

NECROMANCER Games

Dwarven Fiasco



by Edwin Nagy





Dwarven Fiasco

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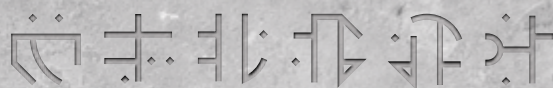
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Introduction



This adventure is written for the world of *Whisper & Venom* (available from **Necromancer Games**). It is set in a cliff-side dwarven monastery at the northern edge of the civilized lands, between the Whisper Vale and the wilds of the Gauntswept. Farther north is the land of the frost giants. For centuries, the temple and the neighboring city of Cleft have stood as the main defense against the sporadic raids of beasts and monstrous humanoids from the North. However, a poorly timed cosmic event put the monastery in the hands of a dwarven lich. Due to the vagaries of youth and the lassitude of age, Cleft is far from the industrious city it once was. While your players may not be the political champions required to kick Cleft in the backside, hopefully they are the group needed to remove the dwarven lich Haeferic from his roost.

This adventure is suitable for a party of Tier 2 adventurers looking for offbeat combat encounters and a bit of twisted humor. Much of the adventure is spent exploring the temple complex and, hopefully, removing the residue left from the intervention of an anomalous orange star. Toward the end, the characters confront Haeferic and his guard before moving on to the bigger challenge of great wealth and whether or not the dwarven dead have a right to it.

If you situate this adventure in your own world, any area with high, barren peaks and dwarves is suitable. Other than changing the hook (see next page), *Dwarven Fiasco* should work in any world that seeks to balance levity with peril.

If you and your players would like to continue playing in the Whisper Vale and its environs, ideas for additional adventures are provided at the end of this module.



Haeferic and the Orange Light

Haeferic was leading the dwarven sages in their ceremony of the night, standing in the middle of the great octagon of the Temple Prime, when a bright orange light shone through the northern starguide. Toward the end of the ceremony, the starguide exploded and a ray of star energy crashed into the temple, killing Haeferic while simultaneously granting him unlife. He received new powers, new energy, and a new directive. His goal now is to keep the temple free of living invaders, be they dwarf, human, or fey. Especially fey. Using the power of the orange star, he raised the fallen dwarven guards and retrained the rock elementals. He modified the *dwarven hammer of power* and raised four of the temple's sages to become its new priests.

The light of the orange star had other effects as well. Much of the temple's magic was corrupted while the remainder slowly declined due to the lingering energy. Haeferic's effect on the temple has not been entirely welcoming, as bursts of energy leap off him as he travels around, corrupting adjacent life and magic.

Haeferic is aware of any activity in the Temple Prime, though his sensitivity is diminished in the lower levels. He is particularly sensitive to any attempt to pass through the opening in the cliff face.

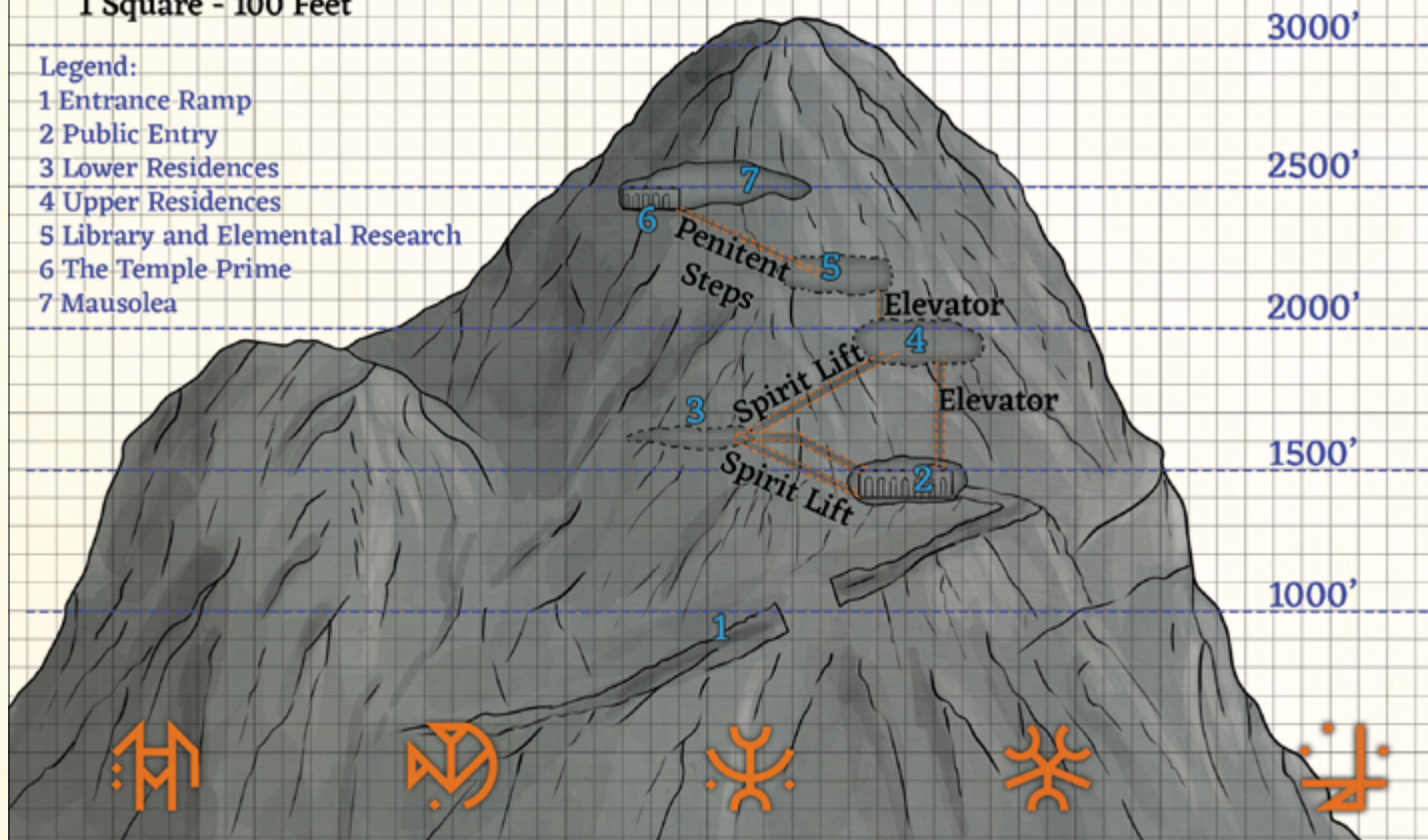


The Dwarven Temple of the Mountain

1 Square - 100 Feet

Legend:

- 1 Entrance Ramp
- 2 Public Entry
- 3 Lower Residences
- 4 Upper Residences
- 5 Library and Elemental Research
- 6 The Temple Prime
- 7 Mausolea



The Hook



The monsters of the Gauntswept are overflowing the Vale. It has been many centuries since this last occurred. Traditionally, the dwarves have guarded the Vale and the southlands from incursions of creatures from the north and west. Their success was rooted in power drawn from their Temple of the Mountain. It is time for the dwarves of all the lands to come together for a dwarven conclave and reinvigorate their defenses. The conclave is a time when marriages are made, treaties negotiated, and spiritual energy rebuilt. Without this conclave, the tribes lose their connection to spirits and with it their magical power. The time is nigh, and the traditional hosts in Cleft need to prepare the temple for the arrival of the clans. There is, of course, a problem.

Some decades ago, an astrological anomaly in the Temple Prime led to an explosion visible for miles. The first dwarves sent to investigate did not return. Neither did subsequent groups. As time passed, fewer groups were sent, and Cleft continued its long decline. Now with the upcoming Conclave, Taskmaster Tonlin, chief in Cleft, has no choice but to prepare the temple. Two weeks ago, he sent the last

hale and hardy noble dwarves of Cleft to cleanse the place. The next day, two bodies were seen falling from the Temple Prime onto the ramp thousands of feet below. No sign has been seen of the others.

Tonlin has aged poorly and is no longer the vibrant power he once was. The younger dwarves have been taking advantage of this, and while they keep him well-fed, his city is not as it was. Tonlin sought another party of heroes, but the willing have grown weak of body, and the young are weak of mind. In desperation, Tonlin reaches out to some local adventurers, hoping they can succeed where his dwarves have failed. This is apparently less embarrassing than having the clans arrive from their homelands to find that the dwarves of Cleft are unable to keep the mighty temple sanctified.

Tonlin welcomes the group of adventures willing to tackle this stain on the dwarven spirit and provides them with what assistance he can. This includes a pamphlet of the temple complex designed for tourists (see **Handout One**) that includes an incomplete map — one that neglects the secret passages, special defenses, and hidden areas.

Rumors

If the above hook does not work for your group, or if you just feel like spicing up your party's visit to Cleft, you may use one of the following rumors to shepherd the characters to the dwarven temple. The first four are basically true, the next two are not true in the canonical version of *Whisper & Venom*, but may well be in yours, and the last two are probably false.



1d8 Rumor

- 1 Crown jewels or other dwarven artifacts are hidden in the temple.
- 2 Colored flames have been seen erupting from the temple face.
- 3 Many groups of dwarves have entered the temple, and, shortly after each, the pile of skeletons on the ramp grew.
- 4 The temple was created by the dwarves using earth spirits — these spirits still protect the rock.
- 5 The dwarven clans have all been destroyed and none will come to the dwarven conclave.
- 6 Some of the dwarven clans have plans to overthrow those of Cleft and wrest control of the temple from them.
- 7 A mighty sorcerer flew into the Temple Prime during its last ceremony and destroyed the dwarven mages. The wizard has been in control ever since.
- 8 A curse has been laid upon the dwarves by a frost giant mage.



General Notes

Light & Dark

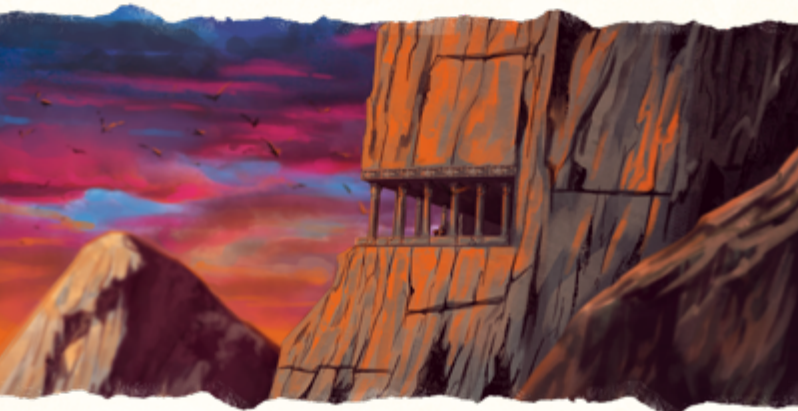
The temple is lit with powerful *continual flame* spells. Many of these are corrupted and emit either garish, colored light or impenetrable darkness. Neither the light nor the dark pass beyond physical barriers, such as wall or creatures, and persons holding a torch within a sphere of darkness cast light shadows as long as they keep themselves between the source of the dark and their torch. If they are completely within the sphere of darkness, their light is not visible from without. Otherwise, the darkness should be treated

as if from a *darkness* spell. Unless noted, the spheres have a 60-foot diameter and are centered 20 feet above the floor. This means they cast a circle of light or dark with a 45-foot diameter on the floor. Dark and colored locations are noted on the map. All locations other than sleeping quarters are lit with a warm, flickering light (especially the library!).

Stone

In the early days, the dwarves used powerful stone elementals to carve the temple from the living rock of their holy mountain. They planned the entire complex so that all walls, floors, and pillars are continuous, unjointed stone. The elementals even welded the natural faults, where stone changes from type-to-type, to create a perfect seam. In general, the stone is smooth but not glossy, and it shows its age gracefully, with only minor wear at the corners and indents along heavily-trafficked locations.

The rock is resistant to spells such as *stone shape* and the ability of most creatures to magically burrow through it, and any character casting *meld into stone* suffers nightmares for weeks afterward as a result of Haeferic's corrupting influence.



Décor

Aesthetically and spiritually, the dwarves prefer geometric art. They have a strong penchant for rich colors and nearly repeating patterns. Regular polygons and isosceles triangles play with circles and arcs, while colored polka

dots dance around the interstices. Some of the art tells stories that are readily interpreted, while most reveal their meaning only to those well-trained in the dwarven arts.

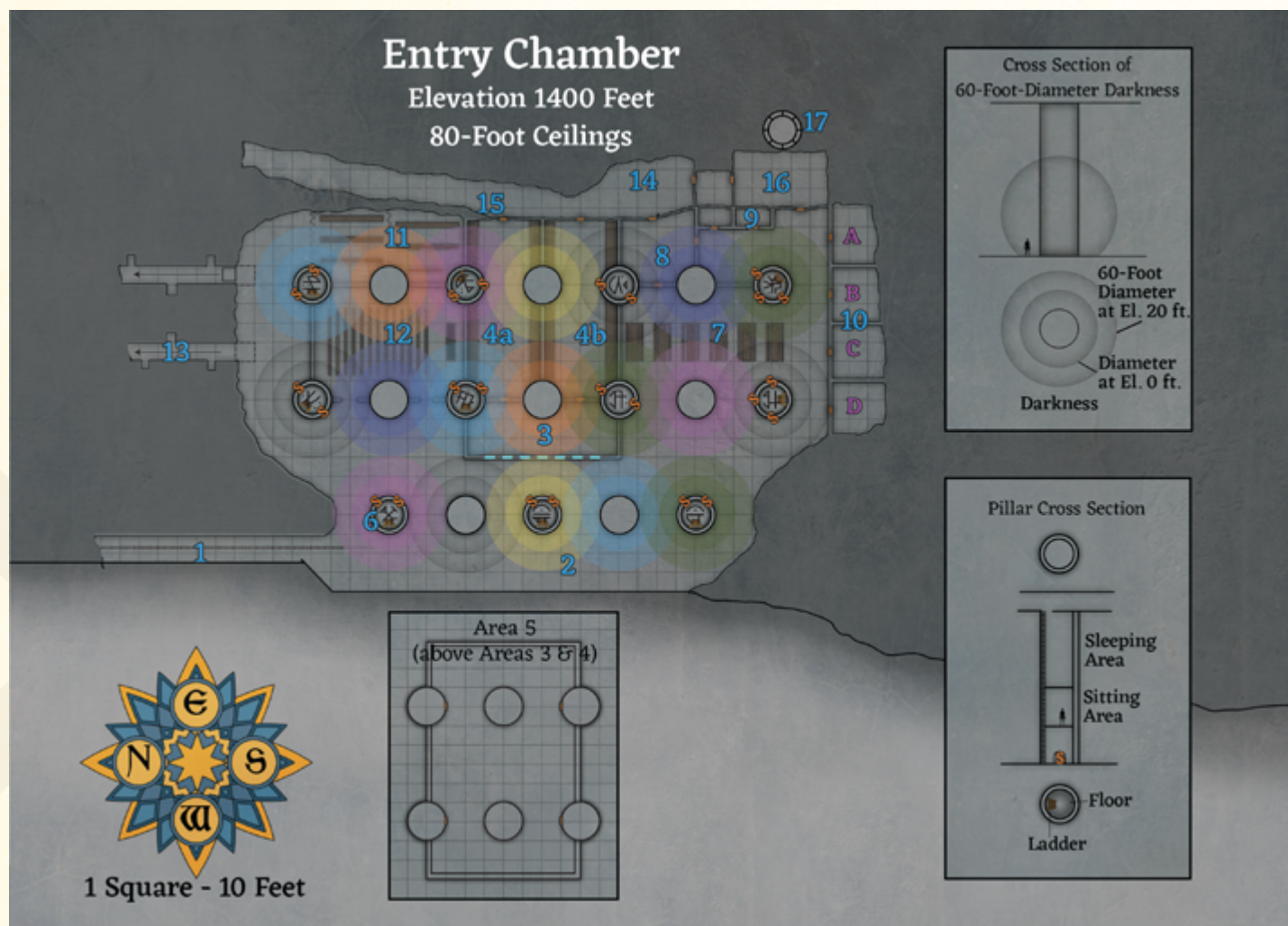
In addition to the original decorations, feel free to strew dwarven and animal skeletons around as grim remnants of the initial intrusion and of Haeferic's subsequent defense of his domain.

Public Spaces (Temple Prime)

1. The Ascent

The ramp up to the entrance is a single, long, steady climb rising almost 1,400 feet over a half-mile. The trail is wide and exquisitely built. It is possible to ride horses three abreast. Remnants of a cog railway run up the center of the path. The engine and carts (one flatbed for goods and one covered with benches) sit rusting at the top. If the brakes are released, the train rolls several hundred feet before jumping

the track and sailing over the cliff. Directly below the highest temple opening lie the shattered remains of former sages and a party of noble but foolhardy dwarves. Farther up, the trail passes through a pair of carved tunnels, each 30 feet long. Portcullises rest above the entrances to both tunnels, and the tunnels house provisions for guards, as well as rocks and other defenses. Everything is magnificently built and mechanically superior to current understanding. The portcullises are not operable, as the magic that once controlled them has frozen them in place. At the top, just beyond the





cog engine, a sphere of darkness protrudes from the face of the entry chamber.

Rummaging through the pile of dwarven skeletons topped by a recent pair of rotting cadavers should yield a bit of treasure. The soft materials of the initial parties, as well as their mundane metal goods, have long since rotted, rusted, or otherwise gone back to the earth. Feel free to scatter a few +1 *weapons* and perhaps a +1 *shield* in the mix along with 3d10 gp if it gets the party started in the right mood. The two most recent corpses have no gear. Their faces are frozen in a terrified mien, their eyes missing.

2. Entry Chamber

Giants might feel dwarfed in the entry chamber. Massive pillars appear thin where they meet the ceiling 80 feet above, and the opening stretches some 200 feet parallel to the cliff face.

Within the chamber, areas are marked for public uses: meeting, eating, sleeping, and praying. The middle of the cavernous space is given over to gift reception and storage. Throughout

the chamber are areas where dwarven security once kept conversations calm and travelers safe.

3. Gift Receipt

A series of seven arched windows welcomes donors to the temple complex. Behind these windows, dwarves once sat ready to relieve visitors of their burdens. Each station consists of an inlaid rock desk, a ledger book, inkwell, pen, and a pile of temple pamphlets. The books survived and combing through them reveals lists of names. These range from simple peasant monikers to the elaborate stylings of mighty nobles — a testament to the temple's reach and influence. A few pamphlets remain stuck in the nooks and crannies of the reception room. Dining hours, bunkroom rules, prayers, and a brief history of the temple make up the pages, while the back cover contains a map of the complex's public areas.

The arches retain some of their former defensive magic. Any living being that passes the inner plane of the window arch from the outside must make a DC 14 Constitution saving throw, taking 7 (3d4) lightning damage on a failure, or half as much



on a success. Fried rodents and birds are scattered on the counter within. On the floor below the northernmost counter sits a three-inch-by-eight-inch leather pad, one half of a pair of *teleportation pads* (see **Appendix A**), the other half of which is in the bottom of the collection box in the Chapel (**Area 12**).

Two doors are along the back wall of the Gift Receipt area. Each is made of stone and supported by smoothly operating internal hinges. They are magically locked and can be opened by casting *knock* or *dispel magic*. Otherwise, they have AC 18 and 40 hit points. The undead dwarven guards in their hollow pillars (see **Area 6**) are alerted by any noisy vandalism and investigate any attempts to open the doors by force.

4. Storage Areas

These two long rooms have 15-foot-tall stone walls and a thick stone ceiling.

4a. Storage A

Large cabinets with rolling ladders line the sides of these rooms. Anything of value is long gone — taken to the upper storage area or converted by the lich into magical energy. Some of the foodstuffs have developed a life of their own, and there are pounds of rotten fabric, dozens of worm-holed wooden carvings, and hundreds of copper pieces spilling from leather cases. One cabinet contains a 10-volume set of illustrated elven tales. Its subtle dweomer has forestalled the ravages of time. A golden ring with green tracery remains secreted beneath one of the books. The 6 **mutant foodstuffs** (see **Appendix B**) attack any living creature that gets within 10 feet.

Treasure: 1,350 cp, *A Treasury of Faery Tales* (10 volumes), *ring of plant control* (see **Appendix A**)

4b. Storage B

A major fire — the result of improperly stored chemicals — cleansed this room. The stone walls and ceiling are charred, and an uneven layer of soot coats the floor. There are three formerly molten piles of mixed metal, each weighing upward of a hundred pounds.

Treasure: 350 pounds in three lumps of once-molten mixed gold (10%), silver (20%), copper (40%), and nonprecious metals (30%)

5. Watch Area

Above the storage areas, dwarven guards once kept an eye on the comings and goings of the entry area. Secret doors exit the four hollow pillars (see **Area 6**) at this level from their seating areas. They can be seen with a successful DC 16 Wisdom (Perception) check. These doors can be

opened from the outside by tracing the sigil on the door backward. A low parapet surrounds the rooftop. A dozen rusted and rotted crossbows hang inside the parapet alongside planters bristling with now useless crossbow bolts.

6. Hollow Pillars

Each hollow, 20-foot pillar has 18-inch-thick walls and is marked on three sides with its own unique sigil (see map). The secret doors open from within with a quick push of a protruding button. There are no mechanisms to open the doors from the outside, and fine dwarven craftsmanship renders them nearly invisible. The secret doors can be spotted with a successful DC 20 Wisdom (Perception) check. Each can be opened with a *knock* spell or battered down (AC 18, 30 hit points). Within the pillar, a series of iron rungs climbs the wall, first to a small sitting area, then to a sleeping area, and finally, 80 feet above the floor, to an exit tunnel that leads to the lower residences. The sitting areas have a triangular table, three stools, and remnants of card games, dice, meals, etc. (see also **Random Tower Detritus Table**). Each sleeping area contains a bunk bed with hooks for crossbows and quivers. Each of the 11 pillars carried a rotation of six guards — two sleeping, three seated, and one standing guard at the floor level.

The pillars now contain the remains of those guards on duty the night of the star. Half of them have been reanimated by the lich. They continue their duties, armed with crossbows, hammers, and decades of pent-up undead anger. They do not sleep or play cards. Each guard bears the sigil of its pillar on its tabard. The magical light and dark attached to the pillars does not enter the pillars, but each has its own (uncorrupted) lights glowing softly in horizontal stripes every 10 feet. A total of 33 **undead dwarven guards** (see **Appendix B**) are located throughout the various pillars.

7. Public Dining Area

Six long stone tables were once host to the masses. Mugs, platters, and silverware are scattered about. One particularly resilient loaf of bread remains preserved — a testament to the quality of food served here. Benches line the tables.

8. Serving Kitchen

Cabinets and worktables fill this room in neat rows. One long table has a metal lid hovering a couple of feet above it. Runes line the underside of the lid. Sliders on the tables cause the runes to produce heat — anywhere from “keep warm” to “pizza.” Dozens of dishes, pots, and pans can be found in the cupboards, and drawers beneath the counters house a wicked array of knives and other cooking utensils. A **grease slime** (see **Appendix B**) soaks up energy beneath one of the warming runes.



1d12 Random Tower Detritus

- 1 “Hot Dwarven Smiths” calendar
- 2 Well-worn sharpening stone
- 3 +1 bolt head
- 4 Silver stein with tower’s rune
- 5 Jar of beard oil
- 6 Tabard with rune from another tower
- 7 Partial instructions to operate cog rail
- 8 Striped jai alai ball
- 9 Book, *For the Love of Valentine*
- 10 Gold-inlaid silver hunting horn
- 11 *Potion of climbing*
- 12 Battleaxe, oiled



9. Private Dining Areas A & B

These sumptuous dining rooms are lined with red and blue velvet on the walls and ceiling. A patterned carpet stretches from wall to wall. The fabrics are magically charmed to absorb sound. Creatures have advantage on Dexterity (Stealth) check to move silently, and normal conversation cannot be heard more than five feet away. The chairs are tattered and moth-eaten, but several crystal goblets still contain a rich, fruity red wine with subtle tones of death and chaos. Heavily tarnished silver platters bear animal carcasses — piglet, rhacos, and duck. These

Bringing out the Guard

All told, there are 11 hollow pillars and 33 **undead dwarven guards**. Deploy them as you see fit. Some might already be on watch in **Area 5**, while others may be spying on the ghostly happenings in the meeting rooms (**Area 10**). In running this adventure, I’ve found that having a few of them appear as if from nowhere after the first loud or destructive actions from the characters is a nice start. Following this, successive waves of reinforcements require the characters to make interesting choices on when to turn undead. It also allows them to piece together the nature of the pillars and the connection between each guard’s uniform and the pillar to which they belong. Keep in mind that the guards can use the pillars to affect the characters and might even do this before announcing themselves.

In their stat blocks, the guards are provided with several weapons — it’s probably best to choose one or two for each guard, though it might be fun to describe one overzealous guard weighed down with five or six weapons.

In their current state, the guards are basically mute fighters defending the peace of the temple. However, you might allow some to spout messages from Haeferic meant to scare intruders away or describe a few as having an ominous orange glow emanating from their eye sockets.



6 **tiny animal skeletons** (see **Appendix B**) are small but vicious. They rouse and attack if anyone touches the table, but they cannot leave the room (even if turned).

Treasure: 6 ever-full crystal goblets (see **Appendix A**), silver platters, sound-absorbant cloth and carpet

10. Meeting Rooms

Sliding partitions divide this section of the entry chamber into 30-foot squares. A 15-foot wall separates the entire area from the rest of the chamber. The ceiling over the meeting area has emplacements and through-holes that allowed for eavesdropping, special effects, and subtle security. A successful DC 18 Wisdom (Perception) check reveals these details. A few dwarven skeletons rest above, unnoted by the new master of ceremonies. Rows of rotten chairs and several small wooden tables are scattered throughout the rooms.

Upon entering Meeting Room B, or if listening carefully at one of the peepholes, fragments of an old conversation drift through the air. Spoken in an archaic Common, dripping with wealth, an older man’s creaking voice utters, “I say, old chap, don’t you think the air is getting a bit vibrant?” His partner, no less wealthy sounding, but apparently rather hard of hearing, responds, “I’ve always found the twins rather violent. But look here, there seems to be an orange

glow about your ears.” If you prefer to drop in some phrases more relevant to your own campaign, this might be a fun place. The areas were used by all types to plan and plot everything from coops to coups, but have not, of course, been visited for some time.

11. Bunkrooms

Four rows of bunks have been carved out of the native stone. They climb 10 high, reaching 60 feet in total, and stretch along 80 feet of the two chambers. All told, 400 beds are here. Iron rungs protrude between each pair of beds. Only the lowest tiers saw regular use — the upper reaches awaited a siege or an onslaught of refugees. Bodies of those sleeping have long since been picked clean by birds and rodents. The peasants and servants relegated to this public sleeping area carried no treasure worthy of an adventuring party, but a few meager items can be found amid the broken bones and tattered bedclothes. Roll once on the **Random Bunk Items Table** for every 10 minutes spent searching.

1d12 Random Bunk Items

- 1 A set of three chipped dodecahedral dice
- 2 Two gently used lambskin prophylactics
- 3 A copper ring, inscribed, “To Yenny”
- 4 A leather pouch containing four chicken bones
- 5 A small knife with a broken blade
- 6 8 cp
- 7 A large, oval-shaped belt buckle of brass with bull horns
- 8 A pile of fingernail clippings
- 9 Well-thumbed *Deck of Dirty Tricks*
- 10 Diary pages expressing abject boredom
- 11 A wooden hairbrush, with strands of long, blond hair
- 12 A clay pipe with a sour scent

12. The Chapel

The chapel is nearly a perfect cube. Rows of elaborately carved stone pews barely intrude into the voluminous room. A dominating mosaic of inlaid stone rises behind a stone altar. The altar has a row of depressions around the

top whence gemstones have been removed. Resting atop the altar, a holy book has resisted the efforts of the evil. The floor surrounding it is scorched black from explosions of radiant energy — the result of Haeferic’s repeated attempts to approach the book. A faint orange glow emanates from the book. If the gems are reinstated in the altar while the book is present, an orange wave of positive energy radiates throughout the entire entry chamber, inflicting 22 (4d10) radiant damage to any evil creature and 11 (2d10) to any neutral creature (unaligned creatures suffer no damage). The gems are in a small, iron lockbox inside the hollow pillar southeast of the chapel. The lockbox can be opened with a successful DC 18 Dexterity check with thieves’ tools.

An engraved donation box is attached to the northeast pillar. The box has a small slot in its top and is not designed to open. In its base is one half of a pair of *teleportation pads* (see **Appendix A**). The other one is (or was) on the northernmost desk in the gift receipt chamber (**Area 3**). The box can be forced open or ripped off the column with a successful DC 17 Strength check. Any such activity causes lights to flash inside the nearest guard pillar and likely summons a few **undead dwarven guards** (see **Appendix B**) to apprehend the malefactors.

Treasure: *dwarven holy book* (see **Appendix A**), altar gems: 17 orange gemstones worth 100 gp each on their own, or 3,000 gp as a set to a knowledgeable sage

13. Spirit Lifts to Lower Residences

From the entry level, a pair of rock platforms travels to and from the next level. The platforms are a matched set of rock spirits that act as counterweights up and down their respective slides. They move when living people are on either one and if nobody is in the adjacent marked waiting areas. Each platform has a capacity of 1,000 pounds and settles to the ground if overloaded.

A guard niche where a person could lose their head to a well-placed axe blow is located every 20 feet along the 200-foot rise. Each is an eight-foot cube. A pierced, partial wall divides the niche from the lift, granting a defender the option of firing a crossbow from behind cover or swinging said axe. The walls of the niches are plastered with graffiti — some of the only such in the entire complex. One niche on the eastern side of the western lift, about two-thirds of the way up, is still guarded. A **carriion beetle** makes its home here, excited about the recent visitors.

14. Back Kitchen

Several magically fueled ovens line the back wall of this room, and several large wooden chests are found against the western wall. Rotted and congealed foodstuffs fill these chests — their complements of ice having disappeared

long ago. Grains and nuts are sealed in barrels stacked next to the chests. A tall, narrow cupboard on the south wall houses dozens of bottles. The lower shelves contain pickled vegetables and other preserves, while the upper shelves contain eight liquor bottles (**bottled spirits**, see **Appendix B**). The bottles appear to contain a golden liquid, but a rather nasty surprise awaits the one who pops their tops. A freed spirit liberates its companions on its first turn. By the end of the second round, all the spirits are free to attack. A door concealed behind the cupboard opens onto a short hallway. It can be found with a successful DC 13 Intelligence (Investigation) check.

15. Ramp to Upper Kitchen

Well-crafted but simple, the service hall rises smoothly until it reaches the **Lower Residence Hall**. Embedded *continual flame* gems fill the 20-foot corridor with a warm glow.

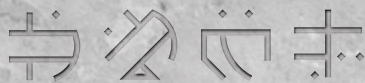
16. Back Office

Serving as the primary entrance for the upper priests of the order, this room appears to be nothing more than administrative offices. Three rows of three desks each are spaced throughout the room. The 15-foot southern wall is covered floor to ceiling with built-in filing drawers. The files within record centuries of purchases, donations, staff, and visitors, all meticulously written in close, dwarven writing. Additional bundles of visitor pamphlets are stored in one drawer, while another is devoted to recipes and associated shopping lists. The eastern wall is hung with three opulent dwarven

tapestries. Behind the middle one is a well-concealed secret door and behind it, a 20-foot-diameter, 12-foot-tall circular room. The secret door can be found with a successful DC 20 Wisdom (Perception) check. Placing one's palm flat on the door's center opens it. Another door to the north opens into a short hallway. A door at the far end of the hall opens into the rear of the cabinet in the back kitchen (**Area 14**).

17. Elevator to Upper Residence Hall

The metal walls here are decorated with an intricate dwarven pattern. Once the party is inside, the door slides closed and the room begins to rise under a magical force. The light inside the lift dims, then goes out completely as the platform eases to a stop halfway up the 500-foot climb. The elevator is made of wood reinforced with a thin layer of metal. Either the floor or ceiling can be cut through without too much difficulty. The elevator shaft is a smooth vertical hole in the living rock. The doorway at the top is not concealed from either side, and the doorway at the bottom can easily be seen from within. When the elevator is not at the door, however, it can be opened only with brute force. The stone doors are immune to nonmagical damage, and any creature who makes a nonmagical attack against the doors must succeed on a DC 15 Dexterity saving throw or suffer the damage themselves as the attack is reflected back on them. The doors have AC 18 and doing 30 hit points of damage opens enough of a hole that an attempt could be made to slide the doors open. This can be achieved with a successful DC 20 Strength check; a pry bar or similar tool grants advantage on this check.



Lower Residence Hall

The lower residences housed security, cooks, maintenance, and cleaning personnel. Kitchens are located here, along with staff dining halls and the business offices. Gifts from the commoners were sorted and stored for use or trade. Nobler gifts were processed farther up. Scattered bones litter this level.

Restless spirits wander these lower levels. For every 10 minutes spent on this level, there is a 1-in-6 chance of encountering something from the table to the right. If the characters make themselves particularly conspicuous, roll two or three times as the spirits come to remove the noisy invaders. If not encountered on this level, they are encountered higher up in the complex (as noted).



1d6 Lower Residence Hall Random Encounters

- 1 4 **skeleton cooks** armed with cleavers and frying pans (upper kitchen, **Area 26**)
- 2 A **foreman zombie** dressed in leather armor with a two-handed ram (ventilation room, **Area 23**)
- 3 3d4 **ghosts of lower monks** (monks' chambers, **Area 24**)
- 4 4 **wights** of visiting mercenaries (guest suites, **Area 30**)
- 5 An **undead dwarven lord** (waiting room, **Area 27**)
- 6 A **dwarven sage committee** (acolyte bedrooms, **Area 35**)

18. Guard Lockers

Two rows of metal lockers stand guard over stone benches. Most lockers contain dwarven exercise uniforms. Some also contain personal items such as sketches, carved knick-knacks, and leather luck charms. The total value of these items is well below minimum wage for the average adventurer, but certain family members in Cleft would appreciate their return.

East of the lockers, an open passage leads down to the guard pillars in the entry chamber (**Area 16**). Ornate sigils to the left and right of the doorway are well-worn from being touched by guards going on duty.

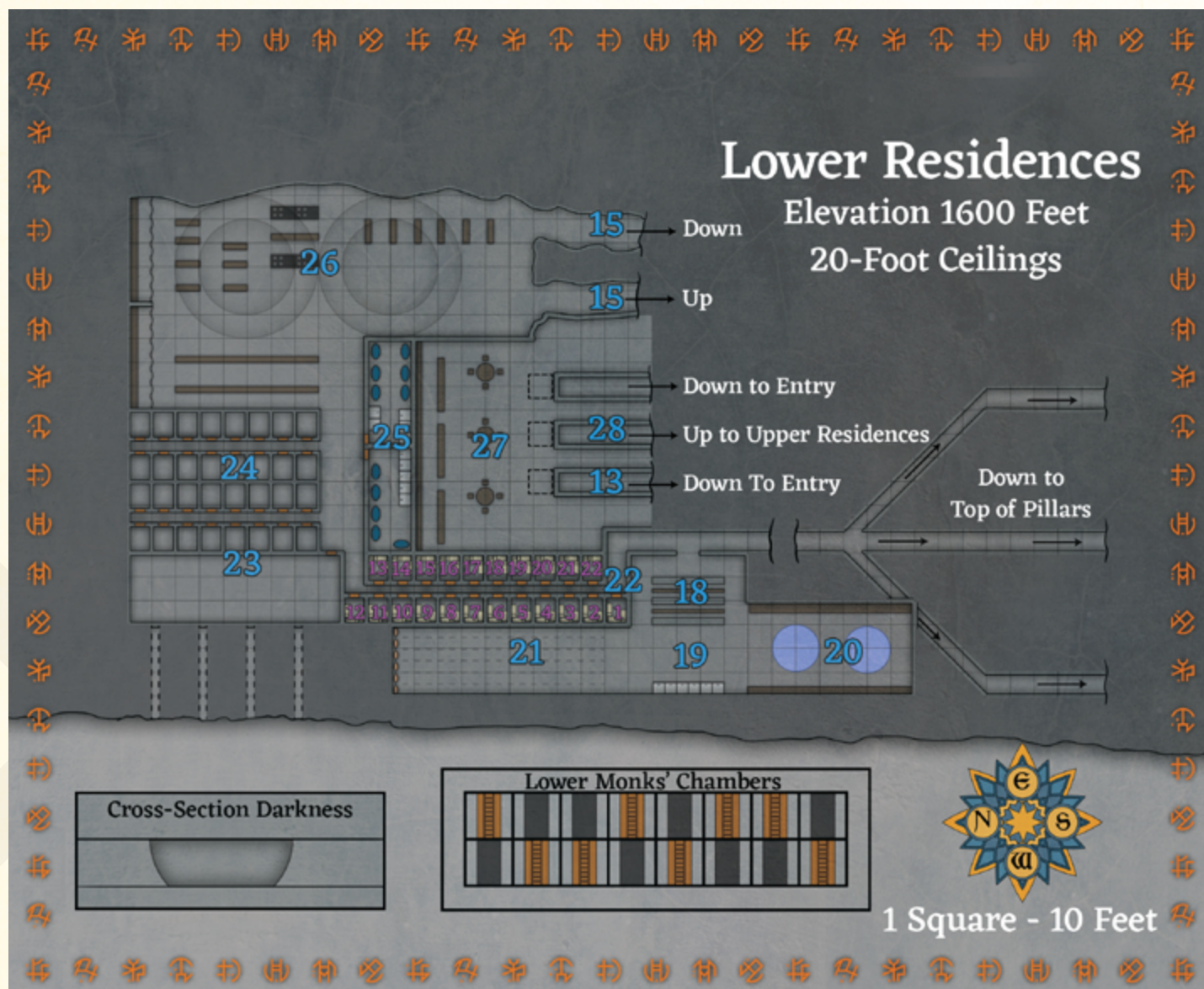
19. Showers

These showers are operated by touch. Eight basins are mounted to the ceiling; a stone weight is within each. Touching a switch casts *creates water* within the basin and

underneath the stone for about five minutes. Pressurized water comes down through holes in the basins' bottoms. The water drains to the outside through a series of small holes.

20. Melee Rings

To the south of the showers, two intricate black circles are inlaid in the natural stone floor. Within each circle, facing opposite directions, are the words, "Ready" and "Begin," written in an ancient Dwarvish script. If the words are spoken by two different characters who are fully within the circle, a *wall of force* springs up around the circumference and stretches from floor to ceiling. The *wall of force* lasts until the words are spoken again by the same two characters. To either side of the melee rings are cabinets filled with 2d4 each of practice axes, swords, hammers, and spears. These weapons are well-crafted and magically enchanted to avoid a killing blow. Any creature brought to 0 hit points by one of these weapons falls unconscious for 1d4 + 1 minutes, after which time they awake with 1 hit point. Furthermore, any damage inflicted by the weapons heals after a short rest.



About 25% of the weapons impose a –1 penalty to hit. The cabinets also contain standard crossbows, shields, helmets, and other pieces of armor. Finally, the end cabinet on the western wall houses 300 archery targets (see archery lanes, **Area 21**).

The southern ring was engaged when the disaster struck, and the *wall of force* remains active. Two bodies are decomposing on the floor, their gases trapped within the circle. Any creature within 10 feet of the *wall of force* when it is first lowered must make a DC 13 Constitution saving throw versus the poison gas or lose 1d2 points of Constitution until after a long rest. One body still grips a bastard sword, while the other possesses a shield and a dagger. They each sport chain-mail and plate shin guards over their practice uniforms.

21. Archery Lanes

This room contains six 100-foot-long lanes laid out on the floor. *Unseen servants* wait at the head of each lane with a stack of 2d10 parchment targets representing humanoids. They are under orders to set a target when somebody steps up to the head of the lane and to retrieve it once 10 bolts are fired. The two lanes near the outside of the mountain are intended for experts; a variable 1d4 + 4 mph breeze blows while either lane is engaged, imposing a –2 penalty to hit. The targets are AC 10, while the bull's-eyes (heart, brain) are AC 18.

If a character chooses to shoot at the targets, keep track of the damage, with damage to bull's-eyes counting double. An *unseen servant* rewards any character who scores more than 40 points of damage in three shots with a conjured bottle of ale, delivered to the accompaniment of flashing lights and music. A character who scores fewer than 15 points of damage in three shots has their sorry performance announced to the bystanders by sad trombones.

22. Guard Bunk Rooms

Each small room is entered via a vertically sliding door. Inside is a triple bunk bed against the rear wall and a weapon and armor rack on either side. The doors open via touch. The one leading to **Area 22G** is stuck and must be shattered to open (AC 18, 30 hit points). Shattering a door attracts one of the wandering spirits (see **Lower Residence Hall Random Encounters Table**). Each room has a triangular table and three stools, all made of wood. The tables and doors are engraved with symbols matching the pillars in the entry chamber (**Area 2**). Two rooms are associated with each pillar. The same sigil is on any shields found within the room. Clearing all the rooms nets the hardworking adventurer 234 gp and 342 sp, as well as several illustrated books on dwarven fighting techniques, weapon maintenance and construction, and cooking. It also awakens 3d8 **rock grubs** (see **Appendix B**) each in **Areas 22C, 22H, and 22T**.

23. Ventilation Room

The door to this room is locked on the inside with a pair of hefty crossbars. The bars can be slipped with a successful DC 20 Dexterity check with thieves' tools or bent enough to crack open the doors with a DC 20 Strength check. No sound can be heard from beyond the magically insulated doors.

Four 12-inch-diameter screened vents let air into this room. Emitting a low hum, a row of magical pumps force the air out via a dozen two-inch runs tunneled through the rock. The runs branch and branch again as they wend their way to each room on this floor. Barring misadventure, the pumps continue to work even if removed from the chamber. Each one weighs 300 pounds. They can pump either liquids or gases. If all the pumps are removed or disabled, an alarm siren sounds throughout this level. Because of their seals, the sleeping chambers receive no fresh air without the pumps. Each chamber contains enough air for one resting creature for eight hours, or eight characters for one hour. After this time, a DC12 Constitution saving throw must be made every 10 minutes with the DC increasing by 2 for each interval. Beginning with the first failure, a character falls unconscious and loses 10 hit points per round until dead or provided with fresh air. A character sleeping or unconscious when it fails this save does not awaken. Note that undead are not affected by a lack of air, and nonmagical fire is extinguished. The **foreman zombie** (see **Appendix B**) is here unless encountered earlier.

24. Monk Sleeping Chambers

Each hallway is lined with two levels of seven-foot-tall chambers. A sliding door blocks either the upper or lower chamber of each pair. The outside of the door has a ladder built into it so that when the door is in the lower position, the ladder can be used to access the upper chamber. The doors open easily from within and without. Each chamber has a raised stone ablution table, an inlaid prayer circle, and a small stone recess containing a prayer book along with a pocket-sized hammer and 1d6 small, orange gemstones (1d4 gp each). Examining the prayer circles or hammers reveals trace amounts of gem dust. The monks slept on the floor; each closed room has a 10% chance of containing the rotted corpse of a monk. These bodies are dressed in the remains of simple leather robes. Up to 12 **ghosts of lower monks** (see **Appendix B**) are scattered throughout the chambers unless encountered earlier.

25. Toilets and Showers

Each chamber contains a row of four squat toilets, four nonfunctioning sinks, and two nonfunctioning showers. In fact, any trace of magic has been removed from these rooms, leaving them without light but with a well-seasoned

scent of death and excrement. Magic brought into the rooms does not function, and no spells can be cast. All fixtures drain into the recesses of the mountain. A swarm of 3d4 **giant rats** emerges from these drains 1d4 rounds after the characters enter, and every third round after that for 12 rounds (five swarms total).

26. Upper Kitchen

Two 60-foot spheres of darkness fill most of this large chamber. The north end, beyond the darkness, contains stacked bunk beds concealed behind floor-to-ceiling curtains. Toward the west, two 60-foot-long tables stand waist-high to a dwarf. The darkness obscures an enormous collection of ovens, sinks, dried foodstuffs, cooking utensils, and serving dishes. If not encountered earlier, the 4 undead **skeleton cooks** (see **Appendix B**) are busy here, throwing cleavers at a **swarm of rats**. Both groups engage the characters as soon as they notice them.

A ramp, similar to **Area 15**, exits from the south and heads up to the serving kitchen (**Area 31**) in the **Upper Residences**.

27. Waiting Area and Bar

Several leather couches wait expectantly around a large, round stone table. Smaller set-ups are located in each corner of the room. A long bar lines the northern end of the room, holding up glasses and bottles. Behind the bar are cases of liquor, a few kegs of ale, and some of the best wines



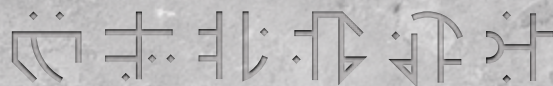
from around the land. The alcohol has been enchanted such that anyone attempting to fight (even in self-defense) while under its influence must succeed on a DC 16 Constitution saving throw or fall asleep until the alcohol wears off.

An **undead dwarven lord** (see **Appendix B**) is ensconced longingly at the bar unless encountered earlier. Lord Nibelung Silverthroat, as he was known in life, was a consummate singer in his day. He traveled widely and met many important people. However, the coming of the orange star trapped him in his current spiritual state, unable to enjoy the refreshments of the bar and unable to leave. He happily converses on most anything, as long as somebody remains with him, and, if not destroyed beforehand, he returns to his former state if the lich in the Temple Prime (**Area 46**) is destroyed. He becomes a lawful good dwarven **noble** with Performance +7.

28. Spirit Lift to Upper Residences

This lift up to the upper residences is identical to the ones coming up from the entry chamber (**Area 2**) except that it has ceased to function. The rock platform is cracked into three pieces at the bottom of the ramp. Climbing the smooth stone surface is difficult in hard-bottomed boots and may require either a DC 10 Strength (Athletics) check or assistance. Barefoot creatures and anyone proficient in Athletics should have no problem making the climb, though it's a long haul — the upper level is 300 feet above the lower. Complicating matters, there is a 10% non-cumulative chance per 100-foot segment of attracting the attention of an angry **rock elemental** (see **Appendix B**). If the characters injure the rock with pitons or similar equipment, the likelihood of this encounter increases to an immediate 70%, followed by a non-cumulative 20% per 100-foot segment. If struck by the **rock elemental**, a character must succeed on a Dexterity saving throw with a DC equal to the amount of damage received or fall prone and slide to the base of the lift, taking 1d6 (3) bludgeoning damage per 30 feet traveled.

Upper Residences



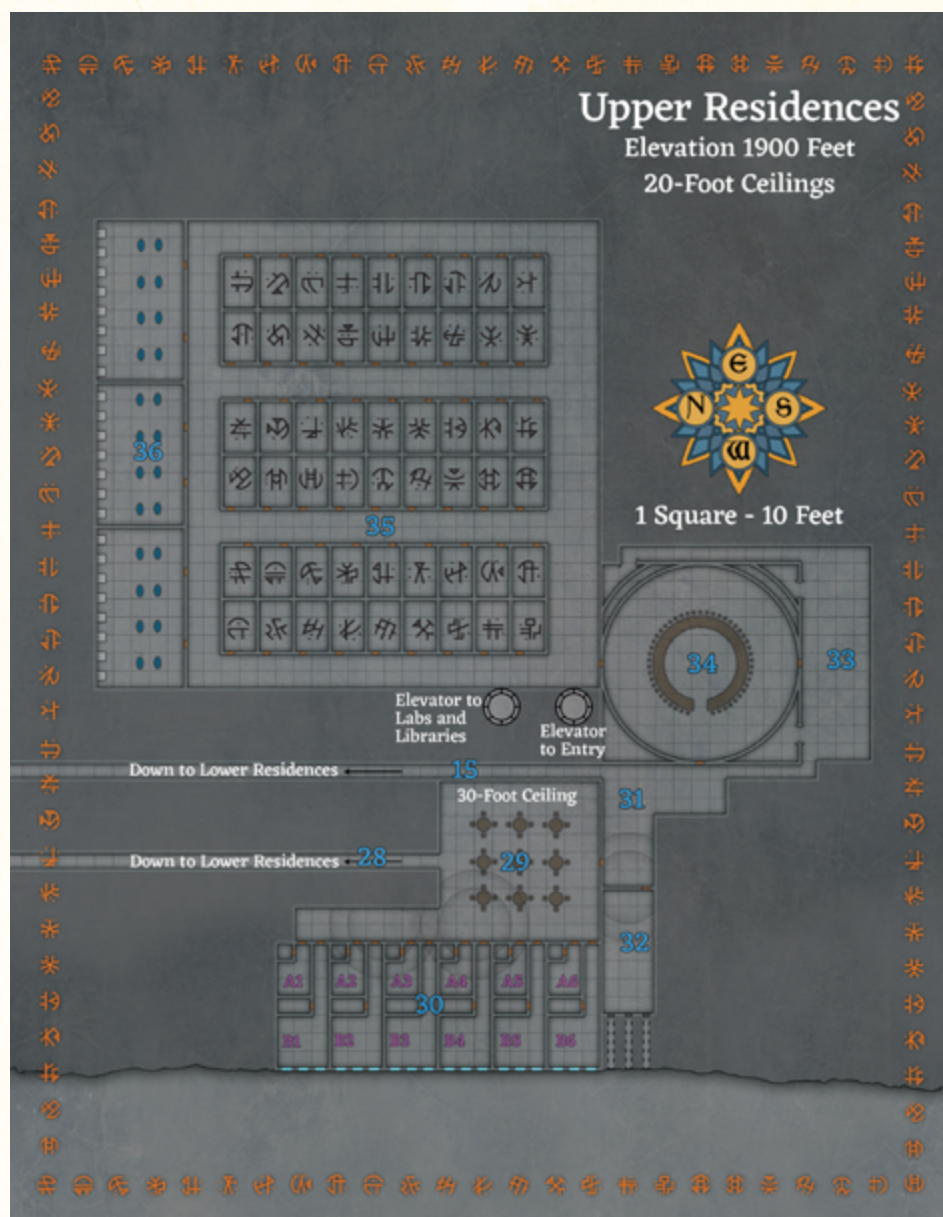
The upper residences housed the sages. Guest quarters for dignitaries are here. Security in this area is performed by 4 **rock elementals** (see **Appendix B**). They are still active but twisted. The ventilation system on this level has been dismantled, and the many small rooms are stale and close.

29. Guest Dining

This 90-foot square room contains nine large round tables, each with several comfortably-padded chairs. Chandeliers hang over each table, each glowing with a calm light. The 30-foot-high ceilings are decorated with complex mosaics

subtly depicting trade, engineering, and the twinned arts of brewing and distilling. A stone-colored door at the south end blends in with the wall (visible with a DC 13 passive Perception). The doors along the west are obvious, as each has a different silver rune embedded in its dark wood. If not encountered in the ramp coming up, the 4 **rock elementals** (see **Appendix B**) do their best to rid the temple of living intruders. The hall to the north is filled with darkness. Opening a door into a guest suite causes darkness to spill in through the doorway. Otherwise, the darkness does not extend beyond the walls.

30. Guest Suites



The air in these rooms is stale, and anybody spending more than an hour within develops a headache. Those who close the door and attempt a long rest are unlikely to ever awaken. The B suites are larger; their bathrooms contain a shower similar to those in the guard showers, and they have a low coffee table and bean-bag like chairs in addition to a bed and desk. Small windows along the exterior walls of these suites offer a breathtaking view and can be opened to let in fresh air. Each room has a three-foot-square tapestry mounted to the wall with *sovereign glue*. Any mundane attempt to remove the tapestries results in their destruction. The tapestries depict scenes of nature — dwarven style. Interspersed with the images of caves and tunnels are some depictions of rock spirits crafting the temple complex. Lush towels monogrammed with dwarven sigils are strewn throughout the rooms.

Four **wights** (modify the stats based on the equipment below) lurk in one of the B suites unless encountered earlier. When alive, they were a band of mercenaries comprising a female elf, two humans (one male, one female), and a male gnome. The gnome, Everard Estenfil, is well-dressed, his velvet cape and silken tunic covering a suit of *elven chain*. He carries a +1 *shortsword* at his side. Killanan, the elf, wears a mottled *cloak* and *boots of elvenkind* and apparently used her dagger to cut her own hair — without a

mirror. Her longbow and quiver full of arrows lean against the wall near her chair. The humans are brother and sister. They look to be in their mid-20s. Angelica was a cleric in life and is immune to being turned. In addition, she is healed by radiant damage. She wears a metal breastplate adorned with her holy symbol and carries a mace and shield. Her brother, Frederick, wears a homespun tunic and well-worn leather boots. He is unarmed. A slim leather purse beneath his tunic contains an invitation from Everard to meet regarding, “a certain advantageous enterprise.” The four beings have been planning their heist for decades now and have worn down the nibs of their pens and practically written through the stone table where they meet in an endless rehashing of ways and means. Feel free to seed any information about your party’s next adventure here. However, the mercenaries are hesitant to share their plans and encourage the characters to leave them be.

31. Serving Kitchen

This serving kitchen is in shambles. Cabinets and counters are upended, and pots and pans litter the floor. Walking through this room without making a clatter is nigh impossible. Getting through quietly requires a DC 25 Dexterity (Stealth) check, or DC 30 without vision. Any noise alerts the **hard spirits** (see **Appendix B**) in the brewing and distillation chamber (**Area 33**), which allows them time to prepare an ambush. The wall to the ventilation room exudes darkness, hiding the door and much of the mess.

32. Upper Ventilation Room

The door to this room is locked with a pair of hefty crossbars. The bars can be slipped with a successful DC 20 Dexterity check with thieves’ tools or bent enough to crack open the doors with a DC 20 Strength check. No sound can be heard from beyond the magically insulated doors.

Darkness extends beyond the wall into the room. Three 12-inch-diameter, screened vents provide fresh air, making the area noticeably fresher than elsewhere on this level. The pumps have been removed. Upon inspection, drag marks can be seen on the floor leading through the kitchen to the acolytes’ dining hall (**Area 34**). Ducts branch and branch again as they travel uselessly to the rooms on this floor.

33. Brewing and Distillation

The west end of this area contains a row of wooden mash tuns and copper fermenters. Bags of grain rot against the southern wall. The eastern half is given over to a fantastically complicated distillation system complete with spiral tubing, spherical flasks, and large kettles. Hanging from each set of equipment is a stone tablet coated in arcane chalk markings. A successful DC 17 Intelligence (Arcana) check shows these to be details of times and temperatures for the various processes. Even if nothing else is rescued from the temple, these tablets fetch a handsome reward from the senior dwarves of Cleft. The tablets and the equipment are jealously guarded by a trio of **hard spirits** (see **Appendix B**), who have accumulated over the decades without ventilation. They attack any living creature entering the area.

34. Acolytes’ Dining Hall

A toroidal table dominates the center of this nearly hemispherical room. Covering almost 50 feet, this black granite table is surrounded by 47 stone stools, each a solid cylindrical prism with a slightly cupped top. Within the table, the stone floor is covered by an elaborate shag rug in many shades of orange. The table is completely bare, and each stool is perfectly aligned with its neighbor. The domed ceiling is made of the same black granite, and a living map of the heavens glows from within it. The stars and planets are accurate to the date, except one orange star nearly overhead is brighter and larger than it has ever appeared.

The pumps from the upper ventilation room (**Area 32**) have been dragged here and placed in the northern portion of the room. Haeferic turned them off, and a character with a successful DC 18 Intelligence (Arcana) check can figure out how to turn them back on. They are not connected to anything and create a small eddy of air around them if reactivated.

Three of the four corners of the room contain recessed cabinets, one with bottles of liquor, one with bottles of wine, and one with kegs of ale. The wine comes from around the world — the best of the received donations. Much of the liquor is local and of high quality, but a few bottles come from farther afield, obvious gifts to the temple. All the ale is local, as the dwarves do not trust others in this most holy of crafts. The magic of the cabinets preserves the holy liquids against the ravages of time and the influence of Haeferic. All told, the alcohol could fetch about 1,500 gp.



35. Acolytes' Bedrooms

Three rows of doors run parallel to the face of the cliff. The halls are decorated with inlaid stone, and the lighting is dim, though not corrupted. Each of the 54 metal-clad doors has a unique symbol glowing with a pale green light. The symbols are an ancient dwarven script, indecipherable to all but the most serious scholars of dwarven hermetic knowledge. Each one indicates a different alchemical, astrological, or theurgical focus known to the dwarves in the ancient times. The doors are not locked and slide up when their symbol is touched. They close when any creature steps over the inner

threshold. A second person entering the room may attempt a DC 12 Dexterity saving throw to avoid taking 16 (3d10) bludgeoning damage from the slamming door. To exit, it is enough to approach the door.

Within the rooms, the differentiation diminishes. Each room has an identical stone bed, desk, and seat carved from living rock. Each desk, however, has its own book with thin stone covers and pages densely packed with the secrets learned through millennia of research. The covers match the symbols on the doors. (Editor's Note: The information about the 54 secret foci of the dwarven sages has been redacted. Good luck. The list of subjects is given in the Dwarven Symbols table and you can use a deck of playing cards [with jokers] to

Dwarven Symbols and Their Subjects

Card	Symbol	Subject	Card	Symbol	Subject	Card	Symbol	Subject
A ♠		Ductile iron	6 ♥		Underworld	J ♣		God of war
2 ♠		Stainless steel	7 ♥		Geometry	Q ♣		God of healing
3 ♠		Mithril	8 ♥		Comets, meteors, and asteroids	K ♣		God of mining
4 ♠		Adamantium	9 ♥		Stellar cartography	A ♦		The smith
5 ♠		Gold	10 ♥		Apogee and perigee	2 ♦		God of wealth
6 ♠		Silver	J ♥		Solstice and equinox	3 ♦		God of the acute
7 ♠		Electrum	Q ♥		Eclipses	4 ♦		God of the obtuse
8 ♠		Platinum	K ♥		Concurrence	5 ♦		God of the circle
9 ♠		Water	A ♣		The river and the mountain	6 ♦		Diamond god
10 ♠		Light	2 ♣		The axe	7 ♦		God of rebirth
J ♠		Alcohol	3 ♣		The octagon	8 ♦		Summoning deities
Q ♠		Gems	4 ♣		The hunter	9 ♦		Protection from deities
K ♠		Coal	5 ♣		The hunted	10 ♦		God of death
A ♥		Quicksilver	6 ♣		The lion	J ♦		God of agriculture
2 ♥		Fire	7 ♣		The bear	Q ♦		God of construction
3 ♥		Sedimentary	8 ♣		North star	K ♦		Fiends
4 ♥		Igneous	9 ♣		Outer planes	Joker 1		Elementals
5 ♥		Metamorphic	10 ♣		Inner planes	Joker 2		Visual prayer

determine which one any given room relates to.) Like in the guest suites on this level, the air is stale and heavy.

A committee of 3 **undead dwarven sages** (see **Appendix B**) argues about the best way to overcome their bureaucratic woes. If approached respectfully and with serious intent, they are happy to engage in discussions related to their studies. However, any attempt at Persuasion, Intimidation, or Deception that fails to meet their high standards (DC 15) likely sends them into a violent flurry as they attempt to chase the ignorant interlopers from the room.

Two elevators are in the hall to the west of the bedrooms. The southern elevator comes from the entry level. If that ride has already been taken, pressing the front of the door does nothing. If it hasn't, the elevator rises halfway to this level and stops. A slight vibration is heard when it stops. The northern elevator opens to the touch. The elevator closes when somebody is within and nobody is standing in the door and rises to the foyer to the research areas (**Area 37**). If it is already on that level, it takes about a minute for it to return to upper residences.

36. Bathrooms

The hole of holies has a horrendous smell. Characters must succeed on a DC 14 Constitution saving throw to remain in the room, and even those who succeed suffer disadvantage on all attack rolls, skills checks, and saving throws while within the facilities and afterward for 10 times as long as they spent exploring. Plugged drainpipes lead out to the cliff face, and the magic that created water for the showers, wash basins, and toilets leaks a viscous black fluid that coats much of the floor. The fluid supports the mostly anaerobic lifeform responsible for the pungent perfume. Any organic material, living or dead, that remains in contact with the ooze dissolves. A leather boot is ruined in about five minutes, paper almost instantly, and a 10-foot wooden pole disappears within the hour. The deadly gunk can be safely carried in a glass or stone container. There are many gallons of it. Nothing else of interest is in these rooms.



Holy Areas (Temple Prime)

The holy areas of the temple complex are above the upper residences. The lowest of these, reached by lifts from the upper residential level, contains the libraries, workshops for crafting holy items, and places for alchemical research. While the lich has made use of these areas, and defiled much of what was holy, a number of mystical barriers remain in place, along with half-forgotten attempts at creating great magic.

37. Foyer

The elevator opens into the center of an octagonal room with 30-foot-high ceilings. An orange glow comes through a rectangular opening to the north beneath a phrase carved in a stylized dwarven script, *"On your passage, take only that which is holy, and take all that is holy. Proceed with care, reverence, and a mind well-prepared."* A heavy stone door to the south opens on the library. It is carved with a version of the maze within, minus the secret areas (see **player handout**). The doors to the northeast, northwest, southeast, and southwest have elemental symbols on them representing stone, water, fire and air, respectively. The door to the northeast is cracked and hangs loosely on giant, metal hinges. The one to the northwest is wedged tightly as if the door had expanded in place and slightly bowed toward the foyer. It is cool and slightly clammy to the touch. A DC 25 Strength check is required to force it. The secret door to the east is well-concealed but can be found with a successful DC 22 Wisdom (Perception) check. It opens for five minutes each time a small circle near the door to the southeast chamber is touched. The door into the isolation chamber (**Area 39**) opens and closes at the same time.

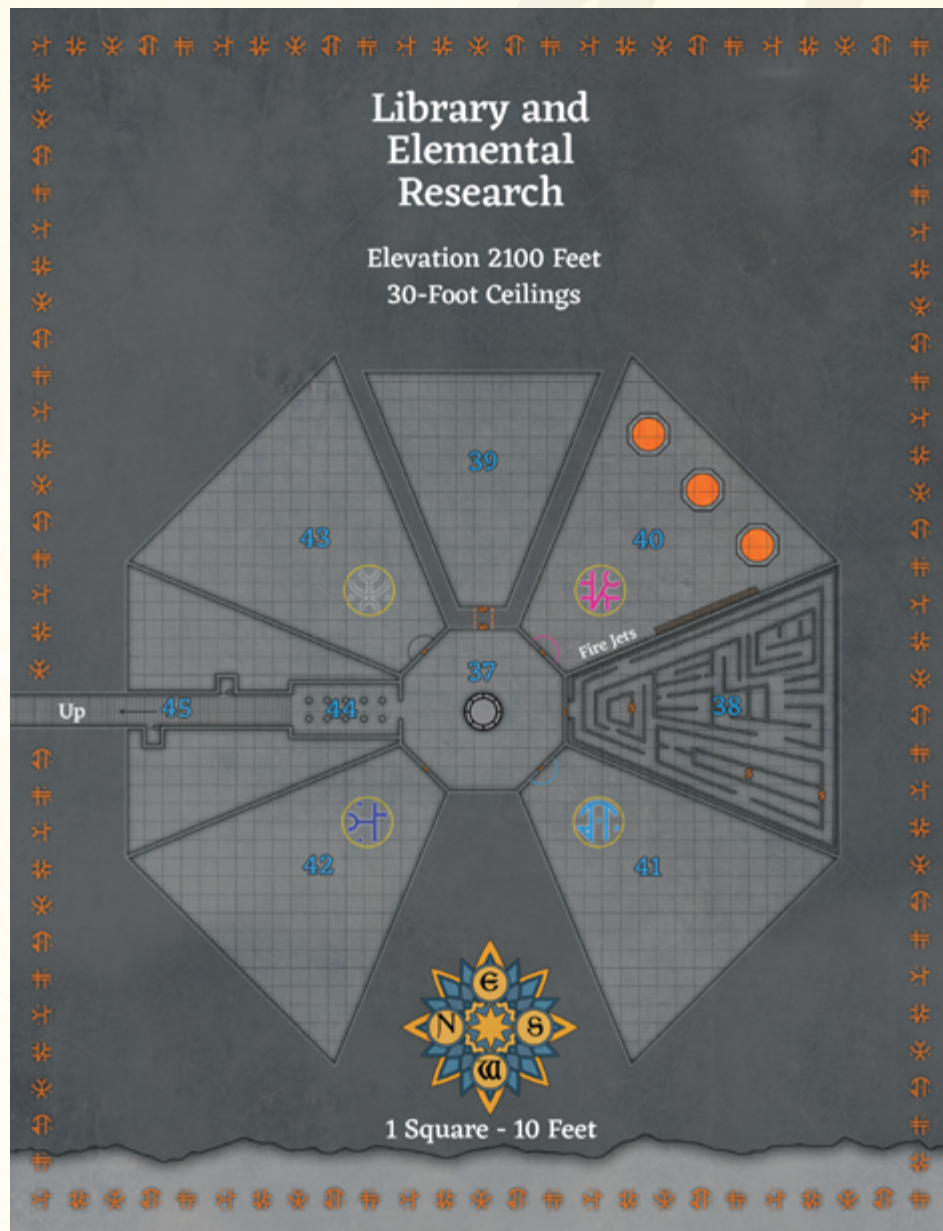


38. Library

Lighting is omnipresent. Even the insides of pockets and pouches are lit somehow. There are no shadows, which is very disconcerting. Even cupping one's hands in front of one's face does not produce darkness.

From floor to ceiling, the stone walls are constructed as a maze of shelves. The stone has been magically treated to instantly absorb any fire short of a large dragon's breath, and only powerful magic (such as *wish* spells) can break, disintegrate, or otherwise affect it. The books lining the walls have come from all lands and are written in many languages. Most of the material is technical in nature, relating to working with the four elements to create spells and magical items (the most important of which are stored in one of the secret chambers), but there are sections on history, the denizens of other planes, and myths and legends from across the seas. About a third of the shelf space is empty, awaiting the next generation of material. The books teleport back to their spots on the shelves if removed from the library, even if placed in a *portable hole*, *bag of holding*, or other extra-dimensional space. In this latter case, it may not be obvious that the books have returned to their home rather than disappeared into the hole or bag. Anybody who defaces, bends, folds, spindles, or mutilates as much as one page from any of the books releases the wrath of the **librarians** (one per party member, see **Appendix B**). These librarians attempt to split the party, forcing them individually into dead ends where they can be properly disciplined before being removed from the premises. A creature who is made unconscious or otherwise incapacitated by a librarian is brought to the isolation chamber (**Area 39**).

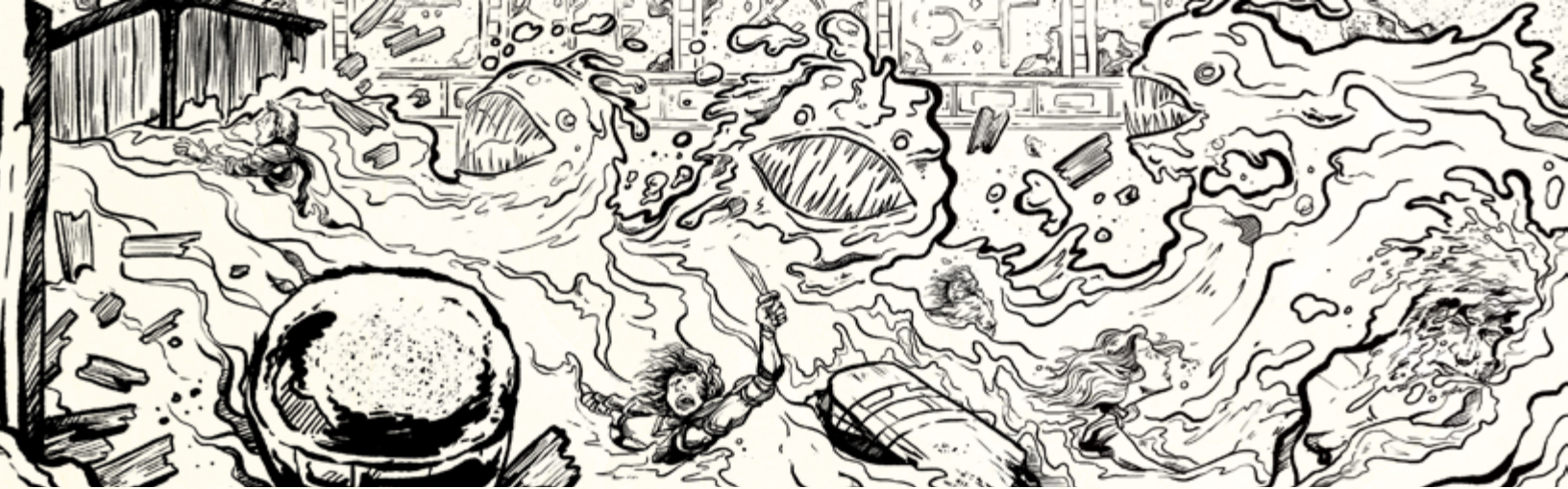
If the party diligently explores the maze of the library, they should note some hints of Haeferic's current necromantic research. Along with failed attempts to transplant living souls into rocks, he has uncovered methods to revive the dead and corrupt magic items. He also appears to be researching a means of disguising his alignment from the *dwarven holy book* so that he may finally destroy it and reconsecrate the chapel and the rest of the temple to whatever distant god the orange star has granted him a glimpse of. Haeferic has been fighting a lengthy battle with the librarians, who keep cleaning up after him, and he recently got them to leave his work alone for many weeks at a time. Some of the reshelfed works may contain slips of paper with his notes.



39. Isolation Chamber

This barren, trapezoidal room stands in stark contrast to the rest of the temple complex. The walls and floor are roughly cut, and the ceiling is only eight feet high. No light is provided. Sounds echo crazily but do not penetrate the thick, stone walls. Characters on the inside can hear people talking near the secret door due to a one-way magical sound passage. The secret door at the western end is difficult to find, requiring a DC 22 Wisdom (Perception) check. Opening it by turning a slightly grease-darkened stone to the north also opens the door to the foyer. Both doors remain open for five minutes.





40. Fire Lab

A semicircular curtain of multi-colored fire is beyond the door. Running through it unprotected causes 1 (1d3) fire damage, and inflammable items likely ignite. Creatures standing in the fire suffer 7 (2d6) fire damage per round. Standard fire protection magic or even suitable nonmagical wrappings can negate this damage. A large summoning circle beyond the curtain is composed of small gas jets countersunk in the floor. When the nozzles are opened, they self-light after a few seconds of clicking and create the familiar arcane pattern. Three octagonal wells are along the long wall opposite the entry. Each contains a pit of fire. One is primarily molten iron, another magma, and the third is green dwarven fire. Vents in the ceiling above the wells exhaust the heat and smoke a thousand feet up to the top of the mountain.

A series of metal jets protrudes from the northern wall. Each one is slightly larger than the previous, and each sends forth an inflammable gas if the knob below it is turned. The flames can be adjusted to extend between three and 12 inches. The smallest tube produces a flame about an eighth of an inch in diameter, while the largest is a roaring inch in diameter. They are spaced a couple of feet apart.

A row of stone and metal tables is on the south wall. These hold weapons, armor, and various mysterious trinkets. Touching any of them without reciting the proper blessings enrages the 3 **fire elementals** hiding in the wells to the point where they materialize and attack. Of the many smithed items on the workbenches, the following are likely of interest to the party, the details of which are in **Appendix A**: a *fire axe*, three *eternal torches*, a *fire shield* — *mistaken*, *fire gloves*, and three flasks of alchemist's fire.

41. Air Lab

A strong air curtain forms a barrier beyond the broken door of this room. It blows down from the ceiling, and a Small or Medium creature passing through it must succeed on a DC 14 Strength saving throw or be knocked prone and suffer 1 (1d3) bludgeoning damage. The elemental symbol beyond is made of electrified tubes of noble gas glowing

red, blue, and yellow. The workbenches have been torn apart, and debris scattered throughout. A large, frayed *flying carpet* (with *Stealth* +8, see **Appendix B**) hovers just off the floor in the middle of the chamber. It ambushes any creature that comes within its range.

Two working magic items — an *air wand* and a *breathing mask* (see **Appendix A**) — are mixed in with the debris.

42. Water Lab

This room is full of water, the result of an experiment gone awry. Water floods from the room with enormous force. Any creature in the foyer (**Area 37**) must make a DC 17 Strength saving throw. A creature that fails this saving throw is knocked off its feet and swirled around in the ensuing flood. The creature suffers 7 (3d4) bludgeoning damage and is stunned until the end of its next turn. A creature who succeeds takes half the damage and is not stunned. The water fills the foyer, the fire lab, and the hall to the stairway to a height of 10 feet. If a second room is opened, the water level is reduced to between seven and eight feet; opening a third lowers it to six feet; and opening each of the remaining two rooms to the flood lowers the level by one additional foot. One corrupted **water elemental** arrives in the wake of the flood and immediately attacks. If the library is flooded, the librarians fight against the water elemental before disciplining the careless characters who flooded the stacks (see the library [**Area 38**]).

Water entering the fire lab (**Area 40**) produces steam that fills any headroom above it, causing 5 (2d4) fire damage per round to characters in the area. This steam lasts for two hours, at the end of which only a trace of the water remains (the steam having exited through the upper temple and the chimneys in the fire lab). All the surfaces leading to the temple are left warm and moist, and the lava pits in the fire lab cool and solidify. Opening the elevator door allows all the water to drain down to the upper residence halls, down the ramps to the lower residences, and out through the floor drains in the kitchens. If there are several closed doors along the way, it may take an hour or so, but the lower levels do not have watertight doors.

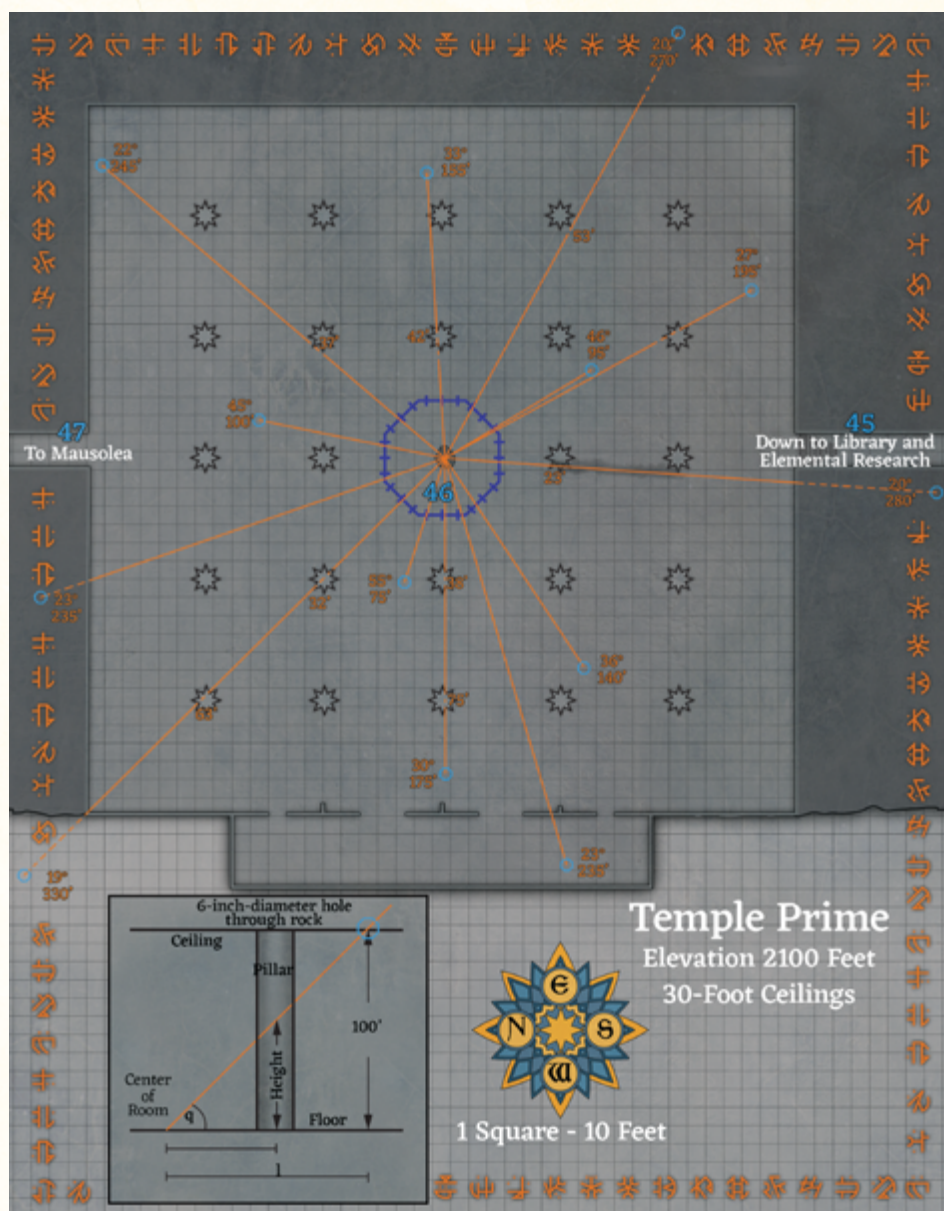
Treasure: *vial of neverending water*, corrupted (command word to stop no longer functions)

43. Stone Lab

Just inside the door is a 12-inch-thick, curved wall of stone that stretches from floor to ceiling. If damaged in any way, it reforms within 10 minutes. A summoning circle of inlaid stone is just beyond. A trapped **rock elemental** (see **Appendix B**) is within the summoning circle. If freed, it serves its liberator in any fashion for up to 24 hours before finding the nearest rock and disappearing. Smashing any part of the circle or covering any of it with metal releases the elemental.

44. Entry Hall

This long room contains two rows of humble, two-foot diameter pillars at 10-foot intervals. A soft orange light suffuses the chamber. The 12-foot ceilings feel diminutive after the heights of elsewhere. A narrow set of double doors opens invitingly at the far end as the party enters.



45. Steps of the Penitent

From the holy areas, the sages climbed the 333 Steps of the Penitent to the Temple Prime (**Area 46**). The stairs are scalloped from centuries of use and must be trod with care. Every 37 steps, there is a 10-foot-long landing. Richly embroidered dwarven tapestries hang to either side. The linework of the tapestries grows increasingly fuzzy, eventually exhibiting double and triple lines, as the stairs continue. Four-foot-tall, semi-octagonal archways that lead into small alcoves are concealed behind alternating tapestries. A small metal pipe protrudes from the back wall of each basin. Hanging to one side is a simple pewter mug. Placing the mug beneath the spigot causes dwarven holy water to flow into it. The first alcove contains a lightly carbonated blond liquid. Subsequent alcoves provide richer and darker drink. Any dwarf or lawful creature that drinks one full mug from each spigot along the climb, in order, benefits from *protection from evil and good* for two hours. In addition, they are

immune to mind-affecting spells and are able to see invisible creatures within the normal range of their vision. Other creatures completing all or part of this ritual are required to make a DC 10 Constitution saving throw for each mug they drink. Each failed saving throw inflicts a cumulative -1 penalty to all attack rolls and saving throws. The penalty fades at a rate of one point per hour until it disappears.

Halfway up the steps, a rickety pile of wooden furniture blocks the hallway. Characters can make their way quietly over the pile with a successful DC 18 Dexterity (Acrobatics) check or by carefully disassembling it with a DC 18 Dexterity (Sleight of Hand) check. Haeferic is likely already aware of the party's imminent arrival but failing to stealthily negotiate this obstacle assures it.

46. The Temple Prime

The Temple Prime is an enormous square chamber with one side open to the world outside. More than 2,500 feet in the air, the view from the temple face is impressive, stretching for tens of miles out along the Gauntswept. A balcony extends out 40 feet on a natural ledge. Scary shit. Mighty star-shaped pillars cut from the living stone are spaced throughout the chamber. Starguides

in the ceiling run for several hundred feet through the rock, each designed to align with astrological features, including the sun, at important times of the year. The guidelines converge in the center of a large octagon carved in the floor, passing through six-inch holes in the pillars as needed. Just beside the entrance, the inside face of one of the guides has blown out, and a pile of rock litters the floor. The subsequent holes in the columns are ragged and the center of the octagon appears to have melted and reformed, leaving a large crater. Backtracking from the center along this path reveals a strange, orange star far out in the sky.

The walls are polished stone engraved with mystical writings and histories of the peoples of the land. The writing is not complete — so far, only about 40% of the walls have been filled. The lich blasted holes in the walls to underscore the start of his reign.

Haeferic (see **Appendix B**) was obviously a dwarf. He retains his long beard and braided hair, and he carries a two-handed warhammer (corrupted *dwarven hammer*

of power, see **Appendix A**). His skin and hair turned pale white and his eyes glow with the warm light of embers. If he knows the party is coming, Haeferic makes himself invisible and prepares some illusory foes. While not afraid of hand-to-hand combat, he has had many years to work on his array of violent spells. Much of Haeferic's power comes from the rock surrounding him, and when the starlight entered him through the floor of the temple, it imbued his body with a rock spirit. Thus, a *stone shape* or similar spell cast upon his person causes 18 (4d8) necrotic damage. The **4 undead priests of the Hammer** (see **Appendix B**) come from the mausolea (**Area 47**) 1d3 rounds after the sounds of combat ensue, or sooner if the party announces their arrival in a sufficiently dramatic fashion.

If Haeferic is killed, an orange light erupts from his body and streaks through the damaged starguide and disappears into space. If this occurs at night, it may be visible for quite some distance.



Mausolea

The crypts are behind the temple. Centuries of sages, lords, and master smiths are buried here, some still gripping their mighty weapons. The lich revived some of them to fight for his cause.

The hallway from the Temple Prime to the mausolea is low and dimly lit. In the mistaken belief that dead spirits are always heavier than air, the passage slopes steadily downward as it rounds a gentle corner and opens into an enormous chamber. The octagonal room is impossible to see at a glance due to the combination of relatively low, 20-foot ceilings and the crypts and mausolea scattered about. Down the middle of the chamber, three rows of vaults hold the remains of generations of dwarven acolytes. Each vault is 90 feet long and 15 feet tall. Twelve columns of four chambers allow 48 dwarven bodies to rest on each side of the 12 vaults. Despite the age of the complex, only a quarter of the vaults closest to the entrance are occupied. The remainder wait patiently for future death. To the south side of the vaults are three octagonal mausolea, each 60 feet across and running the full height to the ceiling. Within these multi-chambered works of art rest the honored remains of high priests and dwarven kings. Haeferic's permanent home would have been in the north side of the center one if the orange star had not extended his life. More modest burial buildings designed for clan chiefs, great scholars, and those from the wealthiest of dwarven families are on the north side.

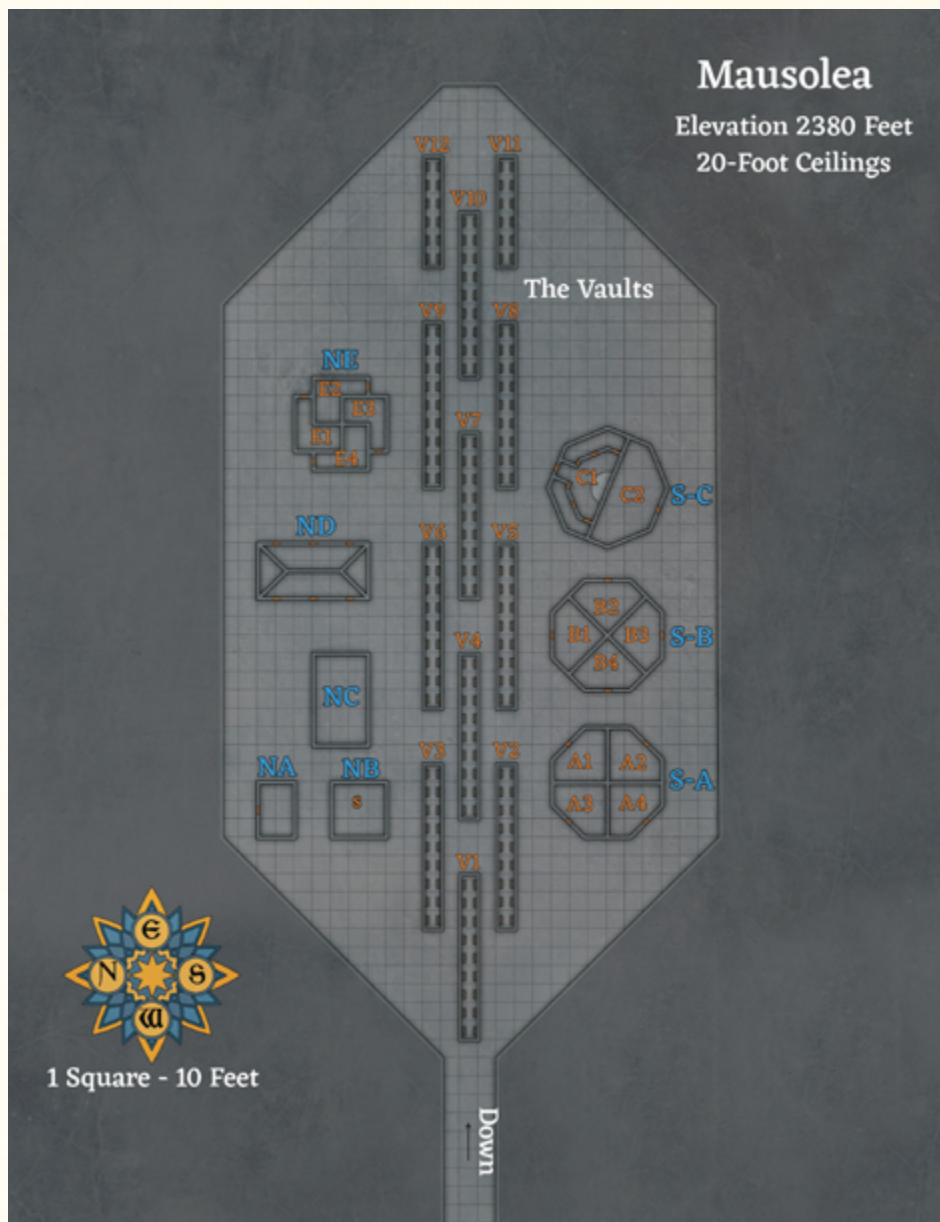
Loud noises within the mighty chamber (such as smashing rocks or exploding fireballs) likely disturb the noble spirits in **Area S-C1**.



The Vaults

Each vault is constructed with a stone panel door that flips up and slides back into a slot over the chamber. **Vaults V1** through **V4** are mostly full. The door of each occupied chamber is engraved with the name of the occupant and decorated with one of the 54 symbols of dwarven knowledge. Unless the party possesses the *dwarven holy book* from the first level, several of the doors in **Vault V1** closest to the entrance sunder from within as they approach, showering them with shards of rock. A dozen **undead acolytes** (see **Appendix B**), each still wrapped in embroidered robes, emerge to defend the crypt. Any character venturing within 20 feet of **Vaults V2, V3, or V4** is met by a similar explosion and another 12 **undead acolytes**.

The remaining vault doors can be opened with a *knock* spell or a DC 20 Strength check applied with a hammer or similar bludgeoning instrument. Repeated attempts may be made, but each causes a loud echo to reverberate around the chamber. Each chamber holds a skeleton wrapped in an embroidered robe. Careful examination and a DC 13 Intelligence (Investigation) check reveals that the embroidery contains some or all of the text from the book in the acolytes' bedrooms (**Area 35**) that matches the symbol on the chamber door. Incomplete robes have unembroidered space left toward the bottom. Stashed in the pocket of each robe is an embroidery kit and a magnifying lens. Like the books, these robes would be valued by a seeker of arcane knowledge. They would also cause a righteous dwarf to attack anyone seen with one. The unoccupied chambers are open and empty.



2 temple stone golems (see **Appendix B**). His hands contain a large stone ring engraved with ancient dwarven script (see *ring of the stone golems*, **Appendix A**).

Area S-A2 houses the body of the first spiritual leader and planner of the temple. The walls within are etched with drawings of the temple, including details of all the mechanisms, mechanical units, and secret passages, with one exception — the workings of the taps in **Area S-A4** are not depicted anywhere in this (or any other) chamber. While the layout drawings are fairly obvious, a DC 20 Intelligence check is required to decipher the workings of the kitchen, air handling, elevators, and other mechanisms. Dwarves and gnomes have advantage on this check. When deciphered, the drawings reveal that all such works are powered by a combination of magic and mechanics, and that the magic uses air, fire, water, and earth spirits in various measure. The leader Altenak was laid to rest in a four-foot-diameter spherical chamber with no visible seams. The chamber is resistant to bludgeoning damage and immune to slashing, piercing, acid, fire, cold, poison, psychic, and necrotic damage. It can be smashed, eventually, with 35 damage against AC 20. The spherical chamber makes saving throws against spells at +5. Within the chamber, along with Altenak's bones, is a large diamond that has an accurate, three-dimensional representation of the entire temple complex formed into its crystalline structure.

The Southern Mausolea

Area S-A has four equal chambers oriented along the intercardinal directions. Each is sealed by a heavy stone door that requires a DC 30 Strength check to lift, or several hours of hard work to chip through with standard masonry tools. However, they are not magically protected, so rock-changing spells can make short work of them. Characters might also chip away enough stone near the bottom to allow the use of large pry bar, which grants advantage on opening attempts. This mausoleum is severe, unornamented stone and appears to be one with the surrounding stone. It is as old as the temple and houses the dwarven leaders who guided the construction of the temple complex.

Area S-A1 to the northeast contains the remains of the chief mason, a dwarf whose command of stone elementals has not been matched in the millennia since his death. His unmarked stone coffin raised on a dais is protected by

This gem, and the information it contains, is worth many thousands of gold pieces to the correct buyer.

Area S-A3 is the resting place of Jørennson, the first record-keeper. The walls of the chamber are lined with thin stone tablets, each magically recreating one of the ledger books from the reception chamber (**Area 3**) in microscopic script. Jørennson lies on a heavily decorated marble slab, a strong magnifying glass clutched in his bony hands. Removing the glass causes Jørennson to release a satisfied sigh as his bones crumble into dust.

Area S-A4 enshrines Tornak the Master Brewer, the greatest among equals. Tornak crafted the brew that oiled the wheels of progress whilst the temple was being built. His recipes, though slightly altered by the vicissitudes of time, were used until the corruption. Characters can find them in the brewery on the upper residence floor (unless they were caught in an excessive conflagration of hard spirits). Tornak's body is propped on a stone stool facing a wall with six taps, each capable of producing an unlimited supply of beer, but only into the stoneware cup

The Northern Mausolea

placed beneath it. The beers range from a dark chocolate stout on the left to a crisp lager on the right. Each is dispensed at its ideal temperature, and each cup is designed to maximize the enjoyment of the scent and flavor of its beer. The cups are otherwise nonmagical. When the party enters, Tornak raises a glass of porter to the group and says heartily, “Drink my friends, for I cannot.” He then proceeds to pour the glass of beer into his mouth, whence it dribbles out through his chin and neck bones. He then puts his head down on the bar and cries himself to sleep.

Area S-B is richly decorated, and its golden doors are oriented on the cardinal directions. The northern walls show Mass being led in the lower temple and the Temple Prime. The eastern walls are covered in secular scenes that some might recognize as taking place in the main keep of Cleft. The remaining walls provide a glimpse into the distant past, to a time before the missing tribes went away. There are depictions of many different clan halls, smaller temples, and forges, with backgrounds ranging from desert to forest, plain to rocky mountain. The illustrations carry across the large, golden doors, each cleverly incorporating a doorknob. The doors are neither locked nor trapped.

Each of the four quadrants is lined with stacked stone vaults, each one decorated with a scene from the life of the priest or ruler within. There are still many blank vaults. The decorated vaults contain skeletons, many of which were entombed with high-quality weapons, jewelry, and armor. The total wealth is of draconic proportions, and it is left to you, poor GM, to deal with it. Perhaps your party will not decide to smash open the several hundred tombs and desecrate the remains of a long line of great dwarven men and women. Or if they do, perhaps the ceiling collapses, destroying the evil marauders. Make a DC 40 Dexterity saving throw or die.

The **Area S-C** complex is covered in gold and jewels. Two opposing doors, each aligned with the constellation of noble power, face north-northeast and south-southeast. Within **Area S-C1**, eight noble spirits (**irate noble spirits**, see **Appendix B**) have been debating the different techniques for ruling the dwarven lands for many centuries. Since the arrival of the star, the debate has become an argument, and while their inner bonds keep them from attacking each other, they are each frustrated to the extreme, and a loud interruption unites them in fury against the miscreant. Even Haeferic keeps his distance from this place since his one encounter with these spirits.

The inside of **S-C1** contains eight velvet-lined stone thrones on eight daises of different shapes but of identical heights. A large, well-cut ruby worth 750 gp is at the top of each throne. The eight chairs look upon a half-round fireplace complete with andirons, a blower system, and a chimney leading up into the rock above. A fire burns gently, though there is no sign of extra wood, and the chamber is not particularly warm. A character can see through the illusory flames with a successful DC 15 Intelligence (Investigation) check, but the fireplace and accoutrements are real. A massive two-handed axe — a twin to the *dwarven hammer of power* taken by Haeferic — hangs above the fireplace. Its statistics are in **Appendix A** under *noble two-handed dwarven axe*.

Area S-C2 is completely bare throughout its 20-foot height.

These tributes vary in stature and decoration, though all are basically square. The easternmost one, **Area N-E**, hints at the holy shape of the octagon but does not quite cross the line. The dwarves buried in them were important for various reasons but not directly associated with the temple or with the leadership of the great clans. Many were quite wealthy.

Area N-A is the smallest of the northern mausolea but makes up for its size with ostentatious decorations. The walls and roof are covered in gem flakes and precious metals in patterns recreated from some of the many tapestries that adorn the lower sections of the temple. The gems glow with an inner light — the result of magic cast upon the backing stone. A sturdy oaken door on the north face leads into a tight space holding a stack of five stone coffins and piles of rusted weapons and armor. Somehow, one item of value escaped the eye of the decorator: a +2 *shield*, buried within the junk.

Area N-B appears as a plain gray cube, 15 feet on each side, built of stacked granite blocks. The center of the roof, however, contains a trapped secret door. The door can be located with a DC 20 Wisdom (Perception) check. Characters notice the trap with a DC 25 Wisdom (Perception) check, and it can be disarmed with a DC 15 Dexterity check with thieves’ tools. Once the release button on the south side of the door is found, the door springs open on quiet hinges. If the trap is not disarmed, a noxious black gas flows from a bladder concealed behind the door, rapidly expanding to fill a 30-foot radius around the center of the door before settling to the floor where it sits for several minutes. Any creature within the poisonous gas must make a DC15 Constitution saving throw or drop to 0 hit points. Those passing their save by fewer than five are poisoned for the next 2d4 rounds.

Once the door is opened, 4 **mechanical beasts** (see **Appendix B**) emerge from the trapdoor to defend the crypt. They attack any non-dwarf within 20 feet of the tomb, and any creature that attacks it from outside that range. The beasts can remain outside the tomb for only 10 rounds before running out of power. After nine rounds, they return to the tomb, if possible, and defend from within. They require one full hour before they are able to exit again, during which time they repair themselves (once per day). If trapped outside the tomb for more than 10 minutes, they cease to function. A DC 25 Intelligence (Investigation) check discerns how the pellet guns may be removed from the beasts, and a DC 20 Dexterity check with thieves’ or tinkerers’ tools removes them without damage to either the guns or the handyperson.

Below the trapdoor, a shaft and ladder lead down into the tomb. The small shelves where the beasts reside are along two opposing sides of the shaft. The ladder and shaft stop 10 feet above the floor; characters can easily drop the remaining distance. Eight stone coffins line the walls, six of which contain the remains of matriarchs of the Tlinket family. The remaining Tlinket matriarchs presumably yet live. A metal box is bolted to the wall above each occupied

coffin. Each box is locked (DC 20 Dexterity check with thieves' tools to open) and (surprise!) trapped. A character can spot the poison needle with a successful DC 15 Wisdom (Perception) check. If the trap is not disarmed (DC 20 Dexterity check with thieves' tools), anyone opening the box must make a DC 20 Dexterity saving throw or suffer 10 (3d6) poison damage. A single massive gem worth at least 1,000 gp is within each box. The center of the floor contains eight holes into which the gems fit, and a central hole that is three inches in diameter and six inches deep. Without the remaining two gems and the Tlinket staff, the floor and gems remain inert. A DC 20 Intelligence (Arcana) check shows the lot to be a fraudulent creation designed to send the spirits of the departed to a dwarven paradise. A DC 30 Intelligence (Arcana) check, on the other hand, might reveal the true power of the stamen and pistil.

Area N-C is the final home of several generations of a family of metalsmiths. The stone walls are bound with heavy iron bands, and the stone door hangs from a pair of massive, finely-wrought hinges. A giant padlock hangs from the door. It can be opened with a DC 15 Dexterity check with thieves' tools by a character with a minimum strength of 14, or aided by another character. Alternatively, a successful DC 23 Strength check (with advantage if using a stout lever) breaks open the lock. The bones of 20 or so members of Clan Vlanock rest in a thick metal urn covered by a lid inlaid with silver and gold. Hanging from the walls, both high and low, are sample works created by the masters, each one showing improvements in skill and technique over the prior. Many of the items are, of course, weapons, but a number of objects are useful for day-to-day life. None of them is magical, but all are intricate, subtle and combine multiple types of metal.

Items in the Clan Vlanock Tomb

Horse bit (40 gp): Provides +2 to Animal Handling checks for a horse.

Woodcarving tools (20 gp): Advantage on Woodworking checks for those proficient with woodworking tools.

Locking scabbard and daggers (500 gp): Those familiar with the release mechanism can draw the daggers in an instant, while would-be thieves are prevented from stealing the jewel-encrusted beauties.

Metal shears (30 gp): Can cut up to 1/16-inch-thick sheet metal and can make left- and right-handed curved cuts.

Coffee table puzzle (5 gp or 505 gp): Invented by the sadist of the family, this puzzle looks trivial, but removing the bolt from the nut proves to be a DC 30 Intelligence test followed by a DC 20 Dexterity check. Within is a flawless diamond worth 500 gp.

Climbing gear (250 gp): These tools work on the hardest of rock and latch onto the smallest of crevices. Advantage on Strength (Athletics) checks to climb for those proficient with climbing gear.

Corkscrews and wine preserver (8 gp): The corkscrew opens bottles with ease, and the variable width plugs and pump can evacuate most bottles and flasks, preserving the wine within for several weeks.

Collapsible 10-foot pole (5 gp): An old-school adventurer's best friend.

Exploding caltrops (20 gp): Tucked away in a metal screen bag are enough auto-expanding caltrops to cover a 10-foot square. When thrown, the caltrops explode, bursting the bag and spreading evenly over the square in a matter of seconds. Pursuers must make a DC 20 Dexterity saving throw to avoid 7 (2d6) piercing damage per five feet traveled, and the terrain covered counts as difficult. Ten replacement bags are provided but learning how to repack these suckers is a DC 15 Intelligence challenge and doing it each time is a DC 13 Dexterity challenge. Each failure on the latter results in 2 (1d4) piercing damage.

Counting machine (200 gp): A mechanical tabulation machine that can perform addition, subtraction, and multiplication up to 9,999. A DC 15 Intelligence check is required to understand its operation.

Battering ram (40 gp): This spring-loaded ram replaces the user's Strength modifier with +8 bonus to any check made to break down doors.

Mess kit (30 gp): Fancy dining service for six stowed in a copper case the size of a shoebox.

Block and tackle set (80 gp): Multiple pulleys provide 10:1 mechanical advantage in two small packages. The set comes with 220 feet of high-strength twine (200-pound breaking strength or DC16 Strength check), which puts the two blocks about 20 feet apart when wound through all the pulleys.

Armored boots (100 gp): The final touch to any suit of plate armor, these highly adjustable metal-clad boots are flexible, quiet, and prevent damage from most ankle-biter traps.

Double crossbow (250 gp): This two-handed weapon fires two bolts in series at the same or different targets with one action. The second attack in the series suffers a -2 penalty if made at a different target. The device uses standard light crossbow bolts and reloads as a light crossbow.

The six chambers that make up the **Area N-D** mausoleum sit under a hipped roof. Atop the ridge is a carved wooden sign for the Dusty Dog Inn and Out. This once famous establishment provided vast wealth to the six brothers who ran it, and they spent their profits on immortality. The walls are built of a dark red rock carved to look like logs, and the roof is tiled with silver-trimmed slate. Each of the six doors has a golden knocker engraved with the name of its occupant (Svold, Tark, Vartner, Brack, Evahn, and Gritz) but all open into the same 30-by-60-foot room. No doorknobs are apparent, but striking the knocker causes its door to swing open. One large stone table is in front of each door. The tables have between three and eight full stone coffins neatly stacked on them. Chests containing wine bottles, dishes, menu placards, and other memorabilia from the restaurant are under each table. Glass-fronted cabinets on the north and south walls contain what purports to be the world's largest stein collection.

This near spiral-shaped mausoleum, **Area N-E**, is three-quarters filled. **Areas N-E1** through **N-E3** contain the remains of three daughters of a dwarven noble who died early in the latest plague. The fourth daughter recently died at the hands of some ogres, but due to the current state of the temple, her parents have been unable to place her remains with her sisters. Each of the three filled chambers contains a sealed metal coffin covered with dwarven holy script and wards. The walls are hung with rich velvet tapestries and a densely knotted rug covers the floor of the main area. The metal-clad doors to the chambers are locked and require a DC 15 Dexterity check with thieves' tools to open. The following message is inscribed on the door: "Leave our daughters in peace, as they have left us. Do not disturb the fearsome Plague that lies within." While the air within the chambers is clean, opening a coffin releases the plague. Any creature touching the body within, or standing near it

for more than two minutes, must succeed on a DC 10 Constitution saving throw or become infected. The disease is contagious for four days and requires any creatures that come in contact with the infected victim to make a DC 10 Constitution saving throw or become infected themselves. The infection does not become apparent until two days later, at which point the infected gains four levels of exhaustion, permanently loses three points of Strength, Dexterity, and Constitution and must make a DC 10 Constitution saving throw to avoid receiving a fifth level of exhaustion. Each week until the creature is healed, an additional DC 10 save must be made or the creature loses an additional three points each of Strength, Dexterity, and Constitution. If any of these go to zero, the creature dies. A *heal* spell or a dose of *restorative ointment* allows for a DC 5 Constitution saving throw to throw off the illness.

Epilogue and Further Adventure

If the party is successful in removing Haeferic from the temple, the dwarves begin cleanup operations immediately. During the early days, they realize that the depth of the corruption is beyond their current skills — they continue to need help. They believe that in the distant past their cousins and ancient enemies, the frost giants, had a similar problem, and that deep within their castle is a powerful magic item that radiates a cleansing light. *The torch of many colors* must be found and brought to the temple within the month, as messages are already being sent out to the distant clans. Tonlin provides directions and what little information that is available. Along the way, perhaps the party would be willing to deliver the message to the dwarves buried at the feet of the wall. There, they will likely find additional tales of the giants. Tonlin hints that, unlike the treasures of the temple, an adventuring party should feel free to keep any items they claim from those contemptible giants.

An unsuccessful party, if still alive, may need to brace for increased war with the tribes and monsters of the Gauntswept. Or perhaps they can find the cursed item stolen from the giants that is hidden somewhere in the plains. Anything that can be done to prevent the Vale and the southern cities from being overrun is greatly appreciated.



Appendix A:

New Magic Items and Spells

New Magic Items

Air Wand

Wand, rare

This wand has 7 charges. As an action, you can use one or more charges to do one of the following:

- Deliver a needle of pressurized air at a target within 30 feet. The target must make a DC 14 Dexterity saving throw or take 16 (3d10) piercing damage (three charges)
- Cut 12 square inches of stone, 1.5 square inches of metal, or 36 square inches of wood per round (1 charge per round)
- The wand recovers its charges each day at dawn.

Breathing Mask

Wondrous item, uncommon

This mask provides you with up to two hours of clean air per day that can be used underwater, in a noxious environment, or whenever fresh air is required. While wearing the mask you cannot cast spells that require verbal components or speak intelligibly.

Dwarven Hammer of Power (corrupted)

Weapon (warhammer), unique (requires attunement)

You gain a +3 bonus on to-hit and damage rolls when you use this weapon. If the target is Lawful, the bonus increases to +6. In addition, if you are a dwarven cleric, you can cast each of the following spells 3x/week as an action without using material components: *blur*, *burning hands*, *darkness*, *misty step*, *stoneskin*, *dominate person*, *passwall*, *wall of stone*, and *disintegrate*. You can cast *finger of death* once per week.

Lawful creatures that pick up the hammer suffer 3d8 necrotic damage every round they are carrying it. A Neutral creature must make a DC15 Wisdom saving throw or turn Chaotic.

If the corruption is removed, the *hammer* becomes +3, +6 vs. Chaotic; *disintegrate* works only on inanimate objects; *darkness* becomes *light*; and the *finger of death* and *dominate person* powers disappear.

Dwarven Holy Book

Wondrous item, legendary

An evil creature cannot approach nearer than 10 feet to this book; forcing the book within 10 feet of an evil being causes the book to relocate to the altar in the chapel (**Area 12**) after doing 7 (3d4) radiant damage to all creatures within 10 feet. Reading from the book for 10 minutes bestows a blessing (like the spell *bless*) upon all Good-aligned listeners until they complete their next long rest.

Eternal Torches

Wondrous item, uncommon

These wood-handled torches create an orange and green flame when grasped. The fire is slightly hotter than a traditional torch and burns without any smoke. It produces a light similar to a torch and burns underwater, without air, and in most any other circumstance.

Ever-full Crystal Goblets

Wondrous item, uncommon

These goblets refill whenever upright and produce up to three gallons of wine per day.

Fire Axe

Weapon (battleaxe), very rare

This ornate battleaxe produces heatless orange flames when grasped. You gain a +2 bonus on your attack and damage rolls when you use this weapon. If the target is a creature that innately does cold damage, the bonus increases to +4.

Fire Gloves

Wondrous item, uncommon

These leather gloves protect your hands from any fire damage. They do nothing for any other part of your body.

Fire Shield, Mistaken

Armor (shield), very rare

You gain a +1 bonus to your armor class in addition to the shield's normal bonus. If you are struck with a critical blow, the erroneously crafted shield catches the blow, reducing the damage by half, but fire jets out the backside, causing you 7 (2d6) fire damage.

Noble Two-Handed Dwarven Axe

Weapon (greataxe), legendary (requires attunement)

This double-bladed axe is finely engraved with a segment of an ancient dwarven constitution that outlines the succession of power through deed, blood, or art. The thick wooden handle is worn smooth at the grips, and the upper haft is stained a dark brown.

You gain a +3 bonus on attack and damage rolls when you use this weapon. You score a critical hit on a natural 19–20. The weapon does 2d12 slashing damage on a successful hit and requires a minimum Strength score of 16 to wield. While attuned to this weapon, you gain a +1 bonus to Charisma and Wisdom skill checks and saving throws and, while held in both hands, advantage on Charisma (Intimidation) checks.

Stone Temple Golem Properties

Material	STR	DEX	CON	INT	WIS	CHA	AC	HD	Move	Damage	Ability
Basalt	22	6	16	4	12	6	23	7	10 ft.	3d8 Bludgeoning	Immune to fire, radiant, and piercing damage.
Granite	20	10	16	4	12	10	21	7	10 ft.	3d8 Bludgeoning	Immune to slashing and piercing damage.
Limestone	18	14	10	4	12	12	12	6	25 ft.	2d10 Bludgeoning	Opponents who successfully hit with an edged or pointed weapon must make a DC 20 Strength check to pull weapon from target.
Marble	16	8	8	4	12	18	15	5	20 ft.	3d6 Bludgeoning	Vulnerable to acid damage. Reflects radiant damage, causing 1/2 damage that would have been caused to it.
Obsidian	18	12	12	4	12	16	18	4	40 ft.	3d6 Piercing	When destroyed, it explodes for 3d10 piercing damage to any creature within 10 feet, DC18 Dexterity save for half.
Quartzite	20	14	12	4	12	12	23	8	30 ft.	2d10 Lightning (reach 10 ft.)	Resistant to lightning damage. On a critical hit, it inflicts an additional 2d6 lightning damage (above normal critical damage).
Sandstone	14	10	8	4	12	10	12	6	30 ft.	2 Attacks, 2d4 Radiant each	Immune to thunder damage, resistant to bludgeoning damage.
Schist	12	18	8	4	12	6	10	3	40 ft.	2d8 Bludgeoning	Can separate into thin layers and rebuild itself to pass through narrow openings or disguise itself.
Slate	14	13	10	4	12	10	8	3	25 ft.	2d10 Slashing	Extended critical range 18–20.
All are immune to cold, necrotic, poison, and psychic damage, as well as the following conditions: charmed, exhausted, frightened, poisoned, unconscious.											

Ring of the Stone Golems

Wondrous item, legendary (requires attunement)

While attuned to this ring, you can create and control up to two **stone temple golems** (see **Appendix B**). If no stone temple golems currently exist, two new golems appear 30–60 minutes after you attune to the ring to serve you. They are made of whatever the closest living stone is, and their properties vary accordingly (see **Stone Temple Golem Properties** table). New golems can only be created once both previous ones have been destroyed, and at most once per week.

Teleportation Pads

Wondrous item, uncommon

These small leather pads are crafted in pairs. When they are within 1,000 feet of each other, any item that weighs less than two pounds that is placed on one pad instantly appears on the other.

Ring of Plant Control

Wondrous item, rare (requires attunement)

While attuned to this ring, you can control plants within 100 feet of you. Nonmagical plants bend and twist according to your will, while magical plants must succeed on a DC 14 Wisdom saving throw or be under your influence as if you had cast *suggestion* on them. In neither case does your control impart a movement speed.

You can use this power up to three times per day, each time for up to 10 minutes. While you are controlling the plants, you may use an action to change your command; otherwise, the plants continue to attempt to carry out your most recent orders.



New Spells

Kill the Dying

Necromancy cantrip

Range: Touch

Casting Time: 1 action

Components: V, S

Duration: Up to one minute

You make a melee spell attack against a living creature. For the duration of the spell, the creature has a –10 penalty to Death saving throws. This spell has no effect on undead or constructs.

Cure Undead

1st-level necromancy

Range: Touch

Casting Time: 1 action

Components: V, S

Duration: Instantaneous

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

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.



Appendix B: New Creatures

Bottled Spirits

Tiny elemental, neutral

Armor Class 18 (natural armor)

Hit Points 20 (8d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	10 (+0)	10 (+0)	5 (–3)	16 (+3)

Skills Athletics +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, unconscious

Senses blindsight 60 ft., passive Perception 7

Languages —

Challenge 1 (200 XP)

Actions

Grapple. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* target is grappled (DC 16). A grappled creature loses one point each of Dexterity, Wisdom, and Intelligence at the start of its turn. Points return at the rate of one of each per hour. A grappled target must make a DC 12 Constitution saving throw at the end of its turn. On a failure, the target's exhaustion level increases by one. The grapple cannot be broken by movement of the target, whether caused by an outside force or by using a move action (teleport-like movement does remove target from spirit's grasp). Bottled spirits do not suffer size-related grappling penalties or bonuses.



Corrupted Water Elemental

Large elemental, chaotic evil

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (–1)	16 (+3)	16 (+3)

Damage Vulnerabilities cold

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

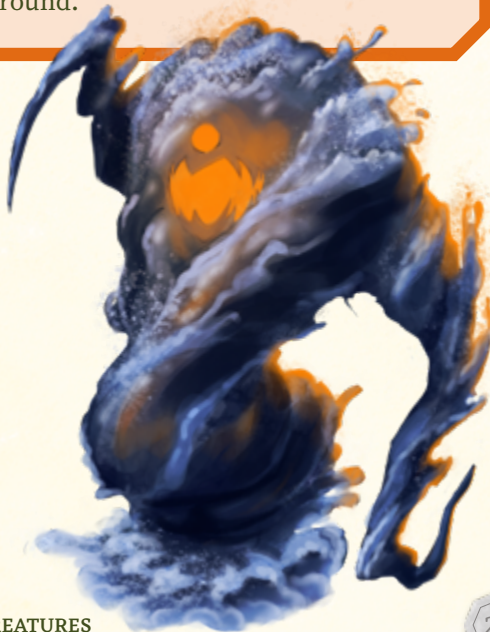
Cold Sensitive. If the corrupted water elemental takes more than five cold damage in a turn, its movement is reduced by half.

Water Form. The corrupted water elemental can enter a hostile target's space and stop there. It can move through a space as narrow as one inch wide without squeezing.

Actions

Acid Touch. *Melee weapon attack:* +7 to hit, reach 5 ft., one target, *hit:* 16 (3d10) acid damage.

Grapple. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) acid damage and target is grappled (escape DC 17). A grappled creature suffers 9 (2d4 + 4) acid damage at the beginning of its turn. The AC bonus of nonmagical armor worn by the creature is reduced by one point each round, becoming worthless if it drops to 10. A creature wearing magical armor may attempt a DC 10 saving throw using the bonus of the armor to avoid damage each round.



Flying Carpet

Medium construct, chaotic neutral

Armor Class 14

Hit Points 27 (6d8)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	10 (+0)	16 (+3)	6 (–2)	6 (–2)

Skills Athletics +7

Damage Vulnerabilities acid, fire; piercing and slashing from magic attacks

Damage Immunities bludgeoning, cold, necrotic, poison, psychic, thunder

Condition Immunities blinded, deafened, poisoned, prone, unconscious

Senses blindsight 60 ft., passive Perception 8

Languages None that it admits to

Challenge 1 (200 XP)

Heavy Lifter. The flying carpet can move at full speed while carrying up to 500 pounds and up to half speed with up to 1,000 pounds. It can't fly while supporting more than 1,000 pounds.

Actions

Crush. The flying carpet causes 8 (1d6 + 5) bludgeoning damage to one Medium or smaller creature that it has grappled.

Grapple. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* target is grappled, restrained, and unable to speak. A grappled victim takes half of any damage done to the carpet (full damage from piercing attacks). The target can use an action to attempt a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check to break free.

Foreman Zombie

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	14 (+2)	6 (-2)	10 (+0)

Skills Perception +0

Damage Resistances bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Turn Immunity. The foreman zombie is immune to effects that turn undead while in the ventilation room.

Actions

Great Wrench. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Bonus Actions

Door Smash. The zombie foreman uses its ram to smash a lock on one door with a +8 to its Strength check.



Ghost of Lower Monk

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	16 (+3)

Skills Perception +5, Stealth +4

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Auran, Common, Dwarvish, Dwarvish (Ancient), Elvish, Ignan, Terran

Challenge 1/2 (100 XP)

Ethereal Jaunt. As a bonus action, the ghost of lower monk can shift from the Material Plane to the Ethereal Plane.

Ethereal Sight. The ghost of lower monk can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost of lower monk can move through other creatures and objects as if they were difficult terrain. It takes 5 (2d4) force damage if it ends its turn inside an object.

Actions

Multiattack. The ghost of lower monk makes two Open Hand Strikes.

Open Hand Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and target must succeed on a DC 14 Constitution saving throw or become paralyzed. A paralyzed creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Grease Slime

Small ooze, unaligned

Armor Class 16 (natural armor)

Hit Points 17 (5d6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+0)	1 (-5)	5 (-3)	3 (-4)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 7

Languages —

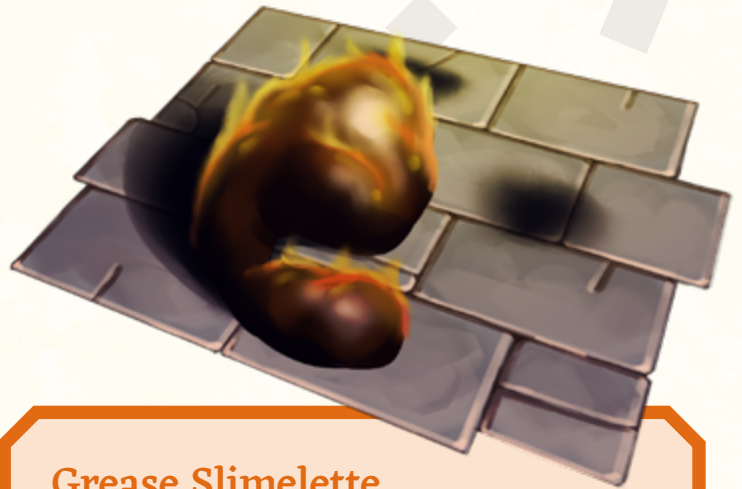
Challenge 1/2 (100 XP)

Freeze. If the grease slime takes cold damage, it partially freezes; its speed is reduced to 0 until the end of its next turn.

Grease Spatter. Fire or intense heat causes a grease slime to liquefy and splatter. If a grease slime takes more than 5 fire damage in one round, it explodes. All creatures within 20 feet must make a DC 15 Dexterity saving throw, suffering 22 (4d10) fire damage on a failure or half as much on a success. A creature that starts its turn or moves within five feet of liquefied slime must make DC 12 Dexterity saving throw or become prone. After three rounds, the slime coalesces into 3d4 **grease slimelettes**.

Actions

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



Grease Slimelette

Tiny ooze, unaligned

Armor Class 18 (natural armor)

Hit Points 5 (2d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	3 (-4)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 6

Languages —

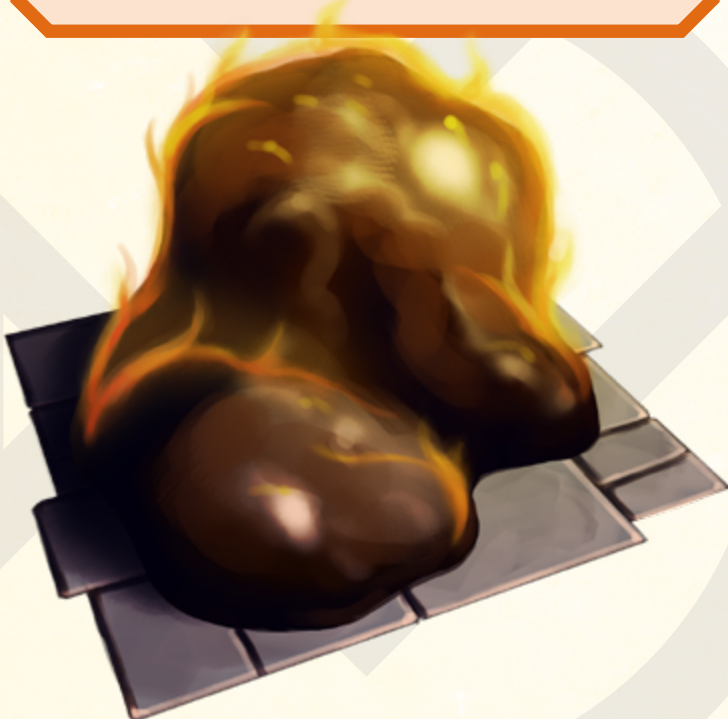
Challenge 1/8 (25 XP)

Freeze. If the grease slimelette takes cold damage, it partially freezes; its speed is reduced to 0 until the end of its next turn.

Grease Spatter. Fire or intense heat causes a grease slimelette to liquefy and splatter. If a grease slimelette takes more than 5 fire damage in one round, it explodes and the slimelette is destroyed. All creatures within 20 feet must make a DC 15 Dexterity saving throw, suffering 7 (2d6) fire damage on a failure or half as much on a success.

Actions

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



Haeferic

Medium undead, lawful evil

Armor Class 20 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +6, Int +7, Wis +8

Skills Arcana +10, History +7, Insight +8, Perception +8, Religion +10

Damage Resistances bludgeoning, cold

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks, necrotic, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses truesight 120 ft., passive Perception 18

Languages Common, Dwarvish, Elvish, Giant, Goblin, Halfling, Dwarvish (Ancient)

Challenge 7 (2,900 XP)



Aberrant Ground. The ground in a 10-foot radius around Haeferic is dough-like difficult terrain. Each target that starts its turn in that area must succeed on a Strength saving throw (DC = 8 + proficiency bonus + Strength modifier) or have its speed reduced to 0 until the start of its next turn.

Divine Strike. Once per turn, when Haeferic hits with a weapon attack, he adds 1d8 necrotic damage (included below).

Dwarven Hammer of Power. Haeferic has a magical warhammer that allows him to cast the following spells 3/day each (spell save DC 18, +10 to hit with spell attacks) without material components: *blur*, *burning hands* (9d6 damage), *darkness*, *misty step*, *stoneskin*, *dominate person*, *passwall*, *wall of stone*, *disintegrate*, *finger of death* (1/week).

Legendary Resistance (1/day). If Haeferic fails a saving throw, he can choose to succeed instead.

Necromancer. Haeferic's spells ignore resistance to necrotic damage. In addition, any necromancy cantrip that would normally target a single creature can target two creatures if they are within five feet of each other.

Special Equipment. Haeferic wears a *ring of invisibility* and can use an action to become invisible.

Spellcasting. Haeferic is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Haeferic has the following spells prepared:

Cantrips (at will): *chill touch*, *resistance*, *kill the dying**, *sacred flame* (does necrotic damage), *thaumaturgy*

1st level (4 slots): *false life*, *ray of sickness*, *cure undead**, *inflict wounds*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *darkness*, *hold person*, *silence*, *spiritual weapon* (does necrotic damage)

3rd level (3 slots): *animate dead*, *vampiric touch*, *bestow curse*, *meld into stone*, *spirit guardians*

4th level (3 slots): *blight*, *death ward*, *banishment*, *locate creature*, *stone shape*

5th level (2 slots): *antilife shell*, *cloudkill*, *flame strike*

6th level (1 slot): *blade barrier*, *create undead*

* see **Appendix A**

Touch of Death. Twice per day, when he hits with a melee weapon attack, Haeferic can use his Channel Divinity to deal an additional 29 (2d4 + 24) necrotic damage.

Turn Immunity. Haeferic is immune to effects that turn undead while inside the temple.

Turn Resistance. Haeferic has advantage on saving throws against any effect that turns undead.

Actions

Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage plus 4 (1d8) necrotic damage (+13 to hit and +10 damage if the target is lawful).

Hard Spirits

A single dose of hard spirits fills a 10-foot cube. It can be seen with a DC 25 Wisdom (Perception) check. It can drift into an occupied or unoccupied square with a movement of 30 feet, and always moves directly toward the closest breathing creature within 60 feet of it.

Any creature that starts its turn in a square occupied by hard spirits must succeed on a DC 12 Constitution saving throw or fall asleep for 1d8 hours. A creature awoken prematurely from this sleep has blurry vision and a headache, giving it -2 on all attack rolls, skills checks, and saving throws for twice the missed sleep time. A breathing creature left in a room with a spirit dies from poisoning within two to four days, never awakening.

Hard spirits can be dissipated by a gust of wind or strong airflow and require 24 hours to re-coalesce. Any fire within five feet of a hard spirit causes it to explode in a 30-foot-diameter fireball, igniting adjacent spirits and any inflammable materials. Each creature in the area must make a DC 16 Dexterity saving throw, suffering 28 (4d6) fire damage on a failed save or half as much on a success.



Irate Noble Spirit

Medium celestial, chaotic good

Armor Class 16 (natural armor)

Hit Points 33 (6d8 + 6)

Speed fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	14 (+2)	8 (-1)	16 (+3)

Senses truesight 60 ft., passive Perception 9

Languages Dwarvish (Ancient)

Challenge 2 (450 XP)

Ethereal Jaunt. As a bonus action, the irate noble spirit can magically shift from the Material Plane to the Ethereal Plane. While on the Ethereal Plane, it is immune to physical damage, unable to cause physical damage, and able to pass through objects.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+3) slashing damage.

Blast of Psychic Rage (recharge 3–6). Any creature within a 50-foot sphere must make a DC 20 Charisma saving throw. A creature that fails takes 10 (3d6) psychic damage and becomes enraged until the end of its next turn. An enraged creature does +2 damage on successful melee attack, has a -2 penalty to AC, and is unable to cast spells, channel divinity, or engage in activities requiring concentration. A creature that succeeds on the save suffers half as much damage and is not enraged.





Librarian

Medium fey, lawful neutral

Armor Class 16 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	20 (+5)	20 (+5)	20 (+5)

Skills History +9, Intimidation +9, Investigation +9, Perception +7, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses tremorsense 120 ft., truesight 120 ft., passive Perception 17

Languages all, telepathy, 120 ft.

Challenge 2 (450 XP)

Ethereal Jaunt. As a bonus action, the librarian can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Silent. The librarian is permanently surrounded by a 15-foot-radius sphere of silence.

Actions

Multiattack. The librarian makes two ruler attacks against a single target.

Ruler. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. This damage heals after a short rest.

Shush. The librarian casts *silence* on a creature it can see within 60 feet. If the creature succeeds on a DC 15 Dexterity saving throw, the spell affixes to the location and not the creature.

Bonus Actions

Intimidate. The librarian silently intimidates a creature that can see it. The target must succeed on a DC 18 Wisdom saving throw or use its action and movement to move away from the librarian at full speed for two rounds. During this time, the target is unable to speak coherently or loudly.



Mechanical Beast

Small construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 40 ft.

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

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, unconscious

Senses tremorsense 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Special Equipment. The mechanical beast carries 30 pellets for its Pellet Gun and a power pack with enough energy for one minute when fully charged.

Actions

Multiattack. The mechanical beast makes three Pellet Gun attacks.

Pellet Gun. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Mutant Foodstuffs

Small aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 28 (8d6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	2 (–4)	1 (–5)	1 (–5)

Damage Immunities poison, psychic

Condition Immunities blinded, frightened, poisoned

Senses blindsight 30 ft., passive Perception 5

Languages —

Challenge 1/4 (50 XP)

Actions

Food Bites You. One creature within five feet of the mutant foodstuff must make a DC 15 Constitution saving throw. On a failure, the target has disadvantage on all attack rolls, skill checks, and saving throws until it completes a long rest. The sickened target may repeat the saving throw every three hours, ending the effect on a success.

Rock Elemental

Large elemental, lawful neutral

Armor Class 18 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Skills Perception +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, unconscious

Senses tremorsense 60 ft., truesight 60 ft., passive Perception 15

Languages Dwarvish, Terran

Challenge 3 (700 XP)

Earth Glide. The rock elemental can burrow through stone. While doing so, the rock elemental doesn't disturb the material it moves through.

Innate Spellcasting. The rock elemental can innately cast *stone shape* at will, requiring no material components. When it does so, it can affect up to a 20-foot cube of rock and can create fine levels of detail.

Actions

Sandblast. After vibrating for one round, the rock elemental can emit a 60-foot cone of sand. All creatures within the cone must make a DC 15 Dexterity saving throw. On a failure, a creature takes bludgeoning damage based on the number of vibrating rock elementals (see below) and is stunned until the end of its next turn. On a successful save, the target takes half the damage and is not stunned.

No. of Elementals	Damage
1	3 (1d6)
2	14 (4d6)
3	31 (9d6)

Vibrate. The rock elemental emits a high-pitched noise; all creatures within 40 feet must make a DC 14 Constitution saving throw or be stunned until the end of their next turn.



Rock Grub

Tiny beast, unaligned

Armor Class 21 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Damage Vulnerabilities bludgeoning

Damage Resistances fire

Damage Immunities acid, cold, necrotic, poison, psychic

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Actions

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



Skeleton Cook

Medium undead, chaotic neutral

Armor Class 14

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison

Condition Immunities exhaustion, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Dwarvish

Challenge 1/2 (100 XP)

Sense Lawful. The skeleton cook automatically knows the location of any lawfully aligned creature within 60 feet of it.

Turn Resistance. While in the kitchen, the skeleton cook has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The skeleton cook makes one Cleaver attack and one Skillet attack against the same target.

Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Skillet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Stone Temple Golem

Large construct, unaligned

Armor Class 25 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	12 (+1)	5 (–3)	12 (+1)	14 (+2)

Damage Resistances force

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks, cold, necrotic, poison, psychic

Condition Immunities charmed, exhausted, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Dwarvish, Terran

Challenge 3 (700 XP)

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

Magic Weapons. The stone temple golem's weapon attacks are magical.

Actions

Multiattack. The stone temple golem makes two Fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Undead Acolyte

Medium undead, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	16 (+3)	17 (+3)	15 (+2)

Skills History +5, Religion +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish,

Dwarvish (Ancient)

Challenge 1/2 (100 XP)

Turn Immunity. The undead acolyte is immune to effects that turn undead while within 50 feet of its vault.

Actions

Multiattack. The undead acolyte makes two Eldritch Blast attacks.

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) force damage.

Tiny Animal Skeleton

Tiny undead, unaligned

Armor Class 16 (natural armor)

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	3 (–4)	10 (+0)	5 (–3)

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (2d3 + 1) slashing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (2d3 + 1) slashing damage.





Undead Dwarven Guard

Medium undead, neutral good

Armor Class 16 (chainmail)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

Turn Resistance. The undead dwarven guard has advantage on saving throws against any effect that turns undead while within 50 feet of its own pillar.

Actions

Multiattack. The undead dwarven guard makes two Handaxe or two Light Hammer attacks.

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

Crossbow, Light. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Entrap Infiltrators (recharge 5–6). The undead dwarven guard causes a pillar it can see to cast *slow*. The spell affects up to six creatures of the guard's choice within 30 feet of the pillar. Each target must make a DC 20 Wisdom saving throw or be affected by the spell. The spell lasts for five rounds. Each slowed target may attempt a new saving throw at the end of each of its turns, ending the effects on a success. Due to the corruption, each target also takes 2 (1d4) cold damage at the beginning of its turn while it is affected by the spell.

Undead Dwarven Lord

Medium undead, lawful good

Armor Class 18 (plate armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	17 (+3)

Skills Perception +4, Performance +5, Persuasion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish

Challenge 1 (200 XP)

Actions

Multiattack. The undead dwarven lord makes two +2 Battleaxe attacks.

+2 Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d10 + 5) slashing damage.



Undead Dwarven Sage

Medium undead, lawful evil

Armor Class 16 (chainmail)

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Arcana +7, History +7, Investigation +7, Perception +3, Religion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Auran, Common, Dwarvish, Dwarvish (Ancient), Giant, Ignan, Terran

Challenge 2 (450 XP)

Spellcasting. The undead dwarven sage is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The undead dwarven sage has the following spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *message*, *shocking grasp*

1st level (4 slots): *expeditious retreat*, *fog cloud*, *magic missile*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *hold person*, *misty step*

3rd level (3 slots): *gaseous form*, *lightning bolt*, *sleet storm*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Undead Priest of the Hammer

Medium undead, lawful evil

Armor Class 18 (plate armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	18 (+4)	14 (+2)

Skills Perception +6, Religion +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish, Dwarvish (Ancient)

Challenge 2 (450 XP)

Necromancer. The undead priest of the hammer's spells ignore resistance to necrotic damage. In addition, any necromancy cantrip that would normally target a single creature can target two creatures if they are within five feet of each other.

Spellcasting. The undead priest of the hammer is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The undead priest of the hammer has the following spells prepared:

Cantrips (at will): *chill touch*, *resistance*, *kill the dying**, *thaumaturgy*

1st level (4 slots): *false life*, *ray of sickness*, *cure undead**, *inflict wounds*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *darkness*, *hold person*, *silence*, *spiritual weapon* (does necrotic damage)

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

* see **Appendix A**

Touch of Death. Twice per day, when it hits with a melee weapon attack, the undead priest of the hammer can use its Channel Divinity to deal an additional 17 (2d4 + 12) necrotic damage.

Turn Immunity. The undead priest of the hammer is immune to effects that turn undead while within sight of Haeferic.

Actions

Paralyzing Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* Target is paralyzed. A paralyzed creature may attempt a DC 15 Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Warhammer. +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.



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Reclaim the Dwarven Temple

A location-based adventure for a party of Tier 2 adventurers.

High in their cliff face temples, the dwarven sages watched the plague roll in from the west. They pooled their resources to defend the dwarven lands. Just as their great ritual was coming to an end, stray light from a distant star streamed in through the mighty pillars and pierced their magic circle.

The dwarves, secluded behind their walls in Cleft, survived the plague, even as it devastated the dwarven population of the northern reaches of the vale. The few sages not in the temple lost their connection to the powers that helped them create and heal. Guilt drove the dwarven elders to set down their tools, while lassitude set in among the young. The production of weapons and arms in Cleft ceased, though a noisy, steam-belching device made it seem as if the dwarves were still working.

Cowed by loss and failure, the sages made no attempt to reclaim their temple complex — but it seems an evil is gaining strength within its depths. Perhaps some brave adventurers can return the backbone to this part of the world.

PARTY SIZE	I 2 3 4 5 6 7 8+
PARTY LEVEL	TIER I TIER II TIER III TIER IV
PLAY EMPHASIS	40% COMBAT 10% SOCIAL 40% EXPLORATION 10% TRAPS
GM PREPARATION	EASY MEDIUM HARD
DIFFICULTY TO RUN	EASY MEDIUM HARD
PLAY TIME	1H 16 HOURS 4000+H

This adventure ties into *Whisper & Venom*, *First Sentinel*, *Bird of a Feather*, and *Death & Taxes*.

