CONCLASH IV: ELDER DUNGEON
GAME MASTER PACKET

TABLE OF CONTENTS

CONCLASH IV: ELDER DUNGEON GAME MASTER PACKET 0
TABLE OF CONTENTS 1
INTRODUCTION 3
- Revision Warning 3
- Conducting a Legion Player Game 3
- Getting to Know Your Players 3
- The Elder Dungeon 4
- Exploring the Dungeon 4
- Finding Relics 4
- Base Camp 5
- Mission Divisions 5
- Overall Game Objectives 5

ACT 1: THE BIG DUNGEON 6
- D1. Arena 6
- D2. Barracks 6
- D3. Guard Post 7
- D4. Interrogation Room 7
- D5. Shrine of the Broken Triangle 7
- D6. Collapsed Dormitory 7
- D7. Fungus Farm 7
- D8. Lullwater Cave Pool 8
- D9. Apothecary 8
- D10. Armory 8
- D11. Kitchen 8
- D12. Larder 9
- D13. Cistern 9
- D14. Infirmary 9
- D15. Granary 10
- D16. Stand Guard 10
- D17. Ventilation Chamber 10
- D18. Chasm 11
- D19. Sunroom 11
- D20. Bedbugs 12
- D21. Looking Glass 12
- D22. Council Room 13
- D23. Instruction Room 14
- D24. Custodial Closet 14
- D25. Room of Remembrance 14
- D26. Sunsteel Forge 14
- D27. Oath of the Cinder Guard 15
- D28. Gallery 16
- D29. Alchemy Lab 17
- D30. Sewers 17
- D31. Prison Cells 18
- D32. Molok's Shrine 18
- D33. Wellspring 18
- D34. The Shaft 19
- D35. Workshop 19
- D36. Hot Springs 20
- D37. Bathhouse 20
- D38. Torture Chamber 20
- D39. The Bleeding Eye 20
- D40. Amplifier 21
- D41. Ceremonial Forge 21
- D42. Scriptorium 22
- D43. Decoding Room 22
- D44. Prayer Room 22
- D45. Specimen Storage 23
- D46. Meditation Room 23
- D47. Sacrifice Preparation Room 24
- D48. Ossuary 25
- D49. Ritual Pleasure Chamber 25
- D50. Beastflesh Nursery 26
- D51. Scrying Pool 26
- D52. Matron's Private Quarters 26
- D53. Sleeping Dogs 27
- D54. Butchery 28
- D55. The Flooded Crypt 28
- D56. Menagerie 29

D57. The Medicine Woman 29
D58. Extraction Chamber 29
D59. The Last Reflection 30
D60. The Mouth of the Beast 30
ACT 2: THE DARKNESS 31
Transition (6:50 PM - 7:00 PM) 31
The Beast Awakens (7:00 PM) 31
Tentacle Encounters 31
Codebreakers 32
Exterminators 32
Vanguard 32
The Dread 32
Killing Time 33
The Final Strike 33
APPENDIX A: CREATURES 33
Cinder Guard 33
Corrupted Canine 34
Dreamleecher 34
Eye Spy 35
Hall Creeper 36
Isolator 36
Lasher 37
Looter 38
Mechanical Guard 38
Tentacle 39
Slumber Cultist 39
Slumber Cultist (Ranged) 40
Witchling 40
Witch Priestess 41
APPENDIX B: ADDITIONAL CREATURES 41
Ghost 41
Animated Armor 42
Swarm of Rats 43
Mimic 43
Skeleton 44
Ghoul 44
APPENDIX C: ENVIRONMENTAL HAZARDS AND EFFECTS 45
Elder Moss 45
Lullwater 45
Bliss Leeches 45
APPENDIX D: ITEMS 46
Cinderknife 46
Sunsteel Lantern 46
APPENDIX E: DOCKETS 47
Codebreakers 47
Codebreakers A 47
Codebreakers B 47
Codebreakers C 47
Codebreakers D 48
Exterminators 48
Exterminators A 48
Exterminators B 48
Exterminators C 48
Exterminators D 49
Vanguard 49
Vanguard A 49
Vanguard B 49
Vanguard C 49
Vanguard D 50
CREDITS AND LEGAL 50
Credits 50
Copyright Notice 50

INTRODUCTION

Conclash is a Legion Player Game in which multiple players join together in a massive role-playing game experience.

In the world of Spearfall, the free people of the world have congregated into a megalopolis called Kingdom Grand.

Beneath Kingdom Grand, an ancient underground city has been discovered, with weird and mysterious inhabitants, called the Elder Dungeon. You're part of a squad which will be exploring this mega-dungeon to discover (and hopefully defeat) a powerful evil whose name has been forgotten in the mists of time.

In a hurry? You can skip ahead to Act 1 and start running dungeon rooms for your players now.

Revision Warning

The game won't be played until May 16, 2026, and this document will probably be revised between now and then. Please check https://www.conclash.com/game-master for the latest version before the game. This document was first published March 11, 2026; this version was published April 24, 2026.

Conducting a Legion Player Game

The game is played on over a hundred tables, each of which is run by one squad with a dungeon master and six players, more or less.

As you complete game objectives, you will report your progress to a captain who has been assigned to your zone. The captain can also offer help if you need any. You or one of your players can raise your hand if you need to get your captain's attention—or hold up a paper card, with white to report objectives, and colored to signal "I need help.".

You can also see overall game progress and report your objectives yourself, as an alternative to reporting them to your captain, by using the web app at conclash.com/elderdungeon. (It will be disabled until the day of the game.)

A captain or other NPC character may interrupt your game from time to time to give you news, share items with you, or things like that.

A "base camp" area will be established near the stage in the center of the first floor of the mall. If your squad has any items or clues to share with other squads, you may send one of your players to base camp to do so, allowing you and the rest of your players to continue the adventure at your own table.

Getting to Know Your Players

If you're preparing in advance, you may want to know your players and talk to them about creating their characters before the game.

You can sign into DiceOutpost.com and click on **Squads** from the main menu, which will show you your assigned squad and the players in it. Some of them may have opted to share their contact information; for the rest, you'll only be able to see their first names.

Each player should be level 5. Detailed rules on character creation can be found at https://www.conclash.com/player.

The Elder Dungeon

Players will be exploring a giant dungeon under Kingdom Grand, with a powerful villain at the end.

The dungeon was built by the first settlers to what is now Kingdom Grand, who formed an ancient cult to get closer to the Beast, also called He Who Sleeps, who was whispering to them from below.

One priest, named Molok, prayed unto the gods of Heaven, and was visited by Drez, Tros, and Vitalia, who taught him the secret Liturgy of Binding to make the Beast sleep. His followers, called Molokites, eventually became wicked and were overtaken by a new cult of witches who seek to wake the Beast from his sleep and unleash his nightmarish horrors upon all the land.

A monster expert named Holt was abducted by this Slumber Cult as a child, and as they found him useful, they let him live. He has since obtained a good deal of power, and he seeks to control the Beast in order to gain knowledge and power. He is now their leader, called the Harbinger, and has formulated an evil Profane Inversions which will free the Beast if he is not stopped.

The coven of Molokite witches, led by the beautiful, ambitious, and sinister Ashtariel, have a precarious working relationship with Holt, sharing some common goals but having different motivations. The witches worship the Beast and want to wake it. The Beast gives them unnatural youth and beauty in exchange for their evil rites and devotion.

If either of them succeeds in awakening the Beast, it would bring together the Nightmare Realm with the waking world, causing great terror and suffering upon all the innocent inhabitants of Spearfall.

Exploring the Dungeon

The elder dungeon is meant to be very large, housing an entire ancient civilization which has since dwindled to be smaller in number.

In the two hours and fifty minutes you have to play Act 1, we don't expect you to get through everything. You should have received a docket of a subset of the dungeon rooms which you can explore in order, or at random, as you like. The rooms get progressively more dangerous as you go down.

Finding Relics

During the course of the game, you're likely to encounter one or more Relics. You should have been given physical cards along with your packet from the registration desk.

When your players obtain a Relic, give them one of these cards. Some of these will be encoded Words of Power from the Liturgy of Binding, identifiable by having a red skull and maze motif with a hidden message. Prioritize giving these out first, since they're critical to one of the main objectives of the game. Other Relic cards will be items of practical use; give these out after.

If your party obtains a Relic which is an encoded Word of Power, and you're unable to decode it because you're an Exterminator or Vanguard squad lacking a seer stone, you should share it with a Codebreaker squad. You can give it to your captain to pass on to them, or send a player with it to base camp. You can also give away or trade any other cards you may not have need of; perhaps another squad will find it useful.

Base Camp

The Adventurers Guild has established a base camp inside the catacombs. Here, players can get help from friendly non-player characters (NPCs), restock on supplies, or trade gossip with other players.

At any time, players can "fast travel" to and from base camp in real life. We recommend sending one player there to conduct any necessary business, and then returning to your table, while you continue to run the game with the rest of your players. We want you to focus on the action!

Mission Divisions

You should belong to one of three kinds of teams: Codebreakers, Exterminators, and Vanguard.

Codebreakers: Heavy role-playing, heavy problem solving. Codebreakers are equipped with one **Seer Stone** per squad. Seer Stones are necessary for decoding Glyphs.

Exterminators: Heavy combat. Exterminators are equipped with one **Cinderknife** per squad. Cinderknives are essential for killing Tentacles.

Vanguard: These are the first scouts in the dungeon, the tip of the spear, advancing the mission of exploration. Each Vanguard squad is equipped with one **Sunsteel Lantern**. Sunsteel Lanterns are essential for piercing the veil, to see things that are otherwise invisible.

Overall Game Objectives

In the first act, adventurers will complete objectives which will help them defeat the Beast in the second act.

Collectively, if the adventurers collectively complete the bare minimum of these objectives, the Beast will be fightable but extremely deadly; if you complete more of them, the Beast will be weakened and you will have the advantage against it.

Exterminators have the mission to sever the Beast's appendages (i.e., Tentacles) throughout the dungeon to weaken it. The Beast feeds on terror, and the more monsters are in the dungeon at the endgame, the stronger it will be.

Exterminator squads should expect to kill about 3 Tentacles each, on average.

While anyone can fight and subdue a Tentacle temporarily, these tentacles can only be truly killed with a Cinderknife, which cauterizes the tentacle and turns it into a burned-out husk, like cinder.

In Act 2, the Beast's Aura of Dread will be more or less difficult to overcome depending on how many of these Tentacles, collectively, have been destroyed. (See the section on *The Dread* in *Act 2* for specific details.)

Codebreakers have the mission to restore the ancient Liturgy of Binding, an ancient spell needed to subdue the Beast by translating Molokite Glyphs. The Beast was originally bound by the Liturgy many centuries ago. Holt corrupted this language, and developed the Profane Inversions, in order to wake the Beast. Codebreakers must explore the dungeon, find the uncorrupted version of these words from the Liturgy, and piece them together into the binding spell. They will be able to translate and arrange glyph fragments that are found by other squads, as well as any they may find on their own.

If you're the game master for a Codebreaker squad, you should have been given a physical "seer stone" prop as part of what you picked up at the registration desk. You can give this to one of your players as a tool for decoding certain Relics.

The **Vanguard** have the mission to explore the pyramid and find Molokite glyphs and other useful artifacts, called Relics, which they can use themselves or share with other squads.

ACT 1: THE BIG DUNGEON

Act 1 takes place between **4:00 PM** and **6:50 PM**, featuring exploration of dungeon rooms. There will be a 10 minute break at the end.

We expect you to get through 5-10 rooms. The rest are there just in case your party acts fast. Don't worry, though; if you don't get to a room, another squad will. We're all exploring the big dungeon together.

Keep exploring until you run out of time for Act 1. In Act 2, you'll fight the final boss.

D1. Arena

This huge room is filled with a sunken coliseum, with terraced seats surrounding an arena floor that is a swamp of black mud and twitching roots.

A handful of lethargic-looking male Molokites sit watching the champions: a writhing black tentacle thrashing violently, flanked by two Cinder Guards, who bang their shields to a hypnotic beat.

As you enter the arena, the Cinder Guards point their swords at you, and the Tentacle lashes out.

⚔️**Encounter**: 1x Tentacle and 2x Cinder Guards.

D2. Barracks

This long, rectangular room smells like wet dog.

Two rows of spartan stone bunk beds line the walls. Most have collapsed into piles of rubble. Threadbare banners showing a pyramid pointing upward to the heavens hang limp from the ceiling, slashed and torn by claws.

In the center of the room is a pile of old, chewed-up leather armor. From the shadow beneath the surviving bunk beds, you hear a low, guttural growl.

⚔️**Encounter**: This room is inhabited by 3x Corrupted Canines. Two of them use Pack Tactics to rush the front line of adventurers, while the third uses the difficult terrain of the collapsed bunks to target the character with the lowest armor class.

There is old rubble everywhere here, especially on the sides of the room. Any creature attempting to move more than 15 feet through that difficult terrain in a single turn must make a DC 12 Dexterity saving throw, or step through crumbling debris, taking 1d6 bludgeoning damage and becoming restrained (DC 13 Strength check to escape.)

Searching the gnawed armor pile (DC 13 Investigation) reveals a tarnished Cinder Guard badge, engraved with the Upward Pyramid. Deep claw marks show signs of trying to turn it into a downward shape, indicating that the corruption here was violent and intentional.

A DC 13 Investigation or Perception check of the rubble will reveal an old footlocker containing 2x Potions of Healing.

D3. Guard Post

Stacks of decayed sandbags, rocks, broken furniture, and other expedient debris form a crude wall in this room.

Players can make a DC 15 History or Investigation check to learn that this was the site of the last stand by the Cinder Guard to halt the Witches' attack in an ancient battle.

A pressure plate trap exists in this room, which will trigger if stepped on. Players must succeed on a DC 13 Perception check to notice it.

An adventurer proficient with Thieves' Tools can attempt a DC 14 check to disable the mechanism. An adventurer could also deliberately trigger it with a ten-foot pole or a spear, making it harmless.

If an adventurer triggers the trap, a spike will spring. Have the player make a DC 13 Dexterity save. In failure, the trap does 1d4 piercing damage from the rusty spike, plus 1d4 poison damage from the spike being filthy. Hopefully, the character has a spell of protection against tetanus.

D4. Interrogation Room

The room is empty, except for a single chair, made of tarnished metal, bolted to the stone floor.

If any players sit on the chair, they will feel a horrible, piercing scream in their brains, sensing a memory of what this room was used for many years ago.

Those players must make a DC 12 Wisdom saving throw. On failure, take 3d6 psychic damage; on success, half damage.

D5. Shrine of the Broken Triangle

You enter a small, circular chamber, apparently designed for religious use.

In the center is a triangular altar made of white marble, with three rotating stone rings above it, etched with Molokite glyphs, with electric sparks falling from their joints as they slowly rub against each other.

Two Witchlings and a Slumber Cultist scratch at the altar with daggers, defacing it.

⚔️**Encounter**: 2 Witchlings + 1 Slumber Cultist.

D6. Collapsed Dormitory

Rubble covers broken bunk beds in what was clearly an ancient living quarters. Skeletons of the former inhabitants are buried under earth and stone.

One survivor spent its final moments scrawling a message into the stone wall with a dagger.

A DC 13 Arcana or History check will decipher the message: "DON'T DRINK THE WATER."

D7. Fungus Farm

Huge, gray-yellow mushrooms crowd this chamber like a dense forest. Gray-green Elder Moss carpets the walls and patches of the floor. The air is thick with a fungal scent, and hazy with spores.

High on the ceiling, you hear the skittering of many legs, and you feel eerie as if you are being watched from the shadows beneath the mushrooms.

Creatures touching, inhaling, or within 10 feet of the Elder Moss must save against its madness (see Appendix C: Elder Moss).

⚔️**Encounter**: 1x Hall Creeper (on the ceiling), and 2x Eye Spies (hidden in the fungal overgrowth.)

The Hall Creeper will use its ability to blend in with the mushroom stalks before attacking. The Eye Spies will attempt to use their *Psychic Shriek* to stun the players so the Creeper can attack.

The dense air makes it hard to see, so creatures in this room have Disadvantage on Perception checks.

Vanguard squads may use their Sunsteel Lantern to burn away the spores in a 30-foot radius.

🏺 A **Relic** is hidden behind a patch of mushrooms, discoverable with a DC 13 Perception check.

D8. Lullwater Cave Pool

This vast cavern is filled with a natural pool of water, but the water itself is unnatural; it is Lullwater, a pacifying narcotic used to make the old cinder guards docile.

The air is thick with a vapor smelling like a mix of lavender and petrichor. The surface of the water is kind of oily, and it's slightly violet-tinted.

Various figures in cinder guard armor lay around in a dull stupor.

At the start of every turn of combat, or each minute of exploration, every player must make a DC 12 Constitution saving throw because of breathing in the thick vapor (see Appendix C: Lullwater Effects).

Drinking or touching the Lullwater is dangerous. See Appendix C: Lullwater Effects for details.

Characters with keen senses (DC 15 Perception) can see that the water is populated with a lot of black leeches.

🏺 Vanguard squads equipped with a Sunsteel Lantern can see a **Relic** resting at the bottom of the pool, about two feet deep, near the shore.

⚔️**Encounter**: 1x Witch Priestess, 1x Tentacle, and 1x Cinder Guard.

D9. Apothecary

A cache of old medicines sit on shelves in ceramic jars sealed with wax. Players find these items here:

- 3x Potions of Healing (2d4 + 2 HP)
- 2x Antitoxin (advantage on saving throws against poison for one hour)

D10. Armory

Bare armor and weapon racks along the walls have been stripped and looted long ago.

In the center is a suit of rusted Cinder Guard armor, which will become animated and attack any adventurers who come near it.

⚔️**Encounter**: 1x Animated Armor.

A DC 15 Investigation or Perception check of the racks will reveal one item under some old rocks and dust which the looters overlooked: a +1 shield.

D11. Kitchen

Several great hearths hold fire-powered roasting spits in this room, designed for large-scale production of food to feed a whole army. Meat is cooking here, the roasting haunches of Giant Rats, glazed with so much grease and violet syrup that they glisten like holiday turkeys.

On one side are piled many crates and barrels full of food stolen from Kingdom Grand in recent surface raids: wine, flour, sugar, fruits, vegetables, breads, and sweetmeats.

🏺 A cold storage locker holds different meats and salted fishes. A Vanguard squad with a Sunsteel Lantern will be able to find a **Relic** hidden in a hog corpse.

Old wooden banquet tables seat piles of filthy dishes, with benches upon which are seated Molokite civilians eating themselves into a coma, while four Cinder Guards sit motionless, eyes glazed as they look at the food with a torpid stare. The floor is grimy with spilled food and wine. Squeaking rats openly feed on discarded food.

A slumber cultist wearing a bloody apron passes these tables, sprinkling the food with extra seasoning, made from crushed-up bliss leeches.

⚔️**Encounter**: 1x Slumber Cultist, 4x Cinder Guards, 2x Swarms of Rats

The cultist fights with a meat cleaver; the guards fight first by throwing turkey legs (actually giant rat legs) or metal plates at the players before drawing weapons.

D12. Larder

Most of the food here has been looted long ago, but there are still several barrels of cave rice, a kind of grainy fungus.

If adventurers search the barrels, roll a d10. On a result of 1-9, one of the barrels turns out to be a Mimic. On a 10, one of the barrels contains a hidden Ring of Obscuring.

⚔️**Encounter**: 1x Slumber Cultist (Ranged) has been hiding here, secretly snacking on extra food.

D13. Cistern

Massive brass tanks fill this room, with pipes running out from them into the walls to provide water all throughout the inverted pyramid.

A small pond has formed in one corner of the room, from a leak in the pipes over many years. It glows faintly blue with some kind of magic energy.

Adventurers may drink from this magic pond once in order to gain 2d4+2 HP.

If players do a thorough search of the pond, (a DC 13 Perception or Investigation check), they may find an old duck toy buried in the mud underneath, made with ancient Molokite workmanship.

D14. Infirmary

The metallic scent of blood fills the air, mixed with the smell of damp earth and a cloying melange like rotting lavender.

Stone troughs line the floors, filled with lullwater from trickling streams of it slowly seeping in from the rock walls. The surface of the water looks oily.

Three figures in rusty Cinder Guard armor sit slumped against the wall, helmets discarded, looking half-awake in a dull stupor, as fat bliss leeches pulsate on their flesh.

A surgical slab awaits the next "patient", where a half-formed tentacle is being stitched onto a shoulder that hasn't even begun to bleed.

This room is used by witches to graft tentacles onto Molokites and Cinder Guards to corrupt them. They use lullwater and bliss leeches to sedate the patients for the operation.

Any creature who touches the Lullwater must make a DC 13 Wisdom saving throw or become Charmed for 1 minute, believing everything is fine and refusing to attack (see Appendix C: Lullwater Effects.)

⚔️**Encounter**: 1x Witch Priestess + 1x Tentacle.

The witch-priestess is mid-surgery. When she notices the players, she shrieks to awaken dormant Tentacles in the room, used to harvest cuttings for the graft.

If players search the room, they will find a journal marked with a Molokite symbol. The journal was written by Ashtariel, leader of the witches, and it describes her history of how she subdued the Cinder Guards and took over the elder dungeon. From reading the contents of the journal, they can learn that the Lullwater is being pumped up from the bottom layers. The Beast is excreting the narcotic that has enslaved the guards.

If players remove the bliss leeches from the patient on the slab, he will experience a waking horror, suddenly feeling all the pain from the surgery, and beg to be put out of his misery by being killed or by being given more lullwater.

If players talk to any of the sedated cinder guards slumped against the wall, they will respond by either being catatonic, or describing their feelings as pleasant bliss. "Why fight the Beast when you can join his dream?"

A character proficient in Medicine can use the surgical tools to do some quick field surgery, healing 2d6+2 HP to an ally.

D15. Granary

The room is filled with large clay pots, most of them broken on the floor. From the few pots still intact, you're able to gather 12 rations worth of old grain—but who knows how old it is?

D16. Stand Guard

This room is fifty feet by fifty feet, and eerily silent. Four bronze plates are set into the floor, and the far door is sealed shut. An inscription above the door reads "THE WATCH SURVIVES THROUGH STANDING TOGETHER."

As you enter there are three Ghosts, each of which is standing on one of the bronze plates. The ghosts look like tall, fair elves. They do not attack unless a player attempts to cross the room without solving the puzzle, or if a player attacks them first.

If players succeed at a DC 12 Investigation or Perception check, they will find the physical remains of a fourth Molokite under a pile of dusty rubble in the room, wearing rotted-away ceremonial robes and wearing a golden mask.

If players place this corpse on the fourth plate, the door will open, and the ghosts will disappear.

🏺 A **Relic** is revealed in one of the ghost's hands as it disappears, which you can take.

D17. Ventilation Chamber

This small, 30x30 room acts as a ventilation shaft for the forges and other industrial works below. A whoosh of air from the floors below flows upward, while air from the surface above flows downward, causing a gentle but noticeable whirlwind in the

room. The floor has iron grates periodically, and the ceiling tapers into a narrow shaft like a chimney.

Three large relief carvings are on the wall of the Holy Ones from Molokite lore, depicting the goddess Vitalia, holding a ripe fruit; the god Tros, holding a lantern; and the god Drez, holding a shield. (Characters who are religious, or who succeed on a DC 10 Religion check, will be able to identify these deities by name.)

Beneath these carvings are an inscription, reading:

FROM DIVINE LIGHT, WE DRAW LIFE

FROM LIFE, WE RENEW THE SEAL OF PROTECTION

THE CINDER GUARD PROTECT FOREVER

A narrow beam of focused light shines down from the aperture in the ceiling.

Using any metallic object, players can reflect the sunbeam onto the wall. If they shine the reflection on first Tros (light), then Vitalia (life), then Drez (protection), that will unlock the next room.

If they do not follow that order, a faint clicking is heard, and a sudden burst of flame erupts from the ground. Creatures in the room must make a DC 12 Dexterity save or take 2d6 damage and be Blinded for one minute (creatures who succeed in their saving throws take only half damage and are not blinded).

D18. Chasm

The floor of this room has collapsed, creating a gap between the ledge you stand upon and a ledge on the opposite side, upon which sits a chest.

The chasm is 30 feet across, 50 feet wide, and 50 feet deep, and the chest on the opposite side is bolted to the floor.

To open the chest, players can invent any creative solution you believe would be realistic. For instance, they might try some of the following approaches:

1. Players might throw a rope with a grappling hook to the other side, catching it on the chest. This would require a DC 13 Dexterity check.
2. To cross a rope safely, players should succeed on a DC 15 Strength check.
3. Mage Hand could open the chest and retrieve the item inside.
4. An adventurer with pitons and a hammer could try to traverse the chasm laterally, which would require three successful DC 12 Athletics checks; upon a failure, a DC 13 Dexterity check could avoid falling.

An adventurer falling down the chasm would take ordinary falling damage (10d6 bludgeoning), and have to climb back up. While down there, though, he or she would be able to see a little cave with paintings on it which are some of the oldest Molokite markings ever made.

The chest contains one **Relic** and a Rope of Climbing.

D19. Sunroom

This room is painted with murals on the walls and ceilings, showing blue skies, rolling hills, and the sea looking out at the harbor. Although done with an archaic, alien style, it would look and feel familiar to

the characters who know the landscape around Kingdom Grand.

In the center of the room is a crystal on a stone pedestal.

If a player touches the crystal or channels light into it, it warms up and then flares with intense, warm sunlight for one minute. Players within range each gain 1d4 temporary hit points from the comforting warmth.

D20. Bedbugs

You enter a hexagonal room with five beds and a trap door at the center of it.

The trap door is clearly the way forward, but it has a lock on it. The key is hidden under the blanket of one of the beds, or a character can make a DC 13 Thieves' Tools check to pick the lock.

If a player moves the sheets, a swarm of insects will emerge out of it. Interacting with each bed will release another Swarm of Insects, but under the sheets of the furthest north is the key to the trap door. The players may simply grab the key and leave. The trapdoor opens with a thud, revealing a small tunnel beneath the room that leads to the next.

D21. Looking Glass

This room is quiet. It has been swept clean. On one wall is a large polished mirror with an ornate obsidian and gold frame.

As players approach the mirror, the glass becomes cloudy like mists, and then shows the beautiful Molokite queen Ashtariel, with a young and beautiful face, but old eyes. She holds a skull in her hands which has intricately-carved lines on it, like a maze; she may have spent centuries carving it. She speaks directly to the players:

"In all the centuries I have kept this place, almost no one from the surface has found their way here. The fact that you are standing here now means the world has finally begun to notice something it spent a very long time not noticing. I suppose we were not as quiet as we should have been."

She looks down at the skull in her hands contemplatively.

"I was born here, in the dark, into a promise my ancestors made to gods who abandoned us. I was taught to believe. I was taught to keep the seal. I kept faith for a very long time. Longer than you might imagine.

"Then I made a different choice. And I have never been abandoned since.

"You still believe you are here to save something. Tell me, what do you love so much, up there in the sunlight, that you would venture into these dark depths to protect it?"

She means the question earnestly. She waits for the players to answer her.

Have her listen sincerely, and then reply with something like these options, as appropriate:

- *"I said something like that once."*
- (Smiling wistfully) *"Hold on to that. You'll want it later."*

The image fades and the mirror becomes, once again, merely a mirror.

D22. Council Room

The entrance to this room are two large, ornately-carved doors made from what appears to be petrified wood. Inside is a scene of faded grandeur: a large, U-shaped council table made of polished obsidian, with thirteen high-backed wooden chairs with inlaid gold and plush seats which have rotted away long ago.

The air smells of dry dust and ozone.

A mechanical guard stands silently in the corner, covered in dust.

The council chairs are filled with skeletons, slumped over on the table or leaning back in their seats. There are no signs of struggle; it looks as if the council members simply fell asleep and never woke up.

Each of the thirteen council members has a stone tablet in front of him, with strange runes etched on them in chalk. Players probably won't be able to understand them, but seven of them have the glyph BIND etched on them, and six have the glyph WAKE. The chairman at the head of the U-shaped table's tablet bears the WAKE glyph.

The room is under the influence of a magical quieting spell. Any creature who speaks louder than a whisper, or who attempts to cast a spell with a verbal component, must succeed on a DC 13 Wisdom saving throw or be silenced for one minute. The mechanical guard in the corner will briefly flicker to life, saying "MEETING STILL IN PROGRESS. BE SILENT."

Players may make a DC 12 Investigation check to discover a crystal chalice on the table in front of each skeleton, empty except for a dried violet residue.

Players may also find ancient parchment on the table, written by the council's secretary. A character who can decipher the ancient Molokite tongue, either by casting a Comprehend Languages spell, or succeeding in a DC 15 History check (DC 12 if the character speaks Elvish or Abyssal), will be able to read the contents: "...the council is divided on whether to keep He Who Sleeps bound or to wake him; and so, before the final vote, Chairman Khaerindel proposes a toast to unity and reconciliation. The wine is sweet. Everything will be fine. I feel very sleepy..."

A DC 13 Medicine check on the skeletons will reveal that they died of starvation, being paralyzed in place, conscious but unable or unwilling to move.

If players cast Speak With the Dead, a skeleton might explain the story of what happened here: a vote of the high council was to take place on whether to keep the Beast bound or to wake it, with the council evenly split. Before the vote was cast, the chairman proposed a toast to reconciliation and unity; but what they drank was the first-ever batch of lullwater, which put them to sleep, and they slowly died of starvation.

Characters with a Sunsteel Lantern can discover a **Relic** held by one of the high councilors.

A DC 15 Investigation check of Khaerindel's skeleton (no Sunsteel Lantern necessary) will also reveal a second **Relic** tucked into his robes.

If any creature draws a weapon in this room, the mechanical guard will come to life, booming in a mechanical voice: "ORDER IN THE CHAMBERS. MEETING STILL IN SESSION." The mechanical guard will then attack any players who have shown any hostility in the room, such as by drawing weapons or casting combat spells.

D23. Instruction Room

A large slate chalkboard is mounted to one wall, partially worn away. There is a little bit of writing still scrawled onto it.

The writing was an ancient punishment ward written by a schoolteacher to punish Molokite children for speaking out of turn. An adventurer who touches it or reads the words out loud will be cursed to be able to speak only Goblin for the next 15 minutes.

D24. Custodial Closet

A small, cramped room smells of wet dog and stale water. Mops made of strange, gray hair sit stacked against the wall, while ancient, filthy buckets and scrub brushes are piled on the floor.

A goblin cowers in one corner. He fell down a ventilation shaft earlier and has been hiding in the dungeon for many weeks, eating nothing but rats and mushrooms.

If characters speak Common to him but not Goblin, he will assume they are Molokites coming to eat him. "O, tall mean ones, do not eat Gribble! Gribble is not delicious! Gribble is all gristle!"

If characters speak Goblin to him, he will respond more warmly: "Cousins! You are ugly and tall, but you speak the beautiful tongue! Save Gribble! Tell Gribble how to get back to the surface!"

If players cooperate, Gribble will trade them a **Relic** as a reward.

D25. Room of Remembrance

The floor and walls of this hall are made of polished white marble. The air smells of myrrh and old linen.

Alcoves and niches carved into the walls house the dead by the hundreds, each mummified and wrapped in ceremonial clothing, wearing identical golden masks. They are as small as children, no more than three feet tall. At the foot of each of them is a small token: a stone horse, a wicker doll, or a spinning top.

In the center of the room is a bronze altar, with a statue of a Molokite mother and father giving their child to a hooded priestess.

Players with a sunsteel lantern can discover a **Relic** hidden at the feet of one of the mummies.

Two mechanical guards stand in this room, and will attack any creatures who draw weapons, and will command in a metallic voice to "RESPECT THE DEAD AND BE SILENT" if anyone speaks or casts a spell with a verbal component. They will attack any creature which draws a weapon or commits other hostile acts.

The central statue bears an inscription in Molokite, which can be read with Comprehend Languages or a DC 15 History check (DC 12 for players who speak Elvish or Abyssal): "We give the morning to save the day. Sleep, little ones, and let your dreams be the cage, and your breath the lock."

D26. Sunsteel Forge

This large, utilitarian workshop features tables, anvils, shelves of spare parts and old rusted armor and weapons. It smells of smoke, ozone, and metal.

Three large stone cylinders in the center bear smokeless flames of pure white fire. They are gilt with a brilliant white steel, Sunsteel, which reflects and amplifies light that shines upon it.

Two cinder guards are at the forge, crudely trying to hammer a piece of Sunsteel with a hammer, but are frustrated at their inability to bend it to their will. A mechanical guard watches with yellow eyes, and speaks: "SAFETY VIOLATION. CEASE IMMEDIATELY."

A three-part fresco is painted on one wall, but somewhat obscured by black grease and blocked by a ladder and other old junk. If players investigate it, they will see it is a triptych featuring Molok, the first priest, praying on a mountain in the first panel; in the middle panel, three gods descend in pillars of light, singing; and in the final panel, Molok himself is singing, and wielding high above his head the first Cinder-blade.

Players who succeed on a DC 10 Religion check will recognize the gods as Drez (the god of protection), Tros (the god of light and knowledge), and Vitalia (the goddess of fertility.)

Players who succeed on a DC 15 History or Insight check will understand the interpretation of the triptych to be that Molok prayed to the gods for help in binding the Beast, and the three gods Drez, Tros, and Vitalia visited him and taught him the Liturgy of Binding and how to make cindering weapons to subdue the Beast.

The cinder guards, devoid of their original sense of spirituality and purpose, no longer understand how to work Sunsteel or how to create cindering weapons. They will attack the players. The mechanical guard will attempt to subdue them immediately for safety violations, and will attack anyone—including the cinder guards or the players—who draws weapons or otherwise acts with hostile intent.

⚔️**Encounter**: 2x Cinder Guards, 1x Mechanical Guard

Once every other round of combat, at the top of the initiative order, automatic vents in the room will put out a blast of hot air. Any living creatures within ten feet of the divine flames must succeed on a DC 13 Constitution saving throw or take 2d6 radiant damage and be Blinded until the start of their next turn. (The mechanical guards, being Constructs, are immune to both of these effects.)

D27. Oath of the Cinder Guard

You enter a 15x30 ornately decorated room, untouched by the filth of the rest of the pyramid. At the front of the room is an altar, upon which sits a bronze brazier with a faint fire burning in it with a warm glow. Dust covers the rest of the room.

As you approach the altar, a ghost wearing distinguished, ancient armor stands on the other side of the altar.

He looks at you with sad eyes, saying "The line is broken. The Beast stirs, and I have no wardens left to hold the seal. Will you accept the burden?"

He identifies himself as the Captain Kaelen of the Cinder Guard, ready to swear in new recruits to the cause. He will admit his memory is fuzzy, but he must swear in new recruits to fight back the darkness. He will have some information about the Cinder Guard if asked:

1. The Cinder Guard were originally volunteers who promised to be the eternal guardians assigned to keep the Beast bound beneath the pyramid, to protect the world above.
2. The original Cinder Guard have become seduced and corrupted by the slumber cult, and allowed themselves to be put into a stupor with Bliss Leeches.
3. The Beast can be bound again if the heroes can reconstruct the Liturgy of Binding, which has been fragmented and hidden throughout the pyramid.

Besides that information, he will not have much else useful stuff, and admit his thoughts are fuzzy due to being a ghost for so long; but he will insist that he needs to swear in new recruits.

Any character who agrees must first recite the oath: "*As the Flame dies not, so shall our watch never cease. We are the Chain unbreaking, keepers of the binding, wardens of the Beast below.*"

Following this, the initiate must place his or her palm of their hand in the flame. Doing so will immediately deal 1d6 fire damage, and take a Constitution save with DC 15 to not withdraw the hand. If the hand is held there for 3 seconds the ghost will remove it from the flame. Burnt on the palm of the hand is a symbol of the Cinder Guard.

The ghost will explain that their flame is eternal and must never be extinguished.

After that, he will reveal a weapon of the Cinder Guard for the player to select and keep (a +1 sword, axe, or spear with the *Cindering* ability, like a cinderknife, which allows Tentacles to be killed permanently.)

The ghost will also give a **Relic** as a gift along with the weapon (just one for the whole party, not per player, even if multiple players take the oath.)

D28. Gallery

This room is a narrow canyon filled with dense statues depicting Molokite figures through the ages, so densely packed that it's difficult to squeeze through in places.

The floor is not smooth, but is filled with carvings depicting the upturned faces and reaching hands of The Ancestors.

Because the floor is carved as well, this room is difficult terrain, so creatures move at half speed. If a creature takes the Dash action, he or she must make a DC 13 dexterity saving throw or be caught in a mouth or hand, taking 1d6 bludgeoning damage and becoming Restrained until using an action to break free.

Players who succeed at a DC 5 Investigation, Insight, History, Medicine, Nature, or Perception check to examine the statues closely will notice that some are made from different kinds of stone, showing different eras, as different kinds of stone were collected from elsewhere in the pyramid. Old-era statues show Molokites as refined and healthy; middle-era statues show less detail; and recent statues tend to be crude or grotesque, depicting several of the figures not merely as noble elves, but as freaks with tentacles growing on different parts of their bodies.

A character with a sunsteel lantern will be able to find one statue amongst the crowd with a hidden drawer containing a **Relic**.

⚔️**Encounter**: 2x Hall Creepers are using their *Shapechanger* ability to look like statues. They will wait for a player to squeeze through a tight gap between them, then attack with advantage.

D29. Alchemy Lab

The air in this room smells of copper and burnt sugar. Marble countertops, stained with rings of blue residue, hold dirty glass jars and vials, with ancient copper pipes turned green with the patina of time.

In the center of a room, a large distillation vat has spilled over, a puddle of dried purple sludge surrounding it. Dirty rags and crude clay mugs are littered about, with evidence that the current squatters have been trying, and failing, to lick the equipment clean.

A creature with slimy skin and a column of suckers on its torso hangs from the ceiling, watching the adventurers, as a Slumber Cultist tries to control it.

⚔️**Encounter**: 1x Dreamleecher, 1x Slumber Cultist

A character with Alchemist's supplies or proficiency in Arcana or Medicine can attempt to make a potion from the residue.

If a player makes an Intelligence (Arcana) or Intelligence (Medicine) check, the following will happen:

1 (Critical Failure): The chemicals explode and deal 2d6 fire damage to anyone within a 10 foot radius of the table.

2-9 (Failure): Chemical burn. The character takes 2d6 acid damage and is Poisoned for ten minutes.

10-14 (Success): You make a crude but effective Potion of Healing (2d4+2). It tastes like chalk and old copper. It is slightly chewy.

15-19 (Great Success): You make a Potion of Lullwater, which looks cloudy and gray in its glass vial. When consumed, the user gains 10 temporary hit points and is immune to the Frightened condition for one hour.

20 (Critical Success): You find a hidden drawer with a recipe from the righteous age before the corruption, and use it to make a Potion of Haste (for one minute, gain the Haste condition: Speed doubled, +2 AC, and one extra action per turn.)

A DC 15 Investigation or Arcana check to search the room will reveal Holt's notes on a "PROJECT DREAM LEECHER", describing his experiments to create the monster and its tendency to explode in a caustic mess upon expiration.

D30. Sewers

This room takes runoff through pipes from the Alchemy Lab and the Infirmary, as well as ordinary living quarters, producing a smell that is not only unpleasant, but which burns one's throat a little just by being in the room.

The drainage in this room is clogged, causing caustic chemicals to have built up over time, turning the floor into a dangerous acid hazard.

Players must make a DC 12 acrobatics check to successfully step on stones and avoid the acid, or they fall in, taking 1d4 acid damage.

The clog is caused by a tentacle which has pushed through the floor, and has started feeding on the waste in the room. It is saturated with acid, causing it

to deal acid damage instead of bludgeoning damage like usual; and when it is struck, it splashes some of the acid on any creatures within 5 feet (DC 12 Dexterity save or take 1d6 acid damage.)

Two Isolators hover above, ready to pick up hostile creatures and throw them into the acid.

⚔️**Encounter**: 1x Tentacle (mutated with acid) and 2x Isolators.

D31. Prison Cells

Rows of rusty iron bars delineate several jail cells here, inside a large cavern with natural stone walls. Manacles and fetters are attached to the walls and floors with thick iron spikes. Two dark skeletons are still chained up, having perished long ago.

Against one wall, a ghoul stirs, also chained to the wall, wearing the tattered remnants of an ancient Cinder Guard uniform. When it sees the party, it begins to thrash and snarl. In a brief moment of cognizance, the ghoul whispers in a raspy voice, "Kill me... please, kill me..."

Players may make a DC 15 Persuasion check to convince the ghoul of what it once was, or a DC 15 Medicine check to temporarily soothe the pain of its prolonged undead existence.

If they do either of these, the ghoul's eyes will clear for a few seconds, and it will speak to them, in a raspy, withered voice, but with the refined elocution of a sophisticated elf, and answer one question truthfully. Then, it will beg for death.

If the players attempt to kill it, it dies instantly; if they do not, its madness returns permanently.

🏺If calmed and allowed to die peacefully, the ghoul will drop a **Relic** he was clutching.

D32. Molok's Shrine

A small shrine is set up here to honor the ancient prophet Molok. It is simple and contains an unlit bronze brazier.

If a player lights a fire in the brazier, the ghost of Molok will appear, and offer to heal up to two of the players by the laying on of hands, restoring them to full hit points.

If any of these players has taken the Oath of the Cinder Guard (from room D27 Oath of the Cinder Guard), he will notice the markings in their hands and also bless them with the Blessing of Molok, giving them advantage in Wisdom saving throws for the rest of the game.

If a musical adventurer, like a bard, is present, Molok will also explain that the Liturgy of Binding was originally meant to be sung, and can sing a few bars of it. A DC 10 Performance check will allow the adventurer to commit the tune to memory, which may be useful later.

D33. Wellspring

Cool, clean water runs from a crack in the cave walls here into a carved stone basin carved with Molokite prayer symbols. A faded mural above depicts the goddess Vitalia pouring water out from a clay pitcher.

Players may drink the water to restore 2d4+2 hit points.

D34. The Shaft

The corridor leading to this area ends at a circular shaft 15 feet in diameter and 60 feet down, plunging into darkness. Rusty rungs from an ancient ladder embedded in the stone still cling to the wall, but look unreliable.

This is the only way forward through the dungeon to the next room. Adventurers will have to find a creative way to get down safely. Some possibilities include:

1. Hammering a piton in at the top and using a rope to rappel down.
2. Casting *Feather Fall*.
3. Trying out the rusty rungs. Each adventurer doing so will need to make a DC 13 Athletics check for each score of feet going down (three total); upon failure, a DC Dexterity saving throw will allow the adventurer to grab onto another rung. Anyone who falls takes 1d6 ordinary falling damage for every ten feet.

🏺 At the bottom of the shaft, hidden amongst the rough rock floor, is a **Relic**, visible only to those with a Sunsteel Lantern or who succeed at a DC 15 Perception check.

D35. Workshop

This room is filled with tools on workbenches, springs, dismantled floor tiles, spikes, and pulleys.

The floor here is a grid of pressure plates. Any creature that moves more than half its speed during its turn must succeed on a DC 13 Dexterity saving throw or trigger a floor spike, taking 1d6 piercing damage.

A character can make a Thieves' Tools check (DC 14) to disable the trap, creating a safe path for the party.

If a player makes an Investigation check, the following will happen:

1 (Critical Failure): A heavy stone block falls from the ceiling, dealing 2d6 bludgeoning damage to that player and any other creature within 5 feet.

2-9 (Failure): Nothing happens.

10-19 (Success): The player learns how the traps work, and has advantage on Perception checks to find checks in the rest of the pyramid.

20 (Critical Success): The player gains advantage on both Perception checks to find traps and on checks to disarm traps in the pyramid for the next 24 hours.

Besides this, searching the room will also yield 4x pitons and a hammer, 50 feet of chain, a crowbar, and 3x iron spikes.

⚔️**Encounter**: 1x Hall Creeper, 1x Mechanical Guard, and 2x Looters.

The hall creeper has turned this abandoned workshop into its lair, and has shapeshifted into the form of a bound prisoner strapped to a rack, crying for help to lure unsuspecting heroes across the trapped floor. It will attack once freed. The Mechanical Guard is half-disassembled on the floor, having been partially scavenged for parts, but will power on and fight any hostile creatures if disturbed. Two looters are stuck up in a net trap, suspended from the ceiling.

D36. Hot Springs

Rough cave walls here glisten with condensation from the steam of a natural geothermal hot spring in three chambers, smelling of sulfur.

Players may bathe in these to regain up to half their maximum HP (rounded down), but there are only three of them, so the party should decide who gets to use them. They can each only be used once.

D37. Bathhouse

The air is thick here, smelling of sulfur, stale water, and lavender barely covering up the scent of rot.

Masterfully-made mosaics line the floor and the walls, in colorful turquoise, yellow, and white tile. Marble basins gradually descend to a central pool which emanates steam, being fueled by natural hot springs.

The marble has been stained with violet oil, and the water polluted by the same, becoming Lullwater. What was once a place of purifications for the Molokite race has become a fetid den of corruption.

A Witchling sits at the edge of a pool, washing an injured cinder guard with the sickly water. A Tentacle has burst through the floor near one of the elevated basins, and is wrapped around it like a snake. Two eye spies hide in the ceiling corner amidst the stream.

See Appendix C: Lullwater Effects for details on what happens if creatures interact with the lullwater.

⚔️**Encounter**: 1x Tentacle, 1x Witchling, 1x Cinder Guard, 2x Eye Spies.

D38. Torture Chamber

Chains hang from the ceiling, some ending in manacles, and others in sharp spikes. Instruments of torture are piled against the walls.

A Mechanical Guard is strapped to a vertical rack, while two Witchlings stand over it with daggers, trying to pry open its chest plate.

Upon seeing you, one of the Witchlings shrieks, and a Looter climbs down from the chains in the ceiling to finish the job while the Witchlings turn towards you with menacing intent.

⚔️**Encounter**: 2 Witchlings and 1 Looter. You must defeat the enemies before the Looter escapes with the power core from the Mechanical Guard.

D39. The Bleeding Eye

A large obsidian orb hovers in the center of this room, dripping ichorous fluid from cracks on its surface. As you enter, its diabolical pupil tracks you, watching with malice.

If players try to pass the eye, they take 1d6 psychic damage from its horrific gaze. To avoid damage, they can try some of these possible solutions:

1. Hide behind stone pillars (DC 12 Stealth).
2. Cover the eye with a cloak (DC 12 Dexterity).
3. Destroy the eye (AC 15, HP 20) triggers 1d6 psychic damage to everyone within a 20 foot radius.
4. Use a mirror or polished shield to reflect the eye's gaze back at it, dealing 1d6 psychic damage to the eye.

A DC 10 Investigation check reveals wall carvings of figures hiding or covering orbs.

D40. Amplifier

You enter a narrow metal walkway suspended inside a huge cylindrical silo. The walls are plated in sheets of hammered bronze, etched with thousands of Molokite glyphs.

This room was used to perfectly amplify the Liturgy of Binding which originally subdued the Beast at the beginning of the Righteous Age, broadcasting the spell deep into the earth.

However, it has now become corrupted. A Witch Priestess in the middle of the walkway screeches a discordant, jagged chant: Holt's Profane Inversions, of which you hear a portion, chanted in the old Molokite tongue:

> *"KHÛLATH, KHALÛTH, THULÛM, TANÛM, GARÛTH, NAVÛM, SALÛM!"*

Swarming around her are Isolators, carrying buckets of green Beast blood, splashing it onto the bronze plates on the walls, corroding it into a verdigris patina so it can no longer carry the tune of the Liturgy.

This room is shaped to amplify magical sounds. The witch's shrieking is physically painful here. Whenever a spell with a verbal component is cast by any creature, the bronze walls vibrate, and every creature in the room must make a DC 12 Constitution saving throw or take 1d6 thunder damage and be Deafened until the start of its next turn.

An adventurer may make a DC 14 Performance check to chant a part of the Liturgy of Binding, if known; this will grant advantage on these Constitution saving throws, as a kind of counter-resonance.

If that adventurer has learned one of the old melodies for the Liturgy, and sings it, then the witch priest and other monsters in this room have disadvantage on attack rolls.

🏺 Chains dangle in the void, with weights on the bottom swinging like bell pendulums. A creature using a Sunsteel Lantern will be able to recognize one of these weights as a **Relic**.

⚔️**Encounter**: 1x Witch Priestess, 4x Isolators, and 2x Eye Spies.

The Isolators will swoop down, grapple players, and swing them away from the walkways. Players flung in such a way must make a DC 15 Dexterity saving throw to catch one of the lower chains, or take damage from landing on a lower platform. Players who find themselves on a lower platform can attempt to make their way back up using the Athletics skill (DC 12) to climb the chains, or by other means if they can think of anything.

Eye Spies in this room who use their *Psychic Shriek* ability will find it amplified, so creatures will have to make a DC 13 instead of DC 11 saving throw to avoid its effect.

If the witch priestess is killed, the other monsters will scurry away, leaving the room quiet once again.

D41. Ceremonial Forge

You enter a twenty-foot by forty-foot room, containing a long-abandoned forge and bellows. A DC 15 investigation or perception check reveals the forge is more ceremonial than purposeful, as the ground around it has faded runes, and golden trim is located around the forge (worth 3 GP).

The forge itself has a few properties: The forge can be lit only by a member of the Cinder Guard, or by

placing one of their weapons inside of it. Doing so will activate the forge.

Placing any corrupted weapon or item in the forge will restore it to its unblemished equivalent.

D42. Scriptorium

What was once a quiet study is now a tomb of knowledge. Holes carved into the stone walls hold a few old scrolls, but most have been shredded into an ankle-deep carpet of shredded parchment. The walls are covered in graffiti written in the Molokite language.

At the far end, a ghostly figure wearing the robes of a Priest-Warden, is palely loitering at one wall, sadly looking at a defaced mural.

The figure is a Ghost, known by the name Borazad in his mortal life, who will not fight the adventurers unless attacked. He cannot speak, because his tongue was removed during the Great Inversion when the witches took control of the pyramid from the priests long ago.

The ghost will turn his attention to the players, and attempt to convey through pantomime the motion of placing a tile into a wall, pointing to three empty holes in the defaced mural.

The mural depicts the history of the Molokites, but the Witches have gouged out key moments to hide their evil deeds, so players must find the missing stone tiles hidden in the room to restore them in the correct chronological order (DC 13 Investigation to find each tile.)

Slot 1: The Golden Age: An image of Priest-Wardens chaining a dark cloud.

Slot 2: The Betrayal: Matrons whispering to the earth.

Slot 3: The Inversion: A Matron holding a dagger over a child.

🏺 Once the mural is restored, the players will hear a *click*, and see a hidden compartment open, containing a **Relic**. The ghost Borazad nods approvingly and fades away.

Searching the room with a DC 13 Investigation or Perception check will reveal a Scroll of Protection from Evil and Good.

D43. Decoding Room

This is a quiet room with stone desks in it. Dusty tablets scrawled with translation exercises between the old Molokite language, Elvish, and Common are stacked on one shelf; and parchment and dry quills are strewn about on the desktops.

🏺 A DC 13 Investigation or Perception check will reveal a **Relic** and a Potion of Healing in one of the desks.

Use this room to take 10-15 minutes to arrange decoding, sharing, or reporting any Words of Power Relic cards your players might have.

D44. Prayer Room

This chamber was once a private room for prayer. A long, narrow mirror is on one wall in the center, with a silver bowl of water in front of it. The water is fresh; someone has used this room recently.

On either side of the mirror are carved depictions of the three gods Tros, Drez, and Vitalia; their names are carved in Molokite script on the walls.

If players examine the mirror, its glass will begin to show dark mists, and then an image of Ashtariel will appear; her skin is porcelain white, and her hair is black, and she wears a crown upon it. She holds a skull close to her breast, which has labyrinthine, rectilinear lines carved into it.

She speaks:

"You have come a long way from the Sun. How long has it been now? An hour? Two hours? I grew up without it. We all did, keeping our faith in the darkness. By the time I was born, no one alive had ever heard an answer to their prayers from the gods of the sky.

"The Beast, sleeping beneath us, however, was ever present. Seeping its fluids into the caves around us. Always answering, after its fashion.

"The boy Holt thinks he can control the Beast and still remain his own man. He was always clever, but never wise. The Beast giveth, and the Beast taketh away.

"You are standing in a room where my people carved the names of gods into the stone, gods who gave us an impossible burden and then left us to carry it alone. Tell me this, adventurers: where are your gods now?"

She waits for the players to answer; then smiles and the image fades away.

D45. Specimen Storage

This room looks like some kind of kitchen or pantry, with shelves full of jars of all kinds of weird things: entrails, offal, exotic monster body parts, powders, herbs, and an entire shelf of nothing but tongues from all sorts of diverse creatures.

A witch and two witchlings together stand around a large cauldron of boiling liquid. While the witch reads aloud her recipe, her assistants gather the ingredients for her:

> *"Scale of wyvern, tooth of drake,*
> *Kobold knuckle, spectral snake,*
> *Eye of basilisk, tongue of ghoul,*
> *Owlbear feather, goblin stool,*
> *Wing of bat and heart of rat,*
> *Add a pinch of demon fat,*
> *Ear of thief and scream of child,*
> *Makes a nightmare dark and wild."*

⚔️**Encounter**: 1x Witch Priestess, 2x Witchlings, 1x Isolator.

If players attack the witches, the witch priestess will cast *Greater Invisibility* on her first turn of combat. The isolator was resting on the shelves amongst the bat wings and will participate in the scuffle if there is one.

🏺Investigation with a Sunsteel lantern will reveal that one specimen jar contains a **Relic**.

A DC 13 Investigation, Perception, Arcana, or Medicine check of the jars will reveal 2x Antitoxin and 1x Potion of Resistance (Acid).

D46. Meditation Room

The floor in this room is covered in a thick layer of fine black sand, so dark it seems to swallow the torchlight cast upon it.

Dead center is a three-sided monolith, each face a polished mirror which reflects this room as it exists in the Nightmare realm. The shape of the room in this reflection is identical to this room here on the material

plane, but with white marble floors instead of black sand; and it shows three grotesque black statues in specific positions.

To solve this room, three players must position themselves exactly as their counterparts in the reflection do. Each time a player gets into position, his or her nightmare counterpart becomes animated, and walks towards the player, as close as it can, as if the monolith were made of only glass. The eerie feeling of being watched occurs as it is clear that this eyeless, faceless statue is looking into the material plane and can see the players.

Leaning forward, the statue whispers a question heard only in the player's mind: "What burden do you carry into the dark?"

A player must answer with a deep fear, a past failure, or a dark secret his or her character is holding.

If answered sincerely and truthfully, the statue will accept this and return back to its original position; if the character lies or refuses to answer, he or she will take 2d6 psychic damage as his or her nightmare self screams in disappointment, and then the character will sink down into the black sand, becoming Restrained.

🏺 Once three players have each completed this challenge, the black sand will vibrate, and a white marble platform will rise up from it, bearing a **Relic**.

D47. Sacrifice Preparation Room

Murals on the walls depict the glory of giving one's life to the Matriarchs. The floor of the room is covered in a deep layer of some kind of coarse sand, made of pumicite, ground bone, and ash.

A young woman in a torn white shift, Mara, is currently being held down by two Lashers, who have her half-buried in the grit and are rubbing her pale skin raw until it bleeds. Meanwhile, a Witch Priestess stands on a ledge above, behind by a stone railing, giving commands: "Scrub her until she is clean for our master! Rub off the sin of the sun! Rub off the hope of the sky!"

The girl, Mara, sees the adventurers enter the room, and exclaims, "The old gods have sent you! Help me, please! Don't let them hollow me out!"

Mara is a commoner (10 HP) and a descendant of a long, faithful line of Molokites. She has been chosen for sacrifice because of her purity. She is Restrained by chains to her current position.

Any creature who enters or starts its turn in the ash pit must make a DC 13 Constitution saving throw or be Blinded by dust, and begin coughing (and not be able to cast spells with verbal components) from the dust until the beginning of its next turn. The Lashers are immune to these effects.

The witch priestess has 75% cover from the stone railing she stands behind, and will cast spells at the players such as Bane or Chill Touch. The lashers will attempt to use their reach to grapple players and pull them into the ash pit.

If Mara is successfully rescued out of the ash pit, or the Lashers are destroyed, she will point the players to a defaced shrine to Tros in one corner, telling them that the cultists didn't look closely at it, and that it hides a secret.

🏺 The shrine shows an eye made of lapis lazuli with gold trim, with a pupil that looks like black glass. If players shine light into the pupil, such as from a

lantern, a torch, or a spell, the pupil will dilate and open to reveal a hidden cache containing a **Relic**.

⚔️**Encounter**: 1x Witch Priestess, 2x Lashers.

D48. Ossuary

The stone walls of this room are entirely covered in bones, and it smells of dust and old calcium. Jawless skulls line the walls like tiles, while tibias and femurs form a criss-cross pattern on the ceiling.

Upon one wall is a black altar beneath a mosaic of skulls and bones which have been darkened with lampblack, and arranged in similitude of a horrifying monster with many eyes and tendrils: the Beast.

Wrapped around this altar is a tentacle appendage of the Beast itself, this time covered in a shell of bones which have been carefully attached, making it a living idol to worship.

A witch priestess kneels before it, whispering prayers to the "Dreamer of the Deep," while two witchlings carefully brush its charnel armor.

⚔️**Encounter**: 1x Tentacle (armored), 1x Witch-Priestess, 2x Witchlings.

The tentacle in this room has an armor class of 19 because of the bones.

D49. Ritual Pleasure Chamber

The smell hits you first as you enter the room: a disgusting melange of cloying perfume, sour wine, and a roasted meat that smells disturbingly sweet.

You enter a banquet hall draped in purple velvet and gold accoutrements, with a long table in the center piled with silver platters, crystal goblets, and various meats and sweetmeats. The floor is greasy, the curtains are torn, and the finery is stained with bodily fluids.

Seated at the table are Molokite nobles, civilians who have not taken up arms, but nevertheless support the Beast through their hedonistic decadence. Their silk robes are soiled, and their faces are painted with garish makeup to hide their sores.

They dine at their feast with politeness, but their fare is horrible: the discarded limbs of the innocent, soups made from blood, and jellied offal.

Under the table, something large and muscular twitches and slithers, awaiting table scraps like a familiar hound.

One of the nobles, a Molokite lady with a towering wig, will wipe her mouth with a napkin and speak to the adventurers: "You look... fresh... Why don't you come join us? It has been too long since we've had surface-dwellers for dinner."

⚔️**Encounter**: 3x Molokite Nobles (use Looter stats) and 1x Tentacle.

If a player attempts to play along with the Molokite's invitation, make a DC 15 persuasion or deception check. If successful, they will invite the players to join them in a toast, offering a thick burgundy-colored drink, a mixture of blood from the Victims and the Beast himself. If a player feigns drinking, and passes a DC 13 sleight of hand check, the Nobles will lower their guard and be Surprised at the beginning of combat. If the player actually drinks it, take 2d6 necrotic damage and be Poisoned for the next hour.

🏺A character with a sunsteel lantern will notice that the centerpiece on the table is a **Relic**.

D50. Beastflesh Nursery

The air feels warm and humid as you enter a large cavern, smelling of ozone, copper, and blood. The walls here are not made of stone nor brick, but are covered in a thick, fleshy substance that looks like bruised meat.

In the center of the room is a massive pod, with red veins on the outside of it, throbbing like a heartbeat. Thick living cords run from the pod into the floor and the walls.

Standing guard around the pod are three small, pale figures with menacing tattoos, holding sharp daggers. They hiss as they see you.

⚔️**Encounter**: 1 Tentacle and 3 Witchlings.

The Tentacle is positioned in the center by the birth pod. It cannot move, but has a 15-foot reach and will attempt to grapple and restrain anyone it can reach, with preference for the strongest melee fighter.

The Witchlings will use Hurled Curse to disadvantage adventurers before attacking them with daggers.

The birth pod has 10 AC and 30 HP. At the end of every round of combat, all players within 10 feet of it must make a DC 12 Constitution saving throw or take 1d6 necrotic damage from its sickening aura.

If players destroy the pod, it will explode in a shower of harmless, but disgusting, black ichor. If they slay the monsters but leave the pod alone, it will tear open to hatch a Hall Creeper, which slithers away into the darkness, perhaps to attack them later.

D51. Scrying Pool

A broad, shallow pool in a perfect circle fills this room, filled with a still water that is as reflective as a polished looking glass.

As players approach, they see its black reflection does not show the room they're in, but rather the men, women, and children of a Kingdom Grand above them tossing and turning in their sleep with nightmares. Shadows move among them, agents of the Beast, visiting the dreamers and whispering dread.

If players gaze into the pool long enough, they will begin to see a reflection of themselves, not as they are, but as they will be if they fail in their quest to bind the Beast. Vanguard will set themselves stumbling blind and lost through a ruined city; Exterminators will see themselves enslaved and transformed into cinder guards, mindlessly killing innocents while bliss leeches feed on their necks; and Codebreakers will see themselves as monks of the slumber cult, chained to desks, forced to write Holt's corrupted Liturgy of Inversion for eternity.

If a warlock is in the party who has a Celestial patron, he or she will see a vision of that patron weeping for the Molokites whose prayers could not be answered, because the presence of the Beast provided too much interference.

D52. Matron's Private Quarters

This is a finely-furnished room where Ashtariel rests from time to time. A comfortable bed and other furniture provide her necessities.

A black orb sits on a pedestal in this room.

A creature who touches it will briefly see a vision. Roll a d6:

1: You see the ancient Molokite priests who once used this room during the righteous age.

2: You see Ashtariel, now the Molokite queen of the coven, as she first began to corrupt the temple many years ago.

3: You see the first binding of the Beast thousands of years ago.

4:You see a vision of witches sacrificing to the Beast, and that they transform from old and ugly to young and beautiful from the ritual.

5: You see Ashtariel counseling with Holt as a young boy, as he shows unusual skill with the ancient language, and she decides to take him in and teach him.

6: 🏺You see Borazad, a faithful Molokite priest from the past, hiding fragments of the Liturgy or Binding around the dungeon. You see him hiding one in this room. Gain one **Relic**.

A DC 13 Investigation or Perception check will reveal a Potion of Healing in one of the drawers.

D53. Sleeping Dogs

This natural cavern is about 80 feet across and 60 feet deep. There is a massive, thick tentacle in it running from the floor to the ceiling, armored with dark chitinous plates and glistening with slime. Smaller tentacles branch off from the main trunk. At its base are a number of fleshy birth pods.

Sprawled across the cavern floor around it, in piles of two or three, are at least a dozen Corrupted Canines, slumbering in a deep sleep, their mangy bodies rising and falling as they breathe. The floor around them is littered with bones, making it difficult terrain.

🏺On the far side of the cavern, past the tentacle and the sleeping dogs, you see a **Relic** sitting on a ledge.

⚔️**Encounter:** 1x Tentacle Trunk (see below), 12x Corrupted Canines.

The Tentacle trunk, being much bigger than an ordinary Tentacle, has 150 HP, regenerates 15 HP per round, and has three slam attacks per round, with three grappling appendages. If players kill it, it counts as 3x Tentacle kills towards the overall game objectives.

The packs of sleeping dogs litter the floor between the entrance and the Relic. The Tentacle is awake and can see the players, but can't reach them unless they approach it.

Each of the 6 birth pods has AC 10 and 30 HP. If combat begins anywhere in the room, one of these pods should hatch a Hall Creeper at the end of every three rounds, as long as the pod hasn't been destroyed.

1d3 dogs will wake if any of the following things happen:

- A creature fails a DC 13 Stealth check within 10 feet of it.
- Combat noise occurs anywhere in the room.
- A creature touches a canine.
- A creature steps on crunchy bones.

Awoken canines will be hostile and attack the players immediately. They also bark and make noise, so every round that some canines are awake, 1d4 more sleeping canines wake from the noise.

While combat is possible in this room, wisdom suggests that it's best to let sleeping dogs lie. Players can solve this room and get to the Relic while avoiding combat through any of the following strategies, (or other creative solutions as you judge fit):

1. Sneak past the sleeping dogs. Each creature passing by needs to make a DC 13 Stealth check for every 15 feet of terrain. Since the terrain is difficult, a creature must also succeed at a DC 12 Acrobatics check to avoid stepping on crunchy bones and making noise.
2. A character who carefully plots a path in advance using a DC 13 Perception or Survival check will get advantage on Acrobatics checks to pass through.
3. A tiny creature, such as a druid in wild shape as a mouse or a spider, gets advantage on Stealth and doesn't need to make the Acrobatics checks.
4. Creatures could throw meat or rations to the canines to distract them if they have any on hand and the dogs happen to awake.
5. A character could cast *Speak with Animals* to persuade the dogs to leave the party alone; this would also take a DC 14 Persuasion or Animal Handling check to succeed.
6. The distance between the room entrance and the Relic is 60 feet. A character could walk halfway there and cast *Mage Hand* to pick up the Relic from 30 feet away.

D54. Butchery

In this room, a huge limb of the Beast, as thick as a redwood tree, has broken through the floor and the ceiling. It throbs with a rhythmic heartbeat as witchlings hang from its veins like spiders, using specialized tools to cut buds of flesh growing from it, which quickly regenerate.

These cuttings are carried by Isolators, and out into jars of Lullwater for preservation until they can be carried up to the Infirmary to be grafted onto cultists, making them united both spiritually and physically with the Beast.

The trunk is too massive for any one squad to do any serious damage to it. If attacked with a cinder knife or other cinder weapons, that bit of the trunk turns to ash and is cauterized, but then new regeneration pushes that wound out until it scatters like dust.

⚔️**Encounter**: 2x Witchlings, 2x Isolators.

The trunk has three growth nodes which Exterminators can permanently neuter with cinder weapons, which together count as destroying one Tentacle.

D55. The Flooded Crypt

The room is flooded in knee-length water, its stone brick-walls dribbling with water seeping in from outside. Sarcophagi fill niches in the walls, with sculptures in relief featuring Cinderguards who have passed on.

You feel the crunch of bones under your feet as you wade through the fluid. Eerily, the water starts rippling unnaturally, and four animated skeletons arise from the surface. Roll for initiative.

⚔️**Encounter**: 4x Skeletons

🏺 A DC 14 Investigation check of the sarcophagi will reveal a **Relic**.

D56. Menagerie

Cages fill this room, holding cells with monsters inside them.

One cell has a small Molokite Hound too small to be useful for combat. Adventurers may make a DC 13 Animal Handling check to tame the dog. It will follow them around and growl when evil enemies are within 60 feet.

An adventurer who casts *Speak with Animals* can talk to an animal which remembers beautiful singing from a big brass room in the past.

An adventurer can make a DC 13 *Nature* check to learn that several of the animals and monsters show evidence of having been surgically experimented on, as early prototypes to Holt's creation of monsters such as the Dreamleecher.

D57. The Medicine Woman

An elderly Molokite woman named Raphira sits hunched in this room, surrounded by herbs, pots of healing salves, and clean linen bandages.

She is a faithful Molokite woman who has hidden away here for years, outside the watchful eyes of the Cult and the Coven, healing the sick and injured.

Raphira can heal each of the players for 2d6+2 points of healing. She can also remove one Bliss Leech from a player without having to make a skill check, and without any negative consequences.

She can also share some bits of lore with the players if they want:

- The Lullwater comes from an excretion from the Beast's tentacles into bodies of water throughout the cave.
- Ashtariel was once a priestess of Vitalia before she turned.
- The Liturgy of Binding was traditionally sung by a choir led by a cantor, rather than just recited as words.
- If a musical adventurer, like a bard, is present, she can hum a few bars of the song that she heard from her grandmother many years ago. A DC 12 Performance check will allow the adventurer to commit the tune to memory, which may be useful later.

D58. Extraction Chamber

A hapless Molokite civilian lies in a tub of Lullwater, her eyes glazed over in a dull stupor over an expressionless face.

A dream leecher is hunched over her, actively siphoning thoughts from her hair through suckers on its torso, as a Molokite and her assistant witch busies herself taking notes, issuing sharp commands to the creature. "Does she know any words of power? Tell me! Suck harder!"

⚔️**Encounter:** 1x Dreamleecher, 1x Witch Priestess, 1x Witchling

The witch priestess will prioritize protecting the Dream Leecher, as she hopes to gain valuable knowledge through it.

If players kill or otherwise remove the Dream Leecher from its victim through a DC 15 Medicine check, they will find the subject to be nearly braindead. Her intelligence can only be restored through a *Greater Restoration* spell. If restored, she would then be

willing to share the one word of power she knows with any member of the party who is trustworthy and has a good alignment, in order to help the party defeat the witch coven.

🏺 Players earn a **Relic** if they help the victim as described. Instead of dealing a Relic card randomly, try to give them a Word of Power Relic specifically if you have one.

D59. The Last Reflection

This room is bare except a single mirror, intricately crafted from the finest materials. A skull rests on the floor in front of it, carved with rectilinear lines, facing the entrance as if watching the players enter.

The mirror already has the face of Ashtariel in it, as if she were waiting for the adventurers to arrive. She looks through the glass down at the skull, then up at the players. She speaks:

"His name was Borazad. The last priest-warden who believed, truly believed, that heaven was listening. I loved him. I came to tell him what I had found, what the Beast had shown me, what it had offered. I asked him to come into it with me freely. Together.

"He said that some things were worth dying for. He was right. That was always the difference between us: he was with, and I am alive.

"I have watched this dungeon for centuries, and seen many things come to pass. The darkness makes no demands; it simply waits until you have nothing left, and then it takes you anyway. Holt believes he can master it. We will see soon enough what the darkness makes of that belief.

"The sky is far above you, and the darkness is so close you can feel its heartbeat. Will you spend the last of yourselves fighting for a heaven which is silent? Or accept the embrace of the deep, which is here and now?"

If players say they will keep fighting for good, she answers: *"Go, then. I will not stop you."* She looks down at Borazad's carved skull. *"I would do it all again. That's the part I could never explain to him."*

If players say they will join the dark side, she answers: *"Then lay down your weapons in the final battle. The darkness will take you anyway. It is better to go willingly."*

The image fades and the mirror becomes reflective again.

D60. The Mouth of the Beast

This room is huge, enough for a hundred thousand men to gather, and the entire floor is covered in carvings bearing the Seal of Molok, including many circles surrounded in the text of his original Liturgy of Binding. The lines of these carvings glow with a faint golden light, almost dimmed into nothing, their power fading. This is the last barrier between the Beast and the wide world above.

Hissing black steam escapes out of massive cracks in the stone floor, and you can hear a rhythmic beating coming from below.

It is the heart of He Who Sleeps, and he is waking up.

Hovering high above is a spectral projection of Holt, flickering in and out from the Nightmare Realm watching and taunting the adventurers, perhaps monologuing about his evil plan.

Let players roleplay here to kill some time until **6:50 PM**, at which point **Act 1** ends. If you arrived here *very* early, consider playing one or two of the bonus rooms from your docket.

ACT 2: THE DARKNESS

Act 2 begins at **7:00 PM** and ends at **8:00 PM**, with one final roll to determine the final outcome of the game.

Transition (6:50 PM - 7:00 PM)

At **6:50 PM**, stop whatever you're doing, and read the following to your players:

> *A tremor shakes the floor. Dust falls from the ceiling, and you hear a deep, rhythmic pounding from far below, like a heartbeat. It grows louder, louder, and the floor cracks beneath your feet. Through the cracks you see darkness, and in the darkness, movement of something huge.*
>
> *Your captain's voice rings out: "All squads, hold position! The Beast is waking! Prepare for battle!"*

You and your players now get a 10-minute break. Your players will each receive the benefits of a short rest.

The Beast Awakens (7:00 PM)

Read this to your players:

> *The floor beneath your feet shakes and cracks with a terrible violence, falling away in large chunks to a great black void below.*
>
> *Gripping the ground as best you can, you find yourselves standing on a jagged island of masonry suspended in a void of cold and darkness.*
>
> *Below you is He Who Sleeps, the Beast, a creature of absolute black which absorbs all light around it, massive enough to swallow the entire city, a jumble of writhing tentacles and eyes like dying stars.*
>
> *To your horror, you see Holt (who had sought to control the Beast) has himself become its puppet...literally. A giant tentacle has pierced his body and is holding him up, the tip slithering grotesquely out of his mouth. Through him, the Beast speaks to you: "I, who have slept for thousands of years, am now awake! My dream is over. Despair, and feed my hunger!"*
>
> *A massive group of tentacles slams onto your platform.*
>
> *Roll for initiative.*

Tentacle Encounters

Your squad is now confronted by a group of tentacles close to the Beast's core. Each is a little special in this act, depending on your division.

These tentacles have resistance depending on how much of the Liturgy of Binding has been decoded:

0-50%: Resistance to all damage + Regeneration 15 (instead of 10)
51-74%: Resistance to nonmagical damage only
75-99%: No resistance

100%: No resistance + vulnerability to radiant damage

Codebreakers

⚔️**Encounter:** 3x Psychic Tentacles

These tentacles have a weird psychic energy. At the beginning of each round, they each emit a Psychic Pulse. All creatures within 15 feet must succeed on a DC 13 Wisdom saving throw or take 1d6 psychic damage and have disadvantage on their next attack roll.

If 75% or more of the Liturgy of Binding has been decoding, one player may spend his or her action to recite a line from it. All Tentacles in this encounter take 3d8 radiant damage. This can be done once per round by a different player each time.

Exterminators

⚔️**Encounter:** 3x Tentacles, 1x Armored Tentacle

The Armored Tentacle has an AC of 19 and 100 HP, Regeneration of 15 (instead of the usual 10), and cannot be killed with a cinderknife until the other three are dead.

Any Tentacles you kill in this act still count against the legion's total for weakening the Dread aura.

Vanguard

⚔️**Encounter:** 3x Tentacles.

This platform is covered in a thick, magical darkness, except for the light coming from your Sunsteel Lantern or from magical light effects.

The player who holds the lantern can use an action to focus its light into a beam against a Tentacle, doing 2d8 radiant damage (no attack roll necessary.)

The Dread

The Beast emanates a powerful Aura of Dread. Players must make a Wisdom saving throw at the beginning of each turn. On failure, a player will gain 1 level of Dread.

The DC of this saving throw depends on how many Tentacles were destroyed in Act 1:

0-49:	DC 15
50-99:	DC 13
100-149:	DC 12
150-199:	DC 11
200+:	DC 10

Dread Level 1: You hear the whispers of the people you failed to save. You have disadvantage on Perception and Initiative.

Dread Level 2: You hallucinate and see enemies as loved ones from your own memories. You must succeed on a DC 13 Wisdom save in order to make an attack.

Dread Level 3: You become paranoid, and cannot receive help nor healing from allies (except for Reality Checks.)

Reality Check: You may make a DC 13 Charisma (Persuasion) check to bring an ally within reach back to reality, removing one level of dread. You cannot do a Reality Check on yourself.

Critical Hits: Scoring a critical hit against the Beast feels awesome and will help your players "snap back"

to reality. A critical hit automatically reduces one level of dread.

Killing Time

If players destroy all the tentacles in their encounter before **7:55 PM**, smaller minions climb up the sides of the platform to harass the party.

Use Swarms of Rats, Eye Spies, and Witchlings as filler encounters to keep the action going.

Your players must hold the platform against these minions until the command is given to make your final strike against the Beast.

The Final Strike

At **7:55 PM**, central command will issue the order to attack the Beast all together.

Read this to your players (you can skip the Molokite part if you want):

> *In the darkness, you hear a voice starting to chant the Liturgy of Binding, in the sacred Molokite tongue:*
>
> *"QAVÛM TROS QA'AL RAMAK KHALÛM DALÛTH YARASH DARÛM QESH NÛRITH VASHÛRATH ARETH!"*
>
> *As each word echoes through the cavern, the Beast shudders and writhes. "Now!" the command rings out. "Strike together!"*

Have each player make a spell or weapon attack against the Beast. It's huge, the size of a mountain, with tentacles everywhere, so it's impossible to miss.

- If your party has slain all the Tentacles from the encounter on your platform, add +10 to the damage roll for each player. (This is only possible with a Cinderknife.)
- If any players have taken the Oath of the Cinder Guard (from room D27 Oath of the Cinder Guard), those players each add an additional +5.
- If your squad possesses any unused Relics containing Words of Power, add +5 per Relic.
- If any of your players learned the tune of the Liturgy from Molok or Raphira, and they sing it at this point, those players may add an additional +10.

Report the total damage for your squad to your captain or by using the app.

Central command will then announce the outcome of the adventure, depending on the legion's overall performance. This is usually a good time to gather around the main stage to listen; but expect the calculations to take a few minutes as everyone gets their reports in.

APPENDIX A: CREATURES

Cinder Guard

Once the proud protectors of the Priest-Wardens, the Cinder Guard are now a wicked and faded lot. This indoctrinated Molokite's armor is fused to his stone-like flesh, glowing orange like embers, and defaced with symbols of the Beast. Kept docile by parasitic Bliss Leeches, his eyes are dull and vacant.

Medium humanoid (Molokite Elf), Lawful Evil

Armor Class: 17 (Natural Armor)
Hit Points: 39 (6d8 + 12)
Speed: 25 ft.

STR 17 **DEX** 12 **CON** 14 **INT** 9 **WIS** 10 **CHA** 11

Damage Resistances: bludgeoning, piercing, and slashing (nonmagical attacks only)
Damage Immunities: Poison
Condition Immunities: exhaustion, poisoned
Senses: Darkvision 60 ft.
Languages: Molokite, Old Elvish
Challenge: 2 (450 XP)

Abilities

Living Stone. The guard does not need to eat, drink, breathe, or sleep.

Pack Tactics. The guard has advantage on attack rolls against a creature if at least one of the guard's allies is within 5 feet of that creature and the ally isn't incapacitated.

Cinder Swarm. The guard deals an extra 2 (1d4) fire damage with its weapon attacks for each allied Cinder Guard within 5 feet of the same target (maximum extra 2d4).

Actions

Multiattack. The guard makes two attacks each turn.

Cinder Blade. *Melee Weapon Attack*: +5 to hit, reach 5ft., one target. *Hit*: 7 (1d6 + 3) slashing damage plus 2 (1d4) fire damage.

Corrupted Canine

Descended from noble elven hounds once kept by the Molokites, they are now mangy and bony, with patchy fur and raw muscle underneath.

Medium monstrosity, Unaligned

Armor Class: 14 (Natural Armor)
Hit Points: 26 (4d8 + 8)
Speed: 50 ft.

STR 15 **DEX** 17 **CON** 14 **INT** 3 **WIS** 12 **CHA** 7

Damage Resistances: poison
Senses: Darkvision 60 ft.
Languages: *None*
Challenge: 1/2 (100 XP)
Proficiency Bonus: +2

Abilities

Pack Tactics. The canine has advantage on attack rolls against a creature if at least one of the canine's allies is within 5 feet of that creature and the ally isn't incapacitated.

Relentless Hunter. The canine has advantage on Wisdom (Perception) checks to track any creature that has less than its maximum hit points.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. *Hit*: 8 (1d10 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Dreamleecher

Medium monstrosity, chaotic evil

Armor Class: 14 (natural armor)
Hit Points: 67 (9d8 + 27)
Speed: 50 ft., climb 30 ft.

STR 16 **DEX** 14 **CON** 16 **INT** 8 **WIS** 12 **CHA** 10

Saving Throws: Con +5, Wis +3
Damage Resistances: acid, psychic
Condition Immunities: charmed, frightened, prone
Senses: darkvision 60 ft., tremorsense 20 ft., passive Perception 11
Languages: —
Challenge: 5 (1,800 XP)
Proficiency Bonus: +3

Abilities

Dream Feeder. When the Dreamleecher attaches to a creature's spine, it begins to feed. The creature must succeed on a DC 14 Intelligence saving throw or gain one level of exhaustion, as well as losing 1 point from its intelligence score. If the target's score drops to zero, the target enters into a permanent sleep.

Death Burst. When the Dreamleecher dies, it explodes in a shower of sizzling acid and sickly green flame. Each creature within 10 feet must make a DC 14 Dexterity saving throw, taking 14 (4d6) acid damage and 10 (3d6) fire damage on a failed save, or half as much on a success. The green flames burn for 1 hour and can only be extinguished by magical cold damage.

Actions

Multiattack. The Dreamleecher makes two attacks: one with its Bite and one with its Claw.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 3) piercing damage plus 7 (2d6) acid damage. The Dreamleecher may attach to the target (see Clinging Maw).

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage plus 7 (2d6) acid damage.

Dream Siphon (Recharge 5–6). The Dreamleecher emits a pulse of psychic energy drawn from its victims' fears. Each creature of its choice within 15 feet must make a DC 14 Wisdom saving throw, taking 13 (3d8) psychic damage on a failed save, or half as much on a success. Any creature that fails its save cannot regain hit points until the start of the Dreamleecher's next turn

Eye Spy

A skittering eyeball encased in pink flesh. Fist-sized, these abominations have multiple legs and move with terrifying speed along floors and walls, like cockroaches. Instead of engaging in combat directly, eye spies act as mobile sensory organs for the Beast and its WItches. When one spots an adventuring party, it emits a piercing psychic shriek to alert other enemies in the area before it skitters away to safety.

Tiny aberration, Chaotic Evil

Armor Class: 13
Hit Points: 7 (2d4 + 2)
Speed: 40 ft., climb 40 ft.

STR 4 **DEX** 16 **CON** 12 **INT** 6 **WIS** 12 **CHA** 7

Skills: Stealth +5
Senses: Darkvision 60 ft.
Languages: *None*
Challenge: 1/4 (50 XP)
Proficiency Bonus: +2

Abilities

Skittering Escape. The eye spy can disengage as a bonus action.

Actions

Psychic Shriek. The eye spy emits a piercing shriek. Each creature within 30 feet of it that can hear it must succeed on a DC 11 Wisdom saving throw or take 5 (2d4) psychic damage and be deafened for 1 minute. This shriek alerts all hostile creatures within 300 feet.

Hall Creeper

In its natural form, the Hall Creeper is a gaunt, pale humanoid with elongated limbs and dead, black eyes. It stalks its prey from the ceilings and shadows, studying them before using its shape-changing ability to mimic one of them. The imitation is nearly flawless, but something seems just a little off.

Medium monstrosity (shapechanger), Chaotic Evil

Armor Class: 14 (Natural Armor)
Hit Points: 52 (8d8 + 16)
Speed: 30 ft., climb 30 ft.

STR 12 **DEX** 17 **CON** 14 **INT** 11 **WIS** 12 **CHA** 16

Skills: Deception +7, Stealth +7
Expertise: Deception, Stealth
Senses: Darkvision 60 ft.
Languages: Undercommon; understands Molokite and Elvish, but can't speak them.
Challenge: 2 (450 XP)
Proficiency Bonus: +2

Abilities

Shapechanger. The creeper can use its action to polymorph into a specific Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in any form. It reverts to its true form if it dies.

Imperfect Imitation. A creature that can see the creeper can use its action to make a DC 15 Wisdom (Insight) check to see through the disguise. The check is made with advantage if the creeper is speaking.

Ambusher. The creeper has advantage on attack rolls against any creature it has surprised.

Actions

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (1d10 + 3) slashing damage, and the target is grappled (escape DC 13).

Life Leech. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target who is surprised or grappled by it. *Hit:* 21 (4d8 + 3) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken, and the creeper regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Isolator

A small, flying bat-like creature with membranous wings and a disturbing, multi-jointed appendage it uses to grab its prey.

Small aberration, Chaotic Evil

Armor Class: 15 (Natural Armor)
Hit Points: 18 (4d6 + 4)
Speed: 10ft., fly 50 ft.

STR 7 **DEX** 18 **CON** 12 **INT** 11 **WIS** 13 **CHA** 8

Senses: Darkvision 120 ft.
Languages: *None*
Challenge: 1/2 (100 XP)
Proficiency Bonus: +2

Abilities

Flyby. The isolator doesn't provoke an attack of opportunity when it flies out of an enemy's reach.

Actions

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

Grab & Fling. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit*: The target is grappled (escape DC 13). Until this grapple ends, the isolator can't attack another creature. At the end of the isolator's turn, it can fly up to half its movement and drop the grappled target in an unoccupied space within reach, dealing 3 (1d6) bludgeoning damage if the drop is from 10 ft. or higher.

Abduct (Recharge 4-6). *Melee Weapon Attack*: +6 to hit, reach 5ft., one medium or smaller creature. *Hit*: The creature is grappled (DC 10 to escape). The isolator and the grappled creature then teleport up to 60 feet to an unoccupied space the isolator can see.

Lasher

A horrible chimera, created from taking a Cinder Guard and corrupting it by grafting cuttings from the Beast onto its wounds, replacing its arms, legs, or even head with nasty tentacles.

Medium humanoid (Molokite Elf), Chaotic Evil

Armor Class: 17 (Natural Armor)
Hit Points: 39 (6d8 + 12)
Speed: 30 ft.

STR 16 **DEX** 10 **CON** 15 **INT** 7 **WIS** 10 **CHA** 6

Damage Resistances: bludgeoning, piercing, and slashing (nonmagical attacks only)
Damage Immunities: poison
Condition Immunities: Exhaustion, Poisoned
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Understands Molokite but cannot speak
Challenge: 1 (200 XP)
Proficiency Bonus: +2

Abilities

Resilience. The lasher is immune to Exhaustion, Poison, and Disease.

Living Stone. The lasher does not need to eat, drink, breathe, or sleep.

Amorphous Movement. Difficult terrain does not cost extra movement, because the lasher can use his tentacles to move across it easily.

Actions

Multiattack. The lasher makes two attacks each turn: one Corrupted Blade attack and one Tentacle Lash.

Corrupted Blade. *Melee Weapon Attack*: +5 to hit, reach 5ft., one target. *Hit*: 6 (1d6 + 3) slashing damage plus 2 (1d4) necrotic damage.

Tentacle Lash. *Melee Weapon Attack: +5 to hit,* reach 15ft., one target. *Hit*: 6 (1d6 + 3) bludgeoning damage, and the target is Grappled (escape DC 13). Until this grapple ends, the target is Restrained, and the lasher cannot use its tentacle on another target.

Looter

An opportunistic thief who has snuck into the pyramid's upper levels, hoping to raid the tomb for ancient treasure.

Medium humanoid, Neutral Evil

Armor Class: 14 (Studded Leather)
Hit Points: 27 (6d8)
Speed: 30 ft.

STR 11 **DEX** 16 **CON** 11 **INT** 12 **WIS** 10 **CHA** 12

Skills: Sleight of Hand +5, Stealth +5
Languages: Common
Challenge: 1 (200 XP)
Proficiency Bonus: +2

Abilities

Cunning Action. On each of its turns, the looter can use a bonus action to take the Dash, Disengage, or Hide action.

Corrupted Treasure. When the looter dies, a magical glyph on an item in its possession activates. Each creature within 10 feet of the looter must make a DC 13 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. A successful DC 15 Intelligence (Investigation) check made when searching the body reveals the glyph before it is triggered.

Actions

Multiattack. The looter makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Mechanical Guard

A relic from the Molokites' righteous age, this automaton was built by Priest Wardens to defend the pyramid. Centuries of neglect have left its chassis covered in grime. When activated by intruders, its eyes glow with a soft, yellow light, and it moves with a slow, deliberate purpose.

Large construct, Unaligned

Armor Class: 18 (Plate)
Hit Points: 95 (10d10 + 40)
Speed: 25 ft.

STR 20 **DEX** 9 **CON** 18 **INT** 3 **WIS** 10 **CHA** 1

Damage Immunities: Poison, Psychic
Condition Immunities: Charmed, Exhausted, Frightened, Paralyzed, Petrified, Poisoned
Senses: Darkvision 120 ft.
Languages: *None*
Challenge: 4 (1,100 XP)
Proficiency Bonus: +2

Abilities

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

Immutable Form. The guard is immune to any spell or effect that would alter its form.

Actions

Multiattack. The guard makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Steam Vent (Recharge 6). The guard releases a blast of scalding steam in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Tentacle

An appendage of the Beast itself, this thick, muscular creature is armored with chitinous plates and drips with corrosive slime.

Large aberration, Chaotic Evil

Armor Class: 17 (Natural Armor)
Hit Points: 85 (10d10 + 30)
Speed: 0 ft.

STR 20 **DEX** 8 **CON** 17 **INT** 2 **WIS** 10 **CHA** 4

Damage Immunities: Poison, Psychic
Condition Immunities: Blinded, Charmed, Deafened, Frightened, Prone
Senses: Blindsight 120 ft. (the tentacle is blind beyond this radius)
Languages: *None*
Challenge: 3 (700 XP)
Proficiency Bonus: +2

Regeneration. The tentacle regains 10 HP at the start of its turn. If it is reduced to 0 or fewer HP, it does not die, but lies dormant, and will become active again on its next turn.

Cinderknife Vulnerability. The tentacle can only be permanently killed by a Cinderknife (or another cindering weapon).

If a Cinderknife reduces the tentacle to 0 HP, it dies immediately and permanently.

If the tentacle is reduced to 0 HP by any other means, it is only disabled (not truly dead). A creature can then use an action to sever it with a Cinderknife, killing it permanently.

Vulnerability to Fire. The tentacle takes double fire damage.

Actions

Multiattack. The tentacle makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The tentacle has two slamming appendages, each of which can grapple one target.

Slumber Cultist

A low-ranking member of the cult devoted to waking He Who Sleeps. These humanoids serve the witches and the Harbinger, performing menial tasks and patrol duty. Some wear aprons in the kitchen, others skulk the tunnels.

Medium or Small humanoid, Evil
Armor Class: 14 (Barrier tattoo)
Hit Points: 9 (2d8)
Speed: 30 ft.

STR 11 **DEX** 14 **CON** 10 **INT** 10 **WIS** 11 **CHA** 10

Skills: Deception +2, Religion +2
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Common

Challenge: 1/8 (25 XP)
Proficiency Bonus: +2

Abilities

Minions. If the cultist is hit by an effect or spell that requires a saving throw and it succeeds on that save, it takes no damage the first time.

Actions

Ritual Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) slashing damage plus 1 acid damage.

Slumber Cultist (Ranged)

Same as Slumber Cultist, but trained to fight at range with acid-tipped projectiles.

Medium or Small humanoid, Evil
Armor Class: 14 (Barrier tattoo)
Hit Points: 9 (2d8)
Speed: 30 ft.

STR 11 **DEX** 14 **CON** 10 **INT** 10 **WIS** 11 **CHA** 10

Skills: Deception +2, Religion +2
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Common
Challenge: 1/8 (25 XP)
Proficiency Bonus: +2

Abilities

Minions. If the cultist is hit by an effect or spell that requires a saving throw and it succeeds on that save, it takes no damage the first time.

Actions

Ritual Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 2) slashing damage plus 1 acid damage.

Acid Shot. Ranged Spell Attack: +4 to hit, range 60/120 ft., one target. Hit: 4 (1d6) acid damage.

Witchling

A relatively young Molokite female who serves as the eyes, ears, and hands of the Witch Priestesses. Menacing tattoos cover her pallid skin, while her black eyes show a fanatic bloodlust.

Medium humanoid (Molokite Elf), Lawful Evil

Armor Class: 12 (Mushroom Leather Armor)
Hit Points: 11 (2d8 + 2)
Speed: 30 ft.

STR 10 **DEX** 13 **CON** 12 **INT** 10 **WIS** 11 **CHA** 11

Senses: Darkvision 60 ft.
Languages: Molokite, Old Elvish
Challenge: 1/4 (50 XP)
Proficiency Bonus: +2

Actions

Obsidian Dagger. *Melee Weapon Attack*: +3 to hit, reach 5ft., one target. *Hit*: 3 (1d4 + 1) piercing damage.

Hurled Curse (3/Day). The Witchling targets one creature it can see within 60 feet. The target must succeed on a DC 10 Wisdom saving throw or have disadvantage on its next attack roll made before the end of its next turn.

Witch Priestess

A member of the ruling matriarchy, this ancient Molokite female has extended her life unnaturally through centuries of blood sacrifice. Her body is covered with ritual scars, piercings, and tattoos.

Medium humanoid (Molokite Elf), Lawful Evil

Armor Class: 13
Hit Points: 78 (12d8 + 24)
Speed: 30 ft.

STR 9 **DEX** 16 **CON** 14 **INT** 18 **WIS** 15 **CHA** 16

Senses: Darkvision 120 ft.
Languages: Molokite, Old Elvish, Abyssal
Challenge: 5 (1,800 XP)
Proficiency Bonus: +3

Abilities

Spellcasting. The priestess casts one of the following spells, using Intelligence as her spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

- At will: *Minor Illusion, Toll the Dead*
- 3/day: *Bane, Shield, Thunderwave*
- 2/day: *Blindness/Deafness, Hold Person, Ray of Enfeeblement*
- 2/day: *Bestow Curse, Fear, Vampiric Touch*
- 1/day: *Blight, Greater Invisibility*

Aura of Corruption. Any allied creature that starts its turn within 20 feet of the Witch Priestess deals an extra 4 (1d8) necrotic damage with its weapon attacks. This does not stack; if there are multiple WItch Priestesses present, only one of these applies.

Actions

Obsidian Staff. *Melee Weapon Attack*: +2 to hit, reach 5ft., one target. *Hit*: 2 (1d6 - 1) bludgeoning damage.

APPENDIX B: ADDITIONAL CREATURES

The following creatures appear in this adventure but are not unique to it. Their stat blocks are reproduced from the *System Reference Document 5.1* (Wizards of the Coast, Inc.; used under the Open Game License) for your convenience.

Ghost

Medium undead, any alignment

Armor Class: 11
Hit Points: 45 (10d8)
Speed: 0 ft., fly 40 ft. (hover)

STR 7 (-2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 17 (+3)

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing (nonmagical attacks only)
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft., passive Perception 11
Languages: any languages it knew in life
Challenge: 4 (1,100 XP)
Proficiency Bonus: +2

Abilities

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Animated Armor

Medium construct, unaligned

Armor Class: 18 (natural armor)
Hit Points: 33 (6d8 + 6)
Speed: 25 ft.

STR 14 **DEX** 11 **CON** 13 **INT** 1 **WIS** 3 **CHA** 1

Damage Immunities: poison, psychic
Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages: —
Challenge: 1 (200 XP)
Proficiency Bonus: +2

Abilities

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by

dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Swarm of Rats

Medium swarm of Tiny beasts, unaligned

Armor Class: 10
Hit Points: 24 (7d8 – 7)
Speed: 30 ft.

STR 9 (-1) **DEX** 11 (+0) **CON** 9 (-1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 3 (-4)

Damage Resistances: bludgeoning, piercing, slashing
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses: darkvision 30 ft., passive Perception 10
Languages: —
Challenge: 1/4 (50 XP)
Proficiency Bonus: +2

Abilities

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class: 12 (natural armor)
Hit Points: 58 (9d8 + 18)
Speed: 15 ft.

STR 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 5 (-3) **WIS** 13 (+1) **CHA** 8 (-1)

Skills: Stealth +5
Damage Immunities: acid
Condition Immunities: prone
Senses: darkvision 60 ft., passive Perception 11
Languages: —
Challenge: 2 (450 XP)
Proficiency Bonus: +2

Abilities

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature

adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Skeleton

Medium undead, lawful evil

Armor Class: 13 (armor scraps)
Hit Points: 13 (2d8 + 4)
Speed: 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 15 (+2) **INT** 6 (-2)
WIS 8 (-1) **CHA** 5 (-3)

Damage Vulnerabilities: bludgeoning
Damage Immunities: poison
Condition Immunities: exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 9
Languages: understands all languages it knew in life but can't speak
Challenge: 1/4 (50 XP)
Proficiency Bonus: +2

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ghoul

Medium undead, chaotic evil

Armor Class: 12
Hit Points: 22 (5d8)
Speed: 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 10 (+0) **INT** 7 (-2)
WIS 10 (+0) **CHA** 6 (-2)

Damage Immunities: poison
Condition Immunities: charmed, exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: Common
Challenge: 1 (200 XP)
Proficiency Bonus: +2

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution 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.

APPENDIX C: ENVIRONMENTAL HAZARDS AND EFFECTS

Elder Moss

When a creature touches, inhales, or is within 10 feet of Elder Moss, it must succeed on a DC 16 Wisdom saving throw or suffer the effects of its madness for 1 minute, unless otherwise stated.

A creature who wraps a wet cloth around its face, or uses some other improvised filter like that, gets advantage on this save for inhalation.

At the start of each affected creature's turn, roll a d6 to determine the hallucination's intensity:

1-2: You see illusory creatures surrounding you. You can't take reactions and have disadvantage on attack rolls and ability checks.

3-4: You attack an ally (DM's or player's choice) as you see them as an enemy until the end of your next turn. You must use your action to attack them or move toward them.

5: Your body begins to twitch, causing you to drop weapons and go prone as the signals from your brain no longer work.

6: You gain a headache that deals 1d6 psychic damage but manage to keep your sanity.

Lullwater

Lullwater is a pacifying narcotic, a kind of oily, violet-tinted water that seeps from the Beast and is used by the witches to make the Cinder Guard docile. Its vapor smells of lavender and petrichor.

Breathing Lullwater Vapor. At the start of each turn spent in an area with thick Lullwater vapor (e.g., U8 Lullwater Cave Pool), or each minute of exploration, each creature must make a DC 12 Constitution saving throw. On a failure, the creature becomes Drowsy (disadvantage on initiative and Perception checks). On a failure by 5 or more (critical failure), the creature falls unconscious until shaken awake or attacked.

A creature can hold its breath to avoid this.

Touching Lullwater. When first touching the lullwater, or for each minute a creature is helpless in the water, roll 1d100. On a roll of 1-40, the creature risks getting infected with Bliss Leeches. Make a DC 13 Dexterity saving throw; on failure, 1d3 Bliss Leeches attach.

A creature can coat its skin with grease or oil to get advantage on this save.

Drinking Lullwater. Make a DC 15 Constitution saving throw. On a failed save: disadvantage on all spell attack rolls and disadvantage on Constitution saving throws. Failing by 5 or more (critical failure) causes the creature to fall unconscious until awoken.

Note: Touching the water in Lullwater pools also risks attachment by bliss leeches.

Bliss Leeches

Bliss leeches are parasitic creatures that attach to creatures in Lullwater. They induce a docile, euphoric stupor and are used by the cult to sedate Cinder

Guards and patients during grafting. Removing them causes the victim to experience sudden, painful clarity.

While attached: The creature is suggestable, has disadvantage on Wisdom saving throws. Will still fight normally when ordered to or threatened. -1 to Wisdom saving throws for each extra leech beyond the first one (maximum -3).

Removing a leech: A creature may take an action to remove a leech from an adjacent creature, using a DC 14 Medicine check. *Success*: The leech is removed, and the victim takes 2d6 necrotic damage. *Failure:* The leech is removed, but the victim takes 4d6 necrotic damage and is stunned for 1 minute. Creatures cut off from the bliss will crave more Lullwater to drink.

Using magic: Casting *Lesser restoration* will remove one leech, and temporarily end the victim's stupor for one hour if other leeches still remain. *Greater restoration* will remove all leeches.

APPENDIX D: ITEMS

Cinderknife

Simple Melee Weapon

1d4 slashing damage. *Finesse, Light, Thrown, Nick*

Cindering. When a tentacle is reduced to zero hit points by this weapon, or dealt damage with this weapon when already at or below zero hit points, it is killed.

Sunsteel Lantern

A lantern made from brilliant white sunsteel, which reflects and amplifies light.

Piercing the Veil. When actively used, the Sunsteel Lantern will reveal Relics in the elder dungeon even if they are camouflaged, obscured, or otherwise hidden.

APPENDIX E: DOCKETS

Dockets are assigned based on division and squad ID, using the modulo operator to sort each division into four groups A, B, C, and D. (You should be able to see which of these groups you're in by signing in to DiceOutpost.com and going to the **Squads** page from the main menu.)

Or, you can just roll a D4 and pick one of the groups for your Division, or choose one that you think is interesting. They're all designed to be about equally balanced.

Each squad gets about 13 rooms which ought to be done in sequence, as they've been balanced for a narrative arc and for pacing vis-a-vis combat, healing, etc., plus 2 bonus rooms in case you happen to get done very quickly. If you *still* have extra time, you can play the assigned bonus rooms, or just pick other rooms randomly from this packet to play.

Codebreakers

Codebreakers A

1. D5. Shrine of the Broken Triangle
2. D14. Infirmary
3. D16. Stand Guard
4. D17. Ventilation Chamber
5. D21. Looking Glass
6. D22. Council Room
7. D33. Wellspring
8. D43. Decoding Room
9. D44. Prayer Room
10. D46. Meditation Room
11. D58. Extraction Chamber
12. D59. The Last Reflection
13. D60. The Mouth of the Beast

Bonus: D42. Scriptorium, D52. Matron's Private Quarters

Codebreakers B

1. D4. Interrogation Room
2. D17. Ventilation Chamber
3. D21. Looking Glass
4. D27. Oath of the Cinder Guard
5. D29. Alchemy Lab
6. D31. Prison Cells
7. D41. Ceremonial Forge
8. D43. Decoding Room
9. D44. Prayer Room
10. D47. Sacrifice Preparation Room
11. D50. Beastflesh Nursery
12. D57. The Medicine Woman
13. D59. The Last Reflection
14. D60. The Mouth of the Beast

Bonus: D39. The Bleeding Eye, D52. Matron's Private Quarters

Codebreakers C

1. D6. Collapsed Dormitory
2. D9. Apothecary
3. D16. Stand Guard
4. D21. Looking Glass
5. D22. Council Room
6. D32. Molok's Shrine
7. D42. Scriptorium
8. D43. Decoding Room
9. D44. Prayer Room
10. D45. Specimen Storage
11. D49. Ritual Pleasure Chamber
12. D59. The Last Reflection
13. D60. The Mouth of the Beast

Bonus: D23. Instruction Room, D19. Sunroom

Codebreakers D

1. D5. Shrine of the Broken Triangle
2. D17. Ventilation Chamber
3. D21. Looking Glass
4. D23. Instruction Room
5. D27. Oath of the Cinder Guard
6. D31. Prison Cells
7. D32. Molok's Shrine
8. D43. Decoding Room
9. D44. Prayer Room
10. D48. Ossuary
11. D58. Extraction Chamber
12. D59. The Last Reflection
13. D60. The Mouth of the Beast

Bonus: D52. Matron's Private Quarters, D39. The Bleeding Eye

Exterminators

Exterminators A

1. D1. Arena
2. D2. Barracks
3. D10. Armory
4. D14. Infirmary
5. D19. Sunroom
6. D21. Looking Glass
7. D30. Sewers
8. D36. Hot Springs
9. D44. Prayer Room
10. D48. Ossuary
11. D50. Beastflesh Nursery
12. D55. The Flooded Crypt
13. D59. The Last Reflection
14. D60. The Mouth of the Beast

Bonus: D13. Cistern, D56. Menagerie

Exterminators B

1. D8. Lullwater Cave Pool
2. D11. Kitchen
3. D20. Bedbugs
4. D21. Looking Glass
5. D26. Sunsteel Forge
6. D33. Wellspring
7. D37. Bathhouse
8. D44. Prayer Room
9. D47. Sacrifice Preparation Room
10. D54. Butchery
11. D57. The Medicine Woman
12. D59. The Last Reflection
13. D60. The Mouth of the Beast

Bonus: D12. Larder, D38. Torture Chamber

Exterminators C

1. D1. Arena
2. D12. Larder
3. D13. Cistern
4. D14. Infirmary
5. D21. Looking Glass
6. D30. Sewers
7. D35. Workshop
8. D36. Hot Springs
9. D38. Torture Chamber
10. D44. Prayer Room
11. D48. Ossuary
12. D55. The Flooded Crypt
13. D59. The Last Reflection
14. D60. The Mouth of the Beast

Bonus: D56. Menagerie, D45. Specimen Storage

Exterminators D

1. D2. Barracks
2. D8. Lullwater Cave Pool
3. D9. Apothecary
4. D11. Kitchen
5. D21. Looking Glass
6. D29. Alchemy Lab
7. D44. Prayer Room
8. D50. Beastflesh Nursery
9. D53. Sleeping Dogs
10. D55. The Flooded Crypt
11. D57. The Medicine Woman
12. D59. The Last Reflection
13. D60. The Mouth of the Beast

Bonus: D19. Sunroom, D7. Fungus Farm

Vanguard

Vanguard A

1. D3. Guard Post
2. D7. Fungus Farm
3. D15. Granary
4. D18. Chasm
5. D21. Looking Glass
6. D23. Instruction Room
7. D24. Custodial Closet
8. D25. Room of Remembrance
9. D28. Gallery
10. D44. Prayer Room
11. D49. Ritual Pleasure Chamber
12. D56. Menagerie
13. D57. The Medicine Woman
14. D59. The Last Reflection
15. D60. The Mouth of the Beast

Bonus: D13. Cistern, D46. Meditation Room

Vanguard B

1. D6. Collapsed Dormitory
2. D8. Lullwater Cave Pool
3. D21. Looking Glass
4. D22. Council Room
5. D27. Oath of the Cinder Guard
6. D32. Molok's Shrine
7. D34. The Shaft
8. D36. Hot Springs
9. D40. Amplifier
10. D44. Prayer Room
11. D47. Sacrifice Preparation Room
12. D51. Scrying Pool
13. D53. Sleeping Dogs
14. D55. The Flooded Crypt
15. D59. The Last Reflection
16. D60. The Mouth of the Beast

Bonus: D33. Wellspring, D58. Extraction Chamber

Vanguard C

1. D7. Fungus Farm
2. D9. Apothecary
3. D21. Looking Glass
4. D24. Custodial Closet
5. D26. Sunsteel Forge
6. D28. Gallery
7. D34. The Shaft
8. D36. Hot Springs
9. D39. The Bleeding Eye
10. D44. Prayer Room
11. D45. Specimen Storage
12. D49. Ritual Pleasure Chamber
13. D59. The Last Reflection
14. D60. The Mouth of the Beast

Bonus: D19. Sunroom, D46. Meditation Room

Vanguard D

1. D3. Guard Post
2. D18. Chasm
3. D21. Looking Glass
4. D22. Council Room
5. D25. Room of Remembrance
6. D32. Molok's Shrine
7. D40. Amplifier
8. D42. Scriptorium
9. D44. Prayer Room
10. D51. Scrying Pool
11. D53. Sleeping Dogs
12. D55. The Flooded Crypt
13. D59. The Last Reflection
14. D60. The Mouth of the Beast

Bonus: D20. Bedbugs, D56. Menagerie

CREDITS AND LEGAL

Credits

Written by Kevin L. Owens, Andrew E. Ashby, Michael Overby, Edmund L. Owens, and Rhees Nielson. Illustrated by Eric Himle. Maps by Kevin L. Owens and James C. Owens. Edited by Kevin L. Owens and Isabel J. Watson.

CONCLASH™, LEGION PLAYER GAME™, SPEARFALL™, and WE GEEK TOGETHER™ are trademarks of WE GEEK TOGETHER ENTERTAINMENT CORP. All rights reserved.

Copyright Notice

COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Conclash IV: The Elder Dungeon, Copyright 2025, WE GEEK TOGETHER ENTERTAINMENT CORP.: Authors Kevin L. Owens, Andrew E. Ashby, Michael Overby, Edmund L. Owens, and Rhees Nielson.