



**DMDAVE**

# SECRETS OF QUABUS

**FIFTH EDITION COMPATIBLE**

The second level of the dangerous dragon dungeon Quabus tests the smarts and durability of all who enter.  
*Featuring art by Tim Hartin and Paper Forge.*

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## INTO QUABUS

This adventure is the third part of four in the *Into Quabus* adventure path which takes characters from 3rd level to 7th level.

*Part 1. Danger at Blire Manor.* A gang of mercenaries draws attention to itself when it starts operating out of old Blire Manor.

*Part 2. Prisoners of Quabus.* In the old dragon dungeon Quabus, villains capture innocents around the countryside and imprison them in their wicked dungeon..

*Part 3. Secrets of Quabus.* Deeper into the old dragon dungeon Quabus, a great evil stirs.

*Part 4. Assault on Quabus.* A war is brewing in the dragon dungeon Quabus.

## CREDITS

This adventure was a collaborative effort brought to you by these awesome folks:

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**Special Thanks:** A big thanks to our friends at *Wizards of the Coast* for making the coolest game in the world and allowing creators like ourselves to borrow your open license.

## HOW TO RUN THIS ADVENTURE

To properly run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their character first arrive at a location or under a specific circumstance, as described in the text.

The core 5e monster book contains stat blocks for most of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, text in parenthesis point to the monster's source.

Spells and equipment mentioned in the adventure are described in the core player's rulebook. Magic items are described in the core GM's guide.

## ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp	hit points	LG	Lawful good
AC	Armor Class	CG	Chaotic good
DC	Difficulty Class	NG	Neutral good
XP	experience points	LN	Lawful neutral
pp	platinum piece(s)	N	Neutral
gp	gold piece(s)	CN	Chaotic neutral
ep	electrum piece(s)	LE	Lawful evil
sp	silver piece(s)	NE	Chaotic evil
cp	copper piece(s)	NE	Neutral evil
NPC	nonplayer character		



## ADVENTURE PRIMER

**S**ecrets of Quabus is a Fifth Edition adventure designed for **three to six 4th to 4th-level characters**, and it is optimized for a party of **five characters with an average party level (APL) of 4**. By the adventure's conclusion, the characters should easily achieve the 5th level (if not 6th). The adventure takes place in the campaign world of

Omeria in The Summer Land, but can easily be placed into any setting where an old manor with a large, underground location would fit in without too much adjustment.

This adventure is the continuation of *Danger at Blire Manor* and *Prisoners of Quabus*. However, it can be played as a one-shot adventure or as part of the greater series, *Into Quabus*.

## BACKGROUND

Thirty years ago, a dangerous drakeblood priest named Skuvan the Firesoul discovered the ruins of his great grandfather Defroksanz's dungeon Quabus. Skuvan believed that Quabus was his birthright. With the help of allies throughout The Summer Land and Northern Omeria, he would revive the dragon dungeon and use it as a base of operations. From there, Skuvan and his armies would rise up and seek revenge for those who cast out his ancestors, the Great Chromatics.

First, he employed Greatwell's Black Rose Clan to hide the entrance to the dungeon. By extorting a local Tomydon Prince, one of his lieutenants, a hag named Vera Frogwort, had a manor built over the entrance to the dungeon.

Next, Skuvan needed workers. He purchased the efforts of evil demihumans and other foul creatures in the area to work in the dungeon.

Skuvan is ready to carry out his final plan: the rebirth of his great grandfather Defroksanz, a young red dragon. Having recovered all of Defroksanz's bones from the Pressonian History Museum in Greatwell, Skuvan hopes to use a black necromantic ritual to return the red dragon to life. Of course,

the unnatural return of a red dragon could mean certain doom for The Summer Land and its people. In fact, Skuvan is counting on it.

Unfortunately for Skuvan and his wicked plans, the Pressonian Knights in the region have discovered the old dragon dungeon. Will Skuvan bring his grandfather back to life before a band of heroes discovers the secrets of the dungeon Quabus? Or will the Pressonians rid their countryside of dragons once and for all?

## ADVENTURE HOOKS

The following plot hooks provide some possible ways for the characters to enter the Lower Levels of Quabus.

### INTO QUABUS

If the characters discovered the existence of Quabus in the adventure path Into Quabus—first with Blire Manor and then with Prisoners of Quabus—they can continue deeper into the dungeon. The only way to enter the lower levels of Quabus is via the staircase in area 19 of the Prison of Quabus.

### MAPS OF QUABUS

A noble by the name of Ksheshud Bosteid (LN male human noble) recently hired a group of adventurers to explore the ruins beneath old Blire Manor. Within, they found an entrance to the lost dragon dungeon Quabus. Now, Bosteid asks the characters to enter Quabus and delve deeper into its layers, offering 2,000 gp to the party if they can bring back detailed maps.

### DEFROKSANZ'S BONES

Someone broke into the Pressonian History Museum in Greatwell and stole a crate containing the bones of the Great Chromatic Defroksanz. Supposedly, the mercenaries who stole the bones hide them in the ruins of Old Blire Manor. The Museum's owner, Qiu Xiang, is offering a 2,500 gp reward to anyone who can return the bones.



## VIOLENT DELIGHTS

The Dungeon Quabus (the Draconic word for “bone breaker”) descends close to a mile below the surface of Omeria. Its original entrance is obscured by a four-story mansion 20 miles north of the River Zarathos. The mansion, once owned by an important Tomydon Prince named Dunkirk Blire, has been empty for two decades.

The first layer of the Quabus is its prison. When the dungeon reopened, the criminal organization Black Rose Clan stored captured locals on this level. Skuvan had the first pick of the prisoners, using them for his dark rituals. Then, the remaining prisoners were offered to cannibals and other tyrants around Omeria. Those they didn’t use were fed to a pair of savage tigers. The prison operations were overseen by the green hag Vera Frogwort (the collector) and the wraith Kragen (the seller). If the characters played through the previous adventure, Prisoners of Quabus, it’s possible that both these villains escaped capture and fled to the second layer.

The second layer of Quabus is nicknamed “Violent Delights.” Defroksanz would imprison his enemies on this layer and, along with his friends and allies, watch them suffer through its many traps and dangers. Those who wished to avoid the dangers on the layer would pass through to the third level by way of the Peaceful Walk (area 27).

When the characters finally reach Violent Delights, they discover a dangerous, neglected death trap. The strategically placed creatures who once protected specific areas of the level now lurk and hunt where they please. The handful of traps that remain active sometimes malfunction, resulting in even worse conditions than before.

Although Skuvan and his minions plan to use Violent Delight’s scrying temple (area 40) to resurrect Defroksanz, they refuse to travel beyond those chambers. To prevent

intrusion during his ceremony, Skuvan has warded the path between the layer’s entrance from above and his final location. However, his wards aren’t perfect. There are still some corridors of the dungeon layer that connect to the scrying temple. He hopes that the guards stationed throughout the level as well as the dungeon’s natural dangers will handle any unnecessary distractions. It’s now up to the adventurers to find that path and stop Skuvan before Defroksanz is brought back to The Real.

## ARRIVAL

If the characters played through the first two chapters of Into Quabus, likely they discovered the staircase that leads down to Violent Delights in area 19 of the prison. However, if this is the characters’ first experience with the Into Quabus adventure path, you can have them circumvent the first layer and explain that the stairs below Old Blire Manor lead directly into Violent Delights.

## GENERAL FEATURES

Unless stated otherwise, this layer of Quabus has the following features.

### CEILINGS, FLOORS, AND WALLS

Quabus’ chambers were hewn from the stone and loose earth below the region where Old Blire Manor now stands. The walls, floors, and ceilings were then dressed with limestone stone bricks. The ceilings are 10 feet high in passages and 15-foot high in chambers and braced with timbers. Doorways are 7-foot high and 4-foot wide to allow for the dungeon’s larger patrons to pass through unhindered. Thanks to frequent earthquakes in the region, cracks in the ceilings, floors, and walls are common.

## DOORS

All of the dungeon's doors are made from solid oak and hung on iron hinges (AC 15, 25 hp, immunity to poison and psychic damage). At the center of each door is a small window that allows creatures to view whatever is on the other side of the door. Most of the doors can be locked. A locked door can be broken open by a character who uses their action to make a successful DC 17 Strength check. Or a character can use his or her action to make a DC 15 Dexterity check using proficiency in thieves' tools to pick the lock.

Some of the doors have been arcane locked by Skuvan. Arcane locked doors have AC 25, 50 hp (damage threshold 10), and immunity to damage made by nonmagical attacks. Magically locked doors require a successful DC 27 Strength check to break down or DC 25 Dexterity check using proficiency in thieves' tools to pick the lock.

Repeat Break-in Attempts. If a character fails to break a door down, they cannot try again without the help of another creature or a special tool, such as a crowbar.

## ENCHANTMENTS

Like many of the Great Chromatic's secret lairs, all of the dungeon's manmade chambers and passageways are protected from magic that would allow intruders to enter. Any spell that would allow a creature to enter or leave the dungeon or transport itself from one level to another such as astral projection, plane shift, teleport, or word of recall fail. Similarly, effects that banish creatures to another plane of existence do not work. These restrictions apply to magic items and artifacts as well. However, spells that allow movement between The Ethereal such as the etherealness spell still works.

Conjuration spells and other magical effects that summon creatures into the dungeon still function, as does magic that utilizes extradimensional space such as magnificent mansion or bags of holding. However, spells cast within those spaces are subjected to the same restrictions as the rest of the dungeon.

Finally, the dungeon, its contents, and any creature currently inside the dungeon cannot be detected by divination spells or magical effects used outside the dungeon. Spells such as locate object or scrying simply fail. The same goes for magic items that duplicate those effects or innate tracking features such as an invisible stalker's Faultless Tracker feature. However, all of these effects work so long as both the caster/user and target are inside the dungeon.

## LIGHTS

Violent Delights has torches hung throughout, but very few are lit. The boxed text descriptions assume that the characters have darkvision or their own sources of light.

## SOUNDS AND SMELLS

Overall, the dungeon is eerily quiet. The creatures who live within do their jobs to the best of their ability and don't make too much fuss while doing it. The entire dungeon is humid and warm, therefore, the smell of mold and animal waste is common throughout.

## RANDOM ENCOUNTERS

Violent Delights is overrun with many of the horrific creatures that Defroksanz once kept in the death trap. Many have escaped their old cells, propagated, and now roam the halls of the dungeon looking for food or creatures to torment.

Every 10 minutes that the characters spend roaming through this layer, roll a d20. On a result of 20, a random encounter happens. Choose a random encounter or roll randomly using the Violent Delights Random Encounter table below to determine the nature of the encounter.

### VIOLENT DELIGHTS RANDOM ENCOUNTERS d8 Encounter

1 1d6 **animated armor**

2 1d6 + 1 **dust mephits**

3 3d6 **giant rats**

A **ghost** of one of the level's old spectators follows the 4 characters around, watching them. It doesn't attack unless provoked.

5 1d4 **grimlocks**

6 1 **invisible stalker**

7 2d4 **orcs**

8 1d4 **skeletons** led by 1 **minotaur skeleton**

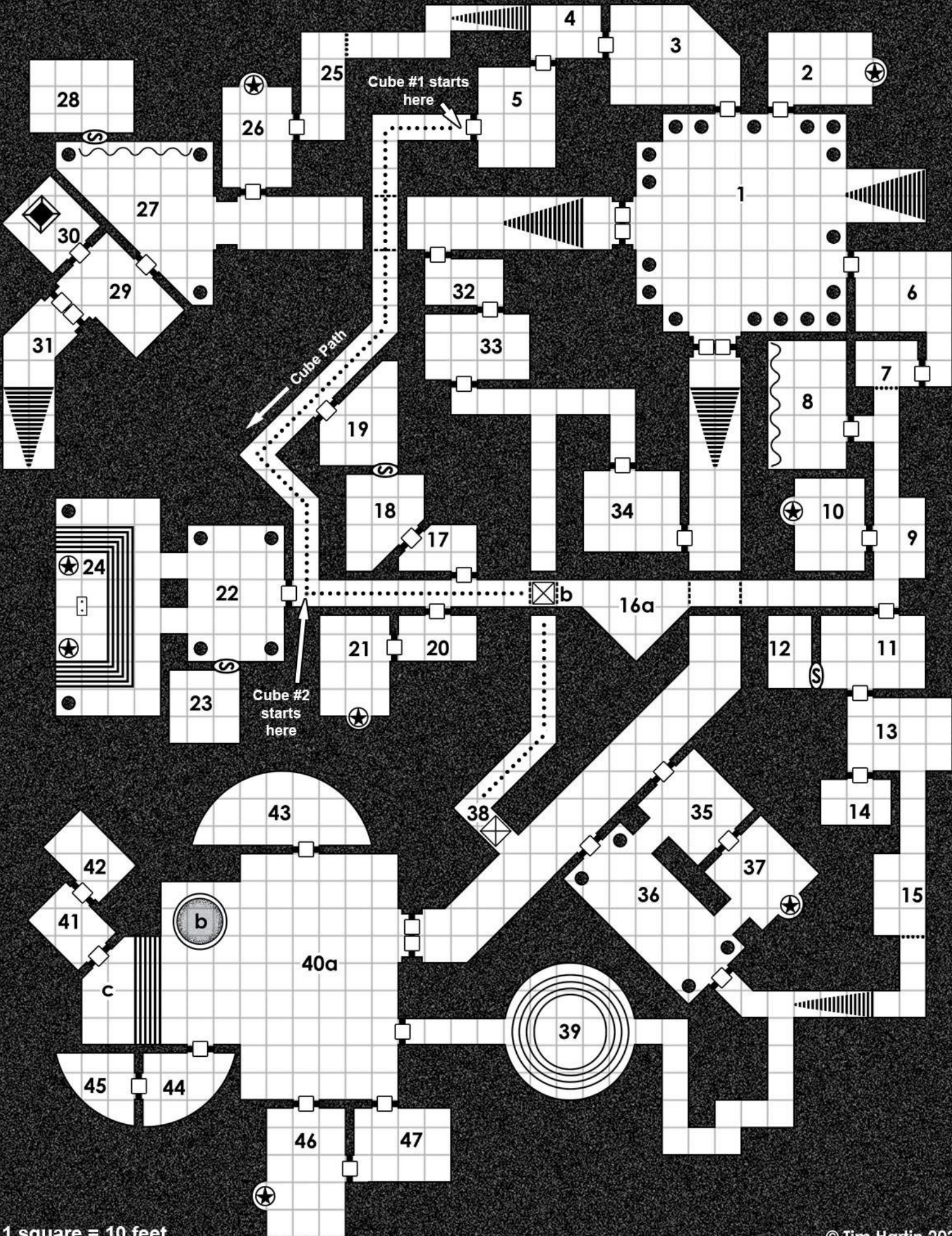
## CUBE PATROL

There is a long hallway that stretches through the northern section of the complex. The hallway starts at area 5 and ends in area 9. At all times, this hallway is patrolled by two **gelatinous cubes**. The cubes follow the same path, albeit a few minutes apart from each other.

- A cube starts its patrol at the north end of the corridor just before the door to area 5.
- The cube travels south down the hallway at a rate of 20 feet per round.
- After one minute of traveling, the cube reaches the corner in front of the door to area 22. It then continues east.
- Eventually, the cube falls into the concealed pit at 16b, tumbling into the corridor directly below it. It takes no damage from the fall, but pauses for 1 round due to "shock."
- The cube continues along the lower corridor toward area 38 on the map.
- Then, the cube falls into the pit at area 38. The pit teleports it back to the north end of the upper corridor just before the door to area 5. The cube repeats the cycle.

It takes a cube approximately 2 minutes (20 rounds) to complete the cycle. The two cubes are always spaced roughly 1 minute (10 rounds or 200 feet) apart from each other. If a cube is destroyed, a new one magically appears in the corridor by the door to area 5 so long as the second cube is either a) missing/destroyed or b) currently by the door to area 22. The cubes do not stop their cycle, even if there is a creature nearby.

When the characters enter the hallway for the first time, assume that one cube is in front of the door to area 5, and the second is in front of the door to area 22. For simplicity's



1 square = 10 feet

sake, the cubes always act on initiative count 6 (losing initiative ties). If you wish to choose a random location for the cubes, roll a d20 and multiply it by 10. This is the distance in squares on the map on page 6 that the cubes have traveled.

## KEYED LOCATIONS

The locations detailed below are keyed to the map of Violent Delights on page 6.

### 1 - ENTRANCE

When the characters first enter this area, read the following:

You descend the stairs and enter a massive chamber with huge, 20-foot high cathedral ceilings. Although the chamber vanishes into darkness at the east and south, what you can see impresses you. Frescoes of dragons being worshipped by humanoids fill every possible nook and cranny. The thick columns that line the walls of this chamber are carved to look like dragons, too.

Just ahead you notice four humanoids wearing armor reminiscent of dragons, each one mounted on a huge lizard.

### SKUVAN'S GUARDS

*Medium encounter*

There are five elven **guards** mounted on **giant lizards**. Skuvan tasked these guards to attack any creatures who entered this chamber who did not look like they belonged in the dungeon. They are loyal to Skuvan and fight to the death.

The guards are armed with lances, which makes them CR 1/4 (50 XP).

**Lance.** Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 7 (1d12 + 1) piercing damage.

As elves, the guards have darkvision 60 ft., advantage on saving throws against being charmed, and magic can't put them to sleep.

### MAGICALLY LOCKED DOORS

The doors that lead to area 27 and the hallway between this area and area 40 are magically locked (see General Features).

### FIRE TRAP DOOR

The door to area 6 is trapped. There is a pressure plate in the 5-foot square just before the door. If 20 pounds of weight or more is placed on the pressure plate, the heads of the dragons in the two columns flanking the door breathe fire, hitting everything in a 10-foot square directly in front of the door. Each creature in that area must make a DC 13 Dexterity saving throw. A creature takes 10 (3d6) fire damage and catches on fire on a failed saving throw, or half as much damage on a successful one and does not catch on fire. A creature on fire takes an additional 3 (1d6) at the start of each of their turns so long as they remain on fire. A creature that is on fire can use its action to make a DC 10 Dexterity check, smothering the flames on a success.

**Countermeasures.** Noticing the nozzles in the dragons' mouths on the column requires a successful DC 13 Wisdom (Perception) check.

A successful DC 10 Intelligence (Investigation) check then notices how the trap functions with the pressure plate.

A character proficient in thieves' tools can plug the nozzles or make a successful DC 12 Dexterity check using thieves' tools to disable the pressure plate.

### 2 - MEPHIT CHAMBER

As soon as you enter this chamber, your senses are assaulted by thick dust that consumes the air. Although it's hard to see, it looks like this room was once a temple or shrine. At the opposite end of the room, a statue carved in the likeness of a dragon stands. Four, small winged creatures who look to be made of the same dust that fills the air climb over the statue, speaking among themselves in a strange language.

The four **dust mephits** here are speaking to each other in a hodgepodge of Auran and Terran. A character who speaks Primordial will understand much of what they say, but unless a character speaks both Auran and Terran it's tough to make out the full conversation.

Not that it matters: they're just discussing the nature of dust and decay.

### CHATTY DUST MEPHITS

*Easy encounter (avoidable)*

The four dust mephits aren't outwardly dangerous. Previously servants of the earth elemental Rock, they've claimed this area as their own. They might be willing to part with the knowledge they have of the dungeon so long as the characters have something they are willing to trade.

As elementals, they aren't concerned about being destroyed as they'll eventually reform in The Rumble.

### DUSTY AREA

The entire area is lightly obscured by the dust that lingers in the air.

### TREASURE

The mephits have a small collection of gems they keep hidden behind the dragon statue on the eastern wall which they greedily guard. There are two garnets worth 100 gp, four pieces of quartz worth 50 gp each, and six lapis lazuli worth 10 gp each.

### 3 - BLADE ROOM

Much of the art that appears in other parts of this dungeon is largely absent here. Instead, there are various dragon heads carved into the south wall, each with its mouth open.

Abstract sculptures made of swords, axes, and other blades are placed at regular intervals throughout the room

This chamber has two doors—one in the south wall and one in the west.

### BLADE TRAP

The moment a non-undead creature sets foot in this room, it triggers a blade trap. The blades “sculptures” start to spin, fanning out as they go. The only “safe” part of the room are the 10-foot squares immediately in front of the room’s two doors.

Have the characters roll initiative. The trap automatically acts on initiative count 20 and initiative count 10.

**Spinning Blades.** When a creature enters a space where the blades spin or if they start their turn in a space where the blades are spinning, they must make a DC 10 Dexterity saving throw. A creature takes 7 (2d6) slashing damage on a hit or half as much damage on a successful saving throw.

**Acceleration.** On initiative count 10, the blades accelerate. The DC to avoid the blades increases by 2 and the damage they deal increases by 3 (1d6). This continues each round until the DC becomes 16 and the total damage dealt by the blades is 21 (5d6).

**Gusts of Wind.** On initiative count 20, the dragon’s mouths on the walls blast wind into the area. Roll 1d10 and refer to the Dragon Wind Direction table below to determine the direction the wind blows. The wind blows in a line that is up to 50 feet long and 10 feet wide of the given direction. Each creature that starts its turn in the line must succeed on a DC 10 Strength saving throw or be pushed 15 feet away from the dragon’s mouths in a direction following the line.

### DRAGON WIND DIRECTION

d10	Direction
1–2	North
3–4	South
5–6	East
7–8	West
9–10	Southwest

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the source of the wind.

The wind disperses gas or vapors, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames such as those of lanterns, to dance wildly and has a 50 chance to extinguish them.

The wind continues to blow in that direction until the next initiative count 20 when it changes directions (roll for a new direction).

**Countermeasures.** The easiest way to avoid the blades and wind is to climb on the ceiling. The blades do not reach the ceilings nor does the wind coming from the dragon mouths.

Each 10-foot square in the room, with the exception of the squares immediately in front of the doors, has its own blade apparatus. The blades can be attacked. Each apparatus has AC 15 and 15 hit points, resistance to piercing damage, and immunity to poison and psychic damage. Attacking a blade is

dangerous, however. Any creature who makes a melee weapon attack against the blades automatically takes 3 (1d6) slashing damage. Each 10-foot square section of blades can also be disabled with a successful DC 15 Dexterity check using thieves’ tools (assuming the creature can actually get close enough without getting hit).

There is a dragon head built into each 10-foot section of wall in the room, with the exception of the sections with the doors. A creature with an object that they can stuff into the mouths of the dragons, such as a blanket or cloak, can use its action to make a DC 15 Strength check, plugging the hole as a result. The wind traps can also be disabled with a successful DC 15 Dexterity check using thieves’ tools.

## 4 – BLADE ROOM ANTECHAMBER

Three plush, dust-covered couches crowded around a large, low table fill the center of this room. To the west, a staircase descends down into darkness. There are two doors: one in the eastern wall and one to the south.

### DRAGON BREATH TRAP

At the bottom of the staircase between areas 4 and 25 nozzles in the ceiling continuously emit fire filling the entire 40-foot by 10-foot area. The first time a creature enters the area or starts their turn in the area, it takes 7 (2d6) fire damage as a result of the flames.

**Countermeasures.** If a creature uses its action and makes a successful DC 10 Dexterity check using proficiency in thieves’ tools, they can disable one 10 x 10 section of nozzles in the ceiling, ending the fire. The dragon statues in area 25 control the type of damage that the nozzles deal. More than one type of damage can happen at the same time and the damage they cause are cumulative (there are different sets of nozzles for each of the types of damage dealt. See area 25 for details).

## 5 – ROCK

This large chamber’s floors are covered in chunks of gray stone. From where you’re standing, it looks like there is something glittering among the rubble.

There are two bloodstones among the rocks.

### ROCK

*Hard encounter*

The gems are actually the eyes of an **earth elemental** named Rock who was destroyed by the wraith Paper. If a living creature touches one of the gems, they must make a DC 10 Constitution saving throw. The creature takes 7 (2d6) necrotic damage on a failed saving throw, or half as much damage on a success. Once this happens, read the following:

You feel the red gem sapping your life. After a moment, it flies toward its twin, stopping just before it hits it.



The two then float a 8 feet above the floor, roughly 1 foot apart from each other. Then, all the rubble strewn on the floor starts to fly toward the gems, forming the outline of a creature around the gems, which inevitably become its eyes.

Once the rocks stop, a gem-eyed earth elemental stands before you. It looks angry.

Rock attacks the characters, assuming that they are servants of Paper or Scissors, his sworn enemies. During the fight, he frequently shouts in the Terran language, "You won't destroy me again, Paper! I will crush your humanoid servants as vengeance!"

If the characters defeat rock, he explodes into a pile of rubble once more with his bloodstone eyes lying in the mess. Until the bloodstones are destroyed, every time a living creature touches them he will reform.

## 6 - PAPER

The moment you set foot in this room, you feel the temperature drop. Your breath forms into fog and the hairs on the back of your arm and neck stand on end.

Cages hang on chains hung from the ceiling. The skeletal remains of their prisoners still sit in the cages, their eyeless sockets staring, mouths locked in agony.

Among the cages a slightly incorporeal creature floats roughly 2 feet off the floor. Although it has the crude outline of a humanoid, it lacks a face. Instead, it looks as if it's made from thin strips of paper bound together at the top of its "head". Each strip has arcane writing.

The creature turns its strange head toward you. It hisses in an echoey, disembodied voice, "Scissors must have sent you. Prepare to die."

### PAPER

*Hard encounter*

The monster is a **wraith** named Paper. Paper loathes all life, but especially hates creatures that it believes works for its nemesis Scissors. If Paper is destroyed, he bursts into a pile of scrolls covered in unusual arcane writing. A successful DC 17 Intelligence (Arcana) check reveals that the writing involves summoning a necromantic creature.

Among the scrolls there is a large moonstone the size of a fist. If a living creature touches the moonstone, it must make a DC 10 Constitution saving throw. The creature takes 7 (2d6) necrotic damage on a failed saving throw, or half as much damage on a successful one. Once this happens, read the following:

After the moonstone saps a portion of your life, it flies from your hand toward the center of the mess of papers littered on

the floor. In seconds, the scraps gather around the moonstone and recombine, forming the apparition once more.

It hisses in an echoey, disembodied voice, "Scissors must have sent you. Prepare to die."

Until the moonstone is destroyed, this happens every time someone touches it.

## 7 - VIEWING ROOM

This small chamber has three rows of benches covered in thick webbing. The benches face a corridor in the southern wall, which is blocked by iron bars.

### WEBS

The webs belong to the phase spider that lurks in this room. The webs act as difficult terrain. A creature that enters the webbed area for the first time on a turn or starts their turn in the area must succeed on a DC 11 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 11 Strength (Athletics) or Dexterity (Acrobatics) check.

A 10-foot cube of webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, poison, and psychic damage.

### PHASE SPIDER

*Easy encounter*

A **phase spider** waits in this chamber for living creatures to enter, then attacks. It is in The Ethereal when the characters first enter. It uses its jaunt to move in and out of The Ethereal. If it is reduced to half its hit points or less, it remains on The Ethereal until the creatures leave.

### BARs

The bars blocking access to the southern corridor that leads to area 9 can be bent with a successful DC 20 Strength check. The bars have AC 19, 25 hp, and immunity to piercing, poison, and psychic damage.

### TREASURE

Stuck in the webbings in the northwestern corner of the room are the remains of a tiefling adventurer who got caught years ago. The adventurer carries a *bag of holding*. There are 500 sp, 70 sp, and a *+1 shield* stuffed in the bag.

## 8 - SPEARMEN

This chamber is 50-feet wide by 30-feet deep. The floors of this area are decorated with exquisite mosaics depicting soldiers with spears fighting red dragons.

A large, red curtain hangs against the eastern wall. From behind the curtain, you see two silhouettes whispering to each

other.

One of the silhouettes hushes the other, “Shhh, someone’s coming.”

### PROGRAMMED ILLUSION

The two silhouettes are nothing more than a *programmed illusion* spell cast on the curtain. Whenever a creature enters the room, one whispers to the other “Shhh, someone’s coming.” Recognizing the illusion as fake requires a successful DC 17 Intelligence (Investigation) check so long as the observer is within 10 feet of the illusion. Looking behind the curtain reveals that it is a fake, as well.

### SPEAR TRAP

The floor is covered in pressure plates. If a creature steps onto any square other than the 10-foot square directly in front of the door in the eastern wall, spears spring out of the floor. A creature in the area must succeed on a DC 12 Dexterity saving throw or take 9 (2d8) piercing damage from the spears. The spears retract on initiative count 10 (losing initiative) ties, resetting the trap.

**Countermeasures.** A creature who succeeds on a DC 10 Wisdom (Perception) check notices the holes through which the spears spring. A successful DC 10 Intelligence (Investigation) check is needed to discern how the pressure plates work with the spears. A creature with proficiency in thieves’ tools can make a DC 12 Dexterity check using proficiency in thieves’ tools to disable a 10-foot by 10-foot section of floor.

Also, a creature can use their action to make a DC 15 Wisdom (Perception) check. On a successful check, the creature sees a path through the spears. On the creature’s next turn, it must make a successful DC 12 Dexterity (Acrobatics) check to cross the room without triggering the spears. If the creature who recognizes the path moves at half its speed, it makes this check with advantage.

## 9 - MUSHROOM PATCH

When the characters are within view of area 9, read the following:

The corridor widens into a chamber with 15-foot high ceilings. The floors and walls are covered in large, brown and red mushrooms. Maybe you’re imagining things, but it looks like they’re expanding and contracting—almost as if they had lungs.

### DEATHSHROOMS HAZARD

If a creature moves through the deathshroom patch, they must make a DC 10 Constitution saving throw. On a failed saving throw, the creature contracts deathshroom disease. The disease’s symptoms manifest within 1 hour. Mushrooms start to grow on the surface of the creature’s skin and the creature feels tired and has trouble focusing. After the first hour, the creature suffers one level of exhaustion, and it regains only half the normal number of hit points from

spending Hit Dice and no hit points from finishing a long rest. At the end of each hour, an infected creature must make a DC 10 Constitution saving throw. On a failed save, the creature gains one level of exhaustion. If the creature dies as a result of exhaustion, it dies and becomes a patch of deathshrooms. Otherwise, the disease lasts until removed by a *lesser restoration* spell or similar magic. A 10-foot by 10-foot cube of deathshrooms has 10 hp and vulnerability to fire damage.

## 10 - AZER GUARDIAN

A steel statue depicting a dwarf stands on a pedestal set into the alcove of the northern wall. Its head acts as a brazier; wild flame burns from its skull, illuminating the room. It holds a large warhammer in its hands.

There are two tables at the center of this room, both tables surrounded in cushioned benches.

The statue looks like an azer, but it’s a fake.

### TABLE MIMICS

*Medium encounter*

The two tables are both **mimics**. They wait for creatures to inspect the statue, then attack.

## 11 - FAKE VAULT

The northern door leading into this chamber is locked and trapped.

### PETRIFICATION TRAP DOOR

If a creature attempts to open the door, they must make a DC 15 Constitution saving throw. On a failed saving throw, the creature starts to magically turn to stone and it is restrained. At the end of its next turn, it must repeat its saving throw. On a successful saving throw, the effect ends for it. On a failed saving throw, it turns to stone and is petrified for 1 hour or until a *greater restoration* spell or similar magic is cast upon it.

**Countermeasures.** Noticing the trap requires a successful DC 17 Intelligence (Investigation) check. A creature with proficiency in Arcana can disable the check with a successful DC 17 Intelligence check. A dispel magic spell cast against a 5th level spell also removes the trap.

Once the characters get through the trapped door, read the following:

Gold and silver coins litter the floor of this otherwise empty chamber.

### SECRET DOOR

There is a secret door in the western wall that leads to area 12. Noticing the wall requires a successful DC 13 Wisdom (Perception) check. The secret door opens with a push.

## QUICKSAND TRAP

With the exception of a ledge that extends 5-feet around the walls of this chamber, the floor is quicksand. It's disguised with an illusion that makes it look

like the same tile floors found throughout the rest of the dungeon. The treasure is an illusion, too, a duplicate of the pile of treasure found in area 12.

The quicksand is 10 feet deep. When a creature enters the area, it sinks 1d4 + 1 feet into the quicksand and becomes restrained. Then, at the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged, it can escape by using its action and succeeding on a Strength check. The DC for the check is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe.

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

**Countermeasures.** Noticing the quicksand for what it is requires a successful DC 15 Wisdom (Perception) check. Spotting that the treasure is an illusion without physically interacting with it requires a DC 17 Intelligence (Investigation) check.

## 12 - REAL VAULT

A pile of treasure that looks identical to the treasure in area 11 sits in the center of this room. Unlike the treasure in area 11, however, this treasure is real.

### TREASURE

There is 660 gp, 2,200 sp, and 4,520 cp here. Because the illusion in area 11 mirrors the treasure found here, any treasure that is removed from here is also removed from area 11.

## 13 - SCISSORS

When the characters first enter this room, read the following:

"Alas, Rock," comes a grating, metallic voice. "You have sent your servants to do what you cannot. I shall slice them to bits and send them back in a box. En garde!"

The voice seems to come from a black gem the size of an apple floating at the center of the room. Surrounding the gem are twelve hilt-less blades that appear to act as one. The blades fly toward you!

### SCISSORS

*Hard encounter*

The black gem is a sentient, telepathic, telekinetic construct named Scissors. It has AC 19, 50 hp, immunity to poison and psychic damage, and resistance to bludgeoning, piercing, and slashing damage made from nonmagical attacks. It can't take actions and does not move. Instead, it controls twelve **flying swords** that act as its "hands." If the gem is destroyed, the flying swords cease to function. Inversely, if the flying swords

are destroyed, the gem falls to the floor.

If a living creature touches the black gem, it must make a DC 10 Constitution saving throw. The creature takes 7 (2d6) necrotic damage on a failed saving throw, or half as much damage on a successful one. Once this happens, read the following:

After the black stone saps a portion of your life, it flies from your hand toward the center of the mess of broken blades littering the floor. The blades repair themselves and lift off the ground, surrounding the gem once again.

"Alas, Rock," comes a grating, metallic voice from the gem. "You have sent your servants to do what you cannot. I shall slice them to bits and send them back in a box. En garde!"

Until the gem is destroyed, Scissors and his flying swords reform every time a living creature touches the gem.

## 14 - OLD BARRACKS

This old room looks like it was once used as a barracks. There are three bunk beds with their heads against the northern wall. Crates and barrels fill the spaces in between.

### SLICED-UP SPECTERS

*Easy encounter*

Two **specters** haunt this room. They look like they were dragonborn in life, except their bodies have been cut into multiple pieces. The pieces float a few inches from where they originally connected. They attack until destroyed, but won't leave the room.

### TREASURE

The crates and barrels are full of consumable goods that expired long ago. However, there is a small sack hidden under one of the bunks. It contains 50 gp, a jeweled dagger worth 25 gp, and 2 potions of healing.

## 15 - WISP WAY

When the characters are within view of this area, read the following:

For 30-feet, the corridor expands into a 20-foot wide room. The room is filled with dust-covered benches facing south toward iron bars that block passage to the south.

This is one of the few areas in this place that isn't dark. Near the 20-foot-high ceilings of the chamber with benches, two lights roughly 10 feet apart illuminate the room.

### WISP-O'-WISPS

*Medium encounter*

The two lights are actually **will-o-wisps**. They attack any

living creature that enters the room.

## BARS

The bars blocking access to the southern corridor that leads to the south corridor can be bent with a successful DC 20 Strength check. The bars have AC 19, 25 hp, and immunity to piercing, poison, and psychic damage.

## 16 - REST ZONE AND PIT

When the characters reach the part of the corridor marked "16a", read:

The corridor expands into a triangular alcove at its southern side. There is a triangular shaped bench at the center surrounding a triangular table upon which a triangular pitcher sits surrounded by three triangular cups. Next to the pitcher, there is a triangular shaped plaque which reads: "You look thirsty. Have a nice, cool drink of water!"

## HEALING PITCHER

The pitcher is magical. The water inside is always harmless and refreshing. No matter how much water is poured from it, it never empties. Also, water from the pitcher heals wounds. The pitcher has a pool of healing power that replenishes every day at sunrise. With that pool, it can restore up to 30 hit points at a rate of 5 hit points per drink. Alternatively, the pitcher can expend 5 hit points from its pool of healing to cure a drinker of one disease or neutralize one poison affecting it. The pitcher has no effect on undead or constructs.

If the pitcher is removed from this area, its magic ceases to function.

## CONCEALED PIT TRAP

At the location marked "b" on the map, the floor is a trap door which buckles whenever anything weighing 50 pounds or more is placed upon it. If a creature steps onto the trap, it falls 15 feet down into the corridor below, taking 3 (1d6) damage as a result. The gelatinous cube patrols in this area are immune to the damage (they just wobble a little).

**Countermeasures.** Noticing the concealed pit without watching something or someone else fall into first it requires a DC 13 Wisdom (Perception) check.

## 17 - MALFUNCTIONING CEILING

When the characters first enter this room, read or paraphrase the following:

This room is completely empty. The walls are completely smooth save for a few grooves set into the wall. The grooves stretch from the floor to the ceiling. Lining the grooves are gear teeth.

If it isn't immediately obvious, the entire room is a trap. However, it doesn't function as well as it used to.

## MALFUNCTIONING CEILING TRAP

When a creature walks into the room, the trap is triggered. On initiative count 20 (losing initiative ties), roll a d6 and reference the Malfunctioning Ceiling Trap table below. A result of "No action" means that nothing happens that turn. The floor

## MALFUNCTIONING CEILING TRAP

### d10 Result

1-2 No action

3 The doors into this area lock (or unlock).

4-9 The floor lowers 1d6 feet.

10 The ceiling rises 1d6 feet.

When the floor lowers by 10 feet or more, each creature in the area takes 4d6 bludgeoning damage and is restrained. While restrained by the ceiling, a creature takes 2d6 damage at the start of each of its turns.

**Countermeasures.** At any time, a creature can use its action to make a DC 15 Strength check to stop the ceiling from lowering until the start of the creature's next turn. Also, a creature can stop the ceiling from lowering by using its action to plug something into the gears, such as a spear, dagger, or something else to jam up the gears, and making a successful DC 10 Strength check. On initiative count 20, if the trap has items jammed into its gears, make a DC 10 Strength check on behalf of the trap (it gets a +5 bonus to this roll). On a success, the trap ejects whatever is jamming its gears. Make a Malfunctioning Ceiling Trap as normal. Otherwise, it does nothing. For each successful check made to jam its gears, the DC for its Strength check increases by 3. A creature can also place a pole or some other item between the floor and ceiling to stop the ceiling from lowering.

## 18 - HOMUNCULI LAB

Tables cluttered with vials, beakers, and other baubles wrap the walls of this chamber except for the northern wall, which is covered by six-foot tall wooden lockers. At the center of the room there is a 10-foot long table with a skeleton strapped down to it.

The entire room gives off a peculiar aroma, not unlike a combination of flowers and excrement.

## HIDDEN HOMUNCULI

*Easy encounter*

Nine out of the ten lockers are home to **homunculi**, four per locker (36 in all). The homunculi were originally the servants of the mage who worked in this laboratory. In the eighty years since their master died, they've lost their sense of purpose and now attack anything that opens their respective lockers.

## SECRET DOOR

The fourth locker from the left is locked, its key long gone. A character can break it open by making a successful DC 15

Strength check or pick the lock with a successful DC 13 Dexterity check using proficiency in thieves' tools. There is nothing in the locker. Instead, it's a secret passage that opens to area 19.

### TREASURE

There are enough supplies in this area to create two sets of alchemists' supplies.

Plus, one of the tables holds a spellbook with the following spells: 1st—*charm person, find familiar, sleep, witchbolt*; 2nd—*detect thoughts, gentle repose*; 3rd—*animate dead*.

Additionally, the second, third, and eighth lockers from the left all contain items of value.

- The second locker holds a luxurious robe with a wand of web and the key to the northwestern door in area 19 stuffed into one of its pockets.
- The third locker has a small lockbox. Inside the lockbox is 50 gp and a *ring of swimming*.
- The eighth locker contains 3 *potions of healing* and a *scroll of fireball*.

## 19 - ACID

The door that leads into this area from the northern corridor is locked from both sides.

Whenever the party first enters this room, read the following:

A horrible smell assaults your senses and stings your eyes. Right away, you recognize it as acid.

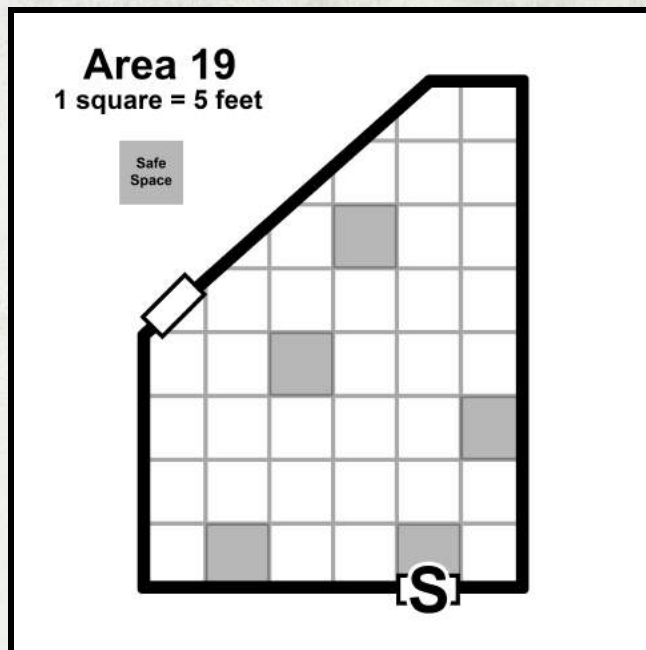
Looking around the room, you notice that the walls and floors are burned from exposure to what you can only guess is acid, their texture white and full of pockmarks. There are a few sections, however, that completely lack any sort of damage; almost as if whatever damaged this room avoided select areas.

### ACID NOZZLE TRAP

The entire room is trapped. If a non-undead creature moves 5 feet or more while in the room, the nozzles immediately open up in the ceiling and shower the entire area with acid. The nozzles continue spraying the room until the next initiative count 20 (losing initiative ties) then stop. They resume once more the next time a creature moves 5 or more through the room. Any creature that moves into or starts its turn in the area while the nozzles are spraying takes 11 (2d10) acid damage.

There are certain sections of the room that are protected by invisible, horizontal walls of force which float 6-feet over the floor. The acid hits the invisible platforms and slides off its sides. See the diagram of the Acid Nozzle Trap room on this page for the locations that are protected. While a creature stands under one of the platforms, they are unaffected by the acid.

**Countermeasures.** The best way to avoid the acid is for a creature to hold a Dash action for when the nozzles shut off and rush for the nearest "safe space." Also, if a creature is able to reach the ceiling, a 10 x 10 section of nozzles can be disabled with a successful DC 15 Dexterity check using thieves' tools. Of course, attempting to disable the trap may leave the creature exposed to the acid shower.



## 20 - TROPHY ROOM

The door in the north wall is locked on both sides.

Multiple display cases are placed along the walls and center of this small chamber. Each one holds an art object, the majority of which are crafted to look like dragons.

### TREASURE

There are 12 dragon-shaped art objects in all. Each one is worth 50 gp.

## 21 - DRAGON MACHINE

An impressive construct made of polished brass and steel designed to look like a red dragon stands at the southern end of this chamber. Around its neck is a large medallion set with a purple gem the size of your fist.

Naturally, the moment it sees you it springs to life.

### DRAGON MACHINE

*Hard encounter*

The dragon machine attacks any creature that it senses is not a dragon or of dragon descent (such as a half-dragon, dragonborn or sorcerer with the Draconic Bloodline sorcerous origin).

The dragon machine uses the **red dragon wyrmling** stat block except with the changes detailed below, which makes its CR 5 (1,800 XP).

- The dragon machine's type is construct. As a construct, it does not require air, food, drink, or sleep.
- The dragon machine's Intelligence score is 4 (-3) and its Charisma score is 6 (-2).

- The dragon machine has immunity to poison and psychic damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons.
- The dragon machine is immune to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.
- The dragon machine understands Draconic but cannot speak.

### TREASURE

The amulet the dragon machine wears around its neck is what its master once used to control it. Although the amulet can't be reconfigured to a new master, it can be sold for 1,000 gp to an arcanist who understands its purpose.

## 22 - TEMPLE ANTECHAMBER

When the characters first enter this room from the hallway, read:

The cathedral ceilings of this chamber soar 40 feet above you. Expertly crafted frescoes and bas reliefs of dragons assault your vision from all angles. A pair of archways connect this area to a temple beyond, which emits the flickering glow of an unseen fire.

The floor is littered with humanoid skeletons wearing robes. Slowly, they start to rise.

### SKELETAL CULTISTS

*Medium encounter*

There are eight **skeletons** in this area. They are armed only with short swords (no shortbows). They continue attack until destroyed or for as long the characters remain in this area or area 24.

### SECRET DOOR

The secret door that leads to area 23 can be found with a successful DC 13 Wisdom (Perception) check.

## 23 - HIGH PRIEST'S CHAMBERS

The secret door opens revealing a small, austere bed chamber. There is a cot against the southern wall, a wardrobe on the western wall, and a desk on the eastern wall. A skeleton wearing gold and silver livery decorated with dragons still sits at the desk. It turns its head and hisses something at you in a foreign language.

The skeleton says in Draconic, "Heathens! Thou shalt worship at the clawed feet of Lord Defroksanz!"

### SKELETAL PRIEST

*Easy encounter*

The skeletal priest uses the **priest** stat block, except with the following changes:

- The skeletal priest's type is undead.
- It has 32 hp (5d8 + 10).
- Its Constitution score is 15 (+2).
- It is immune to poison damage as well as the exhaustion and poisoned conditions.
- The skeletal priest has darkvision out to 60 ft.
- It can speak Draconic (which it uses to cast its spells).

### TREASURE

The skeletal priest's livery is worth 100 gp. Its mace is made of gold and iron with jewels set into it. The head of the mace resembles a dragon's head. It's worth 250 gp.

## 24 - TEMPLE ALTAR

The ceilings are even taller here than they were in the connecting chamber. Most of the room is dominated by a huge dais surrounded by steps. At the center of the dais there is a stone altar carved to look like a dragon on all fours with its wings spread. Multiple melted candles cover the backside of its wings.

Behind the altar are two colossal stone statues of dragons. Their necks are craned upward. Fire emerges from each of their mouths in a great, three-foot spout, illuminating the chamber.

### GIANT DRAGONBORN SKELETON

*Easy encounter*

When the characters step into this chamber, a large skeleton hidden behind the altar lifts itself and stands.

The enormous skeleton stands nearly 10-feet tall. While the majority of its bones appear to be those of a giant, its head is like that of a lizard's. In its bony claws it holds a razor-sharp greataxe easily the size of a full grown human.

The skeletal dragonborn giant uses the **minotaur skeleton** stat block.

### TREASURE

Both the dragon-shaped altar and two dragon statues have two bloodstones in each of their eye sockets, six in all. Each bloodstone is worth 50 gp.

## 25 - OBSERVATION ROOM

The first time the characters enter this room, read the following:

At the north end of the room, three rows of benches face a set of iron bars that blocks the corridor east. At the south end of the room, there are five narrow pedestals. Atop each pedestal is a dragon. Each dragon is a different color: black, blue, green, red, and white. The red dragon faces east while the others face west.

### **BARS**

The bars blocking access to the southern corridor that leads to area 4 can be bent with a successful DC 20 Strength check. The bars have AC 19, 25 hp, and immunity to piercing, poison, and psychic damage.

### **DRAGON STATUES**

Each of the statues can be rotated 360 degrees on its pedestal. If the statue faces east, the nozzles in area 4 deal the type of the damage that the represented dragon is known for dealing (black for acid, blue for lightning, green for poison, red for fire, and white for cold). See area 4 for details. To completely turn off the trap in area 4 without disabling the nozzles, all five statues must face west. Also, the trap stops if the statues are destroyed or a *dispel magic* spell is cast on each statue.

## **26 - ANTECHAMBER**

This chamber boasts plush couches, tables, and even a small bar set against the base of a tall, dragon-shaped statue at the north end of the room.

All of the liquor bottles at the bar are way past their expiration dates (not that that will stop most characters, mind you). Otherwise, there's nothing of value in this chamber.

## **27 - PEACEFUL WALK**

When the characters first enter this area from the corridor to the east, read:

The 10-foot-wide corridor ends in a huge archway. Beyond the archway is a colossal, triangular room with 35-foot high ceilings. A long, red curtain descends from the ceiling and conceals the northern wall. There is a single door in the chamber set into the southeastern wall. While the door is wooden like the other doors found in the complex, it is carved to resemble flames.

The area is dressed with all sorts of dust-covered furniture, including couches, armchairs, end tables, and low, wide tables nestled between them all.

### **GRIMLOCK HUNTERS**

*Easy encounter*

Six **grimlocks** from the level below have entered this chamber seeking a way to the surface. Unless the

characters were stealthy, the grimlocks hide among the furniture with hopes of surprising the characters. Reckless and insane, they fight until the death.

### **FIRE DOOR**

The door that leads to area 29 radiates abjuration magic. The door has the normal stats for doors, except it is also immune to fire damage. Whenever the door is subjected to fire damage, the door takes no damage and instead disarms the pendulum trap in area 29 for 1 minute.

### **SECRET DOOR**

There is a door hidden behind the curtain on the northern wall. So long as the characters peek behind the curtain, no check is required to find it.

## **28 - SECRET CHAMBER**

Judging by the dust covering everything here, you'd guess no one living has been inside this small chamber for a few decades. Comfortable furniture crowds the majority of the room, all surrounding a large, short table dressed with a porcelain tea set.

Six skeletons still sit around the couch posed in such a way to give the impression that they're still talking to each other and enjoying the tea. A few even still hold cups with their bony fingers.

At the western end of the seating arrangement, one of the skeletons leans forward in its arm chair reaching out to a gift box placed on the table. Its left hand grasps a golden rod inside the box. The rod looks like it is made out of solid gold. A large, red gem is set into its tip.

A successful DC 12 Wisdom (Perception) check reveals that each of the skeletons around the furniture all have "shadows" burned into the furniture, walls, and ceilings. The shadows point away from the rod in the gift box.

### **DISINTEGRATION ROD TRAP**

The rod the skeleton is touching is a trap. If a living creature touches the rod, it flashes bright light in a 20-foot radius and dim light for an additional 20-feet that lasts for 1 round. Each creature in the area of bright light must make a DC 15 Dexterity saving throw. The creature touching the rod automatically fails its saving throw. On a failed saving throw, the creature takes 75 (10d6 + 40) force damage. If this damage reduces the creature's hit points to 0, the creature's flesh is stripped from its body. All that remains is a skeleton in the exact same pose that the creature was in before the rod's light flashed. The flash only strips flesh. Objects and creatures who do not have flesh (such as constructs or elementals) are not affected.

Each creature in the area of dim light must make a DC 10 Constitution saving throw. On a failed saving throw, the creature takes 21 (5d6) radiant damage and is blinded. On a successful saving throw, a creature takes half as much damage and isn't blinded.

**Countermeasures.** Casting a *detect evil and good* spell reveals it to be a desecrated object. On a casting of *detect magic*, the rod emits an aura of transmutation.

### TREASURE

The six skeletons all wear expensive jewelry. There are two bracelets worth 25 gp each, three necklaces worth 50 gp each, and six rings set with precious stones between all of them, each one worth 100 gp.

## 29 - PENDULUM

When the characters enter this area for the first time, read the following:

This area is 35-feet wide by 20-feet deep. There is a single, wooden door to the northwest and a set of double-doors to the southwest.

Although there is nothing that you can see of value in this room, there is a large lever sticking out of a slot in the southeast wall. It is currently in the up position.

Up or down, the lever does nothing.

### PENDULUM TRAP

If the characters open the door that leads to this area from area 27 without first subjecting the door to fire damage (see area 27 for details), the pendulum trap is triggered.

When this occurs, read the following:

Six large, curved blades attached to wooden arms descend from the ceiling. With a whirring sound, the blades start to swing back and forth like pendulums.

Whenever a creature moves through the room, it must make a DC 15 (Acrobatics) check to avoid being hit by one of the pendulums' blades. On a failed check, the creature takes 7 (2d6) slashing damage. And if the check fails by 5 or more, the creature is knocked prone. Also, a creature that ends its turn in the area while the pendulums are swinging must make a DC 15 Dexterity saving throw or take 7 (2d6) slashing damage. The pendulums continue swinging for 1 minute after all living creatures are killed or have left the area.

**Locked Doors.** So long as the pendulums swing, the door leading to area 30 is locked. The double doors that lead to area 31 are arcane locked (see General Features) regardless of the pendulums' current condition. Skuvan holds the only key to the double-doors that lead to area 31.

**Countermeasures.** The six pendulums can be attacked. Each has AC 16, 20 hp, and immunity to poison and psychic damage. A creature that hits a pendulum with a melee attack while within 5 feet of it takes 3 (1d6) slashing damage. Each time a pendulum is destroyed, the DC for Dexterity checks and saving throws to avoid the pendulums is reduced by 1. A creature who can reach the slot from which each pendulum swings 20-feet on the ceiling can disable a pendulum with a successful DC 13 Dexterity check using proficiency in thieves' tools.

## 30 - PIT TO THE LOW

A chilly draft rises from a large 10-foot square pit at the center of this room. The room's walls, floors, and ceilings lack the same decorations found throughout the rest of the dungeon.

The pit descends 100 feet below to an underground lair filled with gruesome grimlocks and other horrors. The grimlocks in area 27 used this hole to enter the dungeon. The contents of the grimlocks' lair is the subject of another story, perhaps one of your own design.

## 31 - FURTHER INTO QUABUS

A wide set of stairs descends into darkness. You have a feeling that it leads to even deadlier layers of this death trap dungeon.

The stairs lead to the third level of the dungeon Quabus. There the adventure continues in part 4 of the *Into Quabus* adventure path, *Assault on Quabus*.

## 32 - ANTECHAMBER

Right away, you can tell that this room was once a dining room. A bevy of chairs surround a long, wooden table. There are service stations cabinets topped with plateware positioned on the eastern and western walls. Two doors lead into and out of the room: one to the north and one directly across it to the south.

**Treasure.** A quick look inside the service stations reveals ivory stoneware worth 200 gp for the complete set.

## 33 - KITCHEN

This was once a kitchen. A stone hearth is at the center of the room. Prep tables covered with organized pots, pans, dishes, and serving utensils surround the walls. Crates, barrels, and sacks are stuffed below the tables.

There are two doors out of this kitchen: one of the north and one to the south.

All of the foodstuffs under the tables expired nearly one hundred years ago. All that remains is dust.

### RATS

*Easy encounter*

Two **swarms of rats** are sniffing around the old supplies. If disturbed, they attack.



## 34 - REPURPOSED BARRACKS

Skuvan tasked a regimen of orcs to wait in this area in case anyone got through his arcane locked doors in area 1.

### ORC GUARDS

*Hard encounter*

There are eight **orcs** in all. One orc stands guard at the eastern door and another stands guard in at the bend in the corridor just before the northern door. Six more orcs are in the barracks. If these orcs detect the presence of an intruder, they join ranks and attack. They prefer to stay within area 34, using the door and beds as cover.

### BARRACKS

Once the characters make it past the orcs and enter their barracks, read:

This grungy area is crammed with eight cots and crates stacked almost to the ceiling. Filth and detritus are everywhere and the whole room smells like humanoid body odor.

### TREASURE

Each of the orcs carries 2d6 sp. Under one of the beds in the barracks, there is a small pouch stuffed under one of the beds. It contains 50 gp and two carnelians worth 50 gp each.

## 35 - ANTECHAMBER

This area hosts a couple dust-covered couches divided by a large, short table. Glassware and wine bottles crowd the top of a cabinet against the north wall.

The wine in all the bottles turned to vinegar ages ago.

### TREASURE

A quick search through the couches cushions reveals a brooch with a dark green alexandrite set into it. It's worth 300 gp.

## 36 - AUDITORIUM

The southeastern door is locked.

This room is an auditorium. There are five rows of seats all facing the southwestern wall. Oddly, the southwestern wall shimmers like its surface is made of water.

### VIEWING WALL

The southwestern wall is a magical projection screen. On a successful DC 11 Wisdom (Perception) check, a character finds a small, rectangular tablet on one of the chairs. The tablet has eleven runes carved into it. The topmost rune is a circle with a line through it. The other ten runes are numbered 0-10, but in the Draconic language.

If a character touches the topmost rune, the shimmering wall glows with dim light 20 feet in all directions. While

the wall is glowing, a character can press up to two numbers on the tablet. Each number combination corresponds with a room in the dungeon (as shown on page 6 of this adventure).

When a room's number is entered, the glowing screen allows anyone standing in this area to observe the respective room and its inhabitants, as per the *scrying* spell.

If a secret area is entered (areas 12, 23, and 28), the words "Not Available" appear on the screen in the Draconic language.

Pressing double "0" displays a map of the entire dungeon, although it still omits the aforementioned secret areas.

## 37 - BRANDY ROOM

A large, circular red rug is at the center of this chamber. A statue carved into the likeness of a red dragon is tucked into an alcove in the southwestern wall. On the north wall is a brandy station with a decanter and two dozen tumblers. The liquid in the decanter has turned black with age.

### PHASE SPIDER

*Easy encounter*

Unless the characters were stealthy, there is a **phase spider** in this room hiding in The Ethereal beside the dragon statue. It readies an Attack action for the first creature that comes near it.

## 38 - TELEPORTATION PIT

There is a concealed pit trap just before the intersection in the corridor, marked "38" on the map.

### TELEPORTATION PIT TRAP

If 50 pounds of weight or more is placed onto the trapdoor, the door breaks open and drops whatever is in the space into a portal. The portal teleports objects and creatures to the 10-foot square space directly west of the westernmost door in area 5.

Once per every minute, one of the two gelatinous cube patrols falls through this trapdoor and into the portal. See "Cube Patrol" under General Features for details.

**Countermeasures.** Noticing the concealed pit without watching something or someone else fall into first it requires a DC 13 Wisdom (Perception) check.

## 39 - DAIS OF POWER

When the characters first enter this area, read the following:

This cylindrical room exhibits a colossal stone dais which rises towards its center. The ceiling is vaulted and decorated with images of red dragons battling (and defeating) griffon riders.

Standing at the top of the dais is a large armor plated, humanoid machine that stands 10-feet tall. Two three foot long blades extend from its arms.

## SKUVAN'S SHIELD GUARDIAN

### Deadly encounter

The machine is Shuvan's personal **shield guardian**. Unable to seal the door from area 40 that leads to this area, he tasked his shield guardian to stand guard on the dais and attack any creatures that approached. Shuvan stored a *silence* spell into the shield guardian. The guardian uses it against the first creature that targets it with a spell. It then concentrates its attack against any other spellcasters who are present.

The shield guardian's hands are blades. When it hits a creature with its fist attack, it deals slashing damage instead of bludgeoning damage.

## STUCK DOOR

The stone door that leads to area 40 is stuck on the tile in that area, thus, preventing Shuvan from arcane locking it. It's open enough that a Medium or smaller creature can squeeze through without any trouble. The door can be pushed back into place (or opened further) with a successful DC 18 Strength check.

## 40 - SCRYING TEMPLE

There are two ways to enter this temple. First, there is a set of arcane locked double-doors in the eastern wall. These doors connect to the corridor that connects directly with area 1. Second, there is a door connected to area 39. It's stuck open (see area 39 for details).

No matter how the characters enter this temple, read the following:

The first thing you hear when you walk into this temple is someone chanting in grim, dark language. It sounds like it's coming from the far western end of the room. Foul-smelling smoke pervades the entire chamber, rising all the way to the 80-foot-high ceilings above.

## SKUVAN AND HIS MINIONS

### Variable difficulty encounter

Skuvan is in the middle of a ritual to resurrect Defroksanz when the characters arrive. He has two layers of defenses.

**Thugs.** First, at the center of the room, five dragonborn thugs stand guard. They attack as soon as they see the characters. The dragonborn thugs have the following changes to their stat blocks:

- The thugs are resistant to fire damage.
- New Action: Fire Breath (1/Day). The thug exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed saving throw, or half as much damage on a successful one.

The thugs' job is to protect the cultists at the western end of the room.

**Cultists.** Next, Skuvan has his circle of cultists. Once the characters are within view of the dais (the location marked

"c" on the map), read:

Eight figures encircle a set of colossal dragon bones. Each of the figures wears dark red robes with a matching jeweled mask carved to look like a red dragon's skull. All hold their hands over the bones, whispering vile incantations.

Finally, the head of the group, whose robes are trimmed with gold, pulls a dagger from within his robe and slashes his own palm. Drops of blood spill from his hand onto the dragon bones before him.

The masked men repeat the phrase over and over again: "Defroksanz! Defroksanz! Defroksanz!"

The leader of the group is Skuvan (LE male human **cult fanatic**). The other seven are all cultists. With the ritual nearly complete, Skuvan sends the cultists forward to deal with the characters while he finishes the ritual. Skuvan only enters the combat if he is attacked or the other seven cultists are defeated.

When Skuvan enters the fray he attacks with his most powerful spells from afar.

If the characters defeat Skuvan, he uses his last breath to cackle madly, "You fools. Already it is too late. He returns... Defroksanz!"

The dragon bones start to tremble. Then, one by one, they reconnect—first a few ribs joining to create a rib cage. Then the leg bones reattach. Slowly, the large dragon's skeleton starts to rise. Black, ghostly flames burn where its chest should be, slipping up through its fleshless neck and out the holes in its roaring skull.

## DEFROKSANZ

### Deadly encounter

Defroksanz uses the **young red dragon** stat block. However, at the start of combat he is still reforming. While reforming, he has the changes detailed below, which makes him a CR 6 (2,300 XP) encounter:

- He loses his fly speed.
- He does not yet have his Fire Breath attack.
- Defroksanz starts combat with only 50 hit points. However, he is still regenerating. He regains 20 hit points at the start of his turn if he has at least 1 hit point remaining but less than 100. If he takes radiant damage, he does not regenerate at the start of his next turn.

When Defroksanz's hit points reach 100 or more through regeneration, he is completely reformed and regains his fly speed and fire breath. Defroksanz continues to regenerate until he has regained a total of 120 hit points (or regenerated for 6 rounds).

Once defeated, the dragon utters a final promise:

This is not the last you will see of me. I shall rise... again!

### SCRYING POOL

This large pool of water functions similar to the scrying screen in area 36, except it does not have a “remote” to control it. Instead, a viewer need only to speak aloud the name of the room upon which they wish to observe.

### TREASURE

There are multiple items of value in this location.

- Each of the cultists' gem-laden masks are worth 100 gp each.
- Skuvan's dagger is a vicious dagger.
- If the characters return Defroksanz's bones to the Pressonian History Museum in Greatwell, the museum's owner, Qiu Xiang pays a 2,500 gp reward. Alternatively, the bones might fetch up to 5,000 gp on the black market as dragon bones are exceedingly rare.

## 41 - LIBRARY

Tall shelves reach from the floor to the 20-foot high ceilings of this library. Each shelf is jammed with dust-covered tomes. A 10-foot long table sits at the center of the room.

### LOCKED DOOR

The door that leads to area 42 is locked.

### TREASURE

Many of the books in this library have been out of circulation for years or were outright banned. The complete collection of books in the area are worth 2,500 gp to a buyer who understands their value. The books weigh 5,000 lbs altogether and take up 180 cubic feet of space.

## 42 - OFFICE

When the characters enter this chamber, read:

A large, wooden desk faces the door through which you just entered this area. Seated at the desk is a skeleton covered in cobwebs, its mouth agape.

### SPIDERS, EW!

*Easy encounter*

A **swarm of spiders** lives in the skeleton's rib cage. They attack any creature that comes near the skeleton or the desk.

### TREASURE

The desk has a single drawer that's locked. A DC 13 Strength check or DC 13 Dexterity check using proficiency in thieves' tools is all that's needed to open the drawer. Inside, the characters will find a *wand of detect magic* as well as a pearl worth 100 gp (used for *identify* spells).

## 43 - SITTING ROOM

Tables, chairs, couches, and other comfortable-looking furniture crowd this area. The northernmost wall is curved, making the room a half-circle. It has a wet appearance to it, almost as if it's been sprayed with water.

### WHISPER WALL HAZARD

When the characters first enter this area, they can hear strange, inaudible whispers that seem to be coming from the curved, wet wall at the north. Any creature that comes within 5 feet of the wall must make a DC 15 Wisdom saving throw. On a failed saving throw, the whispers grow so loud that it's all that they can hear; they become deafened and before they start a long rest, they must make a DC 15 Constitution saving throw. On a failed saving throw, they cannot perform the long rest and the whispers persist. They can try to take a long rest again in 24 hours, suffering the normal consequences for not taking a long rest in a 24 hour period.

If they pass their Constitution saving throw, they can complete a long rest as normal. At the end of the long rest, the whispers stop.

A creature who succeeds on their initial Wisdom saving throw or the effect ends for it is immune to the Whisper Wall's effects for 24 hours.

A successful DC 13 Intelligence (Arcana) check reveals the wall for what it is. *Detect evil and good* spells or similar effects also recognize that the wall is desecrated. A *dispel evil and good* spell permanently stops the whisper wall's negative effects.

## 44 - MASTER'S SITTING ROOM

This chamber looks like another sitting room, albeit a little cozier than some of the others. One large curved couch pressed against the chamber's curved wall draws your attention first. There is a circle shaped like a pie slice in front of the table, creating careful cohesion with the rest of the room's abstract angles.

Facing the unusually-shaped table and couch is a pair of plush red armchairs. A new-looking black and blue striped cloak lies slung over the armchair closest to you. A sparkling, gnarled stick pokes out of the cloak's pocket.

### MIMIC CHAIR

*Easy encounter*

The chair, the cloak, and even the wand are all part of the same **mimic**. It waits for someone to come near and inspect it then attacks.

## 45 - MASTER'S BEDROOM

This room has two walls connected by a curved wall,

giving the room a quarter-circle shape. With its head at the center of the northernmost wall, a canopy bed with dust-covered red curtains remains. Despite the dust and cobwebs that cover its linens, it looks like it was made just yesterday.

A few feet from the bed, in the northwestern corner, is an armoire crafted to fit perfectly into its spot. Finally, an iron trunk rests against the western wall just by the door through which you entered.

### MOLDY CHEST HAZARD

The trunk is locked. It requires a DC 13 Dexterity check using thieves' tools to open the lock or a successful DC 15 Strength check to break it open. Once the trunk opens, read:

The moment you get the trunk open, a cloud of white dust explodes into your face.

The dust is actually mold spores, impossible to detect from outside the trunk. Each creature within 5 feet of the trunk when it opens must make a DC 10 Constitution saving throw. On a failed saving throw, they become poisoned for 1 hour.

### TREASURE

The trunk holds a small pouch with 10 pp and six carnelians worth 50 gp each. There are also 4 potions of healing and a helm of telepathy fashioned to look like a dragon. There was also a spellbook within, but the mold ate through its pages.

The armoire holds four fine silk robes, each one worth 5 gp. One of the robes holds a potion of climbing and 3 pp in one of its pockets.

## 46 - MASTER'S DINING ROOM

A colossal 30-foot long table beset by two dozen tall, intricately carved wooden chairs on its long sides, with a twenty-fifth chair at its head, commands your attention when you enter this room. A stone dragon statue stands in an alcove at the western wall.

### THE MASTER

*Hard encounter (avoidable)*

When the characters enter this room, the **ghost** of the Master, the dragonborn architect and warden of Violent Delights, appears sitting at the head of the table. The Master says nothing to the characters, only stares at them. He remains non-aggressive unless the characters attack him or do anything chaotic in these chambers. Even if provoked, he vanishes after a few rounds.

## 47 - THE MASTER'S KITCHEN

It's clear that this area was once a kitchen. And despite the dust that covers everything, all of the utensils here look like they are in excellent shape. In addition to the prep surfaces and cooking areas in this room, the east side of the room is cluttered with tall shelves stuffed with boxes, cans, and barrels, all presumably holding long-expired perishables.

Beyond the cookware (roughly three cooks' utensils kits' worth of goods), there is nothing of value in this area.

## WRAP-UP: DEAD BUT NOT GONE

Even if the characters stop Defroksanz, the threat is far from over. Now that Defroksanz's soul has returned to The Real, it actively seeks a new host, even if it isn't within his old bones. Deeper in Quabus he searches, looking for a way to return. And now he has new enemies to add to his list—those pesky adventurers who stopped him.

## ADVENTURE HOOK RESOLUTIONS

The adventure hooks presented earlier can be resolved as follows:

### INTO QUABUS

The characters will find even more areas to explore once they discover the staircase in area 31 that leads down to Quabus' deeper levels. The adventure continues in Assault on Quabus.

### MAPS OF QUABUS

A detailed map of Quabus' Violent Delights (at least 20 areas) will earn the characters 2,000 gp from the noble, Kheshud Bosteid. If the characters discover the staircase in area 31 that leads to the next level and inform Bosteid, Bosteid offers another 3,000 gp if they will explore that level, too.

### DEFROKSANZ'S BONES

As promised, the Pressonian History Museum's owner, Qiu Xiang, awards the characters 2,500 gp for the return of Defroksanz's bones. Plus, he offers another an additional 10% over the normal asking price for every artifact related to the lair itself (such as the Master's robes, stoneware, the cultist's masks, etc.). If the characters share details regarding Defroksanz's return, he takes interest in the matter. He then asks if they will descend further into Quabus to learn more about the ritual and how they were able to bring back Defroksanz's soul without a phylactery present.

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