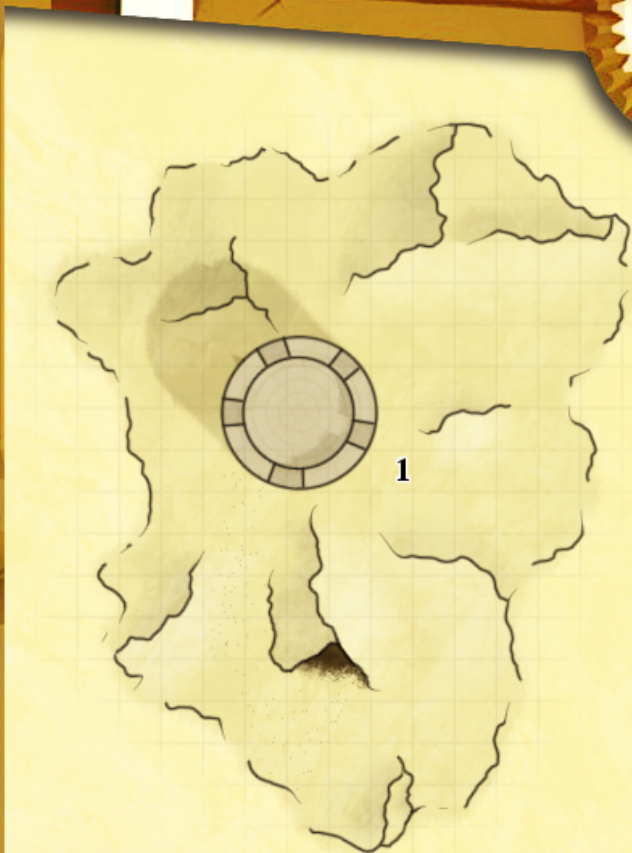


# Uvahtun Outpost

□ = 5 feet



## 1. LOOKOUT POST.

During the day the heat is too intense for the Uvahtun to post guards in the turret, but at night Desmor from area 2 is located here.

## 2. GUARDROOM.

Two benches flank a trapdoor leading into the sandstone floor. A bored human **Spy** named Desmor has drawn the short straw and been positioned here to watch the entrance. He greets the party as though welcoming them to a fancy restaurant, hoping to lower their guard, and takes the first opportunity to flee.

## 3. IDIOT DETERRENT

This candlelit room is completely empty except for a couple of 10-foot poles. A square obelisk blocks the door to the north. Two holes run through the top corners, through which the poles can be run to create handles.

The stone is coated in a gelatinous acid: anyone touching it without the aid of the handles must succeed on a DC 15 Constitution saving throw or take 2d10 acid damage.

## 4. HALL OF CLAWS

This dusty passage is lined with niches in the walls, each one containing an ornate black candle shapes like a demon claw. Each one is worth 5 gp.

## 5. LIVING QUARTERS

The wooden door at the south of this room swings open to reveal a large room propped up by four pillars, and littered with storage crates and bedrolls. A battered golem stands in the centre of the room, and attacks anyone who passes through the door without first uttering the password “Teshkair”. The golem has the stats of an **Animated Armor**. The crates contain rations sufficient to feed 3 people for a week.

## 6. RITUAL ROOM

A summoning circle lies beyond the curtain hiding this room, pulsing with dark energy. Two **Cultists** have just finished summoning a **Maw Demon** (or an **Imp**).

