

# Mouth of Rok

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A dungeon that was previously maintained and curated to train new adventurers turned out to be something much more. On the last training run, the trainees discovered previously-unknown floors littered with occult carvings and relics. The Company of Strangers returned in force, setting up a base of operations on the first floor of the dungeon. With the assistance of veteran adventurers from across the frontier, their goal is to now map out and clear these deeper levels of the dungeon.

As experienced members of the Company of Strangers, you are tasked with exploring these deeper levels and unlocking the secrets of the Mouth of Rok. “Rok” appears to be a name: a proper noun that keeps getting repeated in the carvings. The carvings seem scattered haphazardly throughout the structure, and areas appear worn smooth by age.

**Information:**

*The carvings throughout the newly-discovered floors appear to be in some dialect of Draconic. Rather than being functionally linguistic, however, this dialect of Draconic seems to be more magical in nature*

**Hidden:**

Many of the accessible carvings have been obscured by magic, covered by an agent within the base-camp during the trap-sweep. There were messages within these carvings but some of them needed to be covered, forbidden by the wizard schools to read about planar theories.

# Key

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<b>Information</b> <i>Italics</i>	Italicized text will be used to guide the GM, but should not be read directly to the characters. Italics will usually indicate the primary purpose for a tool or area as it relates to game mechanics, and you can give hints as needed.
<b>Character-specific information</b> Teal	Teal indicates that some of the presented content—such as part of a description or piece of information—is only relevant/applicable when a specific character is in the party.
<b>Hidden</b> Grey	Grey-highlighted information is hidden from or not evident to the players and characters unless further examination is made. This examination should usually be made via skill checks or special expertise.
<b>Hostile</b> Red	The NPC or monster listed will be immediately hostile.
<b>Hesitant</b> Yellow	The NPC or monster won't be immediately hostile, but won't be immediately friendly either.
<b>Helpful</b> Green	The NPC or monster will be immediately friendly, and will attempt to communicate with the party. If attacked, the NPC/monster in question will defend themselves or run. However, they will still attempt to communicate during the process.
<b>Language</b> Blue	Information highlighted in blue is presented in-game in a language other than Common.
<b>Hazard</b> Red Text	Red text indicates a hazard: usually a trap. The characters would recognize that such features were dangerous.
<b>Hidden Hazard</b> Red text highlighted in grey	Red text highlighted in grey indicates that there's a hazard present that's hidden from or not evident to players and characters unless further examination is made. This examination should usually be made via skill checks.

## **Topside (Lvl. 0)**

A barn has been set up atop the actual dungeon ruins themselves, where they keep horses and receive supply shipments. Supplies are moved in via a “secret entrance”, and players can wander up here but there is so little to do.

What exists of the dungeon on the surface looks more like the foundation of a much larger structure that once sat in the valley. So much of the dungeon’s structure is submerged in the earth, that one might have overlooked the ruin entirely. Two entrances lead from the surface to the dungeon’s interior, an obvious entrance in the center of the foundation, and an entrance that was once hidden beneath a collapsed square column. Both entrances have a temporary wooden shack built atop them to keep rainwater from collecting on the stairs leading down, and to allow the company to lock the entrances in the event that a caravan or some traveling orcs might become curious.

There is the mountains to the west, forest to the east, and the dragon that was causing trouble in the forest has already been slain. The ruins of the town in the forest is still there, but overrun by giant spiders of several varieties, and the forest in-general is saturated with monstrously large varieties of animals.

### **Character-specific information**

If Nelbrie & Locto are in the party, and Locto is slain, Nelbrie will know that she can go to the ruined village on the surface to summon a new, basically identical Giant Wolf Spider companion.

## Dungeon Town (Lvl. 1)

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The top level of the dungeon has been converted into a base of operations for the Company of Strangers, and serves as a small village.

There are stores and shops where company members can borrow or purchase equipment, and each of the guild members even have an internal currency that they can use to purchase that equipment. Anything an adventurer finds in the dungeon belongs to them, but the company will be willing to buy it. Material currency—such as gold, gems, etc.—can be used in the shops in Dungeon Town as well.

**Information:**

*The party has a “beacon” item that lets them communicate with base camp, and a new party would be sent down if 3 days pass with no communication.*

*If a player character dies, choosing another character from Dungeon Town is an alternative to resurrection. If a party gets TPK’ed—and if there are enough characters left in Dungeon Town to form a fresh party—a new party forms and is sent down after a random period of time.*

## NPCs in Dungeon Town

<p><b>Balem Stondoor</b></p>	<p><b>Full member: trained here in the dungeon two runs ago</b> A fat and balding dwarf, Balem is the barracks master/innkeeper.</p>
<p><b>Encorl Eyselfen</b></p>	<p><b>Full member: survived the flooding of zombie town</b> Encorl is an especially thin elf with soft gold hair and a spacy facial expression. He runs the Enchanter’s vault (magic item salesman).</p>
<p><b>Girzem</b></p>	<p><b>Armorer; not an adventurer</b> Girzem, a massive half-orc woman, exudes the impression that everything around her is a waste of time. She’s the camp’s armorer (mundane weapons and armor).</p>
<p><b>Heml Emsel</b></p>	<p><b>Merchant; has seem some things</b> A mousy woman with dusty-brown hair, Heml is the merchant/travelling supplies saleswoman. She’ll charge too much.</p>
<p><b>Pearson</b> <i>“Just...Pearson.”</i></p>	<p><b>Full member</b> Pearson is a slightly short man with sharp facial features who serves as the company coordinator/captain. A magical stone slowly orbits his head from about a foot away (loun Stone of Intellect)</p>
	<p><b>Hidden</b>  Pearson also happens to be a doppelganger, and follows the profile of the Archmage in the Monster Manual, plus the abilities of a doppelganger.</p>
<p><b>Holemdol</b> <i>“The rest of it is long and hard to pronounce.”</i></p>	<p>Holemdol is a gnome with salt-and-pepper hair and beard and who is not fat, but his features appear to each be circular in shape, is an Arcane Researcher.</p>
	<p><b>Hidden</b>  <i>Inquisitor in disguise</i> Has an idea of what to expect here, and could be a threat. Holemdol is the one who is obscuring the pertinent parts of the carvings regarding Rok.</p>

## Yellow Zone (Lvl. 2)

The Yellow Zone is the second level of the dungeon. The first sweep thought they had mapped it all out, but the level isn't yet cleared; there are still wandering monsters and puzzling areas marked on the map. As the job is not yet done, the players have been tasked with securing the level.

Based on carvings found on this level, deeper floors likely exist. However, the paths down have yet to be located. The party's first goal is to find a way down to the lower levels of the dungeon, and they can use their provided map to do so. The first sweep marked interesting features—and obvious hazards—with yellow paint, and have marked such areas on the physical map as well.

There are three ways down:

1. The “obvious pit trap” that leads to the blocked-off excavation area from Level 1 allows you to skip the yellow-zone hunt entirely. The Ratman found the main entrance “the actual Mouth of Rok”. **(ADD CROSS REFERENCE)**
2. You can access level 3 via the Tomb of the Makers. However, the party must first locate the correct tomb.
  - a. A tomb in the Tomb of the Makers conceals stairs that go down to Lvl. 3.
    - i. Notes:
      1. A character who reads the Dwarven inscriptions on the tomb will have a hard time identifying who is actually buried within, and may figure out that this person “Yingal the absent” never actually existed.
      2. The stairs can be located by opening/breaking/disturbing each tomb as well. The false tomb is also slightly wider than the other true tombs.
3. The cavernous section to the north hides another entrance to Lvl 3.
  - a. A demon (see p.42)—essentially a mix between a demon and a large fire elemental—guards the cavern. The demon can be heard screeching and rustling around from a good distance away, and the area itself feels claustrophobic and dangerous.
  - b. Notes:
    - i. If the party explores a bit, they find a chest that is effectively a gateway to the Astral Plane that they can use to trap creatures or accidentally themselves, and it becomes clear that the demon was originally held there. It should be tough, but a party that prepares for the fight should be able to bypass it or crush it.

## Key players

The **Ratman Tivus** is still around, and causing problems for Dungeon Town. Large amounts of their food keeps going missing and they can't seem to keep the vermin under control.

[Tools have gone missing too, but the merchant/adventuring supply trader suspects the company is stealing from her. She won't try to talk about it, and she'll charge too much until it's addressed and investigated.](#)

In addition to stealing food and tools, he's excavating a portion of the dungeon that hasn't been mapped yet. The easiest way to find him is via a Pit Trap which was expertly identified and marked by the first sweep. The other way is through the tomb of the makers, which hadn't been discovered fully yet.

## Key items

### The Keeper

Tivus has a shard of *Ardol*—one of the weapons forged to assist in the imprisonment of the gods—called the *Keeper*. Shards of weapons like the *Keeper* can deal a killing blow to incarnations (mortal projections of gods).

### Under lock and key

Tivus also has a device that allows the user to shift between the material plane, and the ethereal one. It is a magical padlock-and-key, and if the key is inserted and turned in a way that would unlock the padlock, it shifts the user and each creature within a 20ft radius to the ethereal plane. When used in any area that could overlap with the red-zone, however, it transports them to or back from the realm of fire. (This can occur in any room marked with an N or H.)

If the lock-and-key is used for the first time in a day it works automatically. If used again that day, it has a 50% chance to fail and “turn off” until the next day each time it is used making it unreliable for the return trip or frequent use.

## Tivus' progress

Tivus has managed to tunnel his way into H1, but this room does not actually lead to the red zone. Instead the stonified remains of Rok are there, but his mouth is closed, and the room itself does not transport characters to the plane of fire where Rok is actually imprisoned. However, if someone uses the lock-and-key near H1 or anywhere in the N rooms, it shifts them into the plane of fire (the red zone).

## The Maw (Lvl. 3)

When the party finds a way to get onto this level from the yellow zone, the stonework ends up being very similar to the previous level. The level *feels* small, but this is because a portion of the level is actually shunted into the Ethereal plane, where it is overlapping with the plane of Fire.

Note:

Typically, the Ethereal plane is a foggy mirror for the material plane. That is not the case in this weird dungeon: instead it is physically different. This makes travelling to the Ethereal plane while you are in several locations impossible, where you would end up in solid rock. This also means that geographical locations on the two planes don't line up, and that the same dungeon has a separate layout on the other plane.

There will be several ways to “cross over”:

1. The most obvious will be a huge, ornate door that is chained and barred shut on this side. It is hot to the touch, it's covered in warnings, and it is trapped: there are a ton of magical defenses preventing you from opening it. If you do, it leads to a widely open room where you can tell there has been a lot of movement, clear indications that something tried to escape the room, and an ornately carved wall depicting Rok in his imprisoned form. Creatures can pass through the wall into the other plane. The room is all marked up because the dwellers of the plane of Fire that worship Rok have been trying to find a good way into the material plane, and this was the “best” way.
2. Alternatively there is a much more formal planar portal on this level that requires a key (and I mean REALLY requires it, magically. Can't pick a planar lock). That key can be found in the tomb of the builders, and the planar portal is accessible via the false tomb in the tomb of the builders.
3. The last and objectively worst route is to be “follow” a stalker into the plane. There are creatures that hop back-and-forth between the plane of fire and the material plane that are important enough to have items that allow them to travel freely between the two planes. These items can be used to get into the plane of fire, and can allow the party a great deal of freedom to explore that plane. On the flip side, the devices are unreliable, and break after a fairly random number of uses, potentially leading the party to be stranded until they waylay another stalker.
4. Lastly, there is an item the party can discover on this level that will allow them to reliably flip between the two planes, however it is well guarded. By the “boss” of this level, the multi-part golem. The party is unlikely to encounter this boss until AFTER the spooky chained up door has already been found because of layout, but the party might skip the door because of the traps.



## **The Maw: the other side**

Once the party has access to the other plane in one way or another, the other side of the dungeon becomes open and the party has a chance to learn about the other plane.

### **DANG IT'S HOT**

It's so hot that the party will become exhausted easily. Exhaustion can kill you in this edition, so this is a legitimate risk.

### **There is no water**

There is no naturally-occurring water in the plane of fire. When it's brought here it evaporates, so the only way to have access to water is to bring it or make it.

### **Cultists everywhere**

The cultists are mainly Salamanders, Azers, magma mephits, and demons. The plane-of-fire side of the dungeon is actually dressed up as a temple, and people come and working Rok here. He has a lot of power over this plane, so much that there is an incarnation wandering around. Yikes!

### **Summary**

With these factors in mind, a party stranded on the plane of fire is most likely a dead party. It is theoretically possible for the players to find someone who is willing to sell them water if they "make it" to a city or something, but unlikely.

The plane of fire side of the dungeon is surrounded by a black desert of ash and volcanic glass, and it is unbearably hot unless the party has a way to stay cool. If a party ends up getting stranded without a way to produce water, it's your job to go ahead and TPK them.

## The bowels (Lvl. 4)

This level ends up being a sort of game of cat-and-mouse. Even if you can escape from the plane of fire side back into the material side, there is a chance you'll be discovered by...Roc! There are many more built-in bridges between the two planes here, basically equivalent to the bars of the cage holding him in. So many bridges makes it harder for Rok to exert his power on the material plane. The best he can do is manifest demons on the material plane for the players to bump into, and the layout makes that difficult.

His followers can pursue you as well if they are still doing well, since they are very very familiar with the bridges.

The incarnation of Rok hangs out in Lv4, if you can make it this far. He's the optional mega-boss of the dungeon and should be accordingly formidable. If the party didn't end up with a weapon made out of Ardol (the weapon used to imprison the gods in the first place), or a shard of Ardol to finish the job, they will be unable to slay the incarnation of Rok. No injury will be permanent, and he'll eventually regenerate faster than they can hurt him. If that happens, you should try to hint that they should run or turn back, or that their attacks are having no effect past a certain point. This will probably be a TPK by the time they figure this out unless they are very perceptive or hit him like a truck.

# Custom monsters

## **SLOBO ROBO**

Multi-Part Titan miniboss - Very resistant to spells  
HP 150 Glaorezo as model: attack profiles change as hp goes down

D6 to determine random attack

1-2 SLAP (warning, raises an arm high and leans back)

(melee attack +9) attack 4 targets separately for...

1st - 2D10+5

2nd - 2D10+5

3rd - 2D4+2

4th - 2D4+2

3-4 Stomp (raises one leg high in the air)

4d10+10 in a 10x10ft wide area (Dex save for half DC14)

5-6 Beam (eyes begin to shimmer with red light)

Ranged attack +9 to hit, 6 rays each dealing 2D6 fire (each at a random target, repeatable)

@150 hp, attacks every third-turn, provides warning at end of pre-attack turn moves only a little

@100hp, attacks every-other-turn and provides warning at end of pre-attack turn, Move 30ft OR attack?

@50HP, attacks every turn, provides warning for next attack, 30ft move.

@0, breaks into 5 parts

**Head** - 50hp beam attack, takes 1d4 turns to re-charge. Can turn, but can't move.

**2 Arms** - 25 HP each, each attempts to slap 2 targets every-other turn alternating for 2D10+5 and 2d4+2 (attack)

**2 legs** - 25 HP each, stomps for 2D10+5 in a 10ft area (save for half). each leg attacks every-other-turn alternating. If the head is destroyed or can't see the targets of the legs, they stomp roughly random locations.

<b>Manifestation of Rok</b>
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As an Efreeti (mm 145), except the party keeps getting the idea that their weapons are not very effective.
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If it's dropped to 0 hit points with a weapon other than a keeper-forged or shard of the keeper, he drops to a knee, spends a turn there, and at the start of his next turn he resumes fighting with 20 HP.
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While he's on one knee if he's hit with a keeper forged, or edge of the keeper, he is destroyed.
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<b>Anger elemental</b>
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As Hezrou demon
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## Zone C // Dungeon Town (Lvl. 1) // Rooms

### C1 — The barracks

The barracks is a 50x60ft room with a couple-dozen bunks and cots set up on the west wall of the room. On either side of each bunk is a sizable wooden chest where the adventurers and employees in the Company of Strangers store their things while they are staying in the barracks. The chests lock magically when a member stores anything in them, only unlocking when the same member attempts to open the chest.

There is a reinforced wooden door on the east wall of the room leading to a corridor.

All of the summoned adventurers are staying here in the barracks, any characters not selected will remain here until they need to be deployed.

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### C2 — Balem's office

The door to this room has a sign stating "Balem Stondoor's office", a 20x30ft room with a low stone desk and stool.

On the stone desk is a detailed log of which members of the company have bunked in the dungeon, including their names, how many years they have been with the company, and their specialties. This information is similar to the info that the players received to pick their characters.

Balem is usually in this room, but if the party is visiting him frequently, they will occasionally find that he is absent, wandering about the dungeon or enjoying a meal in the mess hall.

There is a reinforced wooden door on the west wall leading to a corridor (where you entered).

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### C3 — Girzem's armory

Girzem's armory is a 20x20ft room that was originally concealed by a secret door that has since been dismantled. Weapon and armor racks line the West walls of the room. There is a large stone countertop near the north wall where Girzem conducts business.

The East Wall of the room houses a compact forge with anvil, and the chimney appears to be connected to some other passage that runs above the ceiling of level 1. The north wall of the room has a series of closets.

**Hidden:**

Girzem has converted the largest of these closets into a bedroom for herself.

The chimney is connected to a network of secret passages in the first level that was once used to maintain the traps in the dungeon for new adventurers.

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**C4 – The library**

This 30x50ft room was converted hastily into a Company Library.

The room has several rows of new but shabby looking shelves filled with copied reference books, herbology guides, bestiaries, and other useful but difficult to read texts. Most of them have no proper cover or spine, more of a collection of pages held together with twine or thread, some are scrolls marked with a cryptic code and no proper title.

The north wall has an open doorway.

The doorway is blocked by a magical field. The words “RESTRICTED” hang in thin air in the doorway.

**Hidden**

(5th level spell which could be dispelled). Only Pearson and Holemdol can move through the field intact, and it leads to the Restricted Section of the Library.

*The characters can perform investigation checks to do research in this room, but do so at a disadvantage due to the lack of organization.*

**Hidden**

This disadvantage is removed if a character has a clear idea of what they are looking for, or if they are using effective spells to guide their efforts.

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## **C5 — The restricted section of the library**

This 30x30ft room is the Restricted Section of the Library.

It contains proper book shelves, holding proper leather-bound books, well organized and well labeled. The library contains some Forbidden Texts describing Incarnations, how they can be destroyed (by weapons forged from the metal of shards of the keeper), and theories of their origin. It is believed that they are extraplanar in origin, they are nearly immortal, and that they take pleasure from deceiving and telling bizarre tales. The texts warn that they are compulsive liars. There are some Forbidden Texts describing “deep dungeons” and that the deepest places in the world sometimes dip into other realms. They warn to never under any circumstances explore those other realms, that becoming lost and slain in one is almost certain.

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## **C6 — The mess hall**

This 20x40 ft room was converted into a Mess Hall.

There are a half-dozen tables in the room, with benches of various lengths and heights to go with them. There are platters of food set on a larger table up against the east wall in addition to several barrels of ail and assorted bottles of wine, hard liquor, and cups. There are no plates or silverware anywhere, it is expected that the members of the company use their own plates and silver as there is no nearby kitchen to wash them.

Food and drink are brought into the room each evening at the expense of the company, and as such the wine and liquor amounts are limited and run out quickly.

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## **C7 — Pearson’s quarters**

30 x 20

### **Door:**

The entrance to this room is locked by an expert lock. The lock itself seems to be made of metal, and also appears to have some organic qualities. (DC20 to pick or 25 to break made out of the remains of some kind of golem and is immune to magic). The door itself has the same properties, probably containing a thin layer of golemskin.

The room has a luxurious bed, a table set with fine silverware plates and cups, and a fine wooden dresser. There is an additional door in this room.

*The dresser contains fine clothes, a small chest containing 2,000pp, a coat made of woven silver (750gp), and gold-plated longsword (950gp).*

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### **C8 — Pearson's private storage room**

#### **Door:**

The entrance to this room is locked by an expert lock. The lock itself seems to be made of metal, and also appears to have some organic qualities. (DC20 to pick or 25 to break made out of the remains of some kind of golem and is immune to magic). The door itself has the same properties, probably containing a thin layer of golemskin.

This room holds an armor rack, an ornate weapon-rack, and a large cold-chest sitting on a pile of wood filings.

The armor rack holds a set of +2 studded leather armor, a cloak of displacement, and a set of gauntlets of ogre power. The ornate weapon rack holds a dagger, rapier, crossbow, a bolt quiver, and a greatsword. On further examination the objects are a magical dagger (+3), a magical rapier (Nine Lives Stealer), A magical crossbow (+2), and a magical greatsword (Frostbrand).

The large cold-chest incorporates a compartment for a large block of ice covered in wood filings used to cool severed human legs, arms, and organs including 4 human hearts wrapped in waxed paper.

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### **C9 — Pearson's office**

This 30x40ft room is Pearson's office, HQ of the delve operation

His room contains a heavy oak desk, and a modest mapping table containing maps of the surface's local area, notes from the trainees that explored Lv2, and the notes from the trap-finding team on the "yellow zone". Those notes outline clearly that there is a demon of some kind guarding the north half of Lv2. Pearson will offer an extra reward if the party goes out of their way to slay it, and is open to negotiation regarding that reward.



Pearson spends most of his time here in his office, and keeps his room and private storage room locked at all times.

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### **C10 — Security checkpoint**

This 20x30ft room houses two guards and serves as a Security Checkpoint

The guards will always recognize a member of the company or strangers or someone under the employ of the company unless their appearance has been altered. They are total pushovers, if actually threatened or attacked they will most likely beg for their lives or run.

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### **C11 — Heml's traderoom**

This 60x40ft room is Heml's trade room and store-room for most goods

Heml has a barricade of crates set up separating the "aquisitions" area in front of her counter and the storage area behind. She is chatty, and doesn't really mind if the party wants to search through crates, she will attest openly that she doesn't really know the full extent of what they have.

The room is packed with barrels and crates full of food and fairly random supplies. Rather than list a full inventory, if members of the party want to search for something, they name what they are looking for, roll, and use your judgement as to whether or not it is here and whether they would be able to actually find it.

#### **Hidden**

There is a huge wooden crate in the south-west corner of the room that opens on its side. The wall-side of the crate is worn to nothing, and it conceals a cavernous tunnel that leads to D4. DC15 to find if looking for something else specifically, DC10 if you are actually looking for a passage.

Heml knows that the crate conceals the cavern passage, but was asked by Holemdol not to reveal its location to the players. She doesn't really know *why* she is hiding it for Holemdol, so the party could pretty easily convince her to show them the passage. Heml might even hint at its presence accidentally during passing conversation.

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### **C12 — The cellar (where all of the booze is stored)**

There are dozens of barrels of ale, bottles of wine and of liquor. Nothing particularly fancy or expensive, it is where they store what they provide each evening.

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### **C13 — The recreation room**

This 30x30ft room is a recreation room

- It includes a large table and chairs, sets of cards, a dart target, and several other games.
  - The room is littered with dirty mugs and dishes, and it smells of pipesmoke.
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### **C14 — The enchanting vault**

This 30x30ft room is Encorl's enchanting vault

The room is framed with delicate looking instruments and equipment including alchemy supplies, a table with adjustable arms and callipers, and a globe marked with stars and... something else.

Encorl has a workbench set up as a desk, but the area is so cluttered with inkwells, bottles, and knickknacks that there is no surface clear enough to really set anything down.

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### **C15 — The tomb**

The door is barred shut with a sign that states "here lies the fool who sought wealth above all else"

The room is 40x20ft most of which is a recessed area on the floor covered in long and **rusted (but still sharp) spikes.**

There is a 5ftx20ft landing where the door opens onto, and leaning up against the north-most wall is a humanoid skeleton clutching a red gem that may have been magical at a time, but is now an ordinary hunk of glass. There is a line of dry wooden planks placed over the spikes leading to another landing on the opposite side of the room, where an open chest sits.

**Hidden**

The chest is empty.

The spikes deal 4D6 damage to anyone that falls into them from a landing or from the planks(DC14 dexterity save for half damage), and take an additional 2D6 damage for every 10 feet they attempt to move through the spikes (DC14 dexterity save for half damage).

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**C16 — Storage**

20x20 ft storage room.

This room contains outdoor gear intended for harsh weather such as oiled cloaks, mud boots, staves, small shovels, and tarps.

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**C17 — The staging room**

A 40x20ft staging room.

Planks there were used to roll-down barrels of supplies are piled up against the north wall. There is a stairway on the east wall that leads to the surface.

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**C18 — The empty store room**

This 20x20ft room was once a storeroom but has been ransacked and emptied. This room was once a storeroom of some kind, the remains of some wooden shelves line the east, south, and west walls but there is nothing else left. All of the shelves that were intact were likely moved to a proper storeroom or used as fuel for the fires. The air is heavy with dust.

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**C19 — The shed**

A 30x20ft shed full of tools, most of them rusted beyond any use.

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### **C20 — The crafting stations**

A 50x20ft room filled with crafting stations and scientific instruments, mostly alchemical or mechanical, including some intricately carved wooden tables with colored marbles scattered across its surface caught in the grooves.

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### **C21 — Holemdol's office**

This 30x30ft room is Holemdol's office  
An almost spotless room containing a low, tidy stone desk and a hammock suspended in one corner.

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### **C22 — The janitor's closet**

The door is barred shut and sealed with wax in all of the corners and gaps. A sign on the door reads "do not open, volatile cleaning supplies".

Contains 4 gelatinous cubes trapped in the room due to the door and especially the wax seals.

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### **C23 — The reverse psychology**

The door has a sign that reads "warning, room contains a pit trap". Beyond is a 30x30ft room with a **20x20ft hole** in the center of the room with a long drop. At the bottom of the pit you can see heaps of bones, the movement of rats, and a few gleaming spikes. What an obvious trap.

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### **C24 — You gotta get out of here**

Stairs that lead to the surface

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## **Zone D // Going Down (Lvl. 1 – Lvl. 2) // Stairs and passages**

### **D1 — Stairs to lvl. 2 D1**

30ft diameter circular room with spiral stairs going down to Lv2 D1.

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### **D2 — Stairs to lvl. 2 D2**

20ft diameter circular room with spiral stairs going down to Lv2 D2.

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### **D3 — Stairs to lvl. 2 D3**

50ft diameter circular room with spiral stairs going down to Lv2 D3.

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### **D4 — The pool**

A cavernous passage with roughly-hewn steps that lead down. It narrows to about 5ft wide, but expands to a 30x40ft area with a pool of clean water.

On the south side of the cavernous room is another passage way that continues to lead further down on roughly hewn steps, and it leads to a cave-in that consumes a 10ft wide hallway, ending in a door leading to D5.

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### **D5 — The first library**

This 20x30ft room is the library of the makers, there are badly rotten wooden shelves containing scrolls made of springy thin metal, etched onto them is the legacy of “the makers” in an old dialect of Dwarven that can be read by anyone who can speak Dwarven with little trouble.

”The Makers” built the dungeon referred to as “the prison” with no other main signifiers as to why it's called the prison. Each scroll dictates the role of a different maker

## **The Makers Scrolls, Written in Dwarven**

Artin, the hard worker. Son of Skardarlun, Brother of Vistra. It is by the hand of Artin that you read these accounts as there are no other hands left to chronicle them. I have buried my sister and each of my companions in this great crypt. I have even built my own final resting place, but this is no mere tomb. It is a masterpiece.

Veit, the stingy. Son of Garban, heir of Soft-Peak. The peak provided the sands used in the construction of the great prison. It was the generosity of Veit that made this great undertaking possible. No expense was spared, and Veit ensured that the design would be modest.

Eldeth, the tired. Daughter of Alfotrdrirlungolwardok, leader of the clearing expedition. Eldeth fought valiantly against foe and elements and suffered a mighty blow to the head. Ever Since, she has slept many an hour in her injury and may she rest in death for her hard work in life.

Sannl, the mighty. Daughter of Hegrok the warlord. Sannl provided the Iron that made up the great cage, tithes from centuries-won gathered and melted. Though her hand has never touched axe or sword, it is by her command that the masses cast the bars and drove them into the earth. May they forever hold.

Rurik, the peculiar. Son of Brulgrolin and master of the gates. It is Rurik who could see the abyss and the realm of fog. When the fog was collapsed in order to finally close the cage and seal it, it was Rurik that was lost. May he wander no longer.

Vistra, the wide. Daughter of Skardarlun, sister of Artin. It is Vistra who drafted tirelessly the construction of the halls, rooms, and passages. The tools required in the deeper places were great, the scale of the place was a legacy. Let it be known that you stand upon the work of Vistra.

Helja, the seer. Daughter of Batherth and mistress of mirrors. It is with the guidance of Helja that the prison be obscured as such. It is to those who look upon this creation to know its purpose, and to do what they will and must. She would look into the waters and see what was needed.

Orisk, the secretive. Son of the earth. He was in fact a dwarf, and here he lay.

## Zone Y // The Yellow Zone

### Y1 — Foyer

This 70x90 room appears to be a massive foyer.

- There is a set of spiral stairs leading to D2 near the center of the room.
  - The north wall features a massive set of double doors blown off their hinges, seemingly from inside this room.
  - The south wall features an archway leading to Y3 and Y4
  - There are two doors on the west wall, one of which leads to Y3, the other leads to Y7.
- 

### Y2 — The statue

This 80x70ft room tapers to 50ft wide at the north wall and features a massive imposing statue. The statue on the north wall portrays a fiendish creature with a longsword driven through its body, trapping its left hand up against its head, piercing its torso, and protruding out of its right hip and right hand. The statue appears to be stone, but the sword appears to be rusted iron. The statue's head also appears to have iron spikes driven into it.

There is a low and narrow passage between the statue's legs (leading to F1) only 5ft wide and 5ft tall at its entrance.

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### Y3 — The corridor

This corridor is 20ft wide around Y1, Y4, and Y5, and narrows to 10ft wide as it connects to Y8 at a door. The area in-front of the door to the west (Y8) has a sizable pool of dried black substance beneath it and smeared on the door.

#### Hidden

The dried blood is orc blood.

---

#### **Y4 — The carved walls**

This 50x50ft room connects to Y3 via an archway.

The room contains a series of carvings showing the deeds of some unnamed dwarves. It includes a dwarf who's buried father won battles, a dwarf who paid a great sum to have supplies brought to the mountains, a dwarf who drew up architectural plans, etc. One dwarf's face/head is defaced, and it shows the dwarf digging with a spade.

##### **Hidden**

There are 3 secret doors in this room that are all well hidden. The wall must be pressed to reveal a rotating door, DC 18 to locate with advantage if the character is physically walking around the room pressing on the walls.

There is a secret door leading to M1, 2, 5, and 6 on the west wall.

There is a secret door leading to M3, 4, 7, 8, and 9 on the east wall.

There is a secret door leading to M7 and D5 on the south wall.

---

#### **Y5 — Corridor**

This 40x40ft L-shaped connects Y3 to Y6.

The east wall is caved in, connecting to a tunnel passage that cuts through M3 into P7. The sounds of chattering and scratching echo throughout this corridor from P7.

---

#### **Y6 — Corridor**

This 40x40ft L-shaped corridor connects Y5 to the spiral stairs leading to D3.

The sounds of chattering and scratching echo from Y5.

---



## Y7 — The storeroom

This 20x30ft room was formerly a storeroom of some kind.

There are broken barrels and crates scattered throughout the room, all of which seem to have been of shabby quality to begin with. The room smells slightly of sulfur (but there is nothing of interest to find).

---

## Y8 — The empty room

This 30x20ft room is empty except for a dry black smear running across the room diagonally from doorway to doorway from Y8 to Y9 like something was dragged. There are doors in the room leading to Y3 (east) and Y9 (north).

### Hidden

The smear is dried orc blood several weeks old.

---

## Y9 — The grave

This 30x30ft room is a mess with several orc corpses that have rotted substantially. It smells horrid.

A slain orc is sitting slumped-over in the southwest corner by the door with a slash-wound running across its chest, and it appears to have been dragged there from a southern corridor. What's left of its armor is ruined and it appears to have no weapons.

A 2nd slain orc near the middle of the room is laying face down sprawled over the remains of a collapsed wooden chair with a stab-wound in the back of its neck. This orc appears to be unarmed, and soiled itself before it passed.

There is a third dead orc lying on its back on the ground near an overturned stool in the northeast corner of the room with several bolts or arrows protruding from its chest (bolts). There is a battleaxe near the corpse along with a worn shortbow and 12 arrows.

### Hidden

This orc has instructions stuffed into its shirt written in orcish and pierced by one of the crossbow bolts DC14 to find or auto-find if a bolt is pulled free (the note comes with it). The note is instructions to guard the corridor, explaining that the mystery dwarf is real and not a ghost, and that all entrances must be guarded.

---

## Y10 — The old temple

This 30x20ft room looks like it was once a room of worship.

Up against the east-most wall is an ornate complete with a tablecloth and an altar covered in a thin black fabric of some kind (silk).

There is a **Manes Demon** on the altar under the silk instead of an icon, it will attack the party if disturbed, and the party will notice that it moves around a little under the silk if observed carefully.

There is also an ornate marking on the floor of a skull with nails or stakes driven into it, painted on with a dry black substance.

### Hidden

The dried black substance is orc blood.

There are two doors in the room, one on the south wall leading to Y9, another on the North wall leading to Y11.

The door on the north wall that leads to Y11 is stuck shut and must be forced open (DC13), stuck by a chair propped in-place.

---

### **Y11 — The stuck door**

This 20x20ft room is unremarkable save for the chair propped up against the south door.

There are two doors in the room, one on the north wall leading to Y12, another on the south wall leading to Y10. The door to Y10 is stuck shut on this side by a chair wedged into place that can be removed effortlessly from this side.

---

### **Y12 — The meeting room**

This 50x20ft room contains some disturbed and overturned furniture.

In total two tables and seven chairs, all but a small round table and one chair to go with it has been flipped or knocked over.

There are two doors on the south wall, one leading to Y11, the other to the D1 stairwell.

## Zone F: Home of the Fire Fiend

### F1

This 40x40ft cavernous room is a mess of partially melted stone and twisted iron.

The floor, walls, and ceiling all appear to have melted slightly from intense heat. The iron bars that reinforce the dungeon walls and floors protrude in places, twisted up at odd angles.

There is a 10ft wide corridor on the north wall of the cavern that is intact (leading to F2) It snakes north, then east, then doubles-back south. There is also a narrow cavernous passage (only 5ft wide) that heads southwest (to F5).

#### Hidden

There is a secret door that blends in due to the damage from melted stone on the northwest wall of the cavern that leads to F3 DC18 to find.

---

### F2

This 40x30ft room has up against its south-most wall a large chest.

#### Information:

*The chest appears to be made mostly of a brushed brass metal with a mechanical lid that is in the “open” position. The lid is split in the center with handles on each side that turn, and each half of the lid slides on tracks. The chest can be closed by sliding the two handles together on their tracks, and rotating both handles 45 degrees together.*

*When closed, the chest hums with magical energy, and flat parts of the chests surfaces begin to glimmer with a deep purple littered with stars. If the chest is opened again, it will pull the nearest objects and creatures into itself requiring a **DC15** strength save to resist being pulled in. The nearest creatures make saves first, then in subsequent rounds the next nearest creatures must make a save until the chest has been open for 5 rounds (30 seconds) when it then stops pulling and becomes dull brass again until closed. During the duration that it is open and pulling, any unattended object within 60ft small enough to fit into it does so and gets pulled into the astral plane.*

Creatures and objects pulled into the chest are sent to the Astral Plane, and while the chest “holds” a creature on the astral plane, the shimmer changes from purple with stars to a glowing glittery gold color apart from the brass fittings.

**Information:**

*The creature finds itself on the astral plane standing in the center of a 40ft wide rune circle that does not bind them in-place, they can explore the astral plane from this location. If they are aware of their location, they discover that there is a golden chain protruding from their back to the center of the rune circle and it lengthens as they walk. The character’s body is effectively trapped in the circle (represented by the anchor point of the chain), and if the chest is re-opened while the character is still there in the circle, it will expel them and the objects in the circle back into the material plane. If the creature wanders outside the circle (and therefore only its mind is truly wandering) the chest on the material plane will change color from gold to a dim silver. If the chest is opened on the material plane while the character has wandered away from their body, their physical body is send back to the material plane alive, but unconscious as their mind and spirit is still trapped on the astral plane. If this occurs, the character notices their gold chain shatter and they feel cold. If this occurs and the character is slain on the astral plane, their physical body dies.*

*Returning from the astral plane after your chain is severed is an ordeal, the character must first attempt to find a way to the Outer Ethereal plane first, then from the outer ethereal plane back to the material plane (each step taking as little as minutes to as long as weeks with opportunities to end up on the wrong plane).*

*As the DM you ought to make some rolls to determine if the character ever will make it back to their body before telling the player exactly what’s going on, and if they will fail to make it to the character’s body within a month in-game time you should treat the character as slain and have them select a backup from town. The party will be dealing with a lifeless body during this time and might drag them around for a while, or decide after a few hours or a day to just bring them back to town and select a new character as well.*

---

**F3**

This 20x30ft room contains a wall-carving depiction of dwarves battling with a demonic creature of some kind in a tunnel.

The carving depicts the dwarves wounding the creature with spears, and lashing it up. In the next panel a dwarf skins the creature alive revealing its flesh which appears to burn, and storing it in a

furnace of some kind. Then they appear to be using the furnace to forge weapons and armor, and a dwarf makes a suit of armor out of the creatures skin.

---

#### **F4**

This 30x30ft room features a wall carving of the construction of Dungeon 01.

One panel shows dwarves forging and rolling bars of iron using the furnace described in F3, it shows them weaving the bars into caged walls and burying them in the walls. The final panel shows a wizardly dwarf turning the dirt and mud of the walls into stone, and displays two crude and oversimplification of the dungeon layout.

One layout shows 3 floors and appears to be fairly accurate in its description of the first two floors, omitting some rooms. The 2nd layout also shows 3 floors, but you don't recognize any of it with the exception that parts of the 3rd floor layout on the two plans are similar and in some places identical. The 2nd diagram is not as tightly packed or as big in scale overall and gets smaller from the bottom to top.

---

#### **F5**

As you approach this 30x30ft cavernous room, the air begins to get hotter and you hear a groaning and metal clattering sound coming from ahead.

##### **Hostile:**

A Hezrou will attack the party from here, and it is exceptional in that it is wreathed in fire and smoke and fumes pour off of its body constantly. Half of its damage is fire damage.

---

## **F6**

This 20x50ft cavernous passage contains a tunnel that heads down to Lv3, the N12 corridor.

The passage slopes downward leading south and eventually snakes east, ending in a collapsed wall section where the cavern connects to a long 10ft wide corridor. The area is dark, and some force dampens light-producing objects such as torches making them only half as effective down here.

The hallway stretches 40ft north where it connects to a room, and it extends 70ft south where it connects with N11 and N10.

---

## Zone M : The Makers

### M1

20x30ft crypt

The room begins as a 10ft wide shaft that widens to 20ft. A stone coffin is set perpendicular to the wall opposite the door.

**Dwarvish inscription:**

Artin, the hard worker.

**Hidden**

The coffin contains the ancient mummified remains of a dwarf.

---

### M2

7ftx20ft corridor is a crypt

The room begins as a 10ft wide shaft that abruptly narrows to 7ft wide at an odd angle. A stone coffin is set perpendicular to the wall opposite the door.

**Dwarvish inscription:**

Veit, the stingy.

**Hidden**

The coffin contains the ancient mummified remains of a dwarf.

---



### M3

20x30ft crypt

There is a tunnel that bores through the northeast corner of the room leading to two passages: an “L” shaped room to the west (Y5), and a cavernous passage to the north (P7). The room begins as a 10ft wide shaft that widens to 20ft. A stone coffin is set perpendicular to the wall opposite the door.

#### **Dwarvish inscription:**

Eldeth, the tired (Please do not disturb).

#### **Hidden**

The coffin contains the ancient mummified remains of a dwarf.

Anyone who attempts to use Eldeth’s remains in a spell such as Speak with the Dead or create Skeleton will be unable to; the spell will auto-fail.

---

### M4

30x50ft crypt

The room begins as a 10ft wide shaft that widens to 30ft, and tapers back to 20ft wide at the north wall. A stone coffin is set perpendicular to the wall opposite the door.

#### **Dwarvish inscription:**

Sannl, the mighty.

#### **Hidden**

The coffin contains the ancient mummified remains of a dwarf.

---

## M5

40x30ft crypt

The room begins as a 10ft wide shaft that widens harshly to 40ft. A stone coffin is set perpendicular to the wall opposite the door.

### Dwarvish inscription:

Rurik, the peculiar.

### Hidden

There is a Spring Blade trap hidden just inside the doorway here  
(DC 15 dex save or take 2D6 dmg)

The coffin contains the ancient mummified remains of a dwarf.

---

## M6

30x20ft crypt

The room begins as a 10ft wide shaft that widens to 30ft. A stone coffin is set perpendicular to the wall opposite the door.

### Dwarvish inscription:

Vistra, the wide. *(Are you calling her fat?)*

### Hidden

The coffin contains the ancient mummified remains of a dwarf.

---

## M7

This 30x40ft oval room is connected to a corridor beyond that leads to [D5](#) and a 30x30ft crypt.

### Hidden

In the viewing pool in the center of the oval-shaped room is a Mirror Shield, inside the shield is a shard of the keeper embedded in the glass of the mirrored part. The class can be broken to extract it, but the shield loses its magical properties if you do.

Beyond the viewing pool is a corridor that leads to D5 and to Y4

Beyond the corridor is a 30x30ft room that begins as a 10ft wide shaft that widens to 30ft. A stone coffin is set perpendicular to the wall opposite the door.

### Dwarvish inscription:

Helja, the seer.

### Hidden

The coffin contains the ancient mummified remains of a dwarf.

---

## M8

This 30x50ft room is empty.

It begins as a 10ft wide shaft that widens to 30ft wide.

### Hidden

On the wall perpendicular to the entry is a secret door (DC20 to locate, advantage if they are physically touching the entire length of that wall) leading to a 20x20ft crypt which is the tomb of Orisk, the secretive.

In that hidden crypt is a coffin that contains the ancient mummified remains of a dwarf.

---

## M9

40x90ft crypt

The room starts as a 10ft wide corridor, then widens to 40ft wide. It tapers back to 10ft wide with a staircase leading to a coffin perpendicular to the entry way.

### **Dwarvish inscription:**

Dagnal, the Digger.

### **Hidden**

Dagnal was not mentioned anywhere in the archive of the builders in the library because he doesn't exist. This tomb is a decoy

When opened, this casket reveals stairs that lead to [LV3, N1](#)

## Zone P: Tivus' lair

### P1

**Hazard:**

This 20x20ft shaft was a spiked pit trap, but it is too full of bones for the spikes to puncture you. Characters take 2d6 falling damage if they jump down due to the fall.

At the bottom of the shaft the east-most wall has been collapsed leading to a cavernous passage (leading to [P6](#)). Some unusually large rats scurry from the bone pile down the passage and out of sight.

There is a rope dangling from an opening in the shaft's south wall. The opening leads to a steep chute (DC12 to climb using the rope, disadvantage without the help of the rope) ending in a trap-door on the ceiling of the chute that is shut. The rope is sticking out of the trap-door propping it open just a crack (DC15 to force open from under it).

The trap door leads to [P2](#).

---

### P2

This 20x60ft room appeared to have been a camp at some point. There is an old bedroll, the remains of a fire, and a ruined tent in the northeast corner of the room all of which has a thick layer of dust on it.

There is a huge crank mechanism just north of the trapdoor that re-sets it. Pressure from above causes the trapdoor to collapse. The rope is tied to an iron bar protruding from a damaged section of wall on the west side of the room.

There is a hallway on the south wall leading to [P3](#). A damp and musty smell emanates from that hallway. There is a hallway on the west wall leading to [P4](#).

**Hidden:**

This camp was large enough for one humanoid.

---

### P3

This 20x20ft room is loaded with huge reddish-brown mushrooms.

**Hidden hazard:**

The spores of these “Rustcap” mushrooms badly damage non-magical metal objects not unlike a rust-monster. If the mushrooms are picked or disturbed except with great care, the spores are released in a 30ft radius causing metal equipment worn or held to degrade one step (pristine -> Worn -> Damaged -> Broken). Sheathed weapons and stowed equipment are unaffected, but a shield not protected by a bag will be affected.

**Hidden:**

Once picked, the spores can be wiped from the cap allowing them to be used as rations and they keep for 1 week. The mushrooms themselves are harmless to eat and are quite tasty. 3D6 days worth of food can be harvested from this room per week.

**Hidden:**

There is a hidden door on the west wall of the room obscured by the mushrooms (DC15 to locate, auto-find when harvesting the mushrooms) leading to P5.

---

### P4

This 20x40ft room is bare except a small wooden stool up against the south-most wall.

---

### P5

This 30x20ft room contains a small wooden bench with some parchment on it.

**Dwarven notes:**

These pieces of parchment contain notes on a guerilla war war with an orc clan that worships the tortured skull: a skull with iron spikes driven into it. The author was trapped in the dungeon, abandoned by the trainees during a mission, and fought for years against a clan of orcs that had taken hold of the west side of the dungeon. They were searching for relics of their cult.

There is a large stone that is protruding into this room that can be removed revealing a Secret door leading to [Y1](#), stone that must be manually removed. Utop the stone is a steel bucket full of bodily waste. If the stone is removed from the [Y1](#) side, the bucket will fall on whoever was moving it.

---

## P6

A wide 40x30 cavernous room with huge vertical steel bars blocking off a passage that extends further south (P7). The bars are too close together for even a small humanoid to squeeze through.

### **Hazard:**

If the players linger here even for a moment and fail to kill any rats that scurried down this way if they entered from P1, Tivus will confront the players.

Tivus will send rat swarms and giant rats through the bars to attack the players if they harass or threaten him. He is accompanied by 5 wererats and has a shard of the keeper that looks like a crude but brilliantly shiny dagger with a handle wrapped in dirty cloth.

---

## **P7**

This 60x60ft cavernous room has a colossal hilt of an iron sword protruding out of the center of the ground.

The sword hilt is truly massive, the blade itself is 20ft wide and 5ft thick at its center, and it is badly rusted. Only the hilt and a short length of blade are visible, the rest of the blade appears to be buried.

There are roughly carved steps on the south side of the cavern that lead to M3 and Y5.

### **Information:**

There is a set of roughly dug stairs that lead down to LV3-H1; however, the passage does not cross over into the Hot Realm. The version of H1 that can be seen is a huge, dark cavern with the large fiendish figure pierced by the sword, but there are no torches or bridges or anything that connect to the statue itself.

If the party manages to reach the statue (by flying or something), they find that his mouth is closed. The chamber extends downward 150ft, a fatal fall for anyone not using levitation of flight.

Tivus's planar lock-and-key would allow them to cross over into the Hot Realm's version of H1 here.



## Level 3 zone N (renamed from “M”) Prelude to the Hot Part Soon™

### N1

This 70x50ft room contains 4 large towards the center, and a huge statue between the pillars.

The room has a door on the north wall in the east corner.

When the players enter the room, the statue begins to move slowly, and its eyes emanate a slight red glow. The statue is Slobob Robo.

#### **Information:**

When Slobob Robo is defeated, the following parts can be salvaged and removed.

The chest collapses, revealing a metal vessel with hoses and wires that connect it to the rest of the construct. The vessel is the size of a grapefruit with a glass viewport, and it looks like it is full of a sloshing frost-blue liquid.

#### **Hidden:**

This frost-blue liquid can serve as the power source for the planar portal in N13.

#### **Information:**

Each eye is a red crystal with a metal backing that continues to glow when the head is disabled.

#### **Hidden:**

If pried away from the head, when touched the crystal emits the Scorching Ray spell (3 rays each dealing 2D6 fire damage) that fire out of the non-foil side, so it can be directed. After it fires, it blinks for 1D4 rounds and then fires again. Because it is so hard to aim when held in bare hands, it rolls to hit based on dex modifier alone.

## N2

This 20x20ft room is fairly empty.

There are doors on the east and west walls, one leading to N1, one leading to N3.

### Hazard:

When the party enters the room, **1 Manes Demon** materializes in the room with a \*pop!\*

---

## N3

This 30x30ft room is bare except for two doors on the west wall, one leading to N2, one leading to N4.

### Hazard:

When the party enters the room, **5 Manes Demons** materialize in the room with a series of \*pop!\*s.

---

## N4

This 30x30ft room has a diagonal wall in the northwest corner.

The northwest wall radiates heat and is hot to the touch. There are two doors on the room, one on the east wall leading to N3, one on the south wall leading to a corridor N5.

### Hazard:

If the party stays in this room for longer than 30 seconds or examines the northwest wall, **1 Manes Demon** materializes in the room with a \*pop!\* flying out of the northwest wall. 12 seconds (two rounds later) **2D4 manes demons** materialize in the room, and **2D4 Manes Demons** will continue materializing there every round until the players leave from that point on. The demons will not pursue the players beyond a closed door.

---

## N5

Long dark hallway that seems to eat the light

*Light sources from this point onward in the N zone and H zone are half as effective.*

### Hazard:

**1 Manes demon** outside the door to N6

### Hidden:

There is a seamlessly secret door DC 20 to find that leads to N7 and N8.

---

## N6

The doors are ornate, chained shut and locked. It is a huge set of double-doors, featuring a metal decoration of a mage split in half, half on each side of the door wrapped in chains.

### Hidden:

Chains are adamantine, door is **trapped**. (Magically shut, rune of warding - confusion)

**The figure wrapped in chains** will speak if someone moves within 10 feet of the door: "This door must not be opened!" Only his mouth will move, and is slotted in the same way as the mouth of a nutcracker. The figure will not ask or answer any questions; however, if the party attempts to open or damage the door it will fight back, and it has the same profile as the **Mage** NPC in the Monster Manual except it 1) cannot move, 2) it is resistant to non-magical weapons, and 3) has immunities and resistances consistent with an animated object (poison, disease, etc). It **can** however be **charmed as if it were a person**.

Inside is warm. The floor of the room is rippled with heat and stone melt, scratches and tool-marks radiating from the center of the red stone wall. The north wall is covered with a rich red stone carving depicting a demonic figure splitting a mountain, reveling in villages being burned. Below is a carving of wizards finding a champion, the champion and wizards confronting the demonic figure, a great battle leading to the torture and eventual imprisonment of the large humanoid demonic figure with spells and artifacts. The carving does not seem to identify the wizards, but identifies the weapon wielded by the champion as "forged from the keeper, broken". The final panel shows the demonic figure buried by dwarves, who break the champion's sword and scatter the pieces.

**Hidden:**

If a character attempts to touch the red stone wall in the 10ft portion of its center, their hand will pass right through it and its surface will ripple like water. Characters can pass through the 10ft section of the center of the red carving to travel to the ***Other Side*** version of H1.

---

**N7**

This 30x20ft room is an ancient weapons storage area.

Handles and pommels protrude from weapon crates on the shelves of the room. Many weapons in the racks filled with twisted, warped, and tarnished weapons. Most of them look entirely unusable.

**Hidden:**

**Keeper-forged axe (hidden):** the handle does not look remarkable in the weapon rack, but when removed it is in immaculate condition. It is a +1 battleaxe, ***and happens to be keeper-forged*** (can wound/slay incarnations).

A gurgling and glowing Dynamo Core is resting on a small table near a weapon rack (power source for the planar portal).

---

**N8 — The old armory**

The armor stands show off dozens of sets of exotic armor that appear to be rotted, cracked, and rusted nearly to oblivion.

**Hidden:**

**Parasitic Symbiote heavy armor** (+1 plate mail), the leather scales look cracked and dry, but it squirms with anticipation when touched or picked up. The inside of the armor is lined with tendrils and feelers. Deals the user 1D6 damage when donned or removed as the hooks and tendrils bore into the wearer's flesh, but the user doesn't feel like they are wearing anything at all while it is equipped. This armor does not offer any disadvantage on checks. The wearer becomes resistant to fire, and the most extreme hot weather conditions (like the hot realm).

---

**N9**

This 30ft wide circular room is empty save for a point of light at its center, floating 3 feet in the air.

The light-dampening effects of the area appears to be pulling the light to this point. Light from your torches and spells seem to lean or point to the glowing pinpoint.

**Hazard:**

**Though the area around that point does not appear to be hot at all, anything that touches the glowing point suffers 8D6 fire damage.**

---

**N10**

This 40x40ft room tapers to a point on its east wall

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**N11**

This 20x40ft room was once a privy, and is surrounded by 10ftx10ft stalls on most sides. Two stalls on the north wall, four on the west wall, two on the south wall.

They no longer appear to drain properly; they are all clogged.

---

**N12**

30x20ft room

The sound of grinding machinery echoes from the direction of N14.

---

**N13**

This 70x70ft diamond shaped room has a massive portal in its center that appears to be inactive.

*The portal itself has at the top 3 hooks, from each hook hangs a huge metal medallion with a rune marked on it. The leftmost rune looks like a huge sideways capital "T", the center rune looks like a wavy line below a star, the 3rd appears to be a draconic rune for Fire.*

*The portal itself is mostly constructed of metal and stone, ribbed with heavy coils of wire. The coils of wire on the right side connect to a small metal furnace, and the door is open revealing it to be empty save for some dangling wires and sockets.*

**Hidden:**

A Dynamo Core fits perfectly, and the connections all match, but it requires a DC 15 int check to assemble it in good working order, critical failure may cause the portal to malfunction, killing anyone who walks into it by only teleporting parts of them.

**Information:**

On the other side of the portal, the wires connect to a dark glass table of some kind. When power is restored to the portal, the table seems to display the 3 runes hanging on the portal, and shows a dotted line that slowly connects the 3 in a line, when they all connect, the dotted line becomes a green line and the portal begins to shimmer like heat illusions.

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**N14**

This 90ft circular room is a massive mechanical **grinding mechanism**.

The room has 4 corridors adjacent to the lip of the grinding mechanism, 1 in the Northeast (N17), one in the Southeast (N16), one in the Southwest (N12), one in the Northwest (N15).

**Hazard:**

The bulk of the room's floor is taken up by a spiral shaped mechanical blender made up of wheels lined with teeth that are turning in alternating directions.

The mechanism is surrounded by a 3ft lip on all sides, a character moving at anything other than a slow pace will have to make a balance check to avoid falling. A character hit by an attack or whose balance would be disrupted by an outside force will have to make a balance check (DC12 dexterity saving throw).

If a character or object falls into the grinding mechanism, roll a D12. The character is moved twice that many feet closer to the center of the mechanism and takes that many D6 damage (ouch). While in the grinding mechanism it is almost impossible to stand and walk and it requires a DC 15 dexterity save to move at half speed and to prevent falling prone and losing the rest of their movement. A character that ends their turn prone on the machine suffers the damage and move effect again.

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## N15

This 40x30ft room appears to be the control room for the grinding mechanism.

The north-most wall is cluttered with control panels that contain dials, knobs, cranks, and some gyroscopic control implements.

### **Dwarvish inscription above the controls:**

“GRINDR”

Any manner of things could disable the grinding mechanism, however it is just as likely that the mechanism will collapse, causing it to make the shaft itself unstable.

### **Information:**

*If the party just starts wildly flipping switches and dials, have the mechanism start to sound and run like what they are doing could be dangerous as a warning. If they continue, collapse all of N14 by about 100 feet and most of the lip, which would be a pretty fatal fall. Beneath the mechanism is where they would store and haul powdered stone for the walls and there used to be a cavernous exit to the outside down there, and may be still.*

*A clever series of checks could slow or stop the grinder.*

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## N16

This 40x50ft room appears to be the maintenance room for the grinding mechanism.

*The north half of the room consists of cogs, pulleys, and belts that are all moving at varying speeds. “Jamming” the mechanism would cause the grinder to pause until just the wrong moment, at which point the jam will clear and it will continue operating. Damaging or destroying it wildly will have a similar result to N15. A clever series of checks could permanently disable the grinder.*

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## N17

This 30x20ft room appears to be a tool rack.

*The north wall of the room appears to be lined with heavy steel tools, prybars, and wrenches of all shapes and sizes. If a character is looking for a specific tool they can perform a search check to find it here and odds are quite good that it will succeed, but a full catalog would be too tedious to list.*

To the east is the Corridor N18.

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## N18

This 90ft long corridor is lined with 10ftx10ft alcoves every 10 feet.

The end of the hall and each alcove contains a suit of plate armor on a stand.

### **Hidden hazard:**

Each alcove contains a set of **Animated Armor** that will all animate simultaneously as soon as one is touched. There are 9 in total including the one that sits at the end of the hall.

# Zone H: It is getting HOT in here!

## H1

### Material-plane side

If the party enters H1 from P7 before using either of the planar-travel methods to reach the Ethereal Plane while on Lv3 (where the Ethereal Plane is collapsed into the Plane of Fire), then this 130x160ft diamond-shaped room is empty space for a massive 200ft pit, and a huge fiendish statue pierced by a rusted edge across its neck and protruding from its waist.

The tunnel from P7 abruptly ends at the edge of the chamber where it is a 200ft fall to the bottom.

On close examination, the stones of the walls are somewhat uneven bricks rather than smooth continuous stone, so it is possible to climb the inside, though it is very difficult.

### Hot-realm side

This 130x160ft room features a bridge leading from the south wall to the colossal statue, and another bridge below from the statue's chest returning to the south wall.

The upper bridge which is 10ft wide is lined with lit torches every 30 feet at both sides and extends from the south wall and passes into the Statue's open mouth. Inside the statue is a staircase that leads through and down the statue's body leading to the bridge below.

The below bridge extends from a hole in the statue's chest back to the south wall directly under the top bridge, and hangs from pillars every 30 ft on either side. It leads to an entryway that extends to H2.

The walls on all sides are lined with open-archways allowing hot outside air and light to pass into the room. The light is a reddish golden color, and the air is unbearably hot and heavy with soot and sulfur.

Based on the windows, the structure is above-ground somehow.

## H2

This 2-ft wide corridor surrounds the perimeter of H1, and has colossal sets of double doors on the southeast wall leading to H3, and the south and west walls both leading to H4. Sounds of chanting can be heard from H3.

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## H3

This 70x50ft room is some kind of church.

Two sets of columns of stone pews every 10ft of either side of the room.

### **Helpful:**

*A group of 3 Salamanders are worshipping here and will attempt to communicate with the party before attacking, they would be curious about travellers and if the way to the “cold place” is open.*

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## H4

This 130x130ft L-shaped room is a throne room of sorts.

A huge fiendish creature nearly identical to the statue sits on the throne, skewered shoulder-to-hip by a rusted greatsword.

### **Hesitant**

*There are a number of lesser demons in the room, they will attack only if the characters go in swinging without conversation. The fiendish creature will not intervene in this case, only watch until a character attempts to speak to him or attempts to attack him.*

*The huge fiendish creature is the manifestation (of Rok, the god of torture), and it will attempt to communicate with the party before attacking. Even if the party communicates with him, he will eventually attack them inevitably, he takes great pleasure in inflicting pain. When he chooses to fight, he'll draw the greatsword from out of his body, using his left arm, dislocating it loudly in the process and re-locating it after it is drawn.*

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## H5

This 130x130ft L-shaped enclosure is a volcanic garden.

It is a walled-in outdoor space featuring smooth black volcanic rock chutes emitting plumes of ash and sulfuric smoke.

*The air in the “inner gardens” is toxic to breathe, characters must succeed in a DC15 Constitution save unless they are holding their breath before entering or be poisoned for as long as they are there and for 1d4 rounds after.*

There are 3 archways in the inner gardens, all of which lead to the blinding desert, a sea of ash, sand, and heat. It is many days travel to any kind of city, and the paths and roads are hard to see because of the ash.

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## H6

This 60x120ft room is a portal room.

The portal in this side is bare-metal, and it is unadorned while inactive, but shimmers and glows with 3 runes when active. The portal is on a landing atop a tall staircase.

*There is no way to activate the portal from this side, no control mechanism. A clever character with a power core might be able to do the trick, but it would require gathering and joining metals, research in a library, and a tricky series of checks. To top it off, there is a chance it won't send them to the right plane or to the right location on that plane.*

The room connects to two passages, to H4 to the south and to H7 to the north.

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## H7

This 70x40ft room is lined with volcanic stone shelves—polished obsidian—and appears to be some kind of library.

*The shelves are covered with scrolls made from flat plates of brass lined with silver, etched with texts. The plates are joined together with metal loops and unfold like an accordion.*

**Scrolls:**

Each scroll is written in Ignan, but there is a very wide array of information on the discovery of the “temple” by the salamanders, and Rok’s rise to power among the “titans” of the plane of fire.

It is also a proper library in terms of there being a wide array of texts on many subjects, and a character that can read ignan can perform an investigation check here for research, however all of the information gathered would be in the context of this plane and its inhabitants.

There are some scrolls marked with red wax seals, they describe theory on the planes and planar travel. Some of that information provides hints of how the portal might be used, and how to house a power source, but not what that power source might be. One text even particularly laments that the technology is simply impossible.

The library contains a passage on its north wall leading to the blinding desert.