

XP6

Sword and Sorcery Adventure
for Character Levels 4 to 6



Fifth Edition
Roleplaying Game Compatible

מזימה אגדתית לרמת דרגה 4-6

Throne of Gondira

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You have heard the wild tales of fabled Gondira, a city built by the sons of giants, with a palace of white marble and gates of beaten gold, now hidden by the jungle and haunted by white apes who walk upright like men.

Can you penetrate the steaming jungles of the south to discover the lost city and bring back its treasures, or will you die before you can set eyes upon the throne of Gondira?

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The Fall of Gondira

The city of Gondira was built by descendants of the Giant-Kings of Kuth. As in Kutherion, the ruling half-giants of Gondira used humans as servants and slaves, and the city thrived in the lush southern jungles for hundreds of years.

Among the Gondirans was one called Sosmet. Scion of a lowly branch of the half-giants, Sosmet served as a minor scribe and funerary priest. Having repeatedly violated the city's dead to sate his forbidden desires, Sosmet was cast out of Gondira and wandered into the jungle. There, he came across a tribe of great white apes and, instead of being instantly killed, somehow became accepted into the tribe.

Sosmet the Outcast taught the white apes the lore of men and the sciences of the Giant-Kings, and the awakened white apes rose upright like their tutor and their eyes shone with the spark of intelligence. Sosmet became their leader and other tribes of white apes flocked to him, until he had an army of fearsome great apes under his command.

As vengeance for his exile, Sosmet unleashed the white apes upon Gondira. The city fell quickly. Its great walls offered little protection against the brachiations of the great apes, and its gold-helmeted human soldiers, who had not been called upon to do battle for generations, were swiftly massacred. Even the half-giant rulers of the city, conceited and grown soft, were taken by surprise and were unable to turn the tide.

As a tide of blood swept the city, Sosmet the Outcast ascended to the throne of Gondira. Some of the inhabitants managed to flee, some into the jungle and others into the catacombs beneath the city. All who remained were slain, and the white apes feasted on the corpses of the defeated.

Sosmet sat on the throne of Gondira, swathed in a blood-red robe, and sent his white ape servitors far and wide to collect tribute. As the treasure vaults filled with gold and jewels and ivory, the ancient roads leading to the ill-fated city became overgrown by vines and lichen.

Then one day, Sosmet died, alone on his throne. Yet his body did not fall or rot, it merely sat on the throne, his skin stretched tightly across his skull and his hands firmly grasping the armrests of the great throne. The white apes, who rarely dared intrude upon the sanctum of their master, did not realize he was dead.

Now in the shadows of the palace was a pair of siblings, Yanis and Ktalis, who had survived the fall of the city and managed to evade the white apes while scavenging for food in the ruins. They eventually dared to sneak into the throne room, realized that Sosmet was dead, and discovered his secret chambers behind the throne room. Yanis came up with the idea to speak from behind the corpse on the throne. The ruse was successful, and the white apes obeyed his commands!

Yanis and his sister Ktalis are currently the secret masters behind the throne of Gondira. But how long can they keep up the charade before the white ape lords realize the truth? And is Sosmet really dead?

The Beast-Master's Map

This is a parchment with a rough sketch map of the southern jungles on its front, and the diary of Hor-tef the Beast-Master on the back. See *handout #1* in the *Treasures* appendix for the map on the front side of the parchment. The back side of the parchment contains the following passages relevant to the search for Gondira:

Twelfth day, fifth moon, sixth year of the reign of Fualek IV of Iraab

After a long chase, I hunted down the great old lion and killed it with an Azimban war-spear purchased from the Iba nomads; I will present the lion's skin to Governor Hassan of Khariya when we return to Zadj.

Twentysixth day, fifth moon

We have reached the jungle kingdoms; I wish to see if the old tales concerning Gondira are true: a once-great city, built by sons of giants, with a palace of white marble and gates of beaten gold, now hidden by the jungle.

Thirteenth day, sixth moon

A range of hills surrounds Gondira; the Juna tribes know a secret path into the valley but refused to tell us. We drew steel, but they retreated into a temple of strange mud statues, and we did not care to follow.

Fifteenth day, sixth moon

I lost my second-in-command and four bearers when they were attacked by a river-horse south of the Juna lands. I have almost lost faith in the tales of Gondira.

Twentieth day, sixth moon

Just when we were about to turn back, we spotted a marvelous thing: a hulking, white creature that left gigantic footprints; perhaps the legends of Gondira are true after all.

Twentysecond day, sixth moon

We followed the creature and captured it, but I lost ten of my men in the struggle. The creature is a great ape, with fur white as the snow of Tharag Thule, yet it is no ape, for its eyes glitter with an evil intelligence. But surely this primitive thing cannot be of the lineage that built Gondira... ?

First day, seventh moon

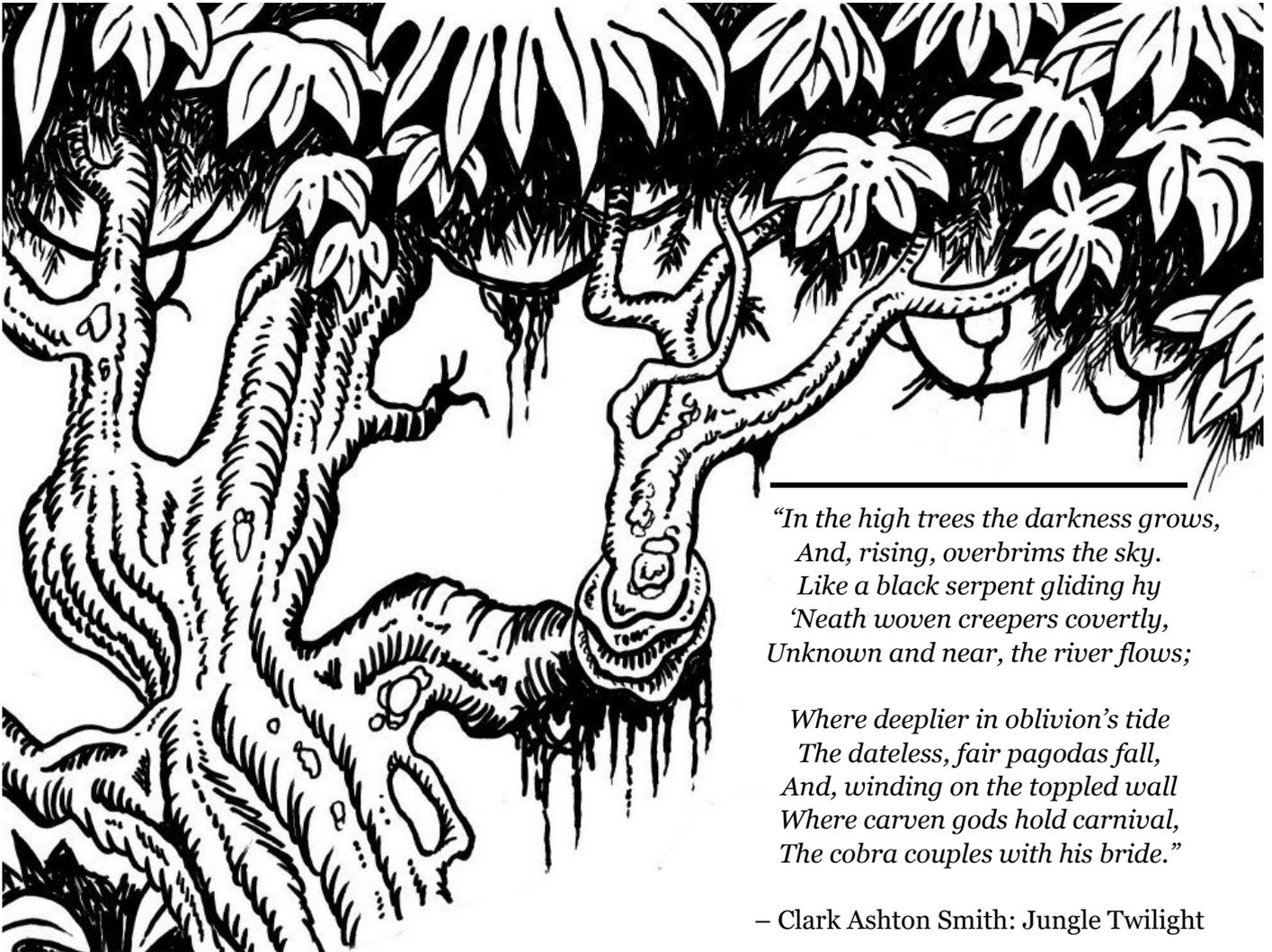
As we headed north, we passed a small ruined pavilion choked with vines, at the center of which was a tall, weathered statue. Our captive creature became mad with rage and almost broke free from its cage! Among its roars I heard the word "Sosmet" repeated several times, but my men call me mad, for surely the white ape is an animal without capacity for language! And yet I wonder...

Sixteenth day, seventh moon

We have reached the plains of Zadj and make towards Khariya at the foot of the Bone Hills; I shall make a good show with my mastery of beasts there.

Chapter 1: Land of the River-People

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*“In the high trees the darkness grows,
And, rising, overbrims the sky.
Like a black serpent gliding by
’Neath woven creepers covertly,
Unknown and near, the river flows;*

*Where deeper in oblivion’s tide
The dateless, fair pagodas fall,
And, winding on the toppled wall
Where carven gods hold carnival,
The cobra couples with his bride.”*

– Clark Ashton Smith: *Jungle Twilight*

This chapter describes several locations in the area surrounding the lost city of Gondira. The player characters may explore these locations in any order. As mentioned in the introduction, let further play develop based on the natural and appropriate reactions of non-player characters and monsters.

Standard Features

Unless otherwise noted, the Riverlands environment has the following characteristics:

Map Scale: Each hex on the regional map is 6 miles across. All terrain (outside rivers) is difficult and therefore the normal travel distance per day figures should be reduced by half (assuming a normal pace, the unmodified travel distance is 24 miles per day, which when halved becomes 12 miles per day, or 2 hexes per day).

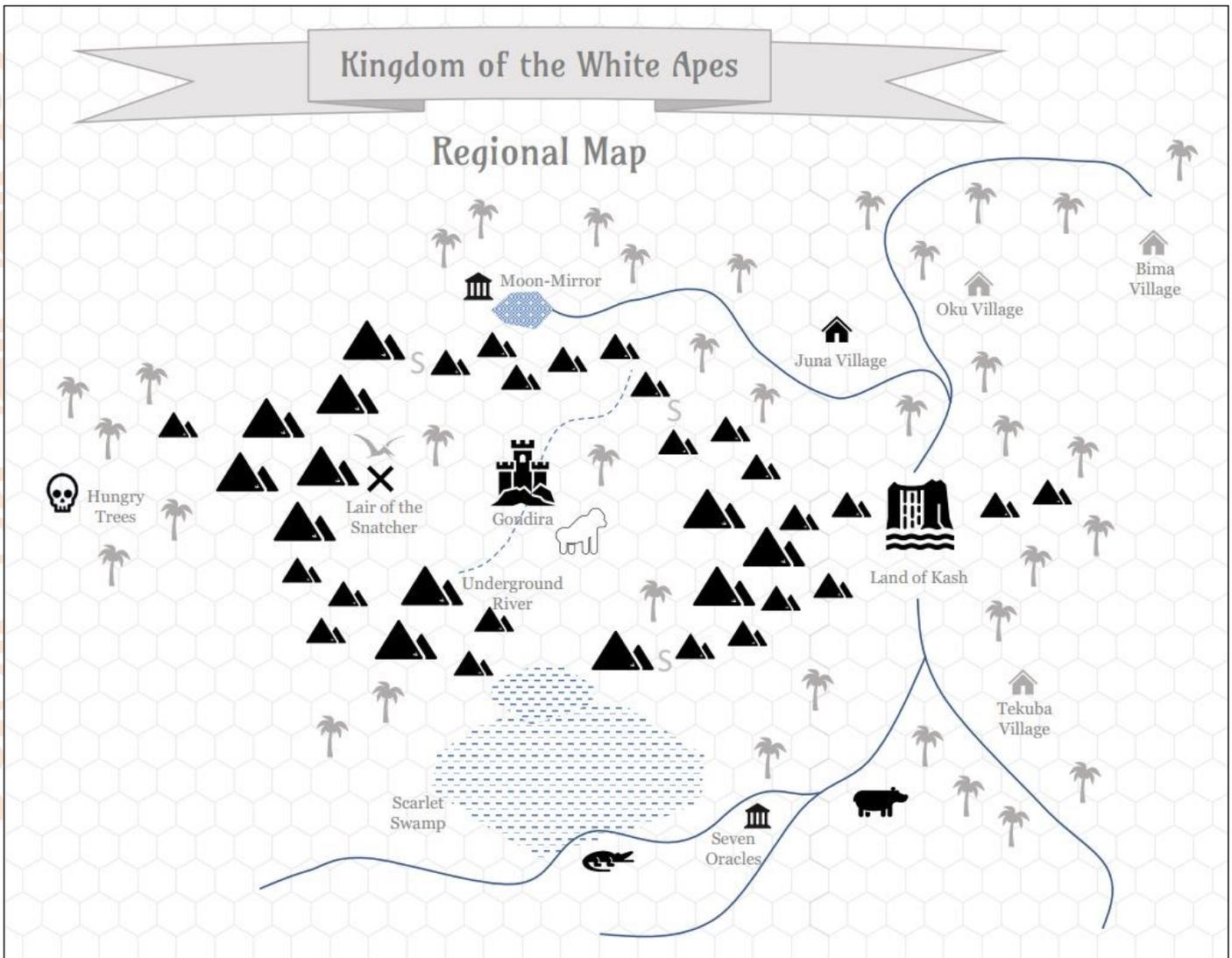
Rivers: The rivers are brown, sluggish, and slow-moving (the current is 3 mph at the waterfalls in the Land of Kash, and

as little as 1 mph further downriver). No skill check is normally needed to swim across or down the rivers. Swimming upriver requires a Strength (Athletics) check (DC 12).

The Juna travel the river in barges or canoes. The barges hold up to 12 men and equipment, are crewed by at least two men each using a 10-15 foot pole and have a speed of 1 mph upriver and 2 mph downriver. The canoes hold up to 6 men and equipment, are crewed by at least one man using a paddle, and have a speed of 2 mph upriver and 3 mph downriver.

Hippopotami menace the rivers but are thankfully somewhat rare. Roll on the Riverlands encounter table for any significant length of river travel.

Jungle: Outside the rivers, the jungle is so full of vegetation that it counts as difficult terrain in most places, and the trees block the sun causing dim light (ie a lightly obscured area where Perception checks are made at disadvantage) unless torches are used even during the day.



Encounters: The Riverlands

1. **hippopotamus**, aggressive and unpredictable
- 2-3. **crocodiles** (1d6)
- 4-6. **Juna tribal warriors** (2d6, in canoes or barge if encountered near river), with 50% chance of coming from or going on a hunt or raid
- 7-8. **non-Juna tribesmen** (1d8) of the Oku, Bima, or Tekuba tribe, with 50% chance of fleeing from Juna tribal warriors (2d6)
9. **giant toad**
10. **white apes** (1d3) with 25% chance to be on their way to meet with Juna warriors to receive tribute (afraid of water; if PCs are on river, they spot apes along riverbank)
11. **jungle creeper** (on land or floating in river)
- 12-13. **swarm of quippers** (in water only, otherwise reroll)
- 14-15. disease (**sewer plague**)
16. **giant dragonfly**
- 17-18. **swarm of leeches** (as **swarm of insects**, with blood drain ability as per stirge; in water only, otherwise reroll)
- 19-20. **stirges** (3d6)

Ragula, Seeker of Visions

A group of two dozen **Juna tribal warriors**, led by the warrior-prince **Ragula**, are on their way to the Moon-Mirror to seek a vision. They have captured a foreigner (**Ifura**, a Mazanian warrior-woman) who they intend to sacrifice to **Atu-Atu**, a mysterious creature that lives by the lake.

Background: The Juna tribe are also known as the River-People. Their current chieftain is Maraklu, and his son is Ragula. As long as anybody can remember, the Juna tribe has been protected by the so-called Mud-Men of Kash, which the Juna worship as gods. The Mud-Men protected the Juna against the raids of the white apes of Gondira.

But one day, the gods of the Juna turned against them. Women and children who had sought refuge in the temple of the Mud-Gods during a raid of the white apes, were massacred by a Mud-Man. The priestesses of the Mud-Gods could not explain why the gods of the tribe had cursed and punished the Juna people in this fashion.

After that dark day, chieftain Maraklu gave the order that the Juna tribe should submit to the white apes, to protect the River-People from extermination. But Ragula, youngest son of Maraklu, refused to accept this order. He wanted to defeat the white apes and regain the favor of the Mud-Gods of Kash. No one knew how, so Ragula decided to seek advice from **Atu-Atu**, the ancient creature that lairs by the Moon-Mirror.

Ragula and his men went west. On the way they met Ifura, a warrior-woman from Mazania, and together they tracked down a white ape and killed it. After this victory, Ragula and Ifura celebrated by sharing drinking-cups and sleeping-blankets. But when she awoke the morning after, Ifura found herself bound on hands and feet, and realized that Ragula meant to sacrifice her to Atu-Atu. However, Ifura worked her bonds and managed to escape.

Development: Ifura comes fleeing from the Juna camp towards the player characters. Her hands are still bound, but her feet are free from the ropes. She is pursued by 6 **Juna tribal warriors** and one **Juna sub-chief** (as **bandit captain** but armed with spear and club). The PCs have a choice between aiding Ifura (by fighting the Juna who follow her) or assisting the Juna (by capturing Ifura and turning her over to them). The Juna sub-chief, **Gora**, promises that the PCs will be rewarded by Ragula if they hand over the captive.

Helping Ifura: If Ifura is assisted, she explains what she knows about the Moon-Mirror and that Ragula intends to make a sacrifice to the creature of the lake. She wants the PCs to help her take revenge on Ragula, and she also wants her equipment back, so she suggests attacking the Juna camp.

The Juna have Ifura's equipment (see the NPC appendix) in their camp. There is a 50% chance that Ragula and most of his warriors have already left to explore the temple on the lakeside, leaving 2d4 warriors behind to guard the camp.

Alliance with the Juna: If the player characters decide to hand Ifura over to the Juna warriors, Gora escorts the PCs back to the camp. If Ragula has already left for the temple, Gora follows with the PCs and Ifura.

When Ragula meets the PCs, he sizes them up and seeks to extract as much useful information from them as he can about who they are and what their goals are. If the PCs seem weak, Ragula seeks to capture them and sacrifice them along with Ifura. If the PCs seem strong, Ragula seeks a temporary alliance, but may turn on them later if the player characters are weakened after exploration of the temple, fighting with crocodiles, etc. Ragula tries to make sure that the PCs are in the front line rather than his own men.

Fighting the Juna: At some point a battle may break out between the PCs and the Juna. Ragula rules through fear, so unless he is defeated, the Juna warriors dare not retreat from combat.

If the PCs defeat more than two-thirds of his men, Ragula changes tactics and calls for a truce. He then begins to explain why the Juna have come to the Moon-Mirror, and what they seek to accomplish; to get guidance from Atu-Atu to help them against the white apes. However, a sacrifice is required and if the PCs refuse to allow Ifura to be sacrificed, some other victim needs to be captured for this purpose.

If necessary, Ragula tempts the PCs with tales of the golden gates of Gondira and says he can take the PCs there, but first he seeks to bring them back to his own village where he can recruit more men (and where he can gain leverage over the PCs again; he may decide that a sacrifice of foreigners to the Mud-Gods is all they need to regain the gods' favor...).

The Moon-Mirror

An ancient, primitive, square temple stands on a hilltop above a swampy lake. A narrow pathway of stairs carved into the hillside leads down from the temple to the water of the lake, where on a natural rock promontory stands a moss-grown stone, strewn with skulls and bones, that is used as an altar to offer sacrifices to the creature of the lake, known as **Atu-Atu**. This ageless and immortal creature manifests as a ball of weird light that hovers over the mirror-like surface of the water, where its shifting luminescence provides strange visions in the water to those who offer it sacrifice. It attacks those who call on it without offering sacrifice.

Standard Features

Unless otherwise noted, the environment has the following characteristics:

Map Scale: One square equals 5 feet.

Floors: Flagstones, cracked and broken, cracks are filled with moss, weeds and dirt.

Walls: Mortared stone, 10 feet tall. Climb DC 15 (outside, to climb onto roof).

Lighting: Rooms are unlit.

Doors: Stone (AC 17, hp 27), open outward. Break DC 15. If locked DC 15 to pick with thieves' tools.

1. Trails to Temple

A jungle trail leads to the temple. On the open ground in front of the temple building the trail splits in two. The most well-trod trail leads to the antechamber (area 7), while a fainter trail leads to a hall (area 2).

2. Empty Hall

This chamber is full of dirt, broken pottery, and skittering vermin.

On the eastern wall is a metal portcullis that is rusted and stuck in place. It is possible to peek into the sanctum (area 6). It takes a Strength check (DC 20) to bend the bars enough to squeeze through.

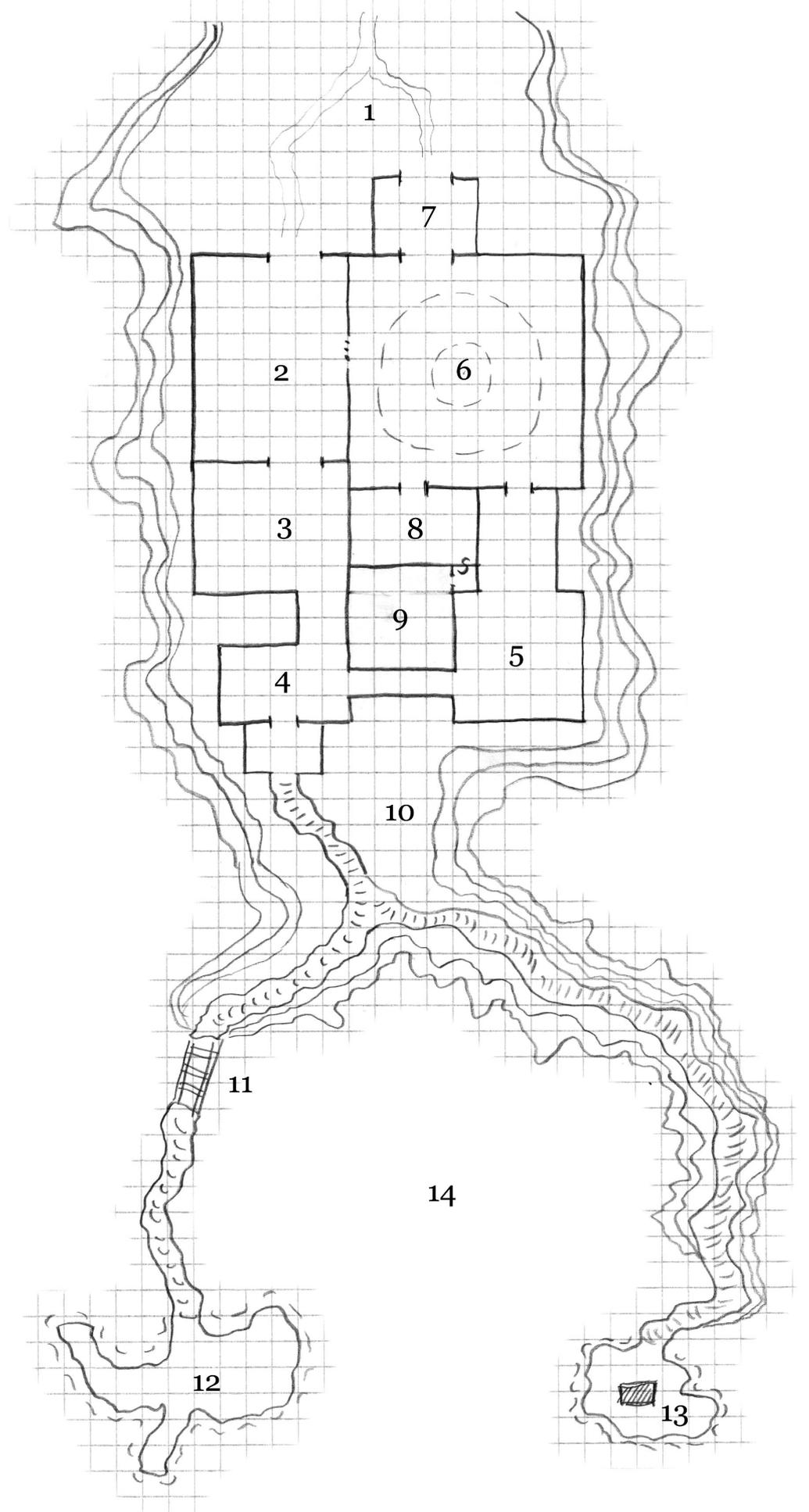
3. The Slithering Guardian

An **anaconda** (use **giant constrictor snake** stats) is coiled up in this chamber. There is a 50% chance that it has recently digested a meal, and if so, it may be bypassed using stealth. If hungry or provoked it strikes against intruders with surprising speed for its bulk.

4. Exit to Carved Steps

An open archway in this chamber leads out to the pathway outside (see area 10).

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5. Empty Chamber

This room contains only dirt and dust.

6. Sanctum and Hidden Mosaic

The ceiling of this sanctum is inlaid with a mosaic that shows a black night sky and a large silver ball that apparently represents the moon.

The floor is covered in dust. If the dust is removed, two concentric rings of mosaics inlaid in the floor become visible. The inner ring depicts a pattern of skulls, while the outer ring depicts kneeling supplicants, slaves or sacrifices turned inwards against the inner ring.

For each creature in the sanctum when the floor mosaic is uncovered, roll 1d4 (unless a player character has explicitly stated his position within the chamber). On a roll of 1, the creature is assumed to be standing within the inner circle. This has no immediate effect, but if that creature later encounters Atu-Atu (see area 14), it must make a Wisdom saving throw (DC 13) or be paralyzed with fear for as long as Atu-Atu is present.

7. Antechamber

This relatively small chamber leads into the sanctum (area 6) via an open archway.

8. Priests' Abode

The room is littered with dirt, rotting cloth and broken pottery.

The back wall is covered with a large bas-relief of four priests turned towards a crescent moon on the eastern end of the wall. The moon is movable and can be pushed to turn the crescent moon into a full moon, which unlocks the secret door to the vault (area 9); this becomes apparent with a successful Intelligence (Investigation) check (DC 15).

9. Secret Vault

When the moon in the bas-relief wall (see area 8) is pushed, the secret door to this vault swings open and outwards.

Trap: A **yellow mold** grows on the inside of the secret door, where it is dark and moist. When the door opens, the mold spreads in a 10-foot cube from the door and into area 8.

In the secret room is the ancient, mold-covered skeleton of a priest.

Treasure: Next to the skeleton are 20 silver vessels (worth 50 gp each), a small wooden chest with 10 strong-smelling linen strips (each cures 1d8 points of damage if worn for at least 10 minutes, after which the bandage loses its effect), and *the book of Atu-Atu* (a collection of various things learned from the creature of the lake by the priests; once per month it may be consulted to provide the benefits of a *legend lore* spell).

10. Carved Steps to Lake

The temple building stands upon a rock outcropping about 50 feet above the surface of the water. From the temple, a path of steps carved into rock leads down to the surface of the lake, and a crescent-shaped bay (see area 14).

The steps are timeworn, overgrown with moss and slick with moisture, and count as difficult terrain. If a creature takes a Dash action to run along the pathway, a Dexterity (Acrobatics) check (DC 15) is required to avoid slipping and falling.

11. Rotting Rope Bridge

The bridge is 30 feet above the water and 15 feet long. The rotting ropes that form the bridge have a 20% chance to break for each medium-sized creature that stands upon the bridge at the same time (ie if three creatures cross the bridge in a single file it has a 60% chance to break). Creatures falling into the water take 1d6 points of bludgeoning damage and must make a Dexterity saving throw (DC 13) to avoid becoming prone.

The rocks are wet and slippery, and it takes a successful Strength (Athletics) check (DC 15) to climb back up again. The splash made when falling into the water has a 50% chance to attract 1d3 **crocodiles** who arrive in 1d2 rounds.

12. Quay

This is a natural quay where canoes can easily lay to.

“Out of the darkness of a corner rose a swaying shape; a great wedge-shaped head and an arched neck were outlined against the moonlight.

In one brain-staggering instant the mystery of the ruins became clear to him; he knew what had watched him with lidless eyes as he lay sleeping, and what had glided away from his door as he awoke — he knew why the Indians would not come into the ruins or mount the cliffs above them.

He was face to face with the devil of the deserted city, hungry at last — and that devil was a giant anaconda!”

— Robert E. Howard:
Black Vulmea's Revenge

13. Stone of Sacrifices

At the end of this promontory, just 5 feet above the lake-water's surface, is a moss-grown altar, seemingly long unused. If the moss is scraped away, small holes for torches can be seen in the altar-stone. A successful Intelligence (Arcana or Religion) check (DC 12) can be used to realize that this means ceremonies were held at night. Ancient bloodstains are also clearly visible on the grisly stone.

Treasure: Around the altar are a few scattered and weathered skulls and bones. A successful Intelligence (Investigation) check (DC 13) can be used to glimpse more bones through the murky waters, as well as the glimmer of gold. There are dozens or perhaps hundreds of skeletons (12d20) scattered on the underwater rocks near the altar, at a depth of between 10 and 30 feet. Some of the skeletons still wear golden jewelry, perhaps part of the offering wherein they were sacrificed. For each skeleton, there is a 20% chance that it wears a golden necklace or ring worth 1d10 × 10 gp.

Unless the player characters use some special technique to retrieve the skeletons, assume it takes 1 minute to retrieve one skeleton from the water and remove the jewelry from it. For every 10 minutes, the disturbances in the water attract 1d6 **crocodiles**.

14. Crescent-Shaped Bay

The bay between the two rock promontories forms a natural crescent shape. There is a 50% chance of 1d6 **crocodiles** swimming in the water here.

This is also where **Atu-Atu**, the mysterious creature of the lake, appears when the full moon shines upon the water and turns the crescent-shaped pool into the Moon-Mirror. For untold generations, the natives of the area have offered sacrifice to Atu-Atu at the altar-stone (area 13) and in return received visions from the creature.

Atu-Atu has the statistics of a **will-o'-wisp** with triple normal hit points. It uses its Consume Life ability to draw the final life force from the sacrificial victim who has been brought to 0 hit points by the priest performing the ritual. It then uses its Variable Illumination to form flashes of light within which, mirrored in the lake-water, can be seen blurry visions.

Atu-Atu appears at each full moon. If there are people near the altar-stone, but Atu-Atu is not offered a sacrifice, it becomes angry and attacks. It can use its Shock attack not only as a melee attack against adjacent foes, but also as a ranged attack from within 60 feet against anyone standing near the altar-stone or the water's edge, by channeling the lightning through the water. If Atu-Atu is brought to 0 hit points, it dissipates but reforms before the next full moon.

Visions in the Moon-Mirror

If a sacrifice is performed to Atu-Atu, the following visions may be glimpsed, in addition to any other visions the GM deems appropriate:

- ◆ A red-robed man being cast out of a city with golden gates.
- ◆ A red-robed man standing in the jungle surrounded by white apes, teaching them wisdom.
- ◆ White apes attacking and overwhelming a city, led by a red-robed man.
- ◆ A red-robed man sitting on a huge throne, while white apes kowtow in front of him.

Juna Villages

The Juna is a powerful jungle tribe that dwells in the Riverlands. They live in villages of mud huts built in hillsides along the river. The main Juna village is indicated on the regional map. It has a population of around 1,000 adults; around one-third of these are **tribal warriors**. There are several lesser Juna villages, each of between 50-100 people.

The chieftain of the Juna is **Maraklu**. Among his many sons is **Ragula**, who has left the village to go to the Moon-Mirror, as described in the previous section. The Juna tribe was until recently protected by one of their living gods, a **Mud-Man of Kash**, until it went berserk and killed many villagers inside its temple. Believing their gods have abandoned them, the Juna now have no choice but to offer tribute to the white apes of Gondira.

Maraklu's six wives and concubines serve as **priestesses of the Mud-Gods**. The relationship between Maraklu and his concubines is not currently a good one. The priestesses want to restore the the worship of the Mud-God and loudly criticize the chieftain for his appeasement of the white apes. And yet they have also lost respect with the tribe due to their failure to explain why their own god massacred innocent women and children.

Maraklu is initially friendly towards strangers but may seek to betray them (for example, throw the PCs a feast but serve them poisoned food; or offer the PCs lodging but send warriors to attack them in their sleep; etc.) and send them as prisoners to the apes of Gondira. However, if the strangers appear strong and are willing and able to help and protect the Juna against the white apes, the chieftain may be willing to enter a true alliance.

Other Villages

The main villages of the other tribes (the Oku, Bima, and Tekuba tribes) are shown on the regional map. These villages are each home to around 300 adults; around one-third of these are **tribal warriors**. They are connected to many smaller villages with 25-50 inhabitants.



Temple of the Mud-God

This temple is located inside a hill near the Juna village. It is accessed via a cave opening about 30 feet above the ground level.

Standard Features

Unless otherwise noted, the environment has the following characteristics:

Map Scale: One square equals 10 feet.

Floors: A mix of natural stone and hard-packed clay.

Walls: Cave walls coated with smooth clay, 15 feet tall. Climb DC 15.

Tunnels: Cave tunnels are at least 10 feet wide.

Lighting: Caves are unlit.

1. Cavern Entrance

A well-trod, zig-zagging pathway leads up the hillside to a great round opening about 30 feet above ground level. The pathway is of soft clay and the footprints of many men, women and children are clearly visible. A Wisdom (Survival) check (DC 11) indicates that none of the footprints are fresh; all are several weeks or months old.

2. Vast Cave and Mud Pool

A vast natural cave, 220 feet wide and 80 feet deep, with a mud pool taking up most of its space. The pool is 40 feet deep and filled with bubbling, brown, muddy water. Due to high concentrations of mud and clay in the water, it is noticeably thicker than normal water, and a Strength (Athletics) check (DC 13) is required to swim in the pool. The water is warm but not scalding hot.

3. Mound

A natural tunnel filled with muddy water leads north from the mud pool. In the middle of the tunnel is a cave with a ceiling height of 20 feet. In the middle of the cave is a small mound of clay, 15 feet in diameter and 10 feet tall. It takes a Strength (Athletics) check (DC 12) to climb to the flat top of the mound. Atop the mound is a *potion of heroism*, three primitive female figurines carved from elephant tusk (worth 30 gp each), and a **swarm of poisonous snakes**.

4. Ritual Chamber

The walls of this grotto are decorated with primitive paintings in bright red and yellow colors of round male and female figures. An Intelligence (Religion) check (DC 12) indicates that the images depict some kind of ancient, tribal fertility ritual. If the check succeeds against DC 15, it is revealed that if the paint is scraped off the wall and smeared upon a creature's face it can provide the benefits of a *cure wounds* spell (healing 1d8

points of damage for each quarter of the painting that is destroyed, ie scraping off the entire painting heals 4d8 points of damage).

If any paint is scraped off the wall, the creature from area 5 appears within 1d4 rounds and is automatically hostile. Otherwise, there is a 50% chance that the creature from area 5 will appear here every time a creature passes through this area, and its initial attitude is indifferent.

5. Haunt of the Dead Priestess

This grotto contains the bones of **Tu'nara**, a former concubine of Maraklu and priestess of the Mud-God. She was slain by the god itself when it went berserk. Tu'nara has become a **ghost** and now haunts this part of the temple. She can only be laid to rest if the Mud-God in area 6 is destroyed.

If encountered here or in area 4, her initial attitude is indifferent, and the player characters can interact with her to alter her attitude to friendly or hostile. This can be roleplayed, or a PC can attempt a Deception, Intimidation or Persuasion check (DC 15), with failure causing the ghost's attitude to become hostile. If the wall paintings in area 4 have been damaged, she is automatically hostile.

If Tu'nara becomes friendly, she reveals the strengths and weaknesses of the Mud-God in area 6, and she also reveals how the items in areas 7 and 8 can be used to weaken the creature. Tu'nara herself cannot leave areas 4 and 5 unless she has possessed a creature.

If the ghost becomes hostile, she attempts to possess a creature, and then runs into area 6 to attack the Mud-God.

6. Great Shrine

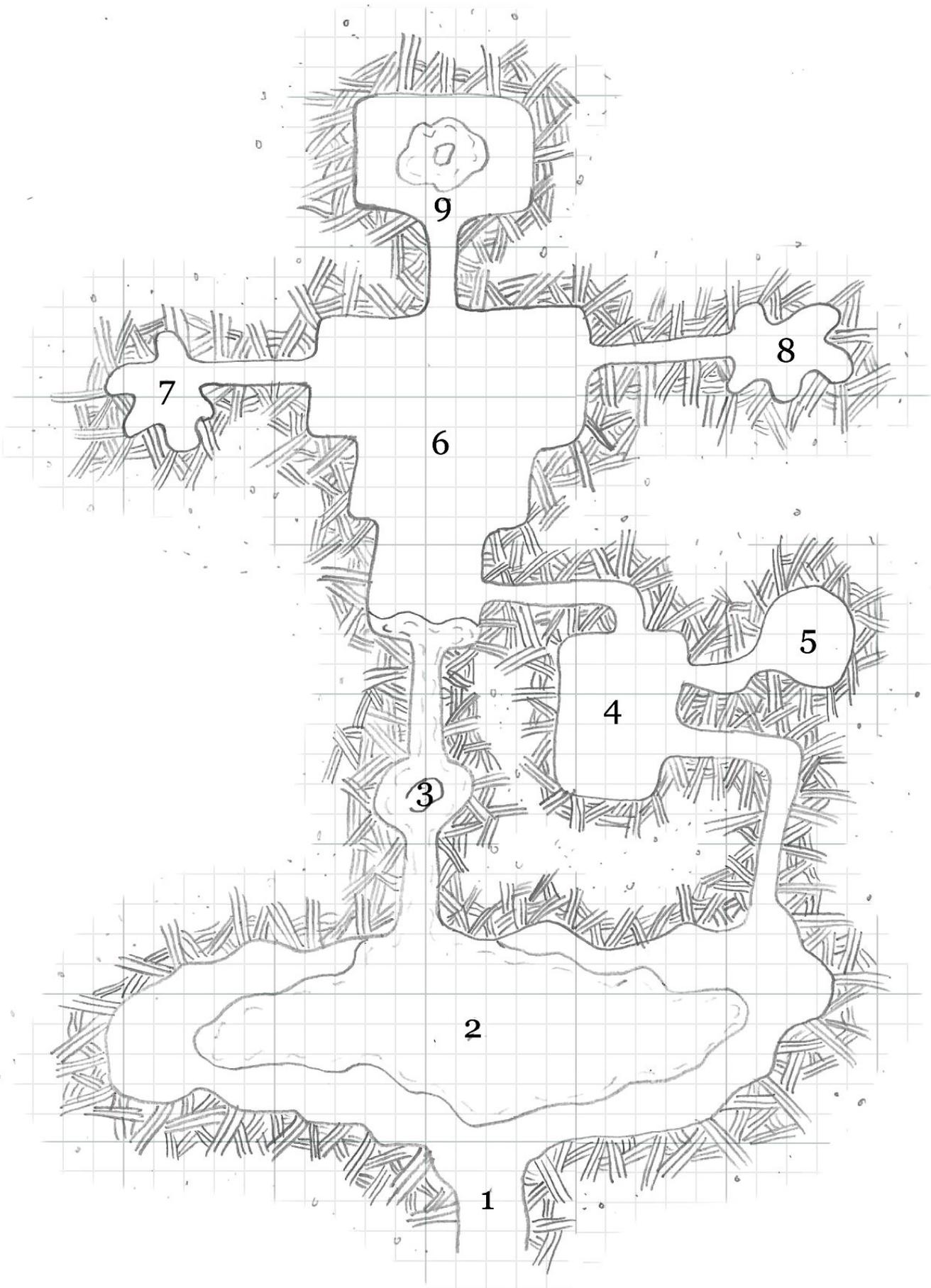
A vast cave with a ceiling height of 25 feet, 100 feet deep, 40 feet wide at its southern end and expanding to a width of 90 feet at its northern end. The walls of the cave are filled with primitive paintings of fertility rituals.

In the center of the cave stands the immobile form of the **Mud-God** (with stats as per a **clay golem**, currently has 119 hp). This primitive clay statue has three fingers on each hand, big bulging round eyes, and a potbelly. If the Mud-God lowers itself into the muddy waters of the pool (area 2 and north towards area 6), it regenerates 10 hit points per round.

Littered on the soft clay floor around it are the skulls and bones of Juna women and children who were massacred by the Mud-God when it went berserk. This happened several months ago, when the tribespeople sought refuge in the temple during a raid on their village by the white apes of Gondira.

The Mud-God is ancient, but natural withering that started fairly recently causes it to slowly dry up and lose 1d4 hit points per day. When it is reduced to 60 hit points or less, it goes berserk. When there are no more enemies, it stumbles into the muddy water in the south end of the shrine and regenerates, stops berserking and returns to its position in the center of the cave, and the cycle starts all over again.

The Mud-God attacks any creature that attacks or tries to damage it, as well as any creature that tries to reach areas 7-9. The Mud-God is bound to the temple and cannot leave past area 1.



7. West Shrine

This grotto contains a small stone altar upon which stand half a dozen small clay figurines. Each figurine has AC 16 and 2 hp. For each figurine that is destroyed, the Mud-God in area 6 suffers 10 points of damage and its hit point maximum is reduced by the same amount.

8. East Shrine

A circle of pebbles is laid on the floor of this grotto. Inside the circle stands a small, round clay figurine of a fertility goddess. The figurine grasps a clay flute. The circle is a *glyph of warding* that deals 5d8 points of acid damage to those who cross or disturb the circle (Reflex DC 13 for half damage).

If a character spends an action to play the flute and succeeds at a Charisma (Performance) check (DC 12), the Mud-God in area 6 loses its damage immunities for as long as the flute is played and the character is within 60 feet. The character can continue playing the flute using a bonus action on subsequent turns.

9. Inner Sanctum

This square cave has a pool of mud 25 feet in diameter. In the center of the pool is a clay pillar, 5 feet in diameter and 10 feet tall. Inset into the pillar are 12 small, uncut blue diamonds (each worth 500 gp).

The mud pool is **quicksand**. When a creature enters the area, it sinks 1d4+1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check (DC 10 + the number of feet the creature has sunk into the quicksand). A creature that is completely submerged in quicksand cannot breathe (see the suffocation rules).

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

Land of Kash

The legends of the Juna tell of the Mud-Men of Kash, an ancient, powerful race of men that clad itself in mud to resist the passage of time, becoming eternal guardians of lesser races and eventually worshipped as the Mud-Gods. Other tribes say that the men of Kash were evil and cursed to become statues of stone and clay.

In the tribal art of the Juna, the Mud-Men of Kash are depicted with three fingers on each hand, big round eyes, potbellies, and exaggerated genitals.

The land of Kash is dominated by jagged hills, muddy pools, and treacherous quicksand. Two great rivers originate from these hills, flowing north and south after emerging from great twin waterfalls. Somewhere, perhaps beyond the waterfalls, the legends say that there are great halls of stone, silent but illuminated by glowing blue diamonds.



Hungry Trees

This part of the jungle is home to a rare species of carnivorous trees. The tall, thin trunks and branches are pale white; the leaves are a mottled crimson, especially when the plant has recently fed upon a victim. These **hungry trees** (statistics as per **shambling mounds**) are always encountered alone. The ground is littered with skulls and bones, and the jungle is unusually silent. The natives wisely avoid this area.

Scarlet Swamp

This is an area of wetlands and small islands of quicksand, rotting trees with twisting vines (some of them alive and carnivorous, see **jungle creeper** in the Monster appendix), **stinking poisonous fogs** (as per *stinking cloud*), and insect-borne disease. **Stirges** and **crocodiles** are especially plentiful here. In short, this is not a pleasant place, and it forms an effective natural barrier to the south of the valley of Gondira.

Those bitten by stirges, or those who are exposed to swarms of lesser insects by spending at least 24 hours in the swamp, risk contracting **sleeping sickness**. The effects are similar to **sewer plague**. The Juna craft a special salve from hippo sweat that repels insects (including stirges). One dose coats one medium-sized creature and lasts for 24 hours.

Lair of the Snatcher

In the mountains west of Gondira is the aerie of a great flying lizard, a dire pterosaur. It is called **K'kukula, the Snatcher**, by the local tribes. Even the white apes of Gondira fear this ancient creature, as it is large and strong enough to grab a lone ape and carry it through the air to its remote mountain lair, where the victim is dropped and smashed on the rocks below, leaving K'kukula to dine on the bloody pieces.

The dire pterosaur has the statistics of a **wyvern** with the addition of an automatic grapple whenever its claw attacks hit a creature of its own size or less (escape DC 14). Among the bones in its lair are a total of 3,781 gp, a *shield +1* and a *gem of brightness* with 21 charges.

It is possible to walk through the jungle-covered foothills leading to the lair, but the final 150 feet up to (or down from!) the aerie must be climbed with a series of Strength (Athletics) checks against DC 15. Success means the creature moves up or down at half its normal speed. Failure means the character makes no progress up or down, while failing by more than 5 points means the character falls down and takes 1d6 points of bludgeoning damage for every 10 feet it fell and lands prone.

Seven Oracles of Irketa

A half-ruined white marble temple sits at the junction of two rivers. Despite its decrepit state, with columns choked by vines and flagstones broken by weeds, the temple is still inhabited. The local tribes know it as a temple of Irketa, a snake-goddess of Mazania. Serpentine imagery and female idols embraced by twisting snakes dominate the area.

With research, or a successful Intelligence (History or Religion) check (DC 13), a character can recall that the temple was (and is) known for being inhabited by a group of seven oracles, priestesses who, for a price, can assist with healing, lore, and divinations. Perhaps they also know a secret way into the mountain valley of lost Gondira?

In reality, a coven of three **green hags** now masquerades as beautiful priestesses of Irketa. The hags go by the names **Hamana, Zikada** and **Lutosa**; their true names are truly foul. And the hags do know a secret path into Gondira.

If the PCs come to the temple looking for a favor, they are received by the trio in a dimly lit hall flanked by serpentine columns, with a deep circular pit in the middle of the chamber. Hamana, acting as the leader, appears as a beautiful middle-aged woman with a large yellow snake coiled around her voluptuous body, flanked by two younger priestesses clad in gauzy white robes.

Regardless of what the PCs ask for, Hamana asks them to go on a quest in return: To find and rescue a child from the Tekuba village to the east. According to Hamana, this is Lutosa's child, stolen from her by Oguura, chieftain of the Tekuba, who abducted the priestess, got her pregnant, and kept her imprisoned until she managed to escape back to the temple. In reality, the child is the chieftain's daughter by one of his lesser wives. The hags have invented the story in order to steal a baby of noble blood; they want to devour it, which will cause Hamana to become pregnant and thus spawn yet another hag.

The player characters could perhaps become suspicious if/when they realize there are only three "oracles" instead of sev-



en, as per the local knowledge. The skeletons of the seven real priestesses lie cloaked in darkness at the bottom of the deep pit in the center of the temple, along with 2,000 gp worth of various gold and silver offerings thrown down throughout the ages. Buried in a layer of dirt is an arrow of reptile slaying.

By using an action and spending one of their coven spell slots of level 3 or greater, the hags may command the spirit of a slain priestess to emerge from the pit and attack opponents (with stats as per a **specter**). The hags can only command one such spirit at a time, but may expend further spell slots to command another one to rise from the pit if the first one is slain, and so on. Commanding the spirit requires concentration and the maximum duration is 1 minute; if concentration is broken, the spirit dissipates back into the pit.

Gondira, Kingdom of the White Apes

The city of Gondira sits in a valley ringed by hills on three sides; to the south the Scarlet Swamp forms a natural barrier. The hills reach a height of 300 feet and the hillsides are mostly covered with thick vegetation. The white apes of Gondira can easily climb the hills and hide in the vegetation.

Secret Paths: Several secret paths to Gondira through the mountains exist (indicated by an S on the regional map). The Juna tribesmen know at least one of these paths, another path is known by the hags in the temple of Irketa, and others have been lost to time but may be discovered by chance.

Roll on the Gondira and Environs random encounter table (see chapter 2) whenever a secret path is used.

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Market Square

Once the center of bustling trade at the height of Gondira's power, this large square is now empty and abandoned.

Slave Pens

These enclosures hold captured humans from the Riverlands and elsewhere. Pairs of **white ape** overseers force the captives to work on cultivating food and rebuild ruins. There are three enclosures, each holding 5d6 captives (mostly **commoners**). The palisade walls are 15 feet tall and spiked at the top. The enclosure gates are barred from the outside at night, and guarded by a single white ape.

Zoo

The white apes of Gondira have captured several wild animals and keep them caged here for their amusement. The animals are kept in the roof-less basements of half-ruined buildings, ringed with wooden spiked fences (15 feet tall).

The attractions on display include three **lions**, a **terror bird (axe beak)**, a **giant constrictor snake**, and an **elephant**.

One **white ape** acts as the zoo-keeper.

White Ape Lairs

Several of these exist within the ruins of Gondira, including two within the palace itself. Each lair outside the palace consists of a dominant **white ape lord**, along with his harem of 1d4 **female white apes**, 1d6+1 **male white apes** serving their lord, and 2d4 **young white apes**. The white ape lords who lair in the city ruins are named **Utagar**, **Toltar**, and **Igurar**, and the ape lords who lair inside the palace are called **Krogar** and **Gonathar**.

The white ape lords meet occasionally in what functions as a council of the elders, but the various groups of white apes are otherwise quite autonomous. Only the ape lords dare enter the throne room to receive the commands of Sosmet.

Each ape lair is surrounded by a wooden spiked palisade wall, 15 feet tall, and has a ballista (see sidebar) at its entrance, manned by a white ape if intruders are detected. The apes also employ traps such as **hidden spiked pit traps** (20 feet deep), **falling nets**, and tripwires that trigger **thrown spears**.

Treasure: Each ape lair contains a random collection of items and valuables taken on raids and received as tribute from the Juna tribes. Roll three times on the Minor Treasure table and once on the Major Treasure table (see Treasures appendix).

Upper Catacombs Entrance

Northeast of the market square, about halfway to the central well, is a wide opening in the hillside, flanked by moss-covered statues. This is the entrance to the Upper Catacombs of the city. **Corpse-eating white apes** roam this area.

Ballista

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Well

The central well connects to the underground river passing beneath Gondira. From the river it is possible to access the lower catacombs (see chapter 4).

The well is 10 feet in diameter and 150 feet deep. The first half of the well has walls covered with flagstones (climb DC 15), the bottom half is natural bedrock (climb DC 13).

Other Wells: There are other wells across the ruins of Gondira, but these are simple pits, up to 40 feet deep, designed to capture and store rainwater. The walls and floor are covered with flagstones slick with wet moss (climb DC 15). Water level typically reaches 20 feet. There is a 75% chance that a pit opening has been overgrown with vines and a Dexterity saving throw (DC 14) must be made to avoid falling into such pits by accident.

Observatory

A lesser domed building at the summit of the hill near the palace, with great sliding metal doors around the sides of the dome. Inside, in the center of the dome, is a large metal tube, a giant's spyglass positioned against the sky on a rotatable dais. The glass is cracked, and the apparatus is useless.

Creatures: A trio of **giant spiders** lurk in the building's antechamber, where they have set up their near-invisible webs and hide in the ceiling.

Treasure: Among the rubble on the floor is a *spell scroll of banishment and contact other plane*. Searching the building for at least 10 minutes also reveals a set of twelve clay tablets filled with astrological and planar secrets that provide double the proficiency bonus to any relevant Intelligence (Arcana) check a character makes if studying the tablets for at least 1 hour before making the roll.

Palace

Situated on top of a hill in the center of the city of Gondira is the great marble-domed palace, with its legendary golden gates. See chapter 3 for the palace map and room descriptions.

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Chapter 3: The Thing on the Throne

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The Palace of Gondira

This section details the ground level of the palace.

Standard Features

Unless otherwise noted, the environment has the following characteristics:

Map Scale: One square equals 20 feet.

Floors: Flagstones, smooth and unbroken. Many rooms have thick woven rugs or wild animal furs covering the floor.

Walls: Outer walls are of smooth white marble (DC 18 to climb). Interior walls are 20 feet tall, superior masonry walls, covered with plaster (DC 15 to climb) and frequently decorated with paintings.

Lighting: Rooms are lit by wall-hung torches in corridors, and ornate bronze braziers in rooms. Braziers may be pushed or kicked with a Strength check (DC 14) and will spill hot coals in a 10 foot cone, dealing 1d6 points of fire damage.

Doors: Strong wooden doors (AC 16, hp 27), open outward. Break DC 15. If locked DC 15 to pick with thieves' tools.

1. Avenue and Golden Gates

A broad paved avenue, flanked by vine-choked marble columns, leads to a wide stairway.

At the top of the stairs are the fabled golden doors of Gondira's palace. These double doors are each 20 feet wide and 20 feet tall, and two feet thick. They are made from hardwood, covered with beaten gold, and decorated with reliefs of armored giant-kings. Each door is worth 5,000 gp in material value alone, and double that as part of an intact set, but weighs upwards of 500 lb.

Both doors typically stand slightly ajar, enough for a large creature to squeeze through, and each requires a Strength check (DC 20) to push fully open or shut.

2. Columned Hall

There is a 25% chance to encounter a solitary **white ape** here, making its way east or west from one part of the palace to the other, and a 25% chance to encounter a pair of **white apes**, serving the ape lords Krogar (see area 10) and Gonathar (see area 18) and about to engage in a fistfight over some perceived trespassing.

Ten somewhat timeworn columns uphold the roof. A column can be destroyed by dealing at least 27 points of bludgeoning damage to it (AC 17); if more than 6 columns are destroyed the ceiling falls down, dealing 10d10 points of bludgeoning damage to anyone in the room (Dexterity saving throw [DC 17] for half damage).

A set of double doors in the north wall lead to the throne room (area 3). The doors are each 10 feet wide and 20 feet tall, and usually closed but unlocked.

3. Throne Room

A grand circular chamber with a magnificent domed ceiling; sunlight comes in through a circular hole in the ceiling. At the north end of the chamber a broad staircase leads up to a mighty throne. A red-robed, hooded figure some 8 feet tall sits on the throne; closer inspection reveals that it is a corpse that has somehow been naturally mummified.

“There was no answer, and lifting their eyes, the brothers were greatly reassured by the aspect of the seated ancient. Death alone could have set the grayish pallor on the brow, could have locked the lips in a rigor as of fast-frozen clay. The eyes were like cavern-shadowed ice, holding no other light than a vague reflection of the lamps. Under the beard that was half silver, half sable, the cheeks had already fallen in as with beginning decay, showing the harsh outlines of the skull. The gray and hideously shrunken hands, whereon the eyes of enchanted beryls and rubies burned, were clenched inflexibly on the chair-arms which had the form of arching basilisks.”

— Clark Ashton Smith: The Death of Malygris

However, unless careless player characters interfere with the body on the throne, none of the city's inhabitants will realize the truth and the charade will continue: The white ape lords occasionally kowtow into the chamber and remain kneeling as they accept their orders as spoken by the thing on the throne, then leave offerings of treasure and food behind as they retreat. Meanwhile, in the small secret chamber behind the throne, Ktalis observes silently as her brother Yanis commands the apes through ventriloquism with a booming voice amplified and echoed by the acoustics of the domed chamber.

There is a 20% chance of encountering a **white ape lord** and 1d3 **white apes** here, in the process of receiving such instructions from their mysterious master, and likely oblivious to the PCs (the apes have disadvantage on Perception checks as long as they focus on the throne).

If the player characters witness such an event, they might realize what is really going on. Some PCs may perhaps even want to issue their own commands to the white apes by getting behind the throne and impersonate the mummy. A successful Charisma (Performance) check (DC 12) is required to fool the white apes.

The thing on the throne is **Sosmet** (a special **mummy lord**, see stat block in the Monster appendix for details). He wears three nonmagical gold rings (worth 1,000 gp each), a *ring of fire resistance*, and the *crown of Gondira* (see the Treasures appendix). His body appears absolutely rigid and is seemingly impervious to damage; at least it doesn't react to any damage dealt. The mummy is in a form of stasis and is unaware of its surroundings. Sosmet's hands grasp the arms of the throne so hard that it is impossible to retrieve his rings, except by using a blade to sever the fingers from the hands. Doing this, or attempting to remove the crown from his head using similar means, finally elicits a response: Sosmet's eyes suddenly shine with an evil light (this triggers Sosmet's Dreadful Glare ability as a bonus action) and the mummy unleashes his wrath upon the interloper in the form of melee or spell attacks as appropriate.

If Sosmet animates, this comes as an absolute surprise to Ktalis and Yanis, who have been performing their charade for years and have always believed Sosmet to be truly dead. The siblings attempt to flee, either into the palace dungeons or out into the jungle through the city gates. Sosmet uses all his powers to destroy any who remain to oppose him, but he spares those who fall on their knees and swear loyalty to him. The white apes remain subservient to Sosmet, but were he to be killed (and remain dead!) the various ape lords soon start infighting.

4. Secret Chamber

Access to this secret chamber is via a sliding panel directly behind the throne in the throne room (area 3). The outline of the panel can be detected with an Intelligence (Investigation) check (DC 15). Two small peepholes in the wall can be detected with an Intelligence (Investigation) check (DC 18).

There is a 20% chance that **Yanis** is here, remaining hidden and observing the throne room through the peepholes, increasing to a 90% chance if the dice indicated the presence of white apes in the throne room (area 3). Additionally, there is a 20% chance that **Ktalis** is present and observing through the peepholes as well.

An unlit corridor and stairway leads down to the Palace Dungeons (see next subchapter for details).

5. Lesser Gate

At the eastern corner of the palace is a secondary entrance. A stairway leads up to a single gate, 15 foot wide and 10 feet tall and one foot thick, made from iron-reinforced wood (break DC 18, AC 17, hp 27, damage threshold 5).

There is a 50% chance that the gate is open and that 1d2 **white apes** serving Krogar are here; otherwise the gate is barred from the inside.

6. Empty Chamber

The room is full of dirt, broken pottery, and animal and human bones. If the rubble is searched, the following can be found: 4 small pieces of amber (25 gp each), 21 electrum coins, and a suit of dirty but whole leather armor.

7. Council Chamber

The walls are decorated with faded paintings of half-giant nobles. A sturdy wooden table stands in the middle of the room. A number of parchments, papyri and vellum scrolls are scattered haphazardly on the floor, torn and trampled. Careful searching will reveal a *scroll of protection against petrification* among the other worthless rubble.

8. White Ape Lair

This room is occupied by 1d3 **white apes** who busy themselves with eating, wrestling playfully (which sometimes turns into a real fight), or simply relaxing away from the sun and heat outside the palace.

These apes are loyal to Krogar (see area 10).

9. White Ape Young

Two **young white apes** are here, playing with a rather docile **giant lizard** that they keep as a pet and feed with various vermin caught in the palace corridors.

10. White Ape Lord

The **white ape lord Krogar** lairs here with a single **white ape female**. Among his treasure is a silver scepter (100 gp), 1158 gold coins, a *potion of clairvoyance*, and a small box with 2 tiny rubies (500 gp each).

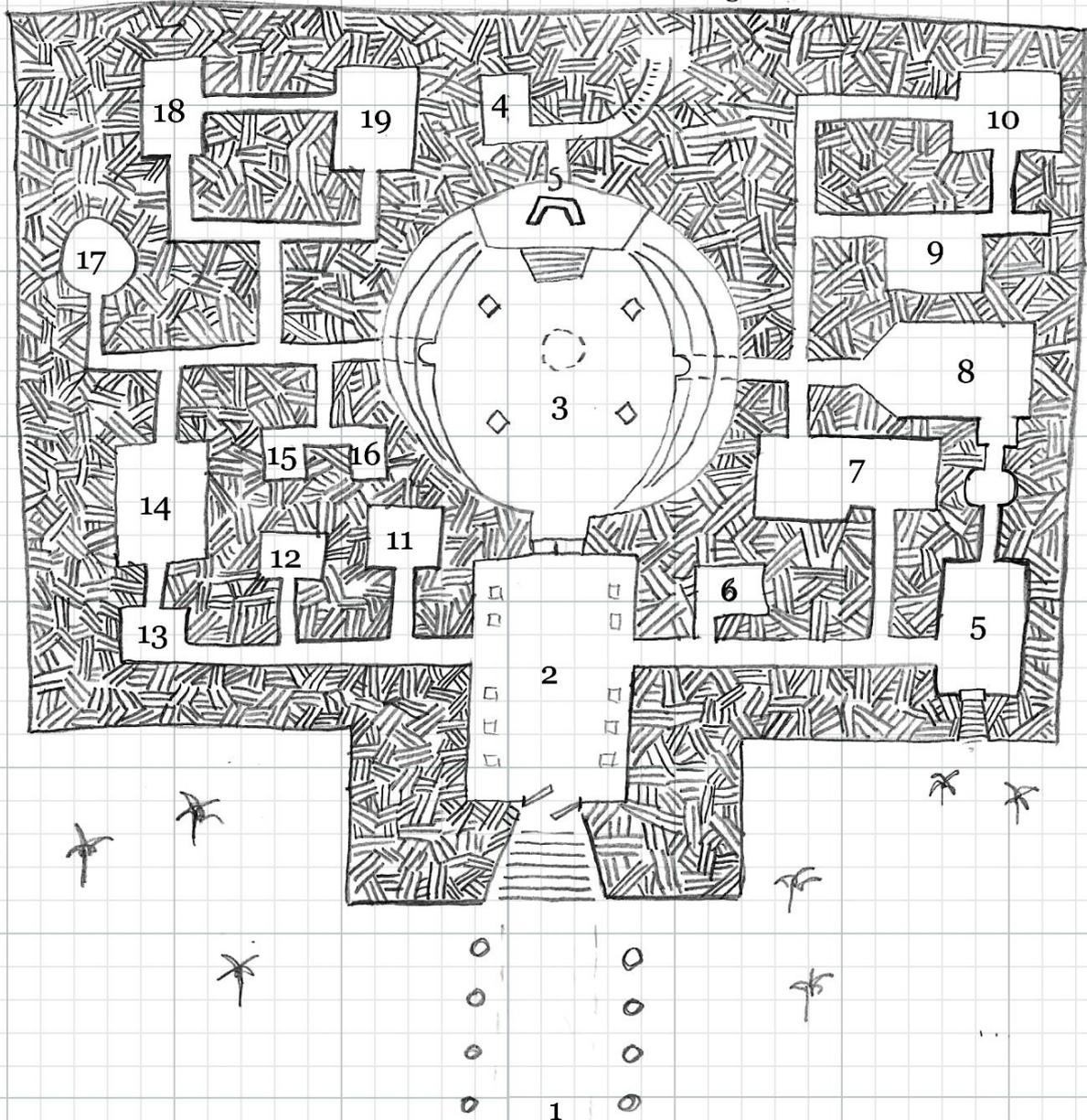
Krogar's rival for control of the palace is Gonathar (see area 18). Although they are not in open conflict, they watch each other for displays of weakness and through dealings with the other ape lords in the city they try to change the balance of power in their favor.

11. Guardroom with Secret Shaft

This chamber is furnished with two sturdy wooden chairs. On the floor is a broken javelin, and a battleaxe with some superficial rust.

A very well-hidden secret panel exists in the eastern wall of this chamber. It requires a successful Intelligence (Investigation) check (DC 20) to detect the outline of the panel. The panel can be slid to the side to reveal a 5 feet wide and 60 feet deep shaft, inset with iron rungs along its western wall. The shaft leads down to area 2 of the Royal Tombs (see last subchapter).

Down to
Palace Dungeons



However, the top of the shaft is trapped with a **poison needle trap**. When weight is placed on the top rung of the ladder, a needle springs out and delivers a dose of paralytic poison. The target takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute, and is paralyzed while poisoned in this way. A paralyzed creature falls down the shaft and suffers 6d6 points of bludgeoning damage from the fall.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the ladder to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the ladder.

12. Cloakroom

This room has hooks set along the walls. It is otherwise empty.

13. Trapped Antechamber

This chamber is full of rubble and broken pottery, covered with a layer of dust.

A **hunting trap** has been hidden in the corridor between areas 13 and 14. This trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to the wall. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain, which is 3 feet long. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

The **giant rats** from area 14 will come to snack on the trapped creature if they hear the sound of the trap being triggered and howls of pain from the trapped victim.

14. Abandoned Dining Hall

Among the rubble of a dilapidated dining hall, 1d6 **giant rats** scuttle around. They are 50% likely to flee from a group of armed creatures, otherwise they are hungry and attack anyway.

15. Prisoners

This room holds several **human prisoners (commoners)** taken by the white apes or brought as tribute by the Juna tribes. The room is not locked (it does not even have a door) and the prisoners are not bound, but they are too terrified of the white apes roaming the palace to even consider trying to flee.

There are currently 4 men of Shoma, 2 men and 1 woman of Azimba, and 1 man of Mazania here, all clad in rags and occasionally being called upon to clean or cook for the white apes. And sometimes one of these prisoners becomes a meal for the white apes, torn apart and eaten during a barbaric nocturnal feast in the columned hall (area 2).

16. More Prisoners

Like area 15, this room holds several **human prisoners (commoners)** taken in raids. There are currently 6 women of Shoma, 1 man of Yar-Ammon, and 2 men of Zadj here.

17. Storage

Stacked against the walls in this circular chamber are 9 amphorae of wine, 20 sacks of rice, 4 small amphorae of lamp oil, and 2 crates of iron ingots. All are covered with a thick layer of dust and cobwebs.

18. White Ape Lair

This is the lair of the **white ape lord Gonathar**, a filthy den strewn with half-eaten fruit, scraps of meat, and layers of dirt. Among the rubble is a copper diadem adorned with the shape of a gargoye (75 gp), a vial of wyvern poison (1,200 gp), a magnifying glass (100 gp) and 194 gold coins.

Gonathar spends most of his time plotting against his rival Krogar (see area 10). The ape lord is protected by a bodyguard of 1d3 **white apes**.

19. White Ape Females

This is Gonathar's harem of 1d3 **female white apes**, with their brood of 1d6 **young white apes**.

Nobody else is allowed in here; if Gonathar discovers intruders here, he immediately attacks and also gains the berserker's Reckless trait.

Palace Dungeons

These dungeons are the dwellings of Yanar and Ktalis. There are no random encounters with other creatures here.

Standard Features

Unless otherwise noted, the environment has the following characteristics:

Map Scale: One square equals 10 feet.

Floors: Flagstones, smooth and unbroken.

Walls: 10 feet tall, unadorned masonry walls.

Lighting: Corridors and most chambers are lit by wall-hung torches.

Doors: Strong wooden doors (AC 16, hp 27), open outward. Break DC 15. If locked DC 15 to pick with thieves' tools.

1. Hall

A curved stairway leads down to this rectangular hall from the hidden chamber in the throne room (area 3 of the palace). The hall is plain and dimly lit. Several open archways branch out from this room.

There is a 25% chance to encounter either **Yanis** or **Ktalis** here.

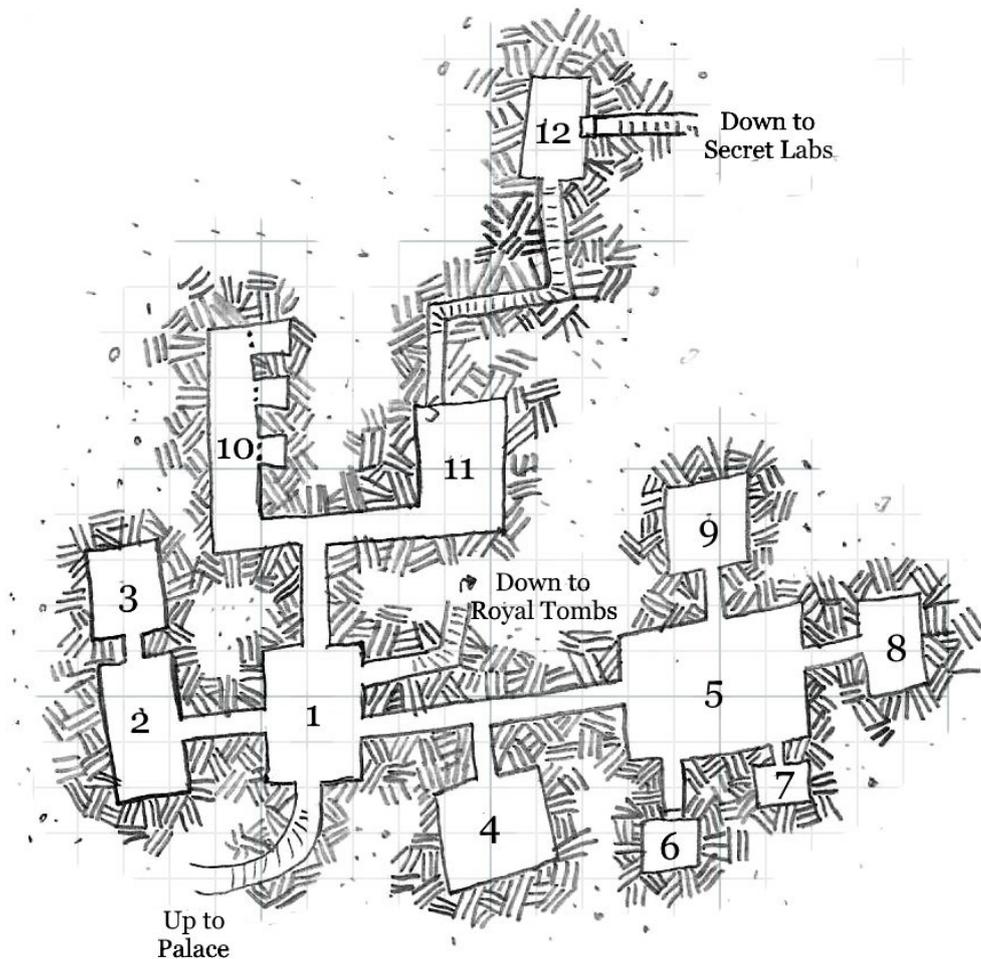
2. Study of Ktalis

Two lion-skin rugs cover the floor. Wooden shelves along the walls are full of books, scrolls and papyri written in the Elder Kuthan dialect of the Gondirans. These are mostly administrative records but also some works of history dealing with the fall of Kutherion, the migrations south, and the founding of Gondira. With at least an hour of study and a successful Intelligence (Investigation) check (DC 16), a character can find a cryptic mention of a dangerous being called "Xuma-Ur-Agaleth" that lived in the valley before Gondira was built (see the Lower Catacombs area 23 in chapter 4).

A sturdy desk stands in the southern end of the study. On the top of the desk are a few blank pieces of parchment, an inkwell, and a feather pen.

The desk also has a locked drawer in the middle. Ktalis carries the key. The drawer is trapped with a **poisoned needle trap**. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned, the character is overcome with madness and enters a rage (as per the barbarian class ability) and attacks the nearest creature.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock, or smashing the drawer, triggers the trap.



Inside the drawer is the personal diary of Ktalis. It tells the story (as detailed in the Introduction chapter) of how she and her brother Yanis managed to flee when the white apes attacked Gondira, and how they later returned and found the secret room behind the corpse of Sosmet (see Palace area 3). With a successful Wisdom (Insight) check (DC 15), a reader can also, somewhat disturbingly, realize that Ktalis has been corrupted by the power she wields over the apes through her brother, and that she has turned from a normal girl to a power-hungry sadist.

The diary also contains a partial map of the Secret Labs (covering areas 8-12, see the Secret Labs subchapter of chapter 4), and hints at the presence of a secret door somewhere on this level (see area 11).

3. Bedroom of Ktalis

Luxuriant furs and silk pillows cover the bed here. The air is filled with flower scents and heavy perfumes; while Ktalis is used to and unaffected by this, other humans and humanoid creatures must make a Constitution save (DC 15) or have their senses dulled (gaining the poisoned condition) as long as they remain in this room.

During the day, there is a 25% chance to encounter **Ktalis** here; at night, the chance increases to 75%. She carries a ring of keys that include the key to the desk drawer in area 2, the key to the cells in area 10, and the key to the door in area 12.

Development: It is possible, but somewhat unlikely, for the player characters to find the hidden lair of Ktalis and Yanis without the siblings being aware of their presence in the city. This would require the PCs to approach the palace by stealth, and find the hidden door in the throne room (or alternatively

work their way up through the Lower Catacombs and the Secret Labs to get here undetected by white apes). If the PCs have fought any white apes, the apes will have reported back to Sosmet (and thereby to Yanis and Ktalis) and the siblings will be aware of the presence of an armed band of foreigners.

Yanis wants to quit the charade and leave the accursed city, but his sister has other plans: she is ambitious and wants to rule a restored city that glitters with plunder and tribute, and she enjoys abusing both male and female captives. She effectively controls her brother via charm and tempts him with bodily pleasures.

When the PCs show up and start unraveling the mystery, she uses whatever tactics will help her maintain control of the situation. This includes attempting to charm or otherwise seduce the “alpha male” of the party; entering into an alliance with the PCs but plotting to betray them as soon as possible; and/or pretending to be an innocent victim of her brother’s “evil plans” and regular abuse. In any case, she knows she cannot trust the PCs because as long as they are alive they might reveal the truth behind the ruse in the throne room to the white apes, which would lead to her own swift death.

Ktalis has heard the whispers of the imprisoned abomination in the pit (see Lower Catacombs area 23 in chapter 4), and may attempt to flee there to escape the PCs, or may trick them into going to the pit to become victims of the abomination.

4. Storage

The room contains 10 wooden boxes filled with dried and salted food, and 20 amphorae of water and wine.

5. Lounge of Yanis

The walls of this spacious chamber are hung with decorative shields and weapons, including a masterwork battleaxe (310 gp) and a longsword with a golden pommel (50 gp). A large wooden table stands in the center of the room. On the north wall is a fireplace.

6. Vault

The iron door (AC 19, hp 18, damage threshold 10) to this chamber is locked (DC 15 to pick with thieves' tools). Yanis carries the key.

The vault contains the following treasure: 5,421 silver coins; 2,312 electrum coins; 789 gold coins; a cut and polished emerald (1,000 gp); a large ivory tribal mask (100 gp); three small golden figurines (150 gp each); a bronze scepter (75 gp); a small gaming table with pieces carved from jade (350 gp); a flask containing a dose of *oil of sharpness*; and three gold rings (100 gp each).

7. Wine Cellar

This small room is full of wooden racks that contain many glass bottles, the majority of which are empty. There are 4d10 bottles left containing a deep crimson red wine (worth 10 gp each).

8. Bedroom of Yanis

A simple, unmade bed stands along the northern wall. The room is untidy, and the floor is littered with half-empty wine bottles.

This is the abode of **Yanis**, brother of Ktalis. There is a 25% chance to encounter him here during the day, and a 90% chance at night. He carries the key to the vault (area 6).

Yanis is "the voice of Sosmet" (see Palace areas 3 and 4) and controls the white apes via his ventriloquism. However, he is afraid the white apes will see through the ruse some day, and would like to leave the city, but Ktalis wants to stay.

Yanis has a secret desire for his sister; at least he believes it is a secret, but Ktalis knows about his desire and uses it to manipulate her brother. Introvert and frustrated, Yanis has taken to excessive drinking, so far mostly at night. His drinking increases the risk that one day he will make a mistake during his voice-throwing and be discovered by the white apes.

9. Armory

This chamber contains a cache of various weapons, including an ancient greataxe with a handle shaped like a lion's paw (75 gp), a pair of masterwork shortswords (310 gp each), 10 ornate curved daggers (5 gp each), and a *warhammer +1* inscribed with Elder Kuthan glyphs. Hung on separate stands are two gold-inlaid breastplates (worth 600 gp each), but these appear to be made for warriors 7-8 feet tall and require adjustment by a proficient armorer to be used by a medium-sized creature.

10. Cells

This small prison has three cells, closed off with iron bars. It takes a successful Strength check (DC 20) is required to bend the bars enough for a medium-sized creature to squeeze through them.

One cell is empty. The second cell contains **Gojura**, a female **scout** of Mazania. The third cell holds **Butaka**, a prince (**noble**) of the Tekuba tribe. Both prisoners were captured in raids by the white apes on the surrounding lands. Ktalis smuggled them in here to have someone to torment in the torture chamber; they cannot be let out again as they would reveal the true power behind the throne to the white apes.

11. Torture Chamber

When Ktalis is feeling particularly bored and sadistic, she uses this chamber to take out her frustrations on one of her prisoners. It is filled with the usual torture devices as well as a number of chains, manacles, and a variety of tools and weapons. There is a 10% chance to encounter Ktalis here.

There is a secret door in the north wall, hidden inside the iron maiden. A successful Intelligence (Investigation) check (DC 15) will reveal faint traces of hinges on one side of the torture device.

12. Secret Room

A long, narrow stairway leads down from the torture chamber (area 11) to this unlit and unfurnished room. A heavy wooden door in the east wall is locked (DC 16, Ktalis carries the key). Beyond the door, stairs lead down to the Secret Labs of the ancient Gondirans (see chapter 4 for details).

Royal Tombs

This level is an ancient burial vault built for the rulers of Gondira. These tombs were sealed off long before Sosmet and the white apes overran the city.

There are no random encounters here.

Standard Features

Unless otherwise noted, the environment has the following characteristics:

Map Scale: One square equals 10 feet.

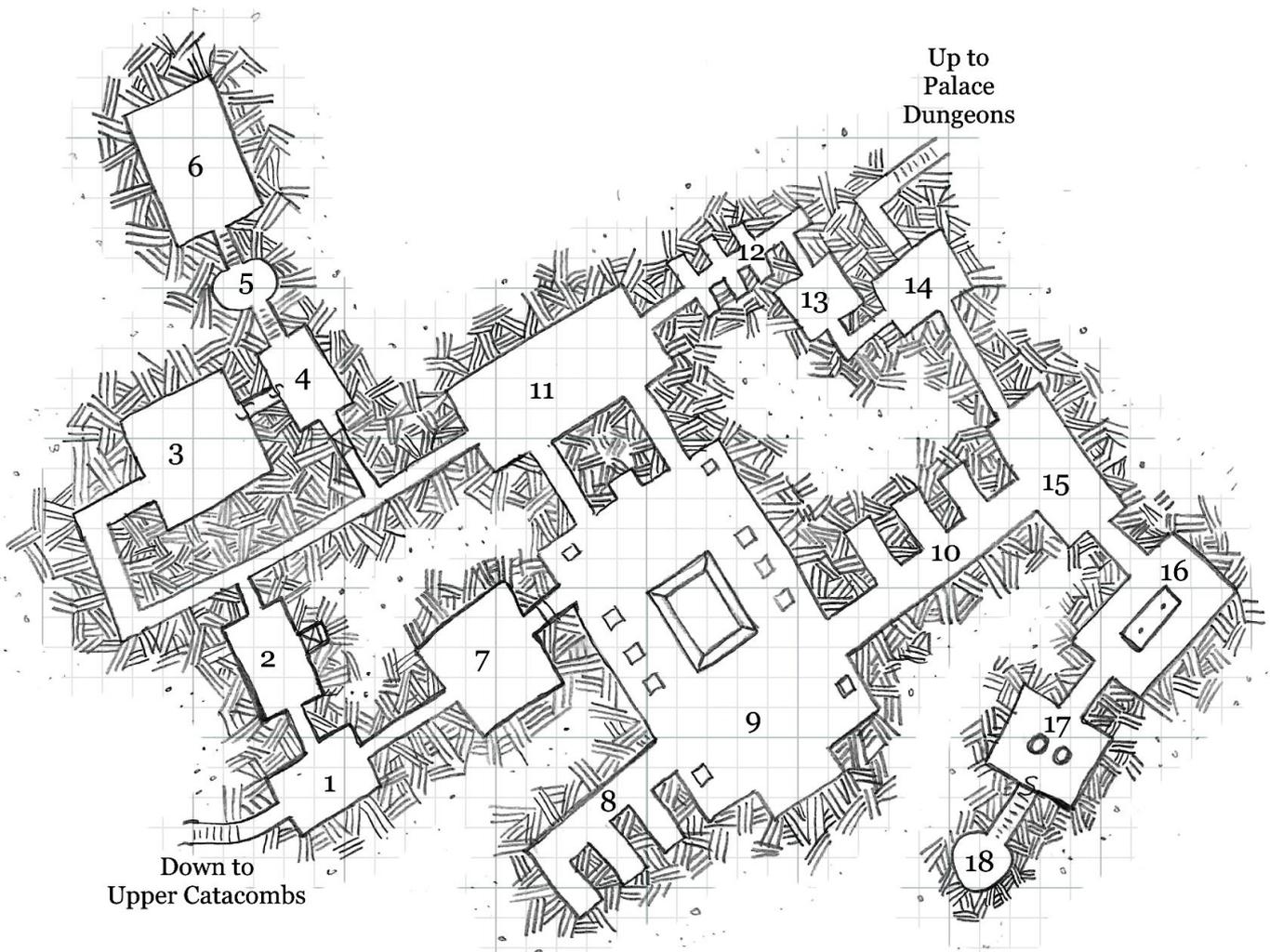
Floors: Flagstones, smooth and unbroken.

Walls: 15 feet tall, unadorned masonry walls.

Lighting: The corridors and rooms are unlit.

Doors: Stone doors (AC 17, hp 27, damage threshold 10), open outward. Break DC 15. If locked DC 16 to pick with thieves' tools.

Glyph of Warding Traps: Several locations are protected by a *glyph of warding* that deals 7d8 points of lightning damage, halved with a successful Dexterity saving throw (DC 14). The glyph can be detected with a successful Intelligence (Investigation) check (DC 14).



1. Antechamber

An undecorated chamber with multiple exits. The exit to the west is a stairway that leads down to the Upper Catacombs areas 11/12.

2. Room with Fake Door and Pit Trap

The eastern wall of this chamber is painted in bright colors with a scene of servants bowing down on both sides of a crowned giant almost 15 feet tall. Between the giant's legs is a short corridor, 10 feet tall and 5 feet wide, that leads to a stone door carved with the stern face of a bearded giant-king.

Trap: The door is a false door, and directly in front of it is a **hidden locking pit trap**. A character that actively looks for traps on the floor can make an Intelligence (Investigation) check (DC 15) to note faint markings in the floor indicating the presence of a covered pit. A character that attempts to detect traps on the door itself is assumed to step onto the pit trap and fall in.

When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. After a creature falls into the pit, the cover snaps shut to trap its victim inside. The pit is unlit, so unless the creature has darkvision it is blinded.

The pit is 40 feet deep and the bottom 10 feet of the pit is taken up by a **gelatinous cube**. A creature that falls into the pit takes 4d6 bludgeoning damage from the fall, plus 3d6 acid damage, and is engulfed by the cube (see the monster description for effects and how to escape). Any torches carried by the creature will be extinguished by the fall.

A successful DC 20 Strength check is necessary to pry the pit cover open from either side. The cover can also be smashed open (AC 17, hp 23, damage threshold 5). A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see.

Secret Door to Palace: In the ceiling in the northwestern corner of this chamber is a hidden trapdoor. It can be detected by a successful Intelligence (Investigation) check (DC 17) by a character actively looking for secret doors in the ceiling. If the trapdoor is opened, it reveals a shaft with iron rungs inset into its western wall. The shaft leads 60 feet up to the palace above, but note that the topmost rung is trapped (see Palace area 11).

3. Grave Goods

This spacious chamber holds a number of large grave goods, including two wooden chairs whose backs are decorated with an eagle with outstretched wings painted in gold (50 gp each), a wooden rack that holds six amphorae containing flammable oil (60 pints total), and a large gold-painted chariot inlaid with scenes of kneeling and bound prisoners of war (450 gp). Everything is covered with a thick layer of dust.

There is a secret door in the east wall that can be detected with an Intelligence (Investigation) check (DC 15). It opens to a short corridor with another secret door at the end of it (see area 4).

4. Painted Chamber

The southern corridor leading into this chamber has a **hidden pit trap**, 40 feet deep. It can be detected with a successful Intelligence (Investigation) check (DC 15). Creatures falling into the pit take 4d6 points of bludgeoning damage.

The eastern wall of this chamber is painted with a scene of a loathsome reptilian demon-monster being defeated by sword-wielding warriors on both sides of it. A successful Intelligence (Investigation) check (DC 16) reveals a narrow slit in the painting directly above the demon-monster's heart. By inserting a shortsword or larger blade into the slit, the trap in area 5 is temporarily disabled as long as the blade stays inserted.

The western wall has a secret door that can be detected with an Intelligence (Investigation) check (DC 15). It opens to a short corridor with another secret door at the end of it (see area 3).

5. Trapped Antechamber

Unless the trap has been disabled (see area 4), anyone stepping on the floor of this chamber triggers a **rolling stone trap** that takes 1d2 rounds to activate. The trapped floor may be detected with an Intelligence (Investigation) check (DC 18) by a character who actively looks for traps on the floor, and the ceiling may be similarly inspected to detect signs of a trapdoor there.

When the trap activates, a hidden trapdoor in the ceiling opens, releasing a 10-foot-diameter rolling sphere of solid stone. Activation of the sphere requires all creatures present to roll initiative. The sphere rolls initiative with a +8 bonus. On its turn, it moves 60 feet in a straight line (down the stairs towards area 6). The sphere can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the sphere enters a creature's space or a creature enters its space while it is rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be knocked prone.

The sphere rolls under the coffin in area 6, hits the northern wall, and then bounces back. Roll 1d3 each time it hits a wall (1 - the sphere bounces to the left, 2 - the sphere bounces back exactly the same way it came, 3 - the sphere bounces to the right).

The sphere loses 5 feet of speed each round. As an action, a creature within 5 feet of the sphere can attempt to slow it down with a DC 20 Strength check. On a successful check, the sphere's speed is reduced by 15 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat.

6. Four-Legged Coffin

This rectangular tomb has 20 feet tall, brightly painted walls depicting some kind of noble sitting on a throne surrounded by councillors. In the middle of the chamber is a solid wooden coffin, 5 foot by 10 foot, lifted 10 feet from the ground by four stone stilts, one in each corner. There is enough space for the stone ball (see area 5) to roll under the coffin.

Creature: Inside the coffin is a **mummy** that rises to attack anyone that disturbs its rest. It is swathed in blood-red linen bandages and wears a golden crown (worth 250 gp).

Treasure: At the bottom of the coffin is a small boat carved from ivory (worth 300 gp), three golden necklaces (worth 100 gp each), and a flask that contains two doses of *oil of slipperiness*.

7. Ritual Chamber

The white walls of this chamber are decorated with golden glyphs in the language of Elder Kuth. A successful Intelligence (Religion) check (DC 13) interprets the symbols to mean that beyond this room are the eternal resting places of the great nobles of Gondira, including the semi-divine ruler Ket-Amuras, who is promised to "rise up from his slumber when called upon by his favored subjects".

The door on the east wall is trapped with a *glyph of warding* (see Standard Features section).

8. Tombs of Kings

Each of the three corridors here contain six horizontal alcoves. The alcoves contain 8-foot tall inanimate mummies wrapped in fine linen strips and decorated with golden jewelry, all covered with a thick layer of dust and cobwebs. Each mummy, if unwrapped, is found to wear valuables worth 1d4 × 100 gp.

However, each mummy also has a 10% chance to be infested with a **corpse maggot** (see Monster appendix). One possible way to deal with the maggots would be to burn the mummies. This, however, could complicate relations with Ket-Amuras (see area 9), as could any grave-robbing in general.

9. Great Stasis Sarcophagus

This room is dominated by a massive metal sarcophagus decorated with the pictograms and glyphs of Elder Kuth. While it may outwardly resemble a regular sarcophagus, it is actually an advanced device that keeps its occupant, **Ket-Amuras the Giant-King**, in stasis.

The roof of this chamber is supported by ten square columns placed along the western and eastern walls. On each of the four sides of the columns are carved the likeness of a helmeted, spear-wielding warrior.

In the alcove to the south is a breastplate that fits a large creature, and an oversized greatsword. The items are protected by a *glyph of warding* (see Standard Features section).

The heavy lid of the sarcophagus can be pushed away with a successful Strength check (DC 18). Doing so triggers a *glyph of warding* (see Standard Features section).

The sarcophagus is filled with a thick, jelly-like blue liquid. The 9-foot tall body of Ket-Amuras floats in the liquid, with eyes closed, and naked except for a simple loincloth. He wears a pair of metal bracers on his arms, an amulet around his neck, and a half-mask that connects to the inner wall of the sarcophagus via a coil-like tube. At the bottom of the sarcophagus is black metal box that is inset with two small gemstones, these are *green power-stones* (see Treasures appendix) that power the stasis device for up to 500 years each.

One round after the lid has been removed, Ket-Amuras awakens from stasis and opens his eyes, and as he rises from

the blue liquid the half-mask falls away. For the next 1d3 rounds, Ket-Amuras is helpless (incapacitated) as he vomits blue liquid and regains his faculties.

Until he has retrieved his armor and weapon from the south alcove, Ket-Amuras has AC 14 and can make three attacks per round with his fists per round for 7 (1d4+5) points of bludgeoning damage. He can use his amulet to call upon the construct guarding the royal tombs (see area 11) and transfer half of any damage taken to the guardian. He seeks to retrieve his *lightning-lance* from the vault (see area 18) as soon as possible.

Development: As one of the former kings of Gondira, Ket-Amuras demands obeisance from all present as soon as he has recovered his senses. He was placed in stasis (to avoid aging) long before Sosmet overthrew the city, and will become angry and distraught if and when he learns about the events that have taken place.

Ket-Amuras can be a valuable ally against Sosmet and the white apes, and against the abomination in the pit (see area 23 of the Lower Catacombs). But he will never treat anyone else as equals, and always expects and demands obedience and veneration as befits his status as Giant-King and scion of the legendary Younger Gods of Kutherion. His goal becomes to restore the city of Gondira under his rule, and he will not allow the player characters (or anyone else) to plunder its riches.

However, despite appearances, the body of Ket-Amuras is old and he will need to return to the stasis sarcophagus to rest for extended periods of time to avoid death. And if Ket-Amuras is killed or dies, perhaps there are player characters or NPCs who seek to use the sarcophagus for their own longevity?

10. Tombs of Queens

This area has three corridors, each with six horizontal alcoves. The alcoves contain 7-foot tall inanimate mummies wrapped in fine linen strips and decorated with golden jewelry, all covered with a thick layer of dust and cobwebs.

Each mummy, if unwrapped, is found to wear valuables worth 1d4 × 100 gp. For each mummy violated in this fashion, a **shadow** appears out of the walls when the PCs leave the room. Each shadow appears as a tall female form wearing a tiara. If the treasure taken from the mummies is placed back into the alcoves, the shadows disappear.

11. Tomb Guardian

This large hall contains a metal construct (a **shield guardian**) that has been ordered to prevent anyone from passing through the room. It does not leave this room unless called by an awakened Ket-Amuras (see area 9), who wears the amulet linked to the guardian.

12. Tombs of Princes

Six small chambers extend from the main corridor here, each with six horizontal alcoves. Most of the alcoves are empty, but 2d4 alcoves contain an 8-foot tall inanimate mummy, each clutching a gold-hilted shortsword (worth 50 gp).

13. Embalming Room

A low wooden embalming table sits in the center of this room, surrounded by shelves along the walls filled with sharp knives, long hooks, large rolls of linen, and flasks of embalming fluids. A small jar contains *dust of dryness*.

14. Antechamber

The door on the north wall of this chamber is locked.

15. Hall of Processions

The walls are decorated with scenes of burial processions; human slaves and servants are shown carrying large mummies on painted biers down to subterranean crypts.

16. Outer Shrine

A massive stone altar stands in the middle of this chamber. Glyphs in the Elder Kuthan language are carved in bas relief along the sides of the altar. A successful Intelligence (Religion) check (DC 15) can be used to interpret the glyphs and understand how the altar may be used: The side of the altar can be opened to reveal a small furnace inside. If at least 100 gp worth of metal (coins, weapons, or other metal items) is burned in the furnace, a metal weapon laid on top of the altar will be energized to deal an additional 2d6 points of radiant damage for up to 1 hour.

17. Inner Shrine

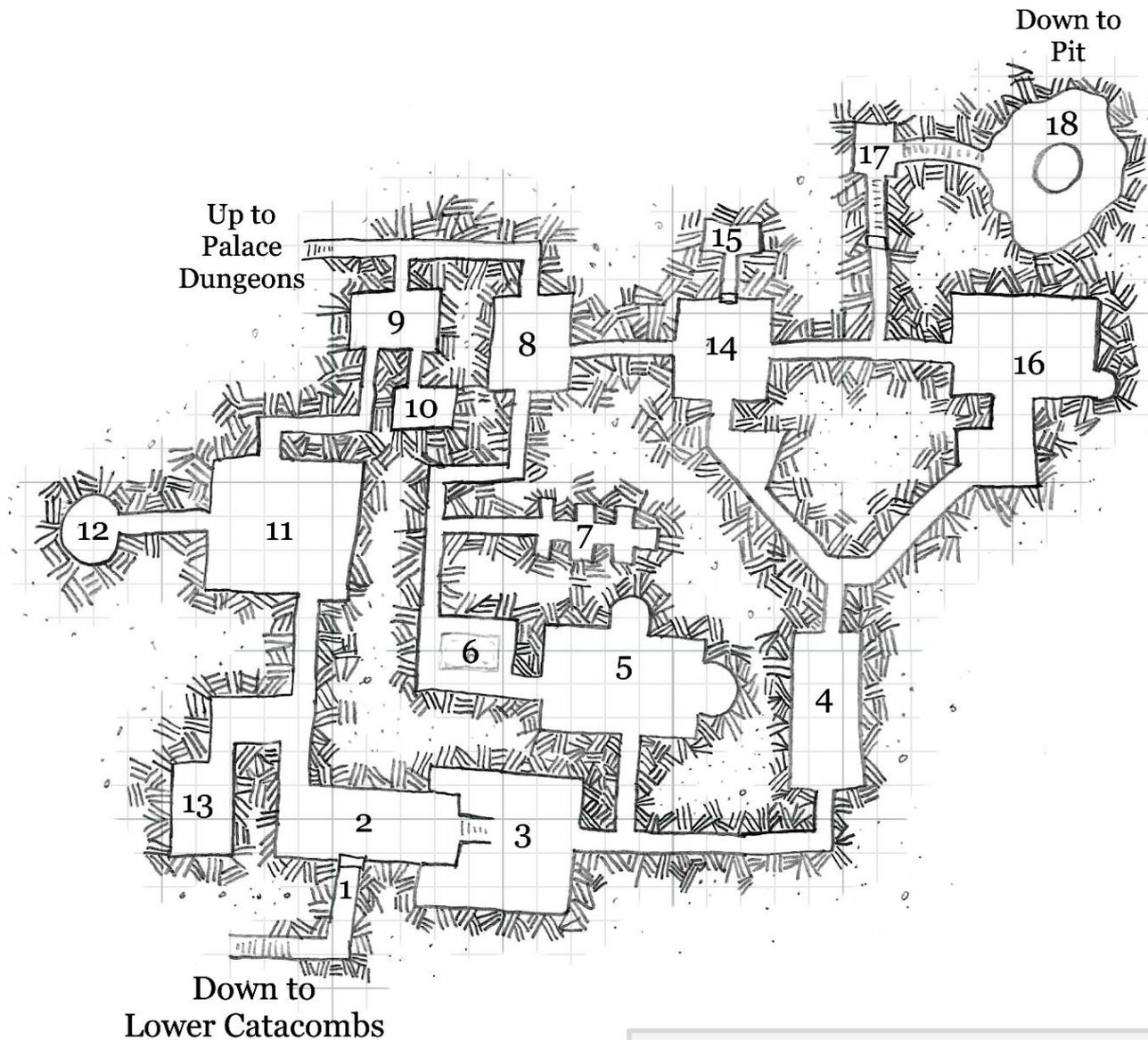
This chamber has two large stone statues; the one of the left is a 9 foot tall statue of a beautiful queen, while the statue on the right is 10 foot tall and depicts a bearded king. The statues face the entrance towards the outer shrine (area 16).

A successful Intelligence (Investigation) check (DC 16) reveals that the statues can be rotated on their bases. If both statues are rotated 180 degrees so they face the opposite wall, the secret door in that wall opens and reveals a stairway that runs down to the vault (area 18). However, the queen must always be rotated first. If the king is rotated before the queen, a hidden tube in the king's statue opens and emits a poisonous fog equivalent to a *cloudkill* spell. The fog remains for 10 minutes before it dissipates. The vapors are heavier than air, so if the secret door has been opened, the fog will pour down the stairway and coalesce in the vault (area 18).

18. Vault

This circular chamber contains the following treasures: 400 platinum coins, a red ruby (1,000 gp), 10 copper bracelets (50 gp each), a gold amulet in the shape of a scorpion (150 gp), a golden *ring of protection*, and a vial containing a dose of *oil of sharpness*.

In addition, set against the wall is a *lightning-lance of Kuth* (see Treasures appendix) with 18 charges remaining. Ket-Amuras (see area 9) knows about this hidden vault and the lance, and will seek to retrieve the weapon for his own use if awakened from stasis.



4. Stuffed Animals

This long gallery has a number of preserved and stuffed animals set along its walls. The taxidermy is so well done that the animals appear to be alive at first glance. The animals include several baboons, hyenas, a smilodon, two lions, a giant lizard, and multiple birds including eagles, falcons, and vultures. The total value of the collection is 2,000 gp.

5. Alchemical Lab

Hundreds of glass vials, flasks and beakers filled with strange liquids are set on the shelves and tables of this large lab. All is covered by a thin layer of dust and cobwebs. Each vial has a 10% chance of having a special property; roll on the random alchemical vials table (see sidebar) to determine specifics.

6. Pool with Cages

Filled with clear but rancid water, the pool is 10 by 20 feet, and 10 feet deep. On the floor of the pool are two submerged metal cages, one contains a steel mirror (worth 5 gp) and the

Random Alchemical Vials

1. *potion of healing*
2. *potion of greater healing*
3. *potion of water breathing*
4. *oil of slipperiness*
5. *potion of cold resistance*
6. *potion of poison*
7. appears beneficial but deals 2d10 points of acid damage to imbiber
8. appears beneficial but causes paralyzation in imbiber for 1 hour, Constitution save (DC 13) negates
9. appears beneficial but causes blindness in imbiber for 1 hour, Constitution save (DC 13) negates
10. exploding flask, when touched causes 5d6 points of fire damage in a 10 foot radius, Dexterity save (DC 13) for half damage; if it explodes within the laboratory it sets off a chain reaction that triggers an explosion one round later for 10d6 points of fire damage in a 20 foot radius (save for half), and one round later 20d6 points of fire damage in a 40 foot radius (save for half)

other contains a copper signet ring (worth 5 gp). In reality the water is a **transparent slime** that dissolves wood, flesh and bone, but not stone or metal. A creature takes 3d6 points of acid damage per round in the slime, and any nonmetal, non-magical arms and armor are destroyed. The items in the cages can be fished out of the slime using a metal pole with a successful Dexterity (Sleight of Hand) check (DC 15).

7. Frozen Bodies

This corridor ends in seven alcoves. Standing upright in each alcove is a frozen humanoid body. Above each alcove is a small gemstone inset into the wall; this is a *green power-stone* fragment (see Treasures appendix). Removing the gemstone causes the body to slump to the floor and begin to thaw and give off an unpleasant stench. It remains lifeless for 1 minute, then animates with statistics equivalent to a **ghast** and attacks. If the player characters have removed several gemstones before this happens, one additional creature animates per round after the first.

8. Workroom

This chamber contains a number of sturdy wooden tables, all covered in a thick layer of dust. Two vials of antitoxin and a clay flask of oil can be found in one corner.

9. Slimy Surprise

A patch of **green slime** hangs on the ceiling of this room, and drops when it detects movement below.

10. Storage

Shelves and crates are filled with weird metal bars and rods. On one shelf is a row of six black helmets that cause the wearer to be ignored by the statue head in the Entry Hall (area 2).

11. Forge

This large room has several massive anvils set on the floor. On the walls are hammers and tongs.

12. Furnace

A circular chamber with a small 5-foot-deep pit in its center. The pit is filled with a thick layer of ash. Poking into the pit causes a 20-foot-radius sphere of **black fog** to fill the chamber for 1 minute or until dispersed by a gust of wind. The fog area is heavily obscured. Poking also disturbs a **swarm of insects** that emerges from the pit and attacks the nearest creature. The insects have blindsight and are not affected by the ash cloud.

At the bottom of the pit, covered in ash, is an almost-finished adamantite longsword (worth 515 gp and always inflicts critical hits when used to strike objects). It lacks a crossguard and covering of the handle, both of which can easily be fitted by a skilled smith.

13. Storage

Wooden crates contain bars of copper, bronze, and iron. There is around 1,000 lb of each metal.

14. Junction

Corridors lead in all four directions from this room. On the north wall is a metal door (see area 15).

15. Power-Stone Vault

Entrance to this small chamber is via a locked metal door to the south. The room itself is featureless except for a panel in the west wall.

The panel has three fist-sized buttons placed horizontally. If pressed in the correct order (1-3-1) a circular stone pillar raises from the floor to a height of 5 feet. If the same combination is pressed once more, the stone pillar slides down into the floor. If any other combination is pressed, the panel crackles and deals 7d8 points of lightning damage in a 10 foot radius.

When the stone pillar is in the raised position, the top of the pillar can be removed by rotating it counter-clockwise. Inside the pillar is a small depression that contains 20 *green power-stones* (see Treasures appendix).

16. Medical Lab

A large table in the middle of this room is covered with a bloodstained sheet of white cloth. Under the cloth, fastened to the table by metal manacles, is a lifeless body with several deep scars across its chest, arms, and legs. On the corpse's head is a silver helmet (worth 100 gp).

If the body is disturbed, it rises as a **flesh golem** and uses its first action to break free from the manacles, which are old and weakened. When the manacles are broken, a portcullis falls from each of the two entrances to this room, sealing it off. A portcullis can be lifted or bent with a successful Strength (DC 20) check.

On a shelf in the southeastern corner are two *potions of healing* and three healer's kits.

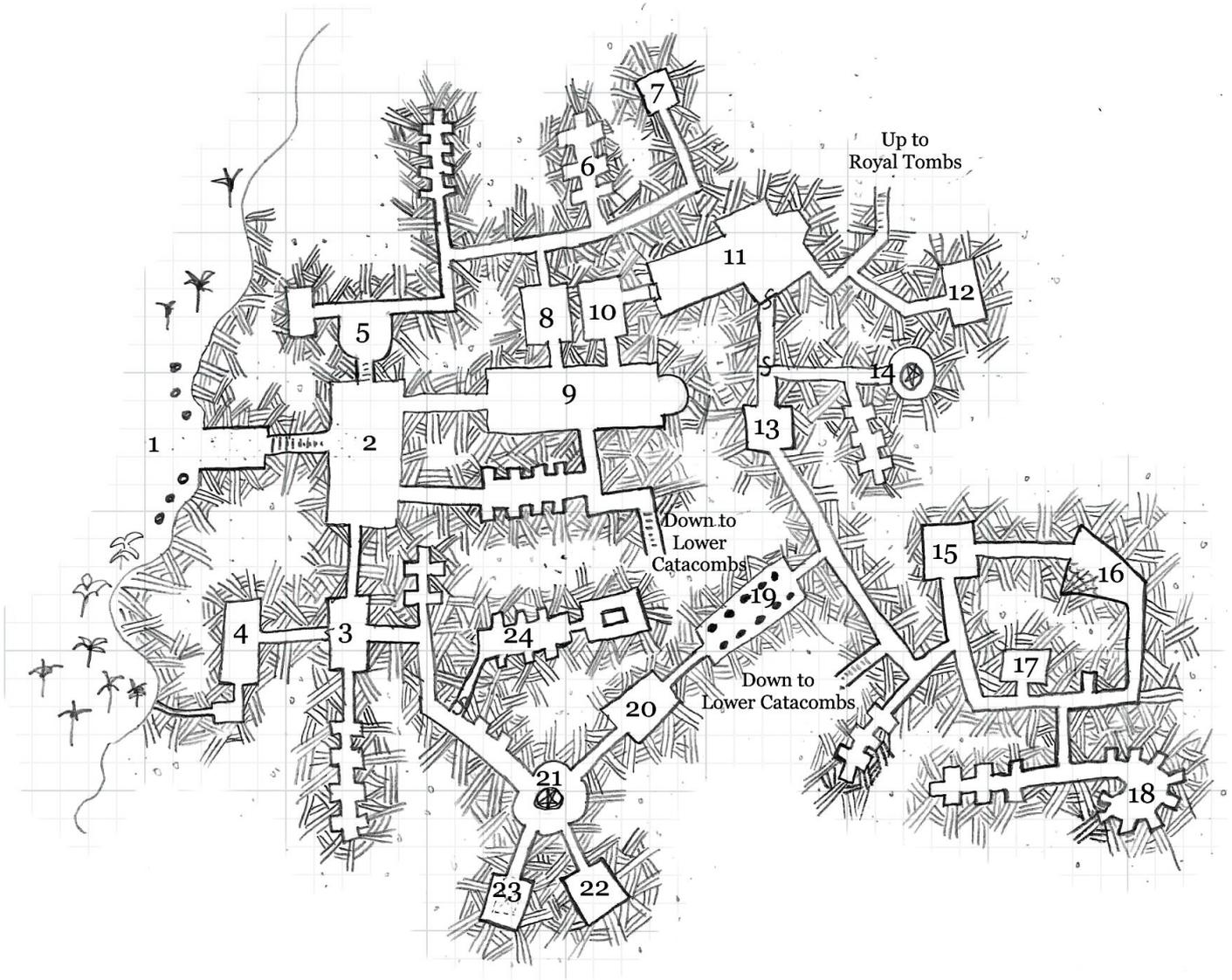
17. Antechamber

The door to this chamber is locked. Beyond the door, a narrow stairway leads down to the square chamber, and then another narrow stairway leads down to the pit opening (area 18).

18. Pit Opening

A large, unlit natural cave with a circular pit opening in its center. The shaft is 10 feet in diameter. The edge of the pit is ringed with vague and unspecific warning symbols and glyphs in the Elder Kuthan language, recognizable with an Intelligence (Arcana or History) check (DC 13).

The shaft leads 100 feet down to the Prison Pit of the Abomination (see area 23 of the Lower Catacombs), and creatures standing around the edge of the pit here are within range of the abomination's probing telepathy.



Upper Catacombs

An entrance to the Upper Catacombs is found among the ruined buildings of Gondira. The catacombs have many burial alcoves where the embalmed dead of the city were buried. Some of the white apes have developed a taste for corpse-flesh and are occasionally rummaging through these catacombs for food.

Standard Features

Unless otherwise noted, the environment has the following characteristics:

Map Scale: One square equals 10 feet.

Floors: Flagstones, cracked and broken in several places.

Walls: 15 feet tall, unadorned masonry walls.

Lighting: The corridors and rooms are unlit.

Doors: Stone doors (AC 17, hp 27, damage threshold 10), open outward. Break DC 15. If locked DC 16 to pick with thieves' tools.

Encounters: Upper Catacombs

1-4. **corpse-eating white apes** (1d3)

5-6. **Gondiran degenerates** (1d2, scouting or scavenging; will attempt to hide and/or flee rather than fight)

7-8. **giant centipedes** (1d3)

9-10. **giant fire beetles** (1d4)

11-15. **stirges** (3d6)

16-20. **swarm of rats** (1d3)

Alcoves: Each alcove is 5 feet wide and 10 feet deep, and contains 5 horizontal recesses on each of its three walls. If the recesses are searched, roll 1d8 for the contents of each: Empty (1-2), half-eaten corpse with scattered bones and bits of linen (3-4), intact corpse swathed in linen bands (5-6), intact corpse and roll on minor treasure table for grave goods (7), corpse infested with **corpse maggot** (8). Roll for a random encounter whenever more than a handful of recesses are searched.

1. Main Entrance

The entrance to the Upper Catacombs is through a 15 feet wide and 15 feet tall opening in the hillside. The entrance is flanked on each side by three large moss-covered, somber-faced stone statues. The floor of the entrance chamber is covered in mud and filth, and strewn with bones. The footprints of several white apes are clearly visible. A broad stair leads down to the Great Hall (area 2).

2. Great Hall

Many corridors and stairs lead from this great hall. Like the main entrance (area 1), the floor is strewn with rubble and broken bones. The walls have faded paintings of funeral processions.

3. Junction and Alcoves

South and east of this junction are multiple burial alcoves, refer to the Standard Features section for details.

A secret door in the western wall can be found with a successful Intelligence (Investigation) check (DC 15). It leads to a secret entrance (area 4).

4. Secret Entrance

Concealed by heavy vegetation, a secret entrance to the catacombs exists south of the main entrance (area 1). It can be found with a successful Intelligence (Investigation) check (DC 15). Medium-sized creatures must squeeze to move through the tunnel. Roll on the random encounter table whenever the PCs move through the tunnel, ignoring any result of 6 or less.

5. Lesser Shrine

A short flight of stairs leads up to a chamber with curved walls. A stone font stands prominently in the middle of the room. It appears filled with brackish water; this is actually a **gray ooze** that lashes out with a pseudopod in a surprise attack.

6. Alcoves

Several corridors here end up in burial alcoves, refer to the Standard Features section for details.

7. Warrior Tomb

A long corridor leads to a chamber that contains a large stone dais. Upon the dais lies a corpse covered by a black shroud with a silver border (worth 100 gp). Atop the corpse, under the shroud, is a masterwork longsword (reroll 1s for damage and keep the second roll). The corpse is a **wight** that rises to attack if the sword is touched.

8. Trapped Chamber

A successful Intelligence (Investigation) check (DC 15) reveals several narrow slits, each about a foot long, in the floor here. Anyone stepping on pressure plates in the middle of the room triggers a **blade trap** whereby sword-like blades emerge from the floor and stab any creature within the room for 5d10 points of slashing damage; a successful Dexterity saving throw (DC 13) halves the damage. The blades then retract and withdraw back into the floor.

9. Shrine

The walls of this great hall are decorated with religious and funerary murals, but stained with blood and filth in several places. The floor is strewn with cracked bones and bits of linen, and a foul stench fills the room. This is currently the lair of four **corpse-eating white apes** that feast on dead bodies that they have dragged out of the alcoves to the south.

10. Guardian Statue

A large black stone statue stands against the northern wall of this chamber, its arms outstretched. If anyone steps into the corridor in the east wall without placing an item in the hands of the statue, it emits a **poison cloud** in a 20 foot radius, dealing 5d10 points of poison damage, or half as much damage on a successful Constitution saving throw (DC 14).

11. Greater Shrine

The door in the western wall is locked. A secret entrance exists in the south wall, detectable with an Intelligence (Investigation) check (DC 15).

A great metal altar is covered with tattered cloth. The altar-cloth is actually a ravenous **mimic**. A hidden compartment within the altar, found with an Intelligence (Investigation) check (DC 13), contains ritual tools and vestments (worth 400 gp).

12. Reliquary

A black metal chest inscribed with golden Elder Kuthan glyphs stands against the eastern wall. It is unmovable, near-unbreakable (AC 23, hp 25, damage threshold 20, immune to all but acid and force damage), and locked. The key can be found elsewhere (see Lower Catacombs area 16).

The chest contains a *tome of understanding* (written in Elder Kuthan and requires translation by a sage before it can be used) and a *spell scroll of globe of invulnerability*.

13. False Trap

The metal tips of a row of massive crossbow bolts can be seen protruding from the eastern and western walls here. This is a false trap, designed to make intruders waste time and resources trying to find out how the trap works and disable it. The tips of the crossbow bolts are simply glued to the wall in a row.

The tunnel that leads north from this chamber has a secret door, detectable with an Intelligence (Investigation) check (DC 15).

14. Alcoves and Trapped Statue

The corridor that leads due east ends in a circular chamber. A large green stone statue of a winged demon stands here. It has **trapped red gems** inset into its eyes. If a gem is removed from the statue, it explodes and deals 4d10 points of fire damage in a 10-foot radius, or half damage on a successful Dexterity saving throw (DC 13). The statue then animates as a **gar-goyle** and attacks.

The corridor to the south ends up in burial alcoves, refer to the Standard Features section for details.

15. Cremation Room

A horizontal alcove has been carved out in the northern wall. A **jet of fire** will incinerate anything placed upon or into the alcove, such as a corpse, or hands looking for treasure or secret doors. The blast deals 4d10 points of fire damage, or half that on a successful Dexterity saving throw (DC 14).

16. Chamber of Urns

On shelves along the walls are 50 bronze urns (each worth 20 gp) filled with ash. Everything is covered by cobwebs. Two **giant spiders** are hiding in the ceiling.

17. Grave Goods

Strewn on the floor are bits and pieces of broken pottery and clay jars. Three **shadows** lurk in darkness here.

18. Curved Walls with Many Alcoves

There are three **corpse-eating white apes** here, including a particularly obese brute (maximum hit points and +2 points of Strength).

The corridors have many burial alcoves, refer to the Standard Features section for details.

19. Columned Hall

Roll twice on the random encounters table every time this hallway is traversed, and use the lowest value rolled.

20. Pile of Skulls

The floor of this chamber is strewn with bones, and in its center is a pyramid-like pile of skulls. Four **giant centipedes** hide in the skull-pile, and a gold ring (worth 50 gp) can be found beneath it.

21. Pointing Statue

A stone statue stands here with outstretched arms; the right arm points up, and the left arm points down. This is a hint that corresponds to the locations of the secret doors in the rooms to the south (areas 22 and 23).

22. Secret Cache in Ceiling

This room is empty, but a hidden trapdoor can be detected in the ceiling with a successful Intelligence (Investigation) check (DC 14). A small cache in the ceiling contains a vial of assassin's blood poison (worth 150 gp), four pieces of lapis lazuli (worth 25 gp each), a steel torc adorned with the shape of a frog (worth 50 gp), and a *potion of heroism*.

23. Pit Trap to Underground River

This bare chamber has a 10-foot square **trapdoor** in the floor, detectable with a successful Intelligence (Investigation) check (DC 15). Creatures can avoid falling into the pit with a successful Dexterity saving throw (DC 15). Those who fail are dumped some 50 feet down into an underground river (about 50 feet east of area 5 in the Lower Catacombs), take 5d6 points of bludgeoning damage from the fall, and land prone in the water (refer to area 1 in the Lower Catacombs for details of swimming in the underground river).

24. Hidden Alcoves and Tomb

This area is hidden behind a secret door in the corridor, detectable with a successful Intelligence (Investigation) check (DC 16).

The outer area has burial alcoves, refer to the Standard Features section for details.

The inner area is a tomb with a stone sarcophagus. Hidden behind the sarcophagus is a large **constrictor snake skeleton**, animated as a tomb guardian with statistics as per a **bone naga**. Inside the sarcophagus is a shriveled female corpse that wears a copper necklace (worth 25 gp), white sandals with gold trim (worth 25 gp), and a belt with a golden buckle (worth 75 gp). Also inside the sarcophagus is a vial of essence of ether poison (worth 300 gp), and a box of 250 platinum coins with an image of a serpent on one side, and the face of a woman on the other side.

Lower Catacombs

This level contains a mix of tombs and natural caverns. When Sosmet and the white apes overran the city, many of Gondira's human inhabitants fled down to these caverns and have been hiding out in the darkness here ever since, subsisting on fungi, insects, rats, and other vermin. They have turned into pale degenerates who fear both the sunlight and the white apes, but are not malevolent and fight only to defend themselves.

Standard Features

Unless otherwise noted, the environment has the following characteristics:

Map Scale: One square equals 10 feet.

Floors: Flagstones in constructed rooms; uneven and strewn with sharp rocks (difficult terrain) in natural caverns.

Walls: 15 feet tall, unadorned masonry walls, or natural cave walls.

Lighting: Areas are unlit.

Doors: Stone doors (AC 17, hp 27, damage threshold 10), open outward. Break DC 15. If locked DC 16 to pick with thieves' tools.

1. Well and Underground River

The central well of Gondira (see chapter 2 for details) reaches an underground river here. Swimming upriver (from east to west) requires a Strength (Athletics) check (DC 14). If the check fails by 5 or more, the creature is swept 30 feet downriver.

There is a 25% chance of 1d2 **swarms of quippers** being nearby in the river.

2. Flooded Cave

This cave is partly flooded, and the walls are slick with moisture. There is a 75% chance of encountering 1d3 **swarms of quippers** in the water here.

3. Scorpion Lair

A **giant scorpion** uses this cavern as its lair. It hunts lesser vermin and rats in the corridors and chambers to the east.

4. Spider-God Idol

At the back of this cave, mostly obscured by old and dusty cobwebs, is a blue stone idol of a loathsome spider with a human-like face. A successful Intelligence (Religion) check (DC 17) reveals it to be a depiction of the obscure being Atlach-Nacha.

The idol has eight small black pearls (worth 100 gp each) as eyes. If more than two pearls are removed from the idol, a **phase spider** manifests seemingly out of nowhere and attacks the offender with surprise and advantage. On its next

Encounters: Lower Catacombs

1-5. **Gondiran degenerates** (1d6+2) looking for food, with 25% chance of being engaged in combat with 2d6 **diseased giant rats**; attempt to hide unless surprised

6-7. **black pudding**

8-9. **gray ooze**

10-12. **swarm of corpse maggots**

13-15. **swarm of rats** (1d3)

16-20. **diseased giant rats** (2d6)

turn, the spider will attack again, and then use its bonus action to phase out. It will keep repeating this mode of attack until it is dead, the pearls have been restored to the idol, or the offender is dead.

5. Cave with Stairs

The damp floor of this cave is 10 feet above the water level of the underground river. It takes a Strength (Athletics) check (DC 15) to climb up from the river. Steep stairs have been carved into the natural tunnel to the east, which gradually becomes a corridor.

6. Crypts and Alcoves

This large, square chamber has a dozen plundered sarcophagi, all empty except for a scattering of yellowed bones. Roll on the random encounter table every time this chamber is traversed.

For details on the burial alcoves, refer to the Standard Features section of the Upper Catacombs.

7. Columned Hall

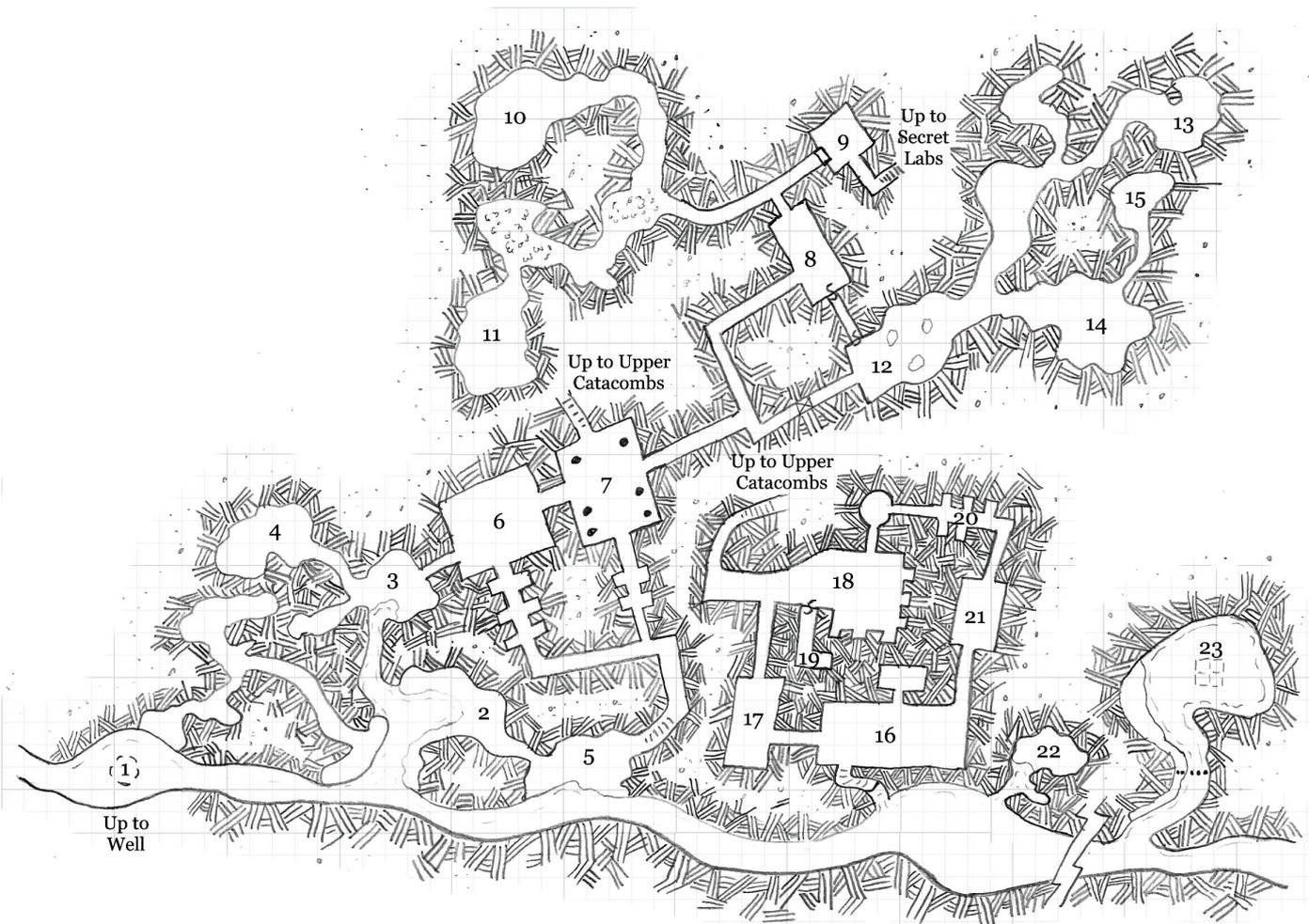
Six round stone pillars decorated with bas-relief skulls hold up the ceiling of this great hall. Hidden under a pile of rubble in the southwest corner are 1d10 ancient gold coins engraved with a saber-tooth tiger on one side and a male ruler on the other side (worth 10 gp each to a collector).

There are alcoves to the south of this hall. For details on the burial alcoves, refer to the Standard Features section of the Upper Catacombs.

8. Painted Walls

The walls of this room are covered with faded murals from floor to ceiling. The paintings depict regal half-giants and their servants. The names and faces of the rulers have been stricken out and chipped away. Over the old mural, a crude illustration of stick-men worshipping a small sun has been painted with red ochre.

Pressing the "sun" in the painting opens a secret door in the south wall, that leads to a hidden cavern (area 12). A successful Intelligence (Investigation) check (DC 15) reveals the outlines of the secret door but gives no clues on how to open it.



9. Sealed Door

This solid door is painted with yellow glyphs in Elder Kuthan. Among these is a *glyph of warding* that deals 7d8 points of lightning damage to anyone who touches the door, halved with a successful Dexterity saving throw (DC 14). The glyph can be detected with a successful Intelligence (Investigation) check (DC 14).

The room beyond the door leads up to the Secret Labs.

10. Fungus Garden

This large natural cave is filled with tall green and purple fungi that grow in weird shapes. The degenerates of Gondira who fled down into the lower catacombs to escape the white apes cultivate the fungi, which forms the main part of their diet, supplemented by insects, fish from the underground river, and the occasional rat.

There is a 75% chance to encounter 3d6 **degenerates of Gondira** here, working to harvest the fungi. The degenerates hide among the tall fungi if they sense intruders.

There is also a 50% chance for the PCs to step into a patch of 1d3 **violet fungi** as they enter the cavern. The degenerates know how to avoid these plants.

11. Lair of Vhook

This large cavern is the abode of **Vhook, a degenerate brute**, who lairs here with a pair of pet **giant lizards**. Vhook is a rival of Ylok the chieftain (see area 14) and has been banished here to dwell in isolation.

A rare type of **hallucinatory fungus** grows near the cavern entrance. Creatures who enter the cavern must make a Wisdom saving throw (DC 13) or suffer from hallucinations (treat as *confusion*) for 1 minute. An affected creature may make a new saving throw on each of its turns, ending the effect on a successful save. Vhook and the lizards are immune.

12. Cavern with Stalagmites

A corridor leads into this cavern from the west, but there is a **concealed spiked pit trap** along the corridor. It takes a successful Intelligence (Investigation) check (DC 15) to notice the pit, which is 30 feet deep and deals 3d6 points of bludgeoning damage from the fall, as well as 2d10 points of piercing damage from the spikes.

The inhabitants of the cave use the secret entrance to the northwest (see area 8) to come and go. The cavern itself is filled with twisted stalagmites that rise up from the floor like the fingers of some colossal skeleton. Two dozen **degenerates of Gondira** dwell here, and guard the caverns to the east against intruders, although they will initially stay hidden be-

hind the stalagmites and hope that the intruders leave. Only if the PCs penetrate further to the east will they be attacked.

There is little of value here, but a search of the cavern turns up 213 copper coins, a dozen edible fungi that each also function as a *goodberry*, two bone knives, and a grappling hook.

13. Degenerate Women and Children

The innermost caverns are inhabited by the **Gondiran degenerate** females and children. There are 12 females (who have the same statistics as males except their Strength is 2 points lower and their Charisma is 2 points higher) and two dozen small children here (use **commoner** stats). The women are cooking stews of fungi, insects and rats on small fires, while the children are playing around.

There is a 25% chance that **Ooka the medicine-woman** is here, but she spends most of her time in the shrine (area 15).

14. Lair of the Chieftain

The leader of the degenerates trapped in the catacombs deep beneath Gondira is currently **Ylok the Gondiran Degenerate Chieftain**. Ylok wears a breastplate made from the exoskeleton of a giant scorpion, giving him AC 15. He dwells here with a bodyguard of six **Gondiran degenerates**, and a harem of four **females**.

Ylok sits atop a boulder draped with a mottled grey and purple fur of a corpse-eating white ape that he single-handedly killed in combat during an excursion into the catacombs above.

Among Ylok's other treasure is a silver dagger (worth 25 gp), 17 electrum coins, a flask of perfume (worth 15 gp), and a *potion of lightning resistance*.

Ylok is the leader through strength and has few rivals except Vhook, who has been exiled to his own cavern (see area 11). He defers in matters spiritual and religious to Ooka (see area 15).

As noted in the introduction to the Lower Catacombs, the degenerates are not malevolent and only seek to defend their territory and survive. If they could escape Gondira and the white apes, they might once again become civilized. The PCs have a potential valuable ally here, unless they come in with swords raised and treat the degenerates as monsters.

15. Shrine of the Degenerates

This inner grotto contains a crude altar upon which are half a dozen fist-sized green glowing rocks. These are *green powerstones* (see the Treasures appendix). Besides being a valuable source of light, the degenerates feel the heat energy emanating from their "sacred" gems and gather around the altar in primitive worship.

Leading these ceremonies is **Ooka the Gondiran degenerate shaman**, an old wise woman. She has two **Gondiran degenerate females** as bodyguards. Ylok and the other members of the tribe often come to Ooka to seek advice.

16. Great Hall with Side Chamber

The floor of this large hall is covered with dried mud, rubble, and dirt. The walls are decorated with faded murals of funerary rituals.

A side chamber to the north has its entrance covered with what appears to be a half-rotted curtain of lianas. It is actually a creature that crawled up from the underground river and now hangs in the doorway waiting to surprise and engulf victims. It has statistics equivalent to a **shambling mound**.

Inside the chamber is a small metal altar. A successful Intelligence (Investigation) check (DC 16) reveals a secret compartment in the altar which contains a key; this key can be used to unlock the reliquary on the level above (see Upper Catacombs area 12).

A short, steep stairway leads up from the underground river (see area 1) into this hall.

17. Unstable Ceiling

The ceiling here is held up by two wooden support beams. Anyone can see that the ceiling is in bad repair and in danger of collapse.

As an action, a creature can knock over a beam, causing the ceiling to collapse. Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

18. Crypt and Alcoves

The main crypt has six medium-size stone sarcophagi, half of which have been opened. Three **corpse-eating white apes** are here, rummaging through their contents. A terrible stench fills the chamber.

There are alcoves in the south and east walls. For details on the burial alcoves, refer to the Standard Features section of the Upper Catacombs.

There is a secret door to the south (see area 19).

19. Secret Vault

The secret door to this room can be found with a successful Intelligence (Investigation) check (DC 15).

Behind the secret door is a narrow corridor that ends in an alcove. On the wall of the alcove hangs a magnificent steel *shield +1* decorated with an Elder Kuthan glyph signifying "defiance".

20. Corridor with Alcoves

For details on the burial alcoves, refer to the Standard Features section of the Upper Catacombs.



21. Cursed Tomb

In the center of the room stands an old and weathered sarcophagus covered with faint symbols. A successful Intelligence (Arcana or Religion) check (DC 15) reveals that the symbols are warning signs signifying evil, crimes, and curses.

The sarcophagus contains a skeleton which has been split and the parts placed in an unnatural arrangement with the skull in the middle, the torso to the right, followed by the arms. The legs are placed next to the skull on the left side.

The ceiling is 35 feet tall. A **wraith** lurks in the darkness above, and attempts to attack with surprise. If seriously injured it retreats back to the ceiling. It cannot leave this chamber. If the parts of the skeleton are rearranged into a natural pose, the wraith fades from existence.

22. Small Cavern

This grotto is partly covered with water from the underground river. A corpse has been washed up here. It wears chain mail armor and in a small leather pouch in its belt are two small blue diamonds (worth 1,000 gp each).

This room is within telepathic range of the abomination nearby (see area 23).

Waterfall: The double lines on the map between areas 22 and 23 represents a waterfall in the underground river. The water falls 70 feet down before it continues east (past area 23) and eventually north out of the valley of Gondira.

23. Prison Pit of the Abomination

The Giant-Kings of Kuth fought against many Abominations of Old. Before the southern migration of the Kuthans could settle in the valley of Gondira, one such abomination by the name of **Xuma-Ur-Agaleth** was confronted and defeated. The ancient being was too powerful to be killed, so the Kuthans imprisoned it in this pit. In the time that has passed since then, the being has weakened, and its current statistics are equivalent to that of an **aboleth**. Because it is imprisoned, it does not have any lair actions or regional effects, but it does have legendary actions.

A permanent *forcecage* effect keeps the creature trapped inside a cube, 20 feet on each side, in the middle of the pit's murky water, which has a depth of 50 feet. Along the western edge of the cavern is a narrow ledge. Against the western wall stands a square block of stone, 10 feet tall and 5 feet wide, inset with a small glowing green gem and covered with arcane symbols. A successful Intelligence (Arcana) check (DC 13) identifies the symbols as Elder Kuthan ritual writing. A check that succeeds by 5 or more also reveals the name of the imprisoned entity and strong warnings to stay away from this area. If the gem is touched, a *glyph of warding* causes 7d8 points of lightning damage to all creatures within a 20-foot radius (Dexterity DC 13 for half damage). Prying the gem loose from the stone block ends the *forcecage* effect keeping the abomination imprisoned. The gem is a *green power-stone* (see Treasures appendix), with 5 charges remaining, warm to the touch and emitting dim light in a 10-foot radius.

The cave has a ceiling height of 20 feet. In the middle of the ceiling, a circular shaft 10 feet in diameter rises up 80 feet until it reaches the floor of another cavern (see area 18 of the Secret Labs).

Xuma-Ur-Agaleth communicates via telepathy up to 120 feet, and will attempt to probe the minds of all sentient creatures within range to learn their desires and fears, which it then uses to tempt the creature to come within 30 feet so it can enslave it and get it to remove the gem that powers its force-prison. Ktalis has been to the pit opening above (area 18 of the Secret Labs) and has sensed the abomination probing her mind, but has so far not dared to investigate further. However, she might do so out of desperation if she is forced to flee from either white apes or player characters.

A rusted and corroded iron portcullis blocks entrance to this chamber from the main underground river. Due to its poor condition, it can be lifted or bent with a successful Strength (DC 15) check.



Ragula, the Chieftain's Son

«Charge, cowards, or I swear I'll cut you to pieces myself!».

Ragula is among the many sons of Maraklu the Chieftain. He is young and ambitious and tries to make a name for himself by performing many brave feats and daring raids. A skilled warrior, he is both respected and feared by his men.

RAGULA **CR 3 (700 XP)**

Medium humanoid (savage, Juna), unaligned

GENERAL

Armor Class 15 (hide armor, +1 natural)

Hit Points 58 (9d8+18)

Speed 30 ft.

ABILITY SCORES

Str 16 (+3) **Dex** 14 (+2) **Con** 14 (+2)

Int 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

TRAITS

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Juna, Mazanian

SPECIAL TRAITS

Feral. Ragula has advantage on Perception skill checks.

Superstitious. Ragula suffers disadvantage on attack rolls against aberrations, fiends and undead.

ACTIONS

Multiattack. Ragula makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Maraklu, Chieftain of Juna

A large man sits on a wooden throne decorated with crocodile skins. He wears a crown of hippopotamus ivory.

Maraklu is in his mid-40s and is the undisputed ruler of all the Juna villages. Although he is a fearsome opponent, he values his own life and does not enter combat unless necessary, letting his bodyguards fight for him.

MARAKLU **CR 4 (1,100 XP)**

Medium humanoid (savage, Juna), unaligned

GENERAL

Armor Class 13 (hide armor, +1 natural)

Hit Points 93 (11d8+44)

Speed 30 ft.

ABILITY SCORES

Str 21 (+5) **Dex** 10 (+0) **Con** 18 (+4)

Int 10 (+0) **Wis** 12 (+1) **Cha** 11 (+0)

TRAITS

Skills Athletics +7, Insight +3

Senses passive Perception 11

Languages Juna, Shoma, Mazanian

SPECIAL TRAITS

Feral. Maraklu has advantage on Perception skill checks.

Superstitious. Maraklu suffers disadvantage on attack rolls against aberrations, fiends and undead.

ACTIONS

Multiattack. Maraklu makes two melee attacks. He can use his Cleaving Swing in place of one of his greatclub attacks, if available.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and the target gains disadvantage on its next attack roll until the end of its next turn.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Cleaving Swing (Recharges 5-6). Maraklu swings his greatclub, and every creature within 5 feet of him must succeed on a DC 15 Dexterity saving throw. The target takes 14 (2d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one.

Priestess of the Mud-Gods of Kash

The gaunt woman's skin is covered with mud. Her long hair is clotted with clay. She has long, claw-like fingernails.

Maraklu's older wives and concubines hold special ceremonial positions as priestesses and oracles of the Mud-Gods. They decorate their bodies and hair with clay, and their touch can make a man temporarily turn to stone.

PRIESTESS OF THE MUD-GODS **CR 2 (450 XP)**

Medium humanoid (enlightened, Juna), unaligned

GENERAL

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., swim 20 ft.

ABILITY SCORES

Str 16 (+3) **Dex** 13 (+1) **Con** 13 (+1)

Int 12 (+1) **Wis** 12 (+1) **Cha** 13 (+1)

TRAITS

Damage Resistances acid, poison

Skills Religion +3

Senses passive Perception 11

Languages Juna

SPECIAL TRAITS

Uncanny. When the priestess rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Cyclopean. Whenever the priestess makes an Intelligence (History) check related to the origin of stonework, she is considered proficient in the History skill and adds double her proficiency bonus to the check, instead of your normal proficiency bonus.

Conceited. The priestess suffers disadvantage on initiative rolls.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Ifura the Mazanian

Dressed in a loincloth of white ape fur, this warrior-woman is a sight to behold as she lays waste to her enemies with savage fury.

Ifura is in her mid-20s. She is a wanderer and adventurer who left her motherland of Mazania after a conflict with a snake-priestess of Boma-Ya.

IFURA THE MAZANIAN **CR 3 (700 XP)**

Medium humanoid (savage, Mazanian), unaligned

GENERAL

Armor Class 17 (breastplate, +1 natural)

Hit Points 75 (10d8+30)

Speed 30 ft.

ABILITY SCORES

Str 14 (+2) **Dex** 16 (+3) **Con** 16 (+3)

Int 11 (+0) **Wis** 13 (+1) **Cha** 14 (+2)

TRAITS

Skills Survival +5, Perception +5

Senses passive Perception 15

Languages Mazanian, Shoma

SPECIAL TRAITS

Special Equipment. Ifura owns a masterwork bronze battleaxe with twin serpent heads on the hilt (reroll any 1s on damage), a longbow, a breastplate, gold bracers (50 gp each), a cloak of peacock feathers (25 gp), and a pouch of 50 pink pearls worth 10 gp each.

Archer's Eye (3/day). As a bonus action, Ifura can add 1d10 to her next attack or damage roll with a longbow or shortbow.

Feral. Ifura has advantage on Perception skill checks.

Superstitious. Ifura suffers disadvantage on attack rolls against aberrations, fiends and undead.

ACTIONS

Multiattack. Ifura makes two attacks with her longbow.

Battleaxe. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack.* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

White Ape of Gondira

A gorilla-like creature, covered in snow-white fur. As it beats its chest, its grunts and growls appear to form some kind of bestial yet intelligent speech.

The white apes of Gondira are clans of albino apes who have made the transition from beasts to humanoids, initially via the guidance of Sosmet the Outcast who is now revered as the semi-divine lord of Gondira.

The apes are hulking, large creatures, yet silent and stealthy when required. They avoid climbing trees that can't support their bulk, but easily scale mountain cliffs and the vine-covered walls and battlements of ancient ruins. They perch on top of hills and towers and keep vigilant watch over their surroundings.

Female White Apes: Females have the same statistics as males, except they lack the Aggressive trait and have Strength 14 (which gives them -2 to attack and damage rolls) and Constitution 12 (which gives them 45 hit points).

WHITE APE CR 4 (1,100 XP)

Large humanoid, unaligned

GENERAL

Armor Class 13
Hit Points 59 (7d10+21)
Speed 40 ft., climb 40 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 16 (+3) **Con** 16 (+3)
Int 8 (-1) **Wis** 12 (+1) **Cha** 7 (-2)

TRAITS

Skills Athletics +6, Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Gondiran

SPECIAL TRAITS

Aggressive. As a bonus action, the white ape can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The white ape makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Rock. *Ranged Weapon Attack.* +6 to hit, range 25/50 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

White Ape Lord of Gondira

This magnificent ape wears a flowing red cloak, and golden jewelry adorns its hands and feet. The white fur is mixed with spots of grey hair.

Each clan of white apes is led by a lord, the dominant male that also tends to be the oldest member of the group, which also includes his harem of female apes and younger warriors and children.

The white ape lords dress in red flowing robes in imitation of their master, Sosmet, who sits on the throne of Gondira wrapped in a crimson hooded robe.

The ape lords are the guardians of the secret wisdom that Sosmet taught to the apes, including spellcasting.

WHITE APE LORD CR 5 (1,800 XP)

Large humanoid, unaligned

GENERAL

Armor Class 13
Hit Points 76 (9d10+27)
Speed 40 ft., climb 40 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 16 (+3) **Con** 16 (+3)
Int 9 (-1) **Wis** 16 (+3) **Cha** 7 (-2)

TRAITS

Skills Arcana +2, Athletics +7, Perception +6, Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages Gondiran

SPECIAL TRAITS

Spellcasting. The white ape lord is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The white ape lord has the following spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, guiding bolt, sanctuary*
2nd level (3 slots): *aid, hold person*
3rd level (2 slots): *dispel magic, slow*

ACTIONS

Multiattack. The white ape lord makes three attacks: one with its bite and two with its claws or halberd.

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

Claw. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Halberd. *Melee Weapon Attack.* +7 to hit, reach 15 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Rock. *Ranged Weapon Attack.* +7 to hit, range 25/50 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Corpse-Eating White Ape of Gondira

The fur of this gaunt and foul-smelling ape is not white, but a mottled and sickly grey and purple.

All white apes of Gondira feast on human flesh from time to time, but certain individuals among them have developed a craving for the shriveled flesh of long-embalmed corpses found in the catacombs beneath the city. Their ghastly habits have turned these apes into foul-smelling, diseased scavengers.

CORPSE-EATING WHITE APE **CR 5 (1,800 XP)**

Large humanoid, unaligned

GENERAL

Armor Class 13

Hit Points 59 (7d10+21)

Speed 40 ft., climb 40 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 16 (+3) **Con** 16 (+3)
Int 7 (-2) **Wis** 12 (+1) **Cha** 7 (-2)

TRAITS

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Skills Athletics +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Gondiran

SPECIAL TRAITS

Stench. Any creature that starts its turn within 5 feet of the corpse-eating white ape must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the corpse-eating white ape's stench for 24 hours.

ACTIONS

Multiattack. The corpse-eating white ape makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage. If the target is a creature other than a construct, ooze, plant, or undead, it must succeed on a DC 14 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.

Young White Ape of Gondira

This is merely an adolescent creature, yet it already stands as tall as a man. It appears playful, but knotted muscles ripple beneath its snow-white fur as it moves.

These young white apes have not yet developed the sharp claws and fangs of the adult apes, but are still formidable in combat.

YOUNG WHITE APE **CR 1/2 (100 XP)**

Medium humanoid, unaligned

GENERAL

Armor Class 12

Hit Points 19 (3d8+6)

Speed 30 ft., climb 30 ft.

ABILITY SCORES

Str 16 (+3) **Dex** 14 (+2) **Con** 14 (+2)
Int 7 (-2) **Wis** 12 (+1) **Cha** 7 (-2)

TRAITS

Skills Athletics +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Gondiran

ACTIONS

Multiattack. The young white ape of Gondira makes two fist attacks.

Fist. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Rock. *Ranged Weapon Attack.* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.



Yanis, the Voice of Sosmet

A handsome, bearded warrior with shoulder-length hair; he wears a kilt-like loincloth fastened with a broad belt, has metal bracers on his arms, and wields a spear.

Yanis is the brother of Ktalis, and would gladly sacrifice himself for her (sadly, such devotion is not mutual). He is a skilled hunter and warrior, and also somewhat of a skilled ventriloquist, able to imitate animal sounds and human voices.

YANIS **CR 5 (1,800 XP)**

Medium humanoid (civilized, Gondiran), unaligned

GENERAL

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8+45)

Speed 30 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 15 (+2) **Con** 16 (+3)

Int 10 (+0) **Wis** 12 (+1) **Cha** 12 (+1)

TRAITS

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +3, Performance +4

Senses passive Perception 11

Languages Gondiran, Shoma

SPECIAL TRAITS

Frail. Yanis suffers disadvantage on saving throws against poison and disease.

Brave. Yanis has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Yanis hits with it (included in the attack).

ACTIONS

Multiattack. Yanis makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. Yanis adds 3 to his AC against one melee attack that would hit him. To do so, Yanis must see the attacker and be wielding a melee weapon.



Ktalis, Mistress Behind the Throne

A full-bodied, dark-haired woman stands before you, wearing golden jewelry and wielding a short curved sword and a whip.

Ktalis is sister of Yanis. She is a sadistic and scheming seductress that uses all means at her disposal to gain personal power and wealth. She would abandon her brother to his own fate if it saves her own life.

Ktalis is attracted to physical strength and beauty, but is also very jealous of anyone more beautiful than herself, and would see both males and females tortured and scarred to bolster her own ego.

She has also started to delve into the dungeons beneath the palace of Gondira and is intrigued by the ancient secrets she might discover there.

KTALIS **CR 8 (3,900 XP)**

Medium humanoid (decadent, Gondiran), unaligned

GENERAL

Armor Class 17 (distracting beauty)

Hit Points 78 (12d8+24)

Speed 30 ft.

ABILITY SCORES

Str 11 (+0) **Dex** 16 (+3) **Con** 14 (+2)

Int 13 (+1) **Wis** 11 (+0) **Cha** 18 (+4)

TRAITS

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +7, Perception +3, Stealth +9

Senses passive Perception 13

Languages Gondiran, Shoma, Elder Kuthan

SPECIAL TRAITS

Insidious. Ktalis has advantage on Deception and Stealth skill checks, and an additional +1d6 to sneak attack damage (included in the statistics below).

Jaded. Ktalis has advantage on saving throws against poison.

Corrupt. Ktalis suffers disadvantage on Wisdom saving throws.

Distracting Beauty. Ktalis adds her Charisma bonus to her AC.

Assassinate. During her first turn, Ktalis has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Ktalis scores against a surprised creature is a critical hit.

Evasion. If Ktalis is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Ktalis instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack. Once per turn, Ktalis deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ktalis that isn't incapacitated and Ktalis doesn't have disadvantage on the attack roll.



ACTIONS

Multiattack. Ktalis makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Whip. *Melee Weapon Attack:* +6 to hit, range 10 ft., one target. Hit: 7 (1d4 + 3) slashing damage and the target is grappled (escape DC 10).

Dance of Seduction. Ktalis targets one humanoid that she can see within 30 feet of her. If the target can see Ktalis, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards Ktalis as a trusted friend to be heeded and protected. Although the target isn't under the control of Ktalis, it takes requests or actions from Ktalis in the most favorable way it can. Each time Ktalis or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or Ktalis dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the Dance of Seduction of Ktalis for the next 24 hours. Ktalis can have no more than one humanoid charmed at a time.

Ket-Amuras, Giant-King of Gondira

The giant rises to his full height of more than 9 feet. His body is heavily muscled and the skin is smooth and hairless. His voice is booming and otherworldly: “Xothna kai, yothalla ia Kuth, yub Ket-Amuras rathana thok!”

A former king of Gondira, Ket-Amuras was placed in stasis to avoid aging long before Sosmet overthrew the city.

If awakened from stasis, Ket-Amuras expects and demands obedience and veneration as befits his status as Giant-King and descendant of the legendary Younger Gods of Kutherion.

However, despite appearances, the body of Ket-Amuras is old and he will need to return to his stasis sarcophagus to rest for extended periods of time to avoid death.

KET-AMURAS OF GONDIRA **CR 10 (5,900 XP)**

Large humanoid (enlightened, Kuthan), unaligned

GENERAL

Armor Class 16 (breastplate)

Hit Points 165 (22d10+44)

Speed 40 ft

ABILITY SCORES

Str 20 (+5) **Dex** 15 (+2) **Con** 14 (+2)

Int 12 (+1) **Wis** 14 (+2) **Cha** 18 (+4)

TRAITS

Saving Throws Str +9, Con +6, Wis +8

Skills Athletics +9, Intimidation +7, Perception +6

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 16

Languages Gondiran, Elder Kuthan

SPECIAL TRAITS

Special Equipment. Ket-Amuras wears *bracers of Kuth* and carries a *lightning-lance of Kuth*. When he doesn't wear a breastplate, his AC is 14.

Conceited. Ket-Amuras suffers disadvantage on initiative rolls.

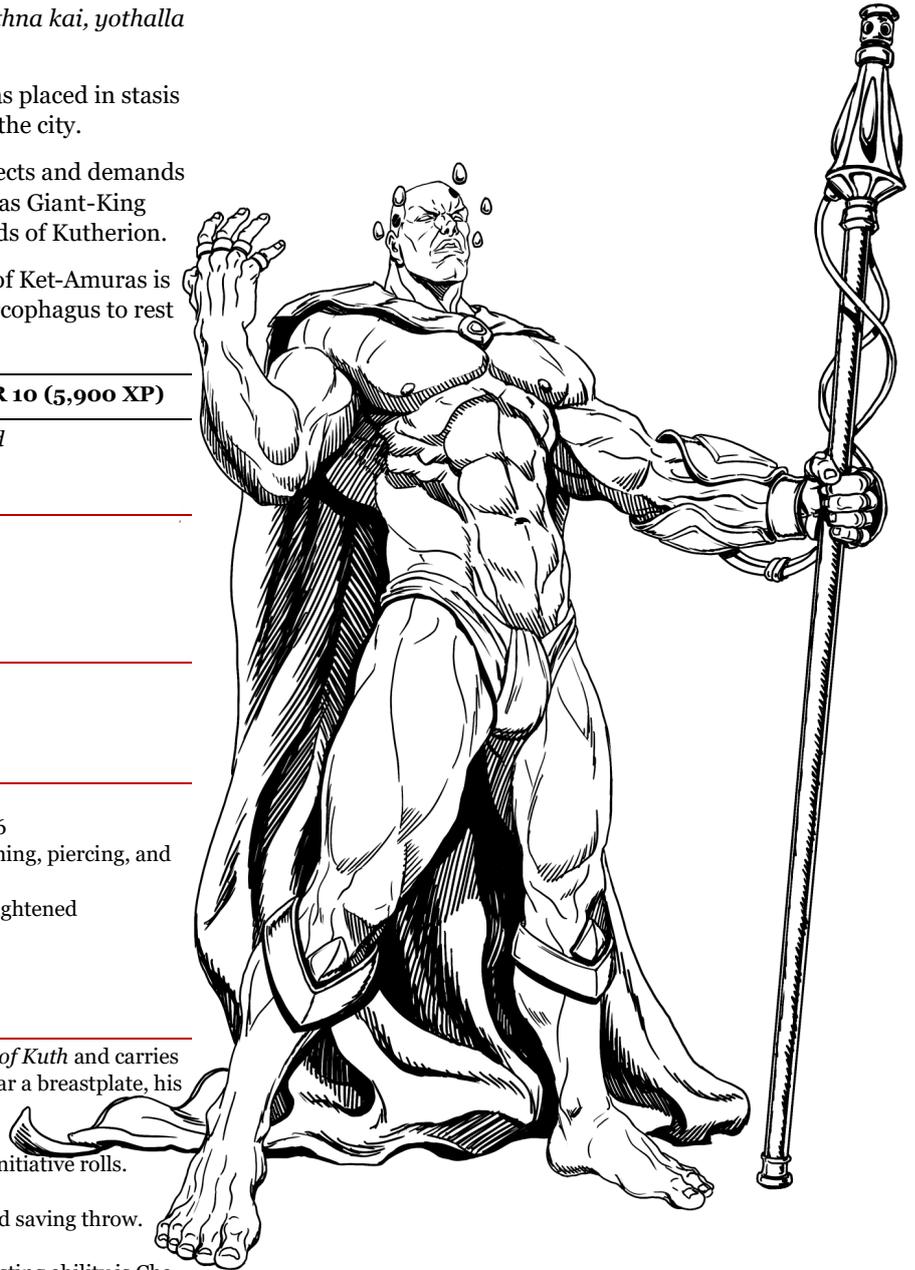
Indomitable (2/day). Ket-Amuras rerolls a failed saving throw.

Innate Spellcasting. Ket-Amuras' innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components.

3/day: *telekinesis*

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Ket-Amuras can regain 20 hit points.

Uncanny. When Ket-Amuras rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.



ACTIONS

Multiattack. Ket-Amuras makes three attacks with his greatsword.

Greatsword. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) slashing damage, plus 7 (2d6) slashing damage if Ket-Amuras has more than half his hit point total remaining.

Lightning-Lance of Kuth (18 charges). Ket-Amuras fires a stroke of lightning forming a line 100 feet long and 5 feet wide from his *lightning-lance*. Each creature in the line must make a Dexterity saving throw (DC 15). A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. For each additional charge used beyond the first, the damage increases by 1d6 (up to a maximum of 14d6). The lightning ignites flammable objects in the area that aren't being worn or carried.

Sosmet, Dead Lord of Gondira

A broad stairway leads up to a massive throne. Seated upon the throne, seemingly dead but not decomposed, is an 8 foot tall giant wearing a red hooded robe. The corpse clutches the armrests of the throne with the stiffness of rigor mortis, on its fingers are many gold rings.

Humble Beginnings. Scion of a lowly branch of the half-giants of Gondira, Sosmet once served as a minor scribe and funerary priest. Having repeatedly violated the city's dead to sate his forbidden desires, Sosmet was cast out of Gondira and wandered into the jungle.

Awakening the Apes. Sosmet the Outcast taught the white apes the lore of men and the sciences of the Giant-Kings, and the awakened white apes rose upright like their tutor and their eyes shone with the spark of intelligence. Sosmet became their leader and other tribes of white apes flocked to him, until he had an army of fearsome great apes under his command, and Gondira fell to his assault.

The Living Corpse. After years on the throne of Gondira, Sosmet died one day, but his body did not decompose and the white apes continued to venerate him as if he were still alive.

If his corpse is disturbed, Sosmet will animate and demand obeisance, and seek to destroy any who oppose him.

SOSMET, DEAD LORD OF GONDIRA CR 10 (5,900 XP)

Large undead, unaligned

GENERAL

Armor Class 17 (natural armor)

Hit Points 110 (13d10+39)

Speed 20 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 10 (+0) **Con** 17 (+3)

Int 11 (+0) **Wis** 18 (+4) **Cha** 16 (+3)

TRAITS

Saving Throws Con +7, Int +4, Wis +8, Cha +7

Skills History +, Religion +4

Damage Vulnerabilities fire (but see equipment below)

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Gondiran, Elder Kuthan

SPECIAL TRAITS

Special Equipment. Sosmet wears a *ring of fire resistance* and the *crown of Gondira*.

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

Spellcasting. Sosmet is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Sosmet has the following spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *guiding bolt*, *shield of faith*

2nd level (3 slots): *hold person*, *silence*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *vampiric touch*

4th level (3 slots): *confusion*, *divination*

5th level (2 slots): *awaken*, *telekinesis*

6th level (1 slot): *harm*



ACTIONS

Multiattack. Sosmet can use his dreadful glare and makes one attack with his rotting fist.

Rotting Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. Sosmet targets one creature he can see within 60 feet of him. If the target can see Sosmet, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of Sosmet's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the dreadful glare of Sosmet for the next 24 hours.

Gondiran Degenerate

A pale-skinned cave-man skulks like a white ghost through the darkness of the cavern.

Many regular men and women of Gondira were forced to flee into the catacombs beneath the city when Sosmet and his white apes attacked, and have endured many years in the horrors of the darkness here. They have shed the trappings of civilization in order to survive.

GONDIRAN DEGENERATE **CR 1/4 (50 XP)**

Medium humanoid (degenerate, Gondiran), unaligned

GENERAL

Armor Class 11
Hit Points 11 (2d8+2)
Speed 30 ft.

ABILITY SCORES

Str 16 (+3) **Dex** 12 (+1) **Con** 12 (+1)
Int 9 (-1) **Wis** 8 (-1) **Cha** 6 (-2)

TRAITS

Skills Athletics +5, Perception +3, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Languages Gondiran

SPECIAL TRAITS

Keen Hearing and Smell. The Gondiran degenerate has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The Gondiran degenerate has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the degenerate has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Vhook, Gondiran Degenerate Brute

An obese creature sits in a field of bioluminescent fungi and gnaws on some kind of rat.

While most of the Gondiran degenerates are gaunt and dangerously close to starvation, there are some individuals who take more than their share and grow into powerful brutes.

GONDIRAN DEGENERATE BRUTE **CR 2 (450 XP)**

Medium humanoid (degenerate, Gondiran), unaligned

GENERAL

Armor Class 13
Hit Points 52 (8d8+16)
Speed 30 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 12 (+1) **Con** 14 (+2)
Int 9 (-1) **Wis** 8 (-1) **Cha** 6 (-2)

TRAITS

Skills Athletics +6, Perception +3, Stealth +3, Survival +1
Senses darkvision 60 ft., passive Perception 13
Languages Gondiran

SPECIAL TRAITS

Brute. A melee weapon deals one extra die of its damage when the Gondiran degenerate hits with it (included in the attack).

Keen Hearing and Smell. The Gondiran degenerate has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The Gondiran degenerate has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the degenerate has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bone Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.



Ooka, Gondiran Degenerate Shaman

The pale, wrinkled woman holds aloft a green glowing crystal and whispers a prayer — or a curse?

The blind degenerates worship the heat and warmth emanating from the green power-stones of the ancient Kuthans that built Gondira. Some learn to utilize the power of the stones in mystic ways.

GONDIRAN DEGENERATE SHAMAN **CR 3 (700 XP)**

Medium humanoid (degenerate, Gondiran), unaligned

GENERAL

Armor Class 11

Hit Points 44 (8d8+8)

Speed 30 ft.

ABILITY SCORES

Str 16 (+3) **Dex** 12 (+1) **Con** 12 (+1)

Int 10 (+0) **Wis** 14 (+2) **Cha** 8 (-1)

TRAITS

Skills Athletics +6, Perception +4, Stealth +3, Survival +4

Senses darkvision 60 ft., passive Perception 13

Languages Gondiran

SPECIAL TRAITS

Keen Hearing and Smell. The Gondiran degenerate has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The Gondiran degenerate has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the degenerate has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The shaman is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *dancing lights, guidance, spare the dying*

1st level (4 slots): *command, shield, thunderwave*

2nd level (3 slots): *heat metal, mirror image, ray of enfeeblement*

3rd level (3 slots): *dispel magic, slow*

ACTIONS

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Ylok, Gondiran Degenerate Chieftain

The leader of the degenerates bears the scars of an untold number of battles with the beasts that dwell in the dark.

From among the brutes of the clans of degenerates rises a leader who must protect his underlings from all danger. The leader can be challenged for his position at any time, although the current chieftain, Ylok, has held his position for several years.

GONDIRAN DEGENERATE CHIEFTAIN **CR 4 (1,100 XP)**

Medium humanoid (degenerate, Gondiran), unaligned

GENERAL

Armor Class 11 (15 with exoskeleton armor)

Hit Points 90 (12d8+36)

Speed 30 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 12 (+1) **Con** 16 (+3)

Int 9 (-1) **Wis** 10 (+0) **Cha** 8 (-1)

TRAITS

Skills Athletics +6, Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages Gondiran

SPECIAL TRAITS

Blind Senses. The Gondiran degenerate can't use its blindsight while deafened and unable to smell.

Brute. A melee weapon deals one extra die of its damage when the Gondiran degenerate hits with it (included in the attack).

Keen Hearing and Smell. The Gondiran degenerate has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The Gondiran degenerate has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the degenerate has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Blood Cry (Recharges after a Short or Long Rest). As a bonus action, the chieftain emits a frenzy-inducing war cry. Each ally that is within 30 feet of this chieftain, can hear the chieftain, and not already affected by Blood Cry deals an extra 4 (1d8) damage on its weapon damage rolls against any creature that doesn't have all its hit points until the start of the chieftain's next turn.

Skull Thump (1/turn). Once per turn, when the chieftain hits a creature with a melee weapon attack and has advantage on the attack roll, the chieftain can attempt to stun it. The target must make a DC 14 Constitution saving throw or be stunned until the end of its next turn.

ACTIONS

Multiattack. The chieftain makes two great spiked bone club attacks.

Great Spiked Bone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 5 (2d4) piercing damage.

Giant Dragonfly

This glittering winged insect darts in and out of range with erratic movements.

Like regular dragonflies, these monstrous variants are found in tropical and sub-tropical regions. They prey on animals and humans alike.

GIANT DRAGONFLY **CR 1/2 (100 XP)**

Medium beast, unaligned

GENERAL

Armor Class 16 (natural armor)

Hit Points 25 (5d8+5)

Speed 10 ft., fly 60 ft. (hover)

ABILITY SCORES

Str 10 (+0) **Dex** 18 (+4) **Con** 12 (+1)

Int 1 (-5) **Wis** 12 (+1) **Cha** 3 (-4)

TRAITS

Senses passive Perception 11

Languages -

SPECIAL TRAITS

Darting Flight. The giant dragonfly can take a bonus Dash or Disengage action every round.

ACTIONS

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

Hippopotamus

The jaws of this barrel-shaped beast open up almost 180 degrees to reveal dagger-like tusks.

The hippopotamus is a massive, semi-aquatic herbivore that inhabits warm rivers, lakes, and mangrove swamps. They spend most of their time in the water, only coming ashore at night to graze. Despite their vegetarian diet, hippopotami are highly aggressive and unpredictable.

HIPPOPOTAMUS **CR 2 (450 XP)**

Large beast, unaligned

GENERAL

Armor Class 12 (natural armor)

Hit Points 47 (5d10+20)

Speed 40 ft., swim 20 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 10 (+0) **Con** 18 (+4)

Int 2 (-4) **Wis** 11 (+0) **Cha** 4 (-3)

TRAITS

Saving Throws Str +6

Skills Perception +2

Senses passive Perception 12

Languages -

SPECIAL TRAITS

Brave. The hippopotamus has advantage on saving throws against being frightened.

Charge. If the hippopotamus moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 6 (1d12) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Underwater Camouflage. The hippopotamus has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 16 (2d12+3) piercing damage.

Man-Eating Plant

Large mottled leaves open up, like the wings of a butterfly, revealing sharp fangs!

A man-eating plant is a giant carnivorous plant; an evolved, oversized flytrap. To attract prey, the man-eating plant releases a special pollen that draws creatures to it. It snaps its leafy jaws shut around any warm-blooded creature that strays within its reach.

MAN-EATING PLANT **CR 1 (200 XP)**

Large plant, unaligned

GENERAL

Armor Class 12 (natural armor)

Hit Points 45 (7d10+7)

Speed 5 ft.

ABILITY SCORES

Str 15 (+2) **Dex** 14 (+2) **Con** 12 (+1)
Int 1 (-5) **Wis** 10 (+0) **Cha** 2 (-4)

TRAITS

Skills Perception +4, Stealth +7

Condition Immunities blinded, deafened, exhaustion, prone, stunned

Senses tremorsense 30 ft., passive Perception 10

Languages -

SPECIAL TRAITS

False Appearance. While the man-eating plant remains motionless, it is indistinguishable from an ordinary jungle plant.

ACTIONS

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. Hit: The target is trapped inside the man-eating plant's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from an attacks and other effects outside the man-eating plant, and takes 14 (4d6) acid damage at the start of each of the target's turns. If the man-eating plant dies, the creature inside it is no longer restrained by it. A man-eating plant can engulf only one creature at a time.

REACTIONS

Attractive Pollen (1/Day). When the man-eating plant detects any creatures nearby, it can use its reaction to release pollen out to a radius of 30 feet. Any beast or humanoid within the area must succeed on a DC 11 Wisdom saving throw or be forced to use all its movement on its turns to get as close to the the man-eating plant as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Jungle Creeper

The living vines twist like a snake, and coil around your neck like a hangman's noose!

A dangerous and carnivorous plant, the jungle creeper remains stationary until a victim passes nearby. Subterranean versions of the creeper also exist and thrive in dark chasms and fungus caverns.

JUNGLE CREEPER **CR 3 (700 XP)**

Large plant, unaligned

GENERAL

Armor Class 13 (natural armor)

Hit Points 85 (10d10+30)

Speed 5 ft., climb 5 ft.

ABILITY SCORES

Str 18 (+4) **Dex** 10 (+0) **Con** 16 (+3)
Int 1 (-5) **Wis** 10 (+0) **Cha** 1 (-5)

TRAITS

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion, prone, stunned

Senses blindsight 30 ft., passive Perception 10

Languages -

SPECIAL TRAITS

False Appearance. While the jungle creeper remains motionless, it is indistinguishable from an ordinary jungle plant.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. Hit: The target takes 11 (2d6 + 4) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The jungle creeper can constrict only one target at a time.

Creeping Vines. The jungle creeper can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the jungle creeper dies or uses Creeping Vines again.



Table 1: Minor Treasure

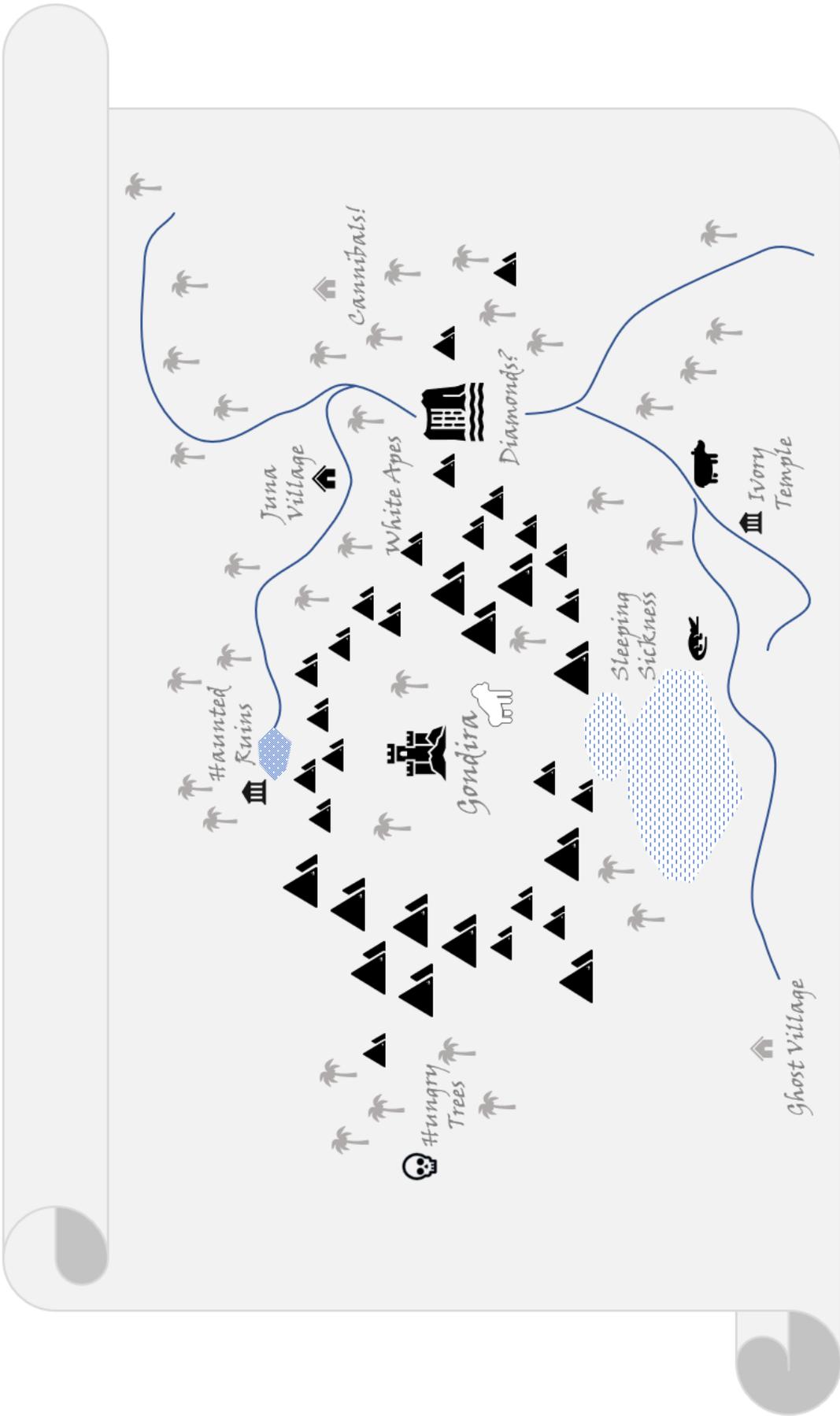
1. greataxe
2. pouch of silver coins
3. purple mask
4. well-kept half plate
5. book about witchcraft
6. pieces of obsidian
7. roll of silk
8. crate of metal ingots
9. red veil
10. animal skins
11. handful of platinum coins
12. waterskin
13. playing card set
14. important letter
15. bottles of beer
16. silvered hyena skull
17. barrel of grain
18. signet ring
19. ring mail
20. jar of salt
21. azure toga
22. animal furs
23. pieces of onyx
24. vial of perfume
25. box of tea leaves
26. silver lamp
27. magnifying glass
28. vial of acid
29. grey robe with gold trim
30. six torches
31. two-person tent
32. box of saffron
33. ten bottles of wine
34. *potion of healing*
35. spyglass
36. white cloak
37. vial of antitoxin
38. dice set
39. whetstone
40. leather armor

Table 2: Major Treasure

1. iron orb adorned with shape of salamander
2. perfect white pearl
3. *ring of protection*
4. vial of purple worm poison
5. three gold rings
6. steel crown adorned with hydra heads
7. box of platinum coins engraved with a vulture on one side and a female ruler on the other side
8. plate mail
9. *potion of heroism*
10. bronze scepter
11. copper statue of lamia
12. box of yellow spices
13. cut and polished ruby gem
14. gold amulet with demon's face
15. large tapestry with royal hunting scenes
16. silver statue of giant eagle
17. chest of electrum coins
18. iron-bound book of arcana
19. ivory staff with golden sun on tip
20. skull inset with jade teeth

Player Handout #1: The Beast-Master's Map (Front Side)

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Player Handout #2: The Beast-Master's Map (Back Side)

Twelfth day, fifth moon, sixth year of the reign of Fualek IV of Iraab: After a long chase, I hunted down the great old lion and killed it with an Azimban war-spear purchased from the Iba nomads; I will present the lion's skin to Governor Hassan of Khariya when we return to Zadj.

Twentysixth day, fifth moon: We have reached the jungle kingdoms; I wish to see if the old tales concerning Gondira are true: a once-great city, built by sons of giants, with a palace of white marble and gates of beaten gold, now hidden by the jungle.

Thirteenth day, sixth moon: A range of hills surrounds Gondira; the Juna tribes know a secret path into the valley but refused to tell us. We drew steel, but they retreated into a temple of strange mud statues, and we did not care to follow.

Fifteenth day, sixth moon: I lost my second-in-command and four bearers when they were attacked by a river-horse south of the Juna lands. I have almost lost faith in the tales of Gondira.

Twentieth day, sixth moon: Just when we were about to turn back, we spotted a marvelous thing: a hulking, white creature that left gigantic footprints; perhaps the legends of Gondira are true after all.

Twentysecond day, sixth moon: We followed the creature and captured it, but I lost ten of my men in the struggle. The creature is a great ape, with fur white as the snow of Tharaq Thule, yet it is no ape, for its eyes glitter with an evil intelligence. But surely this primitive thing cannot be of the lineage that built Gondira... ?

First day, seventh moon: As we headed north, we passed a small ruined pavilion choked with vines, at the center of which was a tall, weathered statue. Our captive creature became mad with rage and almost broke free from its cage! Among its roars I heard the word "Sosmet" repeated several times, but my men call me mad, for surely the white ape is an animal without capacity for language! And yet I wonder...

Sixteenth day, seventh moon: We have reached the plains of Zadj and make towards Khariya at the foot of the Bone Hills; I shall make a good show with my mastery of beasts there.

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