

AN ENIGMA LOST IN A MAZE

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Fifth Edition Adventure for four 6th level characters

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A FIFTH EDITION ADVENTURE
FOR FOUR 6TH LEVEL CHARACTERS

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An Enigma Lost in a Maze is a D&D Fifth Edition adventure for four 6th level characters. It is set in the ruins of Roshgazi, a city in the Southlands of the Midgard Campaign Setting. Once the capital of the Moon Kingdom of Tes-Qamar and cultural bastion of minotaurs, Roshgazi was all but destroyed by Mharoti dragons, dragonkin, and kobolds three-hundred years ago. The incredible maze that riddles the city, however—the great First Labyrinth—remains very much alive and whole, at least in the physical sense.

The adventure could easily be set in any ruinous city rumored to host a magical maze.

ADVENTURE SUMMARY

At its heart, *Enigma* is a simple seek-and-explore adventure. The PCs will gain the key to entering the First Labyrinth, the world maze where all mazes connect, in its least dangerous location closest to its *Heart*. They need to administer the curative to the mad maze and leave, defeating their enemies on the way. Sadly, the *Heart of Roshgazi* is more insane than even the minotaurs who tend it guessed and, once the PCs enter its grasp, they find more trouble than they bargained for as they are taken from one strange maze to another on their journey to the *Heart* itself.

The PCs have the choice of how and when they deal with each issue that arises in this adventure. It is the


complexity of allies and choices that influence how the adventure ultimately plays out. Cunning PCs can gain allies and split opponents. A dragon with a contingent of kobolds occupies the city and is the primary villain. Other enemies on the way may not be all they seem, despite their fearsome appearances. Finally, even the dragon may be forced to leave the city by a great show of strength and dominance. Dragons, after all, cannot conceive of a world without their beauty in it and would rather live than die in some ruined city far from home.

In this adventure, Part 1 introduces the PCs to the minotaurs who seek their aid and to the dragonkin who are invading Roshgazi. Part 2 defines the puzzle that hides the labyrinth entrance that is closest to the *Heart of Roshgazi* and how to solve it. Part 3 details the First Labyrinth itself and the challenges the PCs will face within. Part 4 culminates in the PCs facing off against the dragon, and Part 5 details the monsters and major NPCs of this adventure.

ADVENTURE BACKGROUND

The once magnificent minotaur bastion of Roshgazi lies in ruins, but a vast labyrinth lurks amongst and beneath the shattered stones. This warren is more than just a maze—madness lies beneath the shattered ruins.

All but destroyed by the Mharoti Empire three-hundred years ago, the city has never recovered,



although its soul—its *Heart*—remains hidden. A beacon and the soul of mazes, the *Heart of Roshgazi* has influence that extends beyond the confines of the shattered city, twisting into the corners of every maze in creation. Sadly, the *Heart* is, like the city above, broken, having been cracked during the invasion. Its inner intelligence lies fractured. At times it is the benevolent Poet, seeking to mend what is ruined, and at other times it is the insane Broken, convinced the invasion is still taking place. The ruins are dangerous for more than just their fractured parts; they are also dangerous for what lurks within them, an unpredictable fury that spills over into the cat's cradle of mazes across existence.

Right now, Broken is in the ascendancy. Mazes draw into mazes, and Roshgazi lies at their crossroads. Strange creatures stagger into the ruins almost daily, and odd occurrences happen at irregular intervals across the city. The *Heart of Roshgazi*, a crystalline artifact, lies defended by an incredible maze known as the First Labyrinth. Once used as a trial and execution system, the Labyrinth is now erratic, twisting day by day both above and below the city, which it makes and unmakes at its own mad whim. Those closest to the First Labyrinth, the minotaurs, feel the strangeness most—a madness takes some, while others simply brood and worry. Of late, however, the Roshgazi minotaurs have seen a curious change on the First Labyrinth. They believe the *Heart*, in its madness, wants to be discovered. Some local minotaurs believe it is dying, however many others believe it is seeking a way to be cured, which would herald the return of the Moon Kingdom of Tes-Qamar.

When they sacked Roshgazi centuries ago, the Mharoti dragonkin sought a powerful *orb of the dragonkind* the minotaurs were said to possess. Despite extensive looting, the orb was never found and eventually history drew the raiders in other directions. The kobold K'cheer Dresh is convinced the orb remains in Roshgazi. In fact, he believes the *Heart* and the orb are one and the same. Over the years, Dresh has risen to powers beyond those of his normal kin through an old alliance, a *friendship* to his myopic eyes. He is using this alliance to seek the *Heart*. His associate (or as she prefers to name it, *ruler*) is a huge, black dragon named Mistress Nacissa. This vain, greedy, plump dragon has found that having Dresh with her has allowed her to experience several delicacies—she does so love her food—and brought her the loving attentions of many well-oiled human slaves—they have the tastiest crunch!

For their latest venture, Dresh has rashly promised the dragon a legendary *orb of dragonkind*. Nacissa thinks it will be useful for her to advance her standing

among her kind. She has always thought she would make a good queen and would like to rule the Southlands—perhaps beyond. It's the right and destiny for one of her beauty, cunning, and enlightenment to ascend to the throne of the world and now is the perfect time, as she is even more beautiful today than she was yesterday. She bullied a small army of kobolds to do her bidding, flew with them on her magnificent back, and came to Roshgazi as her servitor had begged of her. Once in Roshgazi, she similarly terrorized the locals into submission and rounded up several minotaurs. She has tasked them with working to find the orb. Now that Dresh has an expendable group of local minotaur slaves to help in his search, he is busy seeking the *Heart*. However, the work isn't going as smoothly or quickly as planned and is becoming very costly in minotaur flesh. Dresh fears his mistress is growing bored, which is dangerous for everyone within several miles. Her temper is almost as legendary as her revolting culinary habits—indeed Dresh has arranged a personal chef to distract his dragon mistress, as he finds exotic foods work wonders on her shallow attention span. The damn maze—even the city itself—seems to unmake itself to confuse. Even though he has promised and administered terrible repercussions for minotaurs that fail to find him the *Heart*, he has failed to locate it. Dresh himself has entered the maze several times and, so far, survived where others have died.

Yet even in his failure, Dresh broods upon the solution to his enigma—the First Labyrinth, he is sure, is no random maze, no confused mass of random parts. He is sure it has a pattern and believes he is close to unraveling that pattern, but will he be allowed enough time to complete his plan? His mistress is not known for her patience, and merely explaining the truth is not likely to soothe her anger. He fears for his own skin now more than ever.

He is close to solving his problem; there is a secret way to enter the First Labyrinth in a safe location near the *Heart*. This secret is known only to a few of the local minotaurs, and they're not willing to help the dragonkin interloper.

Dresh lies awake at night, brooding upon the enigma and worrying about his fate should his promise of the orb not materialize. Nearby, the dwindling populace of minotaurs also worry about what fate has in store for their kind. A few have tried to escape but have been caught and horribly punished by Nacissa. They fear that soon there will be none of their kind left in the once great city.

And that is unacceptable.



RECENT EVENTS

Roshgazi has become a beacon for madness. Sensing its own frailty and danger, the *Heart* has become a pyre warning of its own demise. It thrashes outward for help from other mazes and draws them into its bosom in the futile hope they can protect it and give it succor in its hour of need. In the three-hundred years since the *Heart* was first fractured and Roshgazi fell, this madness has occurred before—but never so deeply as now. In the half dozen previous occasions, minotaur priests administered a curious aid to soothe the troubled *Heart* and prevent it from slipping fully into madness. They called it the *light of reason*. This light, steeped in labyrinthine magic, released arcane healing that soothed—yet so far has not cured—the *Heart* for another two or three score years. The time to heal the *Heart* has come round once more, now more desperately than ever, it seems.

A few weeks ago some minotaurs, a local group known as the New Moon Clan who tend the *Heart* and who wish to see their empire of old restored, entered the First Labyrinth to heal the *Heart* once more. Using an entrance guarded by a puzzle they call the Enigma, they ventured into the maze at a point near the *Heart*.

SENATOR EVADNE AND THE MAD MAZE

Senator Evadne currently resides in Kaptaria, developing a plan for healing the *Heart of Roshgazi*. Part of that plan involves recovering the *Founding Stone*, which a group of brave adventurers help her accomplish in the Warlock lair *Mad Maze of the Moon Kingdom*. Shortly after the events of that adventure, Mistress Nacissa settled in Roshgazi. The Senator's scouts reported the dragon's presence and the sudden increase in agitation from the Mazuli Sul, an ancient minotaur name for the First Labyrinth.

The *Mad Maze of the Moon Kingdom* adventure can be used as a prequel to the events of this adventure. If so, the Senator hears rumors of a clan of still-sane minotaurs in Roshgazi. They call themselves the New Moon Clan, and they are fighting back against the dragon. She instructs the PCs to find and assist this clan as the dragon's presence appears to be related to the current increase in the labyrinth's agitation. She feels the PCs' involvement could also help her broker an alliance with this unfamiliar clan and move further toward her goal of healing the damaged *Heart of Roshgazi*.

Only one returned, a minotaur known as the Prophet, and she spoke of a madness and fury that turned the minotaurs upon each other as they neared the sacred soul of the maze. Another attempt to heal the *Heart* was made a few days ago. This time, none returned and the *Heart* remains unhealed.

The *light of reason* now rests somewhere within the maze. Desperate to act yet seemingly powerless to heal the *Heart* and save it, the minotaurs have hatched a desperate plan...

ADVENTURE HOOKS

The PCs may have heard that a black dragon presently lurks in the ruins of Roshgazi and has the populace under her thrall, or maybe the PCs are in the city to do a bit of exploration themselves. They may be heading elsewhere—perhaps journeying to the Emirate of Cindass to trade white marble or planning a venture into the Crescent Desert and halt in the city to gather supplies—when events draw them into adventure.

OCCUPIED ROSHGAZI

Roshgazi is described on pages 183-184 of the *Midgard Worldbook*, however, Roshgazi is currently under a sort of bizarre occupation—primarily because of the presence of Mistress Nacissa. The dragon's deeds and temper keep the 2,000 or so present inhabitants in a fearful obedience, and, whilst the occupying force is small—there are less than a hundred kobolds with a dozen or so mounted on terror birds—the presence of a dragon sobers local minds. Those few who have tried to escape or defy the dragon have met with unpleasant ends. Most therefore wish to keep a low profile, let life go on, and hope the present troubles end without personal harm. Though many are sad and a few angered about the treatment of the minotaurs gathered at the crushed Temple of Hecate, most just get on with their lives. The minotaurs, including those who are free of Nacissa's capture, are troubled by the aching *Heart*—not just culturally but physically. Many find it hard to focus or will abandon tasks half-completed while some especially-troubled minotaurs find themselves becoming lost in once-familiar streets. If a PC is a minotaur, he or she feels the aching of the *Heart* as a dull throb like a toothache while in Roshgazi. Each day the minotaur PC stays in Roshgazi beyond the first week, he or she must succeed on a DC 15 Intelligence saving throw or have disadvantage on one random ability check he or she makes that day.

Kobolds rarely patrol the city streets, preferring to keep to areas near the Temple of Hecate, though

they can sometimes be seen in markets, demanding provisions. A kobold patrol consists of one **swolbold** on foot with four **elite kobolds** mounted on two **terror birds** (see Part 5 for details on these creatures). While patrolling, the group throws its inconsiderable weight about and chitters in glee when it is obeyed. If attacked, the kobolds sound their alerting horns, which echo across the city streets, then flee back to the dragon. They report what has happened and await her revenge—often in the form of indiscriminate breathing over residents in the offending area. The dragon responds to the horns if she hears them, as do other kobolds nearby.

PART 1: INTRODUCTIONS

This section details the PCs' introductions to the minotaurs who seek their help and to the dragonkin who have recently settled in Roshgazi.

MEETING THE MINOTAURS

Whatever brings the PCs to Roshgazi, the minotaurs of the New Moon Clan soon hear about their talents and make a covert approach. This initial meeting can take place anywhere out of general sight in Roshgazi. Half a dozen nervous minotaurs led by a female minotaur, a **moon priestess** (see Part 5) named Arous-ok-Hebb, approach the PCs. Two other minotaurs, the Prophet and her young attendant, remain hidden in a nearby room or building until signaled by the others that the PCs have agreed to help.

An elderly minotaur priestess approaches, leaning heavily on a crooked staff. Though she dresses simply, an impressive axe hangs at her side, reminding all of the power she still wields.


"My name is Arous-ok-Hebb, and I'm a member of the New Moon Clan. My people have tended the Mazuli Sul for centuries, but we have fallen on dark times. A dragon and her kobold allies have taken my people prisoner. She forces them to enter the labyrinth and die in search of something they will never find. The two kobolds who lead my people into the labyrinth always return unscathed. They are the most powerful kobolds I have ever encountered. If we were to face the dragon or her kobolds ourselves, we would all surely die, and no one would be left to perform our duties.

"The Heart of the Mazuli Sul is sick and needs healed. I fear it may go completely insane—or worse, die—if we don't act soon. Our clan heals the heart every few years when its sickness overpowers it, but this time the sickness is worse. Both of our attempts to heal it have failed.



"The dragon's lieutenant, a kobold named Dresh, is clever, and I believe he is close to decoding the Enigma that guards the Heart. If he gets the Heart he could have power over the Mazuli Sul and control of all labyrinths in Midgard. Or worse, his draconic touch might destroy the Heart, killing the Mazuli Sul and all labyrinths with it.

"The dragon and her kobolds are too powerful for us to take head on. But you...you might be able to infiltrate them as expert treasure hunters, travel with this Dresh and his kobolds to the Mazuli Sul, and let the labyrinth rid us of the dragon's strongest allies! After that, the Heart can be safely healed, restoring the Mazuli Sul and



clearing the madness that is overtaking my people. Once freed of madness, my people would have the strength to aid you in an assault on the dragon.

"My clan is not accustomed to seeking help from outsiders, but we have no other choice. Our people are too afflicted by the Heart's madness to properly heal it. We have heard of your strength. Our forces dwindle and you may be our only chance at healing the Heart of Roshgazi. Will perform this task for us? Will you heal the Heart in our stead?"

If the PCs appear hesitant with Arous' plans, the minotaur offers all the dragon's treasure to the PCs upon its demise. The goal of Arous and the New Moon minotaurs is to restore the *Heart* and free their enslaved people; they have no need for a dragon's treasure. In Arous' mind, the most valuable reward for the PCs is that their help will be sung across the mazes of the world and be known to all minotaurs for centuries to come; however, she understands the realities of the world and that the help of outsiders isn't free. Since Arous is uncertain of how much treasure the dragon holds at the Temple of Hecate, she also offers the PCs the only object of value the New Moon Clan possesses: a *cube of force* that has belonged to their clan for generations. She rewards the PCs with this item after the *Heart* has been healed.

If the PCs accept, she is delighted and shakes each PC's hand in turn. At this point, the Prophet, a dribbling, older moon priestess who stares at nothing and mumbles quietly to herself, emerges from hiding, walking timidly behind her attendant. The other minotaurs show a mixture of deference and pity toward her. Arous steps aside and introduces the new arrival.

"This is the Prophet. She was the leader of the first group that attempted to heal the Heart. She is the only survivor, though her mind was all but shattered by the experience. Her madness awaits all minotaurs if the Heart is not healed.

"Our people heal the Heart using a small crystal we call the light of reason. I believe the light of reason still sits near the Heart where the Prophet's companions were slain. You must find the crystal and bathe the Heart in its light for a time. This will heal the Heart's current madness and save my people for another decade.

"Be careful when inside the Mazuli Sul. It has two aspects, the Broken and the Poet. When the Heart's sickness overtakes it, the mad and violent Broken is in primary control. But this doesn't mean Poet isn't there.

Among my people, we have a saying 'the Poet always listens.' Talk to Poet when you are there, explain why you are there. Poet will hear you, whether it responds or not, and it may fight against Broken's madness to aid you."

Arous then explains how the PCs can find the entrance to the Mazuli Sul that is closest to the *Heart of Roshgazi*. She describes the city and how it is divided into twelfths with each twelfth associated with a specific month and sacred animal. She gives the PCs the locations of each of the twelve holy sites in Roshgazi, explaining that only four hold the correct "keys" to the Enigma each month. See "The Enigma" in Part 2 for more details on the Enigma and how the PCs can solve it to find the entrance of the First Labyrinth closest to the *Heart of Roshgazi*.

MEETING THE DRAGONKIN

How the PCs introduce themselves to the dragon and her kobolds is up to them. The simplest is for the PCs to walk to the Temple of Hecate (detailed on page 8) and announce themselves. The PCs may also decide to approach one of the patrols or take some other path. If they peacefully approach any of the patrols or the kobolds guarding the Temple of Hecate, they are escorted to Dresh within the temple. If the PCs enter by surprise, the guards attack, but they focus on capturing rather than killing the PCs. The guards do not slay obvious non-residents (who the dragon might find tasty) without the blessing of Dresh or Nacissa. They take any captured PCs to Dresh first so as not to disturb the dragon.

When the PCs' first arrive, Mistress Nacissa is just melting her previous chef in a fit of pique over boiled eggs. Dresh stands nervously nearby. Both he and his partner are at the end of their tethers and the arrival of the PCs may be fortuitous to both parties.

Dresh is desperate but not stupid. He thinks he is close to unraveling the enigma of the First Labyrinth, but he knows he is also close to being melted at the whim of his beloved sponsor. He is clever and aloof when hearing out the PCs' proposition, after all, there is nothing more petulant and self-important than a kobold in authority. However, it soon becomes apparent that Dresh is not fully in charge, as his partner constantly interrupts his speeches and effectively takes over the interview. Behind all of this, Mistress Nacissa sulks and pouts about her insufficient meal, a constant reminder that her presence glowers above the proceedings.

A suggested outline for how the encounter may go is detailed below. The purpose of this outline is as a guide to show the kobolds are resistant to outside

assistance, but they, ultimately, know they need more help or they'll all be the dragon's next meal. These are not meant to be hard walls the PCs have to overcome in order for the adventure to continue. Use this as a way of introducing the PCs to the main antagonists of the adventure and as a way for the PCs to leave lasting impressions on the kobolds and dragon—whether those impressions are good or bad depend on the PCs.

If the PCs fail all of the checks, they still succeed in joining the kobolds, who hire them as “employees.” Their failures here can lead to the other kobolds in the group viewing them as lesser while their successes would have the other kobolds awed by the PCs’ prowess. Kobolds have a strict pecking order and PCs who fail these checks might find themselves at the bottom of it, expected to obey Dresh and K’kar Chai without question.

- If the PCs wish to convince Dresh and K’kar Chai they are treasure hunters or skilled adventurers, the PCs must cast a spell of 3rd level or higher, succeed on a DC 15 Strength (Athletics) check to show off a PC’s strength, or succeed on a DC 15 Dexterity (Acrobatics) check to showcase the PC’s agility. At your discretion, any impressive display of skill will suffice. A dragonborn or kobold PC has advantage on this check.
- If the PCs wish to convince Dresh and K’kar Chai they are smart enough to help the kobolds solve the engima, the PCs must succeed on a DC 15 Intelligence (Arcana, Investigation, or Religion) check to show off their vast knowledge or deductive reasoning. A dragonborn or kobold PC has advantage on this check.

WHERE HAS ALL THE POULTRY COME FROM?

Several kobolds in this adventure are mounted on terror birds. The birds are a rare local offshoot of terror birds known as Crescent Desert ugly great fowl. In truth they resemble giant, balding chickens more than their fierce-looking kin. These birds technically belong to the legendary Nurian master of animal behavior, terror bird trainer, and menagerie owner extraordinaire Henenu Akhenthoth, who, unluckily for him, was in Roshgazi when the dragon arrived. Dresh (or more correctly Mistress Nacissa) persuaded Henenu that his best interest lay in *lending* a dozen or so terror birds to the dragon’s followers for a “short while.” The birds have been trained for riding and combat and bent quickly to the commands of Nacissa’s kobolds, who have been strutting about town atop the beasts ever since.

A successful DC 12 Wisdom (Perception) check notices Henenu’s insignia, a feather on a river of sand, on the saddles and tack of the birds. A successful DC 12 Wisdom (Insight) check notices the birds are uneasy with their riders, briefly hesitating before following orders and reluctantly attacking when instructed. These two clues should point the PCs to the fact that the birds don’t truly belong to the kobolds.

Henenu presently broods in an antiquarian relatives’ house in the Harbor Market. Characters returning at least six of his beloved birds to him receive his warm

thanks, 200 gp, an offer of future betrothal to his beloved (if a little unpleasant) sister Nekhbet, and an exotic songbird or parrot of the PCs’ choice. Henenu is a prominent figure among the merchants of the city. If the PCs gain him as an ally, they have advantage on their checks to find a cook to teach them local dishes or to convince a cook to secretly make meals for them to feed the dragon (see “I’m Hungry” under Complications in Part 2).



If the PCs fail either check, Dresh laughs haughtily at the PCs who must succeed on a DC 15 Charisma (Deception, Intimidation, or Persuasion) check to save face. If successful, K'kar Chai applauds the PCs and laughs as Dresh's inflated ego is squashed.

If the PCs fail all checks, Mistress Nacissa looms above the PCs and asks if any of them can cook. If none of them can, she then asks if any of them can entertain her. A successful DC 10 Charisma (Performance) check or cooking a single dish piques the dragon's interest enough to keep them around—for now.

Dresh accepts them under the following conditions: any time they enter the First Labyrinth he wants to accompany them with his companions. His group consists of himself, **K'kar Chai**, one **swolbold**, three **elite kobold** troops, his newest associate—the legendary tomb-raider "**Princess**" **Karima Gamila**—and at least two **minotaur** slaves, which will be handy to throw into any traps (see Part 5 for details on the kobold leaders and their troops). Karima is a gnoll from Per-Bastet who recently joined the kobolds after hearing of their treasure-hunting expeditions into the First Labyrinth. She is detailed further in Part 5.

In terms of a reward, Dresh is curiously happy to offer whatever the PCs wish (except the *Heart*) as he has no intention of honoring his pact. He intends instead to offer the PCs to his beloved dragon sponsor as an exotic meal after he has secured the *Heart*.

Dresh is cunning and suspicious. He insists the PCs relay any information regarding the entrance to the labyrinth to him as soon as they have it. He requests a daily report of their progress in unraveling the Labyrinth's secrets. A successful DC 15 Charisma (Deception) check is required to give a false report or to ease Dresh's concerns if the PCs refuse to give a report. On a failure, K'kar Chai follows them around the city each day, casting *invisibility* when necessary. If the PCs split up, she follows the one she feels is most useful, changing who she follows each day to not arouse the PCs' suspicions. When the PCs appear to be getting close to discovering the entrance, K'kar Chai follows them invisibly, whether they have successfully given reports or not. She and Dresh don't trust that the PCs will notify them after finding the entrance, and they want to enter the labyrinth when the PCs do.

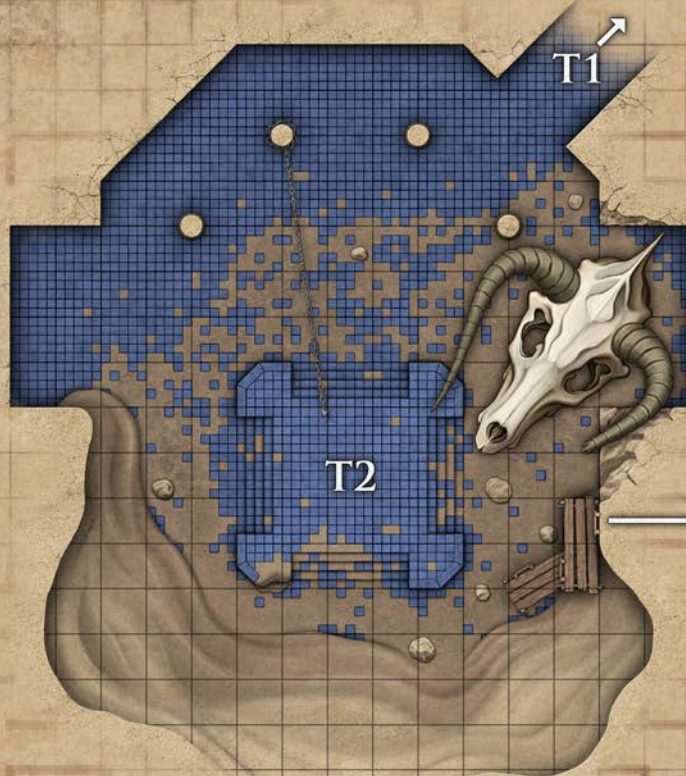
THE TEMPLE OF HECATE

The gouged and melted ruin lies in eastern Roshgazi on the border of the dragon and minotaur sectors. The bones of the dragon that melted it 300 years ago lie within, untouched save by a few scavengers. Only a single side of the three-sided pyramid remains; the rest is a bloated, melted ruin of stone and wood. Rumors abound of ancient relics and hidden catacombs within the Temple, but the dragonkin have little interest in such rumors. Dresh has convinced Mistress Nacissa that an *orb of dragonkind* rests in the heart of the labyrinth, and the dragon's focus lies on that item at the moment. When she becomes queen of the Southlands, she may send a group of loyal dragonkin to sift through the no doubt hundreds of thousands of pounds of sand and rubble for the rumored treasure.

A single entrance (Area T1) gives access to what remains standing within the ruins, although the occupied section (Area T2) is open to the elements. Mistress Nacissa has just under one hundred kobolds in Roshgazi with her, the majority of which occupy this temple and the surrounding area. Kobolds can be seen lazily leaning against buildings, warming themselves in the sun, or skittering in the shadows of nearby ruined walls.



THE TEMPLE OF HECATE



TEMPLE ENTRANCE



ENIGMA OF THE DRAGON



CLIMB TO T3

T1. TEMPLE ENTRANCE

Ironically the entrance to this ruined, melted structure remains whole. A large, arched entry glowers outwards, the corridor beyond lit by crude lanterns. The demented, flowing ruin of the temple rises upwards and outwards, while here and there tiles depict a triangle inside a blue circle.

The ruins are clearly partially-melted. A successful DC 15 Intelligence (Arcana) check recognizes the melting was done centuries ago by the acidic breath of an ancient black dragon. A successful DC 15 Intelligence (Religion) check recognizes the tiles as bearing the symbol of Hecate, Goddess of the Moon. The tiles continue inside the temple, which is decorated in once-rich mosaics and statues depicting an enigmatic figure wearing a gown of stars. The corridor continues in a straight line for 60 feet before entering Area T2.

CREATURES. Six **elite kobolds**, two of which are mounted on two **terror birds** are on watch at the entrance at all times, instructed to refuse entry to

anyone. Two **swolbolds** lounge nearby and come to the aid of the guards if there is trouble. A successful DC 15 Charisma (Deception or Intimidate) check worries the kobolds enough to go and fetch Dresh and K'kar Chai. If the PCs attack, the kobolds raise the alarm, sending one of the mounted guards deeper into the temple for reinforcements. The kobolds focus on defending themselves and capturing the PCs, afraid of killing what could be exotic treats for the gluttonous dragon without Dresh or Nacissa's permission.

T2. THE NEST

The corridor opens into a curious space, a partially-constructed and partially-melted room which opens to the sky above. Dominating this chamber are the skull and bones of a huge dragon carved with hundreds of symbols and names. The dragon long-ago crashed into the melted heart of a chamber once decorated in rich blue tiles surrounding a raised dais. Now the tiles have been melted, like the stone, which sloughs like gray fat down the wall of the ruin. A long, hefty chain stretches across the chamber from

a pillar to an iron bar thrust into the top of the dais. Several miserable-looking minotaurs are bound to this chain. A black dragon glowers from atop the dais, her considerable bulk surrounded by kobolds. A curiously dangerous latticework of bamboo ladders rise from this place upwards to the zenith of the pyramid high above.

The room was once richly decorated, but is now a shadow of its former glory. The opening to the sky lies approximately 40 feet above the floor. A successful DC 25 Strength (Athletics) check is required to climb the melted walls. The dais rises 10 feet above the floor and a successful DC 8 Dexterity (Acrobatics) check is required to clamber up its partially-melted stairs.

The chain is stretched between the iron bar in the dais and a pillar across the room. Mistress Nacissa has squashed the chains at either end and hammered the bar in with all her strength. A dozen or so minotaurs are chained to it. A successful DC 25 Strength (Athletics) check breaks the chain, freeing all of the minotaurs. Alternatively, a successful DC 15 Dexterity check using thieves' tools unlocks a single minotaur on the chain.

The ladders lead to Area T3, the Enigma of the Dragon.

OCCUPANTS. Mistress Nacissa (detailed in Part 5) resides here with a variable number of kobolds and terror birds in and about the temple area, depending on the current level of security. At any given time, a dozen **elite kobolds**, four of them mounted on two **terror birds**, are in the temple. The rest of Nacissa's kobolds are scattered around Roshgazi, "patrolling" the streets, obtaining new meals for Nacissa, running errands for Dresh, or lazing about near the temple. **Dresh** and his breed-bound partner **K'kar Chai**, each mounted on a terror bird, are almost always here unless they are seeking access to the First Labyrinth. When they are researching how to enter the First Labyrinth, they bring three mounted kobolds and at least two chained minotaurs with them.

DEVELOPMENT. This room is Mistress Nacissa's audience chamber and current home. She trusts Dresh to find the orb, as he promised, and only leaves this chamber when she hears a kobold patrol's horn or when she feels the populace of Roshgazi needs a reminder that she is here. The PCs' initial interactions with Mistress Nacissa should be relatively peaceful ones as the PCs try to surreptitiously join her forces. By the end of the adventure, however, it should be clear that the PCs will need to rid Roshgazi of its draconic inhabitant. The encounter with Mistress Nacissa is detailed in Part 4, and notes on roleplaying the great dragon are in Part 5.



TREASURE

Aside from the various trinkets decorating her considerable flanks and the giant fishing net Mistress Nacissa keeps nearby for transporting kobolds, the room contains a small portion of the dragon's accumulated hoard, some she brought with her and some her kobolds have brought to her from Roshgazi. This small hoard includes:

- A fancy silk throw inlaid with silver wire and designed to look like a dragon worth 400 gp
- A large fan made of bone, gristle, and silver needles set with small obsidians worth 100 gp
- A tattered Lignas flag tied around an iron ewer depicting an elephant pulling itself apart worth 50 gp
- A large listening horn set with gold false teeth around its outer edge worth 250 gp
- The remains of a harp with a hand still attached which wears a *ring of feather falling*
- The gold finger of a water-clock, depicting a moon face set with diamond eyes worth 100 gp
- A silvered lance with a red silk scarf attached to it
- A sack containing harpsichord keys
- A rather gruesome collection of doll's heads hang on a chain—one has gold and human teeth worth 50 gp, and one has a *scroll of fireball* stuffed into the head.
- A bronze fox head mask worth 75 gp
- A rather squashed sack of fine sugar worth 50 gp
- A dented *+1 breastplate*
- A carved wooden castle complete with 4 wooden guards
- A stoneware lion-faced sundial worth 50 gp
- A bamboo child's rocking chair tied with human hair
- A high-collared bone wedding gown set with tiny rubies worth 150 gp
- A silkwork picture depicting millers chasing wolverines worth 25 gp
- A pair of gold curtain retainers carved as laughing mice worth 75 gp
- A superb tapestry of an award-winning ram worth 100 gp
- A copper and bone *amulet of proof against detection and location*
- A silver and enamel inlaid scimitar scabbard worth 75 gp
- A Dabu Zawoda bronze model of a bird, its claws made of real bird claws, worth 125 gp

T3. THE ENIGMA OF THE DRAGON

A series of exposed ladders rises through platforms and under overhangs, reaching the zenith of the pyramid some two hundred feet above. A platform teeters at the top of the pyramid beneath the statue of a dragon. The surface of the exposed outer face of the pyramid dances with symbols of animals and beasts, including monkeys, spiders, camels and dragons, laid in an endless semi-circle along the top of the pyramid. An odd crystal shaped like a dragon egg is set in the jaws of the stone dragon.

The climb to this dizzying spot is dangerous and jaw-dropping, requiring a successful DC 10 Dexterity (Acrobatics) check to avoid a 100-foot fall.

Dresh has been unraveling the enigma of the First Labyrinth, an enigma he, correctly, believes to be a code to gain safe entry to the *Heart*. As detailed in Part 2, one of the answers to the enigma could potentially be here each day at dawn, depending on what time of year this adventure is set.

CREATURES. Dresh has instructed four **elite kobolds** he doesn't like to stand guard here while he mulls over this discovery's relevance to the labyrinth's hidden entrance. The elite kobolds are terrified of the drop and stick to the center of the platform. They have disadvantage on Wisdom (Perception) checks to notice how the dawn's light interacts with the crystal because of their preoccupation with their fear, setting Dresh's potential breakthrough further back each day. The top of the pyramid has enough flat surface for a creature to walk from the platform to the dragon statue with a successful DC 10 Dexterity (Acrobatics) check. If a creature moves anywhere beyond this path or the platform, however, it must succeed on a DC 20 Dexterity saving throw or slide the 200 feet down the pyramid to the street below. A successful DC 15 Intelligence (Investigation) check reveals the crystal is a valueless chunk of quartz trapped behind the "cage" of dragon teeth.

THE ENIGMA. When dawn's first light hits the crystal at the right time of year, the shadow of the dragon's teeth surrounds a single animal symbol carved into the side of the pyramid, highlighting it. A successful DC 20 Wisdom (Perception) check is required to notice this phenomenon.

PART 2: FINDING THE LABYRINTH

This part of the adventure details the PCs' efforts to locate the safest entrance to the *Heart* through the First Labyrinth, an entrance hidden by a puzzle known as the Enigma. The maze entrance is fickle, and it is likely to be several days before the PCs find it. The final section of this part details complications that may arise as the PCs explore Roshgazi and piece together the puzzle.

THE ENIGMA

Symbols that aid those who tend the First Labyrinth and the *Heart of Roshgazi* are scattered across the city to direct the devout in how to enter the section of the maze closest to the *Heart* itself. The key for the devout to locate this region—thereby avoiding many of the perils of the maze itself—lies in a puzzle, known as the “Enigma,” spread across the city.

The Enigma is secret and requires interpretation to ensure that only those that know the key to the puzzle may find the correct entrance and tend the *Heart*. False entrances are found all across Roshgazi, each leading to different sections of the First Labyrinth—some are

just strewn dangerous passages that form part of the labyrinth, while others lead to deadly traps. Only one entrance each day leads to the section of the labyrinth closest to the *Heart*, and the entrances across Roshgazi change daily, weekly, yearly, or sometimes with the seasons or the turn of the century. Nothing in the First Labyrinth is ever truly still.

Each entrance has four depictions of the sacred animals of Roshgazi inscribed on it. These entrances can be the ends of alleyways, the side walls of residences, ground stones of a market square, pillars of a fountain, or a myriad of other large, flat surfaces found across Roshgazi. No matter the entrance, the four sacred animals, depicted vertically, indicate the surface is an entrance and a creature that touches the inscription is transported into the labyrinth. The sacred animals are a common motif throughout Roshgazi, and thousands of surfaces in the city are inscribed with any number of sacred animals, for luck, for protection, for wealth, or for a variety of other reasons known only to the locals.

Some sections of the city, however, have more depictions of a particular animal than others. Roshgazi is divided into twelve “slices,” like a clock face, with the center of the city being the center of the “clock.” Each “slice” corresponds to a different sacred animal (see the map of Roshgazi for details). Each sacred animal



is associated with a particular compass direction and a particular month—a local variant on the standard Midgard calendar. See the Sacred Animals of Roshgazi table for details on the animals and their associated directions and months.

SACRED ANIMALS OF ROSHGAZI

d12	Sacred Animal	Month	Direction
1	Camel	Sprintmelt	West
2	Spider	Sowing	Northwest
3	Scorpion	Thunders	North
4	Crocodile	Goldflower	North
5	Snake	Low Summer	Northeast
6	Vulture	High Summer	East
7	Monkey	Harvest Tide	East
8	Dragon	Redleaf	Southeast
9	Minotaur	Last Leaf	South
10	Rat	Rimetrail	South
11	Ox	Snowfall	Southwest
12	Ant	Deep Winter	West

Each sacred animal's section of Roshgazi holds a holy site associated with it. It is in these holy sites that the devout tenders of the *Heart of Roshgazi* hid the key to the First Labyrinth's Enigma. Each day at dawn, the holy site associated with the current month and the holy sites associated with the next three months catch the dawn's light just right, casting a pointing shadow on or highlighting the symbol of a sacred animal in a nearby carving, statue, or inscription. These shadows, the answer to the Enigma, indicate the four sacred animals that appear on that day's hidden entrance to the *Heart* of the First Labyrinth. For example, in the month of the camel, the first holy site is in the camel's "slice" of Roshgazi with the second, third, and fourth in the spider, scorpion, and crocodile sections of Roshgazi, respectively. Once at those four sites, the PCs can watch the dawn's light interact with the sites and discover the four animals (one from each holy site) that will appear on that day's entrance (roll on the Sacred Animals of Roshgazi table to determine which animals the shadows land on each day). The hidden entrance is only open for six hours after dawn, leaving the PCs a short window to use the clues to find the entrance.

The sacred animal revealed at the first holy site indicates which "slice" of Roshgazi holds the entrance. The PCs must go to the holy site in that section of the city and use the next three symbols as directions to the entrance. For example, an Enigma key of ant, crocodile, ox, spider indicates the entrance is in the ant section

of the city and that the PCs would need to travel north (crocodile) from the ant's holy site until they see a lone ox symbol. Then they would travel southwest (ox) until they see a lone spider symbol, where they would then travel northwest (spider) until they see the four symbols, in that order, on a large surface—the entrance that leads to the *Heart of Roshgazi*.

THE ENIGMATIC HOLY SITES

Each section of Roshgazi has a holy site associated with its sacred animal. The first tenders of the *Heart of Roshgazi* hid the key to the First Labyrinth's Enigma in these sites. The twelve sites are described below along with a table for complications that could arise when a PC attempts to discover the site's secret. Keep in mind, the sites only reveal the correct sacred animal during certain times of the year, and the animal revealed each day is different as the labyrinth shifts its entrance each day. If the PCs examine a site that is not one of the four sites for that particular month, the site will either reveal an incorrect animal, or the site won't reveal any animal as the light of that day's dawn doesn't interact with it in the correct way.

Dresh has located two of the holy sites through research and blind luck. He has posted guards at these two sites while he puzzles over how the sites are significant and how their secrets can be discovered. One of these sites is the dragon on top of the Temple of Hecate. The other is randomly determined based on which sites are relevant to your game. This means that if you set your game in a month that doesn't include the dragon as one of the holy sites, Dresh will have guards at the (incorrect) dragon site and at one correct site.

A successful DC 20 Wisdom (Perception) or Intelligence (Investigation) check is required to determine which sacred animal is revealed when the dawn's light interacts with a holy site. If a PC fails the check, it can try again the next day at dawn. If a PC fails the check by 5 or more, it sees the wrong sacred animal. Luckily, each day a viewer looks at a holy site at dawn, it gets better at seeing the revealed animal. Each dawn that a PC returns to a site, he or she gains a cumulative +2 bonus to the check. At your discretion, items such as *eyes of the eagle* or spells such as *enhance ability* give the PC advantage on the check or allow the PC to automatically succeed on the check.

While looking for the holy sites and discovering the code they hide, the PCs might run into additional complications. The Holy Site Complications table details a few possible difficulties that may arise while the PCs are cracking the code of the Enigma. Use these complications as ways of showing the PCs are in a living, breathing city rather than as undue punishment.

Though Arous-ok-Hebb knows how the Enigma works, she can provide only minimal support to the PCs. The madness of the *Heart* affects her just as much as any other minotaur of Roshgazi, slowing her walking and leaving her confused and uncertain at inopportune times. She might be more hindrance than help while the PCs work to discover a given day's Enigma code; however, her knowledge of the city is considerable. After the PCs unlock the code, she can help them use the code to find the entrance's exact location. Keep in mind, though, that Arous does not want to work alongside the kobolds and will not directly help the PCs while Dresh or any other kobolds are with the PCs. If the PCs approach her with kobolds in tow, she pretends to not know them and plays up her enfeeblement from the *Heart's* madness.



ENIGMA OF THE CAMEL. This holy site holds three stone camels, each engraved with dozens of sacred animals. The camels lie in a circle around a small, glass pyramid. When dawn's light reflects off this pyramid, it leaves one sacred animal not bathed in light.



ENIGMA OF THE SPIDER. This holy site is an engraving of a spider web in a south-facing wall. Each strand of the web holds carvings of dozens of sacred animals. The bas-relief of a spider sits on the eastern side of the web. When the dawn's light hits the spider, the shadows of its legs stretch out and land on the same sacred animal in eight different spots on the web.



ENIGMA OF THE SCORPION. This holy site is a small, bas-relief of a scorpion with its tail raised several inches outward from the rest of

HOLY SITE COMPLICATIONS

d8 Sacred Animal

- 1 The holy site is hard to reach. The PC must succeed on a DC 15 Strength (Athletics) check to climb or swim to it.
- 2 The holy site is connected to a citizen's residence. The PC must succeed on a DC 15 Charisma (Deception or Persuasion) check to get into the building. The site itself is in an attic or some other high or eastern-facing place that catches the dawn's light.
- 3 The holy site is covered in grime. The PC must succeed on a DC 15 Dexterity (Acrobatics or Sleight of Hand) check to clean the reflective piece of the site without knocking it out of place or to remove the grime from sacred animal engravings at the site without damaging the ancient stonework.
- 4 The holy site has been partially-enclosed in recent construction. The PC must succeed on a DC 15 Intelligence (Investigation) check to deduce the exact spot to cut a hole in the plaster to allow the dawn's light into the area. Alternatively, a successful DC 15 Strength (Athletics) check or attack roll (hp 10) breaks down the construction, gaining the attention of local law enforcement, the construction guild, or a nearby resident who becomes irate at the destruction.
- 5 The holy site is inhabited with local wildlife: monkeys, birds, rats, etc. The PC must succeed on a DC 15 Dexterity (Stealth) check to not disturb the wildlife while examining the site. If the creatures are disturbed, the PC has disadvantage on its Wisdom (Perception) check to notice the animal indicated by the dawn's light as the fleeing creatures cast shadows across the holy site or scamper across the holy site's engravings.
- 6 The holy site is easy to reach, but the dawn's light points to a symbol in the market square below the site. The PC has disadvantage on the Wisdom (Perception) check to notice the animal indicated by the dawn's light as merchants walk to-and-fro, setting up their stalls for the day. At your discretion, the PC can make a DC 15 skill check of your choice to distract or otherwise temporarily clear the market square of merchants. If the merchants leave the area, the PC no longer has disadvantage on the Wisdom (Perception) check.
- 7 The holy site is guarded by Dresh's kobolds (see Area T3 for an example of such a guard). If the PC isn't allied with Dresh, the kobolds threaten and potentially attack the PC, but they do not chase the PC if the PC flees. If the PC is allied with Dresh, he or she must succeed on a DC 15 Charisma (Deception or Persuasion) check to stay at the holy site to watch the dawn's light without raising the suspicions of the guards.
- 8 The holy site is guarded by a large creature: crocodiles, giant rats, giant poisonous snakes, etc. The PC must either defeat the creature in combat or succeed on a DC 15 Charisma (Intimidation) check to scare away the creature.

the carving. It sits in the center of a circle of dozens of engravings of the sacred animals. When the dawn's light hits the scorpion, the tail's shadow points its stinger at a sacred animal.



ENIGMA OF THE CROCODILE. This holy site is an underwater mosaic in the shallows of the harbor. The mosaic is a circular depiction of the twelve sacred animals in miniature, with each animal made up of tiles depicting the other sacred animals. A large dolmen with a circular opening filled with tiny crystals sits in the center of the mosaic. At dawn, the light passes through the eye of the dolmen and the crystals bend it to shine on a single mosaic tile of a sacred animal.



ENIGMA OF THE SNAKE. This holy site is a small statue of a coiled, sleeping snake whose scales each hold a carving of a single, sacred animal. When the dawn's light hits the snake, its stone eyes open, revealing a hollow opening. The light flows down this tunnel and highlights a single animal carved into the snake's stone hide.



ENIGMA OF THE VULTURE. This holy site is a bas-relief of a dozen vultures each with its wings spread as if just landing. In each vulture's claws is the body of one of the sacred animals. When dawn's light bathes the vultures, one of them appears to flap its wings as if taking flight with the body of the sacred animal in tow.



ENIGMA OF THE MONKEY. This holy site is a small statue of a monkey, gripping the ends of a stone bar. Three stone prayer wheels, each carved with the twelve sacred animals, sit on the bar. At dawn, the wheels begin to spin rapidly. All three stop, for a brief moment, on one sacred animal. Afterwards, they continue to spin, slowly losing speed as the sun's light moves on.



ENIGMA OF THE DRAGON. This holy site is a large statue of a dragon, standing with its wings spread, atop a pyramid. The outer surface of the pyramid is carved with hundreds of depictions of the twelve sacred animals. A dragon egg-shaped crystal is set in the jaws of the stone dragon. When dawn's light hits the crystal, the shadow of the dragon's teeth surrounds a single animal carving on the pyramid. For more about this particular holy site, see Area T3 in Part 1.



ENIGMA OF THE MINOTAUR. This holy site is a giant statue of a minotaur, holding a long pike with its tip pointed to the sky. When dawn's light hits the statue, the pike's shadow points to the engraving of a sacred animal on a nearby building or flagstone.



ENIGMA OF THE RAT. This holy site is an engraving of a rat looking over its shoulder. Its eye is set with a red-colored glass bead. When dawn's light hits the rat, its red eye sparkles, casting a red light on a single, sacred animal carving in a flagstone below.



ENIGMA OF THE OX. This holy site is a large statue of an ox in front of a wall engraved with dozens of depictions of sacred animals. When dawn's light hits the ox's horns, the shadows of the two horns merge into one and point to a sacred animal on the wall.



ENIGMA OF THE ANT. This holy site is a small, rectangular area set away from the main streets. In this area, dozens of flagstones are each carved with a single sacred animal. What sets this area apart from other similar market squares or walkways in Roshgazi is that each tile also has a small ant in bas-relief on it. At dawn, the shadows of dozens of the ants swarm the area, turning the square into a moving carpet of shadow ants. The shadow ants cover all but one flagstone.

IT HAS TO DO WITH NUMBERS

Why four Enigmas? Four is a standard party of PCs, and we wanted to make sure that everyone gets a role to play in this part of the adventure. We wanted each character to be able to make a check to move things on or play a part in failing—it should not just be those with great skills who get a chance to shine. However, this amount—and indeed all the skill checks herein—are gauged at an average, and your players are certainly not likely to be that. Bear in mind that all skill checks are meant to challenge and be fun; if they are too difficult or easy for your party, change them. If you only have two players, then only have two Enigmatic Keys. If your players hate puzzles, allow the minotaurs to unravel the Enigma for your PCs—but it takes them a few days to do so, leaving the PCs to entertain their dragon...



FINDING THE DOOR

Once possessed of the code, the PCs can search a given area of the city for a door with the correct combination of sacred animal engravings. The sacred animal revealed at the current month's holy site indicates which section of Roshgazi holds the entrance. The subsequent months' sites give cardinal directions for the PCs to follow from the holy site within the chosen section of Roshgazi. The PCs must succeed on two checks to find that day's entrance, and they only have six hours to do so with each failure slowing them down.

The PCs must succeed on a DC 20 Wisdom (Survival) check to correctly follow the cardinal directions associated with each sacred animal. On a failure, the PCs lose 1 hour as they get back on track and must make the check again. If the check fails by 5 or more, the PCs believe they're on the right track but go into the wrong entrance. See "False Entrances" in the Complications section below. If the PCs search at a slow pace, it takes 4 hours, but they have advantage on the check. If the PCs search at a normal pace, it takes two hours for the PCs to find where the directions lead. If the PCs search at a fast pace, it takes 1 hour, but they have disadvantage on the check.

After succeeding on the Wisdom (Survival) check, the PCs must succeed on a DC 20 Wisdom (Perception) check to find the exact location of the entrance in the area where the directions led them. On a failure, the PCs lose half an hour as they continue searching. If the check fails by 5 or more, the PCs find a false entrance (see "False Entrances" in the Complications section below). If the PCs search at a slow pace, it takes 2 hours, but they have advantage on the check. If the PCs search at a normal pace, it takes 1 hour to find the door. If the PCs search at a fast pace, it takes 10 minutes, but they have disadvantage on the check.

CONSULTING ALLIES. If the PCs have allied with any of Roshgazi's inhabitants, they can call on that person's aid during their search—though some allies might request a share of the treasure before they offer their aid.

Arous. The moon priestess' innate connection to the Mazuli Sul gives her limited insight into its machinations. If Arous is with the PCs, she can let them know if the door they found is the correct one, allowing the PCs to avoid stepping through a False Entrance (see Complications below). However, she refuses to follow the PCs into the First Labyrinth as its madness might fully overtake her if she does. Arous doesn't accompany the PCs if they are accompanied by Dresh or Karima.

Dresh. Dresh has been studying the First Labyrinth for a few weeks and is very familiar with the symbols of the sacred animals. If Dresh is with the PCs, they have advantage on the Wisdom (Perception) check to find the correct door, and they can re-roll a failed Wisdom (Perception) check once that day.

Henenu. Henenu is grateful for the PCs' help with his terror birds. As thanks, he can loan the PCs terror birds while they are in Roshgazi, sending his assistant Arjun along to tend to the birds for the PCs. Neither Arjun nor the terror birds enter combat or the First Labyrinth with the PCs. If the PCs ride the loaned terror birds, they gain the benefits of a slow pace while traveling at a normal pace. Henenu doesn't loan his terror birds to the PCs if the PCs are accompanied by Dresh.

"Princess" Karima Gamila. Karima has a great sense of direction and has made a living exploring all manner of locations. If Karima is with the PCs, they have advantage on the Wisdom (Survival) check to find where the sacred animals' directions lead, and they can re-roll a failed Wisdom (Survival) check once that day.

COMPLICATIONS

As the PCs explore Roshgazi, piece together the Enigma, and make their way to the entrance of the First Labyrinth, they encounter a variety of difficulties. Broken protects the entrance closest to its *Heart* by placing false entrances near the true entrance. Dresh and K'kar Chai are hot on the PCs' trail, ready to pounce on any opportunity to enter the labyrinth. A New Moon minotaur, upset at the clan's choice to seek outside assistance, tails the PCs as they explore Roshgazi and reveals himself when he feels the PCs are most vulnerable. Above all this is Mistress Nacissa, hungry for her next meal and impatient for the treasure Dresh promised.

DRESH, THE KOBOLDS, AND THE ENIGMA

Dresh insists on being informed the moment the PCs find an entrance into the First Labyrinth. If they find the entrance and don't tell him, he arrives a few minutes later with his entourage (detailed in "Meeting the Dragonkin" in Part 1), having been informed by K'kar Chai of the PCs' activities via the pair of *sending stones* the two carry. How the kobolds interact with the PCs while in the labyrinth is detailed in Part 3.

"I'M HUNGRY" DEALING WITH A GREEDY, VAIN DRAGON

The hungers of the dragon Mistress Nacissa make for a nice edgy backdrop to the PCs' ongoing quest to enter the First Labyrinth. It is meant to be an amusing, if somewhat dangerous, distraction from the ongoing search and is sure to be central to the ongoing partnership between the kobolds and the PCs. The dragon gets hungry every day and sends word—or flies to—the PCs to feed her. If the PCs don't feed the dragon, she becomes irate and reports their insolence to Dresh, who begs the PCs to appease her exotic appetite. If the PCs don't feed her on the second day that she requests it, Mistress Nacissa eats a random nearby citizen when speaking with the PCs. If the PCs don't feed the dragon by the third day, she eats one of the PCs.

Finding a Cook. The dragon demands new and different food each day. Even a PC skilled in cooking must speak with a local chef after a day or two of cooking to learn the area's more exotic dishes. Instead of cooking for the dragon themselves, the PCs can hire a local chef to make the dishes for


them. In either scenario, the PCs must find a chef in Roshgazi who is willing to help them. In the weeks that the dragonkin have occupied Roshgazi, Dresh has scoured the area for chefs. After the first few were devoured when the dragon didn't like the taste, size, or smell of a dish, many of the local chefs went into hiding. To find a chef willing to help them, the PCs must spend an hour in Roshgazi talking to locals and must make a DC 15 Charisma (Persuasion) check. If the check is successful, the PCs find a chef who is willing to share some recipes with them. If the check succeeds by 5 or more, the PCs are able to convince the chef to make the dishes for the dragon. However, even the most persuasive PC won't be able to convince a chef to deliver the meal to the dragon—the PCs will have to deliver the food to Mistress Nacissa each day themselves.

Feeding the Dragon. A PC proficient with cook's utensils must succeed on a DC 20 ability check—whichever is most appropriate for the PC—to prepare an acceptable meal. If the check is successful, Mistress Nacissa is pleased with the meal and leaves

THE DRAGON LOSES HER TEMPER

d8 Consequences

- 1 The dragon suddenly turns her back on the PC who gave her the food, making childish and exaggerated retching noises. As she turns, her tail swipes everyone within 20 feet of her. Each creature in that area must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.
- 2 Mistress Nacissa launches into an angry tirade, swoops into the sky until she is barely visible, then dives back down and lands with a scraping crash, towering above the PC who gave her the food. She growls at the PC, acid dripping from her jaws onto the PC's head. The PC must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) acid damage.
- 3 Mistress Nacissa leaves, stating she will find a better meal elsewhere, and spends the remainder of the day snatching up and eating half a dozen juicy locals, their screams echoing through the streets as the PCs travel through Roshgazi that day.
- 4 The dragon bellows at the PC who gave her the food, her roar echoing in the chamber. Each creature in a 30-foot cone, centered in front of the PC who gave her the food, must succeed on a DC 15 Constitution saving throw or be knocked prone from the strength of the roar. A creature that fails the check by 5 or more is also poisoned for 1 hour as the dragon's foul breath lingers in the creature's lungs.
- 5 Mistress Nacissa devours the food in one gulp then pretends to feel sick from it. She demands that one of the PCs spend the next hour singing nice songs or telling funny stories to her as she recovers from the spoiled food. If the PCs refuse, she eats two captive minotaurs to "settle her stomach."
- 6 The dragon pouts then flies out of sight. At a later time of your choosing, she finds the PCs in the city and drops three live crocodiles on the PC who gave her the food. The PC must succeed on a DC 15 Dexterity saving throw or be knocked prone beneath one of the crocodiles. The crocodiles survive the fall and attack nearby creatures.
- 7 Mistress Nacissa angrily devours three nearby kobolds (though not Dresh or K'kar Chai) and spends the remainder of the day sulking.
- 8 Mistress Nacissa refuses to eat the "smelly" food and demands another meal from the PCs.



the PCs alone for the day. If the check succeeds by 5 or more, the dragon is particularly impressed. She plucks a piece of treasure worth no more than 25 gp from her flanks and gifts it to the PC who gave her the meal. If the check is a failure, Mistress Nacissa is displeased, but she eats the meal after much pouting. If the check fails by 5 or more, the dragon loses her temper (roll on The Dragon Loses Her Temper table). A meal cooked by a local chef automatically succeeds on the check, but this success doesn't grant the PCs any extra bonuses. If the PC who is cooking the meal received a recipe from a local chef, the PC has advantage on this check.

If a PC attempts to feed Mistress Nacissa poisoned, rancid, or obviously inedible food, she immediately loses her temper.

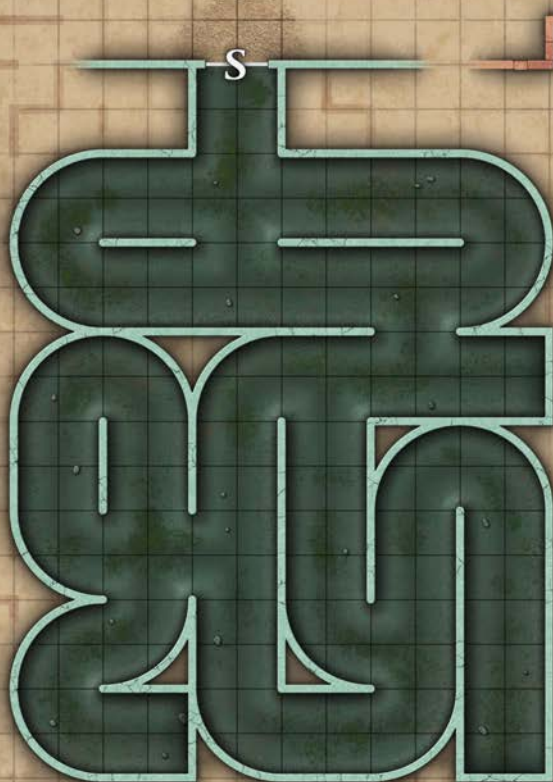
THE RAGING BULL

Gous-ab-Gholl, a **labyrinth keeper** (see Part 5) and member of the New Moon Clan, despises the idea of outsiders being worthy of saving the *Heart*. He believes he alone will succeed where his kinsman failed. He has a two **minotaur** followers who believe as he does.

They trail and spy on the PCs throughout Roshgazi, eventually revealing themselves when they feel they have the upper hand on the PCs. Gous and his companions might confront the PCs as the PCs are entering or exiting the maze. Either way, his arrival should be very cinematic, his head raging with mad thoughts, his distrust and sense of betrayal clearly written on his face.

Ultimately, Gous wants the *Heart of Roshgazi* to be healed. His anger at the PCs is more wounded pride rather than outright violence as he believes minotaurs should be the ones to heal the *Heart*. If the PCs interact with him, a successful DC 15 Wisdom (Insight) check reveals the truth behind his hostility. If the PCs overpower Gous and his companions without too much bloodshed or they succeed on a DC 20 Charisma (Intimidation) check (the PCs have advantage on this check if they have already healed the *Heart*), they prove their strength and that they are worthy of his trust. He swears companionship and friendship to the PCs. He is a passionate and supremely loyal minotaur. If the PCs earn that loyalty, Gous even goes so far as to be the first to attack the dragon when the PCs confront her. If the PCs haven't healed the *Heart* when they earn his loyalty, Gous doesn't enter the First Labyrinth with them,

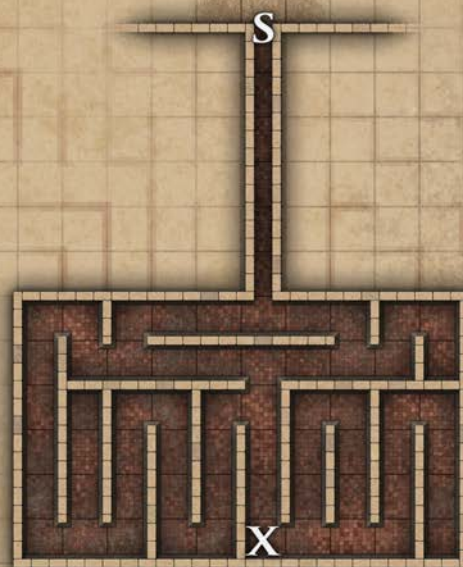
THE THREE ROTTEN MAZES



THRASHING HORROR



BITING SPHERE OF BAAL



BREATH OF BROKEN

concerned for his sanity just as Arous is. He awaits with Arous for their return and for the glorious combat that is sure to come from the confrontation with the dragon.

FALSE ENTRANCES: THREE ROTTEN MAZES

Each day, Broken sets up three false entrances to protect the entrance closest to the *Heart of Roshgazi*. If the PCs fail the checks to find the true entrance, they might end up going into a false entrance instead. These three entrances are detailed below. The First Labyrinth is connected to all labyrinths, mazes, and underground dungeons on Midgard, so these false entrances can lead to any of those locations if you do not want to use the three options below. Alternatively, Broken's madness could lead it to create more than three false entrances, leading players down many dark, dangerous, incorrect paths.

THE THRASHING HORROR

The entrance to this short maze lies behind a circular stone door. The door rolls to the side and gives access to a series of circular corridors. Pictographs of eyes, teeth, hunger, and anger are inscribed on the walls here, the First Labyrinth's reactive manifestations of this section's current resident.

CREATURE. The maze is small and contains a demented, hungry **hydra**. Broken's fractured mind and distorted sense of time has left it neglectful in feeding the hydra, who has barely eaten in the last few weeks. Its hit point maximum is 100 and one of its five heads drags limply to the side, barely alive and unable to attack. The creature roams about the corridors, roaring and scratching at the walls. It attacks intruders and pursues them into the city beyond where it devours as many locals as possible until slain.

THE BITING SPHERE OF BAAL

A nondescript doorway gives access to a dark, steep corridor which rises ahead at approximately 45 degrees and leads 85 feet to a blank, stone door. The corridor is featureless but plays host to hundreds of large, local, web-making spiders which choke the hallway with webs, lightly obscuring the area. These spiders are otherwise harmless.

BITING SPHERE OF BAAL TRAP. This trap activates when a creature steps on a hidden pressure plate 10 feet away from the blank stone door at the end of the hallway, releasing a large, metal sphere from the door. The sphere rolls from the stone door all the way to the entrance in 1 round. A creature in the path of the sphere must make a DC 20 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save,

or half as much damage on a successful one. The DC is reduced by 1 for every 10 feet the sphere rolls before hitting a creature.

Prevention. A successful DC 20 Wisdom (Perception) check sees the slightly-raised floor tile that conceals the pressure plate beneath the webbing. If a creature burns the webbing in the area, it has advantage on this check. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

CREATURE. For centuries, the First Labyrinth moved the discarded nonmagical weapons and armor of those who died within to the enclosed hollow behind the stone door. After time, the prolonged exposure to the First Labyrinth's latent magical energy turned this clump of weapons and armor into something more, creating an **armory golem** (see Part 5). When the door to its chamber is opened, the armory golem rolls, as a metal sphere, down the corridor as described in the Biting Sphere trap. When it reaches the entrance, the armory golem uncurls and stands up, incapacitated for 1 round. It is tied to the First Labyrinth, and, due to Broken's madness, it sees any creatures within as dangerous intruders. To make the fight more challenging for the PCs, you can have the golem step outside before engaging them. Otherwise, it suffers the penalties of squeezing into a smaller space while inside the corridor.

THE BREATH OF BROKEN

This entrance is a hidden crawl space barely wide enough for a Medium character to squeeze through. The crawl space leads 30 feet into a small, claustrophobic maze made up of narrow corridors. Dozens of mummies hang in coffin-like recesses in the walls of this chamber. This area of the First Labyrinth is a section of an ancient, abandoned temple devoted to Selket that was absorbed into and assimilated by the First Labyrinth.

BREATH OF BROKEN TRAP. This trap activates when a creature steps on a hidden pressure plate at the spot marked "X" on the map, releasing poisonous gas into the maze from hundreds of narrow vents hidden throughout the chamber. The gas lightly obscures the chamber and disperses after 1 minute. At the start of its turn, if a creature is in the gas, it must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

Prevention. A successful DC 20 Wisdom (Perception) check sees an off-center tile that conceals the pressure plate. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

CREATURES. Three **venomous mummies** (see Part 5) lurk here. They only rise to attack intruders if the trap is triggered or if a mummy on the wall is disturbed.



PART 3: THE FIRST LABYRINTH

This part of the adventure details the PCs' journey into the First Labyrinth, which speaks to them, as Broken or Poet, as they make their way to the *Heart*. Dresh plots on ways to rid himself of the PCs now that the entrance has been located and he no longer needs them. The PCs must face the physical challenges of the First Labyrinth while also juggling the inevitable betrayal by Dresh and the dangers of the labyrinth's two personalities.

STEPPING INTO THE EMBRACE OF BROKEN AND POET

Dealing with an aware maze is never going to be easy, but the PCs can make the task a bit safer if they appeal and give succor to the benevolent aspect of the *Heart of Roshgazi*—the Poet. Arous-ok-Hebb warned them about the two facets of the *Heart* in their first meeting with her, and she suggested that appealing to Poet over Broken may make their journey smoother as the sentient maze can and does change its parts on a whim.

To the addled-minded Broken, battle still rages in Roshgazi with the dragonkin slowly besting the noble minotaurs. Broken bleeds, it weeps, it shouts for vengeance, believing a battle that happened 300 years ago continues on. Poet simply "loses time" when Broken is in the ascendancy. It isn't certain what is real or in what time it currently exists. Though Broken has primary control right now, Poet is not a passive bystander. It can affect parts of the labyrinth as well and can be a valuable asset to the PCs, should they gain its favor.

Broken and Poet physically manifest living stone-and-iron faces to communicate with visitors to the First Labyrinth. These faces are stark caricatures, switching between benevolent smiles and roaring fury. The faces often follow the PCs on walls and into chambers through the labyrinth, though Broken and Poet can see and hear the PCs without manifesting these faces. The Poet speaks in a refined and quiet way, and it believes the great days can return with patience, perseverance, and faith in the mental and physical strength of the minotaur people. Broken's demeanor, on the other hand, is like an angry bull seeking simply to break anything it sees—it is forceful and powerful.

THE KOBOLDS AND THE FIRST LABYRINTH

Greedy, selfish, and afraid, Dresh and K'kar Chai want to be in at the kill, but they are not going to wander into a dungeon lightly-armed and trusting. They intend to use their new 'partners' as fodder, but they also want to have someone to watch their backs. The two kobolds thus insist upon entering the maze with the PCs. As detailed in "Meeting the Dragonkin," **Dresh** brings along **K'kar Chai**, one **swolbold**, three **elite kobolds**, **Karima Gamila**, and at least two **minotaur** slaves for throwing into traps.

There are a variety of ways the kobolds can be handled from this point. Dresh and K'kar Chai have no loyalty to the PCs and see the PCs' value fading the closer the group gets to the *Heart*. They might betray the PCs soon after entering, or they might wait until the *Heart* is in sight before attempting to kill the PCs. Alternatively, the kobolds could vanish through a door that wasn't there a moment ago only to reappear in a doorway or hallway later in the maze missing a few of their number—maybe even reappearing right as the PCs face the *Heart's* final protector!

Dresh and his full complement of companions are too difficult of a challenge for the PCs at this level, especially if the kobolds attack the PCs during another combat. You can use the accompanying elite kobolds and swolbold as fodder to showcase dangers of the maze while simultaneously reducing the challenge of the kobolds down to a level the PCs can reasonably handle when Dresh and his breed-bound finally turn on them. Similarly, the minotaur slaves that Dresh brings along, if still alive, might aid the PCs against the kobolds.

FIRST LABYRINTH FEATURES

An insane, shifting maze within a maze, the First Labyrinth tends to have no standard features. However, etchings and pictographs of the sacred animals of Roshgazi frequently appear on doors, keystones, flagstones, and walls. The maze makes and unmakes itself just out of view; things that seem near suddenly are far; twisted windows sit in walls, showing glimpses of impossible mazes hanging in blackness; and hints of terrible places float past portals that open for mere seconds. This randomness also gives you an option for removing or adding enemies as you see fit. The First Labyrinth is connected to all mazes and dungeons across the world. A monster the PCs are fighting could be sucked into another maze elsewhere in Midgard, or a monster from the frozen lands of the north could step through a door that momentarily appears in a wall. It is a useful tool for creating tension and adding an air of awe and unreality in this, the mother of all mazes, but be careful not to overuse it.

THE FIRST MAZE: FAÇADE



The PCs' journey into the First Labyrinth is made up of three distinct sections, including a visit to what appears to be the Maze Quarter in Kaptaria, before they reach the section holding the *Heart*. While in the labyrinth, they encounter Broken and Poet who question them and their motives. See the "Stepping into the Embrace of Broken and Poet" sidebar for details on the First Labyrinth's two personalities and "Broken Minds, Torn Flesh" below for details on Broken's questions.

BROKEN MINDS, TORN FLESH

As the PCs explore each section of the First Labyrinth, Broken manifests and asks them questions, testing them. Broken is able to reshape the labyrinth to suit its moods, which are almost always angry. If the PCs fail to answer the questions correctly, they anger Broken and face additional challenges, detailed as "Broken's Anger," in each section. These encounters can happen anywhere in that particular section of the labyrinth and aren't always logical additions—a doorway might open in what was once a wall, releasing a monster to attack the PCs.

Broken's interaction is common throughout this part of the adventure, but it shouldn't be the only interaction the PCs have with Broken and Poet. The aspects of the *Heart* regularly interact with the PCs, fluctuating between goading, inspiring, belittling, encouraging, or shouting at the PCs. Though both personalities are aware of the other, they can't talk directly to each other. They flip back and forth in a constant, tumultuous struggle for control of the First Labyrinth, which can change in the middle of a conversation or a battle.

ADDITIONAL ENCOUNTER AREAS

These additional areas are given to add spice and unpredictability to the maze. You can use them as punishments when Broken is offended or simply as extra encounters. You can use them anywhere, and they can lead to wherever you like as long as the entrances and exits remain within the same section of the labyrinth. A door might manifest around the next corner or in a dead-end wall behind the PCs.

F5. ADDITIONAL ENCOUNTER AREA: THE CHOIR OF LAMENTATION

This circular, domed chamber is filled with mouths, which babble a curiously unsettling series of tones as though they are some sort of demented choir.

The mouths form part of the walls and stonework and continue to babble inanely until the occupants of the chamber are slain.

CREATURES. Four **gibbering moutthers** climb out of mouths in the walls and attack any intruders.

F6. ADDITIONAL ENCOUNTER AREA: THE UNSTILL SHAFT

The doorway opens into nothingness; a great shaft of blackness stretches below and vanishes upwards. An iron-faced door leers on the opposite side of the shaft, its surface nailed with thousands of rings. A howling gale full of spectral birds fills the space between.

The shaft lies deep in some terrible vent of the endless mazes of creation. The wind tears anything it grips downwards with the force of a strong gale. The door opposite opens into whatever part of the maze you wish as long as it opens into the same section (First, Second, Third Maze) as the door the PCs used to enter the shaft.

Characters falling into the shaft soon discover its secret—it is actually endless, falling approximately 120 feet and rising the same distance above the entrances. A creature that falls in the shaft passes the entrance every 2d4 rounds. A successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check allows a falling character to grab onto the ledge of either doorway.

SPECTRAL BIRDS. A flock of spectral birds falls continuously in the shaft, hinting at its endless loop. They peck and claw at any creatures in the shaft, but they can't be targeted or otherwise harmed. A *remove curse* spell frees the trapped spirits of the birds, which then disappear from the shaft. When a creature falls into the shaft and at the start of each of its turns, it must succeed on a DC 15 Constitution saving throw or take 5 (1d10) necrotic damage from the birds. A creature that fails this saving throw has disadvantage on the check to grab onto a ledge.

TREASURE. A successful DC 20 Wisdom (Perception) check notices that three of the rings hammered into the door have some value. A successful DC 20 Strength check is required to remove each ring. One ring is made of white gold (75 gp). Another ring is set with a small *pearl of power*. The third ring is a silver ring inscribed with the words "no blade can harm me" (50 gp).

F7. ADDITIONAL ENCOUNTER AREA: THE UNSTILL ARCHIVE

A tall chamber crammed with books sits beyond the doorway. The books fill every space and seem to loom above, moments away from toppling. In the ceiling hundreds of feet above, a trio of dirty, stained glass skylights shed wan illumination. The sounds of a sobbing woman echo quietly in the chamber.

The room is crammed with tomes and grimoires, however, every tome has a slightly fleshy feel to it. A curious whispering replaces the sobbing after a very short time. A creature that spends 1 minute in the room or that searches the tomes must succeed on a DC 15 Wisdom saving throw each minute or be confused until the start of its next turn. This effect works like the *confusion* spell.

Every so often, something slithers or scuttles across the skylights above, making a curiously unpleasant clicking noise. The skylights can't be broken or damaged, and the sources of the clicking, sobbing, and whispering can't be found, existing in some fathomless corner of the maze where the laws of reality don't exist. The only thing that can be seen beyond the windows is the nothingness of some dark recess of the First Labyrinth.

TREASURE. The books cover a wide variety of subjects and are written in a variety of languages. It takes 2 minutes of searching to find the following books: a large, wooden tome depicting hundreds of lavishly painted elephants worth 50 gp; a leather-bound book containing hundreds of crushed beetles mounted on gold leaf worth 100 gp; a series of maps of the Southlands illuminated with depictions of monsters worth 75 gp; a delicate, leather-and-wax-bound book of maze illustrations worth 50 gp, and three spell scrolls (*acid arrow*, *conjure animals*, and *fire shield*).

THE FIRST MAZE: THE FAÇADE

The First Maze is the true entrance to the *Heart*. In saner times, this section is a simple antechamber to the domed room where the *Heart* rests. However, these are not ordinary times and, though the façade of normality remains, Broken randomly shapes and changes the maze to confuse and hinder those who enter, imagining most as intruders.

The First Maze's walls and fixtures dance with symbols of the sacred animals. Its arched entrances are 8 feet high, and its ceilings are 12 feet high. It is made of stone blocks and its stone floor has been worn smooth from the passage of countless feet.

BROKEN'S QUESTIONS

Broken questions the PCs to discover who they are. Keep in mind that strong roleplaying can be used to replace the listed ability checks, allowing the PCs to succeed or fail without rolling dice. In addition to the question in Area F2, Broken asks the following questions at random times during the PCs' exploration of the First Maze.

QUESTION. *In the city above, my heart is being broken by war. Tell me, child, what of the Moonrise Amphitheatre, how does she fare?*

ANSWERS. The PCs can tell Broken the amphitheatre has been destroyed (the truth) or that it still stands (a lie).

The Truth. If Broken is told of the amphitheatre's ruin, or the death of the city above, it howls its anguish, shaking the maze like a petulant child. The PCs fail if this is their answer.

The Lie. If Broken is told of the amphitheatre, as it was, standing defiant against invaders, the scowls turn to joy. A successful DC 15 Charisma (Deception) or Intelligence (History) check is required to make the story of its beauty and splendor compelling or realistic. If successful, the PCs catch a momentary glimpse of the benevolent and smiling Poet replacing Broken as the face fades into the walls.

QUESTION. *I smell you, children, but your smell is strange. Are you kin of the Mharoti beneath your masks?*

ANSWER. The answer of course is no, but it is the *vehemence* of that denial that is crucial. A successful DC 15 Charisma (Intimidate) check convinces Broken the PCs are not associated with the Mharoti. Dragonborn and kobolds have disadvantage on this check, while minotaurs have advantage on this check. If successful, the PCs catch a brief glimpse of a smiling Poet beneath the angry Broken.

QUESTION. *Whose kingdom do you serve?*

ANSWERS. The answer Broken wants is the "Kingdom of the Moon" or "Tes-Qamar." Some kingdoms might not have existed or had interaction with the Kingdom of the Moon 300 years ago—the area of time in which Broken's fractured mind is trapped—and, in Broken's eyes, any kingdom other than the Kingdom of the Moon is the enemy. A successful DC 15 Intelligence (History) check produces enough information about the Kingdom of the Moon to convince Broken the PCs are citizens—or at least servants—of that kingdom. A PC that mentions the New Moon Clan of minotaurs or association with that clan has advantage on this check. If successful, the PCs catch Poet's smile peeking out from beneath Broken's anger.

BROKEN'S ANGER

If the PCs fail to answer Broken's questions, it might send one or more of the following encounters at them while they explore the First Maze.

HUNGRY GIANT. A hill giant, hungry and mad after being trapped in the endlessly twisting and turning hallways of the First Labyrinth, leaps out of a random doorway and attacks the PCs.

MAGIC-EATING SWARM. A **manabane scarab swarm** (see Part 5) buzzes out of Broken's mouth and attacks the nearest spellcaster.

VOLCANIC FUMES. Broken briefly opens its mouth to a dungeon in a volcanic cavern system, exhaling poisonous fumes in a 20-foot cube. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 11 (2d10) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned.

F1. THE HEART'S ENTRANCE


The true entrance to the *Heart* is a very modest slab of stone decorated with that day's four sacred animals. As the PCs touch the inscription, they are transported into the First Labyrinth where they are greeted by a curiously feral smell and a symphony of echoes.

F2. MEETING BROKEN AND POET

This is a simple chamber with arched exits leading out to the west, south, and east. It is bare save for the walls, which are etched with the sacred animals of Roshgazi—camel, ant, spider, and others dancing over every inch. An unseen gong sounds loudly. A stricken and scowling face suddenly manifests from the stone walls and shouts, "Welcome, intruders. Tell me, if you be true children of my blood, what is the name of my home? The right shall enter my soul while the false shall lose themselves in my halls for eternity."

The true name of the First Labyrinth is Mazuli Sul, the name the New Moon Clan uses when referencing the labyrinth. If the PCs have forgotten the name because it has been awhile since they have spoken with Arous, a successful DC 20 Intelligence (History) check reveals the correct answer.

If the PCs fail to give the correct name, Broken, furious, screams, "*faithless, kin of dragons, I shall break your bones and grind your flesh!*" Broken's screaming face exhales a 30-foot cone of fire onto the PCs. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed



save, or half as much damage on a successful one. The maze shakes and the distant feral screams of a hungry creature echo through the First Maze as Broken draws a creature into this section of the maze (see Area F3 for more details).

If the PCs give the correct name, the angry features of Broken resolve into the smiling features of the Poet, who says, *"I am not whole; please forgive me my madness and aid me in this, my darkest hour."* The wafting smell of honey and cloves drifts across the corridor, but it is quickly replaced by the stench of age and rot as a foul, bleating cry echoes through the labyrinth (see Area F3 for more details on this creature). The Poet says in a rush, *"Broken lurks within me, and it summons one of our guardians to face you. Though my soul weeps at the thought of her demise, poison is her weakness. Please, use this knowledge to reach my heart and end this madness!"*

F3. FAÇADE

This First Maze is very much that, a sample of the madness that is Broken. In its madness it summons one of its guardians, even if the Poet smiles upon the PCs as welcome guests. The maze is superficially simple corridors wrapping about themselves. They eventually lead to a doorway to the Second Maze.

CREATURE. Broken draws one of the First Labyrinth's guardians, a **piasa** (see Part 5), into this section of the maze to defeat the intruders. The unreality of the First Labyrinth can be used to suddenly deposit the guardian behind the PCs or to give the PCs a doorway in the middle of combat to another corridor to temporarily escape the guardian. Play up the randomness of the maze but be careful to not overuse it. Such actions should be used to disorient the PCs and build tension as they explore the First Maze and face its guardian.

F4. THE DOORWAY

A large, arched, wooden doorway studded with brass spikes sits at the end of a long corridor.

The doors are of a type commonly used in Kaptaria, the City of Minotaurs (*Midgard Worldbook*, p. 207). Anyone who has visited the city immediately recognizes the style, while those who haven't must succeed on a DC 25 Intelligence (History) check to recognize the style. Characters who listen at the doorway can hear distant screams and cries and the nighttime symphonies of insects. Those who touch the door can feel a slight breeze coming from between the boards, and those who look through its cracks can see a city street beyond.

The doorway is actually a replica of a doorway in the minotaur Maze Quarter in Kaptaria, and it leads into the second part of the First Labyrinth. When the PCs open the door, they are all immediately deposited onto what appears to be the streets of Kaptaria (see the Second Maze and Area F8 for details).

THE SECOND MAZE: STREETS OF KAPTARIA

When the PCs open the door in Area F4, they are transported by the whims of the *Heart of Roshgazi* into another section of the First Labyrinth that appears to be the Maze Quarter in Kaptaria. Ancient stone buildings tower 40 feet or so above the narrow alleys. The walls of the buildings are smooth stone, the rooftops are gabled, and occasionally doors lead into the houses of locals. Inside each home are up to five minotaurs, no more than two of which are capable of fighting.

An accurate, but twisted, replica of the actual Maze Quarter in Kaptaria, this section of the First Labyrinth hosts the fractured psyches of minotaurs in Kaptaria who have succumbed to Broken's madness due to the connection all minotaurs have with the labyrinth. Outside of the First Labyrinth, these minotaurs mumble incoherently and seem unaware of their surroundings, much like the New Moon Clan's Prophet. Inside the First Labyrinth, these minotaurs are caught in a perpetual night haunted by what they refer to as the "Night Thing." Though this section appears to be an open city, it is bound within the First Labyrinth. A creature that flies higher than 100 feet or that tries to leave the area via rooftop or alleyway is immediately transported to Area F8 by the magic of the labyrinth. The only exit lies in Area F11.

The Night Thing is actually an **ijiraq** (see Part 5), a creature capable of changing its shape into that of any beast and capable of hiding invisibly before striking. It arrived into this section of the maze a few days ago after walking through a mysterious doorway in an old cavern and has been preying on the minotaurs here ever since. The minotaurs' connection to the First Labyrinth ties their psyches here, unable to escape, making them easy prey for the **ijiraq**. A citizen of Kaptaria that dies here, dies outside of the First Labyrinth as well. Poet is pained by this but, due to Broken's ascendancy, is unable to help the minotaurs or move the **ijiraq** to a less damaging section of the labyrinth.

Above all of this, Broken's presence lurks, watching the PCs as they seek the exit of the Second Maze. As in the First Maze, it has questions for the PCs and there are consequences for angering it, the most dangerous of which is being led into the deadly Third Maze...

A CITY UNDER SIEGE

Most of the minotaurs in this section of the First Labyrinth are hiding from the Night Thing that lurks outside, but a gang of minotaurs wanders the streets, hunting the beast (see the “Second Maze Encounter Events” section for more details on this gang). The locals are slow to trust the PCs, uncertain if they are friend, foe, or illusion. If asked, the locals mention the Night Thing, but they know only that it is dark and capable of hiding in plain sight. Many locals have been attacked in their own homes and taken by the Night Thing, and a pall of angry terror has settled over the area.

In spite of this terror, one aspect of this city holds truer than any other: as the only city of Capleon without a single dragonkin or kobold “staining” its purity, kobolds are attacked on sight. Those traveling with such creatures risk becoming victims of this aggression as well. Dragonborn are similarly viewed with distrust, and a dragonborn PC has disadvantage on Charisma checks when interacting with locals in the Second Maze. However, this hatred of dragonkin affords the PCs a



chance to be rid of their unwanted kobold allies, if they haven't already done so. Dresh and K'kar Chai are more than a match for the citizens of Kaptaria, but an attack by a handful of **minotaur** citizens could be the upper hand the PCs need to finish off the kobolds. A successful DC 15 Intelligence (History) check reveals this fact about Kaptaria and its citizens.

BROKEN'S QUESTIONS

Broken is deciding if the PCs are friend or foe, while Poet struggles to be heard from within. This leads the PCs closer to the *Heart* as Poet knows only the wise would be using the correct entrance and seeks to make things easier for them. Broken is not so sure and has a final test to see the real nature of these strangers.

QUESTION. “Do you have the power to save my children from the dragons?”

ANSWER. The answer, of course, is “yes” but Broken wants proof of the PCs' skill. A successful DC 15 ability check showing off the PCs' individual skill, such as a feat of strength, a show of dexterity, an exhaustive display of advanced magical knowledge, or similar check convinces Broken of a PC's prowess. If the PCs succeeded on at least two of the previous questions, they each have advantage on this check. At least half of the PCs must succeed on this check to pass this test and avoid angering Broken. If all of the PCs succeed, Poet's smiling face replaces Broken's anger, and Poet's warmth temporarily washes over the PCs. Each PC has advantage on one attack roll, saving throw, or ability check of his or her choice made while within the Second Maze.

QUESTION. “My mind is breaking, my skin blistered, my Heart cracked. Only one of the faith would know my salvation—name it.”

ANSWER. The answer is the *light of reason*, the item the PCs seek.

BROKEN'S ANGER

If the PCs fail to correctly answer Broken's questions, it is angered.

UNHAPPY CITIZENS. If the PCs fail to correctly answer one of Broken's questions, its anger spills over into the minotaurs inhabiting the Second Maze. The PCs have disadvantage on Charisma checks when interacting with the minotaurs.

ANGRY MOB. If the PCs fail to correctly answer both questions, Broken's anger infects nearby minotaurs, sending three angry **minotaurs** into a rage at the sight of the PCs. A successful DC 15 Wisdom (Insight) check recognizes that the minotaurs are citizens that are being controlled by an external force. If the check

succeeds by 5 or more, the PC notices the anger on the minotaurs' faces matches the anger on Broken's face.

THE THIRD MAZE. If the PCs fail to correctly answer four or more of Broken's questions in the First and Second Mazes, the door in Area F11 leads to the Third Maze instead of the Fourth Maze, where the Heart rests.

SECOND MAZE ENCOUNTER EVENTS

In addition to the areas of the Second Maze described below, two events take place while the PCs are in the Second Maze. They can be run at any time, but the vigilantes make themselves known to the PCs before the Night Thing appears. As in the First Maze, you can also include any of the additional encounter areas (Areas F5, F6, and F7) through doorways or down alleyways in the Second Maze.

THE VIGILANTES

A small, monster-hunting group, led by Habash-Vorgg, a highly-respected and mighty **minotaur labyrinth keeper** (see Part 5), wanders the streets of the Second Maze. The group is made up of Vorgg, four human city watch **guards**, one human **acolyte**, and one **minotaur** citizen. Though humans don't succumb to the First Labyrinth's madness like the minotaurs do, these humans are tied to the Maze Quarter of Kaptaria and were replicated here when Broken's madness replicated the Maze Quarter. If these humans die in the Second Maze, they do not die in the real world. Vorgg is no brute fighter, but he is a proud local who has seen firsthand what the Night Thing can do. The group of monster hunters arrives with hostile attitudes, but they don't just wade straight into combat. Vorgg, who has seen the Night Thing and vaguely remembers its appearance, knows the PCs are not the Night Thing; however, he must be convinced they aren't allied with it. The PCs must succeed on a DC 15 Charisma (Persuasion) check to convince him.

If the PCs fail, Vorgg and his companions attack the PCs. Vorgg fights to the death to defend his home against invaders; however, he ensures his companions flee to safety before making his final stand against the PCs. If all of Vorgg's companions fall before he does, he recklessly attacks the PCs, seeking revenge.

If the PCs succeed, Vorgg and his companions join up with the PCs while they are in the Second Maze. Vorgg believes they can defeat the Night Thing together and encourages the PCs to help him hunt down the creature.

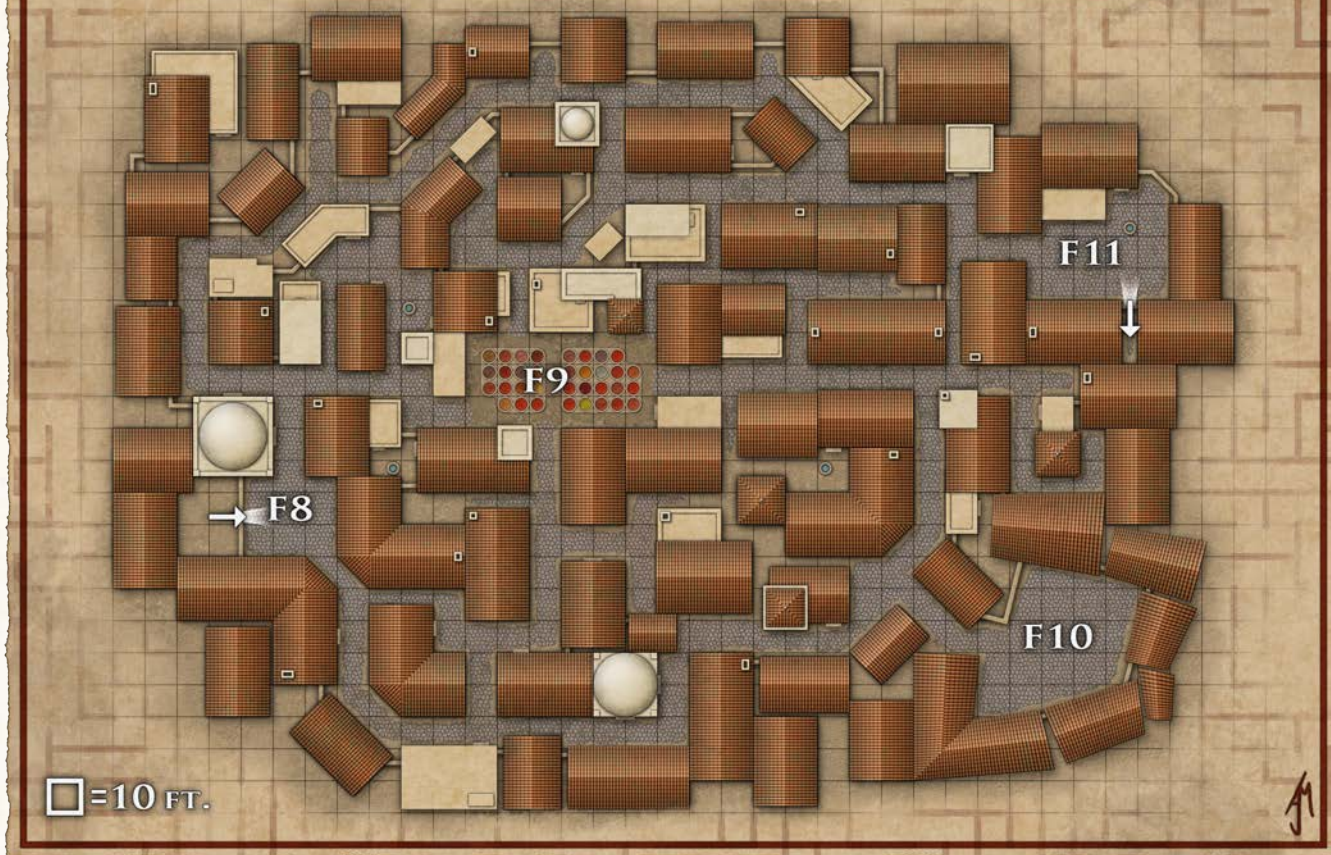
THE NIGHT THING

The Night Thing, an **ijirraq**, quickly becomes aware of the PCs' presence as it stalks the streets of the Second Maze. It recognizes that they pose a threat to its continued existence here and stalks the PCs invisibly along the rooftops. It strikes when it feels the PCs are most vulnerable. Three minotaur-shaped **specters**, the souls of minotaurs it has slain in the Second Maze, accompany it, bound against their will to the Night Thing by the magic of the First Labyrinth. If the PCs have several allies with them, such as if they ally with Vorgg and bring "Princess" Karima Gamila into the labyrinth, you can increase the number of **specters** by two or replace all of the specters with a single, minotaur-shaped **wraith**. If the Night Thing is defeated, the souls of the slain minotaurs are able to seek eternal rest.

If the PCs defeat the Night Thing with the aid of Vorgg or in the view of local minotaurs, the minotaurs insist on rewarding the PCs for their assistance. The minotaurs disappear for a few minutes and return with a fully-charged *gem of brightness*. The minotaurs also offer the PCs a chance to rest in one of their homes.



THE SECOND MAZE: STREETS OF KAPTARIA



F8. THE BELL TOLLS FOR STRANGERS

Though it is a calm night in this small square of a city, strange cries echo across the night air as though danger is everywhere. Buildings rise into misty gables, narrow alleyways stretch to the north and south, and an aged minotaur huddles in a dirty corner. Even in the mist she looks oddly familiar.


The Second Maze is dimly lit by the moon and stars of the night sky, and a hazy mist has settled over the city, hindering vision at a distance. Areas beyond 30 feet are heavily obscured. The figure is a minotaur who looks identical to the Prophet, though she doesn't respond to that name or to any attempts at familiarity. She begs and sleeps on the streets of the Second Maze and is presently hiding from the terrible danger of the Night Thing that has stalked the city for the past few nights. She is able to tell the PCs about the Night Thing's attacks, and, if the PCs are accompanied by any kobolds or dragonborn, she warns them the citizens don't tolerate dragonkind here.

F9. DANGER IN THE TANNERY

A twisted space opens up at a crossroads of narrow alleyways. A tannery bloats into the space, almost filling it. Pools of stinking liquid rise a few feet from the ground. Shuttered and barred windows line the upper reaches of the buildings in the courtyard, not a single chink of light emerging from within. Lines of forgotten laundry hang across the courtyard.

The vats of liquid are 10 feet deep, rising a few feet above the street and descending into the ground the remainder of the way. They are filled with the acidic but colorful solutions used in tannery. The tanners live in the courtyard overlooking the square—in all about 50 families of minotaurs who are currently hiding from the Night Thing.

TANNERY TRAP. After the Night Thing appeared, the tanners, in an effort to protect themselves, trapped the tannery. Six trip wires are hidden throughout the tannery. When a creature steps on a trip wire, a bundle of clothing from the laundry lines above fall, covering a



10-foot-square area. Those in the area are trapped under the clothes and restrained, and those that fail a DC 13 Strength saving throw are also knocked prone into a vat of tanning solution. Each round a creature is in a vat, it must succeed on a DC 13 Constitution saving throw or take 3 (1d6) acid damage, and it must succeed on a DC 13 Strength (Athletics) check to stay afloat.

A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. The bundle of clothing has AC 8 and 10 hit points. Dealing 5 slashing damage to the clothing destroys a 5-foot-square section, freeing any creature trapped in that section.

Prevention. Each trip wire requires a successful DC 15 Wisdom (Perception) check to find it. A successful DC 15 Dexterity check using thieves' tools breaks the wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

CAUTIOUS LOCALS. If the PCs trigger a trap, some of the shutters in the buildings above open as the tanners look down for the source of the noise. A successful DC 15 Charisma (Persuasion) check convinces the tanners that the PCs aren't allies of the Night Thing. If successful, the tanners tell them the Night Thing fell in one of the vats the previous evening. One tanner reports seeing the Night Thing limp off to the south, dripping purple dye. PCs armed with this information have advantage on Wisdom (Survival) checks to track the Night Thing. If the PCs fail, the tanners close their shutters again, as terrified of the PCs as they are of the Night Thing.

F10. THE CROOKED SQUARE

A strangely bent courtyard opens in the streets here. Suddenly, the whole place erupts into a dizzying cat's cradle of mazes.

As the PCs enter the area, Broken pulls them into a labyrinthine demiplane. Four **minotaur skeletons** rise up in the demiplane, their roars echoing through the halls. The skeletons find the PCs on initiative count 20 of the second round. In that time, each PC must take an action to attempt to escape back into Area F10. To escape, a PC must succeed on a DC 15 Intelligence check. If the PCs have answered all of Broken's questions correctly thusfar, Poet subtly aids them by shifting the demiplane in their favor, giving each PC advantage on the check. If at least half the PCs succeed, all of the PCs escape the demiplane. If less than half the PCs succeed, none of the PCs are able to escape,

and they must face the skeletons. If the PCs defeat the skeletons, the demiplane collapses, releasing the PCs back into Area F10.

F11. THE BLINDING DOOR

A small square opens from the alleys here. Its features are lost in the shadows cast by a glowing portal, as though some great light burns behind the door.

The doorway leads into either the Third Maze or the Fourth Maze, depending on how successful the PCs have been in answering Broken's questions. If the PCs correctly answered four or more of Broken's questions, this door leads to the Fourth Maze and the *Heart of Roshgazi*. If the PCs failed to correctly answer four or more of Broken's questions, this door leads to the Third Maze and the First Labyrinth's trial and execution room. If the PCs correctly answered only three of Broken's six questions, roll a die. On an odd result, the door leads to the Third Maze. On an even result, the door leads to the Fourth Maze. As soon as the door is pulled outwards, the characters are drawn into the light and taken to the next maze.

THE THIRD MAZE: THE FACE OF BROKEN

If the PCs fail to correctly answer four or more of Broken's questions in the First and Second Mazes, the door to Area F11 leads to this Third Maze. When the PCs enter the Third Maze, the insane, angry face of Broken appears. It denounces the PCs as liars and tells them the First Labyrinth knows how to punish liars. This area acts as a trial and execution system for the First Labyrinth when a particularly troublesome visitor enters its halls.

F12. TRIAL AND EXECUTION

Tiles marked with the twelve sacred animals decorate the floor of this large, square chamber. Within seconds, the doorway vanishes and a series of spectral, but all-too-forceful, fists appear across the chamber and begin pounding the floor. Moments later, a pair of metal bulls step out of portals in the walls. The portals close behind the creatures, leaving the room with no apparent exits ...

The Third Maze is a 60-foot square room with a floor made up of large, square flagstones. The flagstones are

each a 5-foot square carved with a single sacred animal of Roshgazi. The flagstones are lined up so that, from west to east, the animals are in their calendar order with the camel in the northwestern corner and the ant in the northeastern corner. The flagstones then reverse on the next row to the south with the camel being the flagstone furthest to the east and the ant furthest to the west. The rows go back and forth like this across the room's 60-foot length, totaling twelve rows.

SPECTRAL FISTS TRAP. On initiative count 20 (losing initiative ties), ethereal fists pound from the ceiling down onto the flagstones of 11 of the 12 sacred animals. Each creature standing on one of those 11 sacred animals must make a DC 15 Dexterity saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one. These fists have no effect on stone.

Prevention. The trap is magical in nature and tied to the power of the First Labyrinth. A *dispel magic* (DC 13) cast on a square just as a fist is coming down prevents the fist from affecting that square until the next round. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check notices that the fists avoid hitting the flagstones of that day's four sacred animals, in order. For example, if that day's Enigma Key animals were spider, rat, dragon, and snake, the fists would avoid spider flagstones on the first round, rat flagstones on the second round, etc.

CREATURES. Two gorgons guard this room and attack any intruders. They aren't aware of the trap's safe areas and, as larger creatures, are more likely to be affected by multiple spectral fists each turn.

SECRET DOOR. A successful DC 20 Wisdom (Perception) check finds the hidden exit as a vague outline above a camel flagstone in the southwestern section of the room. When a PC opens the door, all of the PCs, including any who may have been petrified, are immediately transported into the Fourth Maze.

THE THIRD MAZE: THE FACE OF BROKEN

F12



THE FOURTH MAZE: THE HEART OF ROSHGAZI

If the PC correctly answered four or more of Broken's questions in the First and Second Mazes, the door in Area F11 leads to this Fourth Maze and the *Heart of Roshgazi*. When the PCs enter the Fourth Maze either through Area F11 or from the secret door in the Third Maze, the face of Poet appears. It tells them time is short and pleads for them to bring salvation to the labyrinth before it is too late. The PCs have finally reached the *Heart of Roshgazi*, but all is not as it seems. In this final shard of madness, the rotting remains of the minotaurs who breached the First Labyrinth remain, and not all of them are still. One final guardian remains to watch over the *Heart*.

This maze is made of simple, smooth stone decorated in places with Roshgazi's sacred animals. The Fourth Maze is dimly lit with gentle light from an unseen

THE LIGHT OF REASON

Steeped in ancient magic, the *light of reason* is an opaque crystal sphere about eight inches in diameter and is very cool to the touch. The sphere sheds a curiously dim light in a 10-foot radius and radiates strong magic. It weighs about 2 pounds.

When the *Heart of Roshgazi* was first fractured 300 years ago, those who tended it created the *light* to heal it. However, they knew the cure would only work for a short while since the *Heart's* wound was deeper than they could heal. So far, all attempts to find a permanent cure for the *Heart*

have failed. The *light* stays in the care of those who tend the *Heart* as the *light's* dazzling aura makes the *Heart* uncomfortable after a time.

To heal the *Heart*, a creature must take an action to bathe the *Heart* in the *light's* aura each round for four consecutive rounds. While holding the *light*, the creature must concentrate on keeping the strongest portion of the *light's* aura focused on the *Heart*, as if concentrating on a spell. If the creature's concentration is broken, the process is interrupted, and the creature must start over.

source. As the PCs step further into the Fourth Maze, the walls erupt in a confusing collage of images of Broken and Poet—thousands of them blabbering and shouting, pleading and screaming. This cacophony continues until the *light of reason* is successfully used. A creature has disadvantage on Wisdom (Perception) checks that rely on hearing while in the Fourth Maze.

F13. REMNANTS OF THE RECENT PAST

A circular chamber vanishes down corridors to the east and west.

The bloody patch on the map marks the location of the minotaurs who previously attempted to reach the *Heart* and cure it. There are seven bodies in various states of decay.

TREASURE. Each dead minotaur carries a greataxe, one of which is a *vicious greataxe* and another of which is silvered. The bodies also hold a small amount of coinage (32 sp and 18 gp in total), two *potions of greater healing* in leather gourds, a small ceramic flask containing a *potion of stone giant strength*, a wood and silver traveling tankard with a lid that depicts a dragon eating a whale worth 150 gp, an *Eye of Horus* (*Midgard Worldbook*, p. 408), a bone scroll case with two *spell scrolls of greater restoration*, and a leather satchel containing the *light of reason* wrapped tightly in a woolen blanket.

F14. THE VESTIBULE

This simple chamber is unadorned except for a domed structure at its center.

The structure in the center of this chamber is a small, domed room with arched entrances. The domed room holds the *Heart of Roshgazi* (see Area F15 for details).

CREATURE. A *lost minotaur* (see Part 5) patrols this room, a member of the New Moon Clan brought back to unlife by Broken's madness. The creature is the *Heart's* final guardian and both aspects of the *Heart* vie for control of it. If the PCs correctly answered four or more of Broken's question,



Broken's hold on the creature is weak enough that Poet controls it. It walks placidly around the chamber, snorting but calm. If attacked, it attacks. If the PCs failed to correctly answer four or more of Broken's questions, Broken casts off Poet's attempts to control the creature and unleashes it on the PCs. If the PCs correctly answered only three of Broken's six questions, roll a die. On an odd result, the creature is under Broken's control. On an even result, the creature is under Poet's control.

In combat, the lost minotaur has disadvantage on its first attack each round as Poet attempts to regain control of the creature.

F15. THE HEART OF ROSHGAZI

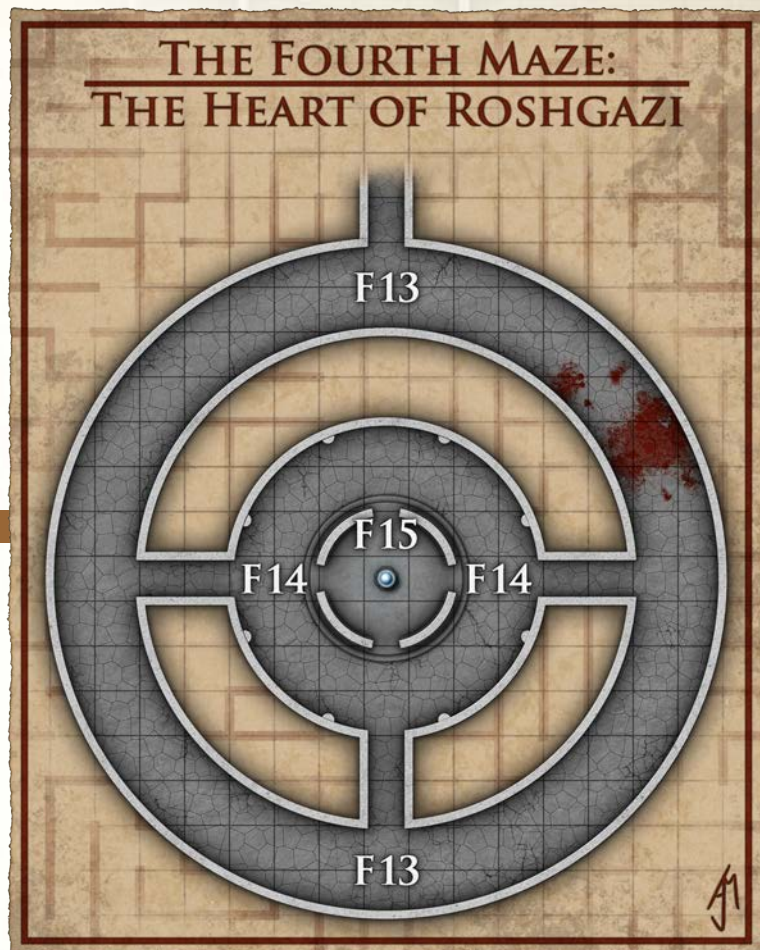
A small, domed chamber, within which stands a small pedestal holding a glass ball.

The ball is the *Heart of Roshgazi*. The *Heart* has a clear crack down one side which has grown almost enough to split the sphere in two.

CREATURES. As the PCs enter this area, Broken realizes all may be lost and calls the shadowy souls of the fallen minotaurs to it. These souls bind together into one minotaur-shaped **wraith** and attack the PCs. Broken instructs the wraith to attack the PC holding the *light of reason* in an attempt to prevent the PC from healing the *Heart*.

HEALING THE HEART

Contrary to Dresh's research, the *Heart of Roshgazi* is not an *orb of dragonkind*. It is wholly unique and bound to the First Labyrinth. It can't be removed from its pedestal, and it is impervious to damage save for the wound that divides it into Broken and Poet. If the PCs succeed in bathing the *Heart of Roshgazi* with the *light of reason* for four consecutive rounds, the crack all but vanishes, and the babbling faces quiet and resolve into a single form—Poet. A calm falls across the whole First Labyrinth—the lost minotaur and wraith cease fighting and a feeling of joy envelops the PCs. The wraith immediately dissipates, given eternal rest by Poet. The Poet smiles benevolently on the PCs and thanks them for bringing it salvation—albeit temporarily. It praises their bravery, cunning, and prowess in reaching the *Heart* of the Mazuli Sul despite all that its other self threw at them. No minotaur, it says, will ever forget this act. This develops as songs, praise from minotaurs around the world—especially those in Roshgazi and Kaptaria—and a general friendliness from minotaurs




the PCs encounter. If Mistress Nacissa still lives, the Poet knows there is one last act to perform to cleanse Roshgazi of the stain of the Mharoti. If the lost minotaur is still alive, the Poet tells the PCs the creature will aid them when they confront the dragon (see Facing the Dragon for more details), making the battle a tale worthy of a song.

The *Heart* says it can never fully repay the PCs—but it can try. All mazes are the *Heart's* dominion: all dungeons, all fractured corners of city districts, all twisting tunnels. Three times it pledges to help the PCs when they find themselves in need of help in such places. Effectively, this grants the PCs three *wishes* when in a place you consider to be a maze or under the potential dominion of the *Heart of Roshgazi*.

PART 4: FACING THE DRAGON

The PCs have healed the *Heart*, possibly slain the senior kobolds, and now have one last problem—the dragon. The PCs should know by now what a pouty, lazy bully their final enemy is and fighting is by no means a certainty. The PCs may try to use their vocal skills instead of swords to win this final battle. In truth,



Mistress Nacissa has little to no loyalty to the kobolds, and she has no interest in seeking vengeance for their deaths. If a persuasive argument was laid before her or a strong enough show of might appeared on her doorstep, she might be convinced to leave Roshgazi.

PERSUADING THE DRAGON. If the PCs want to convince the dragon to leave with words alone, they must succeed on a DC 20 Charisma (Deception, Intimidation, or Persuasion) check. This DC is reduced by 1 for each unique ally (Arous' herd of minotaurs doesn't count toward this reduction) the PCs have acquired in their time in Roshgazi (see "Gathering Allies" below) and by 1 for each exceptional meal (the meal's check succeeded by 5 or more) they served her previously.

FIGHTING THE DRAGON. Mistress Nacissa is, at her core, a vain coward. If she is reduced to half her hit point maximum, she flees, flying out of the Temple of Hecate and back home to the lands of the Mharoti. She might hunt down the PCs at a later date with a stronger force at her side to exact her revenge.

GATHERING ALLIES. Through the course of this adventure, the PCs may have gathered allies. Some of these allies, if befriended and still alive, affect the PCs' final confrontation with the dragon.

AROUS. Arous gathers as many minotaur citizens of Roshgazi as she can to aid the PCs in the fight against the dragon. If the *Heart of Roshgazi* is still broken, Arous can only gather 5 **minotaurs** to aid her. They have disadvantage on all attack rolls, saving throws, and ability checks due to the constant thrum of Broken's madness in the backs of their minds. If the PCs heal the Heart of Roshgazi, Arous is able to recruit 20 **minotaurs** who are invigorated by the healing of Broken's madness and are ready for battle. These minotaurs handle Mistress Nacissa's remaining kobolds while the PCs deal with the dragon.

GOUS-AB-GHOLL. If the PCs are able to win Gous-ab-Gholl to their side, he and his companions, if alive, join them in the fight against the dragon. If Dresh or K'kar Chai are still alive, he and his companions focus on them while the PCs handle the dragon.

HENENU. Though grateful for the PCs' assistance, Henenu isn't brave enough to face off against a dragon. He hands the PCs a pouch of enchanted birdseed which can be thrown at a target within 30 feet. Local birds swarm the target who has disadvantage on all attack rolls until the end of its next turn as it fends off the birds. This birdseed can be used only once.

"PRINCESS" KARIMA GAMILA. Karima Gamila is not easily convinced to fight against a dragon. If the PCs promise her a third of the dragon's treasure, she fights

the dragon alongside them. If her wounds become severe and the PCs refuse to aid or defend her, she disengages from combat and flees Roshgazi, vowing to seek vengeance for their treachery. Similarly, if the PCs fail to give her a third of the treasure and threaten her, she leaves, fuming and plotting her revenge. If the PCs keep their end of the deal, Karima Gamila becomes a more permanent ally.

THE LOST MINOTAUR. If the PCs healed the *Heart of Roshgazi* and didn't slay its guardian, Poet sends the lost minotaur to aid them in the fight against the dragon. The lost minotaur steps out from a portal that opens and closes in the wall beneath the ladders to Area T3. It attacks the dragon and defends the PCs to the best of its ability. If it still lives by the end of combat, it returns to the First Labyrinth through the same portal.

CONCLUDING THE ADVENTURE

In the short term, the minds of the minotaurs of Midgard are cleared of the madness afflicting them, and even the Prophet of the New Moon Clan returns mostly to normal, though still shaken by the horrors she witnessed in the First Labyrinth. The *Heart* is healed, but not cured, and Arous-ok-Hebb ponders a curious dream she has the night after it is healed. In the dream, she sees a minotaur, bristling with labyrinthine magic, on the deck of a ship with Roshgazi in the distance. She feels this minotaur (who, unbeknownst to her, is Senator Evadne from the Lost Fleet) holds the key to finally curing the *Heart*. For PCs who have met Senator Evadne prior to this adventure, her description of the minotaur is immediately familiar. If the PCs facilitate an alliance between Senator Evadne's people and the New Moon Clan, the Senator rewards them 1,000 gp each for helping to save the future of the minotaur people.

If the PCs gave "Princess" Karima Gamila her promised reward, they earn her favor and can call on her whenever they are in Per-Bastet, her home city. Similarly, Arous, Gous, and any member of the New Moon Clan can be called on for assistance when the PCs are in Roshgazi. Vorgg has a long memory and knows the PCs' actions in the Second Maze were not just a dream, as many of his people believe. If the PCs gained Vorgg's trust and he survived, they can call on him whenever they are in Kaptaria. Alternatively, if Vorgg survived and the PCs proved themselves untrustworthy, Vorgg becomes a strong opponent of the PCs in spite of any songs that might be sung about them among his people.

PART 5: MONSTERS AND NPCs

This part details the monsters and NPCs that the PCs encounter on their adventures in Roshgazi. Keep in mind that Karima Gamila and Henenu (detailed in the “Where Has All the Poultry Come From?” sidebar on page 7) are optional NPCs. If you feel Karima or Henenu are one too many or that they are too much of a distraction for the PCs, you can remove them. The adventure doesn’t require either NPC, but they are included to expand the adventure and bring more life into the city.

All of the monsters included in this adventure can be found in the 5th Edition core monster book, the *Tome of Beasts*, and the *Creature Codex*. Monsters from the *Tome of Beasts* and the *Creature Codex* are included in this appendix for easy reference. Some of the monsters have been slightly modified from their original forms to better fit this adventure.

GOLEM, ARMORY

Large construct, unaligned

ARMOR CLASS 15 (natural armor)

HIT POINTS 136 (16d10 + 48)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	2 (–4)

DAMAGE IMMUNITIES poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES understands the languages of its creator but can’t speak

CHALLENGE 7 (2,900 XP)

Armory Exploit. The objects that make up the golem’s body can be removed or destroyed. With the exception of the slam attack, an attacker can choose to disable one of the armory golem’s attacks on a critical hit. Alternatively, the attacker can attempt to destroy the golem’s focus instead of disabling one of its attacks.

Focus Weakness. A creature grappling the armory golem can take its action to remove the golem’s focus by succeeding on a DC 15 Strength check. If its focus is removed or destroyed, the armory golem must make a DC 8 Constitution saving throw at the start of each of its turns. On a success, the golem continues working properly, but it repeats the saving throw the next round at 1 higher DC. On a failure, the golem dies, falling into a heap of armaments.

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

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

Magic Weapons. The golem’s weapon attacks are magical.

ACTIONS

Multiattack. The armory golem makes any two weapon attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Polearm Strike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Crossbow Barrage. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Shield Wall (Recharge 4–6). The golem reconfigures its construction, moving shields and armor to encase its body. It regains 10 hp, and its AC increases by 2 until the end of its next turn.



IJIRAQ

Medium fey, chaotic neutral

ARMOR CLASS 14 (natural armor)

HIT POINTS 127 (15d8 + 60)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	11 (+0)	15 (+2)	9 (-1)

SKILLS Perception +5

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical attacks

SENSES darkvision 60 ft., truesight 30 ft., passive Perception 15

LANGUAGES Sylvan

CHALLENGE 7 (2,900 XP)

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

Memory Loss. After encountering an ijiraq, a creature must succeed on a DC 15 Wisdom saving throw to remember the events. On a failure, the details of the encounter rapidly fade away from the creature's mind, including the presence of the ijiraq.

ACTIONS

Multiattack. In its true form, the ijiraq makes two claw attacks. In its hybrid form, it makes one gore attack and one claw attack.

Gore (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 9 (2d8) poison damage.

Claw (Hybrid Form or True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 13 (3d8) poison damage.

Invisibility (True Form Only). The ijiraq magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). It may choose whether equipment it wears or carries is invisible with it or not.

Change Shape. The ijiraq magically polymorphs into any beast that has a challenge rating no higher than its own, into its caribou-human hybrid form, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the ijiraq's choice). While in its true form or its hybrid form, its statistics are the same. When in a beast form, the ijiraq retains its alignment, hp, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

KARIMA GAMILA

A pleasant curiosity, the movements of this female gnoll are gracefully feral. She is lithe, athletic and walks elegantly. A long, loose purple cloak covers her slender limbs and a yellow headscarf accentuates her almost beautiful features.

"Princess" Karima Gamila is an exceptional gnoll; she's smart, graceful, and attractive (particularly to other gnolls). She worships a trickster god, but the years have taught her that stealing is much more profitable—and enjoyable—than praying. The PCs may already have a relationship—good or bad—with the gnoll from events in the adventure Grimalkin.

Karima has a poetic way with words and a very wide, white smile. She walks like a ballerina, speaks with eloquence, and intermingles her beautiful singing voice into her conversations. In all things, she is deliberate and charming. Below this, the gnoll is steely, yet not hard. She wants to live a life of adventure. She wishes for fame and fortune in the Southlands and, while she is not wicked, she is selfish and driven.

Karima and the PCs. If you want Karima to be an ally or maybe a gentle enemy, consider having her rob the PCs of something minor then fleeing with a smile and a wink. She could use such an act as a way of getting the PCs' attention to speak with them privately about a potential alliance or to establish a friendly rivalry after Dresh hires them as the other treasure hunters. Or, perhaps, she finds that she likes the PCs' style enough not to rob them, and she decides to keep them around. If the PCs earn Karima's trust and gain her as an ally, she can provide them with benefits as they search for the entrance to the First Labyrinth (see "Consulting Allies" in Part 2) and when they finally confront the dragon at the end of the adventure (see "Gathering Allies" in Part 4).

Karima and the Kobolds. Karima has ingratiated herself into the kobolds' group using her charms and abilities as an expert tomb-robber in the hope of plentiful treasure. Her intentions are possibly similar to the PCs—she's in it for the treasure, and, if a dragon is after something, it must be valuable! She's sure she can make a getaway loaded with treasure, one way or another. She has no loyalty to the dragon or its kobolds and has every intention of escaping with the treasure as soon as the moment presents itself. Dresh's loving and nagging breed-partner and business partner—the distrusting K'kar Chai—believes one ally is one too many and trusts Gamila about as far as she can spin the gnoll off a roof by her tail.

KARIMA GAMILA

Medium humanoid (gnoll), chaotic neutral

ARMOR CLASS 15 (studded leather)

HIT POINTS 104 (16d8 + 32)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	14 (+2)	18 (+4)

SAVING THROWS Dex +6, Wis +5, Cha +7

SKILLS Acrobatics +6, Perception +5, Persuasion +10, Stealth +6

SENSES darkvision 60 ft., passive Perception 15

LANGUAGES Common, Gnoll, Thieves' Cant

CHALLENGE 6 (2,300 XP)

Cunning Action. Karima can use a bonus action to Dash, Disengage, or Hide.

Rampage. When Karima reduces a creature to 0 hp with a melee attack on her turn, she can take a bonus action to move up to half her speed and make a bite attack.

Sneak Attack (1/Turn). Karima does an extra 7 (2d6) 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 one of Karima's allies that isn't incapacitated and Karima doesn't have disadvantage on the attack roll.

Spellcasting. Karima is a 3rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Karima has the following bard spells prepared:

Cantrips (at will): *light*, *true strike*

1st level (4 slots): *charm person*, *cure wounds*, *disguise self*, *sleep*

2nd level (2 slots): *hold person*, *suggestion*

ACTIONS

Multiattack. Karima makes three attacks: one with her bite and two with her shortsword. Alternatively, she makes three attacks with her shortbow.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Blessing of the Trickster. Karima touches an ally and gives it advantage on Stealth checks for 1 hour. Alternatively, Karima can give herself advantage on such checks. The Blessing of the Trickster can be active on only one creature at a time.

Invoke Duplicité (1/Rest). Karima creates an illusionary duplicate of herself within 30 feet that lasts for 1 minute or until she loses concentration (as if concentrating on a spell). As a bonus action, she can move the illusion up to 30 feet as long as it stays within 120 feet of her. For the duration, she can cast spells through the illusion, though she shares

no senses with the illusion. When Karima and the illusion are within 5 feet of a creature, Karima has advantage on attack rolls against the creature.

KOBOLD LEADERS

Two scowling kobolds, both dressed in dandy human attire, command the kobolds around them with barely-contained contempt.

A bond formed of mutual hatred, breed-binding but success, combines these two kobolds, who have adventured together for many years and, of late, have had the aid of the black dragon, Mistress Nacissa. They have risen by cunning and watching each other's backs. While they would happily sell each other for a pound of turnips, they each know they would soon regret it. They regard themselves as kobold royalty and treat any kobold near them with utter disdain and contempt. Now the two are engaged in their most dangerous—yet potentially lucrative—venture yet: stealing an *orb of dragonkind*.

These two kobolds are **K'cheer Dresh** the Magnificent, Dragonkin-sired Karl of the Vast Blue Wastes, the Delver, Tome-looter, Chymist to the Courts of the Occult Magenta Triangle, King of Limm, Leader of the Infamous Firebreathers Gang, Slayer of Zorb the Very Mighty and his breed-bound partner Her Mighty Ladyness Queen **K'kar Chai**, the Slither, Milker of Catoblepas, the Laughter, Slayer, and Lady Consort of Extreme Danger, Vanquisher of Dabe the Terrible. Both kobolds lead Mistress Nacissa's force of kobolds in Roshgazi. They believe the dragon is more of a "partner" rather than ruler, though Mistress Nacissa's temper and vanity keep them from saying such a thing directly to her. They are the main point of contact among the kobolds for the PCs throughout this adventure, and they handle most of the PCs' interactions with the dragon—except for when it's feeding time. They are more than happy to let the PCs handle that affair themselves. For more information on how these two interact with the PCs, see "Meeting the Dragonkin" in Part 1.

The pair carry *sending stones* which they use to communicate when separated. K'kar Chai wears a *ring of feather falling* and carries two *potions of invisibility* to aid in her spying when in the city. They each carry a single *potion of speed* in case they need to make a quick retreat. In addition, the two carry a variety of items, the most valuable of which are: a black bridal veil worth 20 gp, a well-made bone and leather parasol with a dagger hidden in its handle worth 50 gp, a drinking flask in the form of two loving ducks made of pewter, copper, and walnut worth 100 gp, an alerting horn, a dozen dead mice bound by their tails one of which has a ruby in its mouth worth 200 gp, and a tiara made of silver, bone, and tin worth 75 gp.

K'CHEER DRESH THE MAGNIFICENT

Small humanoid (kobold), lawful neutral

ARMOR CLASS 12 (15 with mage armor)

HIT POINTS 58 (13d6 + 13)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	14 (+2)	13 (+1)	17 (+3)	10 (+0)	8 (−1)

SAVING THROWS Int +6, Wis +3

SKILLS Arcana +6

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES Common, Draconic, Infernal

CHALLENGE 5 (1,800 XP)

Pack Tactics. K'cheer Dresh has advantage attack rolls roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, K'cheer Dresh has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. K'cheer Dresh is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *minor illusion*, *poison spray*, *prestidigitation*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *hold person*, *mirror image*, *misty step*

3rd level (3 slots): *blink*, *counterspell*, *fireball*

4th level (2 slots): *fire shield*

ACTIONS

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

Draconic Visage (1/Day). K'cheer Dresh magically creates a draconic visage in an unoccupied space he can see within 30 feet. The visage is a glowing, spectral head and neck,



resembling Mistress Nacissa, that sheds dim light out to 10 feet. The visage lasts for 1 minute and grants the following benefits:

- A creature hostile to K'cheer Dresh who starts its turn within 30 feet of the visage and who is aware of the visage must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.
- K'cheer Dresh gains immunity to acid.
- When K'cheer Dresh uses this action, and as a bonus action on his subsequent turns, he can use the following attack:
Breath of Mistress Nacissa. Ranged Spell Attack: +6 to hit, range 120 ft., one target. *Hit:* 7 (2d6) acid damage.

HER MIGHTY LADYNESS QUEEN K'KAR CHAI

Small humanoid (kobold), lawful neutral

ARMOR CLASS 15 (18 with *mage armor*)

HIT POINTS 112 (25d6 + 25)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

SAVING THROWS Dex +8, Int +5

SKILLS Deception +5, Insight +8, Intimidation +8, Persuasion +8

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES Common, Draconic

CHALLENGE 6 (2,300 XP)

Cunning Action. On each of her turns, K'kar Chai can use a bonus action to take the Dash, Disengage, or Hide action.

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

Pack Tactics. K'kar Chai has advantage on attack rolls against a creature if at least one of her allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). K'kar Chai deals an extra 14 (4d6) 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 hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, K'kar Chai has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Spellcasting. K'kar Chai is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *alarm*, *grease*, *mage armor*

2nd level (3 slots): *alter self*, *hold person*, *invisibility*

ACTIONS

Multiattack. K'kar Chai makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

REACTIONS

Uncanny Dodge. K'kar Chai halves the damage from one attack that hits her. To do so, she must see the attacker.

KOBOLD, ELITE

Small humanoid (kobold), lawful neutral

ARMOR CLASS 14 (leather armor)

HIT POINTS 26 (4d8 + 8)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

SKILLS Perception +4, Stealth +5

SENSES darkvision 60 ft., passive Perception 14

LANGUAGES Common, Draconic

CHALLENGE 1 (200 XP)

Combat Tunneler. If two elite kobolds wielding any combination of picks and shovels combine their efforts, they gain a burrow speed of 15 feet through non-rocky soil.

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Lantern Splash (Recharge 5-6). The elite kobold opens its miner's lantern and splashes burning oil in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Small but Fierce. Two elite kobolds within 5 feet of each other can combine their actions to slam their mining picks into the ground and split the earth in a 20-foot line that is 5 feet wide, extending from one of the pair. Each creature in that line must make a DC 13 Dexterity saving throw. On a failure, a creature takes 7 (2d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

KOBOLD, SWOLBOLD

Medium humanoid (kobold), chaotic neutral

ARMOR CLASS 14 (scale mail)

HIT POINTS 65 (10d8 + 20)

SPEED 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	6 (-2)	12 (+2)	7 (-2)

SKILLS Athletics +6

DAMAGE RESISTANCES bludgeoning

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES Draconic

CHALLENGE 3 (700 XP)

Leaping Attack. If the swolbold uses the Dash action on its turn and stops within 5 feet of a creature, it can make one slam attack with disadvantage as a bonus action against that creature.

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

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

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained and the swolbold can't make slam attacks against other targets.

Crush. One creature grappled by the swolbold must make a DC 14 Strength saving throw, taking 21 (5d6 + 4) bludgeoning damage on a failed save, or half as much damage on a successful one.

MANABANE SCARAB SWARM

Medium swarm of Tiny beasts, unaligned

ARMOR CLASS 15 (natural armor)

HIT POINTS 75 (10d8 + 30)

SPEED 20 ft., burrow 5 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	16 (+3)	1 (-5)	13 (+1)	2 (-4)

SKILLS Perception +3, Stealth +5

DAMAGE RESISTANCES bludgeoning, piercing, slashing

CONDITION IMMUNITIES charmed, frightened, paralyzed, petrified, prone, restrained, stunned

SENSES blindsight 10 ft., darkvision 30 ft., tremorsense 30 ft., passive Perception 13

LANGUAGES —

CHALLENGE 4 (1,100 XP)

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



Magic Immunity. The manabane scarab swarm is immune to spells and other magical effects.

Scent Magic. The manabane scarab swarm can detect the presence of magical creatures, active spells or spell effects, and magical items within 120 feet.

Mana Erosion. The manabane scarab swarm consumes magic. Unattended magic items in the swarm's space at the end of the swarm's turn have their effects suppressed for 1 minute. In addition, charged items in the swarm's space lose 1d6 charges at the start of each of the swarm's turns; items with limited uses per day lose one daily use instead, and single-use items such as potions or scrolls are destroyed. Magical effects in the swarm's space are dispelled (as if affected by dispel magic cast with +5 spellcasting ability).

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hp or fewer. The target must succeed on a DC 15 Dexterity saving throw or one randomly determined magic item in its possession is immediately affected by the swarm's Mana Erosion trait. A spellcaster hit by this attack must succeed on a DC 15 Charisma saving throw or one of its lowest-level, unused spell slots is expended.

MISTRESS NACISSA

A great, black dragon, whose scales seem to ripple with polish, rises haughtily. She has decorated her considerable, plump flanks with flowers, jewelry, and gems.

Mistress Nacissa is a vain, greedy, plump adult black dragon from the lands of the Mharoti. She is the driving force behind many of the goings-on in this adventure, and a very tough—if not nearly impossible—opponent for the PCs to handle alone. However, the dragon is very vain; she has spent so much time amongst cowardly kobolds that it has given her an overdue sense of self-worth. She is full of bluff and bluster, rippling her considerable frill, shouting, and breathing on things to intimidate those who defy her. Her blustering and intimidation all serve to help her indulge in her number one hobby: eating. Dresh and his kobolds have supplied her with ample meals so far, and the little kobold has even promised her an *orb of dragonkind*, which she will use to gain power over her peers. For more details on Mistress Nacissa as an undesirable NPC partner see “Meeting the Dragonkin” in Part 1. For more details on the dragon as a culinary critic, see “Complications” in Part 2.

Mistress Nacissa keeps a giant fishing net nearby which she uses to tether her kobold army to her back while flying. Various trinkets such as dried flowers, strings of mirror glass, countless tiny gems, and similar small, shiny objects that sparkle as the dragon moves are pierced, tied, and hooked to her huge flanks. The

total value of all of the objects on the dragon is 325 gp. Though decorated thusly, the bulk of Mistress Nacissa's hoard remains safely hidden deep in Mharoti territory while she carves out her new empire here in the Southlands. Once she has established herself as queen, she intends to bring her hoard and her heavier servants to her new lair.

LAIR ACTIONS

Though her lair and true hoard are in the Mharoti Empire, Mistress Nacissa has been in Roshgazi long enough to affect the Temple of Hecate where she resides and the bones of the dragon that died in it. However, the magic of the First Labyrinth inhibits her natural draconic magic from completely affecting the city. She doesn't impose Regional Effects on Roshgazi.

On initiative count 20 (losing initiative ties), Mistress Nacissa takes a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- Sand piles up from between the mosaic tiles in a 20-foot radius centered on a point on the ground that Mistress Nacissa can see within 120 feet of her. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained as the sand piles up to its knees. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The sand disperses back into the earth beneath the temple when Mistress Nacissa uses this lair action again or when she dies.
- A swirling column of hot sand and partially-melted mosaic tiles form a cylinder that is 40 feet tall with a 10-foot radius on a point Mistress Nacissa chooses within 120 feet of her. The column spreads around corners and remains until Mistress Nacissa dismisses it as an action, uses this lair action again, or dies. The column is lightly obscured. Any creature in the column when it appears must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The bones of the temple's fallen dragon create a horrendous cacophony as they rattle and clatter in response to Mistress Nacissa's magic. Each creature within 30 feet of Mistress Nacissa must make a DC 15 Constitution saving throw. On a failure, a creature takes 10 (3d6) thunder damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

MISTRESS NACISSA

Huge dragon, chaotic evil

ARMOR CLASS 19 (natural armor)

HIT POINTS 195 (17d12 + 85)

SPEED 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

SAVING THROWS Dex +7, Con +10, Wis +6, Cha +8

SKILLS Perception +11, Stealth +7

DAMAGE IMMUNITIES acid

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

LANGUAGES Common, Draconic

CHALLENGE 14 (11,500 XP)

Amphibious. Mistress Nacissa can breathe air and water.

Legendary Resistance (3/Day). If Mistress Nacissa fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Mistress Nacissa can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of Mistress Nacissa's choice that is within 120 feet of her and aware of her must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mistress Nacissa's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). Mistress Nacissa exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Protect Me, Whelp! When a creature Mistress Nacissa can see targets her with an attack, she chooses a kobold within 5 feet of her. She grabs the kobold and pushes it between her and her attacker. The attacker must succeed on a DC 18 Dexterity saving throw or the attack hits the kobold instead of Mistress Nacissa.

MINOTAUR, LABYRINTH KEEPER

Large monstrosity, neutral

ARMOR CLASS 15 (natural armor)

HIT POINTS 119 (14d10 + 42)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

SKILLS Perception +7

SENSES darkvision 60 ft., passive Perception 17

LANGUAGES Abyssal, Common

CHALLENGE 5 (1,800 XP)

Charge. If the labyrinth keeper moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The labyrinth keeper can perfectly recall any path it has traveled.

Reckless Caster. At the start of its turn, the minotaur labyrinth keeper can gain advantage on all spell attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Innate Spellcasting. The labyrinth keeper's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *acid arrow*, *fire bolt*, *locate object*, *misty step*
2/day each: *inflict wounds*, *stone shape*

ACTIONS

Multiattack. The minotaur labyrinth keeper makes two attacks: one with its gore and one with its shortsword.

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

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

MINOTAUR, MOON PRIESTESS

Large monstrosity, neutral

ARMOR CLASS 14 (natural armor)

HIT POINTS 153 (18d10 + 54)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

SKILLS Perception +9

SENSES darkvision 60 ft., passive Perception 19

LANGUAGES Abyssal, Common

CHALLENGE 7 (2,900 XP)

Charge. If the moon priestess moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The moon priestess can perfectly recall any path she has traveled.

Spellcasting. The moon priestess is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

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

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

3rd level (3 slots): *bestow curse, spirit guardians*

4th level (3 slots): *banishment, divination, stone shape*

5th level (2 slots): *flame strike, hallow*

ACTIONS

Multiattack. The moon priestess makes two melee attacks.

Labrys Axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

MINOTAUR, LOST

Large undead, neutral evil

ARMOR CLASS 16 (natural armor)

HIT POINTS 114 (12d10 + 48)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (−3)	12 (+1)	8 (−1)

SAVING THROWS Dex +3, Wis +4

SKILLS Athletics +8, Perception +4, Survival +4

DAMAGE VULNERABILITIES radiant

DAMAGE RESISTANCES necrotic

DAMAGE IMMUNITIES cold, poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned, stunned

SENSES darkvision 60 ft., passive Perception 14

LANGUAGES understands the languages it knew in life but can't speak

CHALLENGE 8 (3,900 XP)

Charge. If the lost minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the

same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

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

Sense Life. The lost minotaur can magically sense the presence of living creatures within 1 mile away. It knows each creature's general direction but not exact location.

ACTIONS

Multiattack. The lost minotaur makes two twilight greataxe attacks.

Twilight Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage and 9 (2d8) necrotic damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.



BRYAN SYME



PIASA

Large dragon, unaligned

ARMOR CLASS 15 (natural armor)

HIT POINTS 144 (17d10 + 51)

SPEED 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

SAVING THROWS Dex +3, Con +6

SKILLS Athletics +7, Perception +4, Stealth +3

DAMAGE VULNERABILITIES poison

SENSES blindsight 15 ft., darkvision 120 ft., passive Perception 14

LANGUAGES Draconic

CHALLENGE 6 (2,300 XP)

Segmented Tail. The piasa's spiked tail is segmented and up to three times the length of its body. When the piasa takes 25 or more damage in a single turn, a segment of its tail is severed. When the first segment is severed, the tail attack's damage type changes from piercing to bludgeoning and deals 1d8 less damage. When the second segment is severed, the tail attack no longer deals damage, but it can still grapple. When the third segment is severed, the piasa can't make tail attacks. The tail re-grows at a rate of one segment per long rest.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the piasa can't make tail attacks against other targets. When the piasa moves, any Medium or smaller creature it is grappling moves with it.

Frightful Presence. Each creature of the piasa's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the piasa's Frightful Presence for the next 24 hours.

Sleep Breath (Recharge 5-6). The piasa exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

TERROR BIRD

Large beast, unaligned

ARMOR CLASS 12 (natural armor)

HIT POINTS 65 (10d8 + 20)

SPEED 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	10 (+0)

SKILLS Athletics +6, Perception +3

SENSES darkvision 60 ft., passive Perception 13

LANGUAGES —

CHALLENGE 2 (450 XP)

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

Passing Bite. Terror birds who move at least 20 feet straight toward a target have advantage on the next attack roll against that target.

ACTIONS

Serrated Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. The target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) slashing damage at the beginning of its next turn.

VENOMOUS MUMMY

Medium undead, lawful evil

ARMOR CLASS 11 (natural armor)

HIT POINTS 58 (9d8 + 18)

SPEED 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	7 (-2)	10 (+0)	14 (+2)

SAVING THROWS Wis +2

DAMAGE VULNERABILITIES fire

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical weapons

DAMAGE IMMUNITIES necrotic, poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES the languages it knew in life

CHALLENGE 3 (700 XP)

Selket's Venom. The venomous mummy's body and wrappings are magically imbued with substances that are highly toxic. Any creature that comes in physical contact with the venomous mummy (e.g., touching the mummy barehanded, grappling, using a bite attack) must succeed on a DC 12 Constitution saving throw or be poisoned with Selket's venom. The poisoned target takes 3 (1d6) poison damage every 10 minutes. Selket's venom is a curse, so it lasts until ended by the *remove curse* spell or comparable magic.

Toxic Smoke. The venomous mummy's poison-imbued wrappings and flesh create toxic fumes when burned. If a venomous mummy takes fire damage, it is surrounded by a cloud of toxic smoke in a 10-foot radius. This cloud persists for one full round. A creature that starts its turn inside the cloud or enters it for the first time on its turn takes 14 (4d6) poison damage, or half damage with a successful DC 12 Constitution saving throw.

ACTIONS

Venomous Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be affected by the Selket's venom curse (see above trait).

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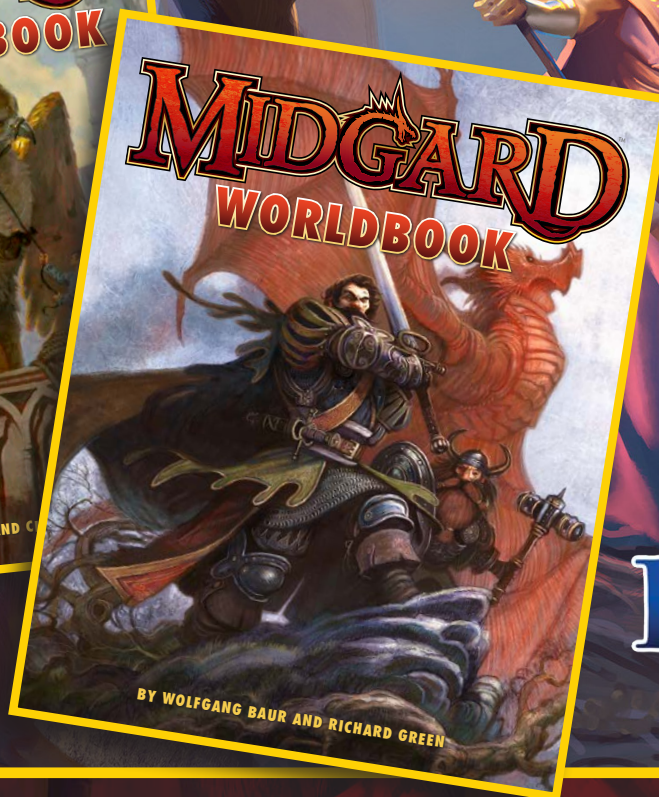
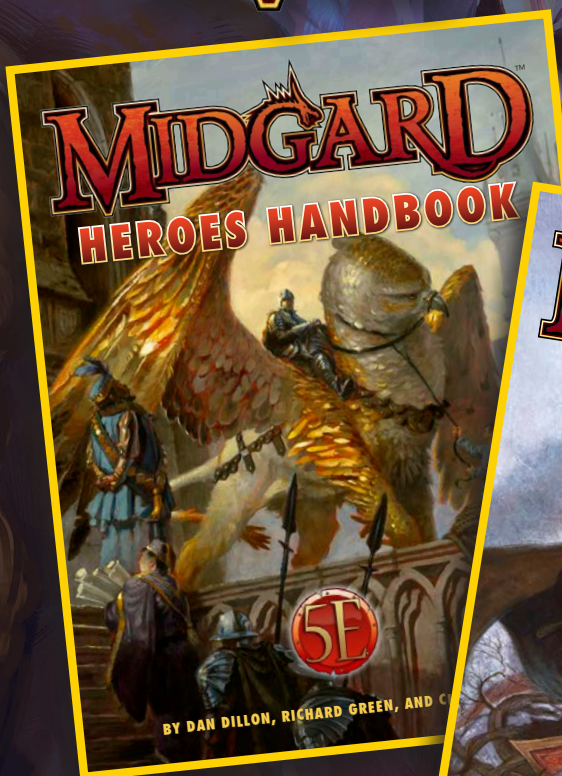
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