

items can be found at the end of this document.

Prison for Dragons

Prison for Dragons is a fifth edition adventure for the world's most popular roleplaying game. It takes place in the campaign setting of *Exploration Age* in the world of Canus, but can be used in any setting you desire. This adventure is meant for a party of four to six 12th-level characters.

Stuff You Should Know About Canus

If you want to play this adventure, there's a few things about Canus you should know.

1. [Aberrations](#) and [dragons](#) were the first creatures to inhabit Canus. They did not get along and warred for millennia. The war was fought differently on the two halves of the globe. Aberrations fought chromatic dragons on in West Canus and on the continent of Verda in East Canus, aberrations fought with metallic dragons. This adventure takes place in Verda.
2. Verda was just discovered by the humanoids of West Canus ten years ago. The West has established colonies on Verda. This adventure takes place in an area held by the Western country of [Aeranore](#), a monarchy of mostly humans and gnomes. This area is appropriately called New Aeranore.
3. There are many humanoids native to Verda organized into [tribes](#). Each tribe is named for an animal or monster found on the continent. These tribes may seem primitive to non-Verdians, but their way of life can be quite sophisticated. Tribes vary greatly and can be friendly, indifferent, or hostile towards colonists and each other.
4. Isolationist [tieflings](#) are also native Verda though they live in enormous, walled, spire cities and generally avoid contact with outsiders. The tiefling race was created by metallic dragons from the blood of devils to aid them in their war against the aberrations.
5. Two guilds, the rough-and-tumble [Explorers' Guild](#) and the more refined and strict [Society of Seekers](#) exist in the world. They give contracts and housing to guild members who go on adventures in their names.
6. Long ago artifact weapons the [Tools of Order](#) which were replicas of the weapons wielded by [Bragonay's dwarf gods](#), were lost in the aberration-dragon war. These weapons are extremely powerful and many have given their lives searching for them.
7. There are [special mounts](#) and [magic items](#) on Canus which make travel easier. The mounts and magic

Dragon Prisons

Before humanoids ruled the world, aberrations warred for thousands of years with the dragons for control of Canus. During the war aberrations used powerful magic to create special prisons designed to hold dragons. These prisons needed to be beyond powerful to contain such mighty creatures.

The aberrations eventually lost the war with the dragons, abandoning their surface structures and retreating into The Underdark. Many of their prisons remain standing thousands of years later with magic and horrors untold.

No dragon prisons actually exist on the Material Plane. Each prison is held in its own special demiplane created by the aberrations. The hidden entrances to these worlds are hidden within labyrinthine ruins of aberrant citadels on the Material Plane. Like most aberrant structures these ruins go deep into the ground rather than rise into the sky to afford better protection from flying dragon enemies. Even if the portals are found in these ruins, opening one requires obtaining its key, a small gem with a strange aberrant symbol engraved.

The portal leads to a strip of barren earth sandwiched between the edge of the finite demiplane and a moat of liquid psychic energy. This strip of land and moat run along the plane's borders creating an island at the center of the plane. Upon this island sits the prison itself, and imposing structure of black adamantine, shaped and carved by the strange magic of aberrations.

Inside the demiplane living creatures require no food or water to survive and do not age. A powerful ritual to create this effect was enacted by the aberrations for two reasons. First performing the rituals, expensive and time-consuming as they are, was less expense and life-threatening than trying to feed, house, and clean up after growing dragons. Also as dragons age they grow in power so it was to the aberrations' benefit to halt the aging process of these beings.

The few aberration guards who patrolled the prison fled millennia ago when their kind were driven underground. Of course these demiplanes never housed many aberrations to begin with. Even behind bars dragon prisoners are cunning and deadly so the aberrations built construct guardians. These guardians are still operational, patrolling the demiplane's border and moat as well as the inside of the prison.

Adventure Background

Shuzal was an important prison for the aberration forces. During the war many important metallic dragons and weapons were contained within its walls including a pair of silver dragon twins who were ancestors of the architects of the tiefling race. Maxathaltros and his sister,

Kerrinsalastraya, were well into adulthood when they were thrown into Shuzal. The aberrations mistakenly believed the twins knew a secret to unmaking the tieflings. For thousands of years the twins were tortured at the hands of aberrations for information that they did not possess.

As the aberrations on Verda found themselves close to ruin at the hands of the dragons and the tieflings, their methods of interrogating the twins became more extreme.

Kerrinsalastraya was killed in her cell during an interrogation. The aberrations searched her cell for any information she might have hidden away, found nothing, but left her cell door unlocked as they fled the demiplane on which the prison was built leaving active constructs and traps behind to guard the prison itself. The dragons and tieflings laid waste to the citadel on the Material Plane which hid the entrance to the demiplane, but never found the portal.

More millennia passed as the dragon prisoners sat in their cells, sustained by the magic of the aberrant demiplane. The boredom made some insane. Yet other dragons, like Maxathaltros, held onto hope that they might one day escape and rejoin their kin.

On the Material Plane a clan of ogres and onis, the Ox Tribe, moved into the ruins of the citadel once guarding Shuzal. The tribe has a fearsome reputation for devouring the flesh on any living being, preferring to dine on humanoids. Their residence there has remained virtually uncontested for many years.

500 years ago Akros Sepora, a spireless tiefling from the Amber Spire shunned for her practice of necromancy, found the ruins of Shuzal. Using a bevy of powerful spells she managed to evade detection from the Ox Tribe. Luckily for Akros the ogres had a burial ground which provided her with undead bodyguards. She entered the demiplane after uncovering a portal key in the rubble of the ruin. Her undead defeated the construct guardians and traps on the ground floor of Shuzal and she has ruled there ever since. Taking advantage of the agelessness effect in the demiplane, Akros has had centuries to perfect her dark craft. She rebuilt and reprogrammed some of the constructs, ventured back into the Material Plane for more ogre corpses, and became obsessed with the aberrant magic of the demiplane which causes allows her to live without the need of food, water, or aging. Her goal is to find a way to harness that magic and bring it with her to the Material Plane. Akros hungers for vengeance against her home. When she can figure out how to tap into Shuzal's magic the first place she plans to bring her undead army is back to the Amber Spire.

Akros does not venture down to the cell block floor of the prison for she fears the dragons and even greater terror which she created. 200 years ago her tampering with the aberrant magic of Shuzal corrupted the corpse of Kerrinsalastraya, turning the dragon into an undead dragon mage who now rules the cell block floor. Kerrinsalastraya abhors anything living and has killed those who have not agreed to become undead dragon mages upon escaping

Shuzal. Her victims were raised as zombies who now roam the cell block floor. Her brother still lives though locked in his cell. Maxathaltros hates what his sister has become, but she still loves him. When she finds a way out of Shuzal, Kerrinsalastarya hopes her brother's gratitude will change his mind about her new form.

Recently Akros ran out of fresh ogre corpses from the burial grounds of the Ox Tribe and has begun picking off living ogres to swell her undead ranks. The Ox Tribe knows that some of their own have gone missing in the night and want to punish the person responsible.

Kerrinsalastarya has unlocked a vault within the cell block which kept many of the aberrations magic weapons. The aberrations emptied most of the vault when they fled Shuzal, but the undead dragon mage did find enough weapons that she has begun constructing a massive drill, which is slowly digging her a tunnel through Shuzal's adamantine walls.

Adventure Synopsis

The PCs are drawn to Shuzal's surface citadel for any number of reasons (see "Adventure Hooks"). After traveling through the wilds of the Great Bear Forest they find themselves inside the ruin, facing off against the Ox Tribe and meeting face to face with its cunning ogre chief, Crtulak the Jaw. Crtulak reasons with the PCs, agreeing to stop any attacks on the surrounding countryside if they aid him in figuring out why members of the Ox Tribe keep going missing in the catacombs of the ruin.

From there PCs discover the portal to Shuzal's demiplane and find themselves in a world of undead ogres and powerful constructs. An oni vampire aids the PCs in dismantling Akros Sepora's operation. The vampire tells the PCs what is happening on the cell block level of Shuzal and that a mighty undead dragon mage is about to drill her way out of prison with an army far more terrifying than anything Sepora could unleash on the world.

The cell block level is where the PCs must destroy Kerrinsalastraya's phylactery and the undead dragon mage herself. Here they face a host of dragons, living and zombified, and aberrant traps set long ago.

It's All Shuzal

While Shuzal is the prison where the dragons are kept, it is also the way the aberrations refer to the entrance citadel and the demiplane which houses the prison.

Hooks

The following hooks can be used to get PCs into Shuzal.

Ogre Raids

Caravans on the trail between Paqual and Lumberton have been attacked repeatedly by a large group of ogres. The PCs are hired by Falan Neleare, owner of the Neleare Lumber

Company, to clear out the ogres. He knows the task is dangerous and will give them 100 gp for the head of every ogre returned to him. If the PCs are members of the Explorers' Guild of the Society of Seekers this contract may come to them through one of these organizations.

Portal Key

Datas Lantandra, an venerable tiefling librarian from the Amber Spire, has become obsessed with searching aberrant ruins. The old tiefling has been researching nearby ruins and recently discovered a strange gemstone in the spire's aberrant collection which he believes to be a *Shuzal portal key*. He hires the PCs to delve into the ruins of Shuzal's entrance citadel, find the portal, and bring back a map of the place. Datas agrees to pay the PCs 5,000 gp for the map.

Dreams of Maxathaltros

Maxathaltros has been trying to reach the Material Plane for thousands of years by creating a powerful version of the *dream* spell. When the PCs are resting within 1000 miles of the ruins of Shuzal's citadel they receive a vision of Maxathaltros begging them to come and free him from his prison. He offers to take them to his treasure hoard on the northern most cliffs the Harpy Mountains if they free him. Should they free him, Maxathaltros is true to his word. Much of his hoard has disappeared in the millennia he was trapped, but he did keep a chest of hidden booty. The gems, coins, and art within the chest are worth 50,000 gp. The chest also contains 3 rare magic items of the GM's choice.

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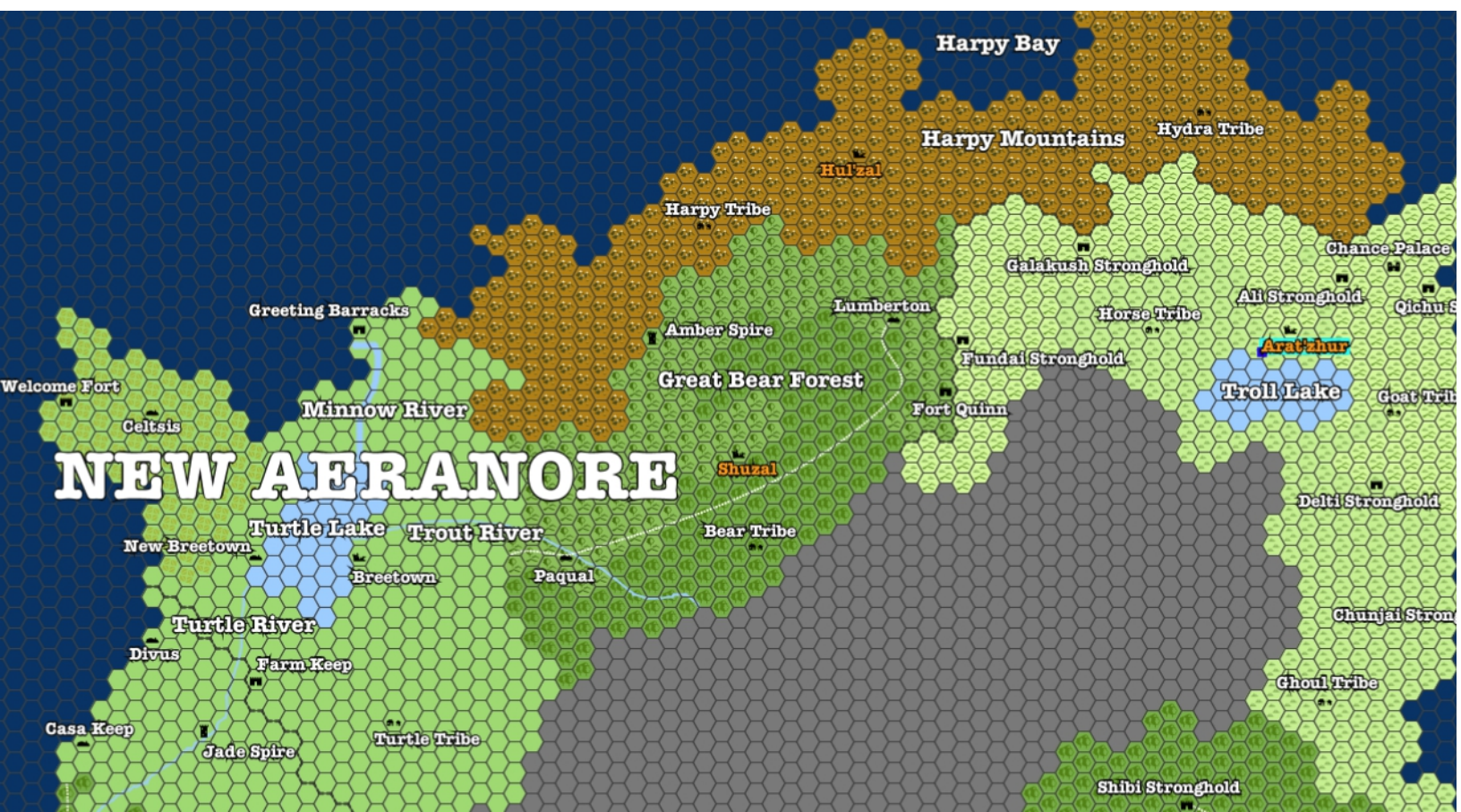
Servitor

While searching another aberrant ruin, the PCs find the journal of an aboleth general for millennia ago. The journal is written in Deep Speech (which is a written language in Exploration Age) and has mostly been lost to the ravages of time. There is a legible passage which mentions receiving spoils of war from allies across the sea including a magic war pick of extreme power liberated from the corpse of a dwarf. The ruby-headed pick was sent to Shuzal for safekeeping. A PC who succeeds on a DC 15 Intelligence (History) check knows this weapon could be *Servitor*, one of the *Tools of Order*. Any dwarf PCs from Bragonay or PCs who have done research about the *Tools of Order* know this automatically.

The Great Bear Forest

Shuzal is located within the Great Bear Forest between the Aeranorian colonies of Paqual and Lumberton, the tiefling Amber Spire, and the village of the Bear Tribe. The Great Bear Forest is chilly and mysterious. Every morning the woods are covered in thick mist and the sounds of animals calling and responding to one another fills the ears of the tribes and colonists. This routine ends with the baritone call of the great bears. The Bear Tribe describes their namesake as elusive, enormous bears infused with spiritual energy by their gods. The bears protect the wood, and lumberjacks from Aeranore have been warned many times that if they continue their work they will be marked for death.

Map below made with [Hexographer](#)
Map Scale 1 hex = 50 miles



Towns and Settlements

PCs could be based in one of the following settlements or pass through them on their way to Shuzal, depending on the hooks used. The small descriptions below can be expanded upon. Assume the colonies and the tiefling spire have a place to buy most mundane goods and services, while the Bear Tribe does not offer much in the way of goods and services for gold, but might be willing to barter in exchange for items or favors from the PCs.

Lumberton (Colony Population 1,500) Lumberton is a community of humans and gnomes focused on exporting lumber all over Canus. The companies here dream to one day expand and overtake one of Taliana's main exports. The elf and halfling nation of Taliana in West Canus currently does not see this colony as a threat to their lumber business, but that doesn't mean they aren't keeping a watchful eye on the colony.

Paqual (Colony Population 2,500) Nobleman Sydal Freedrock has convinced the people of Paqual that they should not be subject to the rule of Queen Icillia IV, who sits on a throne across the sea and does not understand the problems of the Verdan colonies. He wants Paqual and Aeranore's other colonies to rise against Icillia IV and declare themselves a separate nation. Trying to garner support, Sydal will soon make his own claim for Paqual's independence, with or without the other colonies. Many of Paqual's citizens agree with this separatist attitude, though some Aeranoreans see Sydal as a power-hungry tyrant who desires a kingdom of his own.

Amber Spire (City Population 30,000) The Amber Spire is home to some of Verda's most isolationist tieflings. Outsiders cannot enter the walled city unless accompanied by a tiefling who has legitimate reason to enter the spire (as deemed by the guards). The city is built upon itself with winding roads which lead the way up to its pointed top. The tieflings here often specialize in the aburjation school of magic and train with great weapons. Like many of Verda's tieflings, they rarely leave the walls of the spire without good reason and are suspicious of any outsiders who enter their city.

Bear Tribe (Village Population 400) The half-orcs, humans, and orcs of the Bear Tribe live a peaceful life in their small settlement of longhouses. They are friendly toward outsiders though they believe the Aeranorians in Lumberton and Paqual are angering the spirits within the great bears by taking more lumber than they need. Though they are not at war, the Bear Tribe has many great fighters and accomplished shaman who can spring into combat a moment's notice and keep the village from harm.

Movement

PCs traveling to Shuzal may choose to take the trail between Paqual and Lumberton, which they may travel at normal speed, or they may cut through the forest, through which

they travel at half speed, unless they are using a special mount or magic item. One hex on the map above equals 50 miles.

Random Encounters

While traveling in the Great Bear Forest the PCs may encounter all sorts of people and monsters. Roll a d20 three times for each day the PCs are traveling in the forest, once for morning, once for afternoon, and once for night. On a roll of 18-20 a random encounter occurs.

Use the table to determine what type of encounter occurs. For encounters marked with an asterisk use the descriptions provided.

Great Bear Forest Random Encounters

d12 + d8	Encounter
2	1d6 + 4 great bears *
3	1 morchia and 1d6 cult fanatics *
4	1 tiefling archmage *
5	1 fleeing merchant*
6	1d4 trolls
7	1 Ox Tribe oni and 1d8 Ox Tribe ogres
8	1d8 + 8 giant toads
9	Tribe (friendly) 1d4 druids and 1d6 + 2 berserkers *
10	1d6 + 5 Ox Tribe ogres
11	Lumber merchant caravan*
12	2 human gladiators and 2 human mag s*
13	Tribe (hostile) 1d4 druids and 1d6 + 2 berserkers *
14	1d2 + 1 mammoths
15	1d8 + 8 dire wolves
16	1d4 hill giants
17	1 behir
18	1 roc
19	1 young gold dragon flying overhead
20	1 abandoned lumberjack mech

Druids and Berserkers. Members of a tribe of bugbears, hobgoblins, humans, half-orcs, githzerai, gnolls, goblins, kalashtar, orcs, or any combination of these humanoid might cross paths with the PCs in the forest. These tribal warriors are decorated with the patron animal of their tribe (decided by the GM). Friendly warriors might belong to the bear tribe.

Fleeing Merchant. The PCs come across a human lumber merchant who is alone in the forest. The merchant's caravan was attacked by the Ox Tribe ogres. The merchant wishes to return to the safety of Lumberton and will pay the PCs 50 gp each to act as escort.

Great Bears. Everything around the PCs goes silent and then enormous, majestic bears traveling in a pack cross their path. Unless provoked the bears pass by peacefully. If the PCs are on their way to Shuzal to stop the ogres, one of them receives a *charm of animal conjuring* as a gift from the bears.

Human Gladiators and Mages. The PCs come across members of the Explorers' Guild or Society of Seekers searching for new aberrant ruins.

Lumber Merchant Caravan. This lumber caravan is on its way to Paqual with a fresh order of lumber to ship to Aeranore or on its way to Lumberton to get more lumber to send over seas. They are friendly and able to provide directions, food, and water to the PCs.

Morchia and Cult Fanatics. This morchia and its Aberrant Alliance followers stalk the forest for victims for the morchia to devour.

Tiefling Archmage. This spireless tiefling was kicked out of the Amber Spire years ago for violent tendencies. If it sees the adventurers it stalks them, trying to separate them and pick them off one at a time.

Charm of Animal Conjuring

As an action you can cast *conjure animals*. After being used three times this charm disappears.

Lumberjack Mech

The people of West Canus use [mechs](#) for all sorts of heavy labor from lifting cargo boxes to fighting wars. Below are the statistics for the lumberjack mech. As an action a Medium or Small humanoid can enter or exist the mech. It can then use its action to attack with one of the mech's attacks.

A creature inside the mech cannot be targeted by spells or effects until the mech is reduced to 0 hit points.

Lumberjack Mech

Large mech

Armor Class: 15

Hit Points: 50

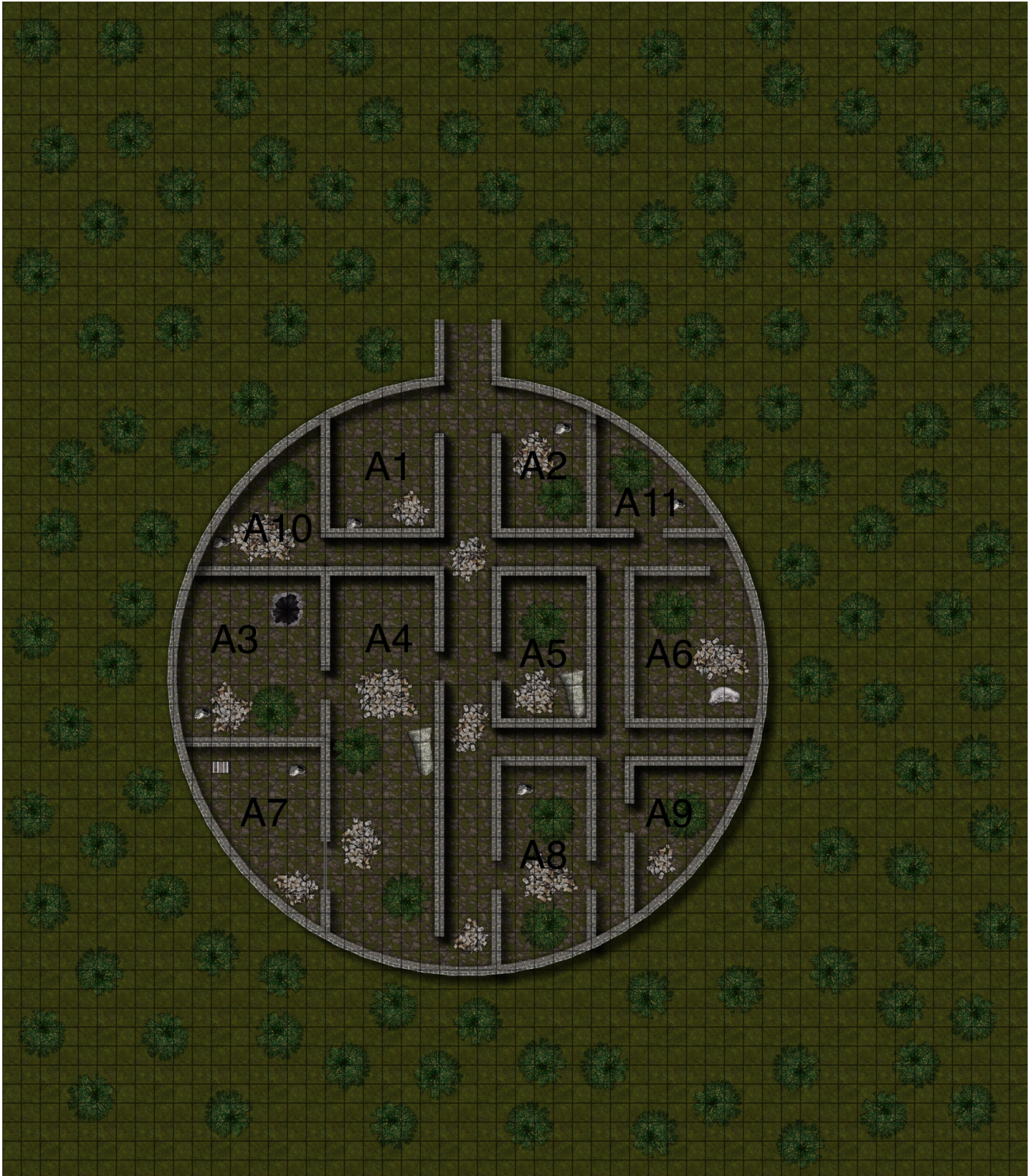
Speed: 15 ft.

Damage Immunities: poison, psychic

Chainsaw. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 17 (3d8 + 4) slashing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 13). The lumberjack has only one claw, which can grapple only one target.

Shuzal Entrance Citadel Surface



Map made with [Pyromancers](#) Dungeon Painter

1 square = 5 feet

Gridded and gridless versions of the map available on [World Builder Blog](#)

Shuzal Entrance Citadel Surface

Shuzal's entrance citadel lies in overgrown forest ruins, picked over by the ogres and onis of the Ox Tribe. Having been exposed to the elements for thousands of years, the citadel's roof has collapsed, walls have crumbled, and trees have grown right through the floor. While the Ox Tribe has some guards posted on this first level of the citadel, most of its members are out raiding or living life in the underground section of the complex.

As you trek across the forest, through the trees you can see curved stone structures rising from the ground. These walls seem to have grown as naturally as the trees growing amongst them. Though crumbling and forgotten there is no mistaking the strange curvature of the walls, identifying this structure as something built by aberrations.

Features of the Area

Illumination. Because there is no ceiling on the ruined citadel, it has the same illumination as the forest directly outside. Usually brightly lit during the day and dimly lit during the night.

Crumbling Walls. The citadel's 20-foot-high surface level walls are on their last legs. A Small or larger creature adjacent to a wall can use its action to make a DC 15 Strength check to know over a 5-foot section of the wall. Creatures on the opposite side of the wall must make a DC 15 Dexterity saving throw. Creatures who fail take 21 (6d6) bludgeoning damage. Creatures who succeed take half damage. Creatures who are adjacent to a wall can be knocked through the wall by another creature using the shove attack or a spell which causes forced movement. The creature being moved must be adjacent to the wall before the shove happens or spell is cast, otherwise the wall stops them in their tracks as normal. A creature pushed through a wall takes 21 (6d6) bludgeoning damage. Trying to climb one of the walls requires a DC 15 Strength (Athletics) check. Creatures who fail this check break the section of wall they are trying to climb, taking 21 (6d6) bludgeoning damage in addition to fall damage as normal. The ogres in this complex do not hesitate to knock over the walls to make more room for their bulk. The walls which create area A7 are still sturdy and cannot be knocked over so easily.

Open Spaces. The destroyed ceiling and crumbling walls of Shuzal mean that anything happening within the citadel can be heard in all other areas on this level of the complex, except in area A7, which has maintained its roof and door. If battle breaks out or a wall is destroyed, any Ox Tribe members in this level of the complex converge on the source of the noise. Consider breaking enemies into waves based on the rooms they start in. If a fight breaks out, bring in a new wave at the end of the round whenever the PCs outnumber the enemies they are currently fighting. Keep the pressure on in this dungeon brawl.

Rubble. The Ox Tribe ogres have pushed the rubble into large piles which hampers less-than-ogre-sized creatures. Rubble is considered difficult terrain for Medium and smaller creatures.

Trees. The trees growing in this area are 20 feet tall and require a DC 10 Strength (Athletics) check to climb. Medium or smaller creatures who climb 10 feet or more into a tree have the benefit of half cover thanks to the branches.

A1 & A2 - Guard-Houses

As you enter the ruined citadel, gaping holes in the wall can be seen on both sides of the hall. A foul stench, laughter, and gross eating noises come from the West side of the hall. Low grumbling and the clatter of small stones on large stones can be heard from the East.

Eight **ogres** are on guard duty, four in each guard-house. In A1 the ogres sit eating the bodies of four dead human merchants and telling each other bawdy jokes. In A2 the ogres play a game with dice.

Treasure. The hungry ogres in A1 shoved the tattered clothing of the merchants into the corner of the room behind a pile of rubble and can be spotted with a DC 15 Wisdom (Perception) check. A character searching through the clothing discovers a blood-stained belt pouch containing 302 gp.

A3 - Tunnel Room

The most prominent feature of this room is the large, gaping hole in the floor, which drops 15 feet onto a ruined stone floor.

If the **ogres** are in this room, add:

Two large ogres turn to face you as you enter the room. One rushes toward you, the other heads for the hole.

This room used to be the aberrations well-guarded stairwell to the lower portions of the citadel. Now the stair well lies in ruin and two ogres stand guard. If trouble breaks out, one of the ogres heads down below to warn the rest of the tribe.

Hole. The hole in the ground drops 15 feet. The height is high enough for large creatures (like ogres) to safely lower themselves down, but smaller creatures need to use rope, magic, or some other method to safely touch down on the lower level of the citadel.

A4 - Training Room

This long room has walls painted with faded frescos of dragons falling in battle before aberrations. On the side of the East wall, a large column painted with various targets lies in ruin.

If the **ogres** and **oni** are in this room, add:

An oni feverishly lectures two ogres who hang their heads in shame and fear.

This is the place where aberration guards would practice their combat tactics. Any who wished to access the lower levels of the citadel and the portal to Shuzal would have to pass aberration soldiers ready for combat. Now two ogres and an oni are here. The ogres came to blows over a shiny stone one of them found. The oni has taken the stone for herself and is currently lecturing the ogres about fighting each other while on guard duty.

Treasure. The oni carries a topaz worth 500 gp on a pouch in its belt.

A5 - Processing Room

This forgotten room has a smashed, divot-filled column which was once inlaid with some sort of stones. The smashed pile of rubble in the corner of the room was clearly an old piece of furniture.

This forgotten room is where polymorphed dragon prisoners were brought for processing. The column, once full of magically charged gemstones, forced a permanent *zone of truth* spell in room. The pile of rubble in this room is a smashed stone desk which held the files of the aberrations, since plundered or lost to the ravages of time.

Treasure. A DC 15 Wisdom (Perception) check reveals there is still a large spinel worth 250 gp on the underside of the column. A character can reach under and try to pry out the spinel with a DC 15 Strength check.

A6 - Golem Workshop

A smashed bench and some rusty old tools lie on the round in this room. Faded frescos on the wall depict various aberrations assembling guardians of stone, flesh, and metal.

If the **clay golem** is here, add:

In the middle of the room stands a silent statue made of clay, resembling a human with tentacles for arms.

One of the onis of the Ox Tribe found this old golem workshop and managed to magically reprogram the clay golem here to work for her. The clay golem guards this level of the complex and runs toward any sounds of battle and attacks any non-Ox Tribe creatures it comes across.

A7 - The Key Room

As the adamantine door opens, a heavy purple mist floats out of the door around your ankles. Inside the room, a

great adamantine chest sits behind a huge creature made of iron. Its three heads look your way as it raises its sword. Its feet crush the skeletons of ogres as it moves toward you.

This room was setup long ago by the aberrations to guard one of Shuzal's portal keys. The ogres have left the room untouched after many attempts to get to the chest failed thanks to the **iron golem** guardian and the mists within the room. This room is entirely enclosed, has a 20-foot high ceiling, and is shrouded in darkness, though opening the door and leaving it open allows for light from the outside to penetrate the room. The iron golem here does not join battle unless it can see intruders (and it considers the Ox Tribe intruders as well). Its main function is to guard the chest.

Jammed Door. The adamantine door (AC 23, HP 100) to this room has been jammed by the ogres. It can be forced open with a DC 20 Strength check.

Mists of Madness. This mist covers the entirety of the floor in area A7. When a living creature shows any sign of above animal intelligence (such as speaking, casting a spell, using tools or a weapon, etc.) while standing within the mists, the mists rise up and try to enter the creature's lungs. When the mists try to enter a creature's body, that creature must first succeed on a DC 15 Constitution saving throw. If the creature fails that saving throw, it must then succeed on a DC 15 Wisdom saving throw or gain one form of long-term madness. Creatures who are aware they are standing in mists of madness have advantage on the Constitution saving throw. A DC 15 Intelligence (Arcana) check reveals the nature of the trap. A strong wind forces the mists to dissipate in 1d10 rounds.

Treasure. The adamantine chest (AC 23, HP 100) is locked. The key to this chest is long forgotten, but a DC 20 Dexterity check made with thieves tools picks the lock or a DC 20 Strength check forces the lock open. If the lock is forced open with a Strength check or if a creature attempts to pick the lock and fails, the poison mister trap (see below) triggers. The chest contains a *Shuzal portal key*, a *rod of planar entrapment*, and fifteen pearls carved to look like eyes (worth 100 gp each).

Poison Mister Trap. A nozzle connected to a vial of poison gas is hidden in the chest's lock. When the trap is triggered the nozzle creates a 15-foot cone of gas originating from the lock. Creatures within the cone must make a DC 15 Constitution saving throw. Creatures who fail take 22 (4d10) poison damage and are poisoned for 1 hour. Creatures who succeed take half damage and are not poisoned. A DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the nozzle and vial. A DC 15 Dexterity check using thieves' tools disarms the trap, removing the nozzle and gas vial from the lock.

A8 - Offices

A huge pile of rubble indicates that all of the stone furniture in this room was smashed and pushed into a pile.

If the **ogres** are here, add:

Eight ogres sit around the body of a fallen comrade, solemnly praying.

Once the prisoners of Shuzal were processed, their information was brought here and poured over by various aberration intelligence officers. Now eight ogres hold an impromptu funeral for a friend who died on a recent raid before bringing him below to be buried.

A9 - Forgotten Room

This room is so badly damaged it's almost impossible to tell what its former purpose was. It does not seem to have much of one now.

This room's outer wall is easier to break. A DC 10 Strength check is all that is required to knock it over. A DC 15 Intelligence (Investigation) check reveals the wall is weaker than the others.

A10 - Armor Storage

A huge pile of rubble sits in this room next to a tree which seems to have grown taller than the others nearby. Rusted pieces of metal sit here and there on the ground, perhaps once pieces of something greater.

Long ago the aberrations stored armor here. Now the highest tree in this section of the forest grows from the floor. The tree is 40 feet high and climbing to the top allows a person to see over the rest of the complex, since all areas have no ceiling except A7.

A11 - Weapon Storage

Rusted blades, spears, and hammers lie about this room.

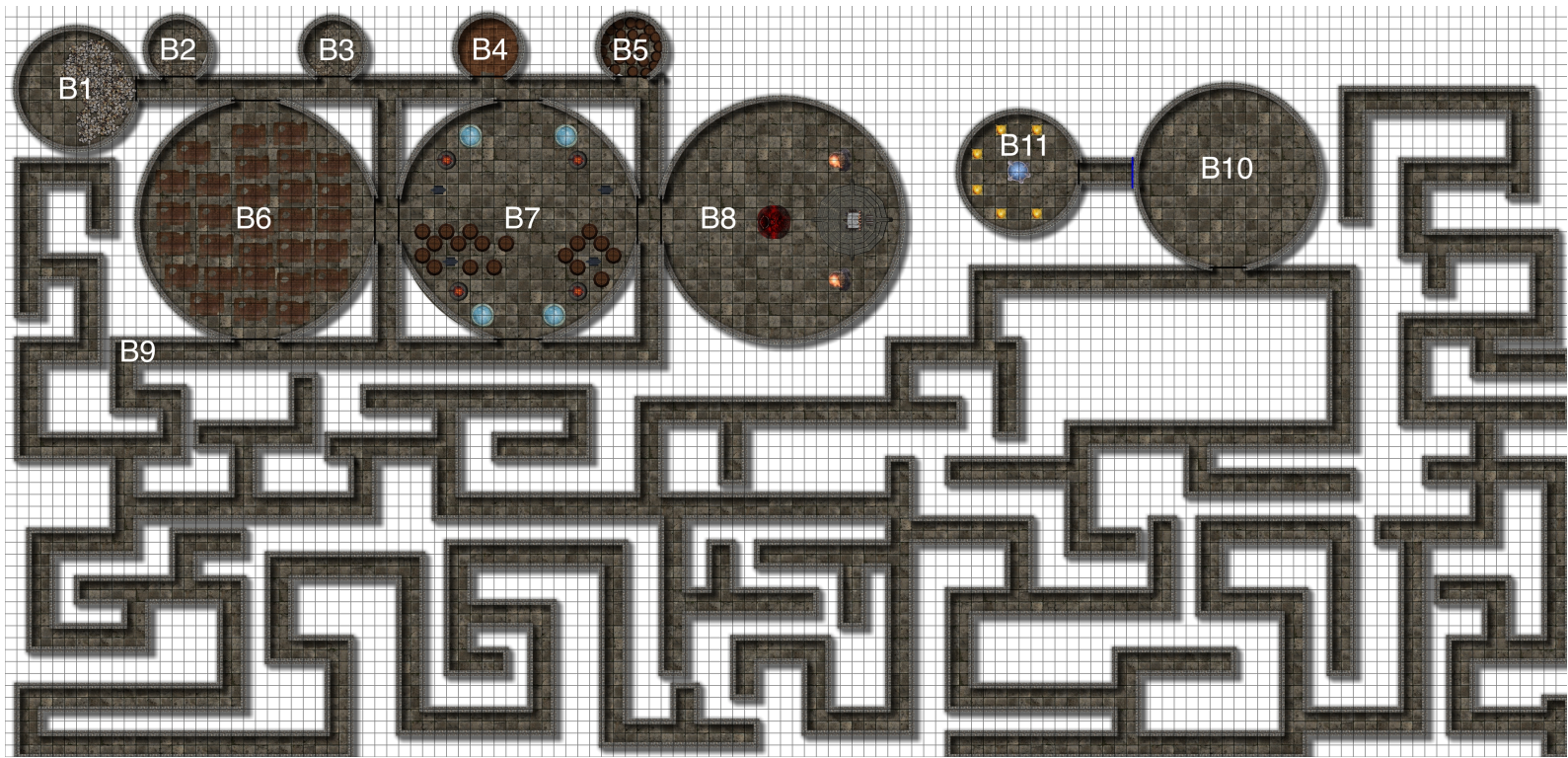
If the **oni** is here, add:

At the center of the room, an oni meditates beneath a tree.

The oni in this room is trying to get in touch with the aberrant magic of the ruin. The aberrations once kept their weapons here.

Treasure. The roots of the tree are covering an old deerskin bag containing a *bomb of horrors*, which can be spotted with a DC 15 Wisdom (Perception) check. Removing the tightly wedged bag from under the roots requires a DC 15 Dexterity (Acrobatics) check. If the check fails by 5 or more the *bomb of horrors* in the bag goes off.

Shuzal Entrance Citadel Sub-level



Map made with [Pyromancers](#) Dungeon Painter

1 square = 5 feet

Gridded and gridless versions of the map available on [World Builder Blog](#)

Shuzal Entrance Citadel Sub-level

The lower level of Shuzal's entrance citadel lies in ruin, but is not as badly damaged as its surface level, since it is better guarded from the elements. The Ox Tribe are on high alert in the lower levels, even if they have not received warning adventurers are invading. Members of the tribe have mysteriously been going missing in recent months and the whole place is on edge. By order of Chief Crtulak the Jaw all members of the tribe must travel through the tunnels in groups of four or more for protection.

Features of the Area

Illumination. Since the ogres and onis of the Ox Tribe have darkvision there are no light sources in the lower level of the citadel except where otherwise noted in an area's description.

Ceiling. All ceilings in the area are 15 feet high except where noted in an area's description.

Doors. The doors on this level of the citadel are made of adamantine (AC 23, HP 100).

B1 – Entrance Studio

Rubble lies strewn on the ground of this chamber, the remnants of an old stair case.

The hole in area A3 is directly over the center of this chamber. If the Ox Tribe has warning the PCs are coming the door in this room is barred from the hall side and requires a DC 20 Strength check to open.

Rubble. The rubble lies in a low pile before the door and is difficult terrain for Medium or smaller creatures.

B2 – Warden’s Office 1

The Ox Tribe have taken the time to scratch the Giant word for “danger” onto the door to this room. The door here is jammed and requires a DC 20 Strength check to open.

The rubble-strewn room features a large desk at its center. There might have been more furniture in this place at one time, but now only stone rubble remains. Unlike the other areas in this ruin, the stones seem almost polished and dirt free.

Beneath this floor is a nest of four **black puddings**. The ooze were once able to travel through the complex, sometimes picking off unwitting, lone ogres. Now they are starving since the ogres are traveling in groups too powerful to attack, which has made them desperate for a meal. If the ground in this area is disturbed by someone walking above the slink through the cracks and attack.

Desk. The desk holds the Shuzal warden’s old files on the prisoners and is trapped. Any creature who touches the desk releases a destructive wave of psychic energy. Creatures within 20 feet of the desk must make a DC 15 Wisdom saving throw. Creatures who fail take 33 (6d10) psychic damage and are pushed back 10 feet. Creatures who succeed take half damage and are not pushed.

The trap’s magic is controlled by a small pearl (worth 100 gp) on the underside of the desk. A DC 20 Wisdom (Perception) check allows a character to spot the pearl. A DC 15 Intelligence (Investigation) check reveals the source of the trap’s magic is on the underside of the desk, provided the person making the check has seen the trap activated. A DC 15 Dexterity check made with thieves’ tools can remove the pearl and disarm the trap. A failure made on the check to remove the pearl activates the trap.

The desk has only one drawer intact which is locked shut. It can be forced open with a DC 20 Strength check or its lock can be picked with a DC 15 Dexterity check made with thieves’ tools. Inside this drawer are some old files written in Deep Speech.

Files. The files within the desk are mostly useless and lost to time, but two files explain the aberrations reasons for holding and questioning the silver dragon siblings Maxathaltros and Kerrinsalastraya and documents their treasure hoards have not been found.

Rubble. The rubble lies is difficult terrain for Medium or smaller creatures.

B3 – Warden’s Office 2

The Ox Tribe have taken the time to scratch the Giant word for “danger” onto the door to this room. The door here is jammed and requires a DC 20 Strength check to open.

The rubble-strewn room features a large desk at its center. There might have been more furniture in this place at one time, but now only stone rubble remains, covered in dust and undisturbed for years.

Desk. The stone desk here is not what it seems. When a creature enters the room, the desk shifts in half and stands, revealing it is really two **stone golems**. The golems are meant to guard this room and an old stone chest, which was smashed in the rubble long ago in a battle with some now dead ogres.

Rubble. The rubble lies is difficult terrain for Medium or smaller creatures.

Treasure. A creature who searches the rubble with a successful DC 20 Wisdom (Perception) check finds a bag of holding which contains a *Shuzal portal key* and *two bombs of silence*.

B4 – Crate Storage

Crates stacked up to the ceiling fill this chamber branded with various sigils of merchant guilds. This must be where the Ox Tribe keeps the goods they raid from passersby.

If PCs take the time to clear out the chamber there are 2000 gp worth of trade goods and mundane weapons and armor within the crates (what specifically is inside is up to you). The goods are heavy and weigh about 5000 pounds total.

B5 – Barrel Storage

Twenty-seven barrels the size of an adult dwarf branded with a camel sigil take up most of this room.

The Ox Tribe recently raided a caravan of Bragonian liquor vendors know carrying Camel’s Hump Whiskey. This alcohol is extremely potent and flammable. The Ox Tribe has taken to drinking the potent beverage with each meal.

Whiskey Barrels. Dealing 10 or more fire damage to a barrel with one attack or spell causes the liquor inside to explode. Creatures adjacent to the barrel must make a DC 15 Dexterity saving throw. Creatures who fail take 22 (4d10) fire damage. Creatures who succeed take half damage. If a barrel is next to another when it explodes, both barrels explode.

The Camel’s Hump Whiskey is a rare and worth 200 gp a barrel. A single barrel weighs 275 pounds.

If a creature drinks the whiskey, it must succeed on a DC 10 Constitution saving throw or be poisoned for 1 hour. For

each drink the creature has in an hour, the DC for the saving throw increases by 2.

B6 – Ogre Den

The rank smell in this room must be coming from the numerous sleeping mats spread all over the floor. A large group of ogres is gathered here, talking, resting, and playing games of dice.

If the ogres know the PCs are coming they have cleared out of this room. Use the following text instead.

The rank smell in this room must be coming from the numerous sleeping mats spread all over the floor. The mats look disturbed, like a large group of creatures left this place in a hurry.

When the PCs arrive sixteen **ogres** are in this room (which used to be where the aberrations slept and took their meals). If the ogres get word the PCs are coming or hear them in the hall trying to open one of the jammed doors, eight of the ogres wait until the PCs come at least part of the way into the hall and then burst out and attack, some running down other halls to surround the PCs. Four other ogres join their friends in area B7 and the remaining four ogres go to area B8.

Treasure. Taking the time to search under all of the sleeping mats reveals 701 gp and 32 pp.

B7 – Dining Hall

Bright light, a warm heat, and a sickly sweet smell hit your senses as you take in this room. Four huge fires, each with its own anvil and water basin, are being used to roast four human corpses. Bones of various humanoids lie all over the floor. Two onis grin wickedly as you enter the room

If there are also ogres from area B6 in this room, add:

Four ogres whoop in delight, raising their weapons. “More food for the fires!” they cry.

Two **onis** (and possibly four **ogres** from area B6) prepare dinner here for the rest of the tribe. What was the aberrations’ smithy has now become a kitchen. The Ox Tribe also keeps a few extra barrels of Camel’s Hump Whiskey in here.

Everburning Fires. Thanks to the aberrant magic of the citadel, the fires always burn hot in this room. A creature who starts its turn in or passes through the fire takes 11 (2d10) fire damage.

Everfull Wells. Thanks to the aberrant magic of the citadel, the water in the basins here is always full of clean water, which is how the Ox Tribe stays hydrated.

Illumination. This room is bathed in bright light from the

fires.

Whiskey Barrels. Dealing 10 or more fire damage to a barrel with one attack or spell causes the liquor inside to explode. Creatures adjacent to the barrel must make a DC 15 Dexterity saving throw. Creatures who fail take 22 (4d10) fire damage. Creatures who succeed take half damage. If a barrel is next to another when it explodes, both barrels explode.

The Camel’s Hump Whiskey is a rare and worth 200 gp a barrel. A single barrel weighs 275 pounds.

If a creature drinks the whiskey, it must succeed on a DC 10 Constitution saving throw or be poisoned for 1 hour. For each drink the creature has in an hour, the DC for the saving throw increases by 2.

B8 – Throne Room

A bright light fills this room. Two onis stand guard on either side of a red seal on the ground before a dias. Atop the dias sits a throne made of stone and bone and atop the throne sits the largest ogre you have ever seen. In surprisingly well-spoken Common the huge beast speaks through a smile and an enormous mouth. “Welcome weary travelers. Let’s avoid bloodshed if we can. I’d hate to have to scrape you off my floor.”

If the four ogres from area B6 are there, add:

Four ogres stand on the dias, flanking the one sitting on the throne.

Chief Crtulak the Jaw, an **ogre chieftain**, has made this throne room his own. He has two **onis** who serve as his personal bodyguards (who are possibly joined by four **ogres** from area B6). Once a place for the warden to question prisoners and suspected traitors, the magic of the *red seal* is still active in the room and the attuned chief knows exactly how to control it. He knows the adventurers must be powerful to have made it this far and he hopes to use them to help him solve a problem.

Chief Crtulak’s Deal. The chief offers to pay the adventurers to help him with an issue. He tells them that his people are being attacked by something sinister in the complex. For the last few months members of the Ox Tribe have gone down to the crypts to pay respects to the dead and have been going mysteriously missing. At first Crtulak thought maybe his people were getting picked off by the traps, oozes, and constructs in the tunnels, but it began happening so often he suspected it might be something else. He then ordered his people to travel in groups, but that has only led to more Ox Tribe members disappearing in the tunnels.

The chief offers the adventurers a deal, he’ll give them each an emerald worth 1000 gp now if they agree to find the problem in the crypts and destroy it for him and then another

emerald worth 1000 gp each when they return. A successful DC 15 Charisma (Persuasion) check also gets Crtulak to agree the Ox Tribe will no longer attack any passing caravans or tribes and feast only on animals (though he does so begrudgingly).

Chief Crtulak is calm and intelligent in his negotiations. He cares about the lives of his own people more than anything else and knows the adventurers might be too strong for him to handle, but that means they also might have the strength to wipe out his hidden foe. He is willing to make sacrifices to ensure the survival of his tribe. He will also use the properties of the *red seal* (see below), but only if he feels he is being lied to or about to be attacked. If the PCs agree to take on Crtulak's job, he offers them an ogre guide through the tunnels in area B9. The ogre knows the tunnels well, but will only guide the PCs to the area of entrance B10 before getting scared and leaving them to fend for themselves.

Illumination. This room is bathed in bright light from the fires.

Red Seal. The *red seal* on the floor has magic properties which are controlled by whoever is attuned to it. To attune oneself to the *red seal*, a creature must spend one hour sitting on the throne with no interruptions or distractions as it mediates on the seal. A creature attuned to the seal can cast *detect thoughts*, *hold monster*, or *zone of truth* (centered on the seal) on any creatures touching the seal as an action (spell save DC 17).

Treasure. Chief Crtulak keeps his treasures in a locked stone chest behind his throne. Any character who looks behind the throne can easily see the chest. It is locked but a successful DC 15 Dexterity check with thieves' tools or the key Crtulak holds can be used to open the chest. Inside the chest are twelve emeralds worth 1000 gp each, 354 gp, 12 pp, and a *staff of walls* (which Crtulak is waiting to award to one of his oni bodyguards).

B9 – The Catacombs

The maze-like tunnels which lead to the Ox Tribe's burial grounds were put in place by the aberrations in case a dragon ever escaped Shuzal. The prisoner would have to find its way out of a maze of cramped tunnels, guarded with sinister traps and construct guardians. Since then black puddings have found their ways into the maze of tunnels. The ogres have navigated the tunnels enough times they can quickly get to their makeshift crypt and pay respects to their dead usually without any trouble.

Each time the PCs find themselves at the dead-end of a tunnel, roll for a random encounter on the table to see if they are attacked or encounter a trap.

Catacombs Random Encounters

d10	Encounter
1 - 5	No encounter
6	1d4 + 1 black puddings
7	Spectral tendrils trap*
8	1d4 + 1 helmed horrors
9	Withering tapestry trap*
10	1 stone golem

Spectral Tendril Trap. This 10-foot-square area has been cursed with a ritual that forms tendrils of pure necrotic energy which hunger to feed on the living. The ritual is powered by an unholy symbol painted or carved into the ground at the center of the area. The tendrils live below the surface of the floor and wait for a living creature to walk into the area before attacking.

A character notices the trapped area and its immediate surroundings are slightly colder with a DC 10 Wisdom (Perception) check. A character trained in Arcana can determine the meaning of the symbol with a DC 15 Intelligence (Arcana) check.

When a creature steps into the area, the tendrils rise from the ground and make an attack roll against that creature with a +8 bonus. On a hit the tendrils deal 22 (4d10) necrotic damage and the target is grappled (escape DC 15). Another creature can attack the tendrils grappling a creature (AC 15). If they deal more than 15 damage in one attack the tendrils let go. The tendrils disappear if they are dealt radiant damage.

Withering Tapestry Trap. This 10-foot-square tapestry depicts a regal aberration king and queen sitting upon a throne with crowns of gold. Any creature who can see the tapestry must make a DC 15 Charisma saving throw. A creature who fails is overcome with admiration for the tapestry and cannot willingly move out of sight of the tapestry for 24 hours. During that time the creature cares only about the tapestry and will defend the work of art with its life. It acts hostile toward any creature who tries to touch the tapestry or tries to move the effected creature away from the tapestry. The creature will try to find its way back to the tapestry if it is forcibly removed from it. The creature will not sleep while it is under this effect. After 24 hours the affected creature suffers a level of exhaustion. It must repeat the saving throw if the tapestry is still within line of sight.

A DC 15 Intelligence (Arcana) check reveals the nature of the trap. A DC 20 Intelligence (Arcana) check reveals the tapestry is immune to all damage except for fire. The tapestry has AC 10 and 30 hit points.

B10 – Crypt

This room has been cleared of any rubble and heavy stone coffins slide into spaces all along the wall, up into the raised ceiling.

The ceiling in this room is 50 feet high. The Ox Tribe use this room to store the bones of their dead. When they first took the citadel, the Ox Tribe accidentally released a horribly contagious disease and so it was worth traversing the catacombs to put their dead far away from the living. The disease has since faded from all but memory, yet the Ox Tribe still entomb their dead here, carving coffins from the stones of the ruin. Characters who search the coffins find they are empty.

Secret Door. A successful DC 20 Intelligence (Investigation) check reveals the small scrapes in the ground before secret door which leads to area B11. A successful DC 25 Wisdom (Perception) check reveals the outline of the door. Because Akros Sepora and her minions use this door, all traps and locks have been disabled. If the PCs do not notice the secret door after one hour of time spent in the room, the door is revealed when eight **ogre zombies** come through the door and attack. One of the zombies carries a *Shuzal portal key*.

B11 – Portal Room

This small room contains a cauldron holding placid blue water. Braziers burn all around the room, flickering with madly.

The pool in this room can become a portal which leads to the demiplane where Shuzal is housed.

Braziers. The braziers in this room are powered by the aberrant magic of the ruin and never go out. A creature who moves into or starts its turn in the same space as the brazier takes 5 (1d10) fire damage.

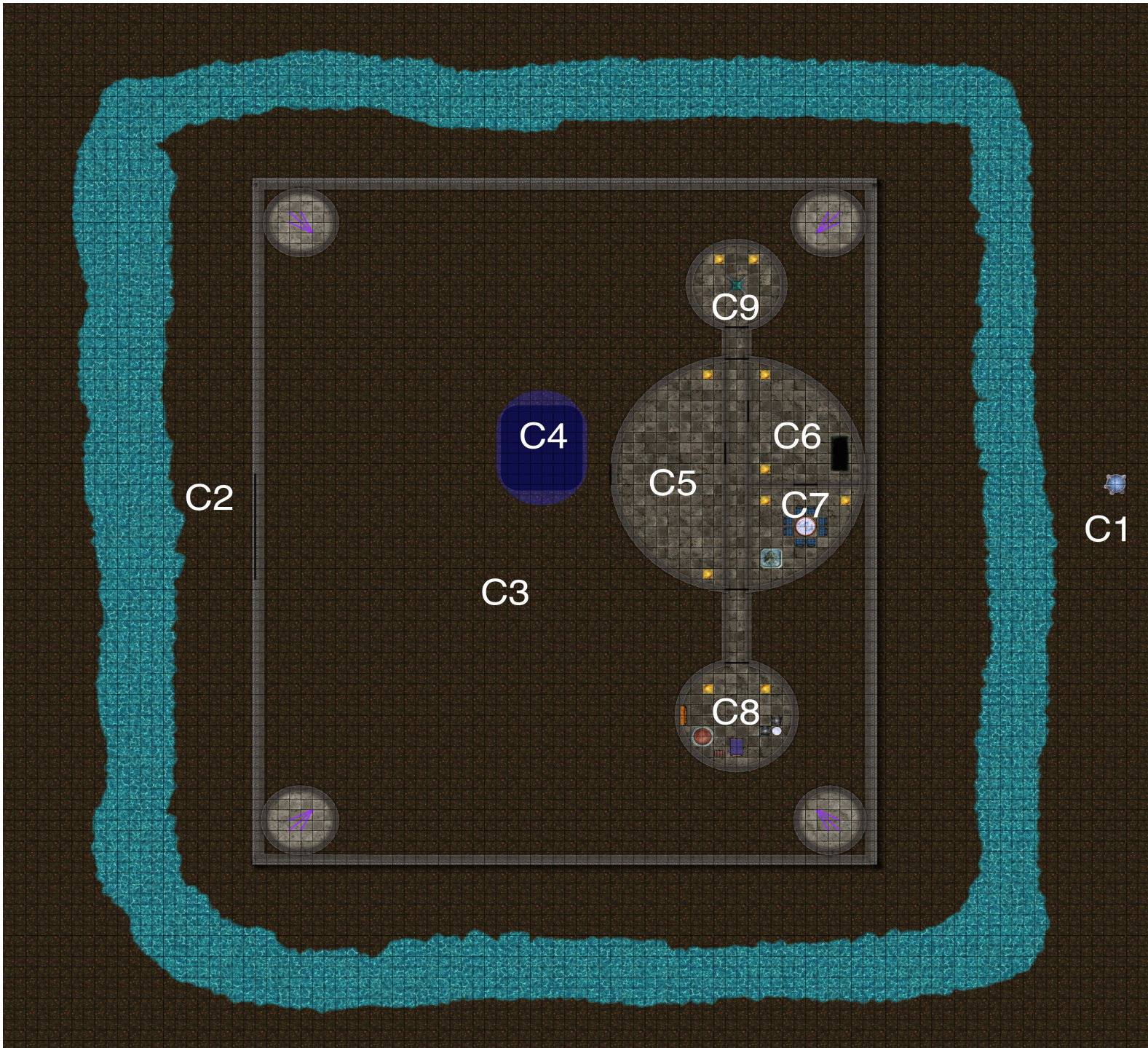
Illumination. This room is bathed in bright light from the fires.

Portal. The water pool begins to glow red when someone brings a *Shuzal portal key* within 10 feet of the pool and the portal becomes active. Any creature who enters the pool while it is red is immediately transported to the demiplane outside of Shuzal to the portal in area C1. Even if the key holder goes through the portal it remains active for 1 minute.

If a creature enters the pool when the portal is not active it must make a DC 17 Constitution saving throw. Creatures who fail take 22 (4d10) radiant damage and are blinded for 1 hour. Creatures who succeed take half damage and are not blinded. The creature must repeat this saving throw at the start of its turn every round it remains in the pool.

If the PCs do not have a portal key, fear not! One hour after they arrive in the portal room a group of eight **ogre zombies** comes through the portal. One of these ogres carries a *Shuzal portal key*.

Shuzal Prison Upper Level



Map made with [Pyromancers](https://www.pyromancers.com/) Dungeon Painter

1 square = 5 feet

Gridded and griddless versions of the map available on [World Builder Blog](http://WorldBuilderBlog)

Shuzal Prison Upper Level

In the demiplane where Shuzal is found everything was engineered toward keeping dragons in their cells. The aberrations didn't count on losing the war and they certainly didn't count on a tiefling necromancer turning one of the prisoners into an undead dragon mage. Now that necromancer, Akros Sepora, rules the upper level of Shuzal and is building an army of undead ogres to destroy her old home, the Amber Spire.

One of Sepora's soldiers, a vampire oni named Sveja the Crow, was created only a month before. Sepora created the intelligent undead as an experiment to see if she could control captains who would then command her lesser undead. Sveja despises Sepora, but is bound to do her bidding, which includes making forays back into the entrance citadel's catacombs to murder her Ox Tribe friends and family to add undead to Sepora's ranks. Sveja is looking for a way to break her thrall and the PCs could be just the solution she needs.

Features of the Area

Illumination. The sky of the demiplane shines a red light through thick clouds and braziers burn bright in the guardhouse. The entirety of Shuzal's upper level is bathed in bright light.

Ageless. While on the demiplane creatures do not age and require no food or water to survive.

Braziers. The braziers in Shuzal are powered by the aberrant magic of the prison and never go out. A creature who moves into or starts its turn in the same space as the brazier takes 5 (1d10) fire damage.

Finite Demiplane. The edges of the map are impenetrable walls of reality. This demiplane is finite and creatures can travel no further than the walls. The cloud layer of the plane sits at 100 feet above the ground and this too cannot be pierced in any way. A creature burrowing into the ground finds it cannot dig further than 100 feet for that is the bottom of the plane.

Limited Flight. Creatures who can fly who are not aberrations or constructs cannot fly higher than 20 feet above the ground. The strange gravity of the aberrant magic holds them close to the ground.

Psychic Moat. The moat around Shuzal is a torrent of crackling psychic liquid. If a creature falls into the 20-foot deep moat, its senses are completely assaulted and overwhelmed. That creature must make a DC 17 Wisdom saving throw. Creatures who fail take 55 (10d10) psychic damage and contract a random form of short term madness. Creatures who succeed take half damage and are not stricken with madness.

Towers. The towers of Shuzal are solid adamantine pillars with arcane cannons on top. The helmed horrors in Shuzal

know how to operate the cannons.

Walls. The walls of Shuzal rise 50 feet into the sky. The walls, gates, ceiling, and doors of every structure here are magically reinforced adamantine (AC 23, HP 300, damage threshold 50). The walls are perfectly smooth and trying to scale them without a rope requires a DC 20 Strength (Athletics) check.

Arcane Cannon

An arcane cannon supported in a metal frame is fixed to the top of each tower. Special alchemical canisters are loaded into the muzzle of these magically reinforced cannons. The gems along the barrel of the cannon can be charged with magical energy which is used to propel and explode the canister.

Arcane Cannon

Large object

Armor Class: 20

Hit Points: 100

Damage Immunities: poison, psychic

Before it can be fired the cannon must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. The weapon must be fired by a spellcaster or helmed horror, who feeds an amount of magical energy akin to casting a cantrip into the cannon

Three types of canisters sit next to the cannons and there are 10 canisters of each type.

Force Canister. *Ranged Weapon Attack:* +7 to hit, range 800/3,200 ft., one target. *Hit:* 55 (10d10) force damage.

Frost Canister. The frost canister can be shot 800 feet. It explodes in a 30-foot-radius sphere on impact. Creatures within the area must make a DC 15 Constitution saving throw. Creatures who fail take 22 (4d10) cold damage and have their speed reduced by 10 feet for one minute. Creatures who succeed take half damage and do not have their speed reduced. A creature whose speed is reduced in this way may repeat the saving throw at the end of its turn, ending the reduced speed effect on a success.

Lightning Canister. The lightning canister can be shot 800 feet. It explodes in a 20-foot-radius sphere. Creatures in the area must make a DC 15 Dexterity saving throw. Creatures who fail take 33 (6d10) lightning damage. Creatures who succeed take half damage.

C1 – The Portal

A sky and wall made of red clouds crackling with energy encloses the area you have just entered as you climb through the well. Across a river of bubbling blue energy looms an enormous black structure, the prison of Shuzal. High walls enclosing something long forgotten, but still active.

Normally an alarm would go off in area C9 when the portal is activated, but since Sveja the Crow is watching the monolith which controls the prison. She keeps the alarm quiet and watches the adventurers with the monolith's magic. She wants to gauge their strength and hopes they will free her from Sepora's thrall.

Portal. The water pool begins to glow red when someone brings a *Shuzal portal key* within 10 feet of the pool and the portal becomes active. Any creature who enters the pool while it is red is immediately transported to the portal in area B11. Even if the key holder goes through the portal it remains active for 1 minute.

If a creature enters the pool when the portal is not active it must make a DC 17 Constitution saving throw. Creatures who fail take 22 (4d10) radiant damage and are blinded for 1 hour. Creatures who succeed take half damage and are not blinded. The creature must repeat this saving throw at the start of its turn every round it remains in the pool.

Random Encounters. As the PCs spend time trying to figure out how to enter Shuzal, they may run into some of the denizens of the upper level of the demiplane. Sepora isn't expecting an invasion, but she knows her attacks on the Ox Tribe have begun to draw attention so she keeps patrols wandering the area.

For every ten minutes the PCs spend outside the walls of Shuzal roll on the table below to see if a random encounter occurs.

Outside Shuzal Random Encounters

d10	Encounter
1 - 6	No encounter
7	Psychic moat tendril*
8	1d6 + 5 ogre skeletons
9	1d6 + 5 ogre zombies
10	1d4 + 1 helmed horrors

Psychic Moat Tendril. Sepora has been tinkering with the aberrant magic of the demiplane and now the psychic moat sometimes experiences energy surges as a result. If you roll this result, the next time a PC comes within 30 feet of the moat, a tendril of psychic energy reaches out and attacks the PC with a +8 bonus to the attack roll. If the attack hits the PC takes 5 (1d10) psychic damage, is grappled (escape DC 15), and is pulled 10 feet toward the moat. The tendril remains attached to the PC and continues to pull it 10 feet at

the end of each round. The tendril retreats back into the moat if the PC escapes or if it is dealt 50 damage. The tendril has AC 15 and is immune to poison and psychic damage.

Raise the Alarm. If the PCs encounter enemies, combat longer than 3 rounds attracts the eye of the four **helmed horrors** working the walls, who alert the rest of the complex by firing off the arcane cannons at the PCs.

C2 – The Gates of Shuzal

A massive adamantine drawbridge creates the front gate of Shuzal. Currently the door is drawn up and perfectly flush against Shuzal's wall.

Four **helmed horrors** float along the tops of Shuzal's walls, ready to raise an alarm by firing the arcane cannon if they notice any enemies with their passive Perception 14.

The monolith in area C9 controls the drawbridge. If the PCs cannot figure out a way to cross the moat or scale Shuzal's walls, Sveja the Crow uses the monolith to lower the drawbridge, hoping they'll storm the prison.

C3 – Shuzal's Grounds

Inside the black walls of Shuzal, the first thing to draw your eye is a deep pit in the middle of the grounds shielded by a field of blue energy. Behind this pit lurk three dome-shaped buildings connected by adamantine-enclosed hallways. The middle building is the largest standing 40 feet high, while the two smaller buildings are only 20 feet in height and much smaller around.

Eight **ogre skeletons** and eight **ogre zombies** patrol the grounds within Shuzal's walls. If they are aware of the PCs or if the four **helmed horrors** on the wall raise the alarm, the undead converge on the PCs and attack. If things seem to be going the PCs' way, more reinforcements from area C5 come to take on the PCs.

If a battle breaks out, there is a 10% chance at the end of every round of combat that a helmed horror patrolling the grounds outside of Shuzal flies over the wall to join the fray. Sveja the Crow makes sure the drawbridge is raised once the PCs are inside so skeletons and zombies in the outside of Shuzal do not have a way back in.

Facing the enemy directly is a deadly encounter for the PCs. Make sure they are aware of the risks before they rush headlong into the battle.

C4 – The Pit

The pit here drops 100 feet to area D1.

Energy Field. The energy field here is controlled by the monolith in area C9. Any non-dragon creature can pass through the field without a problem, but creatures of the

dragon type are stopped in their tracks. For the purposes of this energy field, undead dragon mages still count as dragons, but dragonborn count as humanoids and are unaffected by the field.

C5 – Welcome Chamber

This adamantine chamber is flickers with the light of braziers and is filled with undead ogres.

The ceiling in this chamber rises 30 feet. Sepora cleared out all the furniture and decoration in this room and uses it to store reserve troops. Eight **ogre skeletons** and eight **ogre zombies** stay here. If a battle breaks out in area C3 and the PCs appear to have victory close at hand, four ogre skeletons and four ogre zombies exit this area to join the fray. Sepora always has some undead stay back to guard her.

C6 – Abandoned Construct Lab

A large pit toward the back of the room is the only feature of note here aside from the braziers.

Three ogre **wraiths** (same statistics as a normal wraith, but size is Large) float about this room. They are an angry experiment gone wrong, but Sepora has managed to use her magic to keep them confined to this room. They abhor all life, even Sepora, and will attack anything that lives.

This room was once a laboratory for building and repairing constructs, but Sepora used all its resources and needed the place to store undead soldiers (and then later a place to bind the wraiths). All of the furniture and tools from this room and area C5 have been broken up and placed into the pit.

Pit. The pit is 30 feet deep, but 20 feet of the pit is filled with broken pieces of furniture and tools. A creature who falls into the pit takes 3 (1d6) bludgeoning damage and 3 (1d6) piercing damage after landing prone.

Treasure. Searching the pit with a successful DC 20 Wisdom (Perception) check finds a diamond worth 5,000 gp. Sepora bound the wraiths to this diamond and they must remain within 30 feet of it at all times.

C7 – Meeting Room

The small room has a stone table set with plush chairs and a bubbling fountain shaped like a many-tentacled beast nearby.

This quiet room was a place for aberration guards to hold meetings or socialize while not on duty.

The Fountain. A creature who drinks from the fountain regains 19 (6d4 + 6) hit points. The creature can only regain hit points from the fountain in this way once per day.

C8 – Sepora's Chambers

A purple bed at the back of the room, a pool of red water, a bookshelf, a table, two chairs, and a chest are all which can be seen in this room... oh, and a hulking construct made of stone and steel which runs at you.

Akros Sepora is in this chamber, but odds are by now she knows the PCs are headed her way. She quickly casts *greater invisibility* on herself and climbs the walls of the chamber using her *rod of arachna*. She then sends her **shield guardian** to attack the PCs as they enter the room.

If Sepora's shield guardian dies and she drops to less than half her hit points she tries to negotiate with the PCs. She first offers them the location of the diamond in area C6, hoping the wraiths will tear them apart. If the PCs don't go for this, she tells them that Maxathaltros, a silver dragon held below, has a large treasure hoard which he will use to reward any person who frees him. She offers to help the PCs get to the lower level of Shuzal and hopes the dragons finish them off.

Bookshelf. Sepora's bookshelf holds her spellbook which contains all the spells she has prepared as well as another 20 spells of your choice. Remember Akros specializes in necromancy.

Pool. The pool of red liquid here is contact poison which sprays in a 20-foot cone originating from the pool at the end of each round in a direction of Sepora's choosing.

Creatures in the cone must make a DC 15 Constitution saving throw. Creatures who fail take 11 (2d10) poison damage and are poisoned. Creatures who fail take half damage and are not poisoned.

Treasure. The adamantine chest (AC 23, HP 100) in this room is locked and requires a successful DC 20 Dexterity check made with thieves tools to pick the lock or a DC 22 Strength check to force the chest open. If an attempt to pick the lock fails or the chest is forced open, the poison mister trap activates (see below).

Inside the chest are two diamonds worth 1,000 gp each, some robes made for Sepora, a journal which details all of Sepora's exploits against the Ox Tribe and hatred of the Amber Spire, and a *wrist spider*.

Sepora carries, a key to the chest, a *rod of arachna*, and the amulet used to control the shield guardian.

Poison Mister Trap. A nozzle connected to a vial of poison gas is hidden in the chest's lock. When the trap is triggered the nozzle creates a 15-foot cone of gas originating from the lock. Creatures within the cone must make a DC 15 Constitution saving throw. Creatures who fail take 22 (4d10) poison damage and are poisoned for 1 hour. Creatures who succeed take half damage and are not poisoned. A DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the nozzle and vial. A DC 15 Dexterity

check using thieves' tools disarms the trap, removing the nozzle and gas vial from the lock.

C9 – Monolith Room

As you enter this room a magic hum can be felt deep within your chest. A large ogre with glowing red eyes and sharp fangs bows as you enter the room, standing before a massive glowing pillar.

The *Shuzal monolith* in this room allows for monitoring and controlling various aspects of Shuzal. Sveja the Crow, a **vampire oni**, watches over the monolith by order of Sepora. Sveja was told by Sepora to guard the monolith and let no one touch it, so if the PCs attempt to use the device while Sepora is alive, Sveja must attack them.

Monolith. The *Shuzal monolith* is a magic item which can be attuned to up to three creatures at once. It is attuned to Sveja and Sepora at the start of the adventure. A creature must spend 1 hour with at least one hand or body part touching the monolith to become attuned to it.

While standing adjacent to the *Shuzal monolith* an attuned creature immediately knows if the portal into Shuzal's demiplane has been activated.

- Creatures attuned to the monolith can use the following actions when they are touching the pillar.
- Cast scrying anywhere within the prison or demiplane
- Raise or lower the drawbridge in C2
- Turn the energy field over the pit on and off in C4 (this requires at least two creatures attuned to the *Shuzal monolith* to use their actions in the same round)
- Activate the enormous psychic net in area D1

Sveja the Crow. Sveja the Crow does not wish to fight the PCs. She wants them to kill Sepora and free her from the necromancer's thrall. She believes the PCs can take out the necromancer and if they haven't by the time they approach Sveja, the vampire is very blunt in her request. Kill Sepora and Sveja will tell the PCs all she knows about the complex. She tells them she must attack them if they touch the monolith and explains why if given the time.

If the PCs have already killed Sepora, Sveja has watched the event through the monolith and expresses her gratitude.

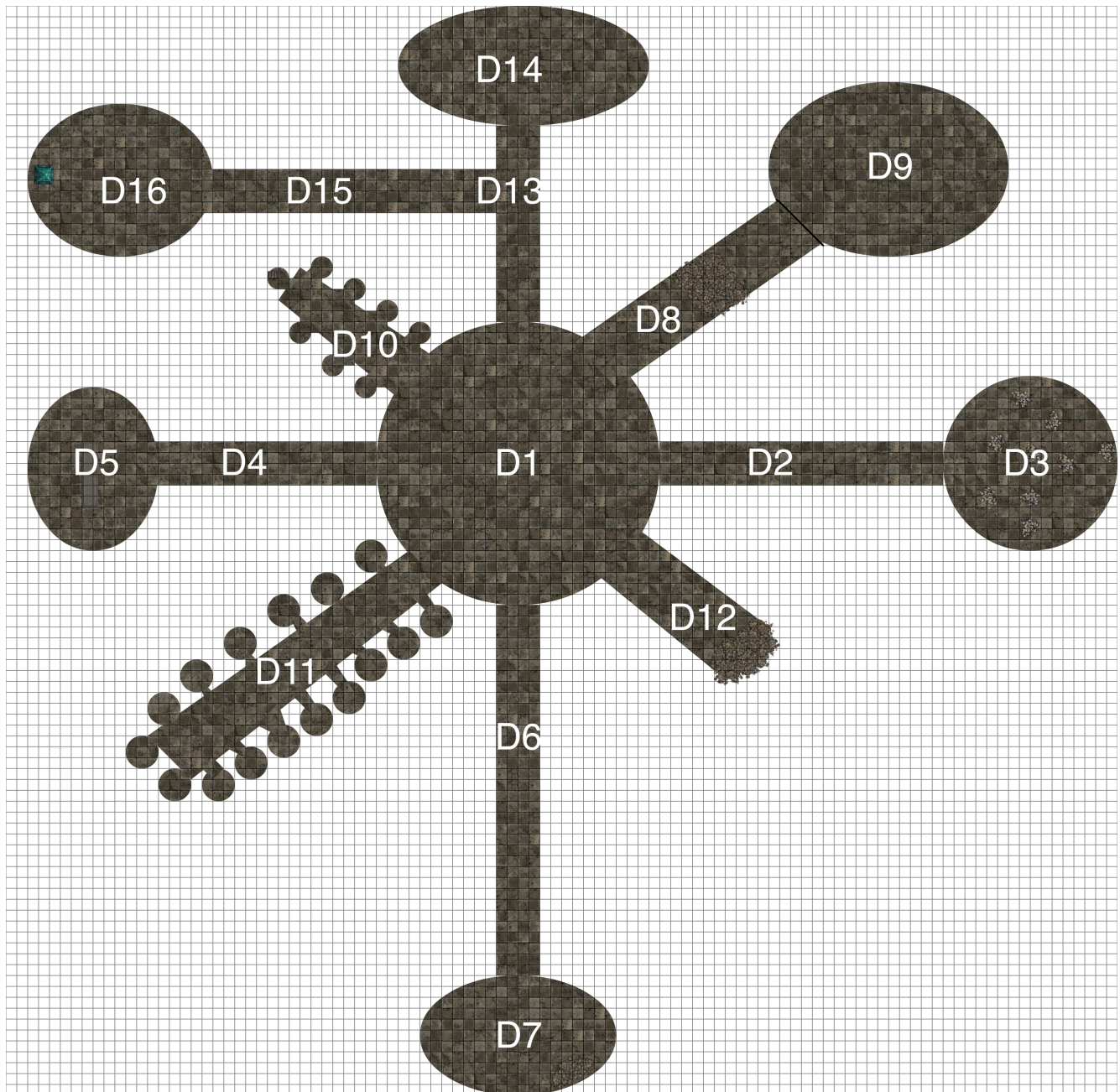
When Sepora is dead, Sveja tells the PCs that Kerrinsalastraya is planning on breaking out of her prison and has the means to do so. If she gets out it could spell disaster for any in her path of destruction. Sveja is worried that her Ox Tribe family will be the first to go.

If this doesn't appeal to the PCs, Sveja tries to tempt them into the lower levels by telling them they aberrations kept

weapons of great power in their vaults and now Kerrinsalastraya is using them to escape the prison. If they stop Kerrinsalastraya perhaps some of those weapons could be theirs!

Sveja will help the PCs in any way she can... from the upper level of the demiplane. She fears Kerrinsalastraya's power as does not want to fall into the thrall of another soon after escaping the grasp of Sepora.

Shuzal Prison Lower Level



Map made with [Pyromancers](#) Dungeon Painter

1 square = 5 feet

Gridded and gridless verions of the map available on [World Builder Blog](#)

Shuzal Prison Lower Level

Shuzal's cell block holds a group of metallic dragons trying to escape. Kerrinsalastraya, the silver dragon undead dragon mage, leads the caper thanks to a huge drill she forged from magic weapons found in the prison's vault. The magic which turned Kerrinsalastraya into a undead dragon mage has warped her mind and she cannot stand living things. She believes undeath is the next evolution of all intelligent beings.

Maxathaltros, Kerrinsalastraya's brother and one Shuzal's prisoners, is still alive and abhors what his sister has become. She keeps him locked in his cell, hoping he will come around once her increased power allows them to escape Shuzal. She still loves her brother and wants him to join her in undeath.

When Kerrinsalastraya transformed as a side effect of Sepora's tampering with the magic of Shuzal, she went to every cell in the prison and gave the dragons a choice – swear allegiance to her, gain freedom, and join her in undeath once they escape the prison, or be killed and brought back as a zombie. Many joined her, but others refused and she has made good on her promises. Now the prison creeps with undead and insane dragons, desiring freedom above all, carrying Kerrinsalastraya's hatred for the living in their hearts.

Features of the Area

Illumination. The walls of Shuzal's lower level gives off a soft blue glow which bathes the entire lower level in bright light.

Ceilings. Perfectly circular tunnels with a 20-foot diameter connect the nexus (D1) to the cells. The cells have a 50-foot ceilings and the nexus has a 100-foot ceiling. Areas which are exceptions have that noted in their descriptions.

D1 – The Nexus

The walls of this entire complex are covered in a soft moss which gives off a blue light, giving all you survey a deep blue twinge, as if you were viewing it underwater. Tunnels with perfectly carved 20-foot diameters travel off in many directions from this chamber.

Far down two separate hallways, Fearagaxal and Reganavia, a pair of **young bronze dragons** watch the adventurers. These two appear calm and collected at first, but their minds have been warped by their long imprisonment. They desire violence and crave the chance to hurt something living in the name of Kerrinsalastraya. One of them might approach the PCs from a safe distance to learn their intent in coming there, and then attack. The dragons are fanatically loyal to Kerrinsalastraya and try to leave at least one of the PCs alive to be questioned by her.

If either of the dragons is reduced to half its hit points, it retreats back to area D16 and warns Kerrinsalastraya of powerful intruders.

Net. A net of psychic energy can be created and dropped from the ceiling in the nexus by a creature attuned to the *Shuzal monolith* in area C9. The net covers the entire area of the room and drops from the highest point in the ceiling to the ground. Creatures in the room must make a DC 20 Dexterity saving throw. Creatures who fail take 44 (8d10) psychic damage and are restrained. A flying creature who fails this saving throw falls to the ground and is prone, taking any fall damage as normal. Creatures who fail take half damage and are not restrained.

The net remains on the ground as long as the creature who activated the net remains adjacent to the Shuzal monolith or until that creature uses its action to dismiss the net. Creatures restrained by the net can use their action to make a DC 20 Wisdom saving throw followed by a DC 20 Strength saving throw to break free. The creature must succeed on both saving throws to free itself. A creature who moves more than half its speed over the ground where the net is must succeed on a DC 20 Dexterity saving throw or it takes 44 (8d10) psychic damage and become restrained.

D2 – Wyxilcotalises's Cell Hall

Mixed with the blue light coming from the walls, a red light glows on the floor halfway down this hall.

The long hall to this cell contains a glyph which deals psychic damage to any non-aberration who reads it. The dragons know to avoid reading this glyph, which lets out a loud scream when activated. If the PCs read the glyph, Wyxilcotalises, an **adult brass dragon**, is prepared for them. Her initial instinct is to wait by the cell's door and determine the PCs motives and capabilities. If she thinks they would be willing to help free her and kill Kerrinsalastraya, then she waits patiently for them, trying to appear non-threatening. If she thinks them incompetent or unwilling to negotiate, she strikes with her breath weapon as soon as they are in range.

Psychic Glyph Trap. Any PC who is within 20 feet of the 10-foot by 10-foot glyph in the middle of the hall and who can see it must make a DC 15 Wisdom saving throw. A creature who fails takes 11 (2d10) psychic damage and on its turn must draw its most easily reached melee weapons and use its action to make a melee attack with advantage against itself. That creature must repeat the attack as its action on its turn for 1 minute as long as it is conscious and able to make attacks. That creature can repeat the saving throw on the end of its turn ending the effect if it succeeds. A creature who succeeds on the initial saving throw takes half damage and does not have to attack itself.

A creature who remains within 20 feet of the glyph after making a saving throw against its effects, must repeat this saving throw if it continues to look at the glyph.

A creature who knows the nature of the glyph is easily able to avoid looking at it. A character trained in Arcana can make a DC 15 Intelligence (Arcana) check to determine the nature of the trap from afar by identifying the red glow coming from the trapped glyph.

D3 – Wyxilcotalises's Cell

The smashed bars of this cell seem to be damaged from the outside in. The cell itself opens into a wide chamber with organized towers of metal scrap, mostly from the bodies of broken construct guardians, piled around the room. Amongst the scrap, a massive dragon with scales of brass sits breathing fire onto a pile of metal to meld it together while the beast works the heated steel with her claws.

Wyxilcotalises, an **adult brass dragon**, uses the scrap metal in her room to forge tools for Kerrinsalastraya's escape plan. When the PCs enter she's crafting a large container to hold the adamantine dust created by the massive drill to more easily transport it to area D13.

Metal piles. A creature can adjacent to a metal pile can use an attacks as part of the attack action to push it over onto another creature adjacent to the pile. The creature pushing the pile must make a Strength check contested by the target's Dexterity check. If the creature pushing wins the contest, the target takes 11 (2d10) piercing and 11 (2d10) slashing damage and is knocked prone. If the target wins the contest, the target dodges the pile of falling metal and nothing happens. Either way the pile of metal cannot be knocked over again and the area where the pile was is now difficult terrain.

A creature can push a creature adjacent to a metal pile into the pile with a successful push attack. The target takes 11 (2d10) piercing damage and 11 (2d10) slashing damage. The pile cannot be knocked over again and the area where the pile was is now difficult terrain.

Treasure. Amongst the piles there are 100 pounds of copper, 100 pounds of silver, and 40 pounds of gold. Each pound of material is worth 50 coins of its type. The pile of metal scraps in the far back of the room holds a *radiant heart* which requires a DC 20 Wisdom (Perception) check to spot. The DC to spot the radiant heart is reduced to 15 if the pile is knocked over.

Wyxilcotalises. Wyxilcotalises has pledged her allegiance to Kerrinsalastraya, but mostly out of self-preservation and a desire to leave Shuzal. The brass dragon believes Kerrinsalastraya is insane, but would not dare contest the cell block's defacto leader lest she be turned into a zombie. If she believes the PCs to be capable of killing Kerrinsalastraya and they agree to free her from the prison, she will aid them by giving them the *radiant heart* she found in the vault and she'll tell them the location of Kerrinsalastraya's phylactery.

If Wyxilcotalises thinks the PCs aren't capable of killing Kerrinsalastraya or they don't agree to free her, she attacks

them, attempting to keep at least one of them alive for questioning. If she's on the fence about their capabilities, she will attack them as a test. If the dragon is reduced to half her hit points, she tries to bargain with the PCs for her life by telling them the location of Kerrinsalastraya's phylactery.

Wyxilcotalises does not wish to face Kerrinsalastraya in combat and will not join the PCs in a direct attack on the undead dragon mage. She wants to keep her options open in case the PCs fail.

D4 – The Zombification Lab Hall

This hall is masked in an orange haze which dances through the tunnel and glitters like fire.

The haze which covers this entire length of hall is mind-affecting poison Kerrinsalastraya activated long ago. The mists still remain because they do not bother the undead inhabitants of Shuzal's cell block and the few living inhabitants have learned to avoid this hall.

Mind-bending Mists. Any non-aberration, non-undead, non-construct creature who enters or starts its turn in the mists must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage and gain a random form of short-term madness.

A creature trained in Arcana or who has proficiency with a poisoner's kit can make a DC 15 Intelligence (Arcana) check to determine the nature of the trap. A creature holding its breath when navigating the mists has advantage on its saving throw. A strong wind dissipates the mists for 1 hour, after which time they return.

D5 – The Zombification Lab

The smashed cell door to this chamber does nothing to hold back the unpleasant odor coming from this room. Lumps of twisted steel bound together by the power of raw fire form a huge table in the middle of the cell. Rotting dragon tails and limbs line the wall and a crystal in the ceiling pulses deep purple. The most obvious feature of the room are its guardians, of course. One massive undead gold dragon with torn flesh and exposed bone gives a low moans to two smaller undead gold dragons as you enter the chamber.

This cell used to be Kerrinsalastraya's cell, which she transformed into a lab where she experiments with the bodies of her dragon victims. Sepora's tampering with the aberrant magic of Shuzal warped the large crystal in the center of this chamber's ceiling, which was designed to create an *antimagic field* in the cell in case a dragon got any ideas about spellcasting. The connection of the magic from the Shuzal monolith to the antimagic crystals was severed in one of Sepora's experiments and this crystal absorbed a healthy dose of necrotic magic. That crystal turned Kerrinsalastraya into a undead dragon mage and now serves

as her phylactery.

One **ancient dragon zombie** and two **young dragon zombies** guard this room and attack any living creature who enters.

Dragon Body Parts. The dragon body parts in this room are mostly rotted through and through, however the tips of many of the claws remain intact. A creature proficient with smith's tools can cut off the tips to make *dragon bone arrows*. These function as *+1 arrows* and there is enough bone material to make 50. It takes 1 hour to harvest all the material and 1 hour for the person crafting to make 10 arrows.

Kerrinsalastraya's Phylactery. Any time a living creature enters this room, Kerrinsalastraya's phylactery can sense its presence and location. If the zombies in the room attack, the crystal tries to defend its creations. At the end of a round of combat, the crystal casts *bestow curse* (save DC 18) on a random living target in the cell. The phylactery stops doing this once all the zombies in the room are dead.

Once per round as a reaction the phylactery can cast *blight* (save DC 18) on a creature which deals damage to it. The phylactery has AC 20, 100 hit points, and a damage threshold of 15.

If the phylactery is destroyed, all creatures within the room must make a DC 15 Reflex saving throw as the crystal explodes in a burst of necrotic energy. Creatures who fail take 44 (8d10) necrotic damage and 11 (2d10) piercing damage. Creatures who succeed take half damage.

Undead Rising. The crystal causes undead dragons to rise in a matter of days and affects non-dragon creatures in minutes. Any non-construct, non-dragon, non-undead creature who dies in this chamber rises as a zombie 1d4 rounds after it died.

D6 – The Vault Hall

The hall here is marred and marked, as if a creature with massive claws has scratched every surface.

Magic glyphs used to guard this hall. Slowly but surely they were scratched out by Kerrinsalastraya. She has put her own security measures in this hall leading to the old weapons vault. Eight **wyrmling dragon zombies** stand watch over the vault door at end of the hall which leads to the vault.

D7 – The Vault

Before the smashed adamantine door multiple burn marks scar the floor, a sign that this entrance was once heavily trapped. Inside the massive vault seems empty.

Almost everything of value was taken from the vault to make Kerrinsalastraya's massive drill. Yet, the characters could still find some things of use in the chamber, particularly a crystal embedded in the floor hidden by a pile of rubble.

Inventory Crystal. A successful DC 15 Intelligence (Investigation) check determines the piles rubble in this room was actually placed where it is by a creature. The pattern of dust suggests the rubble was swept from the place it fell into a pile. A successful DC 20 Wisdom (Perception) check catches a glint of orange somewhere at the bottom of the pile.

The orange *inventory crystal* is embedded in the floor and it takes 1 hour of work for one creature to clear the area of rubble. For every creature that helps, the time is cut in half. So it takes 2 creatures 30 minutes, 3 creatures 15 minutes, etc.

A creature who touches the crystal and makes a successful DC 12 Intelligence (Arcana) check is telepathically given a list of the items which were in the room before the aberrations left Shuzal. Most of the list has uncommon magic weapons (like *+1 longswords*), however the name of importance which comes up is *Servitor*.

Treasure. Amongst the rubble is a small pouch containing potions Kerrinsalastraya clearly did not care about. A successful DC 15 Wisdom (Perception) check spots the bag in the rubble which contains three *potions of greater healing*, two *potions of flight*, and three *potions of firebreathing*.

D8 – Collapsed Hall

This hall is blocked by a wall of adamantine rubble.

The hall here is blocked because Kerrinsalastraya intentionally triggered a falling ceiling trap the aberrations placed in the hall to shut Maxathaltros up. Their last meeting came about because Maxathaltros was filling the entire cell block with the sound of tremendous roars to annoy Kerrinsalastraya. His plan worked too well, for his sister tortured him to the point of near death and then set off the trap to seal off the sounds coming from her brother's cell.

A successful DC 12 Wisdom (Perception) check made near the wall allows a character to hear Maxathaltros' renewed and now muffled screams of rage. A DC 15 Intelligence (Investigation) check allows a character to determine the pieces of rubble in the collapse are a little too perfectly shaped to be the result of a simple accident.

It takes 1 hour of work for one creature to clear the area of rubble. For every creature that helps, the time is cut in half. So it takes 2 creatures 30 minutes, 3 creatures 15 minutes, etc. If the rubble is cleared while Maxathaltros continues bellowing (instead of say, waiting for him to go to sleep), it could attract some attention. Four of the **young dragon zombies** come from area D10 to investigate.

D9 – Maxathaltros' Cell

The locked cell door before you is the first you've seen intact. Thick bars run up and down and side to side. Staring back at you with disbelief and wild eyes is a massive silver dragon who can't seem to decide if he's happy, confused, or terrified to see you on the far side of his cell door. The dragon's body is covered in wounds and his breathing is ragged and uneven.

Maxathaltros, the **adult silver dragon**, is the only dragon still held in a cell in Shuzal. He would rather die than join his sister in undeath and gain freedom. When the PCs arrive he hopes they could be his ticket out of Shuzal, but also fears they could just be his sister's latest victims.

Cell Door. Maxathaltros' cell has the only remaining intact door in the entire Shuzal cell block. The door is immune to all damage dealt to it from inside the cell. Outside the cell, the door is still tough, it is resistant to acid, cold, fire, lightning, and thunder damage and immune to bludgeoning, piercing, and slashing damage from nonmagical weapons. The adamantine door has AC 23, 300 hit points, and damage threshold 50. Long ago these doors were locked and unlocked by the Shuzal monolith in area C9, but Sepora's tampering with the prison's magic has severed that connection.

Maxathaltros. The silver dragon is in no condition to have a full on confrontation with his sister, nor does he desire to be the one to kill his kin. Still, he knows it must be done and implores the adventurers to do so. He explains that his sister's mind has been warped and she is no longer the Kerrinsalastraya he knew before their imprisonment. He knows how bad it would be for the area around Shuzal's entrance citadel if Kerrinsalastraya and her undead dragons managed to escape. He tells the PCs that should they kill Kerrinsalastraya and then free him, he will lead them to his sister's treasure hoard and let them take it all.

D10 – Wyrmling Cell Hall

Small cell doors lie in ruins all over this hall. A series of smaller cells line the halls here.

This is where the aberrations would keep any wyrmling dragons captured in battle, usually to be ransomed back to their parents for information or concessions. Kerrinsalastraya broke into the cells here and turned all the captives into zombies.

Each of the four cells at the end of the hall hold a **young dragon zombie**. The four zombies come out into the hall and attack as soon as they hear any creatures coming down the hall they don't recognize.

Ceiling. The ceiling of the tiny cells here is only 10 feet high.

Kerrinsalastraya's Scroll Stock. A cell at the end of the hall

holds a small chest built into the floor. This was once a miniature vault. If Kerrinsalastraya finds herself in a situation where she might need to take refuge because the aberrations return in full force or powerful intruders try to take Shuzal back from her, she is prepared. She can retreat to this hall and grab her collection of scrolls looted from the vaults.

The adamantine (AC 23, 100 HP) chest is locked. The lock can be picked with a successful DC 15 Dexterity check made with thieves' tools. A flame jet trap is built into the floor in front of the chest.

Inside the chest is one scroll of *wall of stone*, one scroll of *antimagic field*, one scroll of *hold monster*, and two scrolls of *delayed blast fireball*. The spell saving throw DC for these spells is 15.

Flame Jet Trap. The trap is triggered by a hidden pressure plate directly in front of the chest. Any weight of more than 20 pounds placed on the pressure plate triggers the trap. The pressure plate can be spotted with a DC 10 Wisdom (Perception) check and the nozzle can be spotted with a DC 15 Wisdom (Perception) check. A character studying the area can determine the pressure plate is a slightly different color than the rest of the floor with a DC 10 Intelligence (Investigation) check. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

A creature who steps on the pressure plate must make a DC 15 Dexterity saving throw to avoid the sudden burst of flame which rises up from the floor. A creature who fails takes 22 (4d10) fire damage. A creature who succeeds takes half damage.

D11 – Young Dragon Cell Hall

Smashed cell doors line this hall. It seems that this hall held cells for dragons larger than wyrmlings, but not much bigger than horses. A strange, soft lullaby melody comes from somewhere within the hall.

After liberating the young dragons from this hall, Kerrinsalastraya has avoided this hall because of the music box trap.

Malicious Music Box. This self-operating music box is hidden within a panel in the ceiling at the center of the hall and plays hauntingly enchanting music. Any creature within 40 feet of the music box who can hear it must make a DC 17 Wisdom saving throw at the start of its turn. A creature who fails falls prone and must use its action to engage in a violent dance, throwing itself against the floor repeatedly, dealing 11 (2d10) bludgeoning damage to itself. The creature cannot move from the space it occupies under its own power and is under this effect until it can no longer hear the music box. On a successful save the creature is immune to the effects of the malicious music box for 24 hours.

The secret panel holding the music box is expertly crafted and requires a DC 20 Wisdom (Perception) check to spot,

though a character can pinpoint where the sound is coming from with a DC 15 Wisdom (Perception) check. The ceiling is 20 feet high in the hall tunnel.

The music box is made of a magically treated wood and much tougher than it looks. It has AC 21 and 100 hit points.

Treasure. One of the young gold dragons Kerrinsalastraya murdered and turned into a zombie has managed to smuggle some pearls into Shuzal through its stomach (gold dragons love to eat gems and precious stones). In the cell at the end of the hall, there is a small hole (DC 15 Wisdom (Perception) check to spot) the dragon carved into the adamantine slowly with its claws where it deposited the pearls and was rationing them as treats. There are still 18 pearls worth 100 gp each in the small hole.

D12 – Collapsed Hall

This entire hall collapsed when one of the dragon zombies set off a massive trap. It used to lead to a cell that was the home an ancient gold dragon, whose corpse now guards Kerrinsalastraya's phylactery.

D13 – Druggulolo's Cell Hall

A large shadow looms at the end of this hall. You can see a hulking zombie dragon, its silver skin hanging off as it patrols the hall.

The tight quarters make the fight with this adult dragon zombie brutal, as it blocks the hall with its form, using its bulk to stop adventurers from getting to the door and breathing necrotic breath as often as possible. A fight in the hall alerts Druggulolo the PCs are coming, who happily flies as high as he can and prepares a breath weapon.

D14 – Druggulolo's Cell

The floor in this room is covered in waist-deep adamantine dust. Flying above is a cackling, gleeful dragon. Its scales shine with the greenish tint of copper coins. "Finally. Something to kill! Something to eat!" Drool falls from the dragon's mouth into the pile of adamantine grit.

Druggulolo, an **adult copper dragon**, is one of the more fanatical, and certainly the most insane, followers of Kerrinsalastraya. He desires to be let free so he can unleash his fury upon his former tiefling allies who never came to free him. He misses the taste of food so the chance to eat some adventurers before turning undead is very appealing to him.

Adamantine Dust. The cell floor is covered in adamantine dust from Kerrinsalastraya's drilling operation. She leaves it in Druggulolo's cell since he doesn't seem to mind. The dust counts as difficult terrain. Medium and smaller creatures have the potential to sink into the dust. When such a creature

ends its turn on the dust without moving from the spot where it started its turn, that creature is restrained. As an action a restrained creature can attempt to free itself and end the restrained condition with a DC 12 Strength saving throw.

D15 – Kerrinsalastraya's Chamber Hall

The long hall here is eerily quiet at first. As you travel further down it you can here a whirring noise coming from the end of the hall.

Kerrinsalastraya is in this cell, which used to belong to the adult silver dragon guarding Druggulolo. She spends most of her time in this chamber working the drill, which is the noise the characters hear.

D16 – Kerrinsalastraya's Chamber

A massive dragon made of bone and silver scales turns glowing red eyes toward you as you enter the chamber. Its massive head seems twisted in some sort of sick smile. Behind the undead dragon a large pole extends from the ground into a massive hole in the ceiling. The dragon let's loose a mighty roar. "You will not stop me. The hour of our escape is near. The world will learn – undeath is the future."

Kerrinsalastraya is hellbent on getting out of Shuzal. Her drill is close to the surface and so she fights until the bitter end (especially if her phylactery is intact). She is arrogant and believes fully in her mission to turn the world into an undead paradise.

Earthquake. Kerrinsalastraya's drilling has caused the magic of the demiplane to be unstable in the cell. At the end of each round, roll a d10. On a roll of 1-3 an earthquake occurs. Every creature standing on the ground must succeed on a DC 15 Strength saving throw or be knocked prone.

Kerrinsalastraya's Drill. Kerrinsalastraya's drill in this chamber is operated by any creature attuned to the object. To become attuned to the drill a creature must spend one hour touching the drill and communing with the magical energies of the former weapons now melded together.

A creature attuned to the drill can make the drill extend upwards or downwards at a rate of 20 feet per round. The drill's maximum height is 100 feet and its minimum height is 10 feet. When the drill hits adamantine it begins to drill through it at a rate of 1 inch per day. At the start of the adventure, Kerrinsalastraya's hole is 30 inches from the surface or Shuzal. Except for *Servitor*, all the weapons used to craft the drill are now useless. The drill is 10 feet around and weighs 10,000 pounds.

Servitor. The tip of Kerrinsalastraya's drill is made with the artifact *Servitor*. It can be pulled from the top of the drill with a successful DC 20 Strength check.

Concluding the Adventure

If the PCs are victorious in defeating Kerrinsalastraya, they should be able to leave Shuzal and collect their reward from whatever hook you used to bring them in. Depending on how things shook out during the adventure, it's up to you as the GM if the PCs are betrayed by Sveja or Crtulak and what any rewards Maxathaltros or Wylxlcotalises might give to them. Where the adventure continues from here is up to you. Perhaps the PCs want to find the rest of the *Tools of Order*. For more ideas, resources, and inspiration for an Exploration Age campaign visit worldbuilderblog.me.

If the PCs fail, Kerrinsalastraya escapes Shuzal. She and her undead army cause havoc throughout North Verda and its up to some new heroes to stop them.

Monsters

Great Bear

Huge beast, neutral

Armor Class 13 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 5 (1,800 XP)

Keen Sight and Smell. The great bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

Multiattack. The great bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Kerrinsalastraya, Adult Silver Undead Dragon Mage

Huge undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Resistance necrotic

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 17 (18,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18). The dragon can cast the following spells, requiring no material components.

1/day each: *animate dead*, *blight*, *contagion*, *shield*, *vampiric touch*

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, take 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into an undead that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, cast spells, proficiencies, Legendary Resistance, Magic Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects.

- The dragon creates fog as if it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A blistering cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Morchia

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Dex +3, Wisdom +4

Damage Resistances cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities poisoned

Skills Deception +7, Insight +6

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Aberrant Trait. All morchia have at least one feature trait which can be determined by rolling on the Aberrant Feature Table below.

Devil's Sight. Magical darkness doesn't impede the morchia's darkvision.

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

Actions

Multiattack. The morchia can make two attacks, or one attack and use Psychic Glare.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Hold Monster (3/day). The morchia casts *hold monster*. The spell save DC for this spell is 15.

Aberrant Traits

d20	Time	Physical Feature	Effect
1	Bonus Action	Tentacles	Tentacle. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.
2	-	Ooze Feet	Aberrant Ground. The ground in a 10-foot radius around the morchia is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 15 Strength saving throw or have its speed reduced to 0 until the start of its next turn.
3	-	Mouths All Over	Gibbering. The morchia has mouths all over its body which babble incoherently while it can see any enemy that isn't incapacitated. Each creature that starts its turn within 20 feet of the morchia and can hear the babbling must succeed on a DC 15 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.
4	-	Third Eye	Antimagic Cone. A third eye on stalk atop the morchia's head emits a 60-foot anti-magic cone, as in the <i>anti-magic field</i> spell. At the start of each of its turns the morchia decides which way the cone faces and whether the cone is active. The area works against any of the morchia's own abilities.
5	-	Covered In Mucus	Mucus Covered. The morchia is covered in a transformative mucus. A creature that touches the morchia or hits it with a melee attack within 5 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.
6	Action	Purple Eyes	Enslave (3/day). The morchia targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the morchia until the morchia dies or until it is on a different plane of existence from the target. The charmed target is under the morchia's control and can't take reactions, and the morchia and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the morchia .
7	Action	Forked Tongue	Moan. Each enemy within 60 feet of the morchia that can hear the morchia must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the morchia's next turn. If a creature's saving throw is successful, the creature is immune to the morchia's moan for the next 24 hours.
8	Action	Black Scales	Phantasms. The morchia magically creates three illusory duplicates of itself. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which morchia is the real one. Whenever any creature targets the morchia with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the morchia or one of the duplicates. A duplicate has the morchia's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.
9	Action	Exposed Brain	Devour Intellect. The morchia targets one creature it can see within 20 feet of it that has a brain. The target must succeed on a DC 15 Intelligence saving throw against this magic or take 22 (4d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, the score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.
10	Action	Protruding Forehead	Mind Blast (Recharge 5 - 6). The morchia magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
11	Action	One Large Eye	Rotting Gaze. The morchia targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw against this magic or take 21 (6d6) necrotic damage.
12	-	Webbed Feet	Regeneration. The morchia regains 10 hit points at the start of its turn if it has at least 1 hit point.
13	Action	None	Shapechanger. The morchia can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
14	-	None	The morchia gains a fly speed of 40 ft.
15	Action	Third Eye	Petrification Ray. The morchia targets a creature within 90 feet. The targeted creature must make a DC 15 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
16	Action	Third Eye	Sleep Ray. The morchia targets a creature within 90 feet. The targeted creature must succeed on a DC 15 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
17	Action	Third Eye	Paralyzing Ray. The morchia targets a creature within 90 feet. The targeted creature must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
18	-	Black Eyes	Telepathic Probe. If a creature communicates telepathically with the morchia , the morchia learns the creature's greatest desires and one fact or secret about the creature.
19	Action	None	Invisibility. The morchia can cast <i>invisibility</i> on itself at-will.
20	-	-	Roll twice on this table. If you get this result again roll three times and so on.

Ogre Chieftain

Large giant, chaotic evil

Armor Class 16 (chain mail)

Hit Points 124 (13d10 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Wis +5

Skills Insight +5, Intimidation +3, Persuasion +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Actions

Multiattack. The ogre makes two attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Battle Cry (1/day). Each creature of the ogre's choice within 30 feet that can hear it make an attack as a reaction. The ogre can then make an attack as a bonus action.

Akros Sepora, Tiefling Necromancer

Medium humanoid (tiefling), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Int +9, Wis +2

Skills Arcana +13, Deception +7

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal

Challenge 12 (11,500 XP)

Infernal Legacy. Sepora has the ability to cast innate spells as a tiefling. Her innate spellcasting ability is Charisma (spell save DC 16). She can cast the following spells, requiring no material components.

At will: *thaumaturgy*

1/day each: *hellish rebuke* (as 2nd-level spell), *darkness*

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

Spellcasting. Sepora's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Sepora can cast the following spells.

At will: *chill touch*, *friends*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *fireball*, *vampiric touch*

4th level (3 slots): *blight*, *greater invisibility*, *stoneskin*

5th level (3 slots): *cone of cold*, *dominate person*, *cloudkill*

6th level (1 slot): *create undead*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

9th level (1 slot): *true polymorph*

Spiderclimb. Thanks to her *rod of arachna*, Sepora can climb on walls and ceilings at normal speed.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Web (1/short or long rest). Thanks to her *rod of arachna*, Sepora can cast the *web* spell (save DC 14).

Skeleton, Ogre

Large undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	5 (-3)	7 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant, but can't speak

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Vampire, Oni

Large undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 227 (13d20 + 91)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +9, Con +8, Wis +5, Cha +7

Skills Arcana +6, Deception +12, Perception +5, Stealth +9

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

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant

Challenge 14 (11,500 XP)

Shapechanger. If the vampire isn't in the sunlight or running water, it can use its action to polymorph into a Tiny bat, Medium cloud of mist, Small or Medium humanoid, Large giant, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

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

While in humanoid or giant form, other than its size the vampire's statistics are the same in each form. The only equipment which transforms is its glaive, which shrinks so it can be wielded in humanoid form. If the vampire dies, it reverts to its true form, and its glaive reverts to its normal size.

Innate Spellcasting. The vampire's innate spellcasting ability is Charisma (spell save DC 14). The vampire can cast the following spells, requiring no material components.

At will: *darkness, invisibility*

1/day each: *charm person, cone of cold, gaseous form, sleep*

Legendary Resistance (3/day). If the vampire fails a saving throw, it can choose to succeed instead.

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

Misty Escape. When it drops to 0 hit points outside its resting place (Sveja's resting place is the trash pit in area C7), the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

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

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

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

Vampire Weakness. The vampire has the following flaws:

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

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

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

Actions

Multiattack (Vampire, Giant, or Humanoid form only). The vampire makes two attacks, only one of which can be a bite attack.

Claws (Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Glaive (Vampire, Giant, or Humanoid form only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium human form.

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

Charm. The vampire targets one humanoid or giant it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

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

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

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claw. The vampire makes one claw attack.

Bite (Costs 2 actions). The vampire makes one bite attack.

Zombie, Dragon Ancient

Gargantuan undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 227 (13d20 + 91)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (-2)	25 (+7)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common and Draconic, but can't speak

Challenge 12 (8,400 XP)

Undead Fortitude. If damage reduces the dragon to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dragon drops to 1 hit point instead.

Actions

Multiattack. The dragon makes two claw attacks or a claw and a bite attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) damage.

Breath Weapon (Recharge 6). The dragon exhales a blast of necrotic energy in a 90-foot cone. Creatures in the area must make a DC 18 Constitution saving throw, take 54 (12d8) necrotic damage on a failed save, or half as much on a success.

Zombie, Dragon Adult

Huge undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	21 (+5)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common and Draconic, but can't speak

Challenge 8 (3,900 XP)

Undead Fortitude. If damage reduces the dragon to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dragon drops to 1 hit point instead.

Actions

Multiattack. The dragon makes two claw attacks or a claw and a bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) damage.

Breath Weapon (Recharge 6). The dragon exhales a blast of necrotic energy in a 60-foot cone. Creatures in the area must make a DC 16 Constitution saving throw, take 45 (10d8) necrotic damage on a failed save, or half as much on a success.

Zombie, Dragon Young

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 100 (11d10 + 33)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	17 (+3)	3 (-4)	7 (-2)	5 (-3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Draconic, but can't speak

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the dragon to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dragon drops to 1 hit point instead.

Actions

Multiattack. The dragon makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapon (Recharge 6). The dragon exhales a blast of necrotic energy in a 30-foot cone. Creatures in the area must make a DC 14 Constitution saving throw, take 36 (8d8) necrotic damage on a failed save, or half as much on a success.

Zombie, Dragon Wyrmling

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	15 (+2)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Draconic, but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the dragon to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dragon drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Breath Weapon (Recharge 6). The dragon exhales a blast of necrotic energy in a 15-foot cone. Creatures in the area must make a DC 12 Constitution saving throw, take 22 (5d8) necrotic damage on a failed save, or half as much on a success.

Mounts

Canus is home to some bizarre and wonderful animals that serve as mounts. Many can cross certain types of difficult terrain at normal speed. The table below indicates which types of difficult terrain specific mounts can ignore. These are common mounts for sale, other fantastic mounts might be found and trained at the DM's discretion. Descriptions are provided for the mounts which require them.

Mount	Speed	Ignored Difficult Terrain(s)	Price
Bison	40 ft.	Forest	100 gp
Dog Sled and Team	40 ft.	Snowfields, Frozen Ocean	400 gp
Giant Goat	40 ft.	Mountains	75 gp
Giant Lizard	30 ft., climb 30ft.	Swamp, Marsh, Jungle	75 gp
Ornithopter	0 ft., fly 60 ft.	See notes	20,000 gp
Ostrich	70 ft.	None	150 gp
Reindeer	50 ft.	Snowfields, Mountains, Frozen Ocean	150 gp
Riding Deer	50 ft.	Forest	150 gp
Riding Turtle	10 ft., swim 50 ft.	Swamp, Marsh	200 gp
Water Buffalo	40 ft.	Swamp, Marsh, Jungle	150 gp
Yak	40 ft.	Snowfields, Mountains	100 gp

Dogsled and Team. A team of 8 dogs comes with a sled, ready to pull a rider and gear across the frozen landscapes of Canus.

Mountain Ram. Huge goats large enough to hold a man were first trained by the Bragonian dwarves. Now they are the preferred method of travel for all who traverse mountainous peaks.

Ornithopter. This is a special one-person flying machine created by Bragonay's artisans for reconnaissance and solo travel. Its bird-shape has huge flapping wings which allow for lift and propulsion. These wings are powered by the rider through foot pedals. An ornithopter can glide great distances.

Riding Deer. These over-sized white-tailed deer were first bred by elves to be large enough to hold a rider. They spring through wooded forests and hills with ease.

Riding Turtle. These enormous, freshwater turtles are large enough to hold one rider comfortably on the shell. The turtles are trained to swim on the surface, since most of their riders cannot breathe underwater, however, they can be commanded to dive and surface. Turtles like this are often

used in lieu of boats when traveling on lakes and rivers.

Bison

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Trampling Charge. If the bison moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the bison can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Ostrich

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Medium Mount. Ostriches can carry a rider of Medium size or smaller.

Trampling Charge. If the ostrich moves at least 20 feet straight toward a creature and then hits it with a talons attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the ostrich can make another attack with its talons against it as a bonus action.

Actions

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reindeer

Large beast, unaligned

Armor Class 10

Hit Points 30 (4d10 + 8)

Speed 50 ft.

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

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Charge. If the reindeer moves at least 20 feet straight toward a target and the hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Riding Deer

Large beast, unaligned

Armor Class 14

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	2 (-4)	14 (+2)	6 (-2)

Senses passive Perception 12

Languages -

Challenge 1/2 (100 XP)

Charge. If the deer moves at least 20 feet straight toward a target and the hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

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

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Riding Turtle

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Hold Breath. The turtle can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Water Buffalo

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages -

Challenge 1 (200 XP)

Charge. If the buffalo moves at least 20 feet straight toward a target and the hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Yak

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

Charge. If the yak moves at least 20 feet straight toward a target and the hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Magic Items

Bomb of Horrors

Weapon (bomb), rare

This bomb looks like a screaming skull and has two red zircons for eyes. All creatures who are in the zone of the bomb's blast must make a DC 15 Wisdom saving throw or be frightened of you for 1 minute. Creatures who fail this saving throw can repeat it at the end of its turn, ending the frightened condition on a success.

Bomb of Silence

Weapon (bomb), uncommon

This bomb has a single purple zircon on its bottom. When the bomb explodes it makes no sound. After the bomb explodes all sounds are magically silenced in the zone of its blast for 1 minute.

Boots of the Wild

Wondrous item, rare (requires attunement)

These are special boots of animal skin, each dotted with a tiny gem on the sole. The boots usually lace up to the knee, and are found in several varieties of animal skin – from deer to lizard. While wearing the boots add 5 feet to your speed. In addition, use the chart below to determine the type of difficult terrain you can ignore while wearing the boots of the wild.

Skin	Ignored Difficult Terrain(s)
Lizard	Swamp, Marsh, Jungle
Deer	Forest
Ram	Mountains
Reindeer	Snowfields, Frozen Ocean

Rod of Arachna

Rod, very rare (requires attunement)

A length of ivory shaped like a bone covered in small onyx spiders that look all too real makes this rod a grisly sight to behold. While holding the rod, you gain a climb speed equal to your speed, can move as if you were wearing *slippers of spiderclimbing*, and have resistance to poison damage. As an action while holding the rod you can cast the *web* spell (save DC 14). You must complete a short or long rest before you can cast the spell with this rod again.

Rod of Planar Entrapment

Rod, very rare (requires attunement)

A length of mithral and moonstones, this rod has engravings of various cages along its length. While on any plane that is not Pandemonium, as an action you can touch the rod to another creature and speak a command word and force it to make a DC 15 Charisma saving throw. If the target fails the saving throw it is transported to Pandemonium. If the target succeeds on this saving throw it is unaffected and the rod of planar entrapment cannot be used against it for another 1d4 weeks. If the *rod of planar entrapment* is used to trap a creature in Pandemonium while another creature who failed to save against its effect is also in Pandemonium, the former is transported to Pandemonium while the latter appears in its place or the nearest unoccupied space. While holding the rod you can use your action to bring back a creature transported to Pandemonium by the rod, provided the creature has not left Pandemonium by other means. The creature appears in an unoccupied space nearest to you. When you find this rod the DM rolls a d20 in secret. On a roll of 15 or lower there is a creature of the DM's choice still in Pandemonium who was transported there by the rod.

Staff of the Walls

Staff, very rare (requires attunement by a druid, sorcerer, or wizard)

This staff appears to be a long and skinny marble column with white pearls embedded along its length. When you use the staff as a cane or walking stick your step feels sturdy and secure. While you hold this staff, you have advantage on saving throws against effects which move you or knock you prone, whether or not these effects also deal damage. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *wall of fire* (3 charges), *wall of force* (4 charges), *wall of ice* (4 charges), *wall of stone* (4 charges), *wall of thorns* (4 charges), or *wind wall* (2 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.

Trailblazer Beetles

Wondrous item, rare

This fist sized, copper orb is dotted with tiny obsidians and constantly appears to have moment just underneath its shiny surface. The cardinal directions are carved into the sphere.

When you throw the orb it turns into 500 tiny, copper scarab beetles who eat vegetation and snow, making forests, jungles, and snow fields making 5-foot wide path that is no longer difficult terrain. These paths are easily followed and cannot be made through solid rock or large trees. The beetles move in a path and pace defined by you (or the person who threw the orb). They travel at a typical slow, normal, or fast travel pace for 10 hours and then revert back to orb status. They can be deactivated before that with an action. They eat only plants and snow. They cannot be used again until a long rest has been completed.

Bioarcane Items

The strange race of humanoids who lived in The Damned Lands before it became a wasteland, left behind a strange technology compatible with the anatomy of today's humanoids.

The magic of these items is unlocked only by attaching them to one's body. This requires a limb or organ be removed before the item is grafted to the owner in its place.

During a short or long rest (specified in the item's description), another creature can perform the procedure of removing your body part or organ and attaching the item to you with a DC 10 Wisdom (Medicine) check. If you decide to perform the procedure on yourself the DC of the check is 15. If the check succeeds the item is attached and you take 3d6 damage that cannot be reduced in any way. If the check fails by 4 or less, the item is attached but you take 8d6 damage that cannot be reduced in any way. If the check is failed by 5 or more, you lose the organ or body part, the item is not attached, and you take 16d6 damage which cannot be reduced in any way. In special cases noted in the item's description failure to attach the bioarcane item results in your death. Once the item is attached, it is activated and you can begin to make use of its properties.

Radiant Heart

Bioarcane item, very rare (requires attunement)

The *radiant heart* is an expertly carved, heart-shaped ruby placed in a small brass box with windows of glassteel. When attached, the gem can be seen through the window inside the users chest, throbbing and beating with the life of a real heart. You must remove your heart and replace it with the *radiant heart*. This can only be done during a long rest. The Wisdom (Medicine) check DC for this attachment procedure increases by 5 and if the check fails by 5 or more, you die. Once attached, you can use your action to shoot a beam of

radiant light in a line 100 feet long and 5 feet wide from your chest. Creatures in the line must make a Dexterity saving throw (DC 8 + your Charisma modifier + your proficiency bonus). Creatures who fail the save take 8d8 radiant damage, creatures who succeed take half damage. Against fiends and undead, the beam deals 8d10 radiant damage. You must complete a short rest before you can use this ability again.

Wrist Spider

Bioarcane item, rare (requires attunement)

This small device has the appearance of an adamantine spider with eight onyx eyes. It is inserted into the top of the wrist, with the abdomen of the spider facing the user's hands. After the item is attached, you feel most comfortable in the darkened corners of rooms. You must remove your wrist bones and replace them with the *wrist spider*. This can only be done during long rest. Once attached, you can use your action to shoot sticky webs out of your wrists at enemies. To do so make an attack roll using your Dexterity modifier and proficiency bonus. If the attack hits, the target is restrained for one minute. On the target's turn, it can make a DC 12 Strength or Dexterity saving throw as its move to end the restrained condition. You cannot use this ability again until you complete a short rest.

With the *wrist spider* attached you can use your action to create a 50-foot length of rope made of the web. The rope is only slightly sticky along its length and extremely sticky at its ends. Because of the stickiness on its ends, the web rope can be attached to any surface and can hold 1,000 pounds before it breaks. Creatures who use the web rope while climbing have advantage on their Strength (Athletics) check to climb. After a half hour, the web rope dissolves. You cannot use this ability again until you complete a short rest.

Artifact – The Tools of Order

Hierotheist priestesses preach that the goddesses of the caste created copies of their weapons for seven mighty warriors to rise up against the chromatic dragons. These weapons, the *Tools of Order*, had the laws of the caste system eventually used in Bragonay engraved into them. The seven dwarf warriors were the leaders of their stations and enforced the divine will of their goddesses. While the weapons were lost in the war with the dragons, their laws remain in place today. Many dwarfs spend centuries hunting for any clue of the *Tools of Order*.

Some outside the Hierotheist religion claim these weapons are not divine at all but rather made by powerful shardmind mages. In fact these naysayers claim that the dwarves refused to rise up with the shardminds against the chromatic dragons so the crystalline beings created the *Tools of Order* to appeal to the dwarves' piety. They say it is the shardminds themselves who hid these weapons so the dwarves would never know of their deception. These sacrilegious claims have only made seekers of the *Tools of Order* all the more desperate to find the weapons of their gods.

Each of the *Tools of Order* is a magic weapon which grants a +3 bonus to attack and damage rolls made with it. When you score a critical hit with one of these weapons roll the attack's damage dice three times and add it together with any relevant modifiers. Each of the *Tools of Order* also functions as a *ring of evasion*, *defender*, and *dragonslayer*.

If a non-lawful or non-dwarf creature attempts to attune one of the weapons, it must make a DC 15 Charisma saving throw. On a failed save this creature takes 8d6 psychic damage taking only half damage on a successful one. The creature must repeat this saving throw anytime it attacks with the weapon.

Random Properties. Each of the *Tools of Order* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Dominate Person. While holding one of these weapons you can cast *dominate person* (save DC 18). Once you have cast the spell you cannot cast it again until next dawn.

Strength of the Caste. If 2 or more of the *Tools of Order* are within 100 feet of one another, each wielder gains an additional +1 bonus to damage and initiative rolls for every other weapon within range.

Destroying the Tools. The only way to destroy the *Tools of Order* is by freezing them in the coldest part of the Nine Hells and then breaking them against the hardest stone in the Plane of Earth.

Servitor

Weapon (war pick), artifact (requires attunement)

This war pick's head is made of pure ruby carved with Dwarish runes. Its gold haft depicts a group of villagers defeating an ancient white dragon in combat. It is made in the likeness of the weapon wielded by Berga, the Heirotheist goddess of the peasant caste.

Increased Wisdom. While wielding this weapon your Wisdom score increases by 2, to a maximum of 24.

Resist Cold. While wielding this weapon you resist cold damage.