

Grand Lift of Depths Forgotten

This *City of Arches* supplement describes the Grand Lift of Depths Forgotten – an ancient lift connecting the surface of City of Arches to twenty or more levels hidden beneath the city’s depths. Use this supplement to include the lift in your *City of Arches* adventures or campaigns or add it to your own campaign world as desired. Though loosely built around 5e-based RPGs, this product can be modified to suit any fantasy RPG.

Using the Grand Lift in Your Game

The Grand Lift is designed as a connector between the City of Arches and limitless ruins beneath. It’s intended to connect the city to a vast vertical dungeon of separate levels that can theoretically take characters from the beginning of their character to their highest levels. This supplement includes twenty levels of the depths, each getting progressively harder than the previous. A series of one-way keys activate the lift, giving you a tool to control the flow of these levels. The more keys the characters discover, the more levels they can reach.

You can, however, open larger sections of the dungeons so it doesn’t feel too uniform. The lift isn’t perfect. Sometimes the lift opens to unexpected levels while other times levels connect to one another without the lift.

The Grand Lift and its connected depths give you limitless freedom to build out fantastic dungeons and their interwoven stories.

About the Grand Lift

The Grand Lift is a vast and ancient construct blending magic and engineering to connect over twenty levels beneath the city. Build at the height of the reign of the Nameless King, hundreds of artificers, mages, engineers, and mechanists worked with thousands of thralls – many of whom died in the darkness of the shaft surrounding the lift – to build the massive construct.

Powered by steam vents hot enough to melt iron and underground waterfalls from the glaciers above, massive gears in the rock walls surrounding the lift draw the lift up from the lowest depths to the highest. None now living understand the entire structure of the Grand Lift. Instead, those few who travel upon it hear the great rumbling of massive machinery hidden beyond the shaft through which it descends.

The lift itself is a twenty-foot-diameter brass cage. Huge chains rise above and below from four points of the cage – one of them hanging limp after breaking centuries ago. Antimagic glyphs are etched into the bars of the lift’s cage (more on this below).

A complex brass panel has dozens of keyholes in it. Each key is unique and takes occupants who use it to only one level of the vast dungeon. The surface level

key returns the occupant back to the City of Arches above (likely the first key the characters receive).

Each key is unique in shape, sometimes not even being recognized as a key at all. When placed on the keyhole on the brass panel, several tiny and sharp blades slide into the keyhole and trigger the vast network of tumblers, sending hundreds of threads twisting throughout the control mechanism of the lift. With a great rumble, the cage of the lift opens for its newest arrivals.

Brass tubes run along the shaft of the lift, housing complex mechanisms controlling the lift from the brass panel controlling the lift.

The creators of this lift understood the dangers of magic, both to circumvent the lift and cause potentially catastrophic harm. The entire shaft has been protected with antimagic wards keeping occupants from magically leaving the cage of the lift as it travels through the shaft and prevents anyone outside the lift from damaging it. Over the centuries, however, these antimagic glyphs have begun to fail, leaving parts of the lift unprotected.

Your License to Cheat

Making the lift immune to magical effects prevents undesired player shenanigans to bypass or subvert the lift. Sometimes you’ll want them to be able to use magic to manipulate the lift or escape it should it break down. These failing antimagic glyphs give you a dial to turn up or down to modify the level of possible magical manipulation of the lift. These failing antimagic glyphs need not be consistent. Sometimes a spell might work once and then not work again.

Entrance

On the surface of the City of Arches, the Grand Lift can be accessed in the back of the ruined temple surrounding the Hole in the World in the ruined temple of Xen (level 1). The Hole itself (described on page 19 of the *City of Arches* sourcebook) takes most of the attention of would-be explorers who pay little heed to the ancient cage behind it. A heavy brass portcullis separates the cage of the lift from the rest of the temple with a brass key plate that accepts the City of Arches surface key. Those trained in the arcane recognize that no magic can affect this portcullis or the lift beyond and those trained in thievery or lock picking recognize that the complexity of the keyhole makes it impossible to pick.

History

It took three centuries to build the Grand Lift in the height of the Nameless King’s reign. The Nameless King had vast stores and a desire to connect the cities



above with the cities below the City of Arches and he sought a way to connect them beyond his magical archways. The engineering marvel of the Grand Lift cost nearly as much as building the city itself and, in the end, served little value given the world-travelling capabilities of the Nameless King's arches.

Centuries after his demise, the keys to the Grand Lift have mostly gone missing and the lift sits unmoved. Yet its construction is so well built that it can operate as effectively today as it did centuries past.

All is not perfect, however. Though protected from magic, components of the lift have decayed over time and tectonic shifts underground have damaged parts of the lift, making it somewhat unstable and unreliable.

As for the keys – many of them lay beneath the city in the very chambers connected by the lift. A few have been found in the ruins below and surrounding the City of Arches – sold to shady vendors or kept hidden in treasuries or museums.

Secrets of the Grand Lift

Characters who investigate the Grand Lift may learn one or more of the following secrets.

- An ancient and massive lift resides in the ruins of the Temple of Xen in the City of Arches. It's said the lift travels fathoms deep into the vast ruins beneath the city.
- The ruins beneath the city connected by the lift are known as the Depths Forgotten. They get more dangerous the deeper you go.
- Mechanists and mages of the Nameless King built the lift over centuries, creating a way to reach the chambers beneath without teleportation.
- The lift contains several defenses making it impractical to manipulate with magic.
- Though built to last thousands of years, the lift is very old and doesn't always work as expected.
- The fire, water, and large machinery powering the lift lay hidden in the mountain surrounding it.
- The lift operates with a series of keys. Each key corresponds to one level of the Depths Forgotten. A key can take its occupants to one of the levels. Only the City key can open the lift or return the lift back to the city level.
- Three known City keys exist: one in the hands of Roselyn Zeche, one in the hands of the Mages of Kartan, and one supposedly in the possession of Adel Rosethorn, fence of the Black Hand.
- Sometimes levels in the Depths Forgotten connect to one another outside of the lift itself. Sinkholes, hidden staircases, and archways sometimes interconnect levels and sometimes lead out of the Depths Forgotten completely.



The Depths Forgotten

Dozens of layers lie beneath the City of Arches, many of which are connected by the Grand Lift. Various sub-layers might lie further above or below any main level, making the entire structure of the Depths Forgotten nearly impossible to accurately map.

Below are twenty such levels – the danger of which increases the further down the list one goes. Each level includes a description of the level and potential inhabitants. Some of the monsters listed include descriptors like “gearwork”. Apply traits from other monster stat blocks to account for these changes or use descriptive flavor to account for these unique traits.

1. The Temple of Xen

Ignored by those who pass by, few fathom the Depths Forgotten beneath this sundered temple.

The ruined temple to a forgotten god of creation and destruction surrounds the Hole in the World – a portal to unknown depths of the astral plane. Travelers can access the Grand Lift at the rear of the temple. Animated **skeletons**, **zombies**, and **gray oozes** wander the temple, pulled in by the unnatural magics leaking out from the Hole in the World contained in a circular chamber of the temple.

Hook. The kobold explorer, Dolly Tigerscale, delved into the Temple of Xen with an artifact she claimed was a key to one of the lift's lower levels. She hasn't been seen since but the Grand Lift hasn't moved since she went inside. Dolly has, in fact, been drained by a **specter** who now swirls around the bone key leading to level 2 and the dark power contained within.

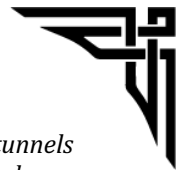
2. Catacombs of Xen

Cobwebs blow silently through the catacombs of Xen where bones clatter in the distance and faint spirits whisper of lives long lost.

Skeletons, **shadows**, and **specters** wander through roughly carved chambers and the ancient sarcophagi containing the remains of the followers of Xen, reanimated by twisted magics of the depths below. One hidden chamber contains a black swirling sphere on a pedestal in the hidden tomb of the Xen priest Kel-vet.

Hook. **Skeletons** and **shadows** have been leaking out from the catacombs into the upper City of Arches. Joslyn Halfcloak, commander of the Golden Knights, seeks adventurers willing to enter the catacombs and disable a necrotic sphere awakening these undead and sending them out into the city. The characters can either acquire the key to the catacombs from Adel Rosethorn in the Lower Reachs or find a secret passage to the catacombs in an antechamber in the Temple of Xen.





3. Throne of the Rat King

A foul stench of decayed meat wafts through dark corridors where yellow eyes peer at visiting strangers.

A series of infested hovels with natural stone tunnels surround a sinkhole leading below. A **wererat** lord named King Splice rules over **wererats**, **giant rats**, **rat swarms**, and decrepit **bandits** while building an empire of thievery and tomb-raiding to rival that of the Black Hand. This level connects to the Lower Reaches through abandoned houses.

Hook. Adel Rosethorn's halfling cousin, Bren Rosethorn, got caught up with the gangs following King Splice. Hoping to keep this embarrassing information out of the Black Hand, Adel asks the characters to infiltrate the Throne of the Rat King and return young Bren before they initiate him into their wererat gang. Adel offers a key to the Grand Lift that can take the characters to the level of the Throne.

4. Temple of the Arachnid Oracle

Water flows through cracks in the worked stone of these large forgotten halls. The sound of iron machinery echoes from deeper chambers.

Connected to the Lost Cisterns, this forgotten temple contains semi-sentient gearwork **wolves**, **bears**, **animated armor**, gearwork **veterans** and deranged **cultists** and **cult fanatics** who worship a gearwork giant spider they believe sees the past and future as clearly as the present in a central temple.

Hook. Grace Ebonlight, caretaker of the Temple of the Three Sisters, has had nightmares of the coming of a dark entity to the City of Arches. She believes the Arachnid Oracle can decipher her dreams but fears the monstrous constructs and deranged cultists of the oracle's temple. She seeks heroes willing to escort her to the oracle so she might learn of the coming darkness and has the clockwork key required to reach the fourth level of the Depths Forgotten.

5. Cavern of Crystalline Souls

Pink and white light glows faintly among strange crystals piercing through the stonework like the claws and teeth of an otherworldly god.

Huge crystalline growths from other worlds pierce through the natural stone of this chamber. Crystalline **elementals** (use the **earth elemental** stat block), crystalline **mephits**, and crystalline humanoids lurk in the tunnels while rogue **magics** of Kartan and their mercenary guards seek powerful chaotic magic.

Hook. Danvon of Duskwater, sage of Kartan, seeks a special crystal containing great energy held in a hidden chamber in the cavern of crystalline souls. He's willing to lend his crystalline key to reach the fifth level of the Depths Forgotten to recover the crystal. Roselyn Zeshe, spymaster of the queen, asks the characters to bring the dangerous crystal to her instead, suggesting they bring a less powerful and less dangerous crystal to Danvon.

6. The Deep River

An everflowing river weaves through primeval tunnels where creatures who have never seen the lands above hunt in the black waters.

A large river flows through a series of swampy chambers where **giant crocodiles** and **giant constrictor snakes** swim in the deeps. Three **green hags** serve as advisors to a **young black dragon** named Silyvus Slithertongue and her **lizardfolk** worshippers who seek a circlet of enlightenment lost in the swamps.

Hook. Sister Daisy Summerchild, youngest of the three hags, visits one of the characters in their dreams and asks them to help her recover the circlet of enlightenment so she might usurp her dangerous sisters. In return, she promises to keep Slithertongue from leaving the Deep River and inflicting horror upon the city above. When the character awakes, they find a twisted oily root acting as the key to the sixth level of the Depths Forgotten.

7. Pleasure Dens of the Nameless King

White granite walls depict the sycophants of the Nameless King drawing psychic pleasure from the mental anguish of prisoners of these vile halls.

The lift runs through a massive hollow statue of the Nameless King found in Sunken Revvia. Inside, guardian **wights**, mind-shattered **wraiths**, and **medusa** consorts act as though their lord remains in power and await his imminent return. Meanwhile, the **chain devil** Ketel, lord of the Pleasure Dens, seeks mortals to mentally shred for the psionic pleasure of the dead husks of the Nameless King's sycophants.

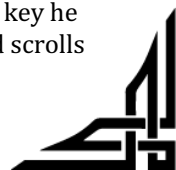
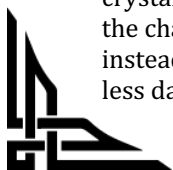
Hook. Centuries ago, warlocks of the Nameless King trapped the soul of the deva Io in a head-shaped psychic iron maiden. Now the weakened spirit of the deva calls out to divine heroes to enter the pleasure dens and release it from its prison of torment.

8. The Temple of the Lost

Massive effigies of faceless primordial gods glower over the worshipping hordes who pray for their continued slumber.

A series of natural tunnels and buried chambers house several large idols of gods long dead. Continual battles rage between murderous **grimlocks**, **ogres**, **hill giants**, **chimera**, **wyverns**, and huge **shambling mounds** led by the corrupted **archdruid** Calabaster the Mottled.

Hook. Ixyvan the Unseen, proprietor of the Library of Vassa, learned that an ancient set of bound scrolls dating back to the days of the primordials rots in a sunken chamber in the Temple of the Lost. He seeks hearty adventurers to take the primordial idol key he holds, enter the temple, and recover the bound scrolls before they fall beyond preservation.





9. The Hellforged Menagerie

Glyphed bars seal off cells once containing fiends and celestials of great power.

Ancient stone cells and weakened magical barriers hold back trapped **hezrou**, **vrocks**, and **nalfeshnee** led by a **glabrezu** ruler known as Gom who battles against **barbed**, **bearded**, and **bone devils** led by an **erinyes** commander named Lady Sythe. These two groups war over a **sphere of annihilation** known as the Orb of Undoing housed in a hidden chamber and protected by **blue dragon wraith** named Belastyx.

Hook. Powerful agents of the Children of Ibraxus seek the sphere of annihilation held in the Hellforged Menagerie. Roselyn Zeche seeks heroes to use her infernal key to enter the menagerie and recover the sphere before the cult can get their hands on it.

10. Crypts of the Sanguine Coven

Red-lit eyes peer from the shadows of these long-forgotten crypts and sepulchers while long tongues lick past fangs craving to pierce into mortal flesh.

A coven of **vampire mages** and **priests** dwell in this unhallowed lair, once temple to a god of light. Younger **vampires**, **vampire spawn**, and their humanoid thralls serve three **elder vampires** laying emaciated in their coffins – worshipped and tortured by their bloodletting children.

Hook. The elder vampire, Diamvar Blackdawn, has information vital to the characters and currently lies trapped in a silver-lined sarcophagus in the depths of the crypts of the Sanguine Coven. The characters must acquire the vampiric bone key from a hidden vault of the Mages of Kartan, use it to reach the crypts, and confront Diamvar to recover the information they need.

11. Library of Eternity

Towering staircases weave and stretch impossibly into the endless chambers above, connecting tiny nodes of forgotten knowledge.

Crumbling staircases connect a near-endless set of small chambers containing thousands of years of moldering books. Bound **ice devils**, vengeful **wraith** caretakers, and **clay guardians** protect books of lost and dangerous knowledge.

Hook. Hidden in the stacks of the Library of Eternity is a tome outlining the rituals used to turn the Nameless King into the most powerful lich ever known. Knights of the Nameless King and their fiendish mercenaries seek this tome and Garland Willowmane seeks heroes to stop them and recover the tome. She sends the characters to Ixyvan the Unseen at the Library of Vassa to borrow the key to the library, an intricately carved golden awl.

12. Lower Stacks of Eternity

Moldering books, scrolls and cracked tablets lay in mounds at the bottom of the weaving library above – arcs of unbridled energy cracking out towards the crumbling walls.

Cascaded ruins of chambers and vaults lie below the Library of Eternity. Piles of books reduced to wet pulp pulse with the unbridled power once held within. Lightning **elementals**, mind-shattered **stone giants**, and a hive of **phase spiders** and **driders** lurk among the stone ruins and massive piles of tomes seeking artifacts buried beneath.

Hook. A **high priestess drider** in the lower stacks claims to be the avatar of the legendary queen of spiders and has conscripted her brethren and the **stone giants** lost in the lower stacks. Her armies grow, attacking rivals in Sunken Revvia. Roselyn Zeshe seeks adventurers to end the spider queen's reign and gives them the charred wooden key to reach the lower stacks so they might do so.

13. The Shadowed Laboratory

Towering step-pyramids backlit with an otherworldly green and violet glow dominate this massive underground chamber.

A huge natural chamber contains ziggurats and obelisks used in rituals so profane they had to be hidden away from the followers of the Nameless King. Gigantic **black puddings** and void-touched **stone guardians** wander the abandoned laboratory while misshapen **hezrou**, **glabrezu**, and armies of **horde demons** hunt for humanoid victims upon which a **nalfeshnee** archmage named Kaezon of Krase can conduct horrible experiments.

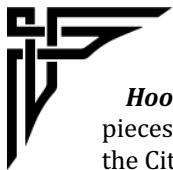
Hook. A corrupt cabal of former **mages** of Kartan use the power of the Shadowed Laboratory to engage in profane rights and have opened a stable portal to the abyssal realm of Qogon – the Dripping Spires. Savandra Thriceursed of Kartan, seeks discreet adventurers to enter the shadowed laboratory and eliminate the heretic mages. She offers the obsidian shard key required to reach the level.

14. The Level Out of Space

All physics falls away in this realm where space and time twist into a world of dreams, memories, and intellect swim with alien horrors reaching out to devour the minds of mortals.

A rift between worlds tore open at this level, spilling out into a realm where mind and matter are one in the same. Vast pyramids float among seas of swimming stars. Planetoids writhe with the larvae of **purple worms**. Otherworldly **storm giant** pirates harvest liquified souls from the screaming skulls of dead gods. Only the splinter of the Grand Lift seems to cross through this mind-splintering realm and, were one to leave the lift, one puts their own mind and soul at risk.





Hook. The gnome mage Darven Malathond has seen pieces of the level out of space in shifting rifts above the City of Arches. He believes a derelict airship named the Vanamancer floats within the Level Out of Space and contains an artifact, a mystical sextant, that would let Darven peer even deeper into the otherworldly cosmos. Darven has an ancient key, a crystalline splinter, that can give the characters access to the Level Out of Space where they can board the Vanamancer and find the mystical sextant.

15. Cavern of the Worm

Huge tunnels weave together in this series of caves where the mightiest of worms once devoured the earth.

Said to be carved from the death throes of the primordial Ovelek the Gray Worm, these massive tunnels still draw **purple worms**, huge **behirs**, and primordial **ancient dragons** with far less intellect than their more civilized brethren. Some say a world-destroying **Tarrasque** sleeps here, its claws holding a scepter with the soul of its creator bound within.

Hook. Grim portents tear through the dreams of the druid Graysen One-Eye of a beast ripping free from beneath the City of Arches and destroying the whole city. This creature's awakening can only be prevented by the playing of a particular bone pan-flute Grayson has held for many years. Using a key carved from the bone of Ovelek, the characters can travel to the Cavern of the Worm, battle the awakened beasts, and play the flute to ensure the tarrasque slumbers again.

16. The Grand Machine

The cacophony of iron gears echoes throughout this massive chamber of intricate and titanic machines.

In the deepest reaches below the City of Arches lies Belthran – the Grand Machine. Built by hundreds of mechanists and artificers over two centuries, the full purpose of this machine remains unknown, yet it draws power from several now-dead worlds. Several **lich** artificers and mechanics still toil over the powerful machine, ruling over thousands of **skeletons** commanded by **death knight** overseers. Vast pools of sentient **gray ooze** lubricate the massive machine, reaching out to turn any living thing into further ooze.

Hook. The grand machine roars to life and must be stopped. In a rare moment of solidarity, Savandra Thricecurse, leader of the mages of Kartan has come to Lord Bianca Swifthand of the Golden Knights with information that the huge machine beneath the city now operates – powering a huge iron skull said to suck the souls out of the living – a massive mechanical demilich. Savandra and Bianca conscript the characters to reconnoiter the machine and, if the opportunity presents itself, disable the infernal machine before it sucks all the souls out of the people of the City of Arches.

17. Temple of the Dragon Queen

Braziers of everburning fire line the gold-inlaid stone walls of this towering temple to the goddess of dragons.

A vast chamber contains a towering statue of a five-headed draconic deity – said to be the first temple to this queen of dragons. An **ancient blue dragon high priest** named Servalus the Queen's Consort rules over several metallic and chromatic **ancient dragons** in turn served by lesser dragons and bound humanoids. Servalus seeks three of the five keys required to open a massive archway in the temple and bring their queen into this world.

Hook. Cultists of the dragon queen hunt for the keys needed to open the gateway to the queen's infernal realm. Two of the keys are now in their possession, held by high priest Thayvex and Vashlanda the archmage in the Temple of the Dragon Queen. Queen Karsara and Roselyn Zeshe ask the characters to infiltrate the temple using the dragonblade key acquired from a now-dead cultist assassin, recover the two existing portal keys, and, if possible, find a third key so they might prevent the apocalyptic arrival of the queen of dragons.

18. The Primordial Vaults

A huge spiraling pit dominates this chamber where the spirits of primordials reach out from their natural stone cairns.

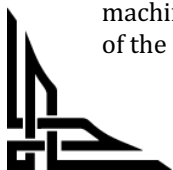
A massive spiral cavern contains the remains of several primordials dating back hundreds of thousands of years. Clans of **hill giants** worshipping Gthuun of the Outside battle brutal **fire giants** who worship the remains of Ix the Sky Sunderer. Massive monuments to fallen primordials swarm with grimlocks seeking a taste of primordial power while **giant apes** roar across the cavern and primordial **dragons** fly in its skies. In a lost chamber, an ancient cylinder filled with an otherworldly fluid sits in a shrine containing the original source that birthed primordials.

Hook. A strange cult of Ix the Sky Sunderer believes it has acquired a scroll capable of resurrecting the ancient primordial and sending it back into the skies. Should it do so, all life in the city and the surrounding lands would be forfeit. Garland Willowmane asks the characters to use a petrified bone key to travel down to the primordial vaults, battle past the beasts ruling the cavern to locate this cult and destroy the scroll before they set back the lands thousands of years.

19. Vaults of the Nameless King

Hidden deep beneath the City of Arches lie vaults of the most powerful entity known in the land – filled with treasures and horrors alike.

The most sought key of the Grand Lift takes its occupants to the Vaults of the Nameless King where guardian **ancient dragons**, **iron golems**, bound **balors**, and conscripted **liches** protect the King's most





treasured artifacts and the soul vessels. The key to this level is said to lie in the depths of the temple of Averast in the dead world of Arkus protected by an **ancient white dragon lich** named Frostcairn. This key is said to contain the soul of the Nameless King's most hated enemy – a solar named Re – and is carved from the solar's own bones.

Hook. Deep in the vaults of the Nameless King reside several multicolored orbs of power – each one able to bend minds, reality, or the realms beyond. Savandra Thrice cursed seeks one of these orbs, the violet orb known as Sarkarus, said to delve back into the past for those able to peer into its poisoned mists. Roselyn Zeshe likewise seeks the orb, hoping it won't fall into the wrong hands, and asks the characters to deliver the orb to her. Unfortunately, the key to the vaults is lost, but a young lad in the Lower Reaches named Rob Strange claims to have the obsidian key required to get into the vault.

20. Archway to Choul

Alien swamps and ancient pyramids surround a natural stone archway to a world outside of the worst nightmares of mortals.

The most dangerous chamber in all the City of Arches surrounds the natural archway to the world of Choul. Millennia after its discovery, the cavern surrounding the arch contains many of the characteristics of the plane to which it connects including fetid acidic swamps and ancient step-pyramids where priest-liches sacrifice beings bred specifically for the purpose. A band of **balor death knights** command over the chamber's demonic denizens including hundreds of **hezrou** soulhunters and dozens of **glabrezu** warlords. A pair of **marilith** lich-priests known as the Sisters of the Sands command the chamber, communicating with their demon prince liege through a plate of natural glass in their twisted chambers.

Hook. Hundreds of mortals have been kidnapped and taken to the archway of Choul through networks of deep tunnels. There the Sisters of the Sands plan to sacrifice these mortals whose blood will flow over a massive effigy of Ibraxux and open the archway to the realm of their lord. Garland Willowmane asks the characters to travel to the archway and prevent the ceremony at all costs lest the entire city fall under the claw of Ibraxux, demon prince of Choul.

Grand Lift Encounters

As occupants operate the lift they may run into random encounters along the way. Though the lift prevents creatures from leaving the lift, some creatures learned how to infiltrate the cage of the lift from the outside.

Choose an encounter or roll on this list. The higher the number, the more dangerous the encounter. Thus you can roll smaller or larger dice (or add a bonus to the die roll) for lesser or greater difficulty.

1. **Stirges** hidden among the spires of the lift peel free and harry occupants.
2. Part of the wall collapses spilling several ancient **skeletons** into the lift.
3. Chaotic arcs of energy blast several small spiders turning them into **giant spiders**.
4. A liquid drips down from the shadows forming into several **gray oozes**.
5. Moaning **specters** float into the cage, screaming as they cross the antimagic glyphs.
6. **Shadows** of former adventurers peel away from the walls and attack.
7. The elevator stops between levels, opening into a hidden shrine where **cultists** and **cult fanatics** conduct a profane ritual.
8. A gemstone embedded in the lift pulses with blue light as the **ghost** trapped inside begs for release.
9. The lift's bars bend inward, biting at one of the characters as part of the lift turns into a **mimic**.
10. Red bolts of fire arc into the cage tearing open a rift and **hell hounds** step through.
11. Tiny motes of green light float into the chamber and manifest into **phase spiders**.
12. Rifts tear open and **barbed devils** spill out.
13. A torrent of wind blows through, manifesting into several **air elementals**.
14. The lift stops between floors and a halfling steps forward to offer her wares. She is actually an **ogre mage** in disguise.
15. **Invisible stalkers** lurking within the lift begin to strangle the characters.
16. The lift sinks into a pool of black water that turns out to be several **black puddings** forming a flesh-melting diaphragm within the shaft.
17. A rift opens and a **night hag** and her two **bone devil** bodyguards have an offer to make.
18. A tiny bauble held by the characters manifests into a **djinni** who wants to make a deal.
19. **Vampire assassins** hired by the characters' rival float in as mist into the cage and attack.
20. Varyax the Soulsworn, an **ancient black dragon**, drinks a *potion of diminution* and enters the lift with his own key. He tires of lurking below and thinks it's time to go back up to the city he once ruled.

