

Trap C. Nearly invisible runes cover the floor in this area. The runes radiate conjuration to a *detect magic* spell or similar effect, or can be detected with a successful DC 15 Intelligence (Investigation) check. When a creature steps into the area, the runes conjure up a swirling cloud of green dye that covers each creature in the area that fails a DC 15 Dexterity saving throw.

The magical dye is nontoxic, cruelty free, pet safe, and hypoallergenic. It vanishes if an affected creature is targeted by *dispel magic*. Otherwise, it takes 1d4 months to fade, even with constant scrubbing. Additionally, any savvy thief operating in the civilized settlements of the Sword Coast recognizes that a character covered in this dye fell victim to a trap. Those thieves might target such characters as easy marks in future adventures.

Trap D. The area of trap D appears as normal stone, and its trigger is contained in the double door. It takes a successful DC 20 Intelligence (Investigation) check to recognize subtle details in the stonework revealing the trap's area.

When any creature touches the double doors, including to pick the lock, each creature standing in area D must succeed on a DC 10 Charisma saving throw or be teleported to the mummy chamber (see below).

Double Doors. The ornate double doors here are locked, and are the trigger for trap D. They radiate conjuration to a *detect magic* spell or similar effect. Opening the doors requires a successful DC 15 Dexterity check using thieves' tools. The doors can also be smashed open with a successful DC 16 Strength (Athletics) check, or broken down with attacks (AC 10, 30 hit points, immunity to poison and psychic damage).

Mummy Chamber. When the characters can see the chamber beyond the double doors, read:

Slabs set along the walls of this stone chamber hold human-sized bodies wrapped from head to toe in strips of off-white cloth. Even as the doors open, these wrapped bodies begin to rise.

The cloth-wrapped bodies that first rise off the slabs and lurch toward the characters are four **zombies**. But any creatures teleported by the double doors are also in this chamber, having been magically wrapped in cloth and temporarily paralyzed. When the doors are opened, each paralyzed creature must make a DC 10 Wisdom saving throw. On a successful save, the creature can act freely. It takes an action for a creature to tear away the cloth wrappings on itself or another creature.

On a failed save, the creature is no longer paralyzed but is compelled to rise along with the zombies and move toward the doors. Characters caught by this compulsion are indistinguishable from the zombies, though they aren't forced to attack. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the creature shambles around for 1 minute.

Treasure. Each of the zombies wears a silver necklace worth 10 gp. Resting on one of the slabs is a *potion of healing* and a *spell scroll of bless*.

4. TUNNELS

An extensive tunnel system beyond the trap room does not appear on the map. This area is a complex maze of passages crisscrossing each other, collapsed tunnels forcing the characters to take side passages, weak areas exposed by the earthquake and threatening to collapse, and so on. To successfully navigate this area, the characters must tread carefully, look for signs of previous passage and structural weakness, dodge falling rocks, and use their wits.

Picking Up the Trail. The characters' first task is to stay on the trail left by Sergeant Teeshe and Constable Boot. Doing so requires one character to succeed on a DC 10 Wisdom (Survival) check. On a successful check, the characters remain safely on the trail. On a failed check, they veer off the trail at one point into an unsafe passage weakened by the earthquake. Each character must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) bludgeoning damage from falling rocks.

Clearing a Path. The trail leads to an area where a cave-in occurred sometime after Teeshe and Boot passed through. To clear the cave-in, the characters work together to move the debris and secure the passage. This task involves a group ability check in which the characters can use different ability checks and skills to represent different tasks. Moving debris requires a DC 10 Strength (Athletics) check. Shoring up the passage requires a DC 10 Intelligence (Investigation or Nature) or Wisdom (Survival) check. The passage is cleared regardless of the result of the group check, but if more than half the characters fail the group check, each character suffers one level of exhaustion in the process.

Blood Weeds. A circular passage is overgrown with vines emerging from the walls, floor, and ceiling. A character who succeeds on a DC 15 Intelligence (Nature) or Wisdom (Survival) check recognizes the vines as blood weeds—a carnivorous plant that feeds on creatures by draining blood with its thorns.

To pass through the area, each character must succeed on a DC 10 Strength (Athletics), Dexterity (Acrobatics), or Wisdom (Survival) check to avoid the vines. Too many vines choke the passage for the characters to attack them effectively with weapons. However, damaging the vines with fire or cold damage from a spell of 1st level or higher gives creatures moving up the tunnel advantage on their ability checks. Each creature that fails the check takes 3 (1d6) necrotic damage from the blood-draining thorns.

Obligatory Acid Pit. The final passageway of the maze contains a pit trap filled with weak acid and floating bones. A character who succeeds on a DC 12 Intelligence (Investigation) or Wisdom (Survival) check notices the hinged floor. With a successful DC 15 Dexterity check using thieves' tools, a character can disable the trap by using shims to jam the top closed. If the check fails, the character thinks the trap was deactivated even though it wasn't.

If the trap is triggered, the first character stepping onto it falls into the acid-filled pit. Any creature that enters the pit for the first time on its turn or starts its turn there takes 2 (1d4) acid damage. Climbing out of the rough-sided pit is a trivial task.