterity saving throw or take 3d10 bludgeoning damage and be knocked prone. This item's charges are restored at dawn.
35	Once per day you may spend 10 minutes to summon up to a dozen Large sized flying creatures. These can be Griffons, Wyverns, Eagles, etc... These creatures follow your orders for travel but will not aid in combat. After ten hours, or when dismissed, the creatures will slowly fade away over one minute.
36	While attuned to this item, increase two random attributes by 2. These values can exceed 20.
37	While attuned to this item, you have advantage on all saving throws against spells and magical effects.
38	While attuned to this item, you gain resistance to all elemental damage. If you already have resistance to an element, you become immune instead.
39	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4 you feel a stroke of luck sweep over you. During this encounter, your damage dice with melee and ranged weapon attacks are maximized this combat. You roll an additional 50% damage dice for all of your spells.
40	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4 you feel a stroke of luck sweep over you. During this encounter, your critical hit threshold become 15-20.

d100	Effect (Legendary Beneficial)
41	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4 you feel a stroke of luck sweep over you. During this encounter, you have resistance to all damage and may use up to two bonus actions and reactions on each of your turns.
42	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you feel a stroke of luck sweep over you. You have advantage on all attacks and saving throws during this encounter.
43	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to heal yourself or any ally up to 60 ft away for an amount equal to your level.
44	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to throw your weapon at an enemy within 60 ft. Make an attack roll using your primary stat. On a hit, you deal 4d10 damage + half your level damage to that enemy of the appropriate damage type and your weapon instantly returns to your hand.
45	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to inspire yourself or an ally within 60 ft. with power. That creature has advantage on any actions they take on their next turn.
46	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to curse an enemy within 60 ft. using the power of this item. That target has disadvantage on any actions they take on their next turn.
47	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, your highest stat is increased to 30.
48	While attuned to this item, whenever you roll for initiative roll an additional d4.On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, all of your attributes become 20 unless they are already higher.
49	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, you gain a flight speed of 60 ft, you gain the FlyBy feature, and all of your attacks have their damage increased by half your level.

d100	Effect (Legendary Beneficial)
50	While attuned to this item, whenever you roll for initiative roll an additional d4. On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, your armor and flesh becomes hard as diamond. Your AC is set to 22 and you gain proficiency in all saving throws.
51	While attuned to this item, you have a fly speed of 40 ft. and a swim speed of 40 ft.
52	While attuned to this item, whenever you roll for initiative, you may gain temporary hit points equal to the difference between your maximum and current hit points or equal to your level, whichever is higher.
53	While attuned to this item, you may use your action to launch an ethereal chain at a foe within 30 ft. You choose "At bay" or "At my mercy". If you choose At Bay, that target must pass a DC 20 Strength check to move closer to you and any movement they make is considered difficult terrain. If you choose At My Mercy, the opponent cannot move more than 30 ft. from you and any movement they make will drag you along with them. You may dismiss the chain at any time.
54	While attuned to this item, you may use your bonus action to mark an enemy for 1 minute. While marked, you have advantage on all attacks rolls against that target and your attacks deal an additional 3d6 damage. Attacks against any other enemies are made with disadvantage. This mark is only removed after 1 minute or when the marked target dies and you may only have one target marked at a time.
55	While attuned to this item, you may have your attacks instantly kill any enemy with hit points less than twice your level.
56	While attuned to this item, when enemies move within 30 ft. of you they must make a Will save or become frightened. This effect's DC is equal to 8 + your Proficiency bonus + your Charisma bonus. A strange shadowy aura surrounds this item.
57	While attuned to this item, you stop aging and you no longer need food to live. You are immune to any effect that would age you and you cannot die from old age. You are also immune to petrification and disease.
58	While attuned to this item, you gain an additional feat of your choice.
59	While attuned to this item, your maximum health becomes equal to what it would be if you rolled the maximum value for each health roll.
60	While attuned to this item, your natural 1s are considered to be natural 20s.
61	When you become attuned to this item, roll two d20s (Reroll on a result of 1 or 20). As long as you are attuned to this item, whenever you roll one of the displayed values on an attack roll, it is considered a critical hit. These two numbers cannot be changed even if the item becomes attuned to someone else.
62	While attuned to this item, every friendly character within 100 ft. of you is considered to be under the effects of a Bless spell at all times.

d100	Effect (Legendary Beneficial)
63	While attuned to this item, you have resistance to bludgeoning, piercing, and slashing damage.
64	While attuned to this item, your walking speed increases by 30 ft. Additionally, you may use a bonus action to take a Dash or Disengage. Once you do so, you can't use this ability again until you start another encounter.
65	While attuned to this item, one piece of platinum explodes out of this item for every point of damage you deal to enemies of at least CR 3.
66	While attuned to this item, whenever you move your full speed on a turn, this item unleashes a burst of energy. You may make a ranged attack against an enemy within 50 ft as a bonus action using your primary attribute. On a hit, a blast of power bursts forth dealing 4d6 + half your level lightning damage.
67	While attuned to this item, if you start your turn with at least 1 hit point, you regain 1d10 hit points.
68	While attuned to this item, you have advantage on saving throws against spells that target you specifically. Additionally, if you roll a natural 20 for the save and the spell is of 7th level or lower, that spell is reflected back to the caster.
69	While attuned to this item, you may use your bonus action to infuse an enemy within 10 ft. with deadly energy. The next time that creature is dealt damage within 1 minute, the energy detonates, dealing 3d10 force damage.
70	This item has 9 charges. You may expend 1 charge to cast Hold Person (DC 17), 2 charges to cast Hold Monster (DC 17), 2 charges to cast the Polymorph spell (save DC 17), 4 charges to cast Dominate Person (save DC 17), and 4 to cast Geas (save DC 17). This item regains 2d4 + 1 charges each dawn.
71	This item has 2 charges. You may use one charge to cast Time Stop. This item regains 1 charge at dawn.
72	This item has 2 charges. You may expend 1 charge to cast conjure elemental from it, declaring the type of elemental at the time of casting. You may only control a single elemental at a time. This item regains all charges at dawn.
73	While attuned to this item, whenever you take the dodge action, you get a single counterattack against every enemy that attacks you. Whenever you take the dash action, you may also make an attack or cast a spell of third level or lower.
74	While attuned to this item, you overcome all enemy damage resistances. Enemies with immunities have resistance to your damage instead.
75	While attuned to this item, you cannot be blinded, deafened, petrified, or stunned.
76	While attuned to this item, whenever you score a critical hit you deal an additional 21 damage. Additionally, whenever you land a critical hit, roll an additional dice. If the result of the second die is an 17 or higher, you destroy a piece of the target's body (to be randomly determined at the time of the attack)

d100	Effect (Legendary Beneficial)
77	While attuned to this item, you may sprout a set of adamantine claws as a bonus action. These claws are considered a finesse weapon and deal 1d8 + Dex damage. These claws are nearly indestructible and can pierce through most other metals. When retracted, these claws are invisible.
78	While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Gold Dragon appears to help you in combat.
79	While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Brass Dragon appears to help you in combat.
80	While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Copper Dragon appears to help you in combat.
81	While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Silver Dragon appears to help you in combat.
82	While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Bronze Dragon appears to help you in combat.
83	While attuned to this item, treasure erupts from enemies you kill with a CR of 3 or greater. Dealing the killing blow to an opponent causes 4d4 gems to burst forth, each worth 10g. Whenever you kill an enemy with a critical hit, roll 16d4 instead.
84	The first time you become attuned to this item, you hear a voice in your head ask: "Choose your enemy." Whenever you fight any enemy that shares a type with the chosen enemy, your attacks deal 3d6 extra damage. Additionally, this item glows whenever any creature of that type is near and you have resistance to all attacks made by creatures of that type. The chosen enemy persists even if attuned to someone else.
85	While attuned to this item, you are filled with the spirit of an ancient dragon. You gain the ability to use the breath weapon of a random adult dragon twice per day. You may only use this ability once per short rest.
86	This item contains the spirit of a creature of the DMs choosing of at least CR 5. Once per day, you may call upon that creature to come forth and fight on your behalf for up to one minute. You may use your bonus action to give specific commands to this creature and it will execute them to the best of its ability.
87	While attuned to this item, you gain the effects of an Iuon Stone of your choosing every morning when you wake.

d100	Effect (Legendary Beneficial)
88	While attuned to this item, you have resistance to damage from spells.
89	While attuned to this item, all of your attributes scores are increased by 1.
90	This item has two small vials attached to it filled with a bright red liquid. These vials act as Potions of Supreme Healing. The contents of these vials are restored every dawn as long as this item is attuned to someone.
91	This item has a small vial attached to it filled with a deep yellow liquid. Consuming the contents of this potion gives the benefits of a Potion of Giant's Strength. The contents of this vial are restored every dawn as long as the item is attuned to someone. The type of giant is randomly selected each morning.
92	This item has a small vial attached to it filled with midnight black liquid. The contents of this vial acts as Oil of Sharpness for any weapon the person this item is attuned to wields. The contents of this vial are restored every dawn as long as someone is attuned to it.
93	This item loses all negative detriments above the lesser tier. If this item has no detriments, roll on this table again.
94	While attuned to this item, you gain proficiency in three skills of your choice. This choice of skills cannot be altered even if you become unbound to this weapon.
95	Your proficiency bonus is increased by 1.
96	While attuned to this item, whenever you roll with advantage, roll three dice instead of two.
97	This item contains three 8th level spells. Roll on the Wizard's spell table three times. This item allows the user to cast one of the spells from that list using their highest stat as the spellcasting modifier. This ability can only be used once a day.
98	This item holds 1 wish.
99	This item holds 2 wishes.
100	This item holds 3 wishes.

Lesser Detrimental Effects

d100	Effect (Lesser Detrimental)
1	While attuned to this item, during rainstorms, frogs will fall out of the sky and batter you, occasionally exploding on impact.
2	While attuned to this item, bartenders charge you twice as much for alcohol and rooms.
3	While attuned to this item, a ferret will occasionally show up at night and steal 1d4 gold from you. If you attempt to catch or harm the ferret ,it disappears with a poof of smoke.
4	While attuned to this item, no NPCs think any of your jokes are funny.
5	While attuned to this item, you seem to have the worst luck. You can never win at games of chance.
6	While attuned to this item, birds will aim for you when evacuating their bowels.
7	While attuned to this item, all non-magical flames within 30 feet of you are extinguished.
8	While attuned to this item, you have terrible nightmares every night. You require an extra hour of sleep to become fully rested.
9	While attuned to this item, all nearby allies have terrible nightmares when you are sleeping within 50 ft. of them. They require an extra hour of rest each night.
10	While attuned to this item, you somehow manage to burn any food you try to cook.
11	While attuned to this item, all chickens stalk you with violent intentions, striking when they feel their numbers are great enough to overcome you.
12	While attuned to this item, slugs make their way to you and crawl on your face while you sleep.
13	While attuned to this item, all domesticated animals are terrified of you.
14	While attuned to this item, you snore incredibly loudly every night no matter how or where you sleep.
15	While attuned to this item, all instruments within 50 ft. of you sound out of tune when played.
16	While attuned to this item, you must eat twice the normal amount of food and you always feel hungry.
17	While attuned to this item, you no longer trust Bartenders and always assume they are lying to you.
18	While attuned to this item, you no longer trust Bards and always assume they are lying to you. This does not apply to your party members.
19	While attuned to this item, you no longer trust Barbarians and always assume they are lying to you. This does not apply to your party members.
20	While attuned to this item, you no longer trust Clerics and always assume they are lying to you. This does not apply to your party members.

d100	Effect (Lesser Detrimental)
21	While attuned to this item, you no longer trust Fighters and always assume they are lying to you. This does not apply to your party members.
22	While attuned to this item, you no longer trust Rogues and always assume they are lying to you. This does not apply to your party members.
23	While attuned to this item, you no longer trust Paladins and always assume they are lying to you. This does not apply to your party members.
24	While attuned to this item, you no longer trust Sorcerers and always assume they are lying to you. This does not apply to your party members.
25	While attuned to this item, you no longer trust Wizards and always assume they are lying to you. This does not apply to your party members.
26	While attuned to this item, you no longer trust Druids and always assume they are lying to you. This does not apply to your party members.
27	While attuned to this item, you no longer trust Monks and always assume they are lying to you. This does not apply to your party members.
28	While attuned to this item, you no longer trust Warlocks and always assume they are lying to you. This does not apply to your party members.
29	While attuned to this item, you no longer trust Guards and always assume they are lying to you.
30	While attuned to this item, you no longer trust Lords and always assume they are lying to you.
31	While attuned to this item, you no longer trust Soldiers and always assume they are lying to you.
32	While attuned to this item, you gain an additional random character flaw from your background's list of options.
33	While attuned to this item, you constantly confuse your left from your right.
34	While attuned to this item, you are convinced the sun rises in the west and sets in the east.
35	While attuned to this item, you think all food except the last thing you ate before becoming attuned to this item tastes vile.
36	While attuned to this item, you have to use the bathroom three times as often.
37	While attuned to this item, you fall madly in love with the next new person you meet that fits your sexual preferences.
38	While attuned to this item, you refuse to let it out of your sight. If it is more than ten feet from you, you have disadvantage on all rolls.
39	While attuned to this item, you can only sleep in the company of others. You need someone within arms length or you cannot fall asleep except through magical means.
40	While attuned to this item, whenever you approach a cliff, you have an overwhelming urge to jump. Make a DC 5 Wisdom check or follow through with this desire.

d100	Effect (Lesser Detrimental)
41	While attuned to this item, you have an overwhelming urge to throw yourself into fires. Whenever you come within 10 feet of one, make a DC 5 Wisdom save or give in to your urges.
42	While attuned to this item, you become colorblind.
43	While attuned to this item, you cannot discern your enemy's weapons. Hostile enemies seem to always be wielding logs of various sizes.
44	While attuned to this item, all members of a randomly determined race all look the same to you.
45	While attuned to this item, you have an illogical fear of fish and will avoid going into the water if at all possible.
46	While attuned to this item, fish are strangely drawn to you when in water. They make swimming especially difficult for you and your swim speed is cut in half.
47	While attuned to this item, anytime there is an explosion near you, you become filled with fear. Make a DC 5 Wisdom save or spend your next turn running away terrified.
48	While attuned to this item, all food you eat tastes like chicken and every beverage like water.
49	While attuned to this item, you assume any liquid you drink has been poisoned by an unknown enemy and must be carefully examined before consumed.
50	Reroll on the table twice, excluding this result.
51	While attuned to this item, small wild creatures fear you.
52	While attuned to this item, whenever you roll a natural 1 in combat, you move down one step on the initiative list as you grow distracted by this item's beauty.
53	While attuned to this item, whenever you roll a natural 1 in combat, your weapon turns into a large fish for the next round. It deals 1d2 bludgeoning damage to enemies. You maintain proficiency with the weapon while in this state.
54	While attuned to this item, whenever you roll a natural 1 on a ranged attack, your projectile turns to confetti before reaching the target. They see this as mockery and will attempt to slay you.
55	While attuned to this item, whenever an enemy hits you with a critical strike, roll a DC 10 Wisdom save. On a fail, you become frightened of your target. You may repeat this save at the end of each of your turns.
56	While attuned to this item, whenever an enemy hits you with a critical strike, you wet yourself.
57	While attuned to this item, you feel homesick as soon as you leave town. You must sleep with a stuffed animal or similar reminder or you gain a level of exhaustion when you wake.
58	While attuned to this item, you always feel cold, even in the hottest of temperatures.
59	While attuned to this item, you always feel hot, even in the middle of winter.

d100	Effect (Lesser Detrimental)
60	While attuned to this item, you sweat profusely constantly. You have disadvantage on climb checks but advantage on escaping from grapples.
61	While attuned to this item, if you are a male your beard hair falls out and you can no longer grow one. If you are female, you begin growing a beard.
62	While attuned to this item, all coins look like copper to you.
63	While attuned to this item, water you drink tastes like foul wine.
64	While attuned to this item, you often find stray kittens that only wish they had a home. They will love you dearly, but every night when you go to bed the kitten disappears and only a furball is left in its wake.
65	While attuned to this item, you are absolutely convinced this is an item directly affected by divine intervention. You shall allow no harm to come to it.
66	While attuned to this item, on rainy days you feel as sad as the weather is gloomy.
67	While attuned to this item, a flumph follows you around, occasionally unleashing a spray of stench at nearby players. If you kill the flumph it will return at dawn the next day.
68	While attuned to this item, any food that you carry on your body goes bad at ten times the normal rate.
69	While attuned to this item, torches burn but produce no light while you are holding them.
70	While attuned to this item, your weight increases by 1d4 x 10 pounds.
71	While attuned to this item, you lose the ability to smell.
72	While attuned to this item, you now speak with a random foreign accent. Some NPCs have a hard time understanding you.
73	This item has a map inscribed upon it. It will lead you to a trap planted by local bandits.
74	While attuned to this item, you become sickened for one round after killing a creature as you are filled with disgust by what you have done.
75	While attuned to this item, every night when you go to bed, this item transforms into a pack of bats and flies off into the night. They return at first light and reform the item.
76	While attuned to this item, whenever you kill a creature, its body explodes shortly afterward.
77	While attuned to this item, no matter how sneaky you attempt to be, you always seem to leave footprints in your wake.
78	While attuned to this item, you are occasionally struck by powerful needs to itch locations that you cannot reach.
79	While attuned to this item, you become convinced that the next enemy you encounter is a long, lost childhood friend.

d100	Effect (Lesser Detrimental)
80	While attuned to this item, you perceive the voices of everyone around you as if they were speaking in monotone.
81	While attuned to this item, you become convinced that you are being stalked by a ghost. You cannot sleep on your own or without a light or you will gain a level of exhaustion.
82	While attuned to this item, you develop an intolerant mindset towards members of a random race.
83	While attuned to this item, you feel incredibly generous and will give coin to anyone in need.
84	While attuned to this item, you are afflicted by narcolepsy. Whenever you roll a natural 1 for initiative, you fall asleep for 1 round, or until someone shakes you awake, or until someone strikes you.
85	While attuned to this item, you become convinced that everyone is trying to steal from you.
86	While attuned to this item, you become allergic to the next food you eat. You have horrible sneezing fits when it is nearby and become poisoned for 8 hours if you eat it.
87	While attuned to this item, anytime you see someone having a conversation out of earshot, you just know that they are talking about you.
88	While attuned to this item, every morning you forget your name and have to be convinced when told what it is.
89	While attuned to this item, you have a powerful urge to drink the blood of anything you kill.
90	While attuned to this item, whenever you swear, 1 gold disappears from your bags and appears in a jar hidden away somewhere on this plane. If you have no gold, you take 1 point of psychic damage.
91	While attuned to this item, a small snow flurry follows you around everywhere you go.
92	While attuned to this item, you are afraid of lightning. Roll a DC 15 Wisdom save to see if you can work up the courage to travel on such days. On a fail, you do everything you can to stay indoors.
93	While attuned to this item, you have an incredible terror of frogs and toads.
94	While attuned to this item, all alcohol turns to water as soon as it touches your lips.
95	While attuned to this item, all water turns to alcohol as soon as it touches your lips.
96	While attuned to this item, you have hour long fits of the hiccups multiple times a day.
97	While attuned to this item, you are compelled to make a wager on every fight.
98	While attuned to this item, occasionally a live wasp will find its way into your water flask.
99	While attuned to this item, you become terrified at the sight of your own reflection.
100	While attuned to this item, all 2's on your damage die count as 1's

Medium Detrimental Effects

d100	Effect (Medium Detrimental)
1	While attuned to this item, you movement speed is reduced by 5 ft.
2	While attuned to this item, whenever you roll a natural 1 in combat, the target you were attacking gets an attack of opportunity against you if able.
3	While attuned to this item, your maximum health is reduced by an amount equal to your level.
4	While attuned to this item, you regain two less hit die than normal during a long rest.
5	While attuned to this item, whenever you roll a natural 1 for initiative, 1d4 kobolds appear in an empty space within 30 feet of and attack you.
6	While attuned to this item, whenever you roll a natural 1 for initiative, 2 bugbears appear in an empty space within 30 feet of and attack you.
7	While attuned to this item, whenever you roll a natural 1 for initiative, 1d4 bullywugs appear in an empty space within 30 feet of and attack you.
8	While attuned to this item, whenever you roll a natural 1 for initiative, 2 cockatrices appear in an empty space within 30 feet of and attack you.
9	While attuned to this item, whenever you roll a natural 1 for initiative, 2 imps appear in an empty space within 30 feet of and attack you.
10	While attuned to this item, whenever you roll a natural 1 for initiative, choose a page number between 12 and 314 at random. A random monster on that page of the Monster Manual escapes this item and attacks. If the creature chosen has a CR higher than the average level of your party, choose another random creature.
11	While attuned to this item, your stomach is constantly in knots. When you make a Constitution saving throw, roll a an additional d4 and subtracts that amount from the result.
12	While attuned to this item, your limbs feel weak. When you make a Strength saving throw, roll a an additional d4 and subtracts that amount from the result.
13	While attuned to this item, your limbs feel numb.When you make a Dexterity saving throw, roll a an additional d4 and subtracts that amount from the result.
14	While attuned to this item, your head is constantly cloudy. When you make a Wisdom saving throw, roll a an additional d4 and subtracts that amount from the result.
15	While attuned to this item, your memory seems to slip. When you make a Intelligence saving throw, roll a an additional d4 and subtracts that amount from the result.
16	While attuned to this item, your tongue is heavy in your mouth.When you make a Charisma saving throw, roll a an additional d4 and subtracts that amount from the result.
17	While attuned to this item, all enemy attacks deal an additional 1 damage to you.
18	While attuned to this item, slashing attacks deal an extra 3 damage to you.

d100	Effect (Medium Detrimental)
19	While attuned to this item, bludgeoning attacks deal an extra 3 damage to you.
20	While attuned to this item, stabbing attacks deal an extra 3 damage to you.
21	While attuned to this item, when you take fire damage, it deals an extra 4 damage to you.
22	While attuned to this item, when you take cold damage, it deals an extra 4 damage to you.
23	While attuned to this item, when you take lightning damage, it deals an extra 4 damage to you.
24	While attuned to this item, when you take thunder damage, it deals an extra 4 damage to you.
25	While attuned to this item, when you take necrotic damage, it deals an extra 4 damage to you.
26	While attuned to this item, when you take radiant damage, it deals an extra 4 damage to you.
27	While attuned to this item, when you take psychic damage, it deals an extra 4 damage to you.
28	While attuned to this item, when you take force damage, it deals an extra 4 damage to you.
29	While attuned to this item, when you take acid damage, it deals an extra 4 damage to you.
30	While attuned to this item, when you take poison damage, it deals an extra 4 damage to you.
31	While attuned to this item, reduce the damage of all of your critical hits by 7.
32	While attuned to this item, the DC for your death saving throws become 12.
33	While attuned to this item, whenever you roll with disadvantage, reduce the value of the lower dice by 2.
34	While attuned to this item, your critical hits cause backlash damage. On a critical hit you take damage equal to your proficiency bonus.
35	While attuned to this item, your AC is reduced by 1 while an enemy is within 5 ft. of you.
36	While attuned to this item, when an enemy critically hits you, you take 1d10 additional damage of that type.
37	While attuned to this item, for the first hour after finishing a long rest, your movement speed is halved as this item drains your energy.
38	While attuned to this item, Whenever an enemy rolls a natural 1 against you, it is a hit rather than a miss.
39	While attuned to this item, you are easily scared. You get -2 to any Wisdom saving throws against becoming frightened.
40	While attuned to this item, when you roll a 1 for initiative. A blue dragon wyrmling will appear and help the enemy in combat.
41	While attuned to this item, when you roll a 1 for initiative. A red dragon wyrmling will appear and help the enemy in combat.

d100	Effect (Medium Detrimental)
42	While attuned to this item, when you roll a 1 for initiative. A black dragon wyrmling will appear and help the enemy in combat.
43	While attuned to this item, when you roll a 1 for initiative. A green dragon wyrmling will appear and help the enemy in combat.
44	While attuned to this item, when you roll a 1 for initiative. A white dragon wyrmling will appear and help the enemy in combat.
45	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. You are under the effects of the bane spell for the first three rounds of this encounter.
46	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a wave of sickness. You are considered poisoned for the first two rounds of this encounter.
47	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you become captivated by this item. During the first round of combat, you may take no actions.
48	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, during this encounter, whenever you deal damage, roll an additional d4 and subtract that value from the total.
49	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. During this encounter, enemies roll an additional d4 damage whenever that successfully attack you.
50	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, your legs go numb with fear. For the first three rounds of combat your movement speed is halved and you cannot take the dash action.
51	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item gives off discharges of power this encounter. Any friendly creature within 10 ft. of you at the end of your turn takes 1d6 force damage.
52	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item demands power. Your highest stat to become 10 for the first two rounds of combat.
53	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you feel the burden of this item's power take its toll on you. You cannot take reactions or bonus actions for the first three rounds of combat.
54	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Wall of Fire springs up around you and lasts for three rounds.
55	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are affected by a Reduce spell for the first three rounds of combat.
56	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Grease spell is cast under your feet with a radius of 10 ft.

d100	Effect (Medium Detrimental)
57	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. gains 4d6 temporary hit points for 1 minute.
58	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. gain +4 to their highest stat for 1 minute.
59	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. becomes blessed for 1 minute.
60	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. comes under the effects of the Mirror Image spell for 1 minute.
61	While attuned to this item, whenever you roll a 1 in combat, a rune appears on the ground beneath your feet. At the end of your turn this rune explodes, dealing 2d10 lightning damage to all friendly creatures within 5 feet of it.
62	While attuned to this item, whenever you are affected by a healing spell, a random enemy within 30 ft. heals for that same amount.
63	While attuned to this item, if an enemy casts a damaging spell that would affect you, subtract 1 from the result of your saving throw.
64	While attuned to this item, whenever you make a saving throw against a spell that deals Arcane damage, roll an additional d4 and subtract that value from the result.
65	While attuned to this item, whenever you make a saving throw against a spell that deals Fire damage, roll an additional d4 and subtract that value from the result.
66	While attuned to this item, whenever you make a saving throw against a spell that deals Cold damage, roll an additional d4 and subtract that value from the result.
67	While attuned to this item, whenever you make a saving throw against a spell that deals Thunder damage, roll an additional d4 and subtract that value from the result.
68	While attuned to this item, whenever you make a saving throw against a spell that deals Lightning damage, roll an additional d4 and subtract that value from the result.
69	While attuned to this item, whenever you make a saving throw against a spell that deals Acid damage, roll an additional d4 and subtract that value from the result.
70	While attuned to this item, whenever you make a saving throw against a spell that deals Poison damage, roll an additional d4 and subtract that value from the result.

d100	Effect (Medium Detrimental)
71	While attuned to this item, whenever you make a saving throw against a spell that deals Necrotic damage, roll an additional d4 and subtract that value from the result.
72	While attuned to this item, whenever you make a saving throw against a spell that deals Radiant damage, roll an additional d4 and subtract that value from the result.
73	While attuned to this item, whenever you make a saving throw against a spell that deals Force damage, roll an additional d4 and subtract that value from the result.
74	While attuned to this item, any spell that allows you to reroll to end an effect at the end of your turn has its DC increased by 2.
75	While attuned to this item, whenever you make a Acrobatics check, roll an additional d4 and subtract half that value, rounded up, from your result.
76	While attuned to this item, whenever you make a Animal Handling check, roll an additional d4 and subtract that value from your result.
77	While attuned to this item, whenever you make a Athletics check, roll an additional d4 and subtract that value from your result.
78	While attuned to this item, whenever you make a Deception check, roll an additional d4 and subtract that value from your result.
79	While attuned to this item, whenever you make a History check, roll an additional d4 and subtract that value from your result.
80	While attuned to this item, whenever you make a Insight check, roll an additional d4 and subtract that value from your result.
81	While attuned to this item, whenever you make a Intimidation check, roll an additional d4 and subtract that value from your result.
82	While attuned to this item, whenever you make a Investigation check, roll an additional d4 and subtract that value from your result.
83	While attuned to this item, whenever you make a Medicine check, roll an additional d4 and subtract that value from your result.
84	While attuned to this item, whenever you make a Nature check, roll an additional d4 and subtract that value from your result.
85	While attuned to this item, whenever you make a Perception check, roll an additional d4 and subtract that value from your result.
86	While attuned to this item, whenever you make a Performance check, roll an additional d4 and subtract that value from your result.
87	While attuned to this item, whenever you make a Persuasion check, roll an additional d4 and subtract that value from your result.
88	While attuned to this item, whenever you make a Religion check, roll an additional d4 and subtract that value from your result.

d100	Effect (Medium Detrimental)
89	While attuned to this item, whenever you make a Sleight of Hand check, roll an additional d4 and subtract that value from your result.
90	While attuned to this item, whenever you make a Stealth check, roll an additional d4 and subtract that value from your result.
91	While attuned to this item, whenever you make a Survival check, roll an additional d4 and subtract half that value, rounded up, from your result.
92	While attuned to this item, you may not use healing potions while in combat.
93	While attuned to this item, whenever an enemy critically hits you, you have disadvantage on your next attack roll.
94	While attuned to this item, whenever an enemy critically hits you, you move down one step on the initiative order
95	While attuned to this item, whenever you roll with advantage, reduce the result of the higher dice by 2.
96	While attuned to this item, party members within 5 ft. of you gain a penalty of -1 to their initiative rolls.
97	While attuned to this item, you get -2 to your initiative rolls.
98	While attuned to this item, you are mute for the first hour after a long rest.
99	While attuned to this item, if you have darkvision, you lose it. If you don't have darkvision, you are now afraid of the dark and need a light in order to sleep.
100	While attuned to this item, whenever you roll max damage on an attack die. Reroll that die and take the second result. Do this a maximum of once per round.

Major Detrimental Effects

d100	Effect (Major Detrimental)
1-10	This item has two additional Medium Detriments
11	While attuned to this item, you have vulnerability to fire damage.
12	While attuned to this item, you have vulnerability to cold damage.
13	While attuned to this item, you have vulnerability to lightning damage.
14	While attuned to this item, you have vulnerability to thunder damage.
15	While attuned to this item, you have vulnerability to force damage.
16	While attuned to this item, you have vulnerability to acid damage.
17	While attuned to this item, you have vulnerability to poison damage.
18	While attuned to this item, you have vulnerability to psychic damage.
19	While attuned to this item, you have vulnerability to radiant damage.
20	While attuned to this item, you have vulnerability to necrotic damage.
21	While attuned to this item, you have vulnerability to slashing damage.
22	While attuned to this item, you have vulnerability to bludgeoning damage.
23	While attuned to this item, you have vulnerability to piercing damage.
24	While attuned to this item, enemies critically hit you on a roll of 18-20
25	While attuned to this item, enemy attacks deal an additional 3 damage to you.
26	While attuned to this item, you have a chance to spontaneously combust. When you are damaged by an enemy, roll a d20. On a result of 1, you cast a level 3 Fireball spell centered on yourself.
27	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, pure energy erupts from this item. All flammable objects not being worn or carried within 30 ft. of you burst into flames. Additionally, all creatures within this area also take 3d6 fire damage
28	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, ice erupts from this item. All non-living, non-carried or equipped objects in a 20 ft. foot radius are frozen. The area becomes difficult terrain until the ice melts. All creatures within this area also take 3d6 cold damage.
29	While attuned to this item,at the end of your turn in combat, roll a d20. On a result of 1, this item erupts with brilliant light. All creatures within ten feet of you, including yourself, must make a DC 15 Constitution save or become blinded. Repeat this save at the end of each turn. You automatically fail the first save.

d100	Effect (Major Detrimental)
30	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, a cloud of poisonous gas erupts from this item when you. All creatures in a 20 ft. radius, including you, must make a DC 15 Constitution save or become poisoned. Repeat this save at the end of each turn. You automatically fail the first save.
31	While attuned to this item, whenever you roll a critical hit, reduce its damage by 13.
32	While attuned to this item, for the first hour after finishing a long rest, you are deaf.
33	While attuned to this item, when an enemy critically hits you, you take 2d12 additional damage of that type.
34	While attuned to this item, whenever you roll a natural 1 on a spell save, the damage is increased by 50% or if it is against an ongoing effect, the DC is increased by 3.
35	While attuned to this item, whenever an enemy rolls a natural 1 against you, it is a hit rather than a miss.
36	While attuned to this item, whenever you roll max damage on a die. Reroll that die and take the second result. This detriment only applies once per turn.
37	While attuned to this item, your critical hits cause backlash damage. On a critical hit, you take damage equal to your level.
38	While attuned to this item, you regain only half of your hit dice during a long rest.
39	While attuned to this item, each time you take the attack action or cast a spell, you lose 1 hit point.
40	While attuned to this item, you get -4 to your initiative rolls.
41	While attuned to this item, you make your initiative rolls with disadvantage.
42	While attuned to this item, you must sleep for at least ten hours to become fully rested. If you do not get this rest, you gain a level of exhaustion.
43	While attuned to this item, once you fall asleep you enter a trance and are incapable of waking up for any reason for the next six hours.
44	While attuned to this item, whenever you are critically hit you must succeed on a DC 15 Constitution saving throw or become stunned until the end of your next turn.
45	While attuned to this item, when you roll a natural 1-2 for initiative, a Bulette will appear and help the enemy in combat. If a Bulette does not fit in this area, a Wraith is summoned instead
46	While attuned to this item, when you roll a natural 1-2 for initiative, a Cambion will appear and help the enemy in combat.
47	While attuned to this item, when you roll a natural 1-2 for initiative, a Balgura Demon will appear and help the enemy in combat. If a Balgura does not fit in this area, a Flaming Skull appears instead.
48	While attuned to this item, when you roll a natural 1-2 for initiative, a Barbed Devil will appear and help the enemy in combat.

d100	Effect (Major Detrimental)
49	While attuned to this item, when you roll a natural 1-2 for initiative, a Half-Dragon Veteran will appear and help the enemy in combat.
50	While attuned to this item, during your first combat of the day, you get -3 to all saving throws.
51	While attuned to this item, during your first combat of the day, you are filled with rage and always attack the closest enemy.
52	While attuned to this item, during your first combat of the day, your legs go numb. Your movement speed is halved.
53	While attuned to this item, the contents of healing potions turn to dust as they touch your lips.
54	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. You are under the effects of the bane spell for this encounter.
55	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a wave of sickness. You are considered poisoned for the first three rounds of this encounter.
56	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you become captivated by this item. During the first round of combat you may take no actions and during the second you make all rolls with disadvantage.
57	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, during this encounter, whenever you deal damage roll an extra d6 and subtract that value from the total.
58	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. During this encounter, enemies roll an additional d6 damage whenever that successfully attack you.
59	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, your legs go numb with fear. For the first five rounds of combat your movement speed is halved and you cannot take the dash action.
60	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item gives off discharges of power this encounter. Any friendly creature within 10 ft. of you at the end of your turn takes 2d6 force damage.
61	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item demands power. Your highest stat to become 10 for three rounds as you feed its hunger.
62	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you feel the burden of this item's power take its toll on you. You cannot take reactions or bonus actions for the first three rounds of combat.
63	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Wall of Fire springs up around you and lasts for five rounds.
64	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are affected by a Reduce spell for the first five rounds of combat.

d100	Effect (Major Detrimental)
65	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Grease spell is cast under your feet with a radius of 20 ft.
66	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. gains 4d12 temporary hit points for 1 minute.
67	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. has their highest stat increased by 6 for 1 minute.
68	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. Two random enemies within 200 ft. becomes blessed for 1 minute.
69	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. Two random enemies within 200 ft. comes under the effects of Mirror Image spell for 1 minute.
70	While attuned to this item, you feel sluggish and depressed when it rains. While it is raining, make your initiative rolls with disadvantage and you make not take bonus actions.
71	While attuned to this item, whenever you roll a natural 19-20 for initiative, one of the random effects from the Bag of Beans occurs within ten feet of you.
72	While attuned to this item, a pack of 3d6 gnolls appear somewhere in the wilds, worshipping this item as their god. They will hunt you down until they are all killed or until they have retrieved the item.
73	While attuned to this item, the gods themselves become jealous. Each dawn roll a d4. On a result of 1, you will be struck with a bolt of lightning (8d6, DC 15 Dex save for half) at some unknown point during that day.
74	While attuned to this item, the gods themselves become jealous. Each dawn, roll a d4. On a result of 1, at some point during the day the ground beneath your feet will turn to quicksand. You become restrained and slowly sink into the ground. If you cannot escape or are not pulled free within three turns, you begin to suffocate. (DC 15 Strength save to escape)
75	While attuned to this item, the gods themselves become jealous. Each dawn roll a d4. On a result of 1, at some unknown point during the day, one of your allies will be hit by a ray of flames from the heavens. (5d10 fire damage, DC 15 Dexterity save for half)
76	While attuned to this item, the gods themselves become jealous. Each dawn roll a d4. On a result of 1, at some unknown point during the day, a powerful gust of wind will bombard you and all creatures within 20 feet. Each creature affected makes a DC 15 Str save, on a fail they are thrown 30 feet, take 5d4 bludgeoning damage, and are knocked prone. On a success, they take half damage and are not knocked prone.

d100	Effect (Major Detrimental)
77	While attuned to this item, you make Acrobatics checks with disadvantage.
78	While attuned to this item, you make Animal Handling checks with disadvantage.
79	While attuned to this item, you make Athletics checks with disadvantage.
80	While attuned to this item, you make Deception checks with disadvantage.
81	While attuned to this item, you make History checks with disadvantage.
82	While attuned to this item, you make Insight checks with disadvantage.
83	While attuned to this item, you make Intimidation checks with disadvantage.
84	While attuned to this item, you make Investigation checks with disadvantage.
85	While attuned to this item, you make Medicine checks with disadvantage.
86	While attuned to this item, you make Nature checks with disadvantage.
87	While attuned to this item, you make Perception checks with disadvantage.
88	While attuned to this item, you make Performance checks with disadvantage.
89	While attuned to this item, you make Persuasion checks with disadvantage.
90	While attuned to this item, you make Religion checks with disadvantage.
91	While attuned to this item, you make Sleight of Hand checks with disadvantage.
92	While attuned to this item, you make Stealth checks with disadvantage.
93	While attuned to this item, you make Survival checks with disadvantage.
94	While attuned to this item, you are limited to having only one other magical item attuned to you. If you are attuned to two items when you try to become attuned to this item, it fails.
95	While attuned to this item, your lowest attribute is reduced by 2.
96	While attuned to this item, your highest attribute is reduced by 2.
97	While attuned to this item, whenever you kill an enemy, an overwhelming guilt strikes you. Make a DC 15 Wisdom saving throw. On a fail, you are so conflicted with your actions that you cannot attack next turn.
98	While attuned to this item, sevens are not so lucky for you. They are always considered a 1 when rolled.
99	While attuned to this item, when you move through difficult terrain in combat, you must expend quadruple the movement, rather than double.
100	Reroll on this table twice, excluding this result.

Legendary Detrimental Effects

d100	Effect (Legendary Detrimental)
1-10	While attuned to this time, you have vulnerability to three damage types.
11	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a Tyrannosaurus Rex appears and fights for your opponent. If the area is too small to fit a Tyrannosaurus Rex, two Allosaurus appear instead.
12	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young black dragon appears and fights for your opponent.
13	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young red dragon appears and fights for your opponent.
14	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young blue dragon appears and fights for your opponent.
15	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young green dragon appears and fights for your opponent.
16	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young white dragon appears and fights for your opponent.
17	While attuned to this item, whenever you roll a natural 1-3 for your initiative, two flameskulls show up and fights for your opponent.
18	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a frost giant shows up and fights for your opponent. If the area is too small to support a frost giant, a hobgoblin warlord appears instead.
19	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a hydra shows up and fights for your opponent. If the area is too small to support a hydra, a Mind Flayer is summoned instead.
20	While attuned to this item, whenever you roll a natural 1-3 for your initiative, a Yuan-ti Abomination shows up and fights for your opponent. If the area is too small to support an Abomination, a Green Slaad appears instead.
21	While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, a 5 ft. wide pit trap opens beneath your feet. Make a DC 15 Dexterity saving throw. On a success, you manage to avoid falling. On a fail, you fall ten feet and land on sharp spikes, taking 3d10 piercing damage. As soon as you climb out of the hole, it disappears and the floor is reformed.
22	While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, you spontaneously burst into flame. You take 2d8 fire damage at the beginning of each turn. You may spend your action on your turn to douse the flames. If this effect triggers while you are already on fire, double the number of damage dice.
23	While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, a small meteor screeches out of the sky and strikes you for 4d6 bludgeoning damage and knocks you prone.
24	While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, you have a horrific vision of the future. All rolls made on your next turn are made with disadvantage as you try to overcome your fear.
25	While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, a random creature with CR 2 or less is added to the battle fighting for your opponent.
26	While attuned to this item, whenever water touches your bare skin, it burns like acid. You will take acid damage based on the amount of water to which you are exposed to a maximum of 6d4 per round.
27	While attuned to this item, your willingness to kill fades completely. You cannot strike a killing blow on an enemy by any means.
28	Attached to this item is a small book labeled "Whispers of the Ancients". Each day, this item will only gain its beneficial effects if you read at least one page from this book. Doing so causes a temporary madness effect. If you fail to read from the book for multiple days, long-term madness will begin to set in.
29	While attuned to this item, it seems to mock you whenever you fail. Whenever you do not pass a saving throw, this item drains 1 point of the corresponding attribute from all allies within 120 ft. These points are restored on a short or long rest.
30	While attuned to this item, your bloodlust knows no bounds. If ever you try to move away from an enemy, you must pass a DC 16 Wisdom saving throw or be bound by the need to continue fighting.
31	While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find berries nearby. You must feed these to at least one friendly party member before the item will activate. An ally fed by these berries will need to make a DC 16 Constitution saving throw on the first round of the next combat encounter that day. On a fail, they are poisoned and may repeat the save at the end of each subsequent turn. If the party member has any indication of your tampering, you AND that player are poisoned for the entire combat instead. Tell your DM in secret which party member you poison.
32	While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a strange piece of paper in your pocket. You must read the words on this page to curse an unknowing friendly party member before this item will activate. An ally cursed by this chant must make a DC 16 Charisma saving throw on the first round of the next combat encounter that day. On a fail, they are under the effects of the Bane spell for the duration of the fight. If the party member has any indication of your tampering, you AND that player are instead placed under the effects of the spell. Tell your DM in secret which party member you curse.

d100	Effect (Legendary Detrimental)
33	While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a piece of flint in your pocket. You must secretly place this in the pocket of a friendly party member before this item will activate. On the first round of your next combat encounter that day, that ally bursts into flames that cannot be doused by you. They take 3d6 fire damage at the beginning of each turn until a creature uses its action to put out the flames. If the party member is given any clue of your tampering, you will instead be the one to burst into flames that will last for 5 turns no matter how hard you try to cleanse them. Tell your DM is secret which party member was given the flint.
34	While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a translucent ribbon in your pocket. You must secretly fasten this ribbon to a magic item belonging to friendly party member before this item will activate. On the first round of your next combat encounter that day, that player must make a DC 16 Intelligence saving throw. On a fail, their magic item disappears. On a success, nothing happens. If the player is given any indication of your tampering, your magic item will disappear for the entire combat instead. They may repeat this save at the beginning of each subsequent turn. On a success, the item returns to its rightful place. Tell your DM in secret to which item this ribbon has been attached.
35	While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a small pebble in your pocket. You must secretly slip this pebble into another party member's pocket before this item will activate. On the first round of your next combat encounter that day, the player who received the pebble must make a DC 16 Wisdom Saving Throw or be put under the effects of the Slow spell. They may repeat this save at the beginning of each subsequent turn. If the player is given any indication of your tampering, you are put under the effects of the spell for the entire combat instead. Tell your DM is secret which player the pebble was given to.
36	While attuned to this item, at the beginning of each of your turns roll a d10. On a result of 1, this item's will overtakes yours and forces you to attack your nearest ally this turn.
37	While attuned to this item, at the start of each round of combat, as long as you have at least 1 hit point, you lose 1d4 hit points.
38	While attuned to this item, whenever you deal a killing blow to an enemy, all allies within 30 ft. of that enemy take 10 necrotic damage as this item hungers additional power.
39	While attuned to this item, whenever you are knocked unconscious, all allies within 30 ft. are dealt 15 necrotic damage as this item demands a sacrifice.
40	While attuned to this item, Whenever an enemy rolls a natural 1 against you, it is a critical hit rather than a miss.
41	While attuned to this item, enemy attacks deal an additional 5 damage to you.

d100	Effect (Legendary Detrimental)
42	While attuned to this item, your bones are as brittle as glass. Any critical hit that deals more than 20% of your maximum hit points breaks one of your bones
43	While attuned to this item, the first time you pass a saving throw to end a lasting negative effect, the effect instead persists for one more round.
44	While attuned to this item, all of your hit dice heal for the minimum amount possible.
45	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a blast of freezing ice. You and all other creatures with in 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 cold damage and can only move half their speed next turn. Creatures who pass the save take half damage and do not have their movement restricted. Enemies make this saving throw with advantage.
46	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a blast of blinding light. You and all other creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 radiant damage and are blinded until the end of their next turn. Creatures who pass the save take half damage and are not blinded. Enemies make this saving throw with advantage.
47	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a blast of poison gas. You and all other creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 poison damage and are poisoned until the end of their next turn. Creatures who pass the save take half damage and are not poisoned. Enemies make this saving throw with advantage.
48	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a wave of necrotic energy. You and all creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 necrotic damage and cannot be healed until the end of their next turn. Creatures who pass the save take half damage and can still be healed. Enemies make this saving throw with advantage.
49	While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, the area around you is showered with acid. You and all creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 acid damage and have their AC reduced by 3 until the end of their next turn. Creatures who pass the save take half damage and do not take an AC penalty. Enemies make this saving throw with advantage.
50	You gain an additional two Major detriments
51	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, your limbs feel as if they are freezing solid. During this encounter, you have vulnerability to bludgeoning damage and fire damage. Additionally, your movement speed is halved.

d100	Effect (Legendary Detrimental)
52	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes jolts of energy whenever you strike a foe. During this encounter, whenever you deal damage to an enemy, you take psychic damage equal to your proficiency bonus.
53	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item pulses with psychic energies that probe your mind. During this encounter, you make all saving throws against magical effects with disadvantage. Additionally, you have vulnerability to psychic damage and are incapable of taking both an action and a bonus action in the same turn.
54	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item has an overload of power and needs time to recharge. During this encounter, this item loses all beneficial effects.
55	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a stroke of bad luck strikes you. During this encounter, you are under the effects of the Slow spell. This effect cannot be removed by any means until combat ends.
56	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item exposes a weakness in your defenses to enemies. During this encounter, any attacks you make or spells you cast provokes an attack of opportunity by enemies in range.
57	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item can no longer hold the power it contains. During this encounter, whenever you attack, this item lets loose an arc of lightning to a random ally within 60 ft. That ally makes a DC 16 Dexterity saving throw, taking 3d8 lightning damage on a failed save, or half as much damage on a successful one.
58	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item can no longer hold the power it contains. During this encounter, whenever you attack, this item unleashes a small blast of flame at a random ally within 60 ft. That ally makes a DC 16 Dexterity saving throw taking 3d8 fire damage on a failed save, or half as much damage on a successful one.
59	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item feeds off the strength of your allies as well. During this encounter, all allies within 60 ft. get -3 to all of their saving throws.
60	While attuned to this item, you are followed by a strange flaming skull. The first time you hit an enemy in combat, the skull will fly to that enemy, consuming their soul and taking control of their body. That enemy becomes empowered in random, powerful ways until killed (these effects are up to your DM), at which point the skull will continue following you until the next combat.
61	This item is sentient. When it grows bored, it may choose to take control of part or all of your body and cause you to perform horrible acts to keep itself entertained. The longer you use this item, the easier it is for the item to gain control and the more frequently it grows bored.

d100	Effect (Legendary Detrimental)
62	While attuned to this item, your eyes become reliant on sunlight for vision. Once the sun has set, you become blinded until it rises again.
63	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. During this encounter, all enemies within 60 ft. add an additional d6 to any damage roll.
64	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. At the start of this encounter, all enemies within 120 ft. gain temporary hp equal to three twice your level for 1 minute.
65	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. During this encounter, all enemies within 60 ft. have their AC increased by 2.
66	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. At the start of this encounter, all enemies within 200 ft. gain the ability to automatically turn a failed saving throw into a pass once this day.
67	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, all enemies within 200 ft. are considered blessed during this encounter.
68	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, the most powerful enemy within 200 ft. has their highest stat increased by 12 during this encounter.
69	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, the most powerful enemy within 200 ft. has their proficiency bonus increased by 3 during this encounter.
70	While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, the most powerful enemy within 200 ft. gets an extra attack on each of its turns during this encounter.
71	While attuned to this item, a reaper stalks you from the shadows. If ever you are more than 100 ft. from a friendly creature, he will attempt to harvest your soul. You must succeed on a DC 15 Constitution saving throw or be reduced to 0 hit points. At the beginning of your next turn, make another Constitution saving throw. On a fail, your soul is ripped from your body and you die.
72	While attuned to this item, for the first hour after awakening from sleep, you are blind.
73	While attuned to this item, for the first hour after awakening from sleep, you are cannot cast spells above cantrips and may only make one attack per turn.
74	While attuned to this item, whenever you take fall damage, take 3d6 for every 10 ft. you fall rather than 1d6.
75	While attuned to this item, you always go last in combat despite what you roll for your initiative.

d100	Effect (Legendary Detrimental)
76	While attuned to this item, whenever you drink a potion you becomes poisoned for the next 10 minutes. This poison cannot be removed by any means.
77	While attuned to this item, whenever an enemy knocks you unconscious, this item teleports to that enemy and instantly becomes attuned to them. This item loses all detrimental effects until it becomes attuned to you once again.
78	While attuned to this item, whenever you roll a 1 on a saving throw in combat, if the effect has a duration it lasts for the maximum duration. If it deals damage, it deals maximum damage.
79	While attuned to this item, whenever you roll with advantage, reduce the result of the higher dice by 4.
80	While attuned to this item, an adult chromatic dragon is spawned somewhere in the world with a knowing that you took this item from its treasure horde. It will hunt you down, waiting until you are vulnerable and then striking to reclaim its treasure.
81	While attuned to this item, whenever you are reduced to 0 hit points, the enemy that performed the blow is empowered. That creature gains temporary hit points equal to half of your maximum hit points and makes all attacks with advantage for the rest of the encounter.
82	While attuned to this item, whenever you are reduced to 0 hit points, you gain 2 levels of exhaustion.
83	While attuned to this item, whenever you are reduced to 0 hit points, this item is impressed by the power of your enemies. You are instantly returned to a third of your maximum hit points, but are now fighting on behalf of your enemies. This effect persists until you are brought to 0 hit points once again.
84	While attuned to this item, all magic scrolls that come within 10 feet of it are erased, rendering them useless.
85	While attuned to this item, you and all allies within 50 ft. of you are considered to be under the effects of a Bane spell during your first encounter of the day.
86	While attuned to this item, you and all allies within 50 ft. of you get -4 to their initiative rolls.
87	When you attune to this item, a small wooden chest appears nearby. You can feel your spirit bound to this chest . . . a need to keep it near. If the chest is more than 100 ft. from you, you have disadvantage on attack rolls and ability checks. If this chest is destroyed, sent to another plane of existence, or placed into an extradimensional space, you die as your soul is ripped from your body and harvested by the demon that created this item.

d100	Effect (Legendary Detrimental)
88	While attuned to this item, your size category becomes one smaller and your Constitution score is lowered by 2.
89	While attuned to this item, whispers float on the wind to a powerful creature somewhere on a random plane. This may be a demonlord, a dragon, a djinn, or some other entity of great power. These whispers tell them of this item and its power, calling them to it to retrieve it for themselves.
90	While attuned to this item, when you are afflicted by any status effect, roll a d4. As long as the first status effect persists, you also are afflicted by the following based on the result of the d4: 1 - You are defeaned, 2 - You are blinded, 3 - You are restrained, 4 - You are poisoned.
91	While attuned to this item, when you are in difficult terrain your concentration is scattered. You make all rolls with disadvantage.
92	To become attuned to this item, you must strike up a bargain with the Gods. They demand something of equivalent value be taken away for you to use this divine gift. This may be a loved one, money, or even bits of your sanity. The terms of this bargain are up to your DM.
93	Whenever you make a roll with disadvantage, roll 3 dice and take the lowest result.
94	While attuned to this item, you can regain a maximum of 4 hit dice after a long rest.
95	While attuned to this item, you can only regain health via hit dice and long rests.
96	While attuned to this item, whenever you roll a natural 1 during any encounter, roll an additional d10. If the result of that second die is also a 1, this item unleashes a wave of energy at the most powerful enemy within 200 ft. A copy of that creature appears in an adjacent tile at full health and is added to the encounter.
97	While attuned to this item, as you sleep, fire randomly jolts off of your body and sets fire to anything flammable nearby.
98	To become attuned to this item, you must sign a literal deal with a devil. It may demand your services in combat, for you to harvest the souls of innocents, or some other sinister plot. The terms of the deal are chosen by your DM.
99	While attuned to this item, if an enemy hits you for more than half of your max health with a single attack, you are immediately knocked unconscious.
100	The ancient snake god of the Yuan-Ti awakens somewhere in the world, set on destroying all life.

[Section B] - Puzzles

Coded Languages

This puzzle is based on using a grammar to create a code word to escape a room in which they are trapped. This is inspired by programming , so if you have and coders in your group they may enjoy this one!

The Setup

You walk into a room with a large stone door on the opposite side. Off to the right of the door is a strange polished slab of marble with a lightly glowing Triangle carved on the left side . Beneath this slab of marble are eight buttons, also made from this same marble with the language rules *(See Below)* inscribed upon them.

There are two more buttons off to the side that read **Confirm** and **Reset**.

The players must successfully create the word ENTER using the rules given on the buttons. When they do, they can press the 'Confirm' button and the door will swing open. When the players press the 'Reset' button, the marble will reset to the initial triangle. If 'Confirm' is pressed with the wrong code in place, a wave of scalding hot water floods into the room and everyone takes 3d6 Fire damage.

Whenever a button is pressed, the displayed shape on the left will be highlighted, but the players can reach up and touch the display to highlight another of the shapes if they'd like. Whenever one of the lower buttons is pressed, a new line will appear on the marble display with all of the new symbols noted in the code. The Solution portion below shows the input sequence required to get the desired output.

As soon as the players touch the first button, the entrance door will slam shut, forcing the players to solve the puzzle, or be scorched to death by the scalding hot waters.

The Code

- [Triangle] -> E [Square]
- [Triangle] -> [Square][Star]
- [Square] -> [Star][Circle]
- [Square] -> R
- [Star] -> [Square][Circle]
- [Star] -> N
- [Circle] -> [Triangle] R
- [Circle] -> T [Triangle]

The Solution

- [Triangle]
- E [Square]
- E [Star] [Circle]
- EN [Circle]
- ENT [Triangle]
- ENTE [Square]
- ENTER

A Bit More Explanation

So we start out with just a triangle in the marble display. Based on The Code, this triangle can become either an E and a Square OR a Square and a Star. The players will then be able to choose to transform the new shapes into additional letters and shapes following the rules above. The players continue this until the word is formed or they are forced to restart!

The Seven-Digit Puzzle

This is a mathematics based puzzle that should be simply enough for most groups to solve without issue. Be sure to consider the age of your players before using this puzzle because younger players may not know some of the terminology and thus will not enjoy this challenge.

The Setup

This is typically a set of 7 blank spots on a wall. I suggest presenting your players with 10 square blocks, one representing each digit from 0 to 9. The players will have to put these in their appropriate slots on the wall for a door to open and allow them to proceed. The clues below are inscribes somewhere along a nearby wall or perhaps scribbled on a piece of paper that was in the pocket of an enemy slain earlier in the adventure.

The Puzzle

- The number contains seven digits
- No number is repeated
- The number created by the first three is greater than that created by the last four
- The sum of the first three numbers and of the last four numbers are both 15.
- The second and sixth numbers are squares and are not 1.
- The square root of the sixth number is in the third position.
- The last number is smaller than all but one of the other numbers

The Solution

8430591

The Bucket Conundrum

This puzzle is very long and descriptive in nature and is less rigid in its solution than some of the others in this book. Your players will have to find a way to fill 5 buckets hanging in the center of the room with the correct items or face the consequences. Your phrasing and player attention is quite important for this one, so speak clearly and make sure everyone is engaged or you may end up with players being lost and frustrated. You will likely need to repeat descriptions, so be ready!

The Setup

Five ropes hang down from the ceiling, each of which is attached to a bucket. These buckets are all the same size and made of metal. Scattered about the room are various supplies the players can use to fill these buckets, but only the clues can give them insight as to what goes in each of them.

Room Description

"The room is round and roughly forty feet in diameter. Right down the center of it are five hanging buckets. The ropes holding them extend directly into the ceiling where they meld into the stone. There is a door on the far side of the room with no discernable handle. You can make out a small inscription in the stone near the door, but will need to get closer to see what it says. A wooden sign is planted firmly in the ground in front of the buckets with bold text carefully written upon it.

You also see a small pile of skeletons about fifteen feet to the left of the door. They are armored and some of them hold weapons in their hands. One of them is lying on his back with arms still bound. A few feet to the left is another corpse that clearly belongs to a dwarf. It holds a pickaxe in its hand and the floor near the body is partially destroyed. Just to the right of the door is a skeleton clutching at what was once his heart with one hand. The other hand is laying on top of a strange wooden chest and is tightly grasping something you can't make out from this distance. Further right is a set of clay pots with some silver scattered on the floor in front of them. Just beyond the pots is a basin made of smoothed stone."

The Stone Inscription

"One thing binds each set of items upon these buckets. That item can be found within this room should you simply look hard enough and wait until the time is right."

The Buckets

- The first bucket has a picture of a sprouting plant and a worm upon it.
    - **Requirement - Soil / dirt**
- The second bucket has a picture of a fish and a boat upon it.
    - **Requirement - Water**
- The third bucket has a picture of a finely carved ruby and a chain upon it.
    - **Requirement - An amulet**
- The fourth bucket has a picture of a a bloodied dagger and a stack of coins upon it.
    - **Requirement - An assassination contract.**
- The fifth bucket has a picture of a large male figure, a female figure, and a smaller humanoid figure between them upon it.
    - **Requirement - Blood**

The Room – Areas of Interest

Group of Skeletons

- The two skeletons on the left appear to be wearing identical gear of heavily rusted chainmail, light helmets, long swords, and shields. They have a royal symbol on their armor from a long forgotten kingdom. Both of their spines were severed near the neck. One of them has the hilt of a dagger sticking out of his chest armor where his lungs were once located.
- The next skeleton almost appears to be smiling. He is wearing fine leather armor that has miraculously survived the abuses of this cave. Even his pants are intact. He has two empty sheaths for daggers on his waist. His right hand seems to be gripping something tightly while the left is simply resting in his pocket.
    - If the players pry the hand open they find a gold coin.
    - If the players check the left pocket, they will find a contract for an assassination. It is in ancient, cryptic text but they can make out the symbol on the guard's armor and the number 5000. There is a small skull on the bottom of the page.
- The fourth body is laying on his stomach with his arms bound behind his back. He has a set of finely crafted steel chainmail. There are fifteen gold pieces scattered around his body. His neck is snapped back at a jagged angle and his face is filled with pain. A dagger is sticking out of one of his eye sockets. You see he has a number of golden teeth in his mouth. On the ground next to him is a gold circlet with the same symbol the guards wore upon their armor. **If they flip over this skeleton, they will find a golden amulet with a gemstone missing from its center.**

The Dwarf

The stone floor near this dwarf is smashed to rubble. It appears he was digging for a way out but didn't quite make it. It is clear there has been some additional collapse on the area he was working and his fingernails are embedded with dirt and blood. **If the party digs through the stone rubble, they will find a large patch of dirt that can be gathered.**

The Clay Pots

These are simply standard clay pots with perhaps a slightly higher quality of craftsmanship than normal. There are three of them total that are still in tact. Each pot holds something unique.

- **Far left pot:** When the lid is taken off of this pot, an entire army of spiders begins to crawl out. They are tiny spiders less than an inch in size, but the jar must be filled with thousands of them.
- **The center pot:** Within this pot there are a few rusted gears, bolts, and spools of wire. It is impossible to see what might be below that without dumping the contents or smashing the vase.
    - If they pour out the vase, they will find more of the same but also find a small, round foot-long piece of iron with a wooden handle at the end. This is used for the water basin.
- **The far right pot:** When the lid off this pot is opened, the air is filled with a rancid smell for within the pot is a body that has been completely dissolved in acid. A few fingernails float near the surface. The smell is horrid.

The Basin

This basin was obviously crafted to hold water, but it has been dry for a long time. Just above the lip of the basin is chute where water would ordinarily flow. Up near the top of this chute is a smoothed stone door. A few inches to the right of this door is a small, clearly planned, perfectly round hole of about an inch in diameter. On the ground at the base of this door is a terribly rusted iron bar that is split in two.

- If they open the center vase and collect the rod, they can insert it into this slot to open the chute and fill the basin with water.

Lone Skeleton

This lone body is clutching onto a key made of bone with a small skull on the end. His mouth is contorted into a terrible scream and it appears he died in horrific agony. He has on no armor, but there are some scraps of cloth still clinging to his ancient bones. The wooden chest upon which his arm rests seems to exude an aura that makes the players feel deeply uncomfortable . . . almost afraid.

- If a player goes for the key, the skeleton's head will quickly jerk to them and scream "NO!" out loud enough to nearly deafen the party as it reverberates.
- If they choose to continue still, the skeleton will grab their wrist with his free hand. That player will need to make a DC 15 Constitution save or their flesh will begin to decay and they take *major* necrotic damage. "NO!" it will scream again.
- "As you move to open the chest you feel terror overwhelm you and you can feel your heart pounding as if it is trying to escape your chest. Your blood is racing and beads of sweat form on your brow. Make a DC 15 Wisdom save to see if you can even continue without being overwhelmed by this feeling of dread."
    - If they still open it . . . have fun! Punish them for their arrogance!

The Path of Many Letters

The Setup

The players encounter a room with 25 2-foot wide square tiles, each one with a letter inscribed upon it. This goes from wall to wall and on the far side of the room is a door that only opens if the tiles are stepped upon in the correct sequence. On the wall near the start of this path is a stone panel that contains a riddle to help them through.

The Riddle

Directly ahead dwells a dazzling display, with letters lying about. To advance your adventure and avoid agony, you must first find the way out.

The Solution

The players must step on the tiles to spell out the phrase "The Way Out" in order, as mentioned in the riddle above. The visual display shows the layout of the room.

The Layout

The floor is setup as follows. The correct path is highlighted

P	E	S	**T**	R
G	U	H	**Y**	**U**
F	**W**	**A**	N	**O**
E	**H**	I	E	A
R	**T**	S	O	P

Mechanical Mayhem

This is a rather open ended puzzle that requires your players to make use of a limited set of supplies to guide a golem across a room filled with traps and obstacles. There are multiple ways to solve each obstacle and not all of them are listed, simply allow your players to be creative!

The Setup

The party opens a door to reveal a large golem made out of shining glass on the far side of a room two hundred feet long and fifty feet across. The thirty feet immediate in front of the door is a dwarven workshop filled with tools and trinkets. Just beyond the workshop is a mechanical family of dwarves facing the golem, but they are on completely opposite sides of the room.

A sign along the wall reads, **"Forged from glass and specially designed; the heart of a hero, but lacking a mind. He seeks to help, but the machines protest; give him some help, and pass this test. One last thing, and it may seem cruel, there is no use of magic, only these tools."**

The room is lit with electric torches and just behind the family is a switch with a lever beneath it that reads: **Start Simulation**. When the lever is flipped the golem will spring to life and begin walking straight towards the dwarven family who throw their hands in the air and scream through a small speaker. A projector kicks on and shows the image of a dragon on the ceiling that circles the dwarves.

There is another doorway off to the side that reads **Observation Chambers**. This is simply a narrow hallway that spans the entire edge of the room and allows vision of all of the obstacles without risk of being harmed.

On a failure, the entire room resets including all materials used and the health of all party members.

Tools and Trinkets

- A remote control with two small levers. One adjusts the golem's speed, the other adjusts the golem's direction.
    - **The golem will never come to a complete stop!**
- There are many panels of thin metal leaning against one of the walls (6 panels in total. 12x2 feet each.)
- A large bladed fan on wheels. May seem foreign to the party. Has a missing slot in the back that can hold a battery.
- A crowbar, hammer, four wagon wheels, one hundred feet of rope, four metal buckets, a set of forge tongs, a large glowing ruby, five torches, three pairs of rubber gloves, a large crystal that is sparking lightly, a small silver key, a large gold key, and a small metal scorpion.
- A large pile of coal, a massive bag of salt, a stack of six tablecloths, ten lab coats (dwarf sized),
- There is also a furnace mounted in the wall, a sink, an anvil, a few chests for storage, two large wooden cabinets, rolling lab table with some beakers on it, and fifty or so notebooks with blank pages.

Obstacles

- Ten feet in front of the golem a metal bar rises up out of the floor about two feet high. If the golem collides with this, he trips and hits the ground hard and the simulation will reset.
    - **The players simply need to turn the golem left or right to get around this obstacle.**
- After the bar is a wall made of solid ice.
    - **The salt is particularly effective against this. Also hot coals can be thrown on the ice to melt it.**
- Past the ice is a trap door that spans the entire room which opens when stepped on by the golem.
    - **A set of five panels can get the golem across this obstacle.**
- The next ten feet of the room is coated in thick acid. One touch of this and the golem will shrink away and the simulation will reset.
    - **The acid can eat through most items quickly. Piling some cabinets on this area and making a ramp can get the golem across this. Salt also neutralizes this acid, but there is not enough for both the ice and the acid.**
- Next is a massive set of horizontally whirling blades
    - **The players will need to find a way to jam these blades. Ropes placed strategically will jam the motor.**
- After the blades is a thick cloud of poison gas
    - **The players will need to use the fan or flap some sheets to clear the poison. The crystal to the fan is drained and can only be charged by touching it to one of the lightning rods once the simulation has started.**
- A gorgon (large metal bull) rises up out of the floor when the golem grows near.
    - **The Gorgon is quick to anger and grow distracted. A player will need to attack it and run it off to the side of the room. It is drawn to red items such as the crystal.**
- After that is a wall of fire.
    - **A huge amount of water is required to extinguish these flames. They will need to fill storage chests with water and dump them on the fire, hopefully using the cart to succeed in this because if they are too slow the fire comes back.**
- Once the wall of fire is gone, there are two strange towers that extend to the ceiling. Anyone that walks between them is blasted with electricity.
    - **Two players can stand and take the blasts rather than the golem, or the towers could be wrapped in something, or a lightning rod could be created.**
- The hologram dragon
    - **The projector for this image is on the other side of the simulation starting lever. Simply covering this up with their hands will end in a favorable result.**

Logical Dragons

In this puzzle the players must feed a set of carved chromatic dragons the appropriate meals based on a set of instructions in the room. They must dress up the wooden figures and place them in the mouths of the correct color of dragon, then shut the dragon's mouth. When all dragons are happily fed, they have won and the players may continue on their adventure.

Setup

The players see five carved dragon heads on the wall of the room. Each of the dragons' mouths are open wide and reveal a ferocious set of steel teeth. Sitting on a nearby table are wooden carvings of a dwarf, an elf, a human, a goblin, and an orc. On the table next to these carvings are a set of decorations for the figurines. They are small outfits that represent each of the following classes: fighter, ranger, wizard, rogue, and bard. On the wall near the dragons is a set of instructions to determine how to feed each dragon.

The Instructions

- The Red dragon ate a short creature that couldn't cast spells
- The Blue dragon ate a wolf along with its meal
- The Green dragon ate a creature often considered evil, but it was not a wizard
- The Dwarf used a large axe and the Elf used a lute
- The last thing the Rogue saw was a cloud of poison while the Orc was frozen before being devoured
- The Human did not die alone
- The Goblin is not a Wizard

Solution

Red	Dwarf	Fighter
Green	Goblin	Rogue
Black	Elf	Bard
Blue	Human	Ranger
White	Orc	Wizard

Logic

	Fighter	Rogue	Bard	Wizard	Ranger	White	Blue	Red	Black	Green
Elf	X	X	**T**	X	X	X	X	X	**T**	X
Human	X	X	X	X	**T**	X	**T**	X	X	X
Orc	X	X	X	**T**	X	**T**	X	X	X	X
Goblin	X	**T**	X	X	X	X	X	X	X	**T**
Dwarf	**T**	X	X	X	X	X	X	**T**	X	X
White	X	X	X	**T**	X	X	X	X	X	X
Blue	X	X	X	X	**T**	X	X	X	X	X
Black	X	X	**T**	X	X	X	X	X	X	X
Red	**T**	X	X	X	X	X	X	X	X	X
Green	X	**T**	X	X	X	X	X	X	X	X

The Cards of Fate

This is not a puzzle as much as a fun mini-game. It is primarily intended for One-Shot adventures. There is no skill involved and failure happens far more often than success, but still, it is a fun way to let your players press their luck at the draw of card!

The Setup

A strange smiling man is waiting in a room with nine cards lying face up in front of him. This man is actually an Efreeti simply looking for some entertainment. The cards show the following: **Wealth, Power, Divinity, Luck, and The Reaper**.

- There are two of each cards except The Reaper, of which there is only one.

Rules of the Game

He offers to the party the opportunity to play his game. The rules are simple:

- All cards are turned face down and scattered on the table.
- The player will choose two card and reveal them simultaneously.
    - If the two cards revealed match, the player wins the corresponding prize.
    - If the two cards revealed do not match, remove them and continue with the next pick.
    - If either of the cards revealed are The Reaper, the player loses.
- If all cards are picked without revealing a pair **and** without revealing The Reaper, the player wins a Grand Prize!

Representing the Game

I used Magic the Gathering basic land cards to represent the Cards of Fate, but you may use normal playing cards or anything else with a non-distinct back and a distinct front:

- Swamp - The Reaper
- Mountain - Power
- Plains - Divinity
- Island - Wealth
- Forest - Luck

If you want to use ordinary playing cards, consider the following:

- Joker - The Reaper
- Ace - Power
- King - Divinity
- Queen - Wealth
- Seven - Luck

Reward

The prizes are up to you! And remember, it is more likely you lose than win so the players are pressing their luck to partake if there is a price for a loss. This price could simply be in the form of coin, or something far more sinister such as a favor owed to the Efreeti. Have fun!

Reversed Syllables

This puzzle is as simple as decrypting messages using a pattern of reversing the letters in individual syllables, not the entire word. You can either let the players figure out the pattern on their own or give them the hint below:

The Hint

"Words are interesting little creatures. Some times they are well behaved and keep themselves in line… but other times they are a bit more adventurous and find new ways to arrange themselves. dooG kcul, ehseor!"

Examples

Betrayal -> be-tray-al -> eb-yart-la -> **ebyartla**

Consequence -> con-se-quence -> noc-es-ecneuq -> **nocesecneuq**

Determination -> de-ter-min-a-tion -> ed-ret-nim-a-noit -> **edretnimanoit**

“Having determination is a quality virtue” becomes “Vahgni edretnimanoit si a laugiyt riveut”

“The orb will shatter without sunlight” becomes “eht bro lliw tahsret htiwtuo nusthgil”

Numerical Ciphers

This puzzle requires your players to scour a room for number inscribed upon a variety of objects to determine what words the numbers inscribed on the doorway leading out of this room mean. The way you phrase the speech of the Keymaster in the room is very important, as he gives the proper names of the items the players inspect.

The Setup

The players are in the room with The Keymaster. He smiled expectantly at the players and gestures to the door which has the following numbers glowing upon it: **'5612469 2 23015'**

This is just gibberish for now, but the room contains clues to help them find the answer. Make sure you give in depth details of the items in the room and allow the players to explore and drive the discovery.

When the players have determined the cipher, they can speak aloud the answer and the doors will swing open and allow the players to continue.

The Clues

A small green dragon statue atop a nightstand has the numbers **'412 7142'** scrawled on the bottom of it. As soon as the players pick it up, the Keymaster will note, *"The inspiration for the cipher… where it all began. The clever Green Dragon."*

A small treasure chest sits at the foot of the bed. If they open it up they will see **'6151 8956'** written in blood. It contains a few small treasures - Frog skeletons, human flesh, bone dice - the usual. When the players open it, the Keymaster will say, *"Yes, my treasures. My collection. Please make sure they remain within my treasure chest."*

The final clue is upon a simple broom propped against the wall. The numbers **'013'** are carved along the handle.

The room also has other mundane items such as a bed, a torch, a few books - but none of these have the labels. There is also a pile of scrolls that are filled with lines of numbers that are clearly meant to represent words. It is clear that he has spent a great deal of effort coming up with his code.

The Cipher

B	R	N	M	G	S	T	D	C	H
0	1	2	3	4	5	6	7	8	9

Rules of the Code:

The code is simple. It is a one-to-one mapping of letters to numbers of the objects on which they are inscribed. However, only the consonants actually map to a number and the vowels are just there for filler. See the words and their corresponding letters below for the example

Clues to build the Code

Broom	Green Dragon	Treasure Chest
Brm	Grn Drgn	Trsr Chst
013	412 7142	6151 8956

The Answer

'Strength In Numbers'

5612469 2 23015 *[Strngth n nmbrs]*

The Colored Orbs

This puzzle requires your players to read clues and determine how to arrange a set of colorful orbs. This is a puzzle best used in a dungeon and has a progressing level of difficulty. Choose how far the puzzle goes for the appropriate challenge for your group!

The Setup

The players are given eight orbs before this puzzle begins. The color of these orbs are **Black, White, Blue, Red, Yellow, Purple, Green, Orange**. I would recommend giving them throughout a dungeon in clusters of (Black, White), (Red, Yellow, Blue), (Orange, Purple, Green) or even individually. These orbs glow dimly and the player's shouldn't have any idea what they do.

Once the players have gathered all of the orbs, they come to the puzzle itself which consists of three triangle shaped panels with a slot at each corner (3 triangles with 3 slots in each for 9 slots in total).

	Chamber 1	Chamber 2	Chamber 3
Top Slot	Empty	Empty	Empty
Bottom-Left Slot	Empty	Empty	Empty
Bottom-Right Slot	Empty	Empty	Empty

There are three color based puzzles to solve. Give the players fairly straight forward clues to the first two. They are as follows:

The First Puzzle

Clues

- Chamber 1: Light Complex Orange
- Chamber 2: Simple Green
- Chamber 3: Dark Simple Blue

Solution

- Chamber 1 requires the white orb on top with a red and yellow orb on the bottom two slots (either order for bottom colors).
- Chamber 2 simply needs a green orb in its top slot.
- Chamber 3 requires a Black orb in the top slot and a blue orb in **either** bottom slot.

	Chamber 1	Chamber 2	Chamber 3
Top Slot	White	Green	Black
Bottom-Left Slot	Red	Empty	Blue
Bottom-Right Slot	Yellow	Empty	Empty

The Second Puzzle

Clues

- Chamber 1: Low Gray
- Chamber 2: Red leads, Derivatives Follow
- Chamber 3: Green Leads, Components Follow

Solution

- Chamber 1: White and Black orbs on the bottom level, in either order.
- Chamber 2: Red on top, Orange and Purple on bottom (either order for bottom colors).
- Chamber 3: Green on top, Blue and Yellow on bottom (either order for bottom colors).

	Chamber 1	Chamber 2	Chamber 3
Top Slot	Empty	Red	Green
Bottom-Left Slot	Black	Orange	Blue
Bottom-Right Slot	White	Purple	Yellow

The Third Puzzle

Puzzle 3 is much more complex. It is given in riddle form. **I would suggest it being used for bonus loot and not for the sake of progression because it can be quite tricky!**

Clue

- *"We embrace the cold, which brings the snow below and the night sky above, before the warmth of spring melts it away and rainbows appear like clockwork."*

Solution

- Chamber 1: Green on top, Blue bottom right, Purple bottom left
- Chamber 2: Black on top, White on bottom (either slot)
- Chamber 3: Red on top, Orange bottom right, Yellow bottom left

	Chamber 1	Chamber 2	Chamber 3
Top Slot	Green	Black	Red
Bottom-Left Slot	Purple	White	Yellow
Bottom-Right Slot	Blue	Empty	Orange

Riddle Explanation

Chamber one is filled with cool colors on the color wheel "We embrace the cold", the center is the black on top and white below "Night sky above and snow below", and finally we have the warm colors "Warmth of spring melts it away."

The specific orientation is given by the final bit of the puzzle. "Rainbows appear like clockwork" means they need to place the orbs in the same order they appear in the rainbow and in clockwork order. **Unlike with the other puzzles, exact location is important for this final challenge.**

The Locked Doors

[4 players minimum required] This puzzle forces the players down a corridor where they encounter a set of doors that branch ut, each labeled and with their own specific requirements to be opened. This can be used to guard entry to a dungeon or a secret locations such as a Thieves' Guild. In the example below, the clues for the requirements are on the wall, but they can also be found in the pocket of one of the memebers of this guild or hidden away in a chest somewhere.

This is a rather tricky puzzle and should be reserved for parties that enjoy math and logic problems.

The Setup

The party finds their way to the first door in the set. Beyond this door, the path branches out to additional passageways with their own doors. These doors are sturdy enough that breaking them down does not seem a possibility or would alert nearby guards.

Each door in the puzzle has a number on it. On the wall to the right of each door is a plaque with the state the other doors need to be in for this one to be opened. **Each door will only open if the requirements of the plaque are met perfectly**. A door does not have any requirements to be closed, but as soon as it closes, the enchantment takes effect again and the prerequisites must be met to open it again. If a player attempts to open a door when the requirements are not met, they will take 1d6 psychic damage.

When the players open the first door they also notice the ground shift slightly. If they do not finish the puzzle in 10 minutes then the doors will all slam shut and lock and the floor will fall away beneath the hero's feet.

The Door Requirements

The inscriptions on the plaques (or on the paper with instructions if you choose to use that approach) are as follows. The "Door" column is the door that is to be opened and the "Requirements" column indicated the state of the other doors for this one to be opened successfully.

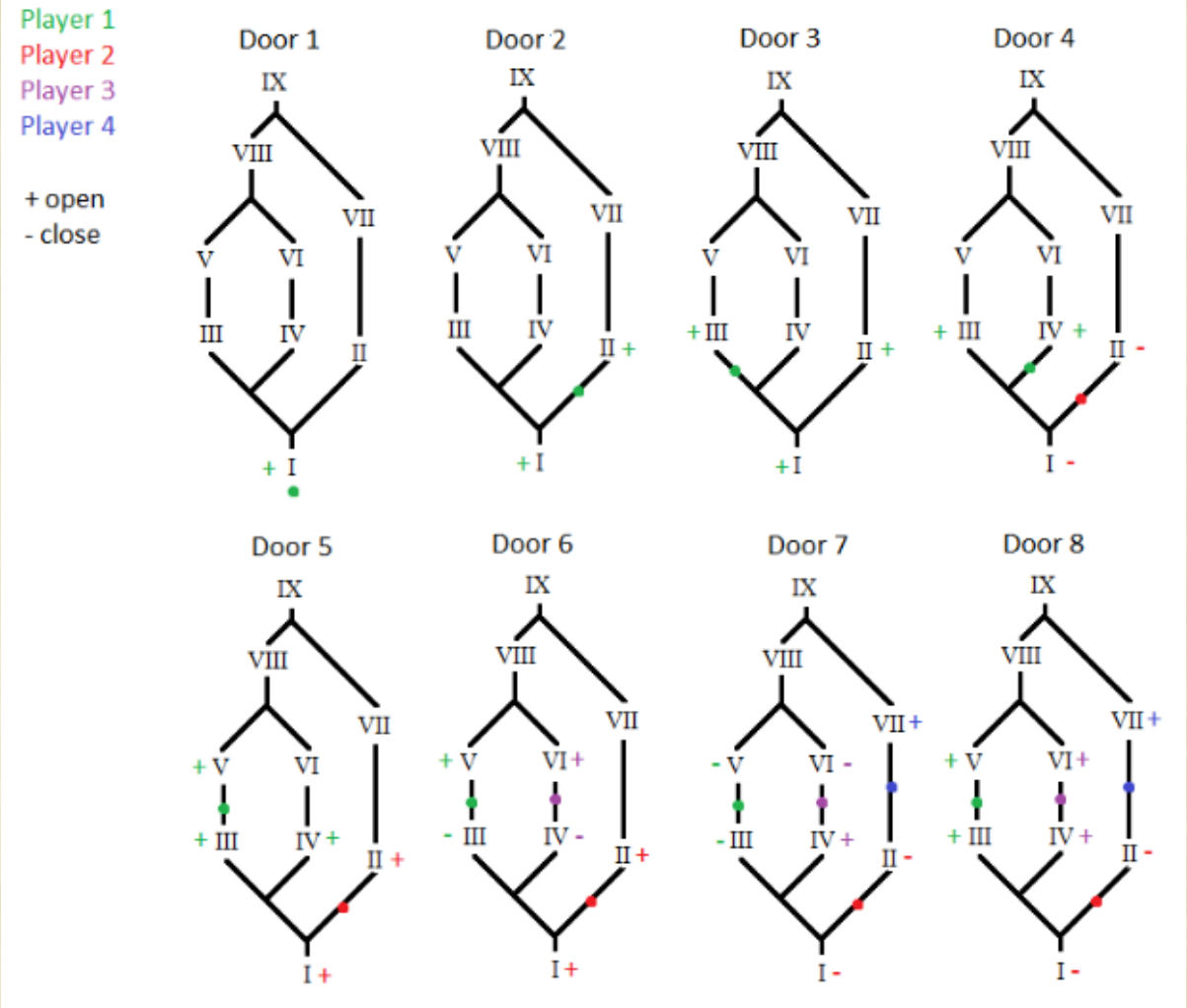
Example

Door 1 requires no specific doors to be opened or closed.

Door 6 (VI) requires for doors 1 and 2 to be open and doors 3, 4, and 5 to be shut.

Door	Requirements							
I								
II	I (Open)							
III	I (Open)	II (Open)						
IV	I (Closed)	II (Closed)	III (Open)					
V	I (Open)	II (Open)	III (Open)	IV (Open)				
VI	I (Open)	II (Open)	III (Closed)	IV (Closed)	V (Open)			
VII	I (Closed)	II (Closed)	III (Closed)	IV (Open)	V (Closed)	VI (Closed)		
VIII	I (Closed)	II (Closed)	III (Open)	IV (Open)	V (Open)	VI (Open)	VII (Open)	
IX	I (Open)	II (Open)	III (Open)	IV (Open)	V (Open)	VI (Open)	VII (Open)	VIII(Open)

On the next page is a step-by-step guide to how the players will need to position themselves to get through this puzzle.



Additional Explanation

Once the players hit Door 5, things start to get tricky. They will need to start strategically positioning themselves between doors so they will be able to open a door in front of them or close a door behind them. This is the reason that this puzzle requires at least 4 players to use. Anything less than 4 means it is impossible because the requirements to open the doors are so specific. Each colored dot represents the likely required location of a different party member to open the next door.

The Scraps of Instruction

[5 players minimum required]. This puzzle requires a larger group and a large amount of coordination amongst all of the players involved. Each player receives specific instructions to help solve a puzzle on a bomb that will appear at some point in the dungeon. To make this puzzle work as intended, please ensure that your players never see each other's scraps of instruction. This takes away the challenge of coordinating from the puzzle and removes most of the fun.

The Setup

As the party travels through the area, they find a few scraps of paper with various clues and instructions about a mysterious device. If the same person tries to hold two of these pieces of paper, the pieces grow incredibly hot to the point of bursting into flame. This does not harm the instructions, but can harm the character holding them. This should ensure the players each have their own separate instructions. Additionally, if anyone but the person holding the piece of paper tries to look at it, it appears blank. The players eventually collect 4 scraps.

At one point in your dungeon, the players enter an area and the door slams shut behind them. In the center of the room a device rises from the floor. It is ancient and archaic, made of strange metal. There is a set of symbols on the front that are glowing and changing *(this is a timer)*. Anyone holding a piece of instruction only sees the box as a smooth piece of metal. The player who does not have any instructions sees a mess of wires, servos, and levers covering it.

The party must use the instructions to solve the puzzles on the device. One player will receive a slip of paper containing the puzzles on this box, while the other players have the solutions to those puzzles. **Make sure that no player sees another player's instructions at any point.**

The Puzzles

These are the puzzles that actually appear on the box that is found. The Solution Scraps listed afterwards are what is used to solve them. One player will have a sheet of paper containing all of the puzzles below while the other players will have an individual Solution Scrap.

Wires

Five wires run along the side of the device. They have a number on the left side and a letter on the right side. The numbers need to be between 1 and 26 and only a single character may be used to represent the wire. These wires will need to be cut or left intact depending on the rules below.

Example Wires

[1]----------[C]
[4]----------[H]
[15]----------[A]
[11]----------[R]
[8]----------[X]

Levers

There are five levers on the device. Each of them is in an up or down position to begin and are each labeled with either a Star, a Circle, a Plus, or a Square.

The levers will need to be moved into an up or down position to disarm the device.

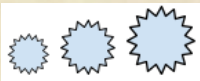
Example levers

Gears

There are a set of three gears on the device. One small gear, one medium sized gear, and a large gear. Ensure the number of teeth on the gears is easily countable, for it matters for the solution. They will need to be removed or left in place depending on the rules to disarm the device.

Example gears

Odd number of teeth:



Even number of teeth:

Buttons:

There are four buttons on the device. Buttons are either round or square and labeled with a W, X, Y, or Z. One of these buttons will need to be pressed.

Example buttons

[Y], (X), [Z], (W)

The Solution Scraps

Wires

- If the number labeling a wire is less than the position in the alphabet of the letter labeling it, cut the wire unless it fulfills one of the extra rules below.
-
    - (Ex: Wire labeled 4F, F is the 6th letter. 4 is less than 6. Cut!)
- DO NOT cut the First wire if its number is even and the letter is a consonant
- DO NOT cut the Second wire if its letter is the same as one of the buttons on the device
- DO NOT cut wire Three if there are at least two vowels labeling the wires
- DO NOT cut wires Four or Five if the total of all of the numbers labeling the wires is greater than 52

Levers

- If the First lever is labeled with a Star, the Fourth lever needs to be Down
- The Second lever should be in the same position as the Fourth Lever
- The Third lever is Up unless there are more than three levers are labeled with a Circle or if there is exactly one lever labeled with a Plus
- The Fourth lever is Up unless there is exactly two levers labeled with a Square
- The Fifth lever is Down unless all other lever are also in the Down position

Gears

- Only remove the Smallest gear from the device if it has an even number of teeth
- The Middle gear should remain on the device unless there are more at least three round buttons or at least three square buttons
- The Large gear should remain on the device unless at least three of the levers began in an Up position

Buttons

- If the button labeled with a W is square, press it
- Press the button labeled X if it is to the left of the button labeled W and the first button is NOT labeled Z
- If the button labeled W and the button labeled Z are both round or are both square, press the button labeled Y
- If the buttons are in alphabetical order or reverse alphabetical order, press the button labeled Z

[Section C] - One-Shots

Contents:

Dromar's Tomb [Levels 1-3]
Journey to the tomb of an ancient hero and find the treasure that lies behind its protective walls. Pass the lurking spirit's trials of cunning, strength, selflessness, and faith to prove you are worthy of his artifact. This adventure is intended to be the introduction to a larger plot hook based around the item that lies within or just as a fun one-time adventure for an interesting item.

The Ritual [Levels 1-3]
Welcome to the town of Talos, where things are fairly peaceful aside from the brutal ritualistic sacrifices that have been occurring as of late. Have a lovely dinner that ends with your party being trapped in a cellar - bound and with one member of the group missing! The clock is ticking to see if they can solve the mystery of the cult and find their missing companion before it is too late.

Ruins of the Yuan-Ti [Levels 3-5]
Off in the forest is an ancient Yuan'-Ti temple that many believe to be abandoned. Of course a temple makes for pretty good real estate, but wealthy lords don't do the dirty work of clearing out such a place - that is what they pay adventurers to do. Fight through the halls of this temple against all kinds of Yuan-Ti and eventually destroy the false god that has taken refuge within its walls.

Bog of the Hag [Levels 3-5]
A Halloween Special! Lead your party into the Bog of the Hag in this horror-themed one-shot, where no one leaves and terror lurks around every corner. Inspired by the Blair Witch Project, your players will be subjected to the terrors of being buried alive, the ever-so-terrifying laughter of children in the middle of the forest, and the possibility of having their jaws torn off. Find allies in ordinarily dangerous creatures and find your way to her cozy cabin in the woods and put an end to this vengeful widow once and for all.

The Cult of the Gol'Goroth [Levels 4-7]
The second Halloween Special! Within the muck and darkness of a cave deep within the forest lies an ancient creature. A manifestation of evil and psychosis that cause even devils and demons to turn a blind eye. This monstrosity is known as The Gol'Goroth. Rumors say it has just sockets where there should be eyes, yet it sees everything in this world and in others. It pierces the veil of the mind and inflicts madness on all who come near. Of course, these are surely just rumors. Surely just an excuse to justify the actions of a twisted cult that is ravaging local villages. Surely just a manifestation of their crazed minds as they carve their own bones into weapons and slice their own flesh to ribbons . . . all in the name of The Gol'Goroth.

The Ruins of Nehk'Talosh [Levels 4-5]
Off in the wilderness is the ruins of a temple that once belonged to the God of Balance -Tyr. It has long been abandoned by the normal followers, but it is certainly not empty. A few clever individuals have found a way to harness the magic that still reside deep within this holy place and are attempting to use it to give life to an Iron Golem. The party must stop them at all costs or have a powerful monstrosity in the hands of monsters with the faces of ordinary men.

Dromar's Tomb

A One-Shot Adventure for Levels 1-3

Adventure Synopsis

Dromar is a figure of power all over the realm. He is known as a legendary fighter from centuries ago. He was buried in a tomb along with an artifact of great power. *(Make up whichever kind of item you would like for this).* Those who built this tomb were deeply concerned over the possibility of grave robbers and so his tomb was created in the frigid, ice-coated lands at the base of a mountain. The secret of this tomb's location has been passed among a select few people as the years have gone on. Most of the general public do not even believe it exists, but now the ancient relic buried alongside Dromar is needed once again.

This adventure will take your players into the tomb hidden up in the mountains, but once inside they will face dangers beyond what they may have been expecting. The final resting place of Dromar contains a series of trials to ensure that only those worthy can possess his relic. Player's will be tested in the form of combat, riddles, and valor in this fairly quick and straightforward adventure that is designed for a newer group of adventurers to enjoy.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary. These monsters will be denoted (NEB1) and can be found in Nerzugal's Game Master Toolkit on which you can get on DriveThruRPG for free.

The Journey

The journey to the tomb takes the adventurers to the base of a mountain where the weather swiftly turns cold and harsh. At the start of this adventure, give the players opportunity to purchase gear for their trip. If they do not come equipped with appropriate cold weather clothing they will take levels of exhaustion with each day they travel through this brutal environment.

Your group is given an elf guide by the name of Braxon Longfellow to lead the party through this vicious landscape and to the Tomb. Braxon will have the stats of a basic guard and will aid the party in any encounters. He also has great deal of detail about the area. Use him to develop the world for your party and make them want to seek out locations they can spot in the distance. He will tell them of the legend of Dromar and what these fables have to say about his tomb. Make these details tie back into the origin of the artifact they seek. Give the party a reason to question whether or not they should keep it for themselves . . . whether or not they should try to retrieve it at all!

Face the Elements

Halfway through their journey, a sudden deep chill arises and a group of small ice elementals rise from the snow and attack the party.

Roll for initiative.

The number and the type of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1** - 2x Small Ice Elemental (**NEB1**)
- **APL 2** - 3x Small Ice Elemental
- **APL 3** - 4x Small Ice Elemental

If you do not wish to download Nerzugal's Extended Bestiary, simply use the stats of an Ice Mephit (**MM Pg. 215**) in place of a Small Ice Elemental!

The Fall

When the players defeat the elementals, they continue on their journey and eventually Braxon turns around to tell them that they are getting close. As he looks to the group, he crashes through a piece of thin ice and tumbles down into a chasm. His leg breaks as he hits the bottom and the players will need to get him out and drag him the rest of the way there. *(This wound requires Greater Restoration to mend so basic heal spells will not give him the ability to walk.)*

The players will need to use their environment and the items they have on hand to lift him out of the chasm. It is over a twenty foot drop and he is injured, so moving him causes severe pain. The edges of the chasm allow for climbing, but it is still difficult and icy so it is not easy by any means. Have your players perform the appropriate skill checks based on their solution to this problem and be sure to reward them for creative solutions.

Arrival

After another hour or so, cold sinking into the party's flesh, they reach the tomb. It is immediately obvious why you need a guide to find the entrance, as it is nigh invisible even with one present. Braxon warns them to be careful and pulls out a vial from his pouch. *"Good thing it didn't break on my fall,"* he will joke. He pours the contents over the tomb and the ice quickly melts away and reveals a faded gray set of double doors leading into the ground.

The smell of decay wafts out into the air and they are presented with a long tunnel that trails off into darkness. Braxon asks that they drag him out of the cold and he will stay at the entrance until they return. He lights a torch, asks someone props open the doors just a bit, and wishes the party the best of luck on their task. He then jokingly pleads that they don't die so he will have someone to drag him back to civilization.

The Trials

The first thing the players will encounter as they head into the tomb is a spirit waiting vigilantly in front of thick stone door. He is wearing chainmail and holds a massive greataxe. As the party approaches, the spirit waves a hand and ethereal torches flash to life along the walls. *"Who dares approach the Tomb of Dromar?"* it asks in an icy voice.

The spirit will tell them that he is the doorkeeper for the tomb, but those worthy of the relic will be able to complete the Trials of the Tomb and retrieve it. Those who are considered unworthy will perish. The first trial is a test of cunning. The stone door slides open and reveals a larger chamber.

The First Trial: Cunning

The spirit invites the party into a forty ft. by forty ft. room lined with a few stone pillars. The door shuts silently behind him once all of the party has entered. When the door closes, a new set of torches will be set ablaze and reveal a dozen bodies lying about the room. The spirit will dissipate soon after and a voice will boom through the room.

[Feel free to change any of the riddles if you find them too easy / difficult or if you wish to use your own! It is recommended to write out the final riddle for the group to see as it can be quite tricky if only read aloud]

The Riddles

- If you break me I won't stop working. If you can touch me, my work is done. What am I? **A Heart**
- I am two-faced but bear only one, I have no legs but travel widely. Men spill much blood over me, kings leave their imprint upon me. I have greatest power when given away, yet lust for me keeps me locked away. What am I? **A Coin**
- We are five entities, similar, but each unique in our own way. The first of us in glass is set; the second of us is trapped inside nets. The third you shall find in both light and in birds, while the fourth of us is the only that can be found within words. The final member of our group, should you seek it, is within us. What are we? **The Vowels of the Common Language**

Should the heroes fail, the spirit will tell them that they are unworthy and should return when they have a bit more wisdom and experience in this world. He will spare their lives out of pity for it would be a discourtesy to his axe to kill ones so weak. Only those worthy can possess the artifact.

The Second Trial: Strength

Should the players answer correctly, the spirit will congratulate them. *"You have proved yourself to be cunning... but are you strong? Can you take on the heroes that have failed before you and defeat them?"* Some of the bodies on the floor will begin to glow with the same ethereal blue as the door keeper. Empty eye sockets become filled with blue fire as these skeletons shamble and rise. *"Good luck, heroes,"* the voice of the spirit will whisper.

Roll for initiative.

The number and the type of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1** - 2x Skeleton (**MM 272**)
- **APL 2** - 4x Skeleton
- **APL 3** - 6x Skeleton

The players are in a 40 ft square room so there is not much room to move around, but there are four pillars to provide cover for the party, one of which has partially crumbled to provide extra cover. Ancient shields and weapons lay discarded and can be used in a pinch if needed. The skeletons each fixate on one party member, moving only for their mark and ignoring others if at all possible, even if these means being struck by attacks of opportunity to do so.

When the players are victorious, the spirit will reveal himself again. *"Very good. There is indeed strength within you! Now, onto the next test! Remember, only the brave will survive."*

The Third Trial: Selflessness

The floor will shift under the player's feet, splitting open and revealing a massive pool of acid waiting below. As the floor slides, one of the bodies near the center of the room will collapse into the pool and be eaten away rapidly. As the players *(hopefully)* panic, the spirit will return, *"The pool demands a sacrifice. One must pay the ultimate price for the rest to survive. Who among you has the courage to sacrifice themselves for the greater good?"* The floor slides open at a constant rate, leaving only 30 seconds for a decision to be made or they all fall as one.

Whenever someone decides to jump, the spirit will suspend them in the air just inches above the acid as they are enveloped in blue light. *"Very good. You also possess selflessness."* He lifts the player from the pit, surrounding them in dancing flames. The spirit approaches and draws his axe. *"Should you pass the final trial and leave this place alive, I offer you a blessing, hero."* He will touch his weapon to the sacrifice's chest and their eyes will flash a vibrant blue for just a moment. *"Now you may call upon the Light of Dromar and he will listen."* **Once per day, this player may call on the Light of Dromar as a Bonus Action. Their eyes spark blue with intense, ethereal flames. The next time this player would make a roll with disadvantage within the next minute, they may roll normally instead.**

The Final Trial: Faith

"There is a single test left." A new door slides open behind the spirit, parting the stone where there was nothing before. All of the adventurer's torches go out and the blue torches in the room are extinguished. Everything turns to darkness. The voice speaks and a crystal begins to shine in the distance, emanating a pure white light. *"Face the terrors of the ultimate foe. Step towards your destiny."*

As the heroes step into through the doorway they are greeted with a deafening roar. They can no longer speak or cast spells. The characters must move forward based on their own drive alone as their ears ring painfully.

The party is hit by multiple attacks in this next portion. The damage of these attacks is based on your APL.

- **APL 1** - 1d2 damage
- **APL 2** - 1d4 damage
- **APL 3** - 1d6 damage

The first of the attacks strikes them as a wave of acid washes over the party. It stings their skin and eats into their flesh. **Each character takes acid damage.** Their eyes burn and swell with tears. *"Step towards your destiny,"* the voice repeats. The crystal at the end of the path begins to glow black as it spins. The acid disappears in an instant, but there is only a moment of respite.

The burning of the acid stops, but now their muscles begin to spasm as electricity sparks up and down their spines, surging with energy. **Each character takes lightning damage.** They must struggle with every step forward as their muscles want to seize up and quit. *"Step towards your future."* The crystal begins to send off blue light and the sensation ends. There is now blue and black light dancing across the walls at the end of this corridor. The light spins faster when blue joins.

They continue on and each breath becomes difficult. They gasp for air, but none comes. Their lungs feel as if they may explode. The air is thick and pungent with fumes. **Each character takes poison damage.** *"Step towards the truth."* The crystal begins to send off green light and spins faster still.

Flames erupt at their feet. This burning moves up their bodies. It sears their flesh and their clothes become scorched. **Each character takes fire damage.** At this point, you may have players collapsing. They can look around and see their party members dying. The others will need to carry them, but do not have them roll death saves. *"Step forward for peace."* The crystal sends off red lights and the burning stops. Faster still it spins.

The crystal is directly in front of them now. Frost sets in and their bodies are chilled to their cores. Their teeth chatter and their joints go stiff. It is so cold that it burns. **Each character takes cold damage.** *"Step forward for power!"* he shouts and the crystal explodes with brilliant white light. All of the colors dance in front of them. As soon as someone touches the gem it goes dull.

If your entire party falls, which is very possible if running this at level 1, as the last person falls to the ground, they awake in the main chamber. They pushed onwards to their own death. True fearlessness!

Victory

The room goes alight with torches. The party looks around and notice that the room is quite small, perhaps 10 ft. x 10 ft. and there is a pedestal with the relic sitting atop it. The spirit appears before the party and offers the artifact to them. *"I am what is left of the man that was once Dromar. You have proven yourselves cunning, strong, selfless, and fearless and you have earned the right to take this with you."* He will then explain the full potential of the item and how it is used.

The heroes black out for a moment and are returned to the hallway they traversed when they first met the spirit, but there is no sign of the guardian or the doorway they entered earlier. On the ground along the wall are treasures that were not there previously - gold and silver scattered about on the ground as well as armor, weapons, and rings. This is the equipment of the warriors who died in the trials - transformed back to their original state.

The party also feels fully refreshed. Anyone who was on the brink of death or even who died are now restored to full health. They are a bit dizzy, but besides that there is no lasting effects.

As the party walks back up to Braxon he seemed very surprised. *"You are back already? You were gone only a few minutes,"* he asks with confusion in his voice. The time the party spent during the trials has been lost, but they return with the relic and treasure safe and sound.

Sample Artifacts/Relics:

The Dragon Glass

Wondrous item, rare

A brilliantly shining prism that shines whenever a dragon is nearby. The intensity with which the crystal shines corresponds to the strength of the dragon. The crystal also shows what direction the dragon is located. It only works up to five miles, so the creature will still need to be tracked, but it can be used as an early warning system for anyone being plagued by dragon attacks.

[The lord's town has been assaulted by kobolds as of late. They know a dragon attack is imminent and want to be prepared.]

Greataxe of Ethereal Flames

Weapon (greataxe), rare (requires attunement)

The user may activate the power of this weapon as a bonus action. The blast of the axe erupts with blue flames. The next time the user takes the attack action, all successful attacks deal an additional 2d4 Fire damage. This ability recharges on a long or short rest.

[It is the only thing that can hurt a strange creature attacking the Lord's town]

The Chalice of Harmony

Wondrous item, rare

A beautifully adorned cup that appears to be made of silver and laced with gold and emeralds. Any water drank from this cup has restorative properties. It can cure poisons and diseases and was responsible for ending a plague that swept the countryside many, many years ago.

[A new plague has appeared and the clerics can't seem to stop it.]

The Way Home

As the players stumble out of the crypt and into the cold again, they spot a White Dragon Wyrmling (**MM Pg. 102**) off in the snow, feasting on the body of an elk. As the group approaches, the dragon will turn and challenge them with a roar and take a defensive posture. The players can choose to engage or simply leave the beast to its meal.

If they choose to engage, when they hurt the wyrmling for the first time, it will let out a very loud, shrill cry. After the dragon's cry, the player's have only a few minutes until the mother dragon arrives. It is an Adult White Dragon (**MM Pg. 101**). They will hear this dragon roar loud and clear before it arrives. If the players try to fight it they will stand no chance and the adventure ends right here. The alternative is to run back inside the crypt and close themselves in until the dragon leaves or to hide among the ice and snow and hope the dragon cannot find them.

Make sure to give the players ample time to react to the dragon and treat the wyrmling with the mind of a child. When it becomes too injured it will attempt to fly away to its mother. The mother dragon will be furious if they kill its child and the results of such an attack will be the destruction of a nearby town by the enraged creature. Show your players that there are consequences for their actions.

Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the full trial. Feel free to adjust this as you see fit.

- **APL 1** - 300 XP per player
- **APL 2** - 600 XP per player
- **APL 3** - 1,200 XP per player

The Ritual

A One-Shot Adventure for Levels 1-3

Adventure Synopsis

Talos is less a city than it is a collection of small villages. It contains a large central village for the wealthiest of resident who live peacefully in this normally quiet area. This area is known as Central Talos. The houses here are all built with fine wood and carved stone. They have paved streets and crafting specialists galore. The outlying villages of North, East, West, and South Talos are less well off, but still important to keep the city operating.

Eastern Talos is primarily dedicated to farming. It has fields and fields of wheat, grapes, and corn at the ready.

The southern village raises livestock. They raise primarily chickens, cows, horses, and pigs, but there are a few farmers with more exotic creatures.

Western talos is responsible for fishing out of Moonfell Lake. It is also the primary location for all festivals and other events.

Finally, Northern Talos is where they raise their own personal military and do all of their blacksmithing and forging. The higher ups in Central Talos do not care for the uncleanliness of such trades and so they were forced to the north, but because Talos has this village, they are fairly well defended. Over the years, besides a few small incidents, they have been left alone for the most part.

Together, these villages create a nice harmony and trade system amongst everyone and they live quite happily. Happily until a strange cult sprung up in town and members of the town began disappearing. So far, seven have disappeared and the townsfolk fear for their lives. Your players will be thrown into the town during its moment of crisis and will need to work fast if they hope to save their party members from being a sacrifice.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

Adventure Note

This particular adventure can have a member of the party be captured, but that leaves one player left out from most of the fun, so the suggestion is to introduce some sort of NPC to be accompanying the party prior to reaching town. When a player is kidnapped, take the NPC. Try to have built enough of a bond with the NPC or have them be significant enough that the party will be urgent to save them.

Additionally, this one-shot does not have much in the way of combat, so depending on your player's actions and role playing it could be finished quite quickly! (1-2 hours).

Welcome to Talos

When the party stumbles into town, a man named Jonathan Stuvart invites the players into his shop. He is a fit, middle-aged man with greying hair and a nicely trimmed beard. He seems frantic for help and tells them of the cult and what has been happening in town as of late. The rumors suggest that this cult was formed by some of the people of the town and that they are performing these ritual sacrifices to try and appease their Gods.

He wants to tell more but cannot risk the wrong people overhearing. He asks the party to join him at his home tonight and to not tell anyone else of what he has told you because he isn't sure who can be trusted anymore. Newcomers to town should be free of the cult's influence so he trusts these virtuous looking adventurers (or this is the lie he is spouting at least). He throws in the promise of a free home cooked meal to up the temptation.

Dinner Time

The players arrive at Jonathan's home and are presented with a smorgasbord of delicious food. Jonathan introduces the party to his wife, Julia, and his six-year old daughter, Lilly. *"Turkey is fresh from the southern district and grapes fresh from the east. If there is one thing Talos does right, it is food."* The food is delicious . . . but it is also poisoned. Anyone who drinks the grape juice will fall unconscious shortly after. When the players wake up, one of them will be gone *(NPC or PC - your choice)*. The rest will be tied up in what appears to be a wine cellar. They have no way to see what time it is on the outside. **Start a timer for three hours. This is the REAL TIME they have to save their companion. Or just pretend to set a timer and check it periodically to add suspense and a sense of urgency.**

The Cellar

The characters are are bound and gagged. Hands tied behind their backs and feet tied together. All of their equipment is gone. Looking around the room, they can see they are in a wine cellar. The room has two shelves that are covered from floor to ceiling in wine bottles. There is a closed door on the opposite side of the room. There are a few baskets overflowing with grapes and a table in the center of the room surrounded by six chairs. On top of one of these desks are the tools needed to bottle wine.

The intended way to break out it to slam into one of the wine shelves until a bottle falls via a DC 12 Strength (Athletics) check. They will then need to rub their hands against the glass to cut the ropes with a DC 12 Dexterity (Sleight of Hand) check. A low roll on either will result in 1d4 points of damage as bottles fall on the player or the player cuts themself, but not a failed effort. There are of course other ways the players could get out of these bindings, so reward them for creativity.

Escape

Next they will then need to escape the room. The door is locked from the other side of course, so they will need to try to break it down or pick the lock. The lock is fairly basic and easy to pick (DC 10 Thieves' Tools check). To break it down they will need to succeed on a DC 15 Strength (Athletics) check.

When the door is open, they will see a flight of stairs leading up to another door. If they specifically check for traps then perform a group or individual Wisdom (Perception) check with a DC of 13. On a successful check, they will spot the crack running along the middle of the stairs that signifies that they may slide apart. When a player gets close to the top door, they can make another check. If they succeed, they will see that the door has been modified and the handle is strange somehow. There is no way to disarm the trap from this side, but by being prepared for the trap, they will all be able to avoid falling.

When anyone touches the door handle on the far side, the stairs will slide apart. The person at the top of the stairs will need to make a DC 14 Dexterity saving throw and anyone else on the stairs will need to make a DC 12 Dexterity saving throw. Anyone who fails will fall down ten feet and slam into the stone floor which is littered with broken wine bottles. They take 1d6 bludgeoning and 1d4 piercing damage. The others will need to help those who fell climb out of the pit and then find a way across the gap to escape the cellar. (They have rope from being tied up they can use).

Investigation

The door at the top of the stairs is not locked and will open with ease once the trap has been triggered. On the other side of the door is the interior of Jonathan's house. On the wall next to the door they see a small lever behind a flower pot that is flipped up. If they flip the lever down, the stairs will slide back into place and hide the pitfall, allowing the others to cross with ease.

The house contains the kitchen where they ate dinner, a living area, three bedrooms, and a study. If the players search the study, have them make a DC 13 Intelligence (Investigation) check. On a success, they will find a note folded up on the corner of the desk that reads: *"Midnight. Moonfell Lake meeting spot."*

One of these bedrooms also contains their daughter, Lilly. If the players wake her up and ask where her daddy is she will start crying immediately. *"I'm not supposed to talk to strangers!"* she sobs. The players will need to calm her down for her to tell them anything relevant. Have the players make a Charisma (Persuasion) or a Charisma (Intimidation) check with a DC dependent on how well the players handled the social interactions with her. If the party manages to calm her, she will tell the players that *"Mommy and daddy leave some nights and come back with their shoes all muddy."* If they ask her where there is mud she will tell them the only place she gets muddy enough to need a bath for sure is the lake.

No one in the group should know exactly where this place is, so they will need to cautiously ask someone from the town. Of course the people of the town who are not in the cult are all terrified of the cult members and will refuse to open their doors, screaming that the party leave them and their families alone. The party will once again need to use Persuasion or Intimidation to get the people to open their homes up to them and tell them where the lake is located.

Past Curfew

As the party skulks about through the town, there are guards on alert. The town has a strict curfew because of the actions of the cultists and anyone who is caught out after dark is to immediately be arrested to be interrogated. This presents a problem for your party!

Have a group of guards approach the party as they are making their way through town trying to discover the location of the lake. If the party engages them in conversation, the guards will grow hostile and try to arrest the players, despite their pleas. The guards do not trust out of towners and the town is on high alert so without the aid of magical persuasion a combat will occur (though the guards will not kill the players). If this happens, you will need to start improvising! Perhaps allow them to escape from prison or have a sympathetic guard within the jail!

If your party tries to avoid the guards, have them make a group Dexterity (Stealth) check with advantage as it is dark out when this occurs and the party will be sticking to the shadows. Compare this group check to the guards' passive Perceptions. On a fail, the guards head over to the party with weapons drawn. On a success, the party manages to sneak away to safety.

The number of guards the party faces is determined by the group's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1** - 1x Scout **(MM Pg. 349)**, 1x Guard **(MM Pg. 347)**
- **APL 2** - 1x Scout, 2x Guard
- **APL 3** - 2x Scout, 2x Guard

Taking on the Cult

Into the Pit

When the party arrives at the lake, they will see nothing. It appears to be completely empty. Success on a DC 10 Intelligence (Investigation) check finds fresh footprints in the mud. When followed, these footprints lead over to a hidden door. Beneath this door is a ladder that descends into pure darkness. It is pitch black when they climb down, but when they light a torch it will reveal a doorway off to the side of a reasonably large cavernous chamber. *(Have your players make a DC 10 group Dexterity (Stealth) check as they climb down or someone will hear noises and come check.)* This room is full of book and scrolls and parchment. There are also black robes hung up along the wall, but only three of them. **They also find their belongings in piles along the wall.**

This is where the timer comes into play. If midnight has already arrived, the captured character will have been sacrificed, but the ritual will still be ongoing as the cultists drink in the blood of their fresh kill. Otherwise, the players will interrupt the ritual before the sacrifice has occurred.

If the party listens against the door, they will hear voices chanting, *"A sacrifice in deepest night, to bring our lord into the light."* They repeat this over and over again. If the party tries to open the door they will find it is locked and need to make an additional DC 10 Dexterity (Stealth) check to see if someone notices the handle rattling. They can either make intentional noise to draw someone to the door, smash through the door, or try to silently pick the lock.

Either way, the room contains multiple cultists. The party's companion is tied down to a large stone slab (dead or alive). **The following portions will be written under the assumption the players made it there in time. Feel free to pivot however you'd like if they were not there in time.**

Down with the Cult

One cultist in the center of this chamber is holding a large silver knife over the sacrifice's body. The other cultists will immediately charge at the party in an attempt to stop them from interrupting the ritual, but they are simply using knives as weapons. The lead cultist at the center of the room will keep looking through a hole in the ceiling, waiting for the moon to move into position so he can strike with the dagger and complete the ritual. The cultists do not threaten to kill the victim prematurely, for the ritual would be ruined if the death is premature. Instead, they fight!

Roll for initiative.

The number of cultists and types of cultists depends on your group's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1** - 5x Cultist **(MM Pg. 345)**
- **APL 2** - 3x Acolyte **(MM Pg. 342)**, 3x Cultist
- **APL 3** - 6x Acolyte, 2x Cultist

If the players do not stop the head cultist before the timer sounds, he will slash the captive's throat.

Post-Combat

After the battle, the party can choose to kill the cultists (if they have not already) or leave them alive for the townsfolk to decide their fate. Most cultists have nothing on their bodies at the time, but if the players search the outside room they will need to roll a DC 14 Intelligence (Investigation) check (or force the cultists to tell them where their treasure is through intimidation). If they succeed, they will find a chest tucked away under a false stone slab beneath a table. Within this chest they will find 3 vials of poison, (120*APL) gold, and 4 healing potions.

The man who was performing the execution has a silvered dagger and a magically glowing ring on his finger.

Ring of Sacrifice

Wondrous item, uncommon (requires attunement)

Once you put on this ring, you may not take it off until the curse is lifted (Removing the curse removes the benefits as well). While wearing the ring, you roll all Deception and Persuasion rolls with advantage, but if you do not perform a human sacrifice every two weeks, the ring will grow tighter on your finger. After the first failure to sacrifice, you get a -1 penalty to attack and damage rolls with weapons that use that hand. After two failures, you must make all rolls that use that hand with disadvantage. After the third failure, the ring will slice your finger off and clatter to the ground. You permanently lose 1 Dexterity. You will become aware of these requirements and detriments as soon as you become attuned to the ring, which occurs the moment you put the ring on your finger.

Checking the ring before putting it on will reveal that the magic is Necromancy in nature. The inspector can tell it will bring the wearer's Charisma to new heights, but will come at a great cost. The players will have to make a choice to put it on.

Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the quest. Feel free to adjust this as you see fit.

- **APL 1** - 300 XP per player
- **APL 2** - 600 XP per player
- **APL 3** - 1,200 XP per player

Ruins of the Yuan-Ti

A One-Shot Adventure for Levels 3-5

Adventure Synopsis

There are rumors of ruins off in the forest, abandoned for hundreds of years and just waiting for someone to lay claim. One wealthy store owner would love to claim this land to be used as a luxury vacation getaway for nobles. He has also heard rumors that the ruins are not abandoned and are crawling with deadly snakes, which is why he needs a group of adventurers to clear the place out and create a map of the path there. The reward will be 500 gold and whatever treasure they find is theirs to keep.

The party is assigned a guide by the name of Gerbo, a Halfling who *"knows these woods better than anyone"* and *"knows exactly how to get to the ruins"*. He is very interested in wildlife and carries a small journal with him that is filled with drawings of the diverse species in the area. He wears a backpack of equipment that is roughly the size of his own body, but does so without complaint. He cannot defend himself, but he is always in high spirits and does indeed know his way through the woods. He is also an amateur cartographer and will agree to sketch the route in exchange for payment (10 gold).

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

Into the Forest

The party enters a dense forest off the edge of city. It is close to civilization, but these woods are still rather unexplored due to the dangerous creatures that reside within and, to be frank, there is no real reason for anyone to do so without payment.

After a few hours of following Gerbo through the dense foliage, the party spots a small bear-like creature stumbling along. It it makes meek hoot-whimpers. Upon closer inspection the party can see that it is a baby owlbear that has been attacked by some sort of slashing weapon. Its leg has been torn open and it can barely walk. It continues to whimper and will hesitantly approach the party. It is just a little bit bigger than an adult koala bear, but its claws still seem deadly.

If the party heals the owlbear, it will start pulling on someone's pant leg and then go running off through the woods the way it came, hooting wildly. The party can follow the owlbear and after just a few minutes of chasing they come to a gruesome scene . . .

The Yuan-Ti's Ferocity

The entire forest floor is coated in the thick blood of an adult owlbear. Parts of its body are scattered on the ground and its eyes stare out blankly. Kneeled on the ground next to this owlbear are two female humanoid figures, they wear fine purple robes that are now covered in blood. They are taking the blood of the owlbear and rubbing it on their bodies drink it from their fingertips. The women moan lightly as they do this, clearly enjoying this ritualistic display. They appear to be ordinary humans aside from a few patches of dark green scales on their bodies.

Standing behind a nearby tree is a man . . . except his head is that of a snake. He holds a heart in his hands and his tongue flicks out to taste it before eating it in one swift bite. He then moves to licking the blood from his large curved blade. Aside from the snake head, he seems completely human. He is shirtless but wears thick metal gauntlets. He wears simple pants with snakes embroidered up their sides. He also has a longbow and quiver of arrows on his back. He has some noticeable slash marks and bites on his body that are clearly wounds inflicted by the fallen owlbear.

The baby owlbear will charge when it sees what is happening to its mother. The party will need to act fast or the baby owlbear will be slaughtered by these creatures.

Roll for initiative.

The number of creatures your party faces and their strength depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 3**
  - 1x Yuan-Ti Malison [Type 1] (**MM Pg. 309**) **at 50% health**
  - 1x Yuan-Ti Pureblood (**MM Pg. 310**)
- **APL 4**
  - 1x Yuan-Ti Malison [Type 1] **at 50% health**
  - 2x Yuan-Ti Pureblood
- **APL 5**
  - 1x Yuan-Ti Malison [Type 1]
  - 2x Yuan-Ti Pureblood

If your party has an APL of 3, one of the Purebloods feasting on the owlbear is to caught up in the twisted ritual to care that there are intruders and does not join in the fight. Shortly after the fight begins, she passes out in a state of euphoria and can be captured or killed.

Loot

Blade of the Serpent

Weapon (scimitar), uncommon (requires attunement)

All of your attacks with this weapon deal 1 additional poison damage. On a critical hit, you deal an extra 1d6 poison damage.

Cursed. While attuned to this item, you slowly develop scales on your body that are incredibly painful to remove. Remove Curse can cleanse this item of this property.

Amulet of Snake Speak

Wondrous item, uncommon

Allows the user to speak to Yuan-Ti and to any species of snake.

To The Temple

Once the creatures are dead, the party can continue on their way. If the party saved the baby owlbear, it will follow them. It has the stats of a Black Bear (CR 1/2) and will help them in fighting any other Yuan-Ti they find.

Gerbo knows they are getting close to the temple as he spots a few large stone relics. Carvings of snakes begin appearing on the trees in this area and snake skins are hanging over various branches or are nailed in with fangs. Gerbo loudly announces his nervousness but continues forward, opting to stay a few steps closer to the party than before.

Ten minutes later, as the snake skins grow larger and larger and wild snakes hiss at them from the tree branches, the party comes upon a large temple ruin in a clearing. Off to the side of this temple is a gigantic lake with eight stone carvings of snakes spaced perfectly around it.

The temple itself is made of stone but is crumbling and covered in moss. A massive set of stairs leads up to a huge set of double doors that is flanked by carvings of cobras at least 10 feet high. There are empty sockets where gems obviously once displayed bright eyes for these snakes. From the outside it seems abandoned, but there are a few tracks that are fresh going up to the temple. **[Think ancient Aztec ruins but dedicated to snakes]**

Temple Features

- There are two nearby abandoned watchtowers. The tops of two more on the opposite side of the temple are barely visible. Ancient equipment lies inside these towers, rusted to uselessness for the most part. There is a set of stairs crumbling and on the verge of collapse. Climbing the tower gives a great vantage point for the area.
- The main temple structure is quite tall and hollow in the center. It is roughly a hundred and fifty feet across on the front side and adorned with many other snake carvings. The side of the temple is just over three hundred feet long, but its entrances are far more subtle than the main entrance.
- If the party looks around they can find a side door near the lake. Going in here will take them to the lower level of the temple which provides a shortcut to the inner courtyard which is roughly 100 x 200 feet.
- Within the temple walls is an enclosed outer ring. A thin corridor leads around the entire perimeter of the temple which has three floors. Off to the sides of these corridors are rooms filled primarily with rotting beds, ancient shrines, and long forgotten relics.
- There are perfectly round holes about a foot in diameter all over the temple. They are present in each hallway and within each room, typically near the floor. This is the way snakes move through the temple uninhibited. These give the snakes quick access to whatever part of the temple at a speed that the party can't hope to rival.

Temple History

(This is information for you to give the area life, but it optional for you to use). This was once a great Yuan-Ti temple. Over a hundred years ago, a massive snake that became known as The Great One was found in a passage beneath their place of worship. Some of the Yuan-Ti saw this as a sign from their gods. The Great One claimed to be their prophet and demanded a great many things of the Yuan-Ti people - gold and carvings that were never required prior to his arrival. After a week of this, the High Priest and Priestess of the Temple declared The Great One as a false prophet and set to have him killed, but many of the Yuan-Ti people had come to believe him as their savior and the clan broke out in a great war.

When the war ended, ninety percent of the Yuan-Ti had been killed, including the High Priest and Priestess. Some of the Faithful in the ancient ways left, leaving the temple for the worshippers of The Great One. A few of these still linger out in the wilds, staying hidden and performing their rituals in secret. The others remained loyal to the Great Old One in the temple, but as the years have gone on many more have perished. Their numbers dwindle on the edge of extinction and those left are fanatics.

Many of the ancient carving and scriptures have been defaced with teaching of the Great Old one and many of the old relics have been destroyed. It is clear that there was conflict in this place. You can provide this information to the party through context clues in the rooms, through a lost journal, or through one of the remaining Yuan-Ti who was preparing to leave the Temple as his faith has run dry.

Now it is up to the party to choose their approach: The main gates or the side passage.

Temple of the Yuan-Ti

Continue based on your party's method of entry. There is of course other creative solutions such as climbing up over the wall of the temple via grappling hook or perhaps blowing a hole in the temple wall. In these cases, continue using the encounters listed below as best you can.

The Main Entrance

The party comes up to a large platform on the third floor of the temple. It overlooks the entire courtyard below (which is roughly 100 x 200 ft. as noted above). Down in this courtyard is The Great One, the massive snake that was proclaimed a false god. Its black scales bath in the sunlight as it sleeps. This platform continues all the way around the edge, the handrails carved into the likeness of a never ending snake, though the scaly aspects have long since worn away. A few segments of this pathway have collapsed, so the party can't go too far without finding a stairwell and descending to the second floor of the temple.

On the far end of the balcony, two hundred feet away, are two thrones that are perched up even higher than the entry platform. Intricate carvings surround this area and symbolize royalty. There is a glint of emerald on the far balcony that should hopefully draw the party over at some point. **Be sure to note this when they first enter!**

The Side Entrance

This entrance brings the party in at the first floor of the temple after going through a long twisting stone tunnel. The path continues straight to the main courtyard and The Great One can be seen bathing in the sunlight a safe distance from the party.

Temple Encounters

Due to the nature of the temple, it is possible for the party to approach these challenges in any any order. I recommend having a list of the encounters at the ready and marking them off as the party completes them.

The Resting Chambers

The party finds a room filled with beds. Coiled up on one of these is what appears to be a large man, but coming out from under the blankets is the tail of a snake, very thick in girth, that curls underneath the bed as he sleeps. Only six of these beds have blankets upon them or seem to have been used at any time in the recent past.

The party can try to sneak up and attack the snake man who will make a Perception check at disadvantage. If he wakes up, he will grab his blade that is stashed next to him and attack immediately. If your party is of higher APL, additional smaller snakes will writhe out from hiding places around the room and attack as well.

The types and number of creatures you face depends on your APL. See the beginning of the module for information on determining your party's APL.

- **APL 3**
  - 1x Yuan-Ti Malison [Type 3] (**MM Pg. 309**)
  - 2x Poisonous Snake (**MM Pg. 334**)
- **APL 4**
  - 1x Yuan-Ti Malison [Type 3]
  - 4x Poisonous Snake
- **APL 5**
  - 1x Yuan-Ti Malison [Type 3]
  - 6x Poisonous Snake

The Venom Drain Chamber

In this room looms a man-like figure huddling over a large basin on the far side of the chamber. Tables cover this room and nearly all of them are cluttered with vials containing a strange yellow liquid. Some of them are cloudy while others are clear. Some include a shade of green while others have a hint of red. This is one of the only rooms that seems to have been used with any sort of frequency as of late.

The man doesn't seem to notice the party as he holds out arms that appear to be snakes rather than a traditional set of limbs. These scaled appendages also seem to have a mind of their own, twisting about and slithering along the stone. The party can attack this strange snake-person or try to speak to him. If they attack, constrictor snakes will attack from the various points of the room to aid him.

The Yuan-Ti will pick up a vial on the first turn and throw it at the party. It will splash out in a small area. Anyone hit by this will need to make a DC (8 + APL) Constitution Saving Throw. They take 1d8 * (APL - 2) poison damage on a failed save or half as much damage on a successful one. If a creature fails this save by 5 or more, it is also poisoned until the end of its next turn.

If they talk to him, he will be in a manic state. He is incredibly excited to hear of the party's arrival and want to swiftly introduce them to The Great One. The false prophet will thank his servant for the tributes and move to strike immediately if the party goes with him. If the party does not go with the Yuan-Ti, he will grow quickly angry but with enough persuasion the party can extract some information from him. He will not betray his cause, but it is possible to leave this room without starting a fight.

The types and number of creatures you face depends on your APL. See the beginning of the module for information on determining your party's APL.

- **APL 3**
  - 1x Yuan-Ti Malison [Type 2] (**MM Pg. 309**)
  - 1x Constrictor Snake (**MM Pg. 320**)
- **APL 4**
  - 1x Yuan-Ti Malison [Type 2]
  - 2x Constrictor Snake
- **APL 5**
  - 1x Yuan-Ti Malison [Type 2]
  - 2x Giant Constrictor Snake (**MM Pg. 324**)

The Devious Snakes

There is a group of two giant constrictor snakes hiding in some of the tunnels carved for them through the halls. The snakes will coil down around the party and ask them what they are doing in the temple. They tell the party that they have no chance at slaying the Great One. *"No chanccccccce! Tribute! Tribute! We can help,"* they hiss.

They will tell the party to drink the blood of a believer. The snakes claim that if they drink the blood they will become resistant to the venom of the Great One, otherwise they are doomed from the first strike. *Doomed!*

The snakes will lead the party to another chamber where there is a large basin of blood in a coiled stone snake container. The snakes will twist around and make suggestions to the party about why they need to drink the blood. If the party follows through, after about thirty seconds they will all need to make DC (10 + APL) Constitution saves. On a failed save, they are poisoned for the next ten minutes. The snakes will strike as soon as the poison takes hold. *"We will deliver you to the Great One! He will be pleased! Tributesssss!"*

The types of constrictors and their strength is based on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 3**
  - 1x Giant Constrictor Snake (**MM Pg. 324**)
  - 1x Constrictor Snake (**MM Pg. 320**)
- **APL 4**
  - 2x Giant Constrictor Snake
- **APL 5**
  - 2x Giant Constrictor Snake with AC increased to 17 from hardened scales that coat its body.

The Royal Thrones

If the party manages to make it over to the thrones that they saw upon entry to the temple, they will find that the ground is covered in silver coins that have snakes carved upon them. There are also a few snake sculptures that are in excellent condition and can be sold for 50g each.

Over near the edge of the balcony is an emerald colored sceptre. It is sitting on the other side of a massive crack that runs along the floor. Any character that is size medium or higher will break the floor and go crashing down to the pathway below, taking 2d6 fall damage in the process. This sceptre can be a magic item (Staff of the Python / Staff of the Adder), a simple treasure to be sold for gold, or could give clues to another plot hook going forward. The decision is yours!

Other Generic Rooms

- **The Shedding Chambers** - Dozens and dozens of snake skins scattered around the room. Some stored in chests, some decorating the walls, etc... Can be collected to be used in the crafting of potions or sold.
- **The Feeding Chamber** - Room with prisons cells with very thin bars. Inside one of these is a moderately sized boar and in another are six rabbits. This is snake food.
- **Worship Chambers** - Every few doors is a room that has decayed pillows on the floor. On the far end of the room is a giant snake carved into the wall. In some, this snake is devouring the world itself, in others a massive snake emerging from the earth, and in others still a snake eating its own tail. One of these snakes has an emerald eye that has not been scavenged. The value of this gem is 100g.

Some of these chambers also have numbers carved into the stone, but the party is unsure of what they mean. None of them seem to be consistent and they almost appear in a calendar like nature. If the party questions one of the remaining Yuan-ti, they will find that it is a count of the sacrifices given in the temple to bring their Gods into this world.

Traps

The Falling Carpet - One of the rooms the players walk into has a intricate rug on the floor completely covered in various snake designs, all different colors slithering together to create massive maze. The room has some clay pots scattered around and a chest sitting on the far side of the rug that is beautifully colored with wooden snakes carved into the edges.

If the players walk into the center of the rug, it will collapse inward. Players on the rug must succeed on a DC (9 + APL) Dexterity saving throw or fall down into a pit filled with snake venom. The walls of this pit are painted with snakes just like those on the rug and the bottom of this pit is lined with large fangs.

Any creature that fails this Dexterity save takes 1d6 piercing damage and 1d6 poison damage. If your APL is 5, those creatures take an additional 1d6 poison damage.

The Snake Jar - One room is filled with intricate jars and ceramic pots. They are beautifully painted, though this has faded a bit with time. Some contain copper coins, some contain crushed grains, but one . . . one contains a small snake that strikes out at the creature that opens it up. That creature must succeed on a DC (9 + APL) Dexterity saving throw or take 2d6 poison damage as the snake lashes out at them. After the attack, the snake scurries away through a side tunnel.

The Sacrificial Chambers

This room is on the side of the temple opposite the entrance and takes up the entirety of the back of the structure. Within is a gigantic snakehead with its mouth open and a circular chamber laid out before it. The ground here has been dyed red with the blood of the thousands that have been sacrificed in the name of the Yuan-Ti gods.

It is a grim sight to behold, containing the decaying corpses of both wildlife and civilized creatures. Hearts are impaled on spikes, intestines are hung like decorations from torches, and teeth are woven into jewelry.

Feel free to add an encounter to this area: A Flesh Golem (**MM Pg. 169**) at 50% health or perhaps an Ochre Jelly (**MM Pg. 243**) or it can simply be for aesthetics depending on how difficult of a time your players are having making their way through the temple.

Continued on next page.

The Great One

Down in the arena, the party sees a woman similar to those they found out by the owlbear. She is nuzzling up against a massive snake, at least thirty-five feet long and nearly two feet in diameter at its widest. It is black as night except for two blood red stripes that run down its back and a pair of magnificent emerald green eyes. As the party watches, she actually coaxes the snake to bite her and falls to the ground moaning as she spasms uncontrollably in pleasure. Its fangs are the size of short swords dripping with venom.

This is the snake they call The Great One, said to be sent from the ancient serpent gods themselves. Once the woman falls, he slithers away into one of the tunnels, leaving her to the ritual.

The Great One is quite intelligent and if it spots the players within its temple it will stalk them using the various tunnels connecting the rooms and lashing out at them before retreating again. The players can also try reasoning with it via the Amulet of Snake Speak, but this will fail miserably without the help of magic. The stats for The Great One are listed below, but it will change a bit depending on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 3** - Reduce the hit points of The Great One to 75.
- **APL 4** - The Great One gains 1 Legendary action. It can use this to make a Bite attack with disadvantage.
- **APL 4** - The Great One gains 2 Legendary actions. It can use these to make a Bite attack or to move up to its movement speed.

The Great One

Gargantuan beast, chaotic evil

Armor Class 13
Hit Points 95 (10d8 + 50)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Condition Immunities charmed, paralyzed, poisoned, prone
Senses passive Perception 11
Languages Abyssal, Common
Challenge 4 (1100 XP)

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target is grappled (DC 14 escape). Until the grapple ends, the target is restrained and The Great One cannot constrict another target.

After the Battle

Once the area has been cleared of Yuan-Ti the players can claim the temple for themselves, collect their loot, and head back to town. The return trip is free of incident, but once they get back they will have to make decisions about what to do with their new baby owlbear (assuming they saved it). They are given their reward and are free to leave the cleansing of the filth in the temple for someone else.

Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the quest. Feel free to adjust this as you see fit.

- **APL 3** - 1,500 XP per player
- **APL 4** - 3,000 XP per player
- **APL 5** - 6,000 XP per player

The Bog of the Hag

A One-Shot Horror Adventure for Levels 3-5

Adventure Synopsis

Step into the nightmarish bog where there are only two options: fight for your freedom . . . or be doomed to wander endlessly in through these dreadful wastes until your death. The hag that resides in this bog still mourns for the death of her husband, who was left for dead with his jaw hanging only by a single thin strand of meat. Despite her best efforts, he perished, and the once pleasant and timid wife turned to darkness to bring trap all of those around her in the same inescapable sorrow that she now feels. Her life is now without light and without hope.

You players will need to fight through the creatures that have survived trapped in this bog for years without hope of escape, endure terrors of the night and events that are impossible under normal circumstances, and perhaps even climb down into their own grave. The hag wants everyone who enters her domain to suffer the way her beloved did.Do you have what it takes to defeat the vengeful hag and break free from this prison?

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary. These monsters will be denoted (NEB1) and can be found in Nerzugal's Game Master Toolkit on which you can get on DriveThruRPG for free.

The Setting

This adventure takes place in a massive bog that appears in the middle of an ordinary forest - completely out of place for this part of the world. If players were to travel around the bog they would find it is fifteen miles across . . . but once they step within it continues forever. The trees within this bog are covered in moss and slime. Their leaves are all dead. Their bark is black but the trees still seem to be alive once you cut through the blight. All through this area the ground is soft and squishes underfoot *(It is considered difficult terrain unless on a Haven).* Strange, dark salamanders crawl along the trees and large thorny bushes wrap around their trunks. Deformed toads sit in the waters, their warts twice the size of a normal toad and ready to pop with disgusting pus at any moment. There is a rancid smell in the air of rot and mold.

In the bog, there are some small patches of high ground that provide shelter from the putrid filth of the low-ground, but these areas are far and few between. The trees on these elevated areas are still green and beautiful. These are literally a breath of fresh air whenever they can be found. The creatures that live in this area have a name for these highgrounds - Havens. They provide a place for your players to sleep in relative peace.

The bog is a twisting chaos of madness and filth and once edge of the bog is out of sight the players are trapped here until they kill the hag. They can walk straight for an entire day and end up at the exact same spot from which they departed that morning. They will come across the same landmarks over and over and new landmarks will spring up nearby with effectively no warning. The terrain is as alive as the creatures that are trapped within it.

Day One Encounters

Each day there are a few optional encounters that your players can stumble across. Choose as few or as many as you'd like from the list below. It is quite possible to stretch this adventure into multiple sessions if you present your players with all of the possible options. Certain encounters are critical to the progression of the adventure, however. These are marked accordingly, so make sure you do not skip these ones!

Bullywug Ambush

The party spots a small frog creature looking at them from behind a tree, but he swiftly runs away after being noticed. The group sees that he has a crown on his head made of twigs and bright berries. If the party chases him they will fall into an ambush of other bullywugs.

The types and number of bullywugs the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 3**
  - 1x Tortoise (**NEB1**)
  - 1x Bullywug Tortoise Knight (**NEB1**)
  - 4x Bullywug (**MM Pg. 35**)
- **APL 4**
  - 1x Tortoise
  - 1x Bullywug Tortoise Knight
  - 6x Bullywug
- **APL 5**
  - 2x Tortoise
  - 2x Bullywug Tortoise Knight
  - 4x Bullywug
  - 1x Bullywug Brute (**NEB1**)

(Feel free to expand this into an entire encampment should you choose to make the adventure longer.)

Giant Crocodile

At some point during travel, have the group roll a DC (10 + APL) Wisdom (Perception) check. If the party succeeds, they spot a Giant Crocodile sunk down in the mud with only dark amber eyes peeking out. If they fail, the crocodile will attack the player at the front of the group. (**MM Pg. 324**). If your party is APL 3, consider lowering the maximum hit points of this creature as it can be quite deadly for those unprepared.

The hide of such a creature is worth roughly 50 gold should they choose to take two hours to remove it.

Kuurg, The Stranded Oni [Required]

As it is starting to get dark, the party spots a large uprooted tree lying on its side. It must be at least fifteen feet across at the base and strange carvings coat the outside of it. At the base of the tree, through all of the tangles of roots, is an opening and dim lights emanate from within. If they party approaches, they will see a heavily-muscled, blue-skinned humanoid creature. It has razor-sharp claws and stands ten feet tall. While hair tumbles down over its shoulders and its pure white eyes almost make it seem blind, yet it has no trouble sitting at an oversized table eating a roasted crocodile. This is an oni. (**MM Pg. 239**)

- The party can engage this creature and he will tell them of their doomed fate, that they have entered the Bog of the Hag. Once the forest is out of sight, it is lost to you forever. He tells them that they might as well get comfortable. Ordinary the oni are evil creatures, but his time in solitude has given him a new perspective on life.
- He also knows of the hag's origins, or at least the rumors. He will tell them the story and why they are trapped here. He will tell them of the bog's shifting nature and that they will always end up coming back.
- He has been here for forty years and was once a highly aggressive creature, but has learned a life of serenity in his time of solidarity. *"My brother attempted to slay her when we first became trapped here. When he did not return, I went to seek him out. His body was laying out in front of her cabin with his jaw snapped and hanging against his chest."* Still, he has a short temper and will attack if pressed too far.
- If the party asks how to find the Hag, he will tell them that you do not find her, she finds you. When you see skulls start to appear, then you know you are nearing her domain.
- Kuurg will allow the party to sleep out in front of his home if they like. It has huge wood planks scattered around the front, so the ground is not quite as squishy. He will require payment, however. He will ask for clothing and blankets, as such commodities are hard to come by here and gold is useless to him.
- Within the hut there is a chest in the corner. It contains six Onyx Gemstones (50gp each) and a Painted Gold War Mask (500g). If he catches anyone touching his possessions he will attack, leading with a Cone of Cold.

Night One Encounters

The first night the party sleeps in the bog, whoever is on watch will spot a glowing ball of light off in the distance. It will blink on occasion and bounces back and forth. If they wake the party to investigate it will disappear and reappear about thirty feet further away but giving off a different color. It will cycle through Yellow, Red, and Blue. This is a Will-o'-Wisp. (**MM Pg. 301**)

- It will simply whisper one word: *"Follow"* and grow frustrated if the players do not listen, zapping them in necessary.
- If the players follow this ball of light it will begin to lead them through the bog. After roughly ten minutes of following the light, a cave will appear in the distance. If the party move towards to the entrance to investigate, they see thick mud in the entrance and then darkness. The wisp will try to coax them inside. *"Follow!"*

Devious Ball of Light

Once the whole party is inside, or as many as are going to follow are inside, Mud Mephits pop up from the floor of the cave and attack.

Roll for initiative.

The types and number of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 3**
  - 1x Intellect Devourer (**MM Pg. 191**)
  - 3x Mud Mephit (**MM Pg. 216**)
- **APL 4**
  - 1x Intellect Devourer
  - 5x Mud Mephit
- **APL 5**
  - 1x Intellect Devourer
  - 8x Mud Mephit

On the next turn, an Intellect Devourer will run around the corner and join the fray. The Wisp will simply watch with amusement, but as soon as any player goes down it will move over and cast *Consume Life* on them. If the players kill the other creatures, the wisp will simply retreat unless the players attack it.

Unexpected Allies

This may seem like a very strange group of creatures to be working together . . . or to even find together, but keep in mind this bog is a strange place. Things that don't make sense are a regular occurrence and odd creatures banding together is quite tame when it comes to the hag's domain.

They players find two dead Bullywugs in the back of the cave should they go exploring. One of them has a bag with 10 gold coins in it while the other has a pair of finely carved bone dice in his pouch (25gp). Both of their brains have been removed.

Day Two Encounters

The expectation is that the party will start looking for the hag's cabin so they can find a way out of this swampy nightmare. Once again, this day is filled with optional challenges for the party to face. Choose your favorites from the options below and throw them at your players (or even have them encounter all of them!)

The Roaming Ettin

As the party marches along, they will hear some tree branches snapping off in the distance and what sounds like two deep voiced creatures arguing. Shortly thereafter they will spot an Ettin (**MM Pg. 132**). If the party does not actively try to avoid this creature or hide, the ettin will spot them and move over to attack. It is stupid and can be easily bribed if the players can engage it in its native tongue (Giant). One of the heads is obsessed with shiny things while the other wants soft things, as there are few ways to obtain such items in the bog. If your players are aggressive or fail their Charisma (Persuasion) checks, things may turn violent!

Black Pudding Pond

As the party continues to work their way through the bog in search of cabins or skulls, they stumble upon a particularly dark pool of water. It appears to be tar-like in nature, but in reality this is a Black Pudding (**MM Pg. 240**). It will not interact to anything until a player gets close enough for it to lash out at or until a damaging spell has been cast against it. The ooze is normally slow, but moves at max speed even in the bog so depending on the player's tactics it will be able to catch up in the difficult terrain. *(Remember the entire bog is difficult terrain!)*

The Graveyard [Required]

The trees begins to become more scarce up ahead and the swampiness of the bog actually begins to fade and level off. After a few hundred feet, the party emerges from the treeline and find themselves facing down a graveyard with a ten foot tall wrought iron fence surrounding it. Massive spikes cap off each of the posts of this graveyard, all of which seem to be in excellent condition.

A set of iron gates hang upon beneath a finely carved wooden sign that reads "The Safe Haven Cemetery". The graveyard is filled with row upon row of gravestones with names etched into them, most of which have faded and are difficult to read. If the party circles the graveyard, have them make a DC 13 Wisdom (Perception) check to spot a set of particularly nice and new stones at the center of the cemetery.

Enjoy Your Stay

When the first player passes through the front gates, they feel a sharp tingle move down their spine and immediately get the chills. This is a powerful curse being cast upon them (which can be removed via the Remove Curse spell if anyone in the party has access to such magics).This cursed player is unable to leave the graveyard until they have fulfilled the requirements of the curse, which will be described shortly.

In the center of the graveyard is a set of finely polished and freshly chiseled gravestones with the names of each of the party members inscribed upon them. The date etched for their lifespan is their birth year follow by a hyphen and then the word "Soon". In front of each of these gravestones is an open grave with a coffin down below. The lids are off of these coffins and propped up neatly against the sides. Next to each of these open graves is a massive pile of freshly dug dirt with a shovel sticking out of each of them.

The Curse

In order for the cursed player to leave this place, they must first climb down into their own coffin and have the rest of the players put the lid on top of it. When this player first tries to leave they will experience terrible agony as their body refuses to pass the threshold and afterwards they will know deep down what must be done. The coffin calls to them and draws them closer. They hear their name whispered in their head, trying to convince them that it will be ok.

If the players do not have a remove curse spell handy, they will have choice but to obey the need of the curse. As soon as the player is in the coffin they feel a sense of joy sweep over them, a euphoria of coming home after a great absence. When the lid is placed over the top of the coffin, it is immediately locked into place and the piled up dirt next to the grave begins to fill it back up, burying that player alive.

If the coffin is not in the grave when the players lays down in it (because who wants to lay in a coffin in a grave?), it will first slide back into the grave at a rapid rate that is impossible to stop. Once the coffin is in place, the dirt flows at a steady rate, but the curse has been broken! The players outside of the coffin must use whatever tactics necessary to smash through the lid of the coffin and save their trapped companion before it is too late. There are many ways to approach this problem, so have your players perform the checks to deem appropriate to resolve the situation and be freed of this terrible place.

We're Back!

A few hours of wandering with no additional incidents, the party sees "a large uprooted tree lying on its side. It must be at least fifteen feet across at the base and strange carvings coat the outside of it. At the base of the tree, through all of the tangles of roots, is an opening and dim lights emanate from within." This is of course the same tree they found earlier. Kuurg will be greatly amused by their misfortune and tells them that the longer it takes them to find the way to the hag, the longer they keep their lives.

Night Two Encounter

That night as the party sets up camp again, they will hear branches snapping loudly a few hundred feet outside of camp. The sound of heavy footsteps can be heard on the ground, but nothing can be seen through the darkness. A few moments later the snapping will come from the complete opposite side of camp. If the party attempts to wake Kuurg from his slumber to tell them about this, he does not seem to stir for any reason. He is in a trancelike state (which some more devious may take advantage of to rob him).

- This random smattering of sound continues for some time. If the party moves to investigate, the sounds continue but always coming from another direction just outside of their line of sight. Slowly the sounds surround the players, growing closer and closer with larger branches being snapped.
- Eventually, they will hear children's laughter from very close by but looking around they see nothing but the bog. (*See bold text below*) Choose a player at random. They hear laughter right next to their head, then a whispering in their ear. If they turn to look at this voice they will see nothing. Another player will hear the words *"You'll all die here!"* with a cackle and the sound all stops immediately.

The bugs, the creaks of the wood - everything. The bog seems to be waiting.

The Hanging

(During all of this commotion, hand one of your players a private note stating that their character has fallen asleep but to not make it obvious, simply stop talking and participating in the activities going forward. Make sure no one else is allowed to see the note.) This player disappears mysteriously from the group and if the others look around they cannot find them!

- After the bog has fallen silent, tell the player who fell asleep that they have woken up give them the following description of their situation: *You are dizzy but immediately notice that your hands are bound behind your back. You start to look around and notice your neck is rubbing against something rough. Looking down you realize there is a noose tied around your neck… and the rope it is attached to is being pulled taught.* The rope is tossed over the large branch of a tree and two skeletons are pulling the opposite end, slowly pulling the rope taught. That player will have about ten seconds to react and scream for help before being hoisted up off the ground and start to be strangled.
- When the captured player screams for help, the others will hear their voice from a few hundred feet away in the bog. They will have to run over to them as quickly as possible, where they find the skeletons holding the rope in place as the party member is slowly being strangled. These skeletons crumble after a single attack, dropping the bound player back to the group. That party member has a sore neck in the morning, but there is no permanent damage besides perhaps mental trauma.

The next morning when the party wakes up, they find their gravestones from the cemetery are now planted along the edges of Kuurg's yard. Each of these gravestones have a skull resting at its base that perfectly match their own, except none of them have a bottom jaw.

Day Three – The Hag

A Clue, a Clue!

The next morning as the party starts their journey, they will slowly start to see skulls appearing in their surroundings. The first is hanging on a tree branch by its spine and of course has its bottom jaw removed. The next is embedded halfway in a tree, the tree growing around the bone.

These skulls are scattered every few hundred feet. Some are piled up near the base of a tree. Some are simply carvings within the bark. Others are embedded deep into the wood of ancient trees. There is also one especially large skull which is perched atop a totem pole covered in strange symbols.

Cabin in the Woods

After an hour of following this path, the party will come upon a clearing where the ground seems normal. The smell of the bog dissipates as they enter and for just a moment there is relief.

In the center of this area is a cabin that is surrounded on all sides by a 50x50 ft. cornfield. The corn itself is approximately eight feet tall, so only the top of the cabin can be seen through the obscurement. Towering up over the corn as silent guardians are multiple scarecrows of varying levels of terrifying. All of them are made in such a way that their jaws are removed. Some of them appear to be smiling regardless.

There is a single path through the corn that leads directly to the front door of the cabin. If the party moves through the corn, the scarecrows will of course come to life and jump down to attack. They will not leave the corn field, however. If the party takes the path, the scarecrows will slowly turn to look at them but will not make a move to approach (*yet*).

Should the party intrude in the field, they will face the following number of scarecrows based on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 3** - 3x Scarecrow (**MM Pg. 268**)
- **APL 4** - 4x Scarecrow
- **APL 5** - 5x Scarecrow

If the players try to set the corn on fire, it will go ablaze for just a moment, then extinguish. (*The hag is invisible and watching the party's action. She is the one putting out the flames.*)

Let's Go Inside!

The cabin is unlocked and once the party moves inside, they will soon after find that the scarecrows have climbed down from there perches and are staring in through the windows (if they aren't already dead). The house is fairly simple in nature: a small table, a few chairs, books on the shelf in some strange languages, candles scattered around. It seems completely ordinary.

Off of the study is a bedroom and this is where things get strange. There is a large dresser with a mirror atop it as well as a comb crafted from rib cage. The entire room is decorated with skulls - all with their bottom jaws removed.

There is a collection of five hand-carved ravens on top of the dresser. They are finely crafted with small rubies for their eyes. They are worth 25g each if taken.

Off in the corner of the room is a trap door on the floor. If the players attempt to lift it up, they will find that it is locked. A search of the room and they will find a key in the top drawer of the dresser. It is a skeleton key, but as you may have guessed, the jaw is broken off. Whomever picks this up will feel their jaw muscles immediately tighten. It gets worse and worse the longer they hold onto the key and after thirty seconds their jaw will break with an incredibly loud crack. That player will take 3d8 + (1d8 * APL) bludgeoning damage if this happens.

The key opens the trap door and when the party moves to descend the smell of blood immediately fills the room.

A wooden ladder leads down into a pitch black basement crafted from dark stone. It is wet and musky in addition to the powerful iron-like smell of blood that is so thick in the air it can actually be tasted. When the party fully descends into the cellar, the trap door will slam shut. They hear it lock and shortly after the sound of something heavy being slid over top of it *(the dresser)*.

The party is trapped down here.

Lover's Quarrel

The ceiling is twelve feet tall and the room itself is roughly 40x40 ft. Piles of broken bones lay scattered around the edges of the room, nearly three feet in height in some places. In the center of the room is a metal coffin. Inscribed upon it are the words: *My Love*

If the party tampers with this coffin at all, bones on either side of the room begin to stir and snap together. A shape quickly forms and out of the bones a into various skeletal entities that grab weapons crafted of bone and attack.

Roll for initiative.

The number and types of skeletons your party faces depends on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 3**
  - 1x Minotaur Skeleton (**MM Pg.273**)
  - 2x Skeleton (**MM Pg.272**)
- **APL 4**
  - 1x Minotaur Skeleton
  - 6x Skeleton
- **APL 5**
  - 2x Minotaur Skeleton
  - 4x Skeleton

Once the skeletons are defeated, the coffin will begin to open. A man rises from it adorned in incredibly fine armor that is clearly magical. He holds a lightly glowing longsword in his right hand. He seems zombified and his bottom jaw is almost completely torn off. It hangs from but a single strand of meat. He is a Wight (**MM Pg. 300**) but is *not* aggressive.

"You defeated them…" he whispers. *"Kill her… let me finally rest! Please! Kill her! Free me from this prison!"* he cries out. *(If the party attacks him, he will take the dodge action but will not fight back. He merely continues to plead.)*

A few moments later the trap door will open but nothing comes down the ladder. The wight will warn them, *"She is in here! Her magics protect her from your vision!"* and at that same moment she digs her claws into the party member closest the entrance and breaks out of her invisibility.

The party sees a decrepit old woman with green tinted skin, jagged rotting teeth, and flowing white hair that reaches down to her knees. There is a clear madness in her eyes. She wears a necklace of rat skulls around her neck and her clothes are caked with layer upon layer of dried mud. Open sores cover her body, secreting a putrid white pus.

Roll for initiative

(Information for this fight is continued on the next page!)

The Hag

The hag uses the base stat block of a Green Hag (**MM Pg. 176**), but has additional capabilities depending on your party's APL (listed below). In addition, she has one additional spell in her arsenal:

- ***Tear Asunder (Recharge 4-6).*** Target creature within 30 feet makes a DC 13 Constitution Saving Throw. On a failed save, the muscles in that creature's jaw go tight and it can no longer speak. On a success, nothing happens. At the end of that creature's next turn, if it failed the first save, roll an additional saving throw. On a second fail, that creature's jaw breaks violently, dealing 5d8 bludgeoning damage and causing them to lose their ability to speak. On a successful save, the effects of this spell ends immediately.* (Greater Restoration or extensive rest can cure this wound.) This should be brutal. It will tear the skin of their cheeks and spray blood in an arc in front of the character. The hag will cackle with glee should this occur.

Additionally, The hag can take legendary actions, the number of legendary actions per turn and the actions available are detailed below. Only one legendary action can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of its turn.

- **APL 3**
  - The hag has 1 legendary action.
    - She can spend 1 action to cast the *vicious mockery* cantrip, dealing 2d4 psychic damage.
- **APL 4**
  - The hag gains 25 additional hit points
  - The hag has 2 legendary actions.
    - She can spend 1 action to cast the *vicious mockery* cantrip, dealing 2d4 psychic damage.
    - She can spend 2 actions to teleport to an unoccupied space within 30 feet and become invisible until she attacks or casts a spell.
- **APL 5**
  - The hag gains 50 additional hit points
  - The hag has 3 legendary actions.
    - She can spend 1 action to cast the *vicious mockery* cantrip, dealing 2d4 psychic damage.
    - She can spend 2 actions to teleport to an unoccupied space within 30 feet and become invisible until she attacks or casts a spell.
    - She can spend 2 actions to use her Tear Asunder ability.

When the hag falls to 0 hit points, she will collapse to the ground and the wight will shout to the party, *"Please, let me be the one to finish this!"*

If the party agrees, he will shamble over, place his blade in her mouth, and cut her jaw off. She collapses to the ground and immediately turns to ash. The wight will then turn to the party and manages to say the words *"Thank you"* before his body also crumbles to dust.

Loot!

The Wight is wearing a set of Adamantine Chainmail and holds a Sword of Light. The Hag's body has a Wand of Secrets on it. *(Feel free to adjust the loot if you prefer less magical campaigns)*

Sword of Light

Weapon (longsword), uncommon *(requires attunement)*

While holding this magical longsword, you can speak a command word to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Additional, once per day you may cast the Daylight spell.

Follow-Up

With the death of the hag, all of the scarecrows fall (if they have not already been defeated). The enchantment restricting creatures to the bog is lifted. Over the next four weeks this land will return to its former glory.

On the way out, the party will once again make their way past Kuurg's encampment. He sees them approaching and will greet them, surprised that they are still alive and assuming that they gave up hope.

When the players tell him that she is dead, he does not believe them but if they show them her wand he will run over and hug the front member of the party and pick them up off the ground. *"I can't believe you did it!"* He will then run into his house and run back out with his chest and offer the contents to the party. It contains six Onyx Gemstones worth (50gp each) and a Painted Gold War Mask (500g). He will thank them and ask to stick with the party until they reach the edge of the bog at which point the adventure has come to its close and you may continue on with more exciting adventures.

Total Suggested XP

The amount of experience for this adventure can vary wildly depending on which encounters you throw at your players. You can determine experience manually, but I suggest simply letting this adventure be one of significant enough impact that they reach the next level.

Cult of the Gol'Goroth

A One-Shot Horror Adventure for Levels 4-7

Adventure Synopsis

Within the muck and darkness of a cave deep within the forest lies an ancient creature. A manifestation of evil and psychosis that cause even devils and demons to turn a blind eye. This monstrosity is known as The Gol'Goroth. Rumors say it has just sockets where there should be eyes, yet it sees everything in this world and in others. It pierces the veil of the mind and inflicts madness on all who come near. Of course, these are surely just rumors. Surely just an excuse to justify the actions of a twisted cult that is ravaging local villages. Surely just a manifestation of their crazed minds as they carve their own bones into weapons and slice their own flesh to ribbons . . . all in the name of The Gol'Goroth.

In this horror adventure, your players will come face to face with cultists that have mutilated themselves in horrible ways, with small demon frogs that feast on eyes, and eventually with the Gol'Goroth itself. This adventure is intended to strike fear and possibly even disgust in your players, so be vivid in your descriptions and try to accompany your adventure with some creepy music.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary 2. These monsters will be denoted (NEB2) and can be found in Nerzugal's Dungeon Master Toolkit 2 here on the DM's Guild for free.

Desperation and Madness

Welcome to Goldenleaf Village

As the party stumbles into the town of Goldenleaf Village, it is quite a remarkable sight. The streets are empty, the shutters to the homes are closed, and the carcasses of dead livestock fills the air with a putrid aroma. Beyond the rather disturbing silence and imagery, the town seems quite pleasant and beautiful. Large golden apples grow from trees scattered all around the quaint little town known for its apple-based wines.

As the party continues through the town, they notice eyes peeking through windows. The shadows cast across the street and under the trees seem to be deeper than they should. Flickers of movement appears in their peripheral vision, but if they turn to look there is never anything to see. If they attempt to knock on the doors of any of these homes, the people within will shout out in terror, *"Leave us alone! Please! Don't hurt my children!"* and other such pleas for mercy.

A few more minutes of drifting through the town and the party catches the first glimpse of actual movement. A man is scraping against the side of one of the homes with violent intent. He wears robes of black and a white double-tipped blade is protruding from one of his sleeves as it carves into the wood of the house. When the group grows near, they can hear guttural, disturbing sounds coming from the man. He will not respond to any attempts to communicate, but when the party gets to close, he will turn and look to them.

Not Your Ordinary Cult

It is about this time they notice the strange symbols he has been carving into the house - ancient symbols that no one recognizes next to the head of a frog with no eyes. As the man stares, the party can see that the weapon he is using to carve into the house is actually the bone of his own arm. His hand has been removed and the bone has been sharpened to a point. Higher up his arm is a bloody set of bandages. One of the man's eyes is removed, revealing an empty socket that is oozing a thick, dark-blue substance. The other eye is intact but completely bloodshot. His face is sliced as if someone attacked him with a razor, but he doesn't seem to notice the bloodstains or open wounds. His movements are jagged and violent, snapping between exaggerated motions in the blink of an eye. "Sacrifices for the Gol'Goroth!"

The cultist charges at the closest party member, thrusting his sharpened bone towards them. He gives out a loud, animalistic screech as he does so.

Roll for initiative.

After the first round of combat, most cultists come storming through the town from behind nearby houses and join the fight. The type and number of cultists depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Disfigured Disciple (**NEB2**)
  - 2x Faceless Zealot (**NEB2**)
- **APL 5**
  - 2x Disfigured Disciple
  - 2x Faceless Zealot
- **APL 6**
  - 3x Disfigured Disciple
  - 2x Faceless Zealot
- **APL 7**
  - 1x Writhing Abomination (**NEB2**)
  - 2x Disfigured Disciple

During the battle, they will cry out. *"For the Gol'Goroth! Sacrifices! Flesh for his spawn!"* And other such mantras.

Enemy Descriptions

Each of them are just as brutalized as the original they encountered. One of them has a chain around his neck which is attached to another of the cultist's wrists. The chained man has both of his eyes removed, but sitting in one of them is a strange globule of dark-blue gel with something dark swimming within. His fingers have all been sharpened to the bone, giving him a terrifying set of claws as his weapons. The man leading the chained cultist wields a sword made from nothing but bone. Around his neck is a string of frog skeletons that have been haphazardly sewn together. He also wears a painted wooden frog mask. Another cultist is using a bloodstained flail whose head is a skull. The skull has teeth embedded into the bone and when the man screeches it is clear who they once belonged to. If your party is APL 7, they will face off with a writhing abomination, a horrifying amalgamation of corpses that the cultists have brought along to destroy homes and take new victims. If you do not wish to use an abomination, you may simply add more cultists as well.

After the Battle

Searching the bodies of the cultists, the party finds that the painted frog mask is magically enchanted. A bit of time and examination will reveal it to be a Mask of Spirits:

Mask of (Holiday) Spirits

Wondrous item, uncommon (requires attunement)

This item is carved from a piece of wood to give the wearer the appearance of a frog. While attuned to this item, you find a bag containing 2d4 + 2 chocolates under your pillow every morning when you wake up. These restore 1 hit point when eaten. Additionally, fireflies are drawn to you at night and will light your camps and flash brightly when potentially dangerous creatures approach.

If the party examines the strange globule in the cultist's eye socket. They can make a DC 12 Intelligence (Nature) check to recognize this as a frog egg. The dark object that was once swimming within the egg is now gone, however.

A few moments afterwards, the back of the cultist's head will begin to bulge. Even though he is dead, his body will begin to thrash wildly. His skull continues to swell and after a few more seconds there is a sickening crack and a frog-like creature comes bursting out of the back of his head. It has a few small tendrils on its back and its eyes are empty sockets. It is a bit smaller than a typical bullfrog at this point, but just looking at it fills the party with a feeling of dread. Immediately afterward, the door of the nearby house flies open and a man comes charging out screaming, *"Don't kill it!"*

Mayor Hal Neelow

An older, round-bellied man stumbles out into the streets with a washbasin in hands and runs over to the frog creature. *"We need it alive if you are going to defeat the beast!"* he cries as he throws the washbasin over the frog, preventing its escape. *"That is, assuming you are here to kill the Gol'Goroth."* He looks at the party with desperation.

This is the mayor of Goldenleaf Village, Hal Neelow. His town has been under siege from these cultists for a few weeks now. His own people, whom he assures the party would never harm a fly, began wandering off into the woods in a daze and coming back as these savage monsters that can no longer even be called human. At first when they returned, they seemed off… but not completely mad - not slicing off their own hands… They tried to recruit others to come with them and a few actually followed. Later they returned more violently, their minds withering away. They demanded new townsfolk go with them or face the consequences.

The people of Goldenleaf fought back the first time they came… Five men were left dead and another four were dragged off into the forest. He points to the man with bone claws, *"That's one of them that was taken in the first attack - Jeremiah Merrel."* Now the people of the town are too terrified to fight, but he has seen this happen before to one of them. The frog hopped off into the forest, going back to its mother he assumes. If the party follows the frog, it should lead them to the root of this evil… the creature the cultists call **The Gol'Goroth**.

He gives a description of the monstrosity based on the rumors around town. A frog the size of a wagon with nothing but empty sockets where there should be eyes. Four massive tentacles extend out of its back, lashing out wildly. Spikes of bone run down the length of its spine. A beast of legends… of nightmare.

He will also tell them that the town wizard, a man named Syrith, left to try to put an end to the evil, but he never came back. He was quite strong so him not returning means the creature is powerful or perhaps the wizard is still out there needing help.

He offers the party 300 gold, a magical weapon that has been the shining honor of the town for centuries (make this usable by one of your players), and the thanks of all of his people (at least those that remain) if the party can slay this monstrosity.

Into the Woods

Certainly Not a Prince

The party will need to release the frog creature from the washbasin. When they do, they will notice is has already grown another inch in size. It immediately takes off for the edge of town and hops into the forest. If anyone attempts to pick up the frog, the tendrils on its back will strike and attempt to pierce their flesh. It will make an attack at a +4 bonus to hit. On a hit, the victim will take 1 damage and will need to make a DC 12 Wisdom saving throw. On a failed save, that player is paralyzed.

- At the end of each subsequent turn, that player will need to make an additional DC 12 Wisdom saving throw.
- On a second fail, that character begins to lift the frog up in front of their face. They take 1d6 psychic damage and remain paralyzed to all other movement.
- On a third fail, that character opens their eyes and the frog lashes out with a spiked tongue, rips an eye from its socket, and consumes it in one swift motion. That player takes 2d6 piercing damage and an additional 2d8 psychic damage. They are released from the frogs grasp, but must now deal with the consequences of being down an eye.

If any other player removes the frog from its victim or if the player succeeds on their saving throw, this effect end and the frog attempts to make its escape or to latch onto a new victim.

Help! My Players Killed the Frog . . .

That's fine. Anyone with some tracking skills will be able to identify the path that the cultists take from the lair of the Gol'Goroth. In their insanity, these people are not known for their subtlety.

The frog keeps a steady pace and dodges obstacles despite its lack of eyes. The tentacles on its back dance around in the air as it leaps, occasionally striking out at insects and latching on before the creature consumes them. While the town was quite pleasant, the forest is gloomy. The shadows stretch longer than they should, the flowers smell foul rather than pleasant, and woodland creatures are nowhere to be seen.

After fifteen minutes of this, the frog has nearly doubled in size. It continues with a swift and confident determination. The party begins noticing disturbing things such as strips of human flesh nailed to trees using nails that are certainly made of bone. There are scattered fire pit remnants that contain scorched bones both animal and human in nature. Birds sit in the trees, eyeless and giving out sounds of anguish rather than a pleasant chirp - almost as if they are taunting the party.

Oh Deer

A bit further onward, the party spots movement up ahead. Two cultists are hunched over what a dead deer on the forest floor. One has a needle and thread and the other holds a vicious looking saw. As the party grows near, the cultists turn their direction and draw weapons. One using an executioner's axe while the other holds what seems to be a club with rib bones shoved through the wood, forming sharp spikes.

The deer stands up as well.

This monstrosity is an insult to the gods themselves. An open wound in its side show where the ribs have been removed and are now sewn along its back forming a set of spikes. Its antlers are sharpened to jagged points and its eyes, while still intact, appear to be bleeding. There are distinct wounds and stitches around the deer's back legs, as if they had been hacked off and hastily reattached. It is also partially covered in a dark-blue slimy substance.

Roll for Initiative The type and number of creatures your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Giant Elk (**MM Pg. 325**)
  - 2x Cultist (**MM Pg. 342**)
- **APL 5**
  - 1x Giant Elk
  - 1x Disfigured Disciple (**NEB2**)
  - 1x Cult Fanatic (**MM Pg. 345**)
- **APL 6**
  - 1x Giant Elk
  - 2x Cult Fanatic
- **APL 7**
  - 1x Giant Elk with 80 hit points. A creature hit by the elk's Hooves attack must now succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.
  - 2x Cult Fanatic

During all of the commotion, the frog will continue about his business as normal, moving 15 feet per turn. The party can once again capture it if they have a container, but otherwise he will continue on his journey. If the party lets the frog get far enough away they will need to make some simple Wisdom (Survival) checks to find him or the path to the cave.

When combat has ended, the party will find a few gold coins on the body of the cultists as well as a diary. It is filled with drawings of the Gol'Goroth. These drawings are repeated over and over and over. As the book continues, the drawings grow more and more distorted and frantic. Blood is scattered across some of the pages towards the back. **Show the image on the next page to the players to give them an idea of the monstrosity that awaits them.**

Art Credit: /u/elella on Reddit

Once the party is done with the cultists, they continue their journey towards the Gol'Goroth's lair. After another twenty minutes, they see their target - a massive cave entrance. Stalagmites and stalactites line the mouth of cave, giving it the appearance of a snarling maw. The skeletons of hundreds - if not thousands - of frogs litter the ground out front. The frog they are following hops towards the entrance without slowing.

Cavern of the Gol'Goroth

Can I Eat This?

As the party steps towards the entrance of the cave, they are met with a surprisingly alluring smell. It seems to be coming from a dark-blue slime that coats the walls and floor of the cave. They recognize it from the deer and from the cultists in town . . . Though it certainly seems like it would be delicious, perhaps it is blueberry jam! One taste certainly couldn't hurt, right? Have your players roll a DC (8 + APL) Wisdom saving throw. On a fail, they get the powerful urge to reach out and consume some of this slime. On a pass, the players realize this is just a trick of the tantalizing aroma and resist this primal urge to consume.

As you may have guessed, ingesting this slime is not good for the body. The party members who failed can be easily snapped out of this daze if someone startles them - be this a punch or a shout. If no one stops them, they scoop up a nice, delicious handful of the slime and gorge themselves with it.

- Ten minutes afterwards, these players will start to feel sick and gain the poisoned status.
- Five minutes after that, they will begin retching and choking until they finally vomit up another of the frog creatures.
- - *(If in combat, this will take 2 rounds during which the players can do nothing but double over and hold their stomach).*They are free of the poisoned status but gain a level of exhaustion as the frog attempts to hop away into the cave.

A player may avoid this by forcing themselves to vomit within 30 seconds of eating the slime.

Waves of Madness

Deeper in this cavern, the Gol'Goroth waits. It goes through rapid cycles of consumption and rest. The cave alternates between waves of mania and hysteria, all based on the current state of the Gol'Goroth. At pseudo-regular intervals, the cave goes from smelling pleasant and inviting to foul and offensive. When foul, the Gol'Goroth is awake and feasting. While the air is sweet, the Gol'Goroth sleeps and digests its meal.

The behaviors of enemies and the events that occur in the cave are all based on these cycles. Make sure to describe to your players the general feelings that their characters get when the two different aromas are present.

- Happiness, optimism, and a deep level of suggestibility when the sweet smell is present.
- When the foul smell is present, they feel upset, edgy, aggressive, and are prone to violence.

Thoughts well up inside them, ready to burst during either of these transitions that strain their minds.

Feel free to run timers to shift the aroma in real time, or choose for the most interesting moments in game for the cycle to change. Whatever you feel will make for the most exciting adventure through the Lair of the Gol'Goroth.

So Cuddly and Cute

The path starts out over twenty feet wide but quickly narrows. Painted on the walls in this opening cavern are various depictions of the monstrosity - The Gol'Gororth - The bringer of madness - God. These depictions are primarily white paint, but the void where eyes should be uses blood as its medium. The pathway ahead is by faintly glowing torches mounted along the walls and whispers seem to echo down the path with no distinguishable origin.

As the party weaves down the path, they see more of this strange slime coating the walls. Fortunately, once they get past the first room their minds have adapted and the urge to consume no longer takes hold. After traveling down a narrow path for twenty feet, the way opens up into a large room with two large pillars of stone near the center.

The party will immediately notice movement along the walls as dozens of albino squirrels scatter about, eating from various pools of the slime. They seem calm and docile, some running across the floor with large red eyes faintly glowing in the torchlight. In the center of the room is a makeshift stone sculpture of the Gol'Goroth. It is not well crafted, but the emotion that the artist was attempting to capture is clear - madness. The most notable part of this statue is two massive jet gemstones in the eye sockets for the sculpture. If the party is brave enough to take these gems, the squirrels will all turn to look at that person, but they will not attack . . . at least not yet. These gems are worth 150 gold each.

The party can look about the room and inspect the squirrel creatures. A few will even approach the party with some hesitation and give them a quick smell or hop on a shoulder and begin digging through their hair. They seem sweet and innocent. If the players give them food of any sort, they will start to close in and group up near the party, staring with wide, expecting eyes as they skitter about.

The First Transition

The air turns foul, the room seems to darken, and violent tendencies arise. The players feel their stomachs drop. A gut-wrenching feeling takes hold and the shadows deepen again. The light emitting from the torches seems to retreat closer to the flame.

The squirrels go mad. If the players took the gemstones from the statue, those who are holding them will be focused by the squirrel assault.

Roll for initiative.

6x Swarm of Rats (**MM Pg. 339**) are used to represent these squirrels, or you can choose to use 3x Swarm of Squirrels from StoneStrix's Monster-A-Day if you have it available. This fight does not have scaling as it is intended to be quite difficult for any group and should be over rather quickly. This is primarily to introduce your party to the concept of the aromas causing a change in the creatures within this cave.

The squirrels bite, claw, and snarl as they attack the party. The once seemingly sweet creatures show no remorse and will not stop attacking those who fall unconscious in favor of other threats. If the party attempts to run, the squirrels will follow until the party actually leaves the cave. Once they are past the threshold of the entrance, the squirrels will squeak and jump about in rage, but will not continue their advance.

Once all the squirrels are defeated, the party can continue. On the far side of the room is an exit roughly five feet wide and eight feet high. Immediately after they enter this tunnel, there is a solid iron door to the left and a path that disappears around the corner to the right. An attempt at the door on the left reveals it is locked, but there is a round slot beneath the handle roughly an inch in diameter. Normal lock picking methods are no good on this door and trying to knock it down is impossible. Magic such as stone shape can still break through, but it is just a small divergence from the ordinary path of the dungeon so don't worry too much.

The Keymaster

[Harsh DM?]

Two pesky Darkmantles (**MM Pg. 46**) hang from the ceiling of the path. They will fall and latch on to your poor players as they try to make their way to the Keymaster.

The party is forced to take the path to the right, which follows a tunnel for another thirty feet before opening up into a medium-sized area. It almost appears to be a living area as it contains a rotting bed with a nightstand nearby and a treasure chest at its base. A little further off is a pile of mostly decayed scrolls, at least twenty of them in total. On the nightstand is a candle and a small Green Dragon statue. There is also a broom propped in the corner and scraps of cloth scattered around the room.

To the left of the entrance is a cultist sitting against the wall and gazing up at the ceiling as if it were filled with stars. He has a long, white beard and brittle hands. He does not appear to be sliced up like many of the other cultists, but there is madness behind his gaze. When the players make any sort of noise or catch his attention, his head snaps down and his bloodshot eyes go wide.

[Aromas]

Sweet

If the air is sweet, the Keymaster will greet the players with a sort of wide-eyed excitement. "Guests!" he will gasp. "Here to see the master, no doubt?" he asks. "You have heard his call and seek to give yourself to him?" The man is clearly insane, but a very manic sort of insane. He has a deep love for the Gol'Goroth and often trails off about his magnificence.

Foul

He is a bit more hostile. "New worshippers for his Lord? I smell the Primordial Ooze upon you. Good, good. The Lord will be pleased with his new pets."

Either way, his eyes are constantly open wide and occasionally licks of flame will burst from his fingertips, indicating that he was once a spellcaster.

This man will introduce himself as The Keyholder - Syrith. At first, he seems perfectly normal in comparison to the others they have encountered, but as he speaks he pulls a tome out of his robes that seems to be bound by flesh. He opens it and begins to read. Relay the next bit of information to the party in a fashion that corresponds to the aroma.

There is a key to reach the inner sanctum. The Gol'Goroth has placed the Keymaster in charge of making sure only those worthy of his presence may pass. To do this, he has created a puzzle of sorts to test the strength of mind of the party. The Gol'Goroth only wishes to have those who are strong of mind, those who will not crumble so easily in his glorious presence. This room contains all of the clues needed to get through the door behind him. Just say the password and it will open with ease. Down in the pit, amongst his children, is the key to the sanctum. He smiles wide and reveals sharply filed teeth.

Numerical Ciphers Puzzle

[See Section B - Puzzles for information on this puzzle!]

[Murder Hobos?]

If the players would rather not deal with all of this puzzle nonsense, they can just try to murder the Keymaster. If they attack, give him the stats of a Mage **(MM Pg. 347)**. As soon as he is killed, the runes stop glowing and the door audibly unlocks.

Beyond the Door

On the other side of the door is a stairwell descending twenty feet. Once the party reaches the bottom, they find themselves on a platform but the room opens up thirty feet ahead of them. If they continue to the edge of the platform, they see a twenty-foot drop into darkness. From within the pit they can hear the croaking of hundreds of frogs and the sounds of them hopping and crawling across the stone.

This is not normal darkness, however, it is magical darkness. Any torchlight or ordinary spell that attempts to pierce it is immediately extinguished. Only a Daylight spell or stronger can pierce the darkness that is in place here.

So what's in the pit? Well, frogs. Lots of frogs. And a glass eye, roughly the size of the round slot in the iron door in the previous hallway. One of the players will need to go in and find it amongst the small horde of amphibians. **The party will need to wait until the air is sweet though, for if someone descends while the air is foul, the frogs will latch on and quickly take the sight from that player permanently.** When the air is sweet the frogs will roam and squirm, but they will not attack. They will still climb on the player, but they will not actively attack.

The player in the pit will need to search amongst the frogs for the glass eye. To do so they will need to make a successful DC (11 + APL) Intelligence (Investigation) check, but each time they fail a roll it wastes a minute and the aromas grow ever closer to shifting once again.

Once the players have retrieved the key, they can move past the Keymaster and back to the locked door. Placing the eye in the slot results in a click, then the eye looks to each characters, and the door opens just a crack. Immediately afterwards, the eye blinks and disappears, back to the possession of the Keymaster until his next guests have arrived. The players may now use this door freely.

The Inner Sanctum

On the other side of the door is a stairwell that descends twenty-five feet before opening into an area much larger than the others they have visited. A small lake of dark water fills the center of the room with a much smaller pool off to the left. There are two other routes out of this room, one almost directly ahead - across the water, and the other off to the right. A heavy iron door covers the one directly ahead, while the other seems to dip off into darkness.

Sitting in the central pool of water are two separate pairs of eye sockets on dark green skin. Use the stats of Giant Toads (**MM Pg. 329**) for these creatures. They appear to be much larger versions of the one they followed to the cave. When the party reaches the bottom of the stairs, one of the frogs will give a loud croak that calls the attention of a group of nearby cultists.

These cultists have a small fire going and have set up some sort of disturbing laboratory nearby. There are a number of frogs hopping around in an aquarium, vials filled with the dark-blue substance, human flesh and human bones soaking in the slime, and a dozen books stacked up and scattered. There is also a weapon rack filled with weapons crafted from human bone and reinforced with iron.

Depending on the aroma in the aroma in the air, the cultists will have drastically differing attitudes towards the players. If the aroma is foul, jump down to the Combat section. If the aroma is sweet, continue below to Conversation.

Conversation

If the aroma is sweet, both the frogs and the cultists are far less aggressive. One of the cultists will shout out to the party, asking who they are and what their business is here. Their minds are so ravaged by the constant mood swings of the lair and from the corruption of the Gol'Goroth's presence that they are essentially under hypnosis. They will believe just about any lie the party tells and will go along with most plans as long as none of them involves harming the Gol'Goroth. If the party mentions **anything** about hurting or killing the Gol'Goroth, they will immediately turn aggressive and cannot be talked down. If that happens, jump to **Combat**.

While highly suggestible, the cultists will even go so far as to harm themselves or each other if they believe it is the Gol'Goroth's wishes, but they will not dare harm his spawn (the frogs). They will also refuse to destroy their lab, as it is work they promised to the Gol'Goroth and they will not disobey a direct request unless it is from God himself.

The players can ask the cultists to simply leave, to kill themselves, to take them to the Gol'Goroth, or any other number of requests, but as soon as the aroma turns foul again they will go savage and attack.

During all of this, the frogs continue to stare out at the party in silence. They give an occasional croak, but until the aroma changes or they are attacked, they remain docile.

If a player tries to enter the water, see **The Water**, below.

Information for Potential Questions:

How do we get into the room across the water?

The key is kept with the Gol'Goroth's most loyal servant - Speaker Kythel - who remains with the Gol'Goroth at all times unless he needs to relay messages to the others.

Where is the Gol'Goroth?

Down the stairs behind them, down in the darkness. To look upon the Gol'Goroth is too much for most to handle so they must keep him down in the dark. Speaker Kythel tends to his immediate needs. They say the Keymaster once gazed upon the Gol'Goroth as well, that his arcane magics prevented him from going mad.

What is the Gol'Goroth? / Why do you follow the Gol'Goroth?

Gol'Goroth is God. He is the way to true happiness. He has no eyes, but can see into all realms. He sees the path to enlightenment. We bow before his power and his wisdom.

What is this blue slime?

That is the Primordial Ooze of the Gol'Goroth. With it, the world shall be reborn. To consume it is to be one with the Gol'Goroth. Once they have enough gathered, the forests, the lakes, the world will all fall under the influence of the Gol'Goroth. Speaker Kythel brings them the ooze and they have been tasked with finding ways to better utilize it in their quest. Many tests require live human subjects, however.

Can the Gol'Goroth be killed? / How do we kill it?

*See **Combat**, below*

Combat

Once the frogs give out their croaks, the cultists will immediately grab weapons from the weapon rack nearby. The cultists will shout and demand sacrifice for the Gol'Goroth. More test subjects! The frogs will jump aggressively towards the players, their tentacles whipping around violently. **Roll for Initiative.** The types and number of cultists the party faces depends on your group's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Disfigured Disciple (**NEB2**)
  - 2x Giant Toad (**MM Pg. 329**)
  - 2x Cultist (**MM Pg. 345**)
- **APL 5**
  - 1x Writhing Abomination (**NEB2**)
  - 2x Giant Toad
  - 3x Faceless Zealot
- **APL 6**
  - 1x Writhing Abomination
  - 2x Giant Toad
  - 4x Faceless Zealot
- **APL 7**
  - 1x Oracle of Distortion (**NEB2**)
  - 2x Giant Toad
  - 2x Cultist

During combat, the cultists will yell out threats and promises to the party. *"You shall be reborn in the Gol'Goroth's cleansing pools! Give in to your urges, praise Gol'Goroth. Your eyes shall give birth to his children!"*

One of the cultists stays in the back and simply throws large glass vials filled with the dark-blue slime at the party members. He makes this attack at a +5 bonus to hit. On a successful attack, the glass shatters and coats the target with the Gol'Goroth's slime. The target makes a DC (9 + APL) Constitution saving throw. On a failed save, that creature is charmed by the cultists and giant frogs, regarding them as allies. At the beginning of its next turn, it must make a DC (9 + APL) Wisdom saving throw. On a failed save, that creature begin walking towards one of the massive frogs, offering themselves up as sacrifice without resistance. The frogs have advantage on all attacks against that player. At the end of each of a charmed creature's turns or whenever it takes damage, it may repeat the Wisdom saving throw, ending the effect on a successful save.

The frogs also have an additional ability called **Gaze of the Gol'Goroth (1/Day)**. As an action, the frog locks onto a target with their empty eyes, staring through the void and tearing at their mind. The target succeed on a DC 13 Wisdom saving throw or come under the effects of the Confusion spell (**PHB Pg. 224**).

If the cultists manage to knock out a player, they will not kill them. They make sure to keep them alive if possible in fact. So if somehow the entire party is knocked out, they will begin to wake up to the sounds of one of their own being experimented upon - having the Primordial Ooze injected into their system or perhaps with the replacement of their eyes for the Gol'Goroth's eggs. The cultists are not adept at tying knots and they can be broken out of fairly easily if the players make an attempt to escape.

*If a player tries to enter the water at any point, see **The Water**, below.*

The Water

If a player enter the dark pools of water in the room, they will need to make a DC (8 + APL) Wisdom Saving Throw or be afflicted by the same negative effects that the player's encountered at the beginning of the cavern upon eating the slime. [After ten minutes, the player will start to feel sick and gain the poisoned status. Five minutes after that, they will begin retching and choking until they finally vomit up another of the frog creatures *(If in combat, this will take 2 rounds in which the players can do nothing but double over and hold their stomach)*. They are free of the poisoned status but gain a level of exhaustion as the frog attempts to hop away into the cave.]

[Harsh DM?]

Spike traps are fun. Put one or two of those somewhere in the room and have them be laced with primordial ooze. When a player falls they will need to make a DC (8 + APL) Constitution Saving Throw or be immediately affected by the slime and will be vomiting up frogs in no time. Also, 10 (3d6) piercing damage from those nasty spikes.

Our Lord, The Gol'Goroth:

Once all of the cultists and frogs have been defeated, the party can continue onward. If they try the iron door, they find it is locked, and none of the cultists have a key on them. *(A DC 15 lock picking check can open this one up, however)*. This leaves the path leading down into the darkness - The Lair of the Gol'Goroth. Torches can be used to light the way, but they seem to only ever extend 10 ft. as some sort of magic suppresses the light. From down below some strange chants can be heard as well as a sickening, gurgling sound.

The Gol'Goroth is down in this area with Speak Kythel that keeps a Darkness spell active over the Gol'Goroth so it can rest in peace and so those who come down to not immediately go mad. This causes the Gol'Goroth to be distinguishable only through the awful sounds it makes.

Depending on the current aroma in the area, a different event will occur.

Foul

The moment they make it to the corner in the stairwell the player up front will need to make a Intelligence saving throw as the Gol'Goroth unleashes its Gaze of Madness and the party will need to roll for initiative.

Sweet

If the air is sweet, a voice will call out. *"No visitors! The master is resting!"* It is a harsh whisper, but a whisper nonetheless. *"Remain above with the others. I will come get you when there are more instructions."* The Gol'Goroth is resting and if attacked, the players can get a surprise attack, but if they try to force their way past Speaker Kythel, he will call out for the Gol'Goroth and wake it from its slumber. Additionally, the Gol'Goroth will be cast in darkness since light is dampened by the Gol'Goroth's aura. The air immediately goes foul when the Gol'Goroth awakes.

[Sneaky, Sneaky]

Due to the nature of the light in this area, it is possible for someone or even the entire party to sneak down into the Gol'Goroth's lair undetected, but **only if the air is sweet and the Gol'Goroth is sleeping.** They will need to make Dexterity (Stealth) checks against Kythel and the Gol'Goroth's passive perception. While asleep, the Gol'Goroth's passive perception is lowered to 6.

[Silver Tongue]

The players can also attempt to talk their way into the Gol'Goroth's good graces, claiming to be new followers who wished to gaze upon him *(or some other similar, but believable lie)*. A DC 15 Charisma (Deception/Persuasion) check will be required to charm the Speaker. On a success, Kythel will allow the players to enter the chamber. Afterwards, he will walk over to the Gol'Goroth's shadow and begin to speak. A few seconds pass and the Gol'Goroth performs his Gaze of Madness on each of the party members to test their strength of mind. If the players all survive, the Gol'Goroth is satisfied and will go back to feasting or return to sleep, at which point the party can get off a sneak attack round if they are still sane.

The Lair

The lair is not particularly large, perhaps thirty feet across at its widest. The Gol'Goroth is tucked against the far corner, the large monstrosity being eight feet in width and five feet high. Corpses of animals and human lay scattered across the floor of the room, making patches of it into difficult terrain. To the side, where Kythel waits, is an altar with many small carvings of the Gol'Goroth placed atop it. Next to this are many buckets and vials filled with the Primordial Ooze

The Battle

The strength of the Gol'Goroth depends on your party's APL. The stat blocks for the versions of the Gol'Goroth are at the end of this adventure. See the beginning of the module for information on determining your party's APL.

- **APL 4** - 1x CR 4 Gol'Goroth
- **APL 5** - 1x CR 4 Gol'Goroth with 2 legendary actions.
- **APL 6** - 1x CR 6 Gol'Goroth
- **APL 7** - 1x CR 6 Gol'Goroth with 3 legendary actions.

As a bonus action, on the first round of combat, the Gol'Goroth gives out a loud, deep croak. This echoes throughout the entire cavern, shaking the walls and ground. An army of higher pitched croaks answers it from back up the tunnel. Afterwards, Kythel will shout, *"His children come! You shall suffer for your insolence!"* As the fight goes on, the croaks grow louder and louder as the pit of frogs is emptied and make their way for their master. If the Gol'Goroth is not dead within ten rounds, the frogs arrive and swarm the players, causing them to go mad in an instant!

In addition to fighting the Gol'Goroth, the party must also face-off with Speaker Kythel. Use the stats of a Cult Fanatic (**MM Pg. 345**) for him. Should the Gol'Goroth die before he does, he will begin shrieking in agony, grabbing his head as he collapses. He is afflicted by an indefinite madness effect (**DMG Pg. 260**). Any other living follow suffers a similar fate except the Keymaster, who merely suffers from a Short-Term Madness effect. All of the Gol'Goroth's frog children will explode violently, raining dark-blue slime all over the walls and ground.

Tactics

The Gol'Goroth is not foolish. He will use his Gaze of Madness on the bulkiest looking target on the first round of combat along with calling for his horde of frogs. If the players try to retreat up the stairs or hide out of his line of sight, he will use his Rock Slide to drop the ceiling on their cowardly heads and draw them back to the open. Any attempts to weave in and out and fire shots at the Gol'Goroth will be met with a swarm of tentacles or a Gaze of Madness. If the players try to toss any lights into the room unattended, the Gol'Goroth will immediately extinguish them with a Tentacle attack.

Kythel does little in the way of attacking. Unless someone is in direct conflict with him, he will use **Prestidigitation** to extinguish the party's torches and cast them into blackness with the Gol'Goroth.

After the Battle

When the party loots Kythel's body, they will find a key and a strange magical whip that appears to be made from one of the Gol'Goroth's tentacles.

Gol'Goroth Tentacle Whip

Weapon (whip), uncommon (requires attunement)

Whenever you land a critical strike while holding this weapon, you deal an additional 1d10 psychic damage. Additionally, on a critical hit, roll 3d6: If the total equals or exceeds the target's Intelligence score, that target is afflicted by a random Short-Term Madness effect (**DMG Pg. 259**). While holding this whip, your irises turn solid black.

The Treasure Vault

With the key in hand, the party may open the last remaining door. There is a small room with a table in the center stacked with samples of the Primordial Ooze. Amongst this are other gruesome science experiment results such as the corpses of creatures that the cultists attempted to splice, a few dead albino squirrels, and categorized skeletal remains. Luckily, a tunnel extends to another room a bit further back.

In the second room, there are four Potions of Healing, a magical wand amongst a stack of ordinary armor and weapons, and a stash of wealth. The amount of currency and additional wealth your party finds here depends on your its APL. Increase the values slightly above and below the listed numbers for a bit of variance.

- **APL 4** - ~300 gold worth of gold, silver, and copper plus 500 gold worth of decorative carvings and gemstones.
- **APL 5** - ~700 gold worth of platinum, gold, silver plus 1500 gold worth of decorative carvings and gemstones.
- **APL 6** - ~1,000 gold worth of platinum, gold, silver plus 2000 gold worth of decorative carvings and gemstones.
- **APL 7** - ~1,200 gold worth of platinum, gold, silver plus 2800 gold worth of decorative carvings and gemstones

Wand of Tricks and Treats

Wondrous item, uncommon

This wand has 5 charges. While holding it, you can use an action to expend 1 charge and speak the word "Trick" or the word "Treat" while pointing it at a target within 90 ft. If the words "Trick" was spoken, roll a d6 and consult the Trick table. If the word "Treat" was spoken, roll a d6 and consult the Treat table below. The user is unaware of which result was cast unless immediately obvious. This wand regains 1d4 + 1 expended charges daily at dawn and always fully recharges after a full moon.

Trick

[d6]	Result
1	A ferret shows up on the next night and steals 1d4 gold from the target and brings it to you. The ferret then disappears.
2	The target is cursed for the next 24 hours. While under this curse, the target is charged twice as much for alcoholic beverages.
3	The target is cursed for the next 24 hours. While under this curse, the target somehow manages to burn any food they try to cook.
4	The target is cursed for the next 24 hours. While under this curse, small wildlife creatures are afraid of the target.
5	The target is cursed for the next 24 hours. While under this curse, all coins look like copper to the target.
6	The target is cursed for the next 24 hours. While under this curse, the target is struck by the overwhelming need to itch in locations that are unreachable by them.

Treat

[d6]	Result
1	The target is blessed for the next 24 hours. While under this blessing, a small sprite follows the target and will occasionally point out hidden objects.
2	Five pieces of chocolate appear in the target's bags. When eaten they restore 1 hit point.
3	The target is blessed for the next 24 hours. While under this blessing, the target has battle music that accompanies them in any conflict.
4	The target is blessed for the next 24 hours. While under this blessing, they smells great to members of the opposite sex.
5	The target is blessed for the next 24 hours. While under this blessing, whenever the target deals a killing blow against an enemy, 10 silver pieces explode from the body.
6	The target is blessed for the next 24 hours. While under this blessing, rain cannot fall on the target, it simply glances down alongside an invisible shield and they stay nice and dry.

Back to Town:

The party can swing by and grab Syrith before heading back to town. He will be under the effects of a short-term madness, but will eventually recover. Mayor Hal will be eternally grateful of the party's help and offer them the reward they earned *(300 gold and a magical item of the DM's choosing.)*.

The last thing the party should see before closing out the one-shot is Syrith walking back to his home. As he closes the door behind him, his sleeve falls back ever so slightly and they see a single frog latched onto his arm and black eyes stare out at the party as a smile crosses his face.

Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the quest. Feel free to adjust this as you see fit.

- **APL 4** - 3,000 XP per player
- **APL 5** - 6,000 XP per player
- **APL 6** - 7,500 XP per player
- **APL 7** - 9,000 XP per player

The Gol'Goroth

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	10 (+0)	6 (-2)

Condition Immunities charmed, frightened, blinded, prone
Senses Blindsight 30 ft., passive Perception 10
Languages Deep Speech, telepathy 120 ft.
Challenge 4 (1,050 XP)

Amphibious. The Gol'Goroth can breathe air and water.

Aura of Darkness. All light sources within 60 ft. of the Gol'Goroth only cast a maximum of 10 ft. of bright light.

Actions

Multiattack The Gol'Goroth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Gaze of Madness (Recharge 4-6). The Gol'Goroth fixes his empty gaze on a single creature. That creature must succeed on a DC 13 Intelligence saving throw or take 22 (4d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that target is afflicted by a random Short-Term Madness effect **(DMG Pg. 259)**. If the creature has consumed the Gol'Goroth's Primordial Ooze, it has disadvantage on the saving throw.

Rock Slide (1/Day). The Gol'Goroth leaps into the air and smashes down on the cave floor. Massive chunks of stone fall from the ceiling in a 40 ft. radius of the Gol'Goroth. All other creatures in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or have as much damage on a successful one.

Legendary Actions

The Gol'Goroth can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Gol'Goroth regains spent legendary actions at the start of its turn.

Tentacle. The Gol'Goroth makes a tentacle attack.

Leap. The Gol'Goroth leaps to a point within 30 feet. Attacks of opportunity made against the Gol'Goroth as a result of this movement are made with disadvantage. Any creatures within the area of the Gol'Goroth's landing location must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) bludgeoning damage. All creatures in this area, success or fail, are moved to an adjacent empty space.

The Gol'Goroth

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	10 (+0)	6 (-2)

Condition Immunities charmed, frightened, blinded, prone
Senses Blindsight 30 ft., passive Perception 10
Languages Deep Speech, telepathy 120 ft.
Challenge 6 (2,300 XP)

Amphibious. The Gol'Goroth can breathe air and water.

Aura of Darkness. All light sources within 60 ft. of the Gol'Goroth only cast a maximum of 10 ft. of bright light.

Actions

Multiattack The Gol'Goroth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Gaze of Madness (Recharge 4-6). The Gol'Goroth fixes his empty gaze on a single creature. That creature must succeed on a DC 14 Intelligence saving throw or take 33 (6d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that target is afflicted by a random Short-Term Madness effect **(DMG Pg. 259)**. If the creature has consumed the Gol'Goroth's Primordial Ooze, it has disadvantage on the saving throw.

Rock Slide (1/Day). The Gol'Goroth leaps into the air and smashes down on the cave floor. Massive chunks of stone fall from the ceiling in a 40 ft. radius of the Gol'Goroth. All other creatures in that area must make a DC 14 Dexterity saving throw, taking 21 (6d8) bludgeoning damage on a failed save, or have as much damage on a successful one.

Legendary Actions

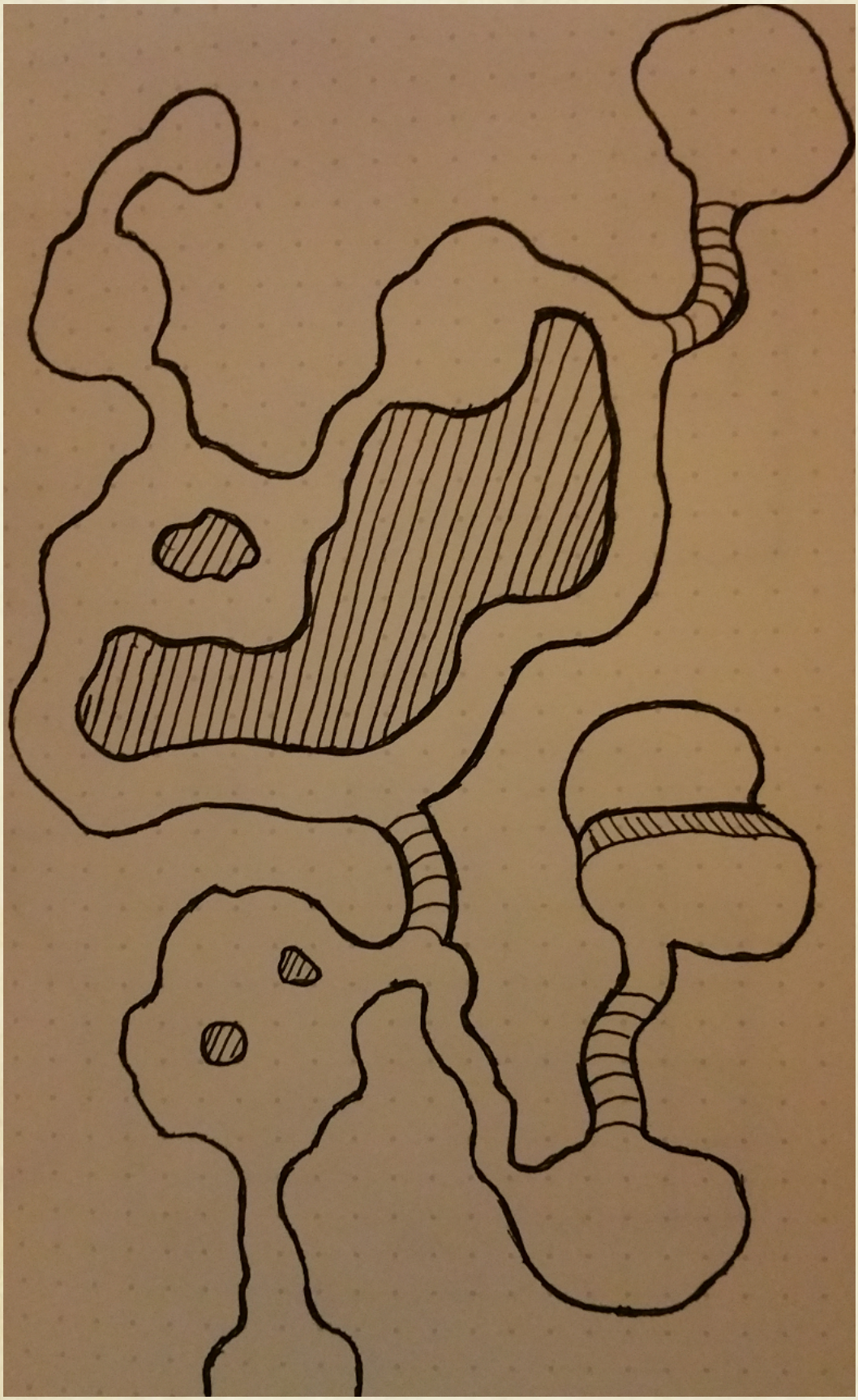
The Gol'Goroth can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Gol'Goroth regains spent legendary actions at the start of its turn.

Tentacle. The Gol'Goroth makes a tentacle attack.

Leap (2 actions). The Gol'Goroth leaps to a point within 30 feet. Attacks of opportunity made against the Gol'Goroth as a result of this movement are made with disadvantage. Any creatures within the area of the Gol'Goroth's landing location must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) bludgeoning damage. All creatures in this area, success or fail, are moved to an adjacent empty space.

Gaze of Madness (3 actions). The Gol'Goroth can use its Gaze of Madness attack if it is available.

Cave of the Gol'Goroth



The Ruins of Nehk'Talosh

A One-Shot Adventure for Levels 4-6

Adventure Synopsis

Deep in the forest lies the ruins of a temple constructed to worship Tyr, the God of Justice. Few adventurers have the opportunity to enter these fascinating holy grounds that still resonate with power even centuries after its abandonment. Unfortunately, this residual energy also attracts the attention of many power-hungry creatures, which is why even fewer adventurers have the opportunity to leave the Temple of Tyr with their lives.

This particular ruin is known as Nehk'Talosh. Most believe this translates to *"Fields of Justice"* in an ancient language, but some still hold on to the belief that this name was given as a warning and the word Justice was mistranslated from the word Slaughter. Either way, the journey to its exotic location is enough on its own to defeat all but the most courageous and hardy of warriors.

Rumors have been spreading of disappearances lately and there is a reward for anyone willing to investigate. A local man named Harris claims that he saw two figures stalking off into the forest a few nights ago, the night of the most recent disappearance. The only thing out in those woods that anyone knows of is the Ruins of Nehk'Talosh. Perhaps someone has posted up in that once holy place.

(I leave the town to you so this can be dropped in wherever you'd like. Tyr is the God I use in this One-Shot, but if your pantheon is different, simply substitute Tyr for a more appropriate god.)

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary 2. These monsters will be denoted (NEB2) and can be found in Nerzugal's Dungeon Master Toolkit 2 here on the DM's Guild for free.

The Journey

The journey to Nehk'Talosh is no simple task and should not be taken lightly. As the party grows ever closer to the ruins the trees and foliage grow more and more dense. The feeling that they are being watched is a constant concern. It is impossible to see more than twenty or thirty feet in any direction before the plant life becomes so dense that it blocks all vision. Each snap of a twig echoes through the forest and always sounds dangerous.

As the party travels, they eventually come upon a clearing. In its center is the carcass of a great stag that seems to have been recently torn to pieces by a set of powerful claws. Massive chunks of flesh lay strewn about and the forest floor is coated in a fine layer of blood as the metallic smell fills the air.

- A DC 10 Wisdom (Survival) check can reveal that this attack was inflicted by an owlbear.
- A result of 15 or higher and the player can determine that multiple owlbears were likely present and that their trail is fresh.

It does not take long before a loud snap rings throughout the clearing. It sounds as if something has just toppled over a tree and a group of footsteps can be heard fast approaching. The party may choose to fight these creatures for their territory or flee as fast as they can through the thick forest and hope that their blades can cut through the brush faster than an owlbear's massive body can trample through it.

Choice A - Stay and Fight

If the players choose to fight, they roll for initiative as a group of owlbears come smashing through the edge of the clearing, dried blood still caked on their beaks from the recent kill. The players face owlbears based on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4** - 2x Owlbear (**MM Pg. 249**) (one at 50% hp)
- **APL 5** - 2x Owlbear
- **APL 6** - 3x Owlbear

Choice B - Flee!

If the players choose to run, have the party make a group check for Strength (Athletics) or Dexterity (Acrobatics) (player's choice and DC 13) to see if they can adequately navigate through the forest and avoid these creatures.

- If a majority of the party is successful on this group escape attempt, they manage to scramble away just in time as one of the owlbears gets trapped in a particularly thick cluster of vines.
- If a majority fail the attempt, the player with the lowest speed (choose randomly if multiples tied for the lowest) is attacked by one of these creatures as it smashes through a thick trees with a powerful hoot-roar. Roll for initiative with the the other owlbears being roughly 40 feet behind the first.

Arrival

After the encounter with the owlbears, the rest of the journey is quite pleasant.

Additional Challenges

> If you want to make the journey to the temple a bit more difficult or a bit more interesting, you can consult the Random Environmental Encounter tables found in Nerzugal's Dungeon Master Toolkit 2 and roll on the Forest table.

The temple itself is perched up on the top of a small cliff, roughly fifty feet high on all sides. The tops of the trees line up with the base of the temple and the players can choose to either climb their way to the tops of these trees and leap over to the plateaued top, or to climb up the rather sheer cliff face with the aid of some climbing tools. Have your players make the appropriate checks depending on the party's strategy for ascension of this cliff. The temple is approximately fifty feet from the edge of the cliff on all sides.

Temple Description

"Before you is a temple on a scale that none of you have ever seen. The multiple doorways look as if they were constructed with Tyr himself in mind as the top of the stone arches extend nearly seventy-five feet into the air. Some bits of stone have crumbled and most of the paint has long since worn off, leaving the entire ruin a foreboding shade of gray. All of the plant life that lives atop this cliff seems to be drawn towards this temple as if it was the entity granting them their life-force rather than the sun."

Have each member of the party make a Wisdom (Perception) check:

- On a value of 15 or higher, light footsteps can be heard from within the ruins, though nothing can be seen from this angle. They are rapid and light; belonging to a creature of medium sized or smaller.

A party member can also request to make an Intelligence (Religion) check:

- A result of 10 or higher will reveal that this area is still in fact charged with holy energies. Tyr's presence is no longer powerful here, but the after-effects of his lingering gaze on this temple will take many more centuries longer to fully dissipate.

Into the Temple

Greetings

Once the discussion dies down amongst the party, a man steps out from behind one of the monolithic granite pillars. He is wearing a set of white robes with a gold trim. Hanging about his neck is an amulet displaying a warhammer with a balanced set of scales upon it. He is human with hair as white as the robes he wears, which somehow are in pristine condition. He looks to be in his late fifties but carries himself with confidence.

"Hello adventurers, and welcome to Nehk'Tolash. My name is Rajith, high priest of this temple." Now this should come to a surprise to the party, as up to this point, all of the information they have heard would suggest that these ruins are empty or in constant conflict from powerful creatures. To see an older man out here claiming to be high priest is something that is not expected.

*"You all seem tired! I can't blame you after making your way through those dreadful woods! We have some rooms made up downstairs where you can rest for a bit and catch your breath! My companions and I have been working to restore this place to its former glory. If you follow me I can take you on a tour of the temple and get you some fresh food!" He waves the party over and begins to walk across the temple's massive open floor.

He stays a few steps ahead of the party and continues spouting lore about the fall of the temple, how the followers lost faith in the idea of true justice. *"Some said that at times the punishment was too harsh for the crime, but we mortals cannot comprehend the thoughts of the gods. Tyr knows what is just and executes accordingly."* He continues to walk until he crosses a large seal in the center of the temple that displays the symbol of Tyr (the warhammer and balanced scale). *"But you shall learn of this soon enough,"* he whispers with a smirk as the floor opens before their feet and the party falls into a chamber below.

Beneath the Surface

The party lands in a large open prison cell. Each player takes 1d6 bludgeoning damage from the fall. They have ample space, but along the edges of the space are metal bars that hold them in place. The ceiling is at least fifteen feet high. There are a few chamber pots up against these bars on one side and on the opposite side is a large sitting statue with a massive maul resting on its lap. The feeling of power becomes even more overwhelming here. The floor above quickly slides back into place and leaves them in darkness as the laughter of the priest rings throughout the room.

A few moments pass before a door opens beyond the bars and another priest walks into the area holding a torch and a smile on his face. He is younger than the other priest with platinum blonde hair and similar white robes. He also appears slightly distorted and it is obvious there is some sort of magical veil over the bars. (If any spells are cast into the bars, it will be absorbed and the bars will all flash bright blue for a moment). He speaks, *"Tyr's justice can seem cruel at time, but just as in his symbol, the scale is always balanced. He is willing to return us into his good graces, but we cannot go unpunished for turning our backs on his power. He requires sacrifices! We have already sacrificed the creatures that were here feeding off of the magics still at play, but Tyr needs more! Perhaps you will do!"* The priest walks over to the wall and pulls a lever. *"But I've never had a stomach for the process personally."* He walks out of the room and casts the party into darkness again.

The Guardian of Justice

The party will likely scramble to get some lights going, and as they do they can hear the sound of scraping stone in the room. The statue on the far side of the room begins to rise. It is humanoid in form, but appears to be made of carved stone and iron. It rises from its seat and towers at nearly ten feet tall. The hammer in his hands begins to glow bright white as it casts Elemental Weapon on its maul and it takes its first step towards the party.

Roll for initiative.

This combat uses the stats of a Shield Guardian (**MM Pg. 271**) that is heavily modified depending on your party's APL. See the beginning of the module for information on determining your party's APL. The details of these adjustments are below.

This guardian has Elemental Weapon spell stored within its body which it uses during the surprise round of combat. The details for this spell are found in **(PHB Pg. 237)** and the damage type chosen is Radiant. Additionally, The guardian can take legendary actions, the number of legendary actions per turn and the actions available are detailed below. Only one legendary action can be used at a time and only at the end of another creature's turn. The guardian regains spent legendary actions at the start of its turn.

- **APL 4**
  - The shield guardian has 1 legendary action with which is can use its Fist attack.
  - Lower the guardian's AC to 14 and its hit points to 80.
  - The guardian loses its Multiattack and Regeneration features.
- **APL 5**
  - The shield guardian has 1 legendary action with which is can use its Fist attack.
  - Lower the guardian's AC to 15 and its hit points to 110.
  - The guardian loses its Multiattack feature.
- **APL 6**
  - The shield guardian has 2 legendary actions with which is can use its Fist attack.
  - The guardian loses its Multiattack feature.

When the statue's health is reduced to 0 it will crumble to the ground, but the maul it wields manages to stay relatively intact:

Hammer of Justice

Weapon (maul), uncommon (requires attunement)

While you are attuned to this magical weapon, it shines bright light in a 10-foot radius and dim light for an additional 10 feet. Whenever an enemy lands critical hit against you, that target becomes marked. Your next successful melee attack against a marked target is an automatic critical hit.

If the players strike the bars of this jail with the maul, they will shatter with ease, setting the party free and destroying the magical barrier surrounding the prison. A Dispel Magic spell will also work to dissipate this magic.

When the players leave, they will find a single iron door about thirty feet from the edge of the prison. It comes open with ease and leads to a hallway going straight forward with a spiral stairwell at the end. The stairway ascends up to the surface and deeper into the heart of the temple.

The Heart of Nehk'Talosh

Choice A – The Path To Freedom

If the players take the stairs up, they reach a stone door that when opened allows them to stumble out into the large open area of the temple where they encountered the first priest. The door is built into one of the pillars supporting the massive structure and is nearly impossible to see when closed. At this point, the party can leave and call it a day, but with heavy repercussions of leaving these people to live later on.

Choice B – The Path To Justice

If the players go down, they follow the stairs into an even deeper darkness. Fifteen feet down they find a door off to the right, but the stairs continue even further.

If the players go into this side room, they find many basic supplies you might expect in a temple: empty scrolls, hundreds of candles, ink, oil, and a few spare religious texts. There is no one in here so the party can take whatever goods they'd like.

- Attached to this room is another that appears to be living quarters for the priests. It is quite large (roughly the size of the holding cell from the floor above), but only three of the beds seem to be actively used and the others remain dusty and decaying. There is a strong stench of many years of neglect. There are a few changes of clothes in this room in bags underneath the beds currently being used.

Further Down

As players continue down, they will descend thirty feet or so before finding another door. This one has carvings on it in the shape of Tyr's Emblem. They glow faintly when exposed to torchlight. A turn of this handle reveals this door to be open as well.

- Have the player who opens the door roll a DC (8 + APL) Dexterity (Stealth) check to see if they can open this door quietly.
- If a player listens through the door first, they can make a DC (10 + APL) Wisdom (Perception) check to hear a few voices whispering not too far on the other side, but the words are indiscernible. If the player succeeds on the perception check and they open the door carefully, give them advantage on the stealth check.

Pass the Stealth Check

The door opens without as sound and two male voices can be heard. They are the two the party has encountered already, the elder (Rajith) and the younger priest (Korvoc). Rajith speaks, *"Yes, Korvoc, I believe these may be the ones that can finally put us back in our lord's good graces! As soon as the Justice Bringer is finished smashing them to pieces, the Light of Tyr will finally go ablaze once again!"*

"It shouldn't be much longer now," Korvoc responds. *"I will go check and see if any are begging for mercy as their friends are being crushed."* They both share a laugh after this and footsteps approach.

Korvoc makes his way over to the party and they can prepare a sneak attack on him before rolling for initiative as combat starts. Jump to Rajinth and Korvoc below.

Fail the Stealth Check

The player tries their best, but the door gives a slight creak as it comes open. Immediately a voice is heard, *"What was that?"* and they can hear some scrambling and rattling sounds as weapons are grabbed.

Roll for Initiative.

Rajinth and Korvoc

Korvoc, the younger priest, approaches first, but as soon as he sees the door open her calls out for Rajinth who comes running as well. The party is fighting in a stairwell and a hallway, so it is cramped quarters that make combat difficult. Factor this in, as it is what makes this combat challenging! The two men were discussing in a room at the end of a ten foot passage. That room opens up to be quite large, but the players will have to charge the enemy or maneuver past them to find some space. The two casters take advantage of this confined space the best they can as combat begins.

The types of creatures representing Korvoc and Rajinth adjusts based on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - Rajith - Priest (**MM Pg. 348*)
  - Korvoc - Cult Fanatic (**MM Pg. 345**)
- **APL 5**
  - Rajith - Fireheart Devotee (**NEB2**)
  - Korvoc - Cult Fanatic
- **APL 6**
  - Rajith - Furious Zealot (**NEB2**)
  - Korvoc - Cult Fanatic

If the players search their bodies they will find a silver key in Rajith's pocket as well as 62 gold. Korvoc has 37 gold and a potion of healing. If the players search the room thoroughly they will find two spell scrolls with level 2-3 cleric spells inscribed upon them.

Chamber of Tyr

When the priests are defeated or when the players push their way past, the room beyond the hall is revealed. In the center is a large sculpture of a scale made of white marble. It sits upon a thirty foot wide seal on the ground that is decorated with a variety of runes. Someone with proficiency in religion can make this out as ancient prayers to the god Tyr. Roughly eighty percent of the runes on this seal are glowing with a dim blue, while the rest remain dark and dormant. The room is lit by a series of magically enchanted torches that don't seem to risk burning out any time soon. The room is also filled with the smell of incense that is burning at a few stations around this place of prayer.

Roughly twenty seconds after the priests are killed, another section of runes begins to glow. Anyone standing near a body will feel a wave of chills come over them and see a distortion in the light as the priest's spirit travels to the sculpture and is absorbed. Now, roughly ninety percent of the runes are glowing and all of them seem to be a bit brighter.

There is only one other door in this room and it is on the opposite side of the door they entered. Once again, the players have the option of simply leaving, but there will be repercussions later on if they do not finish this nasty business.

The Secret Below

If the players try to open the door on the far side of the room, they will find that it is locked. Using the silver key they found on Rajith's body will open it right up, however. When opened, it is immediately clear that this portion of the temple is newer than the others. The door is made of a finer material and the stones along the wall have not been aged like the others they have moved past. On the other side of the door is yet another stairwell that curves down and around, leading back the same direction but twenty feet down.

There is a locked door at the base of the stairs and requires the same key to open it. On the other side is a tunnel that extends forty feet before opening up to a medium sized room. *This room is directly below the statue and the emblem on the floor*. From the hall, the players can make out a massive iron structure. It is impossible to tell what it is until the players get closer, but the room is illuminated by torchlight. It is roughly 40x40 and holds a 10ft tall iron golem in the center.

As the players approach, they can hear footsteps and a male's voice talking, "Soon my precious creation. Soon I will harness the power of Tyr and give life to you! As soon as the last of those adventurers are dead, you will be with me." The man is pacing around the room and his plate-mail rings loudly through the chamber as he does so.

As the players get closer, they can make out a series of wires and tubes leading from the ceiling and into the golem's inanimate body. The ceiling is glowing the same blue as the runes of the floor above and has many similar runes carved into the stone. Three pillars of metal surround the golem and pulse with power, occasionally shooting a small jolt of blue electricity towards the construct.

The Ironsmith

As soon as the Ironsmith hears someone approaching, he runs to the tunnel. When he sees the party, he will slam the door shut and retreat into the room. The players have the key to enter, but by the time they make it to the door, the smith has his managed to grab his flail and there are suits of armor standing behind him and ready to fight on their own accord.

The types of enemies and number of enemies depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x The Ironsmith - Helmed Horror (**MM Pg.183**)
  - 1x Animated Armor (**MM Pg. 19**)
- **APL 5**
  - 1x The Ironsmith - Helmed Horror
  - 2x Animated Armor
- **APL 6**
  - 1x The Ironsmith - Helmed Horror
  - 4x Animated Armor

The Ironsmith is wearing full plate with a kiteshield and a three-chained flail. His armor is a brilliant silver color and has blue trimmings on it and displays the symbol of Tyr largely and proudly. He will do everything in his power to keep the party from harming the mechanism surrounding the Iron Golem.

The Animated Armors fight on their own, doing their best to surround the weakest of the party and take them out as quickly as possible.

Party Member Death

If any member of the party dies during this fight, the Ironsmith will cry out in victory with a deep laugh. *"Yes, I have won! The final sacrifice is given and now my golem shall live!"* After 3 rounds, that player's soul is taken from their body as a wave of chills rushes over the party. The runes on the ceiling become complete and the pillars powering the golem spark to life. In a single jolt, the creature begins to move and fight on his master's behalf, whether that person is dead or alive. This is an Iron Golem (CR 16) (**MM Pg. 170**). The players will need to immediately run from this place or be destroyed. Make it abundantly clear just how powerful this being is before killing the players off helplessly.

Death of the Ironsmith

As the Ironsmith falls low on health, he will cry out to the players, *"You kill me and you simply bring my creation to life! Tyr will take my power and in return my precious golem will be given a life of his own. He will tear you limb from limb without even putting forth an effort!"* If the party does in fact kill him, after 3 rounds the Ironsmith's soul is taken from his body and the golem sparks to life, fighting on its own accord. (*see above*)

In the end, the players will be forced to disable the Ironsmith but keep him alive unless they want to face the wrath of his creation. Once he is helpless, they can take their time to destroy the runes and the mechanisms providing power to the golem. If the Ironsmith is awake for this, he will cry out in rage which eventually turns to tears and pleading.

Once the threat of the golem returning to life has been neutralized, it is up to the players how they want to handle assuring this land can no longer be used for malicious purposes.

Loot

The Ironsmith's flail and platemail are both magically enchanted and can be taken by the players.

Flail of the Golem

Weapon (flail), uncommon (requires attunement)

When you become attuned to this item for the first time, you gain resistance to two randomly selected types of elemental damage, but your movement speed is reduced by 5 feet.

Unbreakable Plate Mail

Armor (plate), rare (requires attunement)

While wearing this magical armor, your AC is increased by 1, but your bonus to attack rolls with weapons is reduced by 1.

The players also find a stash of gems in the corner and four potions of healing. The total value of these gems changes according to your party's APL.

- **APL 4** - 350 gold worth of gems.
- **APL 5** - 800 gold worth of gems.
- **APL 6** - 1,600 gold worth of gems.

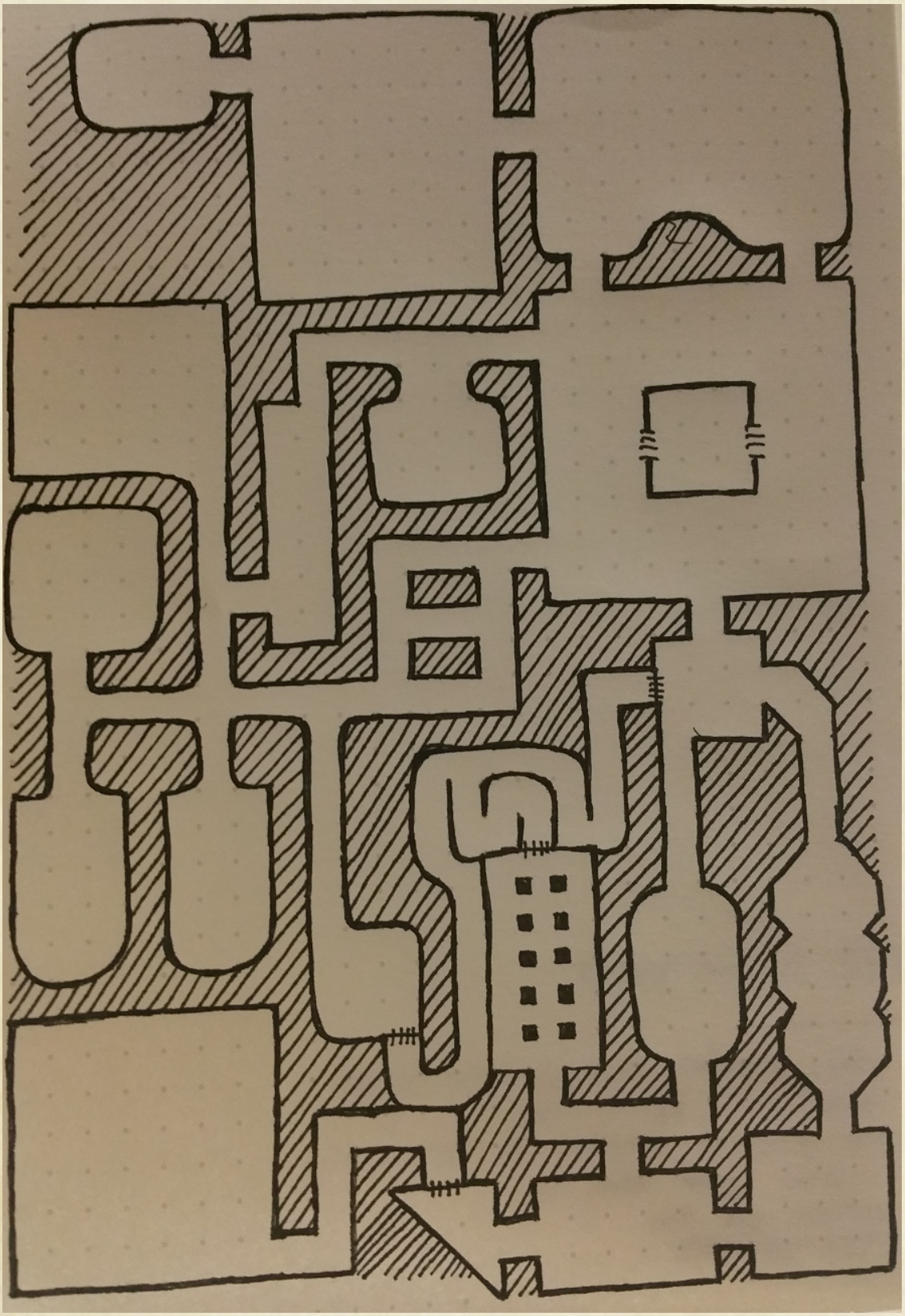
Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the quest. Feel free to adjust this as you see fit.

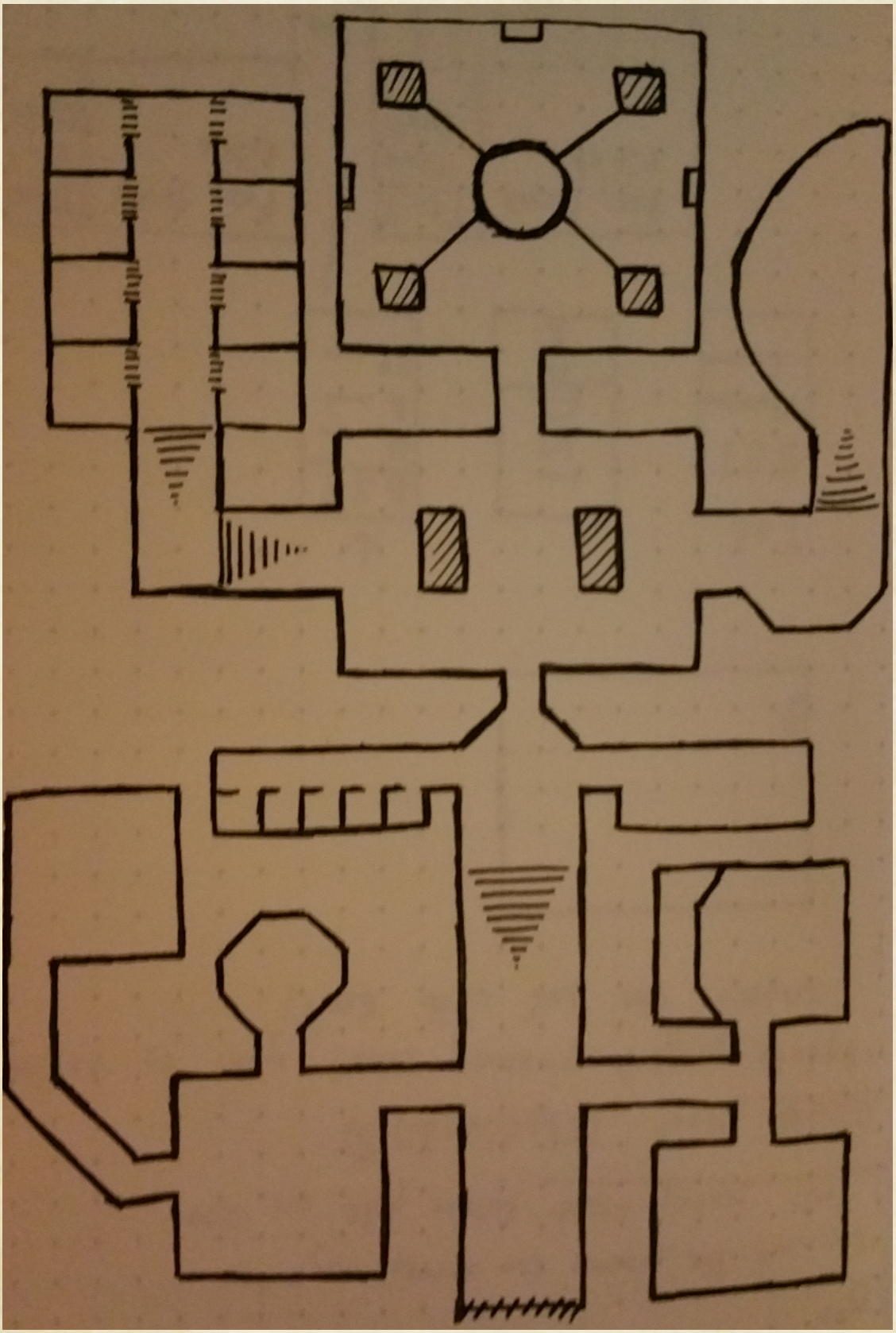
- **APL 4** - 2,600 XP per player
- **APL 5** - 4,800 XP per player
- **APL 6** - 6,300 XP per player

[Section D] - Dungeon Maps

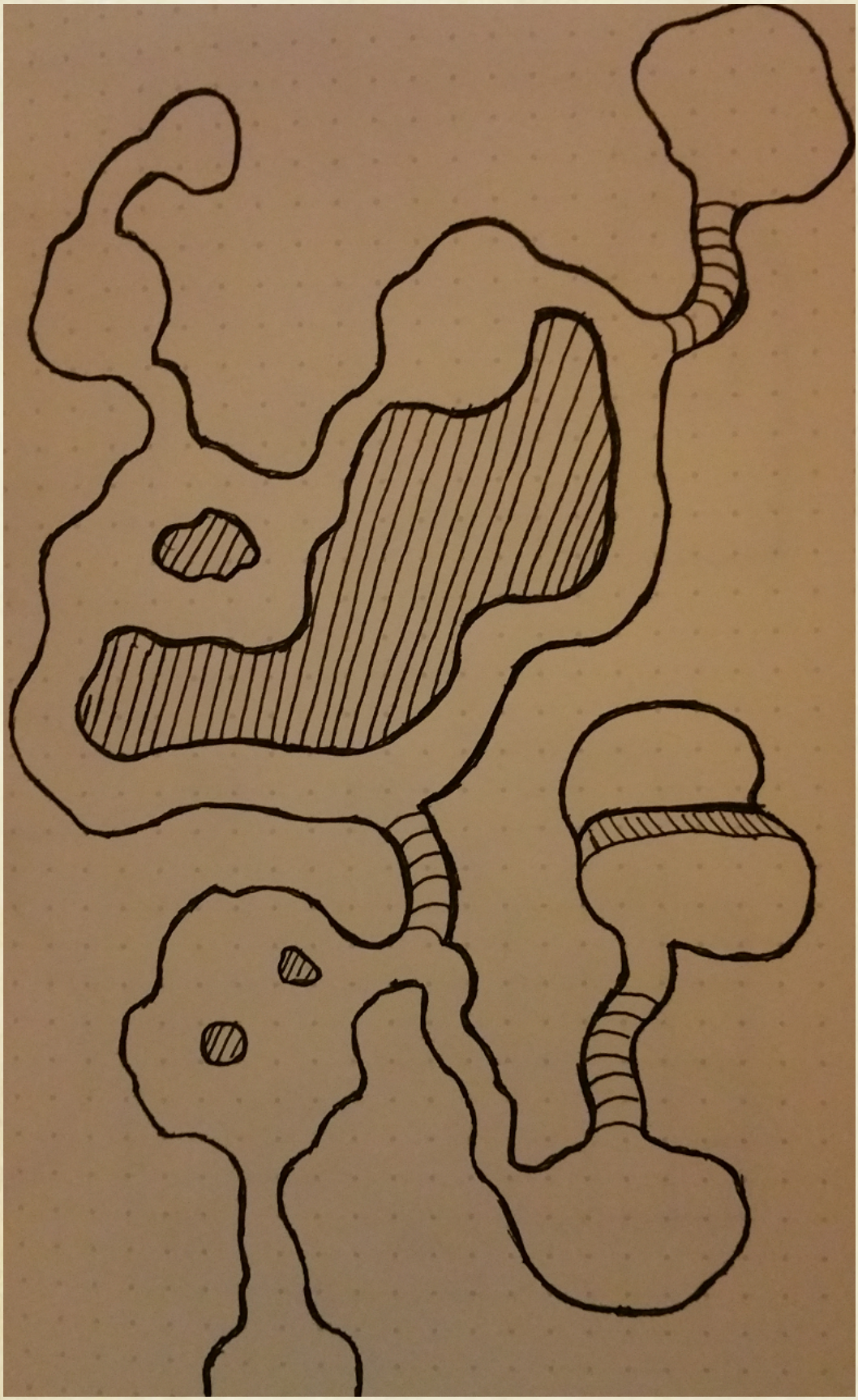
Lyrith's Fortress



Hyrocyte's Hideout



Cave of the Gol'Goroth



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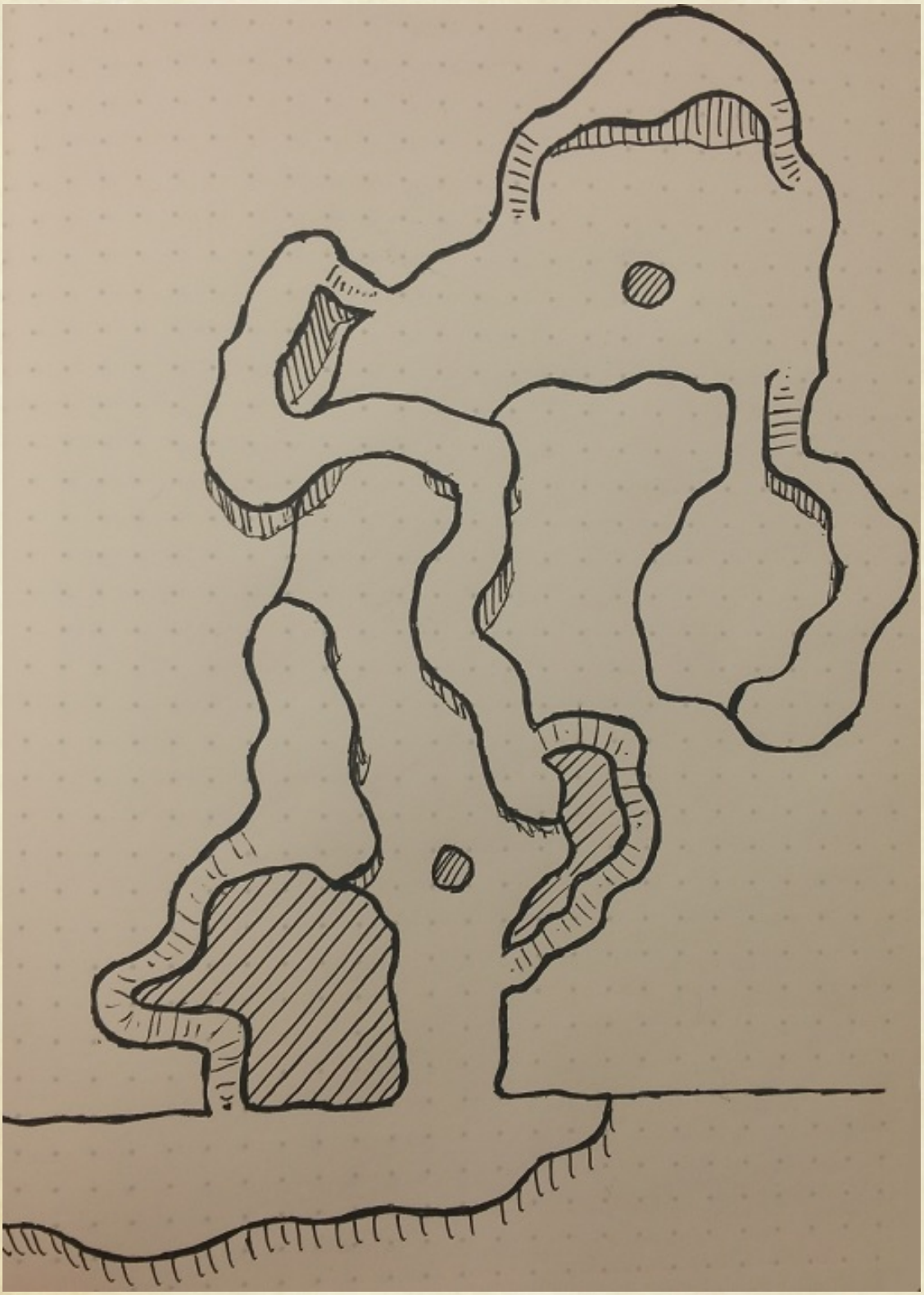
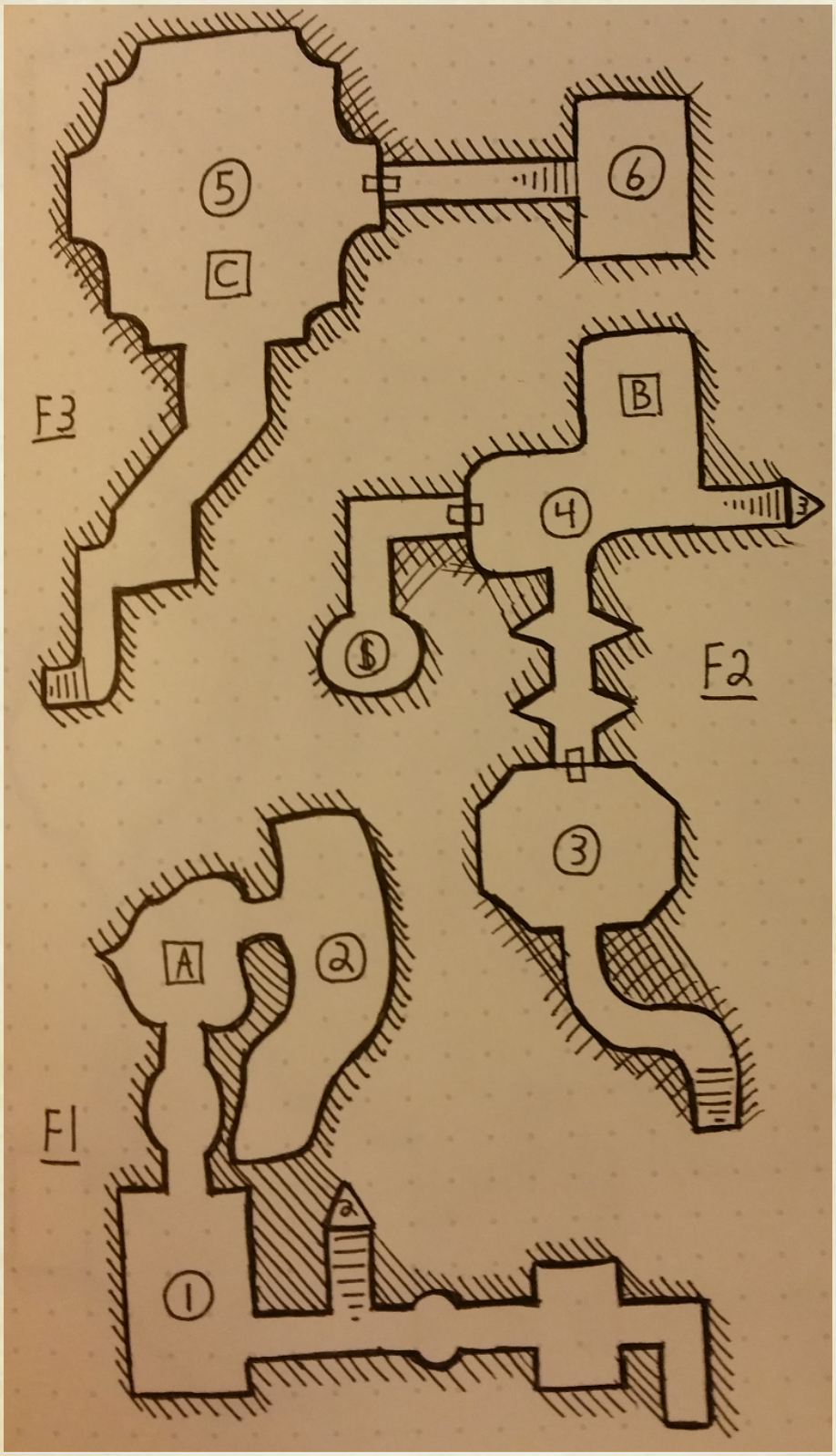
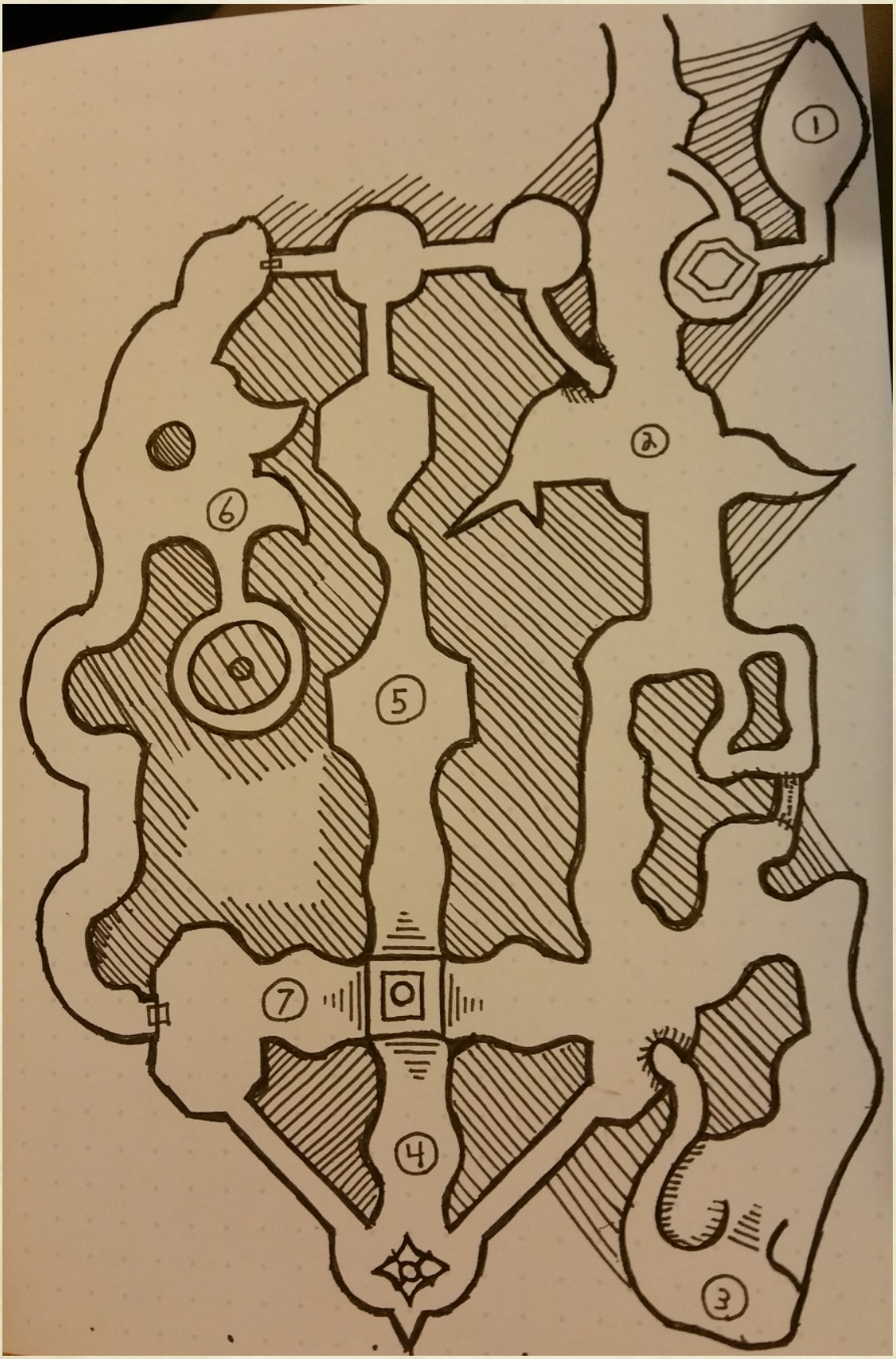


The Wyvern Cliffs

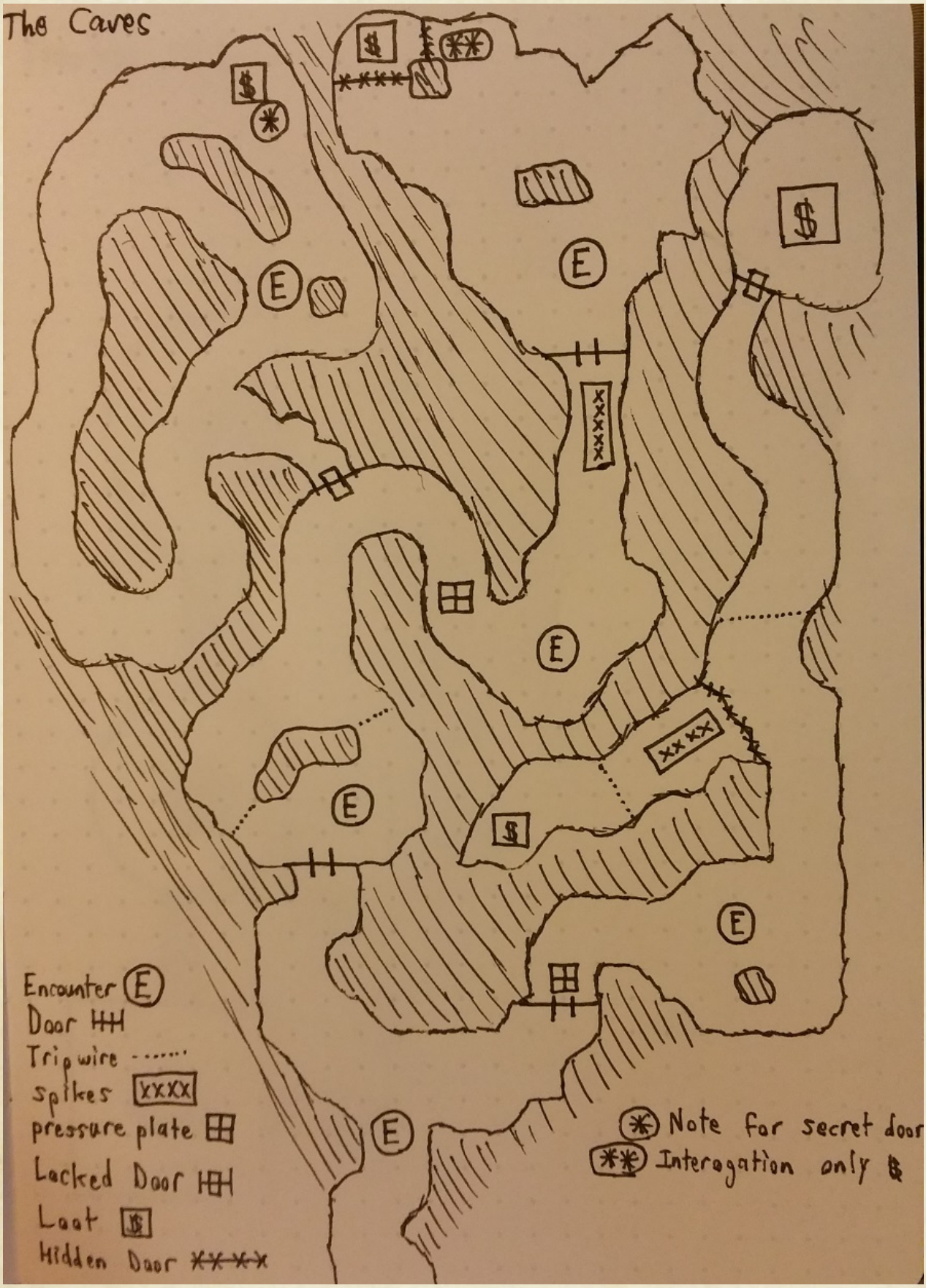
The Black Orc Fortress



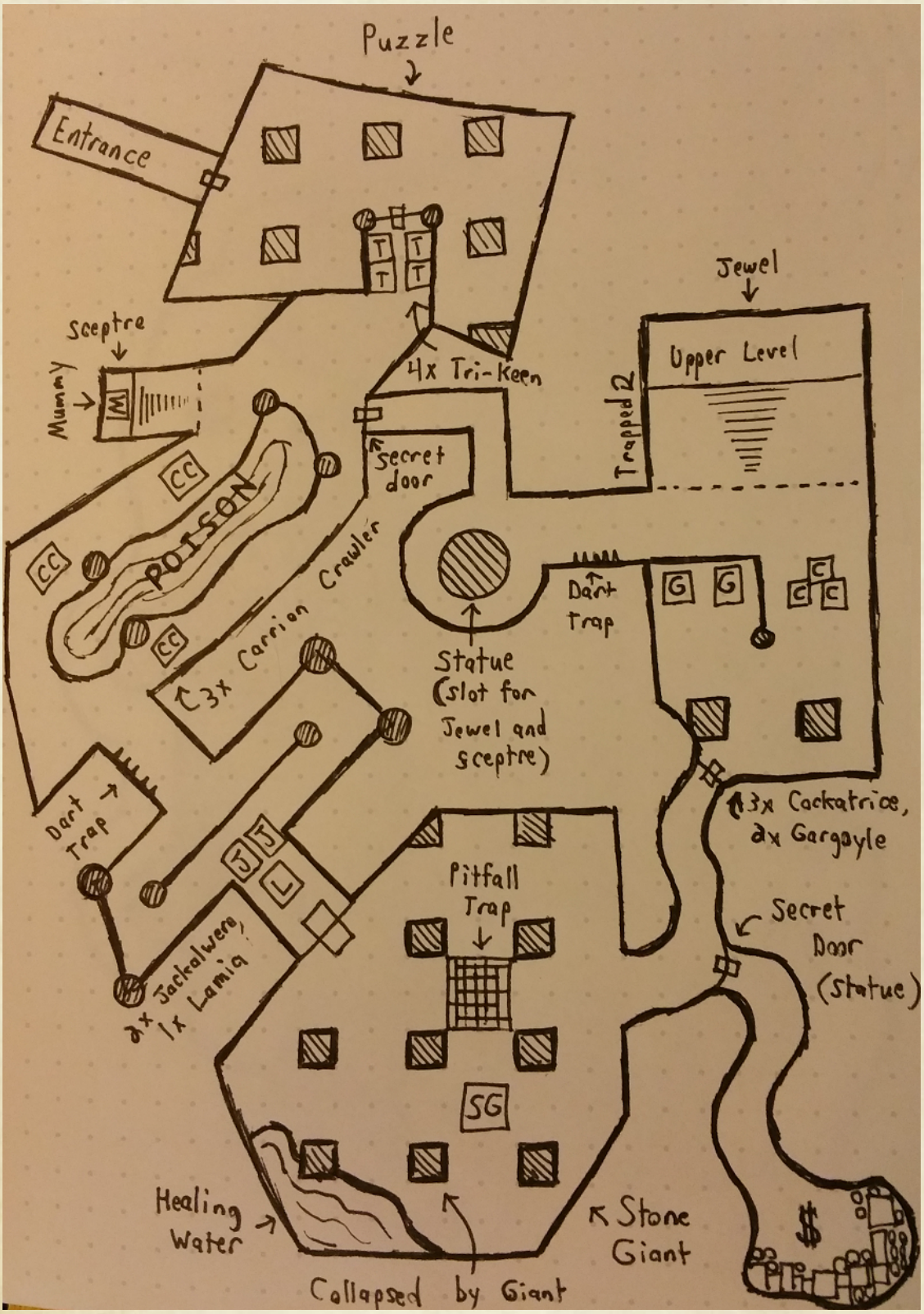
Den of the Spellweavers



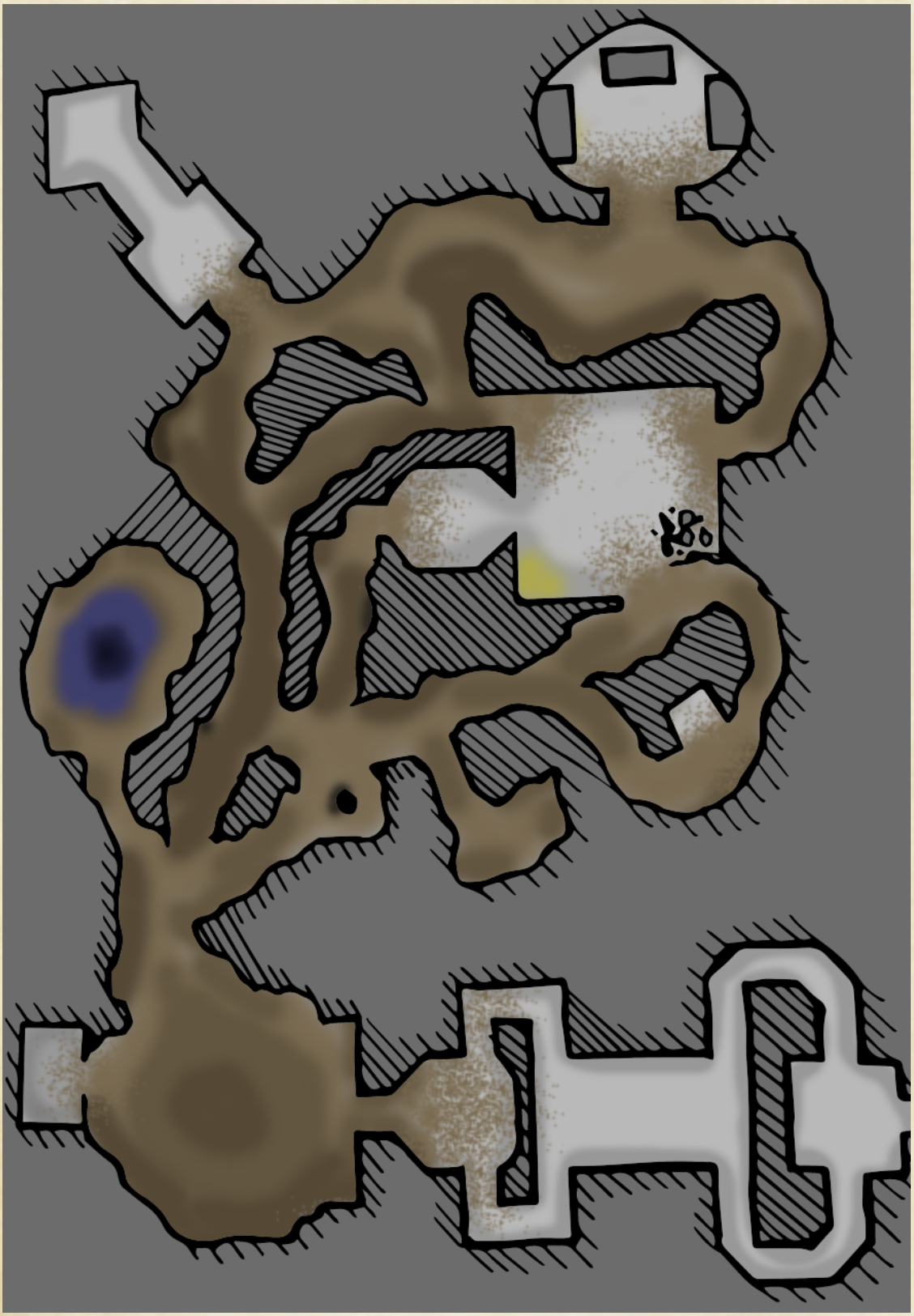
The Goblin Caverns



Temple of Forbidden Sands



Cavern of the Cobalt Dwarves



[Section E] - Complete Dungeons

Contents

The Gith Fortress [Levels 4-6]

The Githzerai and the Githyanki are constantly at war with one another, but now the Githzerai are looking for whatever help they can get to clear out one of their captured fortresses from their armor-wearing rivals. Perhaps you adopt a faerie dragon while inside or play some cards with a chaos loving Efreeti who drops by at just the right times.

The Tinker's Laboratory [Levels 4-6]

A dwarven laboratory forgotten for many centuries has finally been rediscovered, but there is sure to be danger lurking within. It turns out some of the other machines within are still active, as are some of the traps and puzzles. Prepare your party for a blend of challenging puzzles and diverse fights in the dungeon that was home of my first player kill.

The Submerged Cavern [Levels 6-9]

In a cavern lying beneath the surface of the ocean is a series of trials awaiting any heroes who think they are worthy. Come meet the ancient tortoise who wants nothing other than to try out his riddles, partake in the bullywug tournament with such exciting events as Wig-Wag-Woe, and face down the wrath of a mindflayer. Contains multiple unique puzzles and riddles to give your players a challenge beyond combat.

The Trial of Heroes [Levels 6-9]

Players must prove their worth in this series of trials. Face the minotaur in his own maze, resist the allure of a crafty nymph, put on a show for the crowd as you face down a incubus / succubus duo in the arena, crawl through the muck and sneak past the demons that lie in wait, and finally use all of your creativity to navigate a glass golem through a gauntlet of traps. Another exciting blend of combat and puzzle-solving.

The Gith Fortress

A Dungeon for Adventurers Levels 4-6

Overview And Potential Plot Hook

A group of githzerai champions recently stumbled into town looking for help. A few days outside of town is a Gith Fortress that has been fought over for centuries. Quite recently the Githyanki managed to take it back after decades of Githzerai control, and they need some extra help to reclaim it. The leader of this group is a Gith by the name of Rhen'zethii.

- Rhen will explain that the others have given up on the old traditions and now use blades in battle rather than honing their natural weapons to their maximum potential. It is a disgrace to the Gith ancestry.
- They will strike at dawn, using their psionic powers to rip open the front doors and lure the others out. The Githyanki will not have expected them to find allies so quickly so they will have surprise on their side. Smaller groups will infiltrate the back and side entrances and wipe out the guards within while two Gith factions fight at the main gate.

The Githzerai will lead the volunteer warriors safely to their fortress via some well hidden paths. There are no encounters along the way and this lead-in is only optional *(hence the reasoning for this in the Dungeons rather than the One-Shot section, though this easily could be either. This dungeon can be used without backstory, located out in the wilds, abandoned by most or with the main force out on a mission.)*

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary. These monsters will be denoted (NEB1) and can be found in Nerzugal's Game Master Toolkit on which you can get on DriveThruRPG for free.

Arrival

The party is directed to a hidden entrance to the lower level of the Fortress. It leads to a tunnel that is roughly one hundred and fifty feet long before it comes to another door that is locked from the other side. The team will have to break it down or lure one of the Gith on the other side into opening the door to gain entry, at which point they find themselves in what appears to be a training room. Multiple Githyanki warriors that were still in this room move to attack the intruders.

Roll for Initiative.

The type of creatures used to represent the Githyanki and their numbers depends on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Githyanki Warrior (**MM Pg.160**)
  - 2x Orc (**MM Pg. 246**)
- **APL 5**
  - 1x Githyanki Warrior
  - 4x Orc
- **APL 6**
  - 2x Githyanki Warrior
  - 2x Orc

Once the warriors are dead, the party can collect the spoils of their victory. The dead Gith have a total of 17 gold and 52 silver on their bodies and some basic weapons and armor. Off to the side of the room is a cache of potions that are the same color as potions of healing but are in fact poison. There are four of these in total.

There are two paths that lead out of this area - One is directly opposite the hall they entered. The other is to the right.

Encounters Ahead

The Cards of Fate

The party heads down a hallway with strange symbols carved into the walls. Many of these are of ancient Gith warriors engaged in battle. About thirty feet down the hall is a door on the left. It is finely decorated and seems completely out of place for the area. It clashes in both color and construction with the rest of the fortress. If the players enter, they find a human man sitting at a small table with fingers laces and elbows resting on the tabletop. He has a large smile on his face and beckons the party to enter. His eyes are a radiant purple and he has crimson red hair. His teeth are pristinely white and his skin is nearly as pale. This is an Efreet in disguise, and he would like to play a game if the party is willing.

[See Section B - Puzzles for information on the Cards of Fate puzzle!]

The Faerie Dragon Sanctuary

Across the hall from the Efreeti room is a set of double doors. There is a sign written on the door that reads: **"Dragon Handlers Only"** in the Gith language.

The party steps into a small hallway with another set of doors directly in front of them. Hanging on the walls in this area are a few sets of armor sized for Gith as well as a cage with a few live rabbits inside.

When the party opens this second set of doors they will enter the faerie dragon habitat. It is covered in large trees, plants, and everything a playful faerie dragon might need, including perches and toys. The faeries dragons are invisible and hesitant to these new intruders. They will sit in invisibility until the players produce a rabbit to eat or until they feel threatened, at which point they will all attack.

Friend

If the players offer food and are kind to the dragons, they can make a Wisdom (Animal Handling) check (DC depending on their behavior thus far).

- On a fail, the faerie dragons will grow uncomfortable and begin hissing at the players. Any aggressive movement from the players after this point will lead to an attack.
- On a pass, the faerie dragons behave friendly and will follow the players out of the room. The players can get the creatures to come back with them if they keep them out of violent confrontations and provide more food, otherwise at the first sign of violence the dragons will fly off.

Foe

If the players do get into a combat with the faerie dragons, the strengths of the dragons are based on the party's APL, but the colors of the dragons are up to you! See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 3x CR 1 Faerie Dragon (**MM Pg. 133**)
- **APL 5**
  - 1x CR 2 Faerie Dragon
  - 3x CR 1 Faerie Dragon
- **APL 6**
  - 2x CR 2 Faerie Dragon
  - 2x CR 1 Faerie Dragon

The Elder Gith

A bit further down the hall is a finely carved stone door. This one seems to be of incredible quality and has a detailed Gith warrior carved upon it. The eyes of this Gith carving glow brightly and appear to be crafted from amber. There does not appear to be any handles on this door.

- The only way to open this door is to hold the eyes of a Gith up to the amber eyes of the carving. The party will need to drag a dead body over to this door and hold its eyes up to the eyes of amber.
- Any attempt to break down the door will result in the player smashing against a psychic barrier a few inches before they make contact with the stone itself. If a player uses Dispel Magic, the door will become vulnerable and can be smashed down. It has AC 13 and 25 hit points.
- If a creature stands in front of the carving and looks into its eyes, it will need to make a DC (9 + APL) Intelligence saving throw, taking 2d8 psychic damage on a failed save, or half as much damage on a successful one.

Once the players unlock the door, they will find a Gith in fine armor standing over a table with a map of the area upon it. *(Obviously if the players smashed the door down, he will have his sword in hand and ready to fight).* Laying on the edge of the table is a long, curved greatsword. There are two other Githyanki warriors in the room wearing fine armor laced with gold and short swords at their sides. As the party enters, the leader looks up with an arrogant smile and simple says *"Kill them".*

The room is fairly small (roughly 6x6 squares with a 2x2 table near the back), so there is not a lot of room for maneuverability. *(The players can run back into the hall to get a bit more space.)* The leader of the Gith simply stands over his map and examines the area as his guards move in to engage. He will remain disinterested until the first of his guards are killed or someone engages him directly, at which point he will grab his sword and enter the fray.

The types of creatures used to represent these Githyanki soldiers depends on your party's APL. The leader of these soldiers is modified even further depending on your APL as well. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 2x Orc (**MM Pg. 246**)
  - 1x Githyanki Warrior with 15 extra hit points.
- **APL 5**
  - 2x Orc
  - 1x Githyanki Warrior with 25 extra hit points. Increase the Githyanki's Strength score to 16, granting it a +5 bonus to hit with its greatsword and increase its Greatsword attack damage to 10 (2d6 + 3) slashing damage plus 11 (2d10) psychic damage.
- **APL 6**
  - 1x Githyanki Warrior with 40 extra hit points. Increase the Githyanki's Strength score to 16, granting it a +5 bonus to hit with its greatsword and increase its Greatsword attack damage to 10 (2d6 + 3) slashing damage plus 11 (2d10) psychic damage. The Githyanki can also cast the Confusion spell once per day with a save DC of 14.

Loot

- The armor on the Gith warriors are worth 100g each thanks to the gold weaved into it.
- The Githyanki leader was wielding a Greatsword of the Chosen
- One of the Gith warriors has a Shortsword of the Hero.
- The other Gith warrior has a Shortsword of the Windwalker.

Greatsword of the Chosen

Weapon (greatsword), uncommon

While attuned to this magical weapon, you have resistance to psychic damage and have advantage on saving throws against Charm effects.

Shortsword of the Hero
Weapon (shortsword), uncommon

While attuned to this magical weapon, as long as a party member within thirty feet of you is alive, but at 0 hit points, you deal additional damage equal to your proficiency bonus on all of your attacks with this weapon.

Shortsword of the Windwalker
Weapon (shortsword), uncommon

While attuned to this magical weapon, you can Disengage as a bonus action. If you do, you have disadvantage on all attack rolls you make until the end of your next turn.

Encounters to the Right

The Hellhound Kennels

The two doors on the right lead to a Hellhound Kennel. When the players enter, there is a thin, nearly nude Gith man chained to the wall. He is kneeling on the ground with his head hanging as two hellhounds snarl and bark from behind cages made of obsidian and iron. The Gith's body is covered in severe burns. There is another Gith man leaning back in a chair between the hounds and tossing a dagger up into the air. He is fully armored and not paying much attention.

The prisoner was caught stealing and sentenced to a slow death by the hound's flames. This man's name is Jinrathi and he will help the party if they save him from the hounds and set him free. In the center of the room, opposite Jinrathi, is the hound keeper whose name is Mirankh. When the hounds start barking as the door opens, he will scream for them to quiet down and ask who is there? When the players enter, he will panic, scramble back, and place his hand on a pull chain next to his head. If the players make any aggressive moves he will pull the chain, which opens the doors to the two hellhound cages. He himself is not powerful and will hide behind a cage and yell to the hounds during combat itself *(there is a reason he is inside watching them and not outside fighting)*.

When the hounds are freed, one of them will go running for Jinrathi. The players can use him as a distraction while they fight the other hound, or they can save his life. If they save his life, he will tell them the contents of the other rooms and then go running towards the nearest exit. The hounds can be bribed and or distracted if players have large chunks of meat and manage to roll some appropriate Wisdom (Animal Handling) checks, the DC of which depends on the bribes presented. The hounds can even be turned against their master with such tactics.

The strength of the hellhounds depends on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Hellhound (**MM Pg. 182**)
  - 1x Young Hellhound (**NEB1**)
- **APL 5**
  - 2x Hellhound
- **APL 6**
  - 1x Hellhound Alpha (**NEB1**)
  - 1x Hellhound

When the hounds die, Mirankh will beg for his life and offer to show you a secret treasure stash inside the fortress if you let him live. If the players agree, he will tell them it is in the room across the hall and that will have to defeat the creatures within to get to the stash. If the players ever fully divert their attention from him, he will take off running down the hall and for the Elder Gith's chambers.

Flameskull and Friends

The door to this room is made of fairly thick stone. It is different than most of the other doors they have encountered thus far which were simply made of wood. Regardless, it still opens without a huge amount of effort and reveals a rather small room.

When the players enter this room, they see simply a desk with a skull sitting on the center of it. On the sides of the room are a few weapon racks with spears, swords, maces, etc... upon them. There are a few unlit torches sitting in sconces around the room as well. The center of the floor has a large, finely woven rug upon it. The room itself is roughly 25ft x 25 ft.

When the players get far enough in the room to step on the rug or modify it in any way, the skull upon the desk will burst into flame and a laugh will ring throughout the room as it slowly floats up into the air.

Roll for Initiative.

The types and number of creatures depends on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Flameskull (**MM Pg. 134**)
- **APL 5**
  - 1x Flameskull
  - 2x Flying Sword (**MM Pg. 20**)
- **APL 6**
  - 1x Flameskull
  - 4x Flying Sword

Once the fight is over, the party may search the room. Success on a DC (10 + APL) Intelligence (Investigation) check results in the players finding a loose stone on the wall with a set of amber eyes behind it. These function the same as the eyes that lead to the Elder Gith's chambers - a Giths eyes must look into these. When these conditions are met, a small secret door opens containing some robes, a spellbook, and a magical staff. Choose to populate the book with whatever spells are appropriate to your party's wants. You can choose to have this staff be whatever you like, or have it be a Staff of Cantrip Empowerment.

Staff of Cantrip Empowerment
Staff, uncommon (requires attunement by a wizard or sorcerer)

While wielding this staff, you add your proficiency bonus to the damage of each of your damaging cantrips, but you lose 2 first level spell slots.

After The Battle (Optional)

Once the players have cleared the final room in their wing of the fortress, the door near the Elder Gith will fly open and through it will come a squad of Githzerai warriors and some of the other fighters from the encampment. They will inform the players that the siege was a success.

The Githzerai leadership will set this up as their new base of operations and let the people from the encampment know that they are always welcome and that they will prevent any future Githyanki attacks on the settlement. They also ask each member of the party what they would like as a reward for their aid. They will offer gems, armor, weapons, or even some fine tapestries or statues to take back home with them. They also offer to train them in the art of the psychic arts if they are willing to stay and train for a few months.

If this is a dungeon out in the wilds, the players may expect more rewards in the form of currency. Feel free to add additional gold scattered throughout the dungeon or stored away in a cache somewhere if you go down that route.

Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the dungeon. Feel free to adjust this as you see fit.

- **APL 4** - 3,000 XP per player
- **APL 5** - 5,500 XP per player
- **APL 6** - 6,500 XP per player

The Tinker's Laboratory

A Dungeon for Adventurers Levels 4-6

Overview

Step into the laboratory of an ancient dwarven tinker. Choose a dwarf of your choosing to be the creator of this lab, and choose a powerful item to be placed at the end of it. If your players make the correct decisions, this dungeon can be fairly easy with light combat and some interesting puzzles. If they choose poorly, however . . . they will struggle to make it out of this dungeon with their lives.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary. These monsters will be denoted (NEB1) and can be found in Nerzugal's Game Master Toolkit on which you can get on DriveThruRPG for free.

Room 1 - Entrance

- Connection Rooms: 2,3

When the doors to the chamber open, the entire area lights up with strange glowing tubes of light. As the players enter the room, they notice the bodies of four recently deceased dwarves on the floor, bloodied and battered. Above a door on the opposite side of the room is a sign that reads: *"Elektrisity"*. A door to the right has a similar sign that reads: *"Wind Power Experiment"*.

The players also notice three constructs spaced throughout this room. When the first person enters, one of these golems will spring to life, step forward, and speak in dwarven: *"Please remain still while you are scanned."* A series of lights sweeps over that player and after a few seconds the lights turn red and the voice speaks again, *"Unregistered organism detected. Please exit peacefully or you will be destroyed. You have ten seconds to comply before the facility goes on lockdown."* The players must make a swift decision to enter or leave, because in ten seconds the doors slam down and all three constructs with spring to life and attack.

Roll for initiative.

If any player is in the doorway when it goes down, they will need to make a DC 10 Dexterity saving throw to jump out of the way or be pinned beneath it and is considered prone and grappled. A pinned players takes 1d6 bludgeoning damage at the start of each of its turns and must succeed on a DC (8 + APL) Strength (Athletics) saving throw to free themselves.

The creatures used to represent these constructs depends on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Gargoyle (**MM Pg. 140**)
  - 2x Animated Armor (**MM Pg. 19**)
- **APL 5**
  - 2x Gargoyle
  - 1x Animated Armor
- **APL 6**
  - 3x Gargoyle

Room 2 - Elektrisity

- Connection Rooms: 1,4

There is a large glowing orb at the center of this room - roughly 4 feet in diameter. Inside is what appears to be a small lightning storm with a black shadow dancing and darting through storm clouds. There are many signs posted around that say things such as *WARNING!* or *DANGER!* and have a skull and crossbones painted upon them. Attached to the base of this orb are hundreds of cables that disappear into the floor.

There is a set of double doors on the far side of the room with a sign overhead that reads: *"Mineral Workshop"*. If the players look around, they can see small cables feeding into the lights of this room. A small set of cords hang off of pylons on either side of the room with a small bit of metal at their end. *(These cords can be used to charge light sticks later on).*

If the players search the room, they find an *"Elektrisity Handbook"* sitting on a small table. Inside of this book, it will inform the players that the orb uses Fairy Power and should this Fairy die or escape, there should always be a spare in the high security supply room *(Room 7)*.

The orb takes a full square in the center of the room. If a player gets too close, lightning will arc from the orb and into their body. If anyone else is nearby is within ten feet of them then the lighting will continue to arc until it runs out of targets. All players affected will take 1d6 lightning damage.

Room 3 - Wind Power Experiment

- Connection Rooms: 4,6

There is a door directly across the way with a sign overhead that reads *"Tinker's Workshop."* On the left is a strange canvas wall and another canvas wall on the far side of the room near the door to the workshop. There is a strip in between these two that forms a makeshift hallway. Down this hallway are two massive structures made of metal. They are round, but appear to be formed from curved blades that connect to a central post *(they are fans)*. Once the party rounds the corner, they notice that there are interlaced walls of canvas down the entire room on both sides of the path. In between the two fans is a door with a large sign that reads *"Mineral Workshop"*

[These signs will continue for all rooms in this fashion but the guide will no longer include the details.]

If the players approach the fans they will see a lever next to each of them with a dwarven label that reads *"On / Off"*. Both are currently in the off state. If the players flip the switches, one of the fans will turn on and begin fluttering through the canvas, but the other will make a loud grinding sound and remain stationary. Further inspection will reveal that the fan is so rusted that it will no longer spin. *[Magic can fix this or a player can find a vial in the supply room (Room 5)* labeled Rust Displacement Formula 40 (RD-40 for short)]. Once the formula has been applied, the fan will sputter to life. *(Players could also use a grease spell for similar results)*

Once both fans are active, a portion of the far wall will begin to light up and a tray will slide out that contains four orbs. Each of these orbs are a different color: Red, Blue, Yellow, and Black. If the players touch these, they will feel a slight tingle, but it is not painful. They can read a small text above the slot that reads: *"Orb Charging Station"*. These are significant for a later puzzle.

Room 4 – Mineral Workshop

- Connection Rooms: 2,3,5

This large room is full of rocks of various shapes and sizes. They line the tables, some with labels and some without, some dull and ordinary while others are as bright and shining as gemstones. There are chisels, hand-cranked drills, magnifying lenses, and vials at each mineral station. The stations are labeled: *"Adamantine, Mithril, Cold Iron, Alchemical Silver, and Echoing Iron"*

When touched, the Echoing Iron causes a sound to ring throughout the entire room. There are notes scrawled next to the iron on how to give it its echoing property and involves the refined blood of a siren. **[You can take this iron to a skilled blacksmith who can create a weapon that will ring out loudly upon striking a foe. On a critical hit while using a weapon crafted from this iron, the enemy will become deafened for a round.]**

The players can also find a note next to the adamantine that reads: *"Seems to be incredibly deadly to our clockwork creations…"* which will help them later on as the creatures they fight will have damage resistance to non-adamantine and non-magical weapons.

Emergency Protocol

On the wall at the back of the room is a large button that reads: *"In case of emergency"* If the players press this button, the contamination cleanup system will go into effect. The room will be filled with a gas that is meant to decontaminate all of the minerals in the room and the door slams shut violently. Everyone in the room must succeed on a DC (8 + APL) Constitution save or fall unconscious.

When the players pass out *(or don't)*, two slots along the wall will slide open and reveal two more humanoid constructs. These ones are a bit rusted out and may not be at full health *(depending on how many players fell asleep)*. A third slot then opens and reveals a large, clear cube. The golems will drag this into the middle of the room and begin speaking in dwarven, *"disposing of contaminated organisms"* and begin tossing bodies into the box.

The types of constructs your players fight depends on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 1x Elemental Defender (**NEB1**)
  - 1x Animated Armor (**MM Pg. 19**)
- **APL 5**
  - 2x Elemental Defender
- **APL 6**
  - 1x Helmed Horror
  - 1x Elemental Defender (**MM Pg. 183**)

If any conscious players try to stop the constructs, one will attack while the other continues his work. They will repeat, *"Organisms must be cleansed!"* as they fight. When the first drops below half health, the other will step in and assist. If no one stops the constructs, or if the people trying to stop them are knocked unconscious, they will be thrown into the box as well. The lid will be sealed and the constructs will slide the box back into its slot in the wall. The box will then be raised up and ejected from the premises via a large slide. At the bottom of the slide is a lap that will catch the edge of the box and dump the party out onto the ground atop a pile of dwarven skeletons.

In between room 4 and 5 is a pressure plate trap. There is a hallway about ten feet long and as soon as a player steps on the trap [nearest to room 5], some of the stone in the hallway will open up and unleash lightning at the party. All players in the hallway take 3d6 lightning damage. A player can make a DC 13 Dexterity save to jump out of the hallway if no other players are blocking the way. On a success, they take half damage.

Room 5 – Supplies

- Connection Rooms: 4,6

This supply room is filled with basic ores: copper, iron, coal, various types of rocks, and a few gemstones of each type. The boxes fill most of the space, but the party can manage to fit inside. Amongst all of the boxes of ore, the party spots an especially long box that reads: *"Light Sticks"*

If the players open the box labeled Light Sticks, they will find a pole roughly two feet long with a four inch orb on its end. If a player examines the light stick they will find a small slot in the bottom of it that matches the shape of the metal on the ends of the power cables in the Elektrisity room. *(Have the players roll a DC 10 Intelligence check to see if they remember this detail if they have visited that room.)* These light sticks are currently uncharged, but once they are, a switch can be pressed on its side to produce as much light as a torch for 3 hours that works even when underwater. It takes 10 minutes to charge a light stick.

Success on a DC (8 + APL) Intelligence)Investigation) check will also reveal a small box off to the side with Rust Displacement Formula 40 [RD-40] which will be used in the wind energy room.

There is also a safe with a combination lock in the back of the room that is built into the wall The safe has 5 levers, each of which can be in one of 5 positions. (The solution for this is found later in the dungeon). The safe is incredibly well fortified and above it reads: *"High Clearance Materials"* **[Put some special loot in here. It could be more rare metals to forge weapons or armor back in town or it could be a powerful magic item or potent potions]**

Room 6 – Tinkerer's Workshop

- Connection Rooms: 3,5,7,8

When the party enters this room, the power is off. *(Players will need to light some torches)* Mostly there is just small tools, scrap metal, workbenches, pipes, conveyor belts, and other crafting items scattered all across this large room. Wires hang in large piles, partially rusted from years of neglect. A few stones still rest upon the conveyor belts that lead to large metal boxes.

Off to the side of the room is a large switch that is in a down position. When flipped, the lights come on and the machines come to life.The conveyor belts that go all across the room spring to life with a loud grinding sound. Numerous tubes that pop in and out of the walls and travel all along the ceiling appear to be transporting some sort of clear liquid that is filled with bubbles. An automatic slicing machine in the back of the room springs to life and swings down onto the conveyor belt while another machine crushes down on the conveyor with large hammers. A slot in the wall opens to reveal a set of four glowing orbs: Orange, Purple, Green, and White. Next to a door on the far side of the room, a strange green and blue glyph begins to glow on the wall with a small spherical recess in its center.

In the center of the room are **three** large vats that appear to be feeding the bubbly liquid into the tubes that scatter around the room. If the players investigate these vats, they will notice that each of them have **three** round slots that are roughly the size of the orbs that were in the storage units in the walls. These recesses in the vats are organized in a **Triangle** shape, **one slot on top** and **two on the bottom**. So three vats, each with three recesses organized in a triangular fashion.

(The above details are critical to the puzzle so be sure they are clear to the players.)

A quick scan of the room with the lights on and the players will find a journal labeled *"Hydro Security"* laying on the floor. When they open it up they will see a few diagrams that read: *"Mechanification Chamber"* and *"High Security Supplies"*.

The Colored Orbs Puzzle:

[See Section B - Puzzles for information on the Colored Orbs puzzle!]

Room 7 – Secret Supply Cache

- Connection Rooms: 6

This room is full of dusty boxes and broken equipment. Most of it is rusted away from many centuries of neglect, but there are a few chests in the back of the room that still seem to be relatively intact. Inside of these is an adamantine morningstar and an adamantine battleaxe.

The players also find a few random potions in the room *(Feel free to pick and choose or roll for them).*

The players also find a small box (only about a foot across) with a label on top of it that reads *"Heavy caution! Backup power source! Do not open without proper permission and supervision!"* It is bound by a few chains and sits on a high shelf. If someone takes the box, tell them to add a *Mysterious Box* to their inventory.

If they open the box, a tiny lightning fairy will emerge and scream *"I am free from my prison! Free to destroy! Make the things go zap!"* and immediately attack.

Roll for initiative.

For this creature, use the stats of a Flameskull (**MM Pg. 134**) but change its spell list to contain *Lightning Bolt* rather than *Fireball* and *Shatter* rather than *Flaming Sphere*. Additionally, rather than *Fire Ray*, its primary attack will be:

Lightning Blast. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 4d6 (14) lightning damage.

The flameskull also gains additional stats based on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4** - No changes
- **APL 5** - The flameskull gains an additional 20 hit points.
- **APL 6** - The flameskull gains an additional 40 hit points.

Room 8 – Machinification Chamber

- Connection Rooms: 6,9

This room is filled with unpowered clockwork creatures. Some of them are half taken apart with frayed wires exposed while others seem to be fully constructed. These completed entities stand eerily still and stare blankly. There are a few blackboards in this room with complex equations and designs. If the players ask for details, tell them the following: *"One of these has a drawing of a clockwork scorpion in terrifying detail. There are notes scrawled next to it: Venom killed test creature with four doses. Resistant to most metals. Special project in mind if I find the time."*

Lying on one of the tables is a dwarf… or what is left of a dwarf. Most of his body has been replaced by mechanical parts, but there is still quite clearly some hardy dwarven flesh that has survived. A few cables hang from the wall just behind the dwarf and he appears to be reaching out to them. Next to the dwarf is an oil-stained notebook.

Distar's Machinification Notes
(Distar is the name I used for the head Tinker)

Things starting off well. I have managed to replace my left leg without issue.
Right leg - Replaced successfully.
Left arm - Tricky, but with the help of my equipment, successful.
Right arm - Harder still, but I am getting closer.
Chest Cavity - Most organs replaced hard to breathe -_-__-
Skull -

If they plug in the dwarf, he will wake up and begin screaming with insanity. *"Must finish my creations! Convert! Convert!"* He will charge over and grab on to some of the dangling cords. Lightning flashes through the room. Every player will need to make a DC (9 + APL) Dexterity saving throw or be hit for 3d6 lightning damage. Afterwards, all of the creatures will spring to life and attack!

Roll for initiative.

The number and types of creatures your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - The Dwarf: (Stats of a Gnoll Pack Lord) (**MM pg. 163**)
  - Clockwork Wolf: Dire Wolf (medium sized) (**MM pg. 321**)
  - Clockwork Boar: Boar (**MM pg. 319**)
  - Clockwork Snake: Constrictor Snake (**MM pg. 320**)
  - Clockwork Lizard: Giant Lizard (medium sized) (**MM pg. 326**)
- **APL 5**
  - The Dwarf: (Stats of a Gnoll Pack Lord)
  - Clockwork Wolf: Dire Wolf (medium sized)
  - Clockwork Boar: Giant Boar (**MM pg. 323**)
  - Clockwork Snake: Constrictor Snake
  - Clockwork Lizard: Giant Lizard (medium sized)
- **APL 6**
  - The Dwarf: (Stats of a Gnoll Pack Lord)
  - Clockwork Wolf: Dire Wolf (medium sized)
  - Clockwork Boar: Giant Boar
  - Clockwork Snake: Giant Constrictor Snake (medium sized) (**MM pg. 324**)
  - Clockwork Lizard: Giant Lizard (medium sized)

All of these creatures have the Rampage property (found on the Gnoll Pack Lord) and take half damage from all non-magical, non-adamantine weapons.

If the players do not try to plug the dwarf in, they can skip this fight entirely.

Room 9 – Study

- Connection Rooms: 8,10

This large room is lined wall-to-wall with books. Most of them are tarnished and worn beyond recognition, but there are a few that are still in decent shape. *(You can give some history about your world through some of these books if you'd like)*

There is a sign on the far side of the room that reads, *"Absolutely no uninvited guests."* Under this sign is a dwarf-sized metal door. It is finely crafted with a number of intricate designs upon it. An ironwork dragon head made of gears, metal, and wires rests near where a door handle would normally be. The teeth appear razor sharp and each of them is tipped with a small ruby that makes them appear bloodied. There is an inscription is dwarven just above this dragon head that reads: *"My hunger for knowledge rivals that of a dragon for treasure and flesh."*

The players will need to open the dragon's mouth and reach inside. At the back of the dragon mouth, attached to the door, is a button. When pressed, the door will slide open and allow passage.

If someone attempts to tamper with the door *[steal the gems]* then the mouth will instantly open to its maximum width and fire a powerful blast of flame in a 20 foot line. Every creature in this area must make a DC (10 + APL) Dexterity saving throw, taking (1d8 * APL) fire damage on a failed save, or half as much damage on a successful one.

Room 10 – Living Quarters

- Connection Rooms: 9,11

This room contains a large bed, more books piled up, and some other half finished constructs. There are also a few schematics mounted on the wall in portraits and some other odds and ends found in any bedroom. As the party enters this room, a security system begins to sounds and blast *"Intruder! Intruder!"* in dwarven. Panels in the wall begin slide open, and out of small side-areas come two clockwork entities. They turn to the party, slightly rusted but still quite full of life and aggression and begin to charge.

Roll for initiative.

The types of creatures your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
  - 2x Giant Scorpion (**MM pg. 327**) at 50% hit points each.
- **APL 5**
  - 2x Giant Scorpion
- **APL 6**
  - 1x Radiant Stalker (**NEB1**)
  - 1x Giant Scorpion

The creatures are too big to fit through the door, but as soon as the *"intruders"* are gone, they will retreat into the walls where they will close and protect them from any harm. On the center of the bed will be a note that says:

"To whom it may concern,

This workshop is my legacy. I poured my heart and soul into my work and though I tried to fight off the clutches of death as best I could, I fear I may soon pass. I am giving it one more try, but I may not make it back. Behind the west bookshelf is a doorway. If you are here with good intentions, I hope you can appreciate my masterpiece. If you are here with ill intent, I hope you die before you make it out."

Room 11 – Secret Supply Cache 2

- Connection Rooms: 10

The room is small, but not without value. There is a brick of solid gold sitting on a stand worth an easy 500 gold and a finely carved dagger sitting next to it that is decorated with small gemstones worth another 250 gold.

There is also find a small notebook labeled *"Combinations"*

The book reads:

- *High Clearance Metals - ML H M M L*
- *Self-Destruct - L ML H MH M*

(L stands for low, ML for mid-low, M for mid, MH for mid-high, and H for high - These are the positions of the levers for the combination lock. Let the players figure that part out. It is pretty simple.)

The prize gem of this room is on the podium in the center. A black bag, perhaps two feet long, held closed by a long piece of rope woven around the top. Upon this bag are velvet pictures of each color of dragon, firing their breath weapons into the skies. As they approach they see a note sitting on top of this as well: *"Careful, it's loaded."*

(This is an artifact I created specifically for my campaign. Feel free to swap it out for some other interesting item for your campaign).

The Dragonbreath Bag

Wondrous item, very rare

Once per day, you may open this bag as a reaction to capture a dragon's breath weapon. This stops all damage and effects of the attack as it is absorbed into the bag. The next time the bag is opened, it will unleash this breath weapon in the direction the opening of the bag is facing. The bag needs a full day to recharge before it can absorb another breath after unleashing an attack.

One Last Choice

There is a set of switches on the wall painted red with no text on them and a button to the right of it. This is the self destruct sequence for the facility. It is a 5 position, 5 lever system whose code is in the book.

If the players choose to activate the self destruct, the facility will explode after 60 seconds and destroy everything within, including characters.

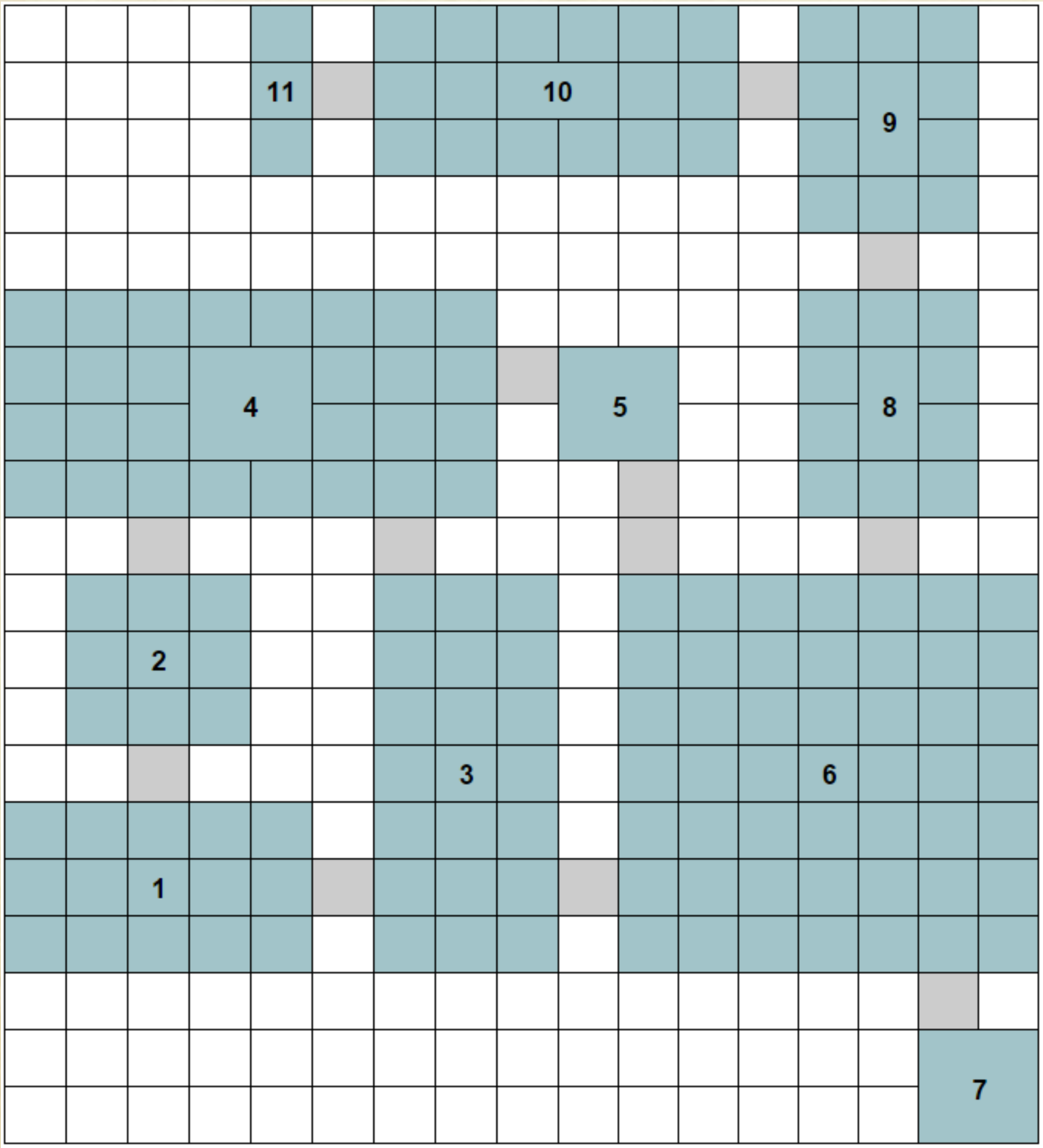
Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the quest. Feel free to adjust this as you see fit.

- **APL 4** - 2,700 XP per player
- **APL 5** - 5,000 XP per player
- **APL 6** - 6,500 XP per player

Tinker's Lab Map

This is a simple map that shows the layout of the building. Feel free to create a more detailed vision, but hopefully this gives a better idea of how the rooms are connected.



The Submerged Cavern

A Dungeon for Adventures Levels 6-9

Overview

Just off the shoreline lies a cavern that holds an artifact of immense power. Beneath the waves, a set of trials awaits any group that thinks themselves worthy. Brave adventurers may wish to claim this prize for themselves, but they will have to fight through monstrosities, use their wit, and have a bit of luck to make it through these caverns alive.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

Entrance to the Cave

The players are required to swim underwater for at least a few hundred feet. Start them out with a few water breathing potions to help out with this and the trials ahead (or make sure that a spellcaster is equipped with the spells necessary). The entrance to this cavern is only visible if the players swim beneath a gargantuan, twisting rocky spire jutting high out of the ocean. A large entryway in the bottom of this rock structure of the opens up into a surprisingly massive chamber. Off of this main chamber are three passageways:

- The first of these tunnels is off to the left and is fifteen feet off of the ground. A weak flow of water pours out of the mouth of this tunnel which slopes steeply upward until it twists off into darkness. Above this tunnel is a large carving in the stone that depicts a waterfall.
- The second pathway is directly ahead of the entrance. It continues straight ahead for a while before finally curving off to the right. Above this tunnel is a carving that depicts a wave.
- The last tunnel is to the right. It slopes gently downward for a few dozen feet before curving steeply into a pool of still water. The water is crystal clear but creates a submerged tunnel going forward, so it is impossible to see what lies ahead without jumping in. Above this doorway is a symbol representing a whirlpool. Scrawled out in what appears to be blood is a message that reads: *"It's their cave. We just use it!"*

In the center of this chamber is also a metal pedestal in pristine condition despite the fact that it has been in a cave for centuries without attendance. There are three slots on the top of this pedestal. The first is a cresting wave, the second is a whirlpool, and the final is a waterfall.

The sound of rushing water fills the air, the cave smells of fish, the players are soaked, but there is no time to waste. They must choose a path and begin the trial.

Path of the Waterfall

Challenge 1 - The Climb

The players first challenge is to find a way up into this tunnel. The water is not flowing fast, but it is enough to make it incredibly difficult to simply scale. The rocks on either side are also slippery from the dampness of the room. A player can successfully scale alongside the water with a DC 15 Strength (Athletics) check. They will then need to pass a DC 13 Dexterity (Acrobatics) check to jump into the tunnel itself. Alternatively methods are of course viable, such as shape stone or lassoing a rope to a stone at the mouth of the tunnel.

The slope of the tunnel is steep, enough so that all players will need to succeed on a DC 5 Dexterity saving throw to avoid falling and being shot back out the mouth of the tunnel. Eventually the path opens up a bit and reveals a stairwell along the right edge of the tunnel, just above the level of the water.

As the party walks up, they come to a stair with a large seashell sitting on it. It seems to be melded with the stone itself. If the players press down on this seashell or try to pry it free, they immediately hear the sound of rushing water and moments later a wall of water come crashing down the tunnel. Players will need to make a DC 15 Strength saving throw.

- On a fail, players are swept down the tunnel, tossing and turning and smashing into the rocks. Their journey ends as they launch over the fifteen foot drop and slam into rough stone floor below. Everyone who failed the save takes 4d8 bludgeoning damage and must repeat their ascension.
- On a success, the player manages to grab hold of the stairs and hold on as the waves crash over. Afterwards they hear laughter and look up to see a small humanoid frog figure *(a Bullywug)*. He is shakes a small spear in the air, then runs up the tunnel and out of sight.
- If the party avoids the shell altogether, they see a shadow up ahead leap off into the darkness of the inner tunnel chambers.

Challenge 2 – The Scalding Frogs

When the party gathers again, they can continue up the path, hopefully avoiding the seashell this time. As they reach the top of these stairs, they see the entrance of the stream coming out of a small opening in the wall. They arrive at a new chamber that contains four large frog shaped statues with their mouths wide open. Two of the frog statues are immediately adjacent to an opening on the far side of the room, while the other two are on the far left and right. On the far side of the room is a small stairway that leads up to narrow tunnel *(four feet tall)*. **At the mouth of this tunnel is a bullywug. He croaks loudly and smashes his fist against the wall before hopping up the stairs and out of sight.**

As soon as the bullywug smashes the wall, water begins spewing from the mouths of the frogs at a deadly rate. Huge plumes of steam fill the ceiling of the cavern as this water is scalding hot, enough to cause serious burns with only a few seconds of exposure. This water covers the floor quickly and the doorway to the tunnel becomes blocked by a deadly wall of water from these spewing statues.

It will only take a few seconds for this water to reach their feet. The players can stand in the entrance of the other flow of water *(the one that has been pouring down the tunnel)* which is ice cold. This is just a temporary solution, however, for the scalding water will slowly start to heat that up as well. They will need to come up with some solution to fight through this water.

Every round someone stands in the scalding water they take 1d6 fire damage. If they ever fall and become fully submerged they immediately take 4d6 fire damage and take an additional 2d6 fire damage for each additional round they are submerged. The obvious solutions are the use of magic to bend the water and form a path. The statues could also be destroyed to stop the flow, as the origin of the water is magical. Another option is for someone to simply sprint through the flowing waters, take the hit, and press a button on the wall which ends the flow. There are of course other solutions but these are a few obvious choices.

When the party finds their way through, they can enter the tunnel, but any tall races will need to bend over and crouch uncomfortably as they go.

Challenge 3 – Rock Crabs

When the party reaches the top of the stairwell, they will enter another large open chamber. This one is full of small boulders scattered all across the room but there is a doorway on the far side that is closed. It has a large pool of water in the center, but it too is full of these medium sized boulders. As the party moves in, they will need to roll a group DC 15 Wisdom (Perception) check.

- On a pass, they notice one of the rocks in the distance slowly shift to the side, giving them a heads up that these rocks may be more than they seem.

As the party reaches the center of the room, they will be ambushed by a rock crab swarm. Roughly 1/3 of the boulders in the room are actually these large crabs with shells made from hollowed out boulders. A few of these are larger than the others and quite deadly.

The types and number of crabs your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 6**
  - 1x Chuul (**MM Pg. 40**)
  - 6x Giant Crab (**MM Pg. 324**) with AC 17.
- **APL 7**
  - 2x Chuul
  - 2x Giant Crab with AC 17.
- **APL 8**
  - 2x Chuul
  - 5x Giant Crab with AC 17.
- **APL 9**
  - 3x Chuul
  - 3x Giant Crab with AC 17.

Challenge 4 – The Bullywug Arena

When the players have killed off all of the rock crabs, they can move to the far side of the room and open the door. It is locked, but with a bit of force or lockpicking they can open it up and reveal yet another short tunnel. Once again, any tall races will need to hunch down to pass.

As they head down the tunnel, the party hear the sounds of croaking which grows louder and louder. They begin to see small mud huts in the distance and bullywug warriors at the ready with spears at the entrance of the tunnel. They have pet turtles on ropes that snap their jaws viciously. Two bullywugs stand at the ready with mouths full of water, ready to blast the party at a moment's notice. Beyond a row of these frog-warriors is a slightly larger bullywug that wears a crown made of coral. He yells out to the party with an incredibly deep and drawn out voice as they move down the tunnel, *"Why you attack Bullywug Empire? Answer King Glok or be vanquished!"*

The party will tell them of their journey and why they need the stone to which the king will respond, *"An honorable task, but the stone belongs to King Glok! Perhaps Glok let you earn the prize. You have valuable treasures, yes?"* If the party nods, he will literally jump for joy. *"We shall wager your treasure against ours in a set of trials! The best of three shall win in glorious victory!"* Croaks fill the cave with excitement at the sound of this. *"First challenge is battle of wits! Select most smart of champions to face off against Rol'keg, the High Shaman!"*

A Test of Intelligence

The scenario: *You are led over to a side arena where you see a wrinkled Bullywug step forward with a cane in his hands. He looks at you threateningly as another set of bullywugs run through the mud with sticks in hand and carve out a grid before you. More bullywugs run over to your side and sit down a large platter of five sets of sticks that have each been tied in the shape of a cross. Before Rol'Keg they sit a platter of five perfectly round stones. He picks up one of these stones, running his hands over it lightly as he stares you down. Bullywugs crowd around excitedly.*

"Name of game is Wug-Wag-Woe!" cries out an announcer and the bullywugs begin chanting Rol'Keg's name. *"First get three objects in row on grid is winner!"* He turns to you with a smug smile and shouts, *"Bullywug show mercy! Challenger make first move!… We remind crowd that Rol'Keg have never lost a game!"*

This is literally just a game of tic-tac-toe. Be as overly dramatic as possible when playing out the match.

Rol'Keg will take an incredibly long amount of time to make his moves. Speaking aloud and thinking about every outcome and the bullywugs will all murmur amongst themselves as he makes his moves. If the game ends in the tie *(as it almost certainly should)* the bullywugs will become confused and overwhelmed. King Glok pauses for a moment before declaring Rol'Keg the victor. **He declares that since the challengers moved first, they were at an advantage. They placed all five sticks on the board and Rol'Keg was only permitted four stones! If he were allowed one more stone like the challengers, he would have easily won!** *(This is meant to be an automatic loss and should be seen as a bit of fun as the bullywugs are ridiculous creatures)*

The victor is clearly Rol'Keg!

A Test of Strength

"The second event is a show of strength! Select a fighter to face off against our most mighty of bullywugs: Krowke!"

The party must select their fighter and afterwards the bullywugs will swarm *(dozens in total plus half a dozen turtles.)* They force the group over to a 30-ft wide arena. It is sunk down in the ground and the floor is covered in slick water. Any non-bullywugs that move in this arena consider it as difficult terrain.

On the far side of the arena, a massive bullywug steps forward. He is easily twice the size of the others and holds a large two-handed maul. He croaks in a deep voice and the other bullywugs go wild. The king shouts, "Our champion, Krowke! Puts the bull in bullywug! Who is champion, challengers?"

They will step down into the arena and the king will give a resounding croak to signal that the start has begun and both the bullywug and the player will need to roll for initiative. Use the stats of a Bullywug Brute (**NEB1**) for Krowke. If you do not have Nerzugal's Extended Bestiary, you can also use the stats of a Berserker (**MM Pg. 344**).

When the Bullywug drops to below 10 health, he will concede to the player. He will also offer the player the same courtesy, sparing their lives when he sees they are nearing death.

A Test of Endurance

After the Test of Strength, there is only one event left. The bullywugs will request council for a moment to decide on the final event, as no one has ever made it to this round. After a far-too-lengthy discussion, they turn to the party and the king announces: *"Final challenge shall be....* (Pause for dramatic effect) *... who can remain longest underwater without coming up for breath!"* The king announces that he shall be the one to compete in this competition personally. He removes his crown and puts down his scepter and flexes before the crowd. *"Who shall be challenger for test?"*

The bullywug king gestures to the back of the cave and a huge band of bullywugs run that way and begin to spew water into a large basin. The king walks up and nods approvingly at them while he begins doing some deep breathing exercises in preparations for the competition.

The players can perform a DC 13 Intelligence (Nature) check to see what they can find out about bullywugs. A success reveals that while most think bullywugs can breathe underwater, they can't stay under forever. Most can only remain underwater for about forty-five minutes without coming up for air.

Here is where those water-breathing potions or a caster with the right set of skills will come in handy, but they will need to be discreet with their scheming or the bullywugs will take notice and disqualify the cheaters!

- If the players win, King Glok will reluctantly give up the Waterfall stone. It is a beautiful inlaid with sapphires. He will then ask the players leave his kingdom as they have received their trophy and humiliated his people.
- If the players lost, King Glok will cry out in joy and demand the players give up their treasure. Afterwards he will tell them to leave his lair unless they are in the mood for further defeat. If they ask, he is willing to have another match in the arena if they are up to the challenge. If they lose the event, they will stay amongst the bullywug people as slaves! The event is turtle-back jousting.

If it comes down to the joust, the players will need to face off against a Bullywug Tortoise Knight. They each mount a turtle *(which is very awkward if the party does not contain a Small sized character)* and the two will charge at each other at a **blistering** pace. The bullywug and the player will both make attack rolls against the other's AC. *(AC 14 for the Bullywug as he has a shield).* The first to land three hits is considered the victor.

If the players lose in this event as well... get creative!

Path of the Crashing Wave

Challenge 1 – The Parted Waters

The party walks down a long tunnel and the sound of rushing water grows stronger and stronger. After a while, the path ahead begins to open up... in fact you can see that the path is in the area between two thirty foot high walls of water. The water continues to flow down the sides, but then pours back into itself at the bottom. It defies all logic. The path is completely dry, as it is held in stasis by some sort of magical effect. The roar of this flow is deafening.

This path continues for a few hundred feet before it is interrupted by a stairwell leading up. This stairwell continues until it touches the top of the wall of water, but from down below the players cannot discern what awaits them above.

There are a number of objects scattered throughout the path. As the party walks along, they see the first of these items - two small pillars near the water's edge with pearls mounted atop them. They seem to be lightly shimmering. Make sure to ask your players multiple times if they are certain that they want to take the pearls. *(Nothing happens when they do. This is simply to mess with them a bit).* The pearls are worth 100gp each.

The next item they see is a large ruby. It is directly in the center of the path and it sitting atop a pressure plate. If they remove the ruby, they will hear a loud click and a roar in the distance, but the waves do not falter. *(This will increase the DC of swim checks later should they happen).*

The party continues and sees a treasure chest sitting in the center of the path. It is blackened and seems to have suffered from many, many years of water damage. As the party nears the chest, they can hear the water grow louder with its churning and they begin to get splashed by water that breaks through the barrier. If they touch the chest, the water around them surges inward slightly and for a moment it seems the entire passage may collapse, but it does not. If they open up the chest, they will find it contains a dulled, but lightly glowing scimitar. This is a cursed weapon. It is a -1 weapon and cannot be dropped until the curse removed. If the user tries to draw another blade they magically draw the scimitar instead.

The next item they encounter are a set of tortoise shells, about eight in total. They are just scattered all along the path. They are closed up and it appears as though the occupants of the shells are sleeping, though in reality these shells have been empty for a long time now. If they take some of these shells, they may prove useful in the future as boats to navigate across the water.

Once they pass the shells, the party is at the base of the stairwell. They climb them with no issue and find they are face to face with a massive, ancient tortoise.

Challenge 2 – Lyrrinok, The Wave Breaker

The tortoise speaks to the party, *"I am Lyrrinok, The Wave Breaker. I have waited many centuries for a new challenger to face the trials of the cavern. The first matter we must address is if you are here with pure intent, for if you are not, I will be forced to destroy you. If you can convince me that you belong, I will ask you a series of riddles. The first shall be simple for a set of worthy adventurers, while the answer to the fourth riddle is as old as time itself."* **Make sure you read this text exactly, because the end of his statement is the answer to the final riddle!**

As he finished his speech, the waves come crashing together and the path disappears. When the party turns around, they see waves rolling across a massive lake and can see a doorway on the far side. *"Now, what is your purpose here?"*

The players will need to give the tortoise an appropriate answer and he will nod in approval, otherwise the Dragon Turtle attacks (**MM Pg. 119**). He knows if anyone in the party is lying to him and will grow enraged if he senses that. He will give them a second chance if they try to deceive him, but afterwards he will strike without mercy.

Lyrrinok will ask them to solve his riddles. He will give them clues to help them through the trials depending on how many they get correct. If they answer none correct, he will deem the players unworthy and ask them to leave.

They will have a single minute to answer each of these riddles.

Riddle 1:

Find me floating through water or stuck in the sand,
or maybe just resting in the palm of your hand
Sometimes a treasure, sometimes a home
Sometimes a spiral, sometimes a dome
Within my walls the ocean I hold
And if you just listen, a story is told
What am I?
A Shell

Riddle 2 :

You find one half of me within the night's sky and the other within a lake.
If we met and my arms had hands there would be many for you to shake.
I may seem weak, but that isn't so.
Cut part of me off and I simply regrow.
What am I?
A Starfish

Riddle 3:

Within my shell, great secrets I hold
Open me up and the truth shall be told
I typically drift, forgotten by most
Floating along 'til I find a new coast
And if I do perish before I am found
My existence is meaningless, my purpose is drowned*
I'll wither away amongst the debris
My secret dissolved so no one shall see
What am I?
A Message in a Bottle

Riddle 4:

How old am I?
As old as time itself.
(This answer is given when he first introduces the riddles so be sure you use the correct phrasing!)

Rewards

- **No answers correct:** The tortoise is deeply displeased and asks the players to leave. Depending on how they react, he may attack.
- **1 answer correct:** He tells them that the rune they seek is through the room across the way.
- **2 answers correct:** Same as above, but he also tells them that the door requires the pearl of a giant clam to open.
- **3 answers correct:** The tortoise tells them the information above and tells them of a secret cache off behind him. Look for a strange chunk missing from the stone and pull it to reveal a chest.

In this chest is a sea of tiny sapphires. There are at least two hundred of them and they are worth roughly 3-5gp each. Atop these sapphires, floating on this artificial sea, is a small toy boat with a light blue potion sitting on it. In the back corner of this alcove is a trident.

- The potion gives whomever drinks it permanent underwater breathing.
- The toy boat has some words inscribed on it: *"Break the Waves"*. When these words are spoken, the boat immediately grows into a medium sized row boat. This boat lasts eight hours or until the words "Calm the Waves" are spoken again at which time it returns to a toy and must remain that way for 24 hours before it can be deployed again.
- The Trident is simply a Trident of Fish Command (**DMG Pg. 209**)

- **4 answers correct:** Same as above, but Lyrrinok will offer to carry the players across the lake on his back, for they are truly worthy.

Challenge 3 – Ride the Wave

The party now needs to cross the lake which is still churning with vicious waves. Lyrrinok will still carry the players across if they can bribe him sufficiently, even if they did not get all for riddles correct. The party can also use their newfound boat if they retrieved it or the turtle shells . . . or simply swim though , which is quite dangerous. The players will need to make Strength (Athletics) checks to make their way across. Set the DC based on the items they use to do so. Make them pass multiple checks (2-3), once again depending on their mode of transportation. On a failure, they are swept towards the rock walls and on enough consecutive fails they will be smashed against them and take 3d6 bludgeoning damage.

Challenge 4 – The Clam's Pearl

When the party reaches the opposite side, they will see a massive set of stone double doors and in between the two doors is a large spherical indentation. Just above this is a small carving that appears to be a clam.

A quick look down into the water near the edge of the shore and the players can make out a huge, open clam down in the water with a brightly shining pearl resting within. It is a thirty foot dive, so whoever goes down will need to make a successful DC 15 Strength (Athletics) check to fight the waves and stay on course. If they fail the initial Athletics check, have them make a DC 10 Constitution saving throw. If they succeed, then they resurface, being able to hold their breath long enough. If they fail the second roll as well, their lungs become filled with water and they begin to drown and will need to be saved. If the player can breathe underwater, simply let them swim down to the clam as they will get there eventually one way or another.

When the player reaches the clam, they will need to perform some Dexterity (Stealth) or Dexterity (Sleight of Hand)checks to grab the pearl *(depending on their approach)*. If something like a Mage Hand spell begins to take the pearl, it will immediately slam shut and trap the pearl within, at which point they will need to get more creative with their retrieval process. Solutions include prying it open with a weapon, talking to the clam with the Trident, or through traditional violence.

If a player tries to grab the pearl with their hand and fails, the clam will slam shut on them, dealing 3d10 bludgeoning damage and giving them the grappled condition. If the player is not breathing underwater magically, then they will need to make Constitution saves or begin to drown. At the end of each round, a trapped creature may roll a DC 15 Strength (Athletics) or Dexterity (Acrobatics) saving throw to break free of the clam's grip, breaking free on a success.

If the players attempt to attack the clam with melee weapons they will find that it is nearly impossible to swing. They make all rolls with disadvantage and all attacks deal half damage.

When the players retrieve the pearl, they must put it in the slot between the doors which reveals the next challenge.

Challenge 5 – Coded Languages

[See Section B - Puzzles for information on the Coded Languages puzzle!]

On completion of the puzzle, a secret panel will slide open and reveal the Stone of the Crashing Wave.

Path of the Whirlpool

Challenge 1 – Whirlpool of Secrets

The players must go down into the water which is ice cold. They need to make a simple swim of perhaps thirty feet through this underwater tunnel that is kept lit by glowing orbs along the wall. When they emerge, they find themselves in rather small room that is dominated by a perfectly round hole in the center. This hole is filled with water that goes down until it disappears completely into darkness. It is at least a hundred feet deep. Written along the wall is a set of ancient text in the Deep Speech.

When the players jump into the water, they find that it feels strange, almost slimy. They get a sense of darkness nearby. If they look around the room, they can see scrawled on a stone in the corner are some notes written in common. They read: "To enter the lair of the entity, you must speak aloud your greatest secret. You cannot lie to their magics . . ."

The players will then need to enter the water and prepare themselves. As each person in the party speaks, the water begins to spin in a light circle, forming a whirlpool. This effect grows stronger and stronger with each member of the party that speaks and as they say their secret and it is confirmed to be their deepest, darkest secret, the water will flash blood red for just a moment.

When everyone successfully speaks their secret, the whirlpool will reach its critical point and they can no longer hold on. It will begin to pull them down into the depths and everything goes black for a moment. A few seconds go by of them tumbling along in the dark depths, water churning all around until they are thrown out into the center of a massive chamber. They land a top a group of spongy plants so they don't take damage, but as they look up they can see a mass of spiraling water suspended in place thirty feet over their heads.

Challenge 2 – Dark Depths

As the party recovers and begins to look around, they see a massive door along one of the walls in this large cavern. In front of this door are three pedestals that are merged with the floor. Leading from these to the door are a set of strange runes. There is also an ominous presence in the area. The players get the feeling that they are being watched. As they walk up to the pedestals they will see some inscriptions written upon them.

- The first pedestal has a bowl shaped indentation and a knife sitting within. (The price of body)
- The second pedestal has a mask sitting atop it. (The price of mind)
- The third pedestal has an amulet sitting atop it. (The price of soul)

All players must use the knife to cut themselves and then bleed into the bowl. Once this is done, the runes connecting the pedestal and the door will begin glowing to signify that the price has been paid. Each player takes 1 slashing damage from this cut.

A single creature must put on the mask to pay the price of mind. As soon as it is firmly in place, they will begin screaming in agony as it latches on. They will see flashes of mind flayers in the darkness, their terrifying tentacles probing for information. That creature will have its Intelligence score reduced by 4 until they complete a long rest. Once the drain is complete, the mask will fall from their face and glow faintly. If it is put back in its place atop the pedestal the runes begin to glow as well.

A single creature must put on the amulet as well. When they put it on, they fall to their knees as it saps the strength from their body. Their limbs go numb temporarily, they feel unable to move an inch, their own armor is crushing them to the ground. This player's Strength score is reduced by 4 until they complete a long rest. A deep pain shoots through their body for about thirty seconds and then the crushing sensation passes. Afterwards, the amulet begins glowing. When it is put back in its place, the runes will begin to glow.

Once all three runes are active, the door will open and reveal the chamber beyond. What they see is a suspended wall of water before them and at the far side is a glowing light within another chamber. The water sits as if locked in place by an ethereal barrier - unmoving, but ominous. The water is incredibly dark, but as the players stare into its depths they spot a dark shadow swim by at a terrifying speed. Make a group DC 15 Wisdom (Perception) check. If the party succeeds, they spot sharks swimming out in the water. Unfortunately, the only way forward is through the water.

Challenge 3 – The Suspended Lake

Only magical light can exist in this chamber. When the players step through the doorway they are surrounded by thousands and thousands of gallons of water. There is no distinguishable edge to the water, or a ceiling, but if they go roughly one hundred feet out to the left or right they will find a wall. The only thing they can see is a set of very faintly glowing runes on the floor pointing straight ahead. As the players step through the threshold of the water, they find that they can breathe somehow despite being underwater.

As the party pushes further into this passage (roughly one hundred and twenty feet total), the first shark hits them from the pack. It strikes hard and fast out of the darkness.

Roll for initiative.

The types and number of sharks the party faces depends on the party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 6**
  - 3x Hunter Shark (**MM Pg. 330**)
- **APL 7**
  - 4x Hunter Shark
- **APL 8**
  - 1x Giant Shark (**MM Pg. 328**)
  - 2x Hunter Shark
- **APL 9**
  - 1x Giant Shark
  - 3x Hunter Shark

Once the sharks are down, they continue to the end of the passage where they find the tunnel that leads them out of the water. There is another door at the end of the hallway, and when the door opens they find their final enemy - a mind flayer.

Challenge 4 – Lair of the Flayer

This cave is full of more Deep Speech writings along the walls. A single mind flayer sits on a throne of coral at the back side of the room. It holds hits arms out to the players as they enter and speaks directly into their minds. *"Welcome to my domain. I know you seek the stone, but to obtain it you must first prove yourselves worthy. Perhaps I shall feast tonight, it has been a long, long time since I have had a good meal."* It rises from the throne and takes its first step towards the party. *"Let's put your minds to the test!"*

Roll for initiative.

The abilities and stats of the mind flayer are modified depending on your party's APL. See the beginning of the module for information on determining your party's APL.

Additionally, The mind flayer can take legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The mind flayer regains spent legendary actions at the start of its turn. The number of legendary actions the mind flayer has is detailed below.

- **Teleport.** The mind flayer magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
- **Mental Assault.** Target creature within 90 feet of the mind flayer must succeed on a DC 15 Intelligence saving throw or take 13 (3d8) psychic damage.
- **Disruptive Wave (Costs 2 Actions).** The mind flayer unleashes a wave of psychic energy that invades the minds of each creature within 60 feet that is not behind total cover. Each of those creatures must succeed on a DC 15 Intelligence saving throw or lose concentration on any spells, be pushed back 20 feet in a straight line, and be knocked prone.

- **APL 6**
  - The mind flayer has 1 legendary action.
- **APL 7**
  - The mind flayer has 2 legendary actions.
- **APL 8**
  - The mind flayer's hit points are increased by 20 and it has 2 legendary actions.
- **APL 9**
  - The mind flayer's hit points are increased by 30 and it has 3 legendary actions.

When the party lowers the Mind Flayer to 0 health, it will kneel down and pull the stone out from under its robes. The mind flayer holds out the stone and offers it to the party, then asks that they take it and leave its chambers. The flayer points to another whirlpool off on the side of the room. *"That will take you back to the surface."*

The party may choose to give the Mindflayer mercy or to kill it. Either way, they are free to leave afterwards and receive full experience for the encounter.

The Final Chamber

The players return to the main chamber with all of their runes and put them into their correct place on the pedestal. When they do so, the pedestal will begin to glow and sink into the floor, at which time the floor will slide open. This reveals a staircase leading down, which *should* be leading deeper into the ocean, but is surrounded by stone on all sides.

When the players reach the bottom, there is a large door before them depicting a massive mural of a Kraken. When they press open the door, they will find themselves in a rather small room. There is clearly powerful magics at play here. In the very center of the room is an orb roughly a foot in diameter sitting atop a pedestal and locked tightly in place by a set of metal teeth. If the players look within this orb they can see a tiny kraken swimming around within. The kraken is only a few inches in size, but it looks fierce nonetheless.

The players may take the **Orb of the Kraken** for later use if they wish. It always feels wet and damp no matter what conditions it is in. When the orb is thrown to the ground with enough force to shatter it, the kraken is released from its prison and will go on a rampage, for it has been locked away for far too many years.

You can of course choose another item to give the players, this is merely a suggestion. This item is a powerful one time tool, so be careful. Your players can cause a lot of chaos with this one.

Final Notes

This dungeon is a bit lighter on creature encounters than most since it is quite high in puzzles, so feel free to drop in a few more if that is what your group needs. My suggestions are the following:

- Some guardians at the ready when the party places all of the stones in the pedestal at the end. Scale the encounter or ignore it depending on how beat up the party is at this point.
- When the players cross the divide in the Crashing Wave portion of the dungeon have some creatures lurking amongst the turtle shells.
- Add one more section in the Crashing Wave section after the puzzle where they need to fight some creatures to get the stone.

And make sure to increase the total XP if you add more encounters!

Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the dungeon. Feel free to adjust this as you see fit.

- **APL 6** - 6,000 XP per player
- **APL 7** - 7,500 XP per player
- **APL 8** - 9,000 XP per player
- **APL 9** - 11,000 XP per player

The Trial of Heroes

A Dungeon for Adventurers Levels 6-9

Overview

This dungeon puts the party through a set of trials to retrieve an ancient artifact: a blade of incredible power. Perhaps in your campaign this will slay dragons, banish an ancient demon lord, or slay a seemingly immortal undead entity. **[It does not need to be a sword, though in the examples given below that will be the assumption. Bend the adventure to meet your needs as you see fit.]** Many of the creatures and effects of this dungeon are brutal and long lasting, so if your players are reckless, they may find themselves permanently disabled or dead.

The Trials

- **The Minotaur's Maze** - A seemingly endless hall of stone in which the party must find an idol to give to the Minotaurs that hunt them through their labyrinth.
- **The Nest of Nature** - Putting the party's will to the test, they encounter a nymph that has a simple request . . . or at least it would be simple if the task wasn't gathering a plant that uproots and fights back.
- **The Devilish Duo** - Two enemies await the party in an arena whose stands are filled with cheering fans. In this arena, however, sometimes the last person standing is not the winner if the crowd did not enjoy the spectacle. Best hope you can fight with style!
- **The Strength of Stone** - The party finds themselves in a cave and all of the fun that goes with it - such as tunnels that narrow to the point that the party must crawl single file through the mud, demons that lurk in the shadows, and giants of stone that blend in with the cavern walls.
- **Mechanical Mayhem** - A trial that forces the party to try again and again until they complete it successfully. Everyone must play a vital role as they lead a fragile glass golem through a series of deadly traps using nothing but what they find in this strange laboratory.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your player's total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary and Nerzugal's Extended Nestiary 2. Monsters denoted (NEB1) can be found in Nerzugal's Game Master Toolkit which you can get on DriveThruRPG. Monsters denoted (NEB2) can be found in Nerzugal's Dungeon Master Toolkit 2 which you can get here on the DM's Guild. Both of these products are available for free.

The Central Chamber

The party steps into a large cavern with a single wooden door set in the far wall. Along the walls of this large dome-shaped area are words carved deep in the stone that glow a faint blue. *"Only those who can survive the trials placed before them are worthy of the Blade. Prepare to face nightmares, for only those who can look their worst fears in the eye and stand strong can use this weapon to its fullest potential. You have twelve hours from the time you step through the first door to complete these trials."*

Above the wooden door are words that read *"The Minotaur's Maze"*. It is a simple door and it is set flawlessly within the stone with not a mote of dust visible. There is no handle on this door, but it opens without resistance when pressed. On the other side is a corridor of darkness with walls and ceiling made of stone. At the threshold of the doorway is a large brass ring that would be fixed through a bull's nose.

The Minotaur's Maze

Finding the Statue

The party will need to light torches, for these tunnels are devoid of any natural light. They can hear the echoes of footsteps in the distance, but they reverberate and seem to have no distinguishable origin. On the wall as soon as the party enters, a set of runes will begin to glow with the following message: **"Only the minotaurs know the way out, these walls simply laugh as you stumble about. Find them a treasure, but until then evade. Show me your strength; I'll show you the blade."** If the party opens the wooden door again, it will simply be stone on the other side. They are trapped.

Give your players a choice: *"You see a path extending ahead of you, as well as one on your left and one on your right. Each of them quickly turns to darkness. Which path will you take?"* Leave them confused and constantly filled with options that ultimately mean nothing as the walls themselves shift to change their pathways. Let them go on for a bit, choosing paths and marking their way. If they leave a trail or indicators of some sort, be sure to make them stumble back on them, but coming from a different angle. Remember, only the minotaurs know the way out - this maze cannot be solved. The clack of hooves against stone is constantly echoing through the halls, growing quieter or louder with every turn.

Let them wander for a bit, until they eventually see a chest. When they open it, they will find it appears to be empty, but the inner workings of the chest are clearly affected by magical darkness. Tipping over the chest does nothing and putting even magical light in the chest does not illuminate its contents. A player will have to reach deep into the chest *(up to their shoulder)* or come up with some other means to physically retrieve the object that hides within. Once successful, they will find a one foot tall golden minotaur statue. It is missing its eyes and it looks as though there should be something in his hands. It also appears to have a small indention around the base of its neck where some sort of necklace or amulet would go. Unfortunately, none of these missing objects are within the chest.

Finding the Eyes

As they continue on further, they will spot another chest which is actually a mimic (**MM Pg. 220**). The mimic will lie in wait, showing the players what they want to see until someone reaches inside, at which point it will snap shut around their arm. **(This should be a trivial combat for any of the groups that would head into this dungeon. It is mostly to put them on edge.)** Once the mimic is defeated, the party can retrieve a single, tiny, perfectly round ruby that rests within. It is the exact size of the eyes on the minotaur statue and will pop nicely into the slot.

When they place the ruby into the eye slot of the minotaur statue, the walls of the maze begin to shift. Each player will need to succeed on a DC 13 Dexterity saving throw or be separated from the party by a sliding wall. If anyone is left out, they will need to call out and navigate until they can find the others.

The players that did **not** make it on the other side of the wall in time can hear the hooves of the minotaurs more clearly. As they round a corner, they will see a set of red glowing eyes in the distance. The minotaur is wearing a golden amulet with a glowing red ruby set in the center that casts out a faint red light. The minotaur holds a massive greataxe, which in the red glow of the amulet, appears to be covered in blood. The minotaur stomps its hooves loudly against the stone to issue a challenge. If they choose to fight, use the stats of a Minotaur (**MM Pg. 223**) but with hundreds of health. Make it incredibly obvious that this enemy is not meant to be killed as its wounds heal over and over again with each strike.

This minotaur will not attack unless one of the party members attacks first. If they run, the minotaur will give chase, thumping loudly behind them as they scramble. Lead them on a chase down the halls, giving urgency as the footsteps grow louder and louder and the axe scrapes against the wall. The glow of the amulet begins to shine in their peripheral vision and they finally round a corner and bump into their party members, at which time the sounds of the hooves ends immediately.

Finding the Axe

No one in the primary group recalls hearing or seeing anything since they were separated. Now that they are together again, they can resume navigation through the maze. After another few minutes of wandering, they will see a small golden greataxe floating in the center of the passage. It is not glowing or moving, simply sitting in place. It is actually in the center of a gelatinous cube (**MM Pg. 242**). The cube is translucent and all but impossible to see until someone touches it. It takes up the entire passageway and anyone that gets within five feet of the axe is grabbed. They need to kill the cube in order to retrieve the axe for their statue.

The strength of this gelatinous cube is modified depending on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 6**
  - Increase the cube's hit points to 120 and the DC of its Engulf to 15.
  - When damaged by an attacker within 5 feet, the cube can use its reaction to make a Pseudopod attack.
  - ***Pseudopod.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (6d6) acid damage.
- **APL 7**
  - Increase the cube's hit points to 140 and the DC of its Engulf to 15.
  - When damaged by an attacker within 5 feet, the cube can use its reaction to make a Pseudopod attack.
  - ***Pseudopod.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) acid damage.
- **APL 8**
  - Increase the cube's hit points to 160 and the DC of its Engulf to 16.
  - The cube gains the Multiattack feature and can make 2 Pseudopod attacks.
  - When damaged by an attacker within 5 feet, the cube can use its reaction to make a Pseudopod attack.
  - ***Pseudopod.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) acid damage.
- **APL 9**
  - Increase the cube's hit points to 180 and the DC of its Engulf to 16.
  - The cube gains the Multiattack feature and can make 2 Pseudopod attacks.
  - When damaged by an attacker within 5 feet, the cube can use its reaction to make a Pseudopod attack.
  - ***Pseudopod.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) acid damage.

Finding the Amulet

The party will stumble around a few more corners before finding their way to the entrance of the maze. Have everyone make a DC 15 Wisdom (Perception) check. If anyone passes, they notice that the sign by the entrance has changed slightly. *"Only the minotaurs know the way out, these walls simply laugh as you stumble and shout. Patience is required, do you trust what you see? You will need to choose wisely, if you hope to go free."*

It is then that the party will hear crying coming down from one of the tunnels. When they search for the source, they will see a little girl curled up in the corner and sobbing loudly. She is clutching an amulet tightly in her hands that displays a ruby the perfect size for the minotaur statue. She has been lost in this maze for an eternity. It never ends. She doesn't remember how she got here or even her own name, but she has had this amulet the entire time, claiming that it keeps the "mean cow people" from attacking her. She will absolutely refuse to give up the amulet in fear the mean cows will take her away if she does.

If the party uses violence to try and take it from her she will scream: *"I curse you, mean person! I hope the cow people get you!"* and the creature who used force will lose 1 Charisma as a bull ring pierces through their nose. She will disappear and the amulet clatters to the ground. Any attempt to remove the ring results in extreme pain. A remove curse spell allows it to be removed, but the Charisma loss can only be cured via Greater Restoration.

If the party is kind to the little girl and promise to take care of her, she will grow very happy, run over, and hug one of them. She whispers into their ear, *"I am glad I didn't have to hurt you."* She will then follow the party on the rest of the journey, speaking about deeply disturbing things she has encountered in her time in the maze, but with the innocence of a child.

Confronting the Minotaur

Once the party has completed the statue, they wander deeper into the maze. After a few minutes, they will hear the clattering of hoof on the stone and soon after they will find the creature of the labyrinth: the minotaur. It will look to them, draw its weapon, and begin charging. If they hold out the statue, it stops its charge and simply stares at the party. It will reach out, grab the statue, give a rough snort, and tuck it into a side pouch before slamming his axe on the ground and walking away. He gives a gesture to the party to follow as he walks into the shadows.

They will turn a few corners and see the entrance. The words on the wall have changed once again. **"Time erodes all. The peace shall fade. Still four more trials to retrieve the blade."** When they open the door, they will see the central chamber again. If the party has the little girl with them, she will burst into light and drift away. If the party was kind to her throughout the entire encounter, on the pedestal in the center of the room will be a necklace with a horn attached. It has a note underneath it that simply read *"Silly Minotaurs."* This is a Minotaur Horn Amulet.

Minotaur Horn Amulet

Wondrous item, uncommon

Twice per day, you can use their action to say the code word and point the horn at a target. An ethereal minotaur will burst forth and bull rush the enemy. Make an attack roll with a +8 bonus to hit. On a hit, the target takes 22 (4d8) damage and is pushed up to 10 feet if it is of size Large or smaller.

When the last member of the party is back in the central chamber, the door will slam shut and disappear from view moments later. Another door on the far left side of the room will come into view. A sign above this door reads: *"The Nest of Nature."*

The Nest of Nature

The party steps through the door and into a lush forest filled with a vibrant display of colors. Trees and flora range every color of the spectrum and there are species of plants here that they have never before seen. It is breathtakingly beautiful to behold.

On a nearby tree, a message is carved and glowing. **"Beauty does not equate to power, nor nature to peace. Obtain a Moonlily, only then shall you be released. Ask the creature of great allure, but your eyes do not trust, for the shortest of gazes, may leave you blinded by lust."**

The area around the party opens up. If they turn around, they will see the door appears to be carved into the side of a massive tree. If they open the door, they will simply see wood and some dripping sap.

They begin their search. Luminescent flowers cover the forest floor, some of them dance in the moonlight that bleeds through the canopy, others twist around the trees that reach hundreds of feet into the air. Music almost seems to drift between the thick trunks of these ancient behemoth trees, some of which are over twenty feet across with roots that extend a thousand feet through intricate underground systems. After a short time, the party will begin to hear the sound of sweet music drifting from the west.

The Nymph

As the party approaches, they will see the shape of a shimmering silver figure in the distance. It appears to be elf-like, but her ears are much longer and her skin is a pristine silver. Long purple hair extends down to the center of her nude back. She is facing away from the party and plays on a large wooden harp as she sings melodies in Sylvan. They all find it incredibly relaxing and alluring.

This is a wood nymph.

When the party gets her attention, she will turn to face the party. Those who do not look away, see the form of an absolutely beautiful woman. The gods themselves wish they could obtain such perfection. Her curly purple hair drifts down over her breasts and she gazes out with large emerald eyes that one could get lost in forever. In fact, everyone who sees her needs to make a DC 15 Wisdom saving throw (or DC 16 for APL 8-9) or become blinded permanently. *(Only Greater Restoration will cure them of this blindness.)*

If the party asks about a Moonlily, she will give a simply giggle and respond in a seductive voice: *"Yes, but the beauty of the flowers pale in comparison to my own beauty. Why look at it when you can look at me? What do you have to offer in exchange for my help? Or perhaps you seek something other than… information."* She will start to approach the party.

They will need to provide something of significant beauty or of substantial power to impress her. This could be a significant amount of gold, a fine jewel, or a magical item. If she is pleased with the gift, she will take it from whoever holds it out and plant a kiss on their lips as a thank you. She will take the hand of that person and and whisper into their ear, *"You can gaze upon me if you wish. It will not harm you."* If that person looks at her, they will get the same description as above, but will not become blinded. In fact, they feel inspired and gain 15 temporary hit points as a result.

She will communicate directions to this one person through tender whispers in their ear. *"Follow the orange glowing flowers until you reach the lake. The Moonlilies line its shore. You will know them when you see them. But be careful, my sweet, for the creatures in that area can be… aggressive."*

The Lake

The party must follow this pathway of luminous orange flowers. After five minutes of walking, they see the lake in the distance. It shimmers with the light of a moon that has been hidden by the canopies since the party arrived. As they look out for animal life, they see nothing but small mammals, squirrels and such, skittering around harmlessly, but as they near the edge of the forest they will come under assault by some deadly plantlife.

Roll for initiative.

The types and number of creatures your party face's depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 6**
  - 1x Woodwraith (**NEB1**)
  - 2x Vine Viper (**NEB2**)
  - 2x Blooming Badger (**NEB2**)
- **APL 7**
  - 1x Woodwraith
  - 1x Mushroom Moose
  - 2x Vine Viper
- **APL 8**
  - 1x Moss Mammoth (**NEB2**)
  - 2x Vine Viper
- **APL 9**
  - Fungal Titan (**NEB2**)

Once these creature(s) have been defeated, the party sees the Moonlilies sitting at the edge of the water. They have eight massive pedals that glow the exact color of a full moon. When the party picks the flower and turn around, they will see a door shimmering in one of the nearby trees. As they approach, they notice marking carved into another nearby tree: **"By no beauty or beast shall your journey be swayed. Only three more trials to retrieve the blade."** They will open the door and see the central chamber.

If the players make it through and no one but the invited player looked upon the Nymph, there will be a small headband of leaves sitting in the center of the room:

Headband of Allure

Wondrous item, uncommon

Whenever you are attacked by a creature, you may use your reaction to try to force that creature to choose a new target (or no target) this round instead. If that creature is sexually attracted to you, it must succeed on a DC 16 Wisdom saving throw or choose another creature to attack. If the creature fails this save by 5 or more, it is enraptured by your beauty and does nothing this turn instead. A creature that is not attracted to you automatically passes this saving throw. Once this ability has been used, it cannot be used again until the next dawn.

When the last person goes through the door, it will slam shut and fade into the wall. A quick look around will show another new entrance. Above this door are the words: *"The Devilish Duo."* When opened, the party will step into a hallway that leads to a large stadium-like arena.

The Devilish Duo

On the wall near the entrance is another set of runes. **"Strength to weakness, your might stolen away. What is your role? Predator or prey? Trust your instincts, but not your foe. Do you hear the crowds cheering? Let's give them a show."**

As the party walks out of the hallway they will find themselves in a massive arena. It appears to be carved out of limestone and the sun is blazing high overhead. Citizens line the stands of the arena and are cheering loudly as the heroes make their way out into the open. There are pillars of stone scattered about, low walls, a few burning pyres, and even a few war horses at the ready with a chariot. Feel free to add anything else that might add to the excitement to this battle such as a chained lion or a few spike pits.

A metal gate slides shut as they step out fully into the open. Across the way are two enemies standing fifty feet apart and simply staring towards the party. These are a Succubus and an Incubus (**MM Pg. 285**). They start walking towards the party, raising their weapons to the sky and getting the crowd excited. Eventually they will signal to the party to join them near the center of the arena.

The strength of the succubus and incubus are modified depending on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 6**
  - Lower the Succubus/Incubus's hit points to 50
- **APL 7**
  - No changes
- **APL 8**
  - Increase the Succubus/Incubus's hit points to 85 and AC to 16
  - The Succubus/Incubus gain the Multiattack feature and can make 2 Claw attacks.
  - Charm DC increased to 16.
- **APL 9**
  - Increase the Succubus/Incubus's hit points to 100 and AC to 17
  - The Succubus/Incubus gain the Multiattack feature and can make 3 Claw attacks.
  - Charm DC increased to 16.

A Battle for their Hearts

If the party strikes the enemies from a distance, the crowd will boo them for taking a cheap shot and not fighting fairly. The crowd grows more and more excited as your **players** gives descriptive attacks. This fight is about more than rolling well - it is about making the fight entertaining. The deeper the role-playing and creativity with the attacks, the happier the crowd until the point they will start chanting the names of party members and filling them with inspiration, giving them advantage on their attacks or breaking them out of the charm effect of the succubus and incubus.

Alternatively, if the party is not descriptive or creative in their approach, they will start cheering for the duo and they will be the ones to receive advantage on their attacks instead. It becomes a struggle to not only beat these fiends, but to win the adoration of the crowd.

When the party takes down the duo, a large set of gates at the opposite end of the arena swing open. As they approach, they will see words carved above the exit: **"You fought through your weakness with no need for aid. Only two more trails to retrieve the blade."** When they push open the doors, they will see the cavern once again. As soon as the party steps through the threshold of the door, the player's **maximum** health returns to normal if it was drained by the Succubus/Incubus.

If the party successfully won over the heart of the crowd, sitting on the pedestal at the center of the room is a pair of Gloves of Missile Snaring (**DMG Pg. 172**) but they are red and black in appearance, matching the garbs of the Succubus and Incubus.

They step through and the door once again slams shut. A new door materializes in the distance with a new message. *"The Strength of Stone"*

The Strength of Stone

When the players open this new door, they see what you would expect from a cavern, it is simply a long tunnel that lightly bends and curves out of sight. Scratched into the wall and glowing is their newest message: **"The stone grows narrow, but you must press through. The water may seem shallow, but it's enough to drown you. What lurks in this darkness abhors the light, disturb their shadows and you're in for a fight."**

The Crawl

The players are in a cave tunnel that slowly grows shorter and shorter as they continue onward. It also grows colder and the air is becomes thick with a foul smell. The stone beneath their feet turns to mud and before long the path narrows to the point that the party must crawl to continue. The path is two feet high and three feet wide at most. Whoever is up front will feel something solid under their hand in the mud as they bring it down. A closer look reveals it is a human skull.

After a few minutes of this it grows narrower still. They are forced to crawl along as the ceiling is but inches above. The mud is thick and sticky. Their armor becomes coated in slop. Worms and small lizards crawl along the walls, through the mud, and now on the players. This goes on for quite some time and everyone in the party will need to succeed on a DC 12 Constitution saving throw or gain a level of exhaustion.

The Dive

After the hundreds of feet of crawling, the path opens up a bit and reveals a large pool of water. After about twenty feet, the ceiling dips down and touches the water's edge - The only way to continue is to go into the water and swim underneath. There is no way to group up, so whoever is in front will have to lead the way through the water. It is deep enough to swim in and they can feel movement beneath their feet, little fish pecking at every exposed area.

Where the stone touches the water, they must go under and feel their way forward for ten feet before the tunnel opens up to the surface again. In order to get through this portion, the players will need to succeed on a DC 10 Wisdom saving throw or become terrified of drowning in the darkness and turn back. The rest of the group will need to give them encouragement before they can go through again *(this time with advantage)*. If they fail *again*, they will become frightened for the next ten minutes and cannot go through the water again until the condition ends.

On the other side, the area opens up into a larger cavern, of course it is pitch black so unless they have darkvision it will still be just blackness. They also realize at this point that their body is covered in leeches. They lose 3d4 health as they pull the swarm of leeches off of their body. Using fire to burn the leeches away will reduce this damage by half. Of course, most players will have to wait for this portion, as a demon lurks in the shadows.

The Patient Demon

As the first player to make it through and looks back to see if the others are following, make Dexterity (Stealth) check for a Hezrou demon (**MM Pg. 60**) that is hiding on the ledge just above the pool of water. If the player's passive Perception is higher than the demon's Stealth roll, they spot the demon's eyes faithly shimmering even in the darkness.

If they notice the demon, it will simply stare back with a single brown eye. Mud coats its entire body and slowly its mouth begins to open to show a row of razor sharp teeth. It will unleash a Paralyzing Spit attack and try to drown the victim.

If they do not notice the demon immediately, they will hear an otherworldly croak and moan. They look up to see a set of razor sharp teeth and strange eyes staring at them and the demon makes a spittle attack with advantage before trying to drown that player.

Normally action economy may make a single foe seem like an easy fight, but the fact that the demon is going for a surprise attack and the other players have to swim to the fight through a cave makes up for it. Additionally, the demon's stats are modified further depending on your party's APL. See the beginning of the module for information on determining your party's APL.

This Hezrou is of size medium rather than large to accommodate the size of the cave. Additionally, remove the hezrou's Stench ability and instead give it a Paralyzing Spit ability.

Paralyzing Spit (Recharge 5-6). The hezrou unleashes a disgusting glob of spittle at a creature within 30 ft. That creature must make succeed on a DC 14 Constitution saving throw or be paralyzed for the next minute. A paralyzed creature can repeat this saving throws at the end of each of its turns, ending the effect on a success.

- **APL 6**
  - Lower the hezrou's hit points to 100 and change its Mutliattack to be one bite and one claw attack.
- **APL 7**
  - Lower the hezrou's hit points to 115.
- **APL 8**
  - No changes
- **APL 9**
  - Increase the hezrou's hit points to 160 and increase the DC of its Paralyzing Spit to 15.

The rest of the party will funnel through one at a time to find the demon attacking their ally. It is still a rather confined space *(roughly ten feet across)* and the central area is filled with water so the party will need to choose their position carefully. On top of that, the area is pitch black so the players will need to light a torch or use some magic to light the area.

Once the demon has been dispatched they can continue on through the cave, out of the mud and finally able to travel in a group once again. As they travel a bit further, they notice the air begins to smell disgusting. It grows stronger and stronger as they continue, but the height and width of the cave also grows.

The Troll Toll

After ten minutes of walking, the pathway ahead appears to be partially obscured by a large boulder. Have the party make a group DC 15 Wisdom (Perception) check. On a success, they notice that this rock is moving ever so slightly, as if it were breathing. This is in fact a Rock Troll (**MM Pg. 291**). Depending on your party's APL, these trolls may be a bit stronger than ordinary.

- **APL 6-7** - These use the stat blocks of an ordinary troll, but its flesh has a stone-like appearance.
- **APL 8-9** - The troll's have flesh that is as hard as stone. Increase the AC of these trolls to 18.

Even if they do not notice the "rock"'s breathing, they do notice a small impling off to the side of the passage in a small alcove. He is waving vigorously to get the party's attention and signals for them to be quiet. When the party moves over they see that the imp is holding a small mallet and there is a gong positioned behind him. *"Pay the toll or we wakes the trolls!"* he whispers and threatens with the mallet.

The imp is named Gleeb and he wants either 1,000 gold or the tooth of a Hezrou demon. He says this with arrogance, expecting to become rich off of the troubles of the party, but the party can simply walk back, extract a tooth, and bring it to Gleeb. He will be shocked but submit to his agreement. He pushes a small lever within the cave and tells the party to go back around the corner where they can find a new passage. This will lead them to the exit of the dungeon. [See **'The Exit'** Below]

If the party tries to argue with Gleeb or threaten him, he will smack the mallet and disappear in a poof of smoke, alerting the trolls.

Alternatively, the party can silently kill Gleeb (he has only 4 hit points). If they do so, everyone will need to pass a DC 10 Dexterity (Stealth) check to climb around the troll quietly. If any member of the party fails this check, the troll will wake. It will sit up and scream before making a swipe at the nearest target. When this troll screams, another troll will stand up in the distance and move to help his friend.

If they do not awaken the troll, then they can sneak by him with no issue. They will see another troll lying along the side of the tunnel just a bit further up. This one is much easier to sneak by and only requires a DC 7 Dexterity (Stealth) check to not wake him up. If they do, it is the same scenario as with the other troll.

Once the trolls are dealt with, the party can continue. After another few minutes of walking the path begins to narrow again.

The Exit

At the end of the path is a wooden door. A message is carved into the stone above. **"Over rocks you climb, through water you wade. Just one last trial and you'll receive the blade."** This door opens up to the primary chamber again.

If the party never woke the rolls, on the center pedestal is a large gem. This is a Gem Of Brightness (**DMG Pg. 171**) and there is a label on it that reads, *"May it guide you through the darkness."*

They see a new door that reads *"Mechanical Mayhem"* above it.

Mechanical Mayhem

The party opens the door to reveal a large golem made out of shining glass on the far side of a room two hundred feet deep and fifty feet across. Near the players is a mechanical family of dwarves facing the creature. The rest of the room appears to be an intricate laboratory filled with equipment and tool. A sign along the wall reads, "Forged from glass and carefully designed; the heart of a hero, but lacking a mind. He seeks to help, but the machines protest, give him some help, this is your last test. One last thing, and it may seem cruel, you may not use magic, only these tools."

Mechanical Mayhem Puzzle

[See Section B - Puzzles for information on the Mechanical Mayhem puzzle!]

When the golem is successfully led across the room of traps, the room will flash a brilliant white again, but rather than everything being reset, there is a door at the end of the hallway. Inscribed on the wall next to it is the following, **"Though simply machines, their lives you have saved. Now it is time, to reclaim the blade."**

Retrieving the Weapon

As the group steps back out into the main room, stabbed down into the pedestal is the weapon. The party simply needs to walk up and claim their prize.

Total Suggested XP

The amount of XP awarded to your players is based on their APL and includes bonuses for completion of the dungeon. Feel free to adjust this as you see fit.

- **APL 6** - 7,500 XP per player
- **APL 7** - 9,000 XP per player
- **APL 8** - 11,000 XP per player
- **APL 9** - 14,000 XP per player

And if your players managed to receive all of the bonus magic items by succeeding the puzzles in the "ideal" way, give them some additional bonus experience!

I hope you enjoyed the content of this supplement!

For suggestions, feedback, or clarification, you can contact me at **Nerzugal@gmail.com**, **@Nerzugal** on Twitter, or **/u/Nerzugal** on Reddit.