

THE HIDDEN HALLS OF Hazakor

GM'S APPENDIX

Monsters, magic items, spells, conditions, actions, and other parts of the game that are talked about in the *Hidden Halls of Hazakor* adventure all appear in your game rulebooks. But so you don't need to look up those things each time they appear, they have been collected in this special "GM's Appendix" for the adventure. You can download additional copies of the appendix from:

www.insaneangel.com/hazakor

Whenever something appears in the adventure in *italics* (for spells and magic) or **bold** (for monsters and everything else), it is written up in the "GM's Appendix." Seeing italic or bold text in the adventure tells you to look in this appendix for more information.

Printing out your own version of the appendix makes it easy to add your own notes while you play. This includes letting you keep track of monster statistics and hit points during combat.

MONSTERS AND NPCs

This section collects the statistics blocks for the monsters and NPCs that appear in *The Hidden Halls of Hazakor*. It puts those stat blocks in the order that the NPCs and monsters appear in the adventure. This keeps the monsters in different areas of the dungeon together, and makes it easy to use those stat blocks when you're running the adventure.

Your game rulebooks have more information about these monsters and NPCs — plus pictures.

PURDEY'S REST

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

ACTIONS

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

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages any two languages
Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

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

Sneak Attack. Once per turn, the spy deals an extra 7 (2d6) damage when it 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 the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SORCERER

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Arcana +2, Deception +5, Perception +3

Senses passive Perception 13

Languages Draconic, any other two languages

Challenge 3 (700 XP)

Bloodline Resilience. The sorcerer’s magical bloodline augments its defenses. While the sorcerer is wearing no armor and wielding no shield, its AC is 13 plus its Dexterity modifier.

Empowered Spell (3/day). When the sorcerer rolls damage for a spell, it can reroll up to 3 of the damage dice and must use the new rolls.

Spellcasting. The sorcerer is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, dancing lights, mage hand, shocking grasp, true strike*

1st level (4 slots): *charm person, shield, sleep*

2nd level (3 slots): *blindness/deafness, scorching ray*

ACTIONS

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

NOTES

SORCERER

Sorcerers are the masters of an ancient and powerful magical art. With a word and a gesture, a sorcerer can summon destruction — or put right the destruction dealt by others. Sorcerers can evoke the power of nature in the form of fire, frost, and lightning, or they can confuse the minds and senses of those who oppose them.

The sorcerer is a new statistics block created for this adventure.

APPRENTICES' WING

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

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

GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

NOTES

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

ACTIONS

Multiattack. The armor makes two melee attacks.

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

GREAT HALL

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

NOTES

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

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

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

NOTES

SAGES' QUARTER

GIANT WATER RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

KOBOLD SPY

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 28 (8d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 1 (200 XP)

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

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

Sneak Attack. Once per turn, the spy deals an extra 7 (2d6) damage when it 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 the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

NOTES

MAGES' DOMAIN

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

NOTES

AZER

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

NOTES

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius),
passive Perception 6

Languages —

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

NOTES

ABOUT THE DUNGEON

Each area of the dungeon has a write-up that tells the players what the characters will see and find there. But all areas of the dungeon also have the following things in common.

WALLS, FLOORS, AND CEILINGS

Unless the write-up of an area says so, rooms in the dungeon have stone walls, floors, and ceilings. If the characters need to climb a stone wall, it takes a successful DC 13 Strength (Athletics) check to do so. If a wall is crumbling or wet, it takes a successful DC 16 check instead.

LIGHT

Rooms in Hazakor's halls have no light unless their write-up says so. Characters who do not have darkvision will need to have a lantern, a torch, or some other light to see.

DOORS

Some areas of the dungeon have special doors made of stone or metal. If the write-up doesn't describe a door, it is a heavy wooden door made stronger with iron bands. Most doors in the dungeon have rusting hinges that creak when opened.

Doors in the dungeon are usually closed when the characters first see them. Doors can be opened easily unless an area's write-up says they can't be. If the write-up doesn't say if a door opens in or out of an area, you can decide which way it opens.

Once the characters open a door, they can shut it again or leave it open. Even a door that is forced open can be closed again, unless the adventure says the door is damaged by opening it.

SECRET DOORS

Some dungeon rooms have secret doors that can't be seen. These doors are made of the same stone as the walls, and they rotate open unless an area's write-up says something different. It is important that you do not give the players hints about where secret doors are. If you help the players draw the map that shows the areas the characters have explored, do not show any secret doors or hidden rooms until the characters find them.

If the players think an area contains a secret door, they will tell you that their characters are searching the area, and you will ask for Wisdom (Perception) checks. The DCs for these checks are different for each secret door, and are given in the adventure. A successful check is the only way to find a secret door.

If the characters aren't searching for secret doors, or if you want to help them find a secret door that they have missed, you can give them a chance to notice some secret doors if you want to. Compare the DC to find the secret door with each character's passive Wisdom (Perception) score. (Make sure you write down each character's passive Wisdom (Perception) score before the adventure starts.) Any character whose passive Wisdom (Perception) is equal to or higher than the DC to find a secret door notices the secret door just by walking past it.

You do not have to let characters use passive Perception for all secret doors. If you do, a character with a high passive Perception might find a lot of secret doors too easily.

MAGIC

Magic items can be found throughout the Halls of Hazakor, and many doors, traps, pools, and other features in the dungeon are magical. Characters can often tell when an item or a feature is magical, and a *detect magic* spell can reveal its school of magic. (Your rulebooks have more information on schools of magic.) But knowing that something is magic doesn't tell the characters what the magic does.

To learn what a magic item or magic feature does, a character can use an *identify* spell. A character can also spend a short rest in contact with an item or feature, focusing on it to learn about its magic. Magic potions are different, though. A character just needs to take a tiny taste of a potion to learn what it does.

When magic items are hidden, characters will need to search to find them. A *detect magic* spell can also find magic items and magic features that are hidden behind wood and thin stone, including normal doors. But it cannot find magic items behind thick stone, including walls and secret doors.

WARMTH

Many underground ruins are cold and clammy, but most areas of Hazakor's halls are warm. This is because pipes carry heat throughout the dungeon from an elemental furnace in area 21.

GARBAGE AND RUBBLE

The earthquake that destroyed the Halls of Hazakor left garbage and rubble everywhere. You can expand on each area's write-up by describing this debris. Broken rock, moldy parchment, rotting wood, old bones, fungus, and dead insects can be found throughout the dungeon.

DIFFICULT TERRAIN

Rubble, furniture, slippery water and mold, and other features that make it hard to move are **difficult terrain**. Objects that fill most or all of an area on the map are difficult terrain in that area. Objects are not difficult terrain if they do not fill most of an area, or if they are described in the text but are not shown on the map.

WATER

Many rooms have magic fountains in them, but not all of those fountains are working. Unless the adventure says that a fountain is broken, whenever a character moves within 5 feet of a magic fountain, it begins to flow with cool, clean water.

Broken fountains constantly flow in some areas, creating dangerous flooding.

SPELLS

This section collects the spells that are referenced in the adventure, and that are used by the adventure's NPCs and monsters. These spells are presented in alphabetical order.

Your game rulebooks have more information about spells and spellcasting.

ACID SPLASH

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BLINDNESS/DEAFNESS

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

BURNING HANDS

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

CHARM PERSON

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CONTINUAL FLAME

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (ruby dust worth 50 gp, which the spell consumes)

Duration: Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, shedding bright light in a 20-foot radius and dim light for an additional 20 feet, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

CURE WOUNDS

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

DANCING LIGHTS

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium

size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

DETECT MAGIC

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DISPEL MAGIC

3rd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

FOG CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

GLYPH OF WARDING

3rd-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)

Duration: Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an *explosive runes* glyph increases by 1d8 for each slot level above 3rd. If you create a

spell glyph, you can store any spell of up to the same level as the slot you use for the *glyph of warding*.

GUIDING BOLT

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

HEAT METAL

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

HOLD PERSON

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

IDENTIFY

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

LESSER RESTORATION

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

LIGHT

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

MAGE HAND

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

MAGIC MISSILE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

MENDING

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

MISTY STEP

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

PRAYER OF HEALING

2nd-level evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

PROTECTION FROM ENERGY

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

SACRED FLAME

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SANCTUARY

1st-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

SCORCHING RAY

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SHIELD

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

SHOCKING GRASP

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SILENCE

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

SLEEP

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit

points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

SPIDER CLIMB

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

SPIRIT GUARDIANS

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

SPIRITUAL WEAPON

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St.

Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

THAUMATURGY

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

THUNDERWAVE

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

TRUE STRIKE

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

MAGIC ITEMS

This section collects the magic items (including one type of special nonmagical armor) that are referenced in the adventure. All of these items can be claimed by the characters as treasure. These items are presented in alphabetical order.

Your game rulebooks have more information about magic items — plus pictures.

ADAMANTINE ARMOR

Armor (medium or heavy, but not hide), uncommon

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

AMMUNITION, +1

Weapon (any ammunition), uncommon

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

BOOTS OF STRIDING AND SPRINGING

Wondrous item, uncommon (requires attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

EYES OF CHARMING

Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the *charm person* spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

FIGURINE OF WONDROUS POWER

Wondrous item, rarity by figurine

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Silver Raven (Uncommon). This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the *animal messenger* spell on it at will.

RAVEN

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

GEM OF BRIGHTNESS

Wondrous item, uncommon

This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects:

- The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.
- The second command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

MEDALLION OF THOUGHTS

Wondrous item, uncommon (requires attunement)

The medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *detect thoughts* spell (save DC 13) from it. The medallion regains 1d3 expended charges daily at dawn.

PEARL OF POWER

Wondrous item, uncommon (requires attunement by a spellcaster)

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

POTION OF CLIMBING

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

POTION OF HEALING

Potion, common

You regain 2d4 +2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

POTION OF RESISTANCE (FIRE)

Potion, uncommon

When you drink this potion, you gain resistance to fire damage for 1 hour.

SPELL SCROLL

Scroll, varies

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.

SPELL SCROLL

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1st	Common	13	+5
2nd	Uncommon	13	+5
3rd	Uncommon	15	+7

A wizard spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a *spell scroll*, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the *spell scroll* is destroyed.

WAND OF MAGIC MISSILES

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WEAPON. +1

Weapon (any), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

SPECIAL ITEMS

This section collects a few of the special items that the characters can purchase for use in the adventure. These items are presented in alphabetical order.

ACID

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet,

shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

ALCHEMIST'S FIRE

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

ANTITOXIN

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

HEALER'S KIT

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

HERBALISM KIT

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing*.

POISON. BASIC

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

CAST A SPELL

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

BONUS ACTIONS

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits. See the "Hiding" sidebar.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take

HIDING

The GM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, they have a passive Wisdom (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be lightly or heavily obscured (see "Game Effects").

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include “If the cultist steps on the trapdoor, I’ll pull the lever that opens it,” and “If the goblin steps next to me, I move away.”

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell’s magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the web spell and ready magic missile, your web spell ends, and if you take damage before you release magic missile with your reaction, your concentration might be broken.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack.

When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

CONDITIONS

Conditions alter a creature’s capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster’s attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition’s effects don’t get worse. A creature either has a condition or doesn’t.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

A blinded creature can’t see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature’s attack rolls have disadvantage.

SEWER PLAGUE

Sewer plague is a term for a broad category of illnesses that incubate in sewers, refuse heaps, and swamps and that are sometimes transmitted by creatures that dwell in those areas, such as rats and ottyughs.

When a humanoid is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, it must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague’s symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character’s exhaustion level decreases by one level. If a successful saving throw reduces the infected creature’s level of exhaustion below 1, the creature recovers from the disease.

CHARMED

A charmed creature can’t attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

A deafened creature can’t hear and automatically fails any ability check that requires hearing.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect’s description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect’s description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

FRIGHTENED

A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

GRAPPLED

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated (see that condition).

The grappled condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunder-wave* spell.

INCAPACITATED

An incapacitated creature can't take actions or reactions.

INVISIBLE

An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

A paralyzed creature is incapacitated (see that condition) and can't move or speak. It automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.

The creature is incapacitated (see that condition), can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity saving throws.

The creature has resistance to all damage. It is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls.

An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.

STUNNED

A stunned creature is incapacitated (see that condition), can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

UNCONSCIOUS

An unconscious creature is incapacitated (see that condition), can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding and falls prone.

The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

GAME EFFECTS

The following information covers some of the rules that are referenced most often in the game, from difficult terrain, to lighting, to falling unconscious and dying. It also contains the rules for the disease known as sewer plague, which appears in the *Hidden Halls of Hazakor*.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases — the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Instant Death. Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

Falling Unconscious. If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws. Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now,

aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature. The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Monsters and Death. Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws. Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

SURPRISE

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down

a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

VISION AND LIGHT

The most fundamental tasks of adventuring — noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few — rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area — such as darkness, opaque fog, or dense foliage — blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

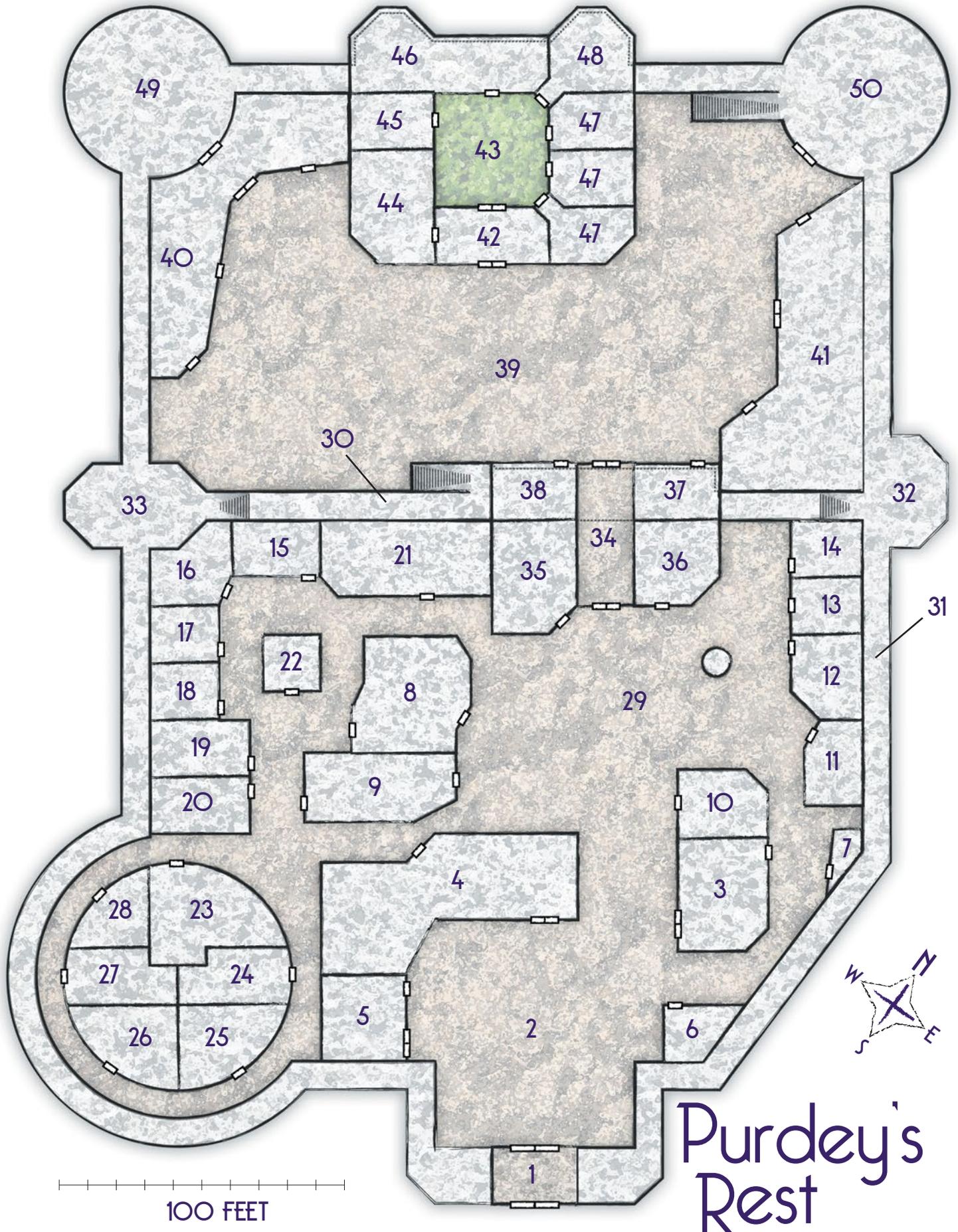
NPC NAMES AND QUIRKS

The characters might interact with guards, bandits, or other NPCs who don't have names or quirks given in the adventure. If they do, use the tables below to choose or roll randomly for a name and a quirk. You can also use the tables as inspiration to create your own names or quirks, or to combine short names to make an interesting longer name.

d100	Name	d100	Name	d100	Name
1	Bororo	34	Amral	67	Kota
2	Okanaki	35	Devi	68	Ayatsun
3	Bexley	36	Riko	69	Shinoa
4	Leanah	37	Shira	70	Hishu
5	Yagan	38	Imanako	71	Nuju
6	Danara	39	Aikoshi	72	Yazeimi
7	Phalimar	40	Shashu	73	Amron
8	Uranchiri	41	Chuco	74	Yrluk
9	Kani	42	Yengbo	75	Orvair
10	Narder	43	Kelvykh	76	Foshoda
11	Arior	44	Aldren	77	Imzath d
12	Alanar	45	Enderil	78	Iridril
13	Enwel	46	Saervath	79	Shezirtho
14	Galaser	47	Ruhimnu	80	Gytha
15	Zhuze	48	Sodrus	81	Walda
16	Hamath	49	Ingon	82	Quishi
17	Karmara	50	Vielnera	83	Shumi
18	Bakara	51	Thynus	84	Karayu
19	Suni	52	Wynna	85	Alyssa
20	Irimroth	53	Ellyn	86	Adsan
21	Tukai	54	Gileon	87	Hidasu
22	Shaigee	55	Thenry	88	Domao
23	Ykan	56	Shoki	89	Chobistra
24	Luwai	57	Meaki	90	Galuthien
25	Kuna	58	Michi	91	Answild
26	Kiotoya	59	Alitan	92	Zeelnuh
27	Balasa	60	Avisan	93	Hayama
28	Aprapan	61	Garra	94	Numarei
29	Verey	62	Ausan	95	Shimiya
30	Brynn	63	Pika	96	Kanta
31	Sabil	64	Arram	97	Mera
32	Kater	65	Ikah	98	Jayvana
33	Jali	66	Kara	99	Katzu
				100	Homma

d20 Quirk

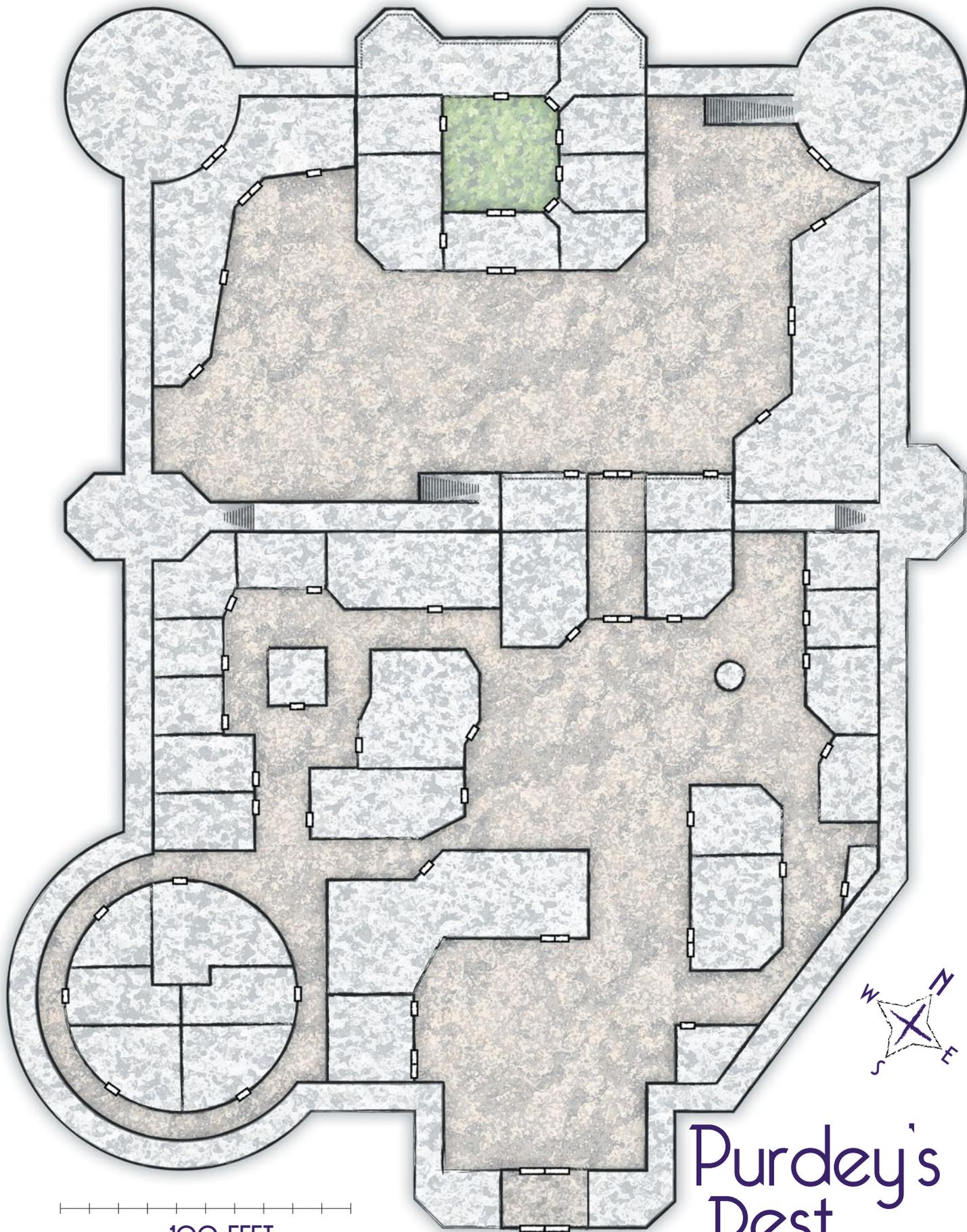
- 1 Wears lots of flashy-but-cheap jewelry
- 2 Nods a lot, even when disagreeing
- 3 Always munching nuts or candy
- 4 Constantly jingling coins in pocket
- 5 Wears attractive scent (flowers, honey, or fruit)
- 6 Salutes everyone
- 7 Always pushing long hair away from face
- 8 Always pauses while speaking, as if distracted by something
- 9 Always needs to be reminded of having met people before
- 10 Fidgets while sitting still; gets tired while walking
- 11 Sways from side to side as if always wanting to dance
- 12 Always brushing off clothes even though they're clean
- 13 Bad eyesight; always leaning in and squinting
- 14 Repeats things back when speaking
- 15 Always whittling small toys out of wood
- 16 Scratches chin while speaking or thinking
- 17 Always quietly counting something; doesn't say what
- 18 Wears spectacles; always taking them on and off
- 19 Drums fingers on table or wall while talking
- 20 Sneezes a lot



Purdey's Rest

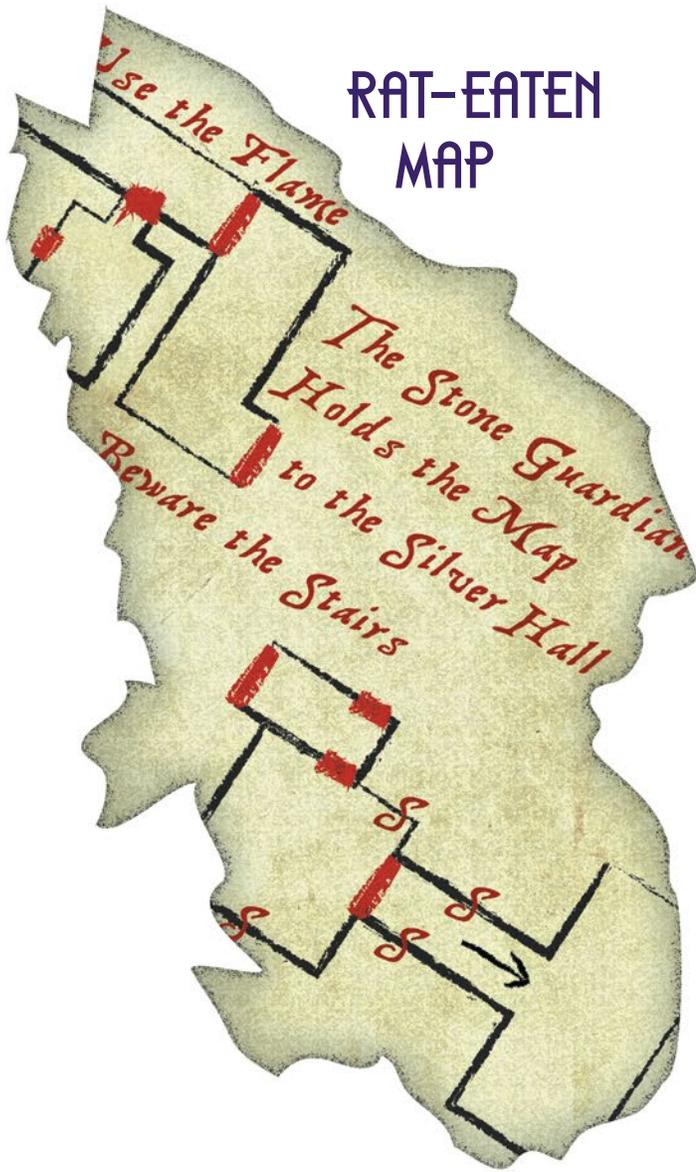
100 FEET



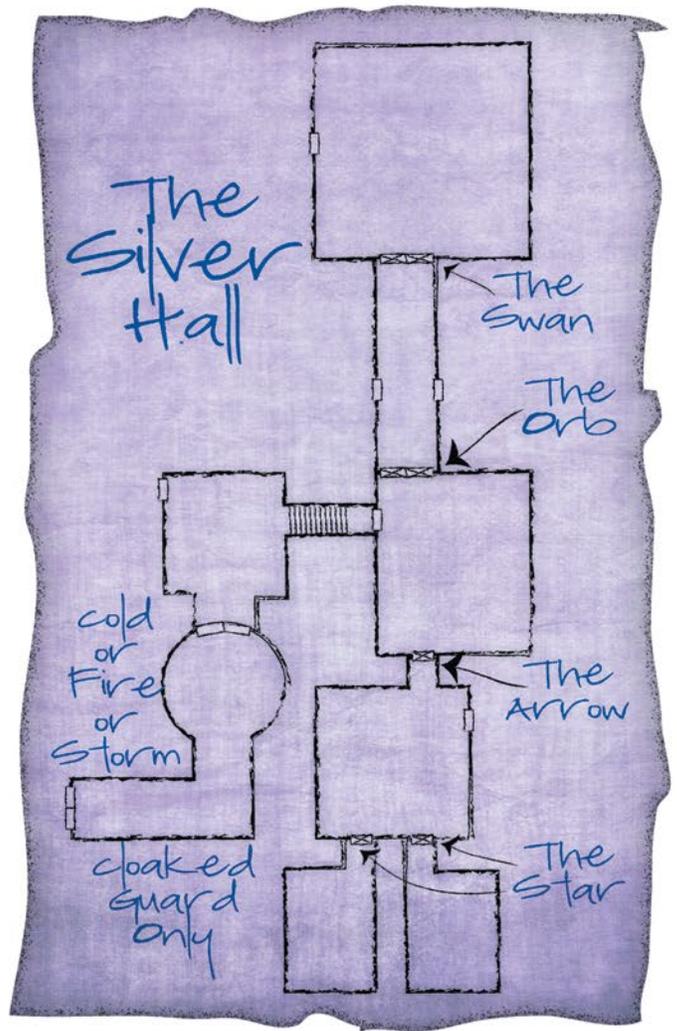


100 FEET

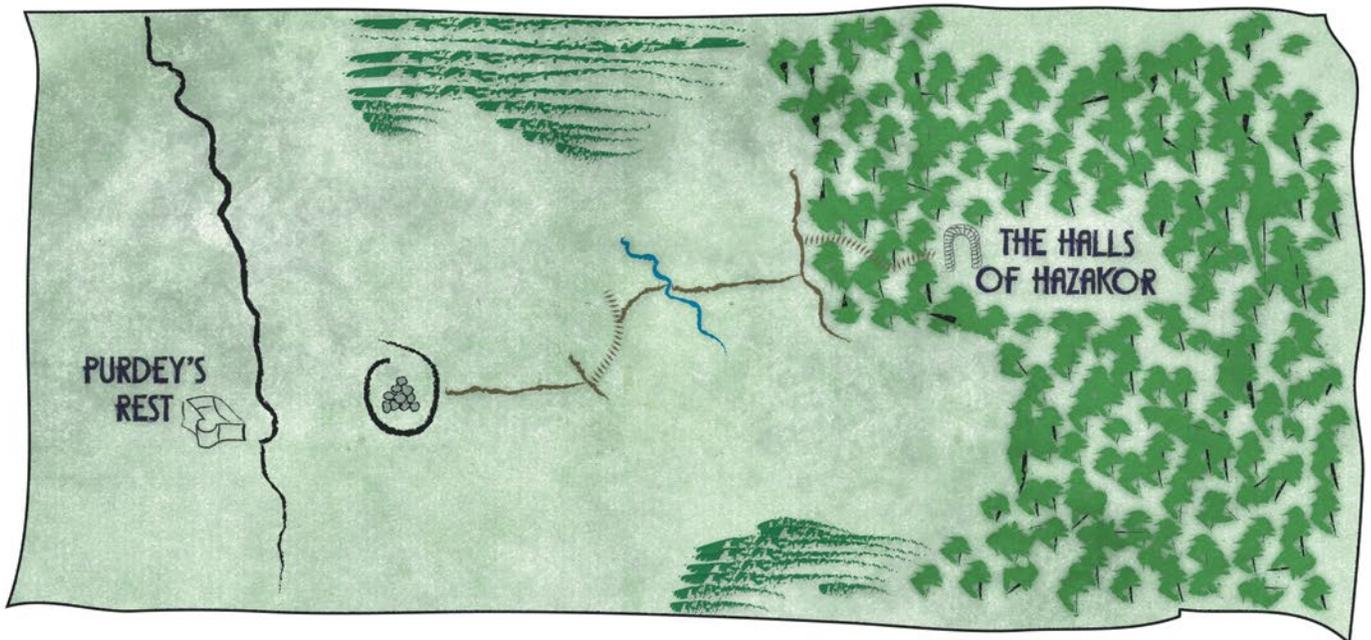
Purdey's Rest



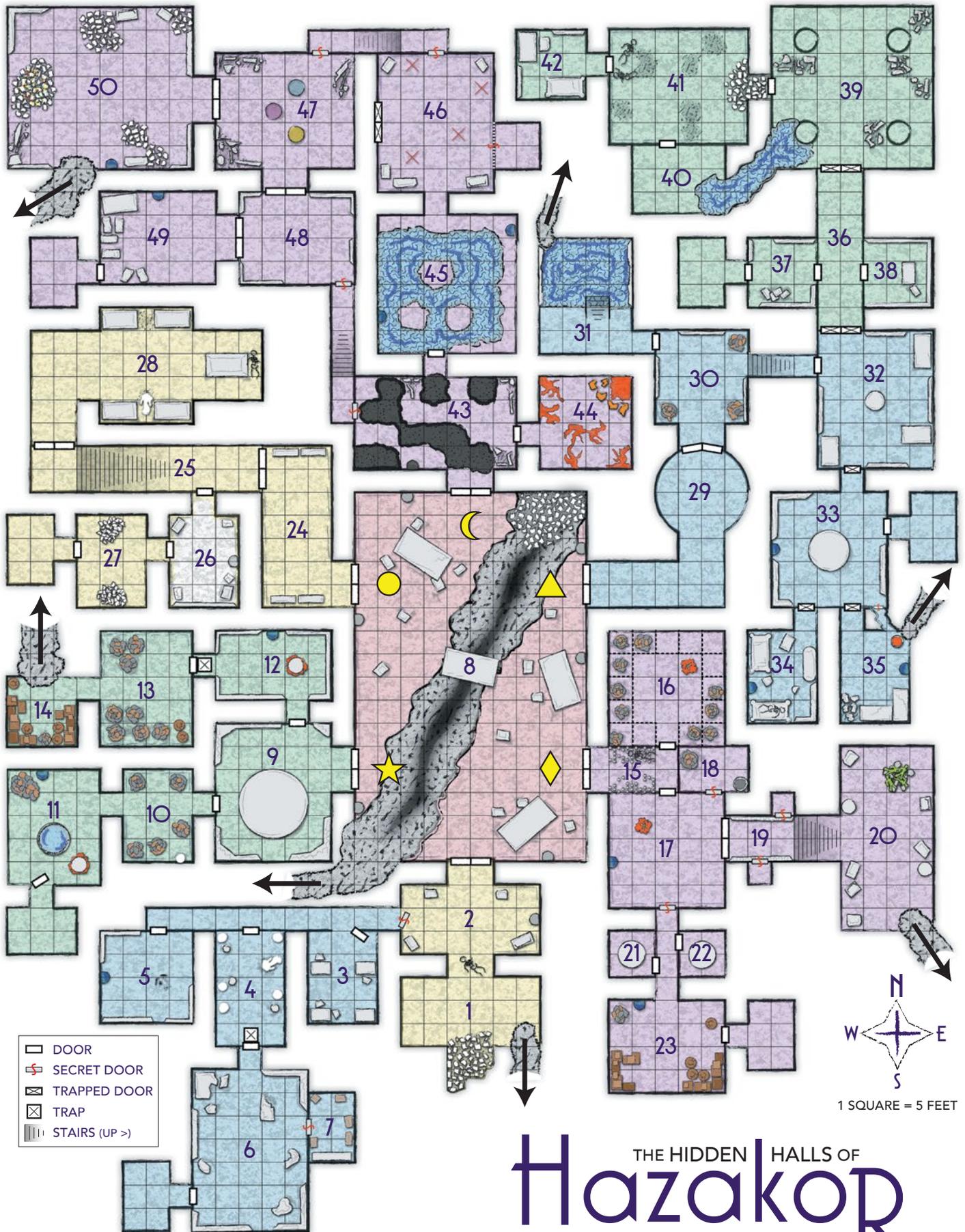
RAT-EATEN MAP



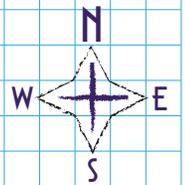
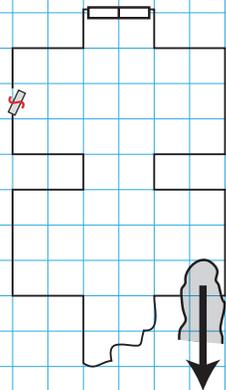
SARCOPHAGUS MAP



TYBALT'S MAP



THE HIDDEN HALLS OF
Hazakor



1 SQUARE = 5 FEET

THE HIDDEN HALLS OF Hazakop

THE HIDDEN HALLS OF Hazakor

AN ADVENTURE FOR BEGINNING GAMEMASTERS
AND 1ST-LEVEL CHARACTERS

WRITTEN BY SCOTT FITZGERALD GRAY

ILLUSTRATED BY JACKIE MUSTO

www.insaneangel.com/hazakor

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