



Chapter 2. The Golden Galleries

The Golden Galleries comprise areas 23 through 35. This section of the Nightmare Tunnels is designed for four characters with an average party level (APL) of 6. Characters who successfully navigate all or most of the galleries should earn enough experience to reach 7th level.

What Creatures Are Found Here?

Two major factions vie for control of the Golden Galleries, although one is arguably more powerful than the other.

Clan Darkness

Clan Darkness is all that's left of a legion of hobgoblins that entered the tunnels with dreams of conquest and glory. The drably-dressed hobgoblins have lost countless battles in the dungeon. First, they lost their potato garden (area 29) to the mummy lord Prardul. Then, they lost their mushroom garden when a malicious aberration named the orifice formed in the wall of the chamber within which it was held. Starving and desperate, the hobgoblins are more than willing to cut a deal with the characters in hopes they can escape the Nightmare Tunnels.

Unbeknownst to the hobgoblins, their leader, Skataz, is actually a rakshasa disguised as a hobgoblin war mage.

Because of Skataz's repeated tactical and strategic errors, the hobgoblins he commands have begun to lose faith in their leader.

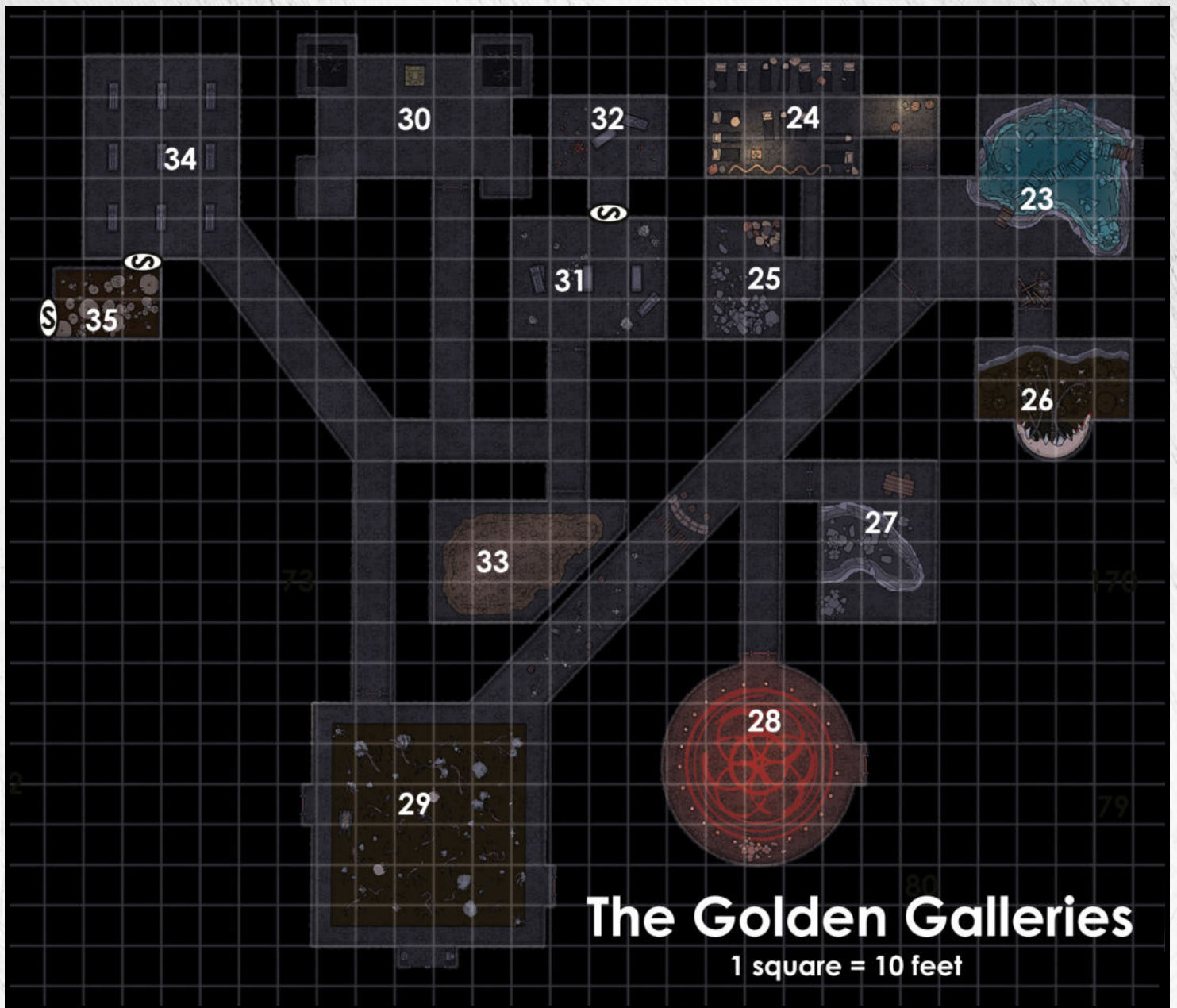
Lord Prardul

An ancient war priest of some renown in his own home plane, Lord Prardul is a contemplative mummy lord that rules the western section of the Golden Galleries. Like others trapped in the dungeon, Prardul hopes to escape the tunnels. Thus, he's willing to negotiate a truce with the characters—so long as they're willing to squash Clan Darkness and its leaders, of course.

The Orifice and Its Spawn

Hoping it would allow himself (and possibly his hobgoblin minions) to escape, the rakshasa Skataz cast a mighty conjuration ritual connecting the dungeon to another plane of existence. Unfortunately, all the ritual did was bring a horrific creature known only as "the orifice" into the dungeon. This "orifice" now eats whatever it can get its grubby tentacles on while simultaneously breeding foul creatures from its gaping maw.

Thankfully, Clan Darkness barricaded the door to the orifice's chamber. So long as the barricade remains, the orifice and its spawn can't escape. Hopefully, no overly curious party of adventurers will pry the barricade free and release the horrors within.



Keyed Locations

The following locations are keyed to the map of the Golden Galleries on this page.

23 - Hunter

The door connecting this area to section 1, area 2 is a locked iron portcullis.

A colossal pool of cold, clear water dominates the northwest end of this chamber. At the bottom of the pool lie the remains of a bridge that once spanned the area. Additionally, a wooden chest rests at the bottom. The water is 5 feet deep and the water's surface is 5 feet below the room's floors.

A continuous gated loop feeds the pool, constantly recycling the water within. Three spouts emerge from three miniature portals in the ceiling. The other side of the portals are located at the bottom of the pool.

Trapped Chest

The chest at the bottom of the pool is rigged with a poison dart trap. Any creature that opens it is targeted by a +3 attack. On a hit, the dart deals 1 piercing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the target fails its saving throw by 5 or more, it falls unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Spotting the trap requires a successful DC 12 Intelligence (Investigation) check. Disarming it requires a successful DC 10 Dexterity check using proficiency in thieves' tools.

The chest contains 2 ep.

Barricade

The door that connects this area to area 26 has been barricaded shut with rubble and broken furniture. A message painted in red upon a broken table top reads (in Goblin), "Danger! Chamber of the Orifice."

It takes one creature an hour to remove the refuse, two creatures a half hour, and three or more creatures fifteen minutes.

24 - Darkness

A small cut into the top of the door that leads from this area to area 23 allows the hobgoblins within a view of the outside.

The hobgoblins who live here creatively reassembled broken furniture, empty treasure chests, and other detritus to create sixteen camp beds. Three rickety stools stand near the entrance and a pair of lanterns—one near the stools and another atop a three-legged table near the center of the room—cast the entire area in dim light.

An old, moldy crimson and blue tapestry hanging against the southern wall conceals the presence of the passage that connects this area to area 25.

Clan Darkness

The hobgoblin Clan Darkness claims this area as part of their domain. Ten **hobgoblins** led by two **hobgoblin veterans** (see the sidebar) are stationed in this chamber. They're joined by two **worgs**.

Ever since Clan Darkness entered the Nightmare Tunnels, they've had a rough go of it. While they won't back down from a fight, they also aren't above negotiating a truce with like-minded adventurers. If the characters earn the hobgoblins' trust, they introduce the characters to their leader, Skataz, who rests in area 28.

Hobgoblin Veteran

A hobgoblin veteran uses the **veteran** stat block, except with the following changes:

- The veteran has darkvision out to 60 feet.
- The veteran speaks Common and Goblin.
- **New Feature: Martial Advantage.** Once per turn, the veteran can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the veteran that isn't incapacitated.

Treasure

Ever since they lost control of their food supply (see area 26), Clan Darkness has had to survive on what little they can find. Each hobgoblin carries the armor and weapons typical for a hobgoblin, plus a backpack containing the contents of an explorer's pack minus the rations. Any coins they once carried they've long since traded away to other factions in the dungeon for the meager supplies in area 25.

25 - Spire

Huge hunks of rubble have tumbled from the crumbling ceiling. The northeast corner of the room contains a stack of rotting and moldy sacks, the majority of which contain meager food supplies of questionable quality.

This room once held traps and was guarded by animated suits of armor. The hobgoblins disabled the traps and destroyed the suits of armor.

26 - Mushrooms

A thick forest of tiny brown mushrooms blankets the floor of this area. To the south, a massive, stinking orifice of some sort protrudes from the wall. Yellow puss dribbles from its pink lips, pooling on the ground before it.

The Orifice

Clan Darkness once used this room to grow mushrooms. Then, Skataz, their leader, cast a powerful conjuration ritual hoping to create a way to escape the dungeon. Instead of delivering his loyal subjects out of the dungeon, he brought something horrible into it.

The orifice to the south is actually part of a colossal creature, acting simultaneously as its digestive and reproductive system. It is possessed by an interminable hunger—all living creatures must be consumed!

The Orifice Attacks. The orifice has blindsight out to 60 feet and can take 3 special actions each round, choosing from the options below. Only one special action option can be used at a time and only at the end of another creature's turn. The orifice regains its spent special actions on initiative count 20 (losing initiative ties).

- **Tentacle Grapple.** The orifice targets up to four creatures that it can sense within 60 feet of it with its tentacles. Each target must make a DC 15 Dexterity saving throw. On a failed saving throw, the target takes 7 (2d6) bludgeoning damage and is grappled (escape DC 15). While grappled in this way, the target is restrained and takes 7 (2d6) bludgeoning damage at the start of its turn. The orifice can have up to six tentacles at a time. Each tentacle can be attacked (AC 13; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the orifice, which can extrude a replacement tentacle on its next turn.
- **Swallow.** The orifice targets one creature that it is grappling. The target must make a DC 20 Strength saving throw. If the check fails, the orifice devours it and the creature instantly dies. It's worth noting that the creature died outside of the dungeon—hooray for small victories, etc.
- **Spew Spawn.** The orifice births one of its spawn (represented by the **ankheg** stat block) into an unoccupied space within 30 feet of it. Spawn summoned in this way roll initiative and act on the next available turn. The orifice can only create three such spawn per day.

Attacking the Orifice. A character can attempt to drive back the orifice by dealing damage to it. A character can use an action to make a ranged attack or melee attack, or to cast a spell. Assume that any attack rolls hit but are not critical hits, and disregard any effect of the attack or spell for this purpose other than the damage it deals.

If the total damage from all the attacks or spells used on a character's turn is 20 or higher, the orifice is momentarily slowed. It can't take any further special actions until the start of that player's next turn.

The orifice can only be slowed down. It cannot be destroyed.

Treasure

Whatever the orifice can't digest it vomits into the mushroom garden before it. If the characters dare spend their turns rifling through the mushrooms, they might find one or more items of value. A character can use the Search action to make an Intelligence (Investigation) check. Refer to the table below to determine what the character finds.

Indigestible Goodies

Check

Result Outcome

1-9	The character finds nothing of value.
11-15	A mundane weapon or item made of metal or stone (maximum value of 100 gp).
16-17	A gem worth 1d4 x 100 gp.
18-19	One uncommon magic item (your choice).
20 or higher	The character finds nothing of value. All future checks made to search the area also turn up nothing of value.

Plague of Spawn

If the characters made the foolish mistake of clearing the barricade from the door to this area, the orifice continues to create spawn with which it will terrorize this part of the dungeon. Introduce random encounters in this part of the dungeon at a frequency that seems appropriate. Good opportunities are when the characters enter a new area, linger somewhere for too long, or attempt to take a rest. All random encounters involve 1d4 + 1 orifice spawn (**ankhegs**). The spawn only live to kill creatures and drag their corpses back to the orifice so it may feed upon them. Only by barricading the door to this area again will the characters stop the plague of spawn.

27 - Trophies

Clan Darkness uses this area to rest and recover. Unless encountered elsewhere, there are three such hobgoblins and a hobgoblin veteran here eating a meager meal of poor quality rations.

28 - Tiger

The passage that connects the northeastern end of the dungeon to the southwestern end is fortified with a 4-foot-tall wall of sandbags and chevaux de frise. Three **hobgoblins** stand guard here, keeping their eye to the south. The remains of destroyed undead, broken arrows, and discarded weapons and armor litter the passage ahead.

Within area 28 proper, the door to the west leads to area 170. Skataz keeps it barred from this side and protected with an *arcane lock* spell.

This massive, circular room is dominated by a colossal arcane symbol drawn on the floor. Dozens of lit candles surround the symbol, illuminating the room with dim, crimson light. The crushed remains of an altar lies at the south end of the room.



Skataz

Clan Darkness' leader, Skataz, meditates at the center of the room. Unbeknownst to the hobgoblins who serve him, Skataz is a **rakshasa** disguised as a hobgoblin evoker. Ever since the fiasco with the orifice (see area 26) and the continuous losses the hobgoblins suffer at the hands of Lord Prardul's undead, he's kept to himself.

When the characters first meet Skataz, instead of a threat, he sees an opportunity. He plays the role of a downtrodden military commander to perfection, constantly sighing and feigning visible anxiety. Using his invisibility, he has scouted ahead through the dungeon and discovered at least one potential way to escape: the Malediction Staff (see area 162). Although he doesn't know what the artifact does, he suspects that it is not so much a weapon as it is part of a greater machine that exists somewhere within the dungeon. Skataz proposes that the characters recover the staff. If they succeed, he promises to ally his hobgoblins with the characters in their quest to escape the Nightmare Tunnels.

Skataz does not fear death. He already tried escaping the dungeon using the loophole that allows fiends to return to their home plane when they're destroyed only to discover he now rejuvenates. If he is destroyed, he gains a new body in 24 hours, regaining all of his hit points and becoming active again. The new body appears in this chamber.

29 - Tubers

The iron portcullis to the south of this chamber is *arcane locked* (see below for details).

This massive chamber boasts 30-foot-high arched ceilings. The majority of the floor in this area has been excavated and prepared with soil. Withered vines extrude the soil, the remains of potato plants once grown by Clan Darkness.

Lord Prardul destroyed this food supply with a *blight* spell, forcing the hobgoblins to retreat to the northeast.

The entire ruined garden counts as difficult terrain.

False Doors

There are four doors in the walls of this room. The western and easternmost doors are both false doors. Once upon a time, these doors were trapped with poison darts. The hobgoblins disarmed both traps when they created their garden here.

Southern Passage and Statues

A huge, arcane locked iron portcullis blocks passage to the south (area 66 in the Verdant Vaults). Although the bars allow a view of the chamber to the south, nothing can pass through the bars so long as the *arcane lock* remains in place, functioning similar to a *wall of force* spell.

A pair of statues flank the portcullis. The western statue depicts a young woman holding a child. The eastern statue depicts a skeleton wielding a pair of scimitars. Both statues are headless.

If the golden skull from area 9 is placed atop the skeleton statue and the golden woman's head from a later area is placed atop the statue of the mother, the *arcane lock* on the portcullis dispels and the portcullis opens. Removing either head closes and locks the portcullis.

30 - Clinical

Two **mummies** guard the outside of this door.

This saltire-shaped room has 30-foot-high ceilings. At the center of the north end of the room stands a grand throne decorated with melted gold and pocked with glittering gems.

Floor Trap

The 15-foot-wide, 50-foot-long stretch of floor at the center of the room is an illusion concealing the presence of a 20-foot-deep pit. Twelve hungry **shadows**, servants of Lord Prardul, lurk at the bottom of the pit.

A character who touches the floor or succeeds on a DC 17 Intelligence (Investigation) check recognizes the illusion, which then becomes slightly translucent.

Lord Prardul

The **mummy lord**, Prardul, sits upon the throne at the north end of the room. Prardul spends his days contemplating existence and the nature of the dungeon. While he does, he appears to be a lifeless corpse. Once he animates, he is actually quite amenable, despite his evil nature. Unwilling to leave the comfort of his domain—but still hellbent on escaping the dungeon—Prardul offers the characters a deal: if they rid this section of the dungeon of Clan Darkness and its leader, Skataz, he will reveal the location of a powerful artifact that may help the characters escape the dungeon.

Prardul knows that Skataz is a rakshasa, but will not reveal this information to the characters. Instead, he lends them an *iron flask* with which they may capture the fiend.

If the characters return with Skataz in the flask and proof that the hobgoblins were destroyed (thumbs, scalps, etc.) he will reveal what he knows about the Malediction Staff in area 162.

Prardul would rather not fight the characters, as he considers such activities beneath himself. Instead, he tries to trick the characters into stepping into the concealed pit before him. If the characters surpass the pit or prove more deadly than he thought, he uses his spells to vanquish the weakest targets first.

Rear Pits

The two 10-foot-square pits in the northwestern and northeastern corners of the room are both 20 feet deep. Each pit contains the desiccated remains of three hobgoblins whose lifeforce was drained by Prardul. Prardul can use his *lair action* to telekinetically lift a hobgoblin from the pit and animates it as a **mummy**. Once he uses this *lair action*, he can't use it again until he uses another one of his *lair actions*.

Treasure

All treasure Lord Prardul and his servants collect are added to his throne—gold is melted down and poured over the throne and gems are placed into the cooling gold to set. The entire throne is worth 30,000 gp. Of course, it weighs a literal ton.

Prardul keeps his heart within the throne itself. The only way to retrieve the heart is to destroy the throne; AC 15, 100 hit points, immunity to poison and psychic damage.

31 - Tea

The southern passage is blocked by a locked iron portcullis. A switch inside the room allows the mummies within to open and close the door as they please.

At the center of the room stand three sarcophagi in a neat row. All three sarcophagi have had their lids removed. Two of the lids lie next to the sarcophagi from which they were pulled, while the central lid lies smashed to bits on the floor.

Mummies

Two **mummies** guard this chamber. Unless instructed otherwise, these mummies see no reason to let the characters enter this area—even if the characters claim they have an alliance with lord Prardul.

T Puzzle

The northern wall has a mysterious diagram drawn onto it (see Handout A: T Puzzle). The diagram refers to the series of switches located under the center sarcophagus.

Sarcophagi

A character who inspects the central sarcophagus and succeeds on a DC 15 Intelligence (Investigation) check recognizes that the sarcophagus is hiding the presence of something beneath it. If one or more creatures with Strength scores of 20 slide the sarcophagus out of the way, it reveals a hidden compartment with 26 switches. Each switch is labeled with a letter of the Common alphabet.

If any switch other than the one labeled “T” is triggered, poison gas slips out of vents located at the sides of the switch panel. Each creature within 30 feet of the panel must make a DC 20 Constitution saving throw, or become poisoned until the start of its next turn. If the creature starts its next turn still poisoned in this way, it must repeat its saving throw. If the second saving throw fails, the creature’s hit points are reduced to 0.

Spotting the gas jets requires a successful DC 15 Intelligence (Investigation) check. The jets can be plugged with rags, preventing the release of gas.

If the switch labeled “T” is triggered, the secret door in the north wall unlocks and opens.

Secret Door

A secret door in the north wall connects this area to area 32. The door is *arcane locked*. Triggering the T switch (see above) unlocks and opens the door.

32 - Jail

When the characters first enter this area, they discover a room in ruins. An overturned sarcophagus lies in the middle of the room, its lid tossed aside. Broken bits of urns and canopic jars lie everywhere.

Dol the Unkillable

A bugbear **lich** named Dol the Unkillable sits at the edge of the sarcophagus. When he sees the characters enter the room, he says, with a gruesome smile, “Six hundred years trapped in this place and not even a book to read. Time to stretch my legs.”

The lich is temperamental. Driven mad by his extended tenure in this hidden room, he isn’t quite sure what to do with himself. His first reaction is to join the party, acting as a guide of sorts—although he has no knowledge of the dungeon beyond this area.

If the party agrees, he joins them. Without his spellbooks, he has no access to his spells and only relies on his paralyzing touch and legendary actions. Dol has no recollection of where his phylactery is stored (it’s not in the Tunnels). If he is destroyed, he reforms in this chamber.

As soon as Dol meets a creature as powerful as him—such as Prardul or Skataz—he abandons the characters and aligns his goals with his new ally. Until then, he works as an insightful and knowledgeable mentor for the party (even if he is a little kooky). All he asks for in exchange is help recovering his spellbooks. If there is a wizard in the party, he demands the wizard allow him to prepare spells from his or her book. Failure to do so makes Dol grumpy and vengeful.

33 - Soap

This chamber’s presence is concealed by a secret door. Thanks to a strangely sweet smell emanating from within the room, all checks made to find the secret door are made with advantage.

A quivering, flesh-colored pool of filth belches and sludges at the center of this odd-shaped chamber. Bubbles form and pop along its surface with regularity, a few of which appear to be humanoid eyes. Surprisingly, the puddle has a sweet, perfumed smell to it, not unlike soap.

Melted Flesh

The puddle is, of course, something horrible. When a living creature comes within 10 feet of the puddle, it spits out a screaming, acidic **zombie**. It then continues to produce one new zombie from its mass each round on initiative count 10 (losing initiative ties). Zombies spawned in this way are immune to acid damage and deal an additional 4 (1d8) acid damage on a hit with their slam attack (CR 1/2)

The puddle counts as difficult terrain. The first time a creature enters the area and each time it starts its turn in the puddle, it takes 4 (1d8) acid damage. If this damage reduces the creature’s hit points to 0, the creature dies and becomes part of the puddle.

34 - Speaker

Nine sarcophagi arranged in three rows crowd this large, 30-foot-high ceilinged chamber.

Mummies

Each sarcophagus holds a **mummy** loyal to Prardul. It takes each mummy two rounds to remove the lid to its own coffin. Once freed, it attacks the characters until they’re dead or they leave the area. So long as the mummies aren’t destroyed, they return to their sarcophagi to continue their slumber.

Secret Door

There is a secret door hidden in the southern wall that connects this area to area 35.

35 - Garden

The floors of this room are covered in thick soil from which large, pale mushrooms sprout.

Hobgoblin Zombies

The corpses of six hobgoblins lie half-buried under the soil. Mushrooms and other fungus grow from their wounds and orifices. When a living creature enters this area, the six hobgoblins all rise as **zombies** and fight until destroyed.

Secret Doors

The secret doors connecting this area to areas 34 and 74 (see Verdant Vaults) are obvious from this side.

Credits

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. Tim Hartin, DMDave

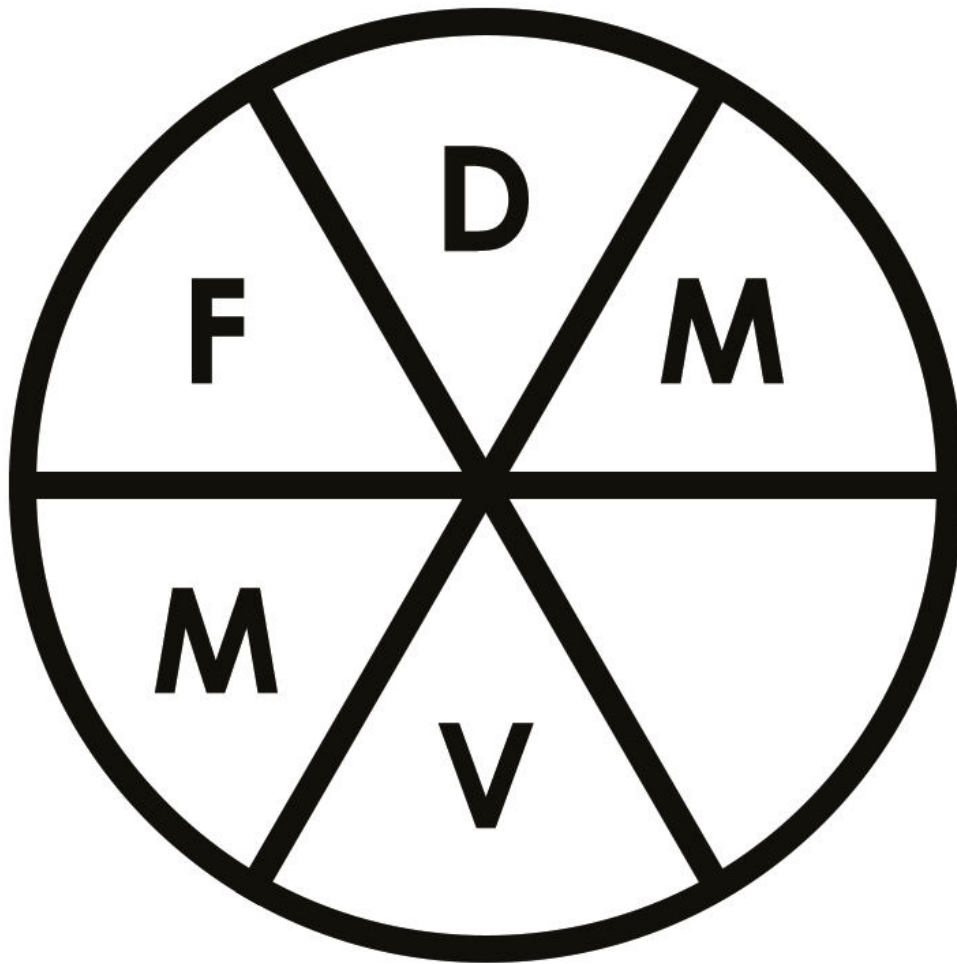
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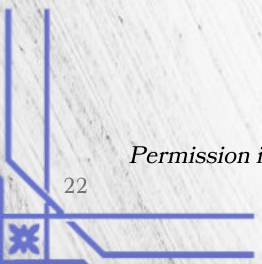
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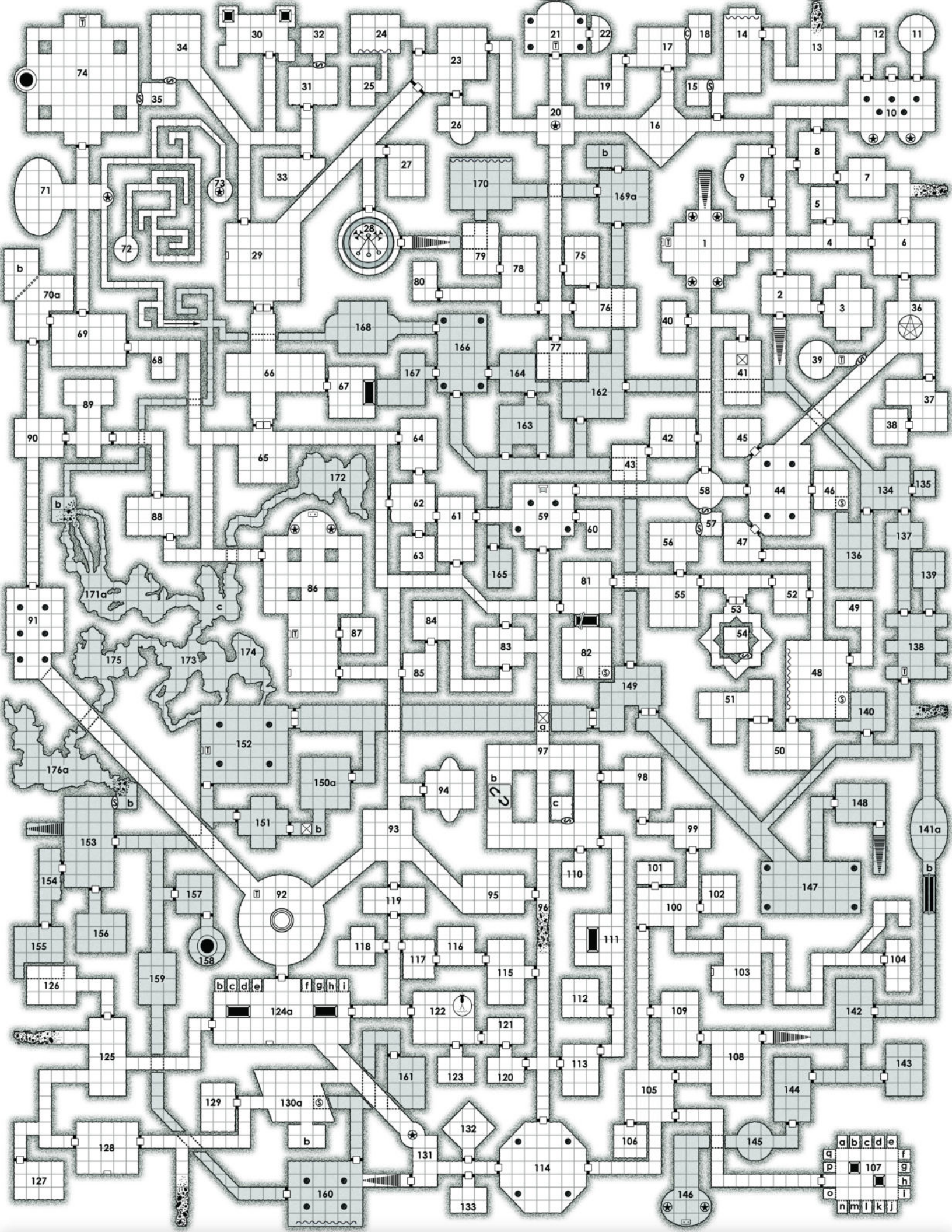
Appendix: Handout

Handout A: T Puzzle



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