

## A Fifth Edition Adventure

# THE TRAPPED TOMB

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# THE TRAPPED TOMB

*Trapped Tomb* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on scaling the adventure for each level. After years of searching, the characters finally discover the Tomb of the Forgotten Kings, a vault rumored to hold unimaginable wealth. But if they hope to attain the goods within this tomb, they will have to face off against deadly undead, vicious constructs, malicious traps, and other fearsome hazards.

## Running the Adventure

To run the adventures, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy. You can also find many of the monsters for free on open source websites like 5thsr.org.

### SCALING THE ADVENTURE

Average Party Level	Suggested Adventure Version	Relative Difficulty
3	3 <sup>rd</sup> -Level	Hard
4	3 <sup>rd</sup> -Level	Medium
5	3 <sup>rd</sup> -Level	Hard
6	3 <sup>rd</sup> -Level	Medium
7	3 <sup>rd</sup> -Level	Easy
8	3 <sup>rd</sup> -Level	Hard
9	3 <sup>rd</sup> -Level	Medium
10	3 <sup>rd</sup> -Level	Easy
11	3 <sup>rd</sup> -Level	Hard
12	3 <sup>rd</sup> -Level	Medium
13	3 <sup>rd</sup> -Level	Easy

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

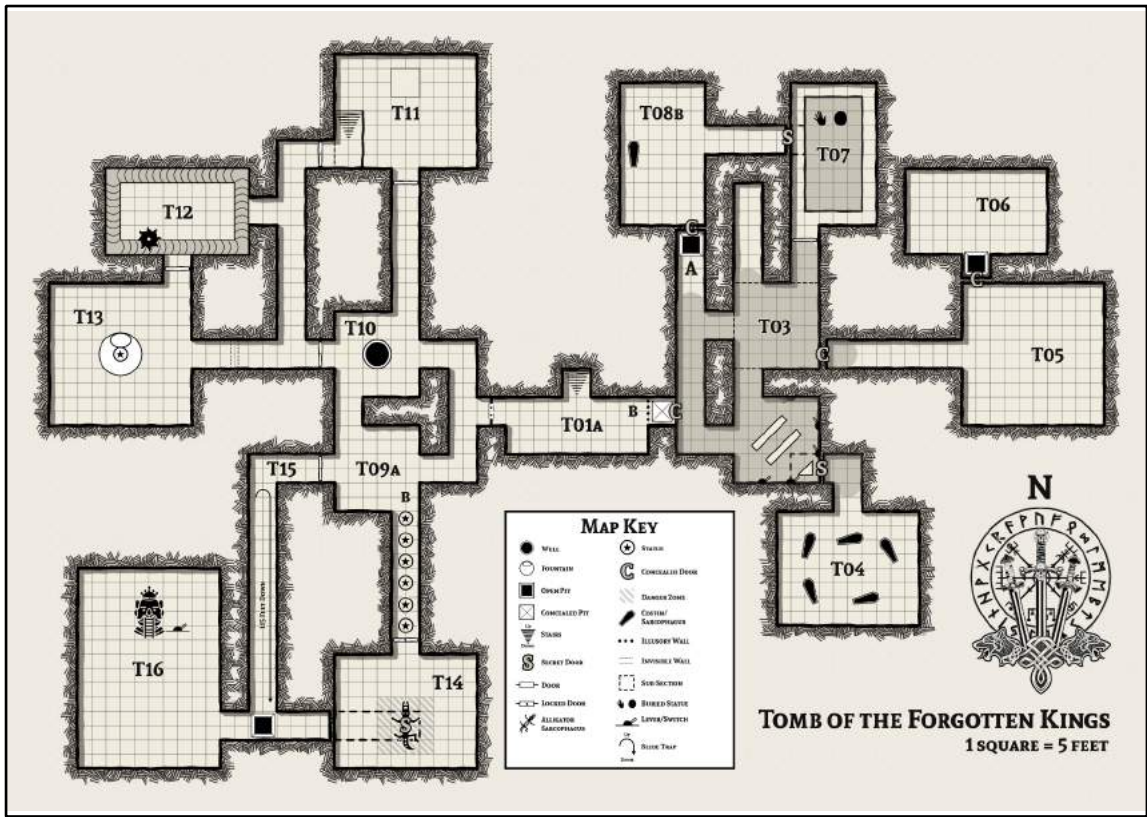
When a creature's name appears in **BOLD** type, that's a visual cue pointing you to its stat block to say, "Hey, gamemaster, make sure you get this creature's stat block ready—there's going to be an encounter!" Monster stat blocks in shorthand form appear in the appendix of this adventure on page 29.

*Spells* and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

### LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3, 5, 8, or 11, the chart below shows you which version of the adventure you should select for each level.



## TOMB OF THE FORGOTTEN KINGS

Deep within the heart of a forbidding jungle, concealed beneath a dense canopy of ancient trees, lies the Tomb of the Forgotten Kings. This hallowed burial ground, steeped in centuries of mystique, stands as a solemn testament to the glory and grandeur of bygone dwarven monarchs. Time has woven its tapestry of obscurity around this sacred site, rendering it a forgotten enigma to most. Whispers of lost treasures and untold secrets echo through the damp, shadow-laden corridors, enticing intrepid explorers with promises of both wealth and wisdom.

## GENERAL FEATURES

Unless stated otherwise, the trapped tomb has the following features.

**Atmosphere.** A distinct musty odor hangs in the air, a blend of damp earth, aged stone, and the faint scent of decay, lending an eerie atmosphere to the surroundings. The silence is broken only by the soft echo of footsteps, the occasional drip of water from unseen sources, and the distant scurrying of unseen creatures, creating an ambient soundscape that accentuates the haunting stillness of the crypt.

**Architecture.** Within its walls, the weathered sandstone tells tales of time's passage, adorned with faded carvings that once held intricate detail. The chambers, with their soaring vaulted ceilings reaching impressive heights of approximately 30 to 40 feet, exude an aura of awe and

reverence, seemingly touching the heavens themselves. The ceilings adopt a more intimate scale, hovering at a modest height of around 10 to 12 feet.

**Doors.** The tomb's doors, crafted from massive stone slabs intricately carved with symbols and motifs of forgotten civilizations, exude an aura of formidable strength and mystery. Almost all of the locked doors in the tomb have puzzles that, once solved, will open the door. The locking mechanisms are built into the interior of the doors and cannot be picked. Only a successful DC 25 Strength (Athletics) check will push open a locked door. These doors have AC 19, 200 hit points (damage threshold 10), and immunity to poison and psychic damage. A character who attacks a stone door with a nonmagical weapon and rolls a 1 damages the weapon. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

**Secret Doors.** The tomb's secret doors, masterfully concealed within the stone walls, defy detection at first glance, blending seamlessly with the surrounding architecture. Detecting a secret door requires a successful DC 20 Wisdom (Perception) check.

**Illumination.** The crypt sits in perpetual darkness, devoid of any light sources, as its underground location offers no natural illumination. Old torches, rotten and useless, still hang from sconces built into the walls. Read aloud text blocks assume that the characters have darkvision or their own light sources.

**Flooded Areas.** Many of the areas are flooded with 2 feet of standing water. Treat these areas as difficult terrain.

**Player Handouts.** Many of the puzzles and mysteries of the tomb reference player handouts included in the appendix. You have permission to copy and distribute these materials for personal use only.

## THE ENTRANCE

When the characters locate the entrance to the trapped tomb, read or paraphrase the following:

Nestled amidst the dense foliage of the jungle, the exterior of the crypt remains an elusive secret to most. Thick vines, intertwined and crawling across the weathered stone facade, create a natural camouflage, disguising the entrance from prying eyes. The staircase, crafted from worn and moss-covered stones, descends gently into the earth, its steps seemingly merging with the surrounding terrain, as if nature itself has embraced and concealed this hidden passage. The rhythmic chirping of tropical birds and the soft rustling of leaves blend with the faint rustle of wildlife, ensuring that the crypt's presence remains veiled, its secrets guarded by the ever-watchful jungle.

## KEYED LOCATIONS

The following locations are keyed to the map of the Tomb of the Forgotten Kings on page 4.

### T01 – LAUGHING SINKHOLE

As you descend the stone staircase, you find yourselves in the first chamber of the crypt. The air is heavy with an earthy scent, and the dim light filtering through cracks in the ceiling casts faint shadows across the room. Before you, scattered haphazardly, are remnants of the past: rotting crates with warped wood and ancient urns with cracks and chips. They once served as storage, but now they lay abandoned and forgotten.

From the east side of the room, you hear a peculiar sound—a soft giggle or laugh. It emanates intermittently, floating through the chamber, sending a chill down your spine.

**Hazard: Laughing Sinkhole.** There is a permanent illusion spell cast against the eastern wall to make it appear as an innocuous alcove. The illusion hides a 10-foot square, 100-foot-deep pit. It's what's creating the laughing sound, too. A character who touches the illusion (without stepping into the pit area) or succeeds on a DC 14 Intelligence (Investigation) check, discerns that it's an illusion. Climbing down the pit without climbing gear requires a successful DC 13 Strength (Athletics) check to climb down the vine-ridden and cracked stone. Failing the check by 5 or more results in a fall.

A character who fails to discern the presence of the illusion and steps into the alcove falls the full height of the pit, 100 feet, taking 35 (10d6) damage from the fall.

**Obstacle and Trap: Cursed Doors.**

The two doors leading west are magically locked by an ancient curse. Dwarvish runes on the door warn the reader:

*Within these doors, the curse's might,  
Only the buried king's key brings light.  
Break not the seal, lest doom befall,  
Unlock the past, answer their call.*

Only the Sand King's key in area T08a unlocks these doors without invoking the curse. Any character who tries to pick the lock or shove open the door must make a DC 15 Wisdom saving throw. The target's hit points drop to 0 on a failed saving throw. On a success, the creature takes psychic damage. The amount of damage the target takes depends on the level of the adventure, as shown in the T01a Trap Damage table.

**T02 – DELIGHTFUL ROOTS**

Two stone pews at the center of the room and a triangular altar in the room's southwestern corner suggest that this room was once a chapel. The floor is flooded with two feet of standing water.

**AREA T01A TRAP DAMAGE**

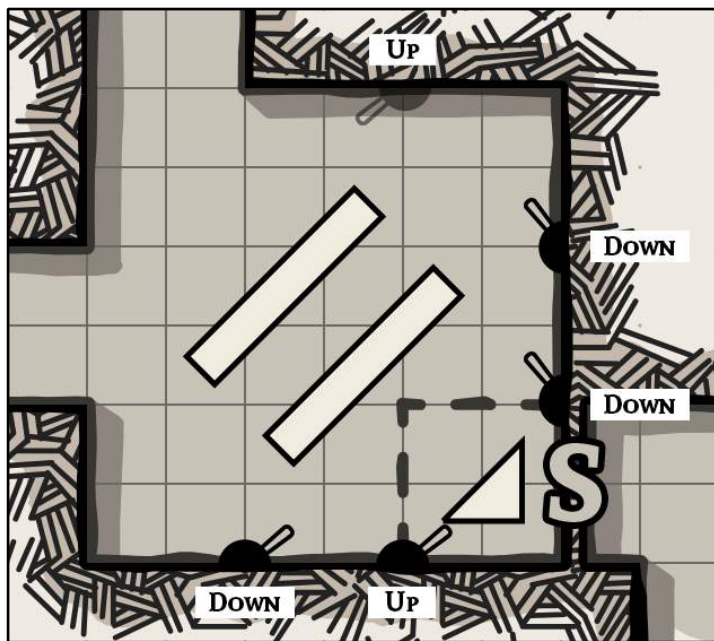
Adventure Level	Psychic Damage
3rd	13 (3d8)
5th	22 (5d8)
8th	36 (8d8)
11th	49 (11d8)

From above, massive roots cascade down from the ceiling, interweaving with the walls. Amidst the entangled vines, four metal switches jut out, catching your attention with their distinct presence. All four switches are in the “down” position.

The triangular altar is four feet high and measures 3 feet on its shorter sides and 4 feet on its longer side.

**Secret: Altar Passage.** A character who inspects the submerged altar and succeeds on a DC 17 Intelligence (Investigation) check notices that it can sink into the floor. When the switches on the wall are pulled down in the correct sequence, the altar descends into area T04 and all of the standing water in the complex drains into that area. There is no way to force the altar out of the way, however, the characters can attempt to smash it—the altar and its mechanism have AC 18, 100 hit points (damage threshold 10), and immunity to poison and psychic damage.

**Puzzle: Metal Switches.** When the characters first enter this area and notice the metal switches, give them the Area T02 Player Handout. Note that a fifth switch is hidden by the roots, its location marked on the map of the tomb. This fifth switch is also in the down position. Finding this hidden switch requires a successful DC 17 Intelligence (Investigation) check. No checks are needed if the characters have seen the ceiling design in T03b (Area T03b Player Handout). The ceiling design also



Area T02 Solution

shows the pattern in which the characters will need to pull the switches (see the Area T02 Solution diagram) to move the altar. It's possible that the characters can pull the switches in the correct sequence without finding the the ceiling design.

### T03 – ACHILLES' TILT

The entirety of this room's floor is built upon a colossal stone axle running under the center of the floor north to south. Having too much weight on one side of the room or the other causes the entire floor to tilt, potentially dropping all creatures and objects (and standing water) into the sub-chamber below it. See the Area T03 Diagram.

**Trap: Tilting Floor.** Have the characters roll initiative when they first enter this area. On initiative count 10, determine which part of area T03a's floor has the most weight on it. If it's the west side, the entire floor tilts 90 degrees counterclockwise. All creatures and objects in the area tumble into the western side of

area T03b. And if it's the east side, the floor tilts 90 degrees clockwise instead. If the weight is balanced on both sides or perfectly centered over the axle, the floor doesn't tilt.

After the room tilts, it returns to its original position on the next initiative count 10.

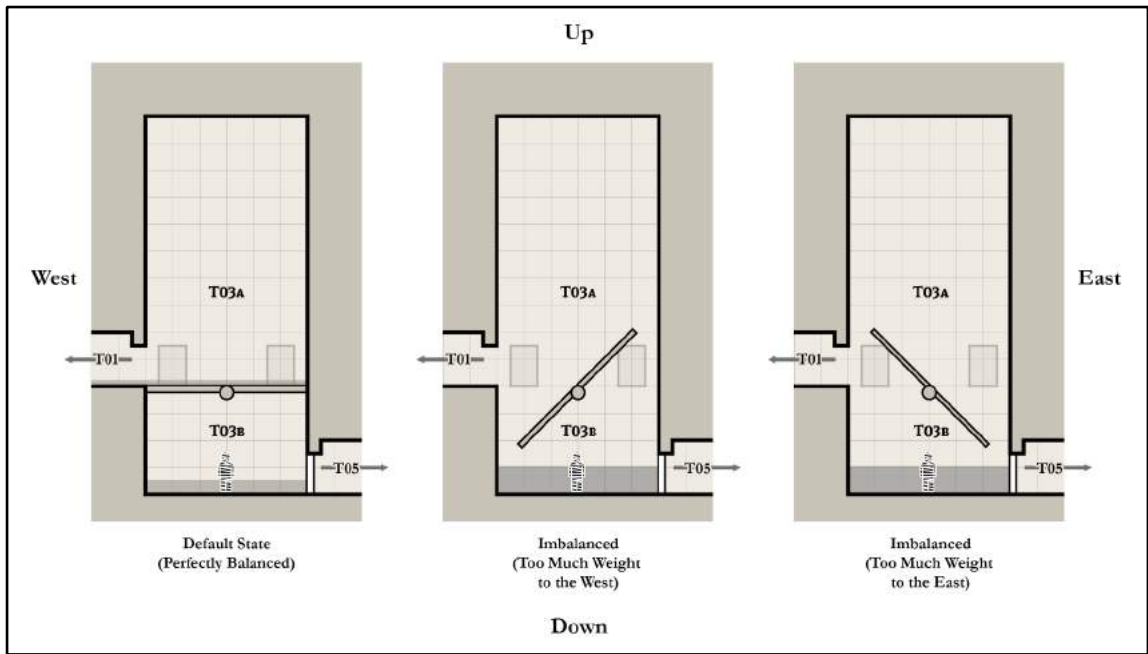
Creatures caught in this area when the floor tilts may make a DC 15 Dexterity saving throw to avoid falling into area T03b. This check is made with disadvantage if the room is flooded and the creature doesn't have a swim speed. On a successful saving throw, the creature escapes the room into the nearest unoccupied square. If the creature fails its saving throw or it has nowhere to escape, it falls 20-feet down into

T03b. If T03b is mostly flooded, the creature doesn't take damage, but they do immediately find themselves in 5 feet of standing water. If T03b is drained (because someone opened the door to T07), a creature takes 7 (2d6) damage from the fall.

Noticing this trap in advance requires a successful DC 15 Intelligence (Investigation) check. This check is made with disadvantage while the room is flooded. Wedging three metal spikes into both the far western and eastern edges of the floor stops it from tilting.

The tilting floor is 20 feet above T03b's floor. A creature in the sub-chamber can force the floor to tilt one direction or the other by pulling it downward with a successful DC 15 Strength check.

**Encounter: The Guardian.** One of the temple's guardians lurks in the watery recesses of T03b. The nature of this guardian depends on the level of the adventure, as shown in the Area T03b Encounter table. If this combat occurs the first time the characters tilt the floor, and



Area T03 Tilting Floor Trap

the standing water in area T03a dumps into the sub-chamber, the falling water serves as heavy precipitation in the sub-chamber, lightly obscuring everything and imposing disadvantage on Wisdom (Perception) checks that rely on sight or hearing. All open flames are extinguished.

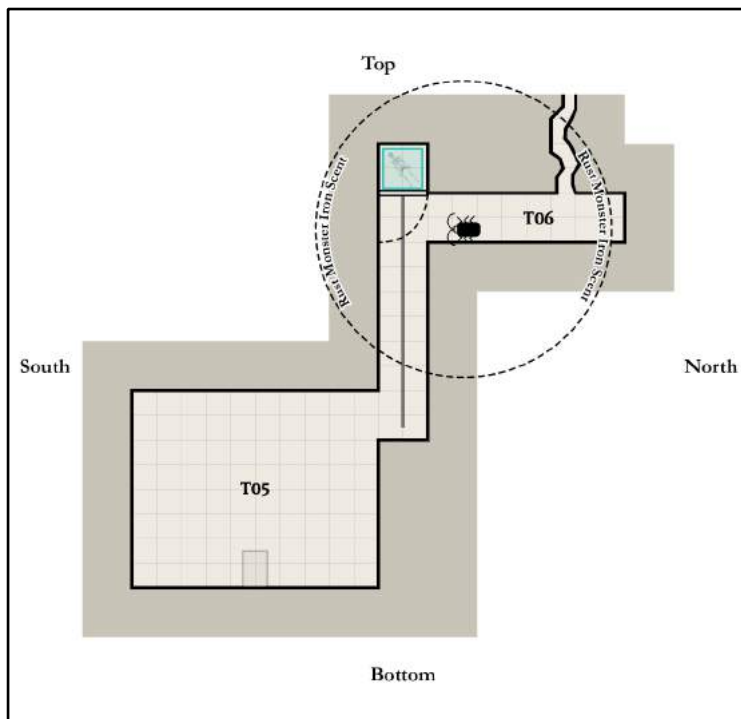
**Puzzle: Switch Diagram.** A diagram showing how to correctly position the metal switches in area T02 to move the altar and open the passage to area T04 is carved onto the underside of the tilting floor. Give the characters a copy of Player Handout T03b included in the appendix.

**Secret: Hidden Door.** The door that leads away from here to area T05 is within T03b. Only by descending into the T03b will the characters discover it. While this room is flooded, the door is difficult to open, requiring a successful DC 15 Strength (Athletics) check to open. Opening this door evenly distributes the water here between this area and area T05.

#### AREA T03B ENCOUNTER

Adventure Level	Encounter
3rd	1 mummy
5th	1 shambling mound
8th	1 clay golem
11th	1 stone golem





Areas T05 and T06 Side View

#### T04 – SHAFTED CROWN

The characters must move the altar in area T02 to find this hidden chamber. This chamber is 30 feet below the chapel above it. When the characters enter the first time, read aloud the following:

This secret crypt is devoid of ornate embellishments, indicating its purpose as a resting place for lesser individuals, perhaps the builders or workers of the larger tomb. The water has seeped in, partially submerging the stone slabs that serve as makeshift sarcophagi, while algae and moss cling to the walls, giving the crypt a greenish hue. The air is heavy with a damp, earthy scent, and the only sounds that break the silence are the soft echoes of water droplets and the occasional scurrying of unseen creatures.

#### Secret: Hidden Shaft.

There is a 5-foot diameter 40-foot shaft at the center of the room, obscured by the murky water. While the room is flooded, this area isn't noticeable unless someone steps onto it. If they are wearing a lot of heavy gear or armor, they sink instantly. The bottom of the shaft contains the bones of dead workers. Among these bones there is a stone crown. The crown weighs 40 pounds. It is used in area T07.

#### T05 – ENDLESS ACID

Other than the water that flooded in once the characters opened the door from area T03, this room appears to be empty. Ancient dust and cobwebs cover the walls and ceiling.

**Secret: Hidden Shaft.** See the Area T05 and T06 Side View diagram. Forty feet above the floor there is a 10-foot square opening in the northern wall. Cobwebs mask its presence. Noticing it from the floor requires a successful DC 16 Wisdom (Perception) check. This opening leads to the foot of a 50-foot-high shaft measuring 10 feet wide and 10 feet long. There is a second opening at the top of the shaft that leads to area T06. A rope descends from the center of the shaft's ceiling—pulling this rope triggers the Falling Cube trap.

**Trap: Falling Cube.** If any amount of weight is put onto the rope in the shaft, it opens a trapdoor in the shaft's ceiling, releasing a **GELATINOUS CUBE**. The cube instantly falls 50 feet to the bottom of the shaft, taking 17 (5d6) damage from the fall. Any creature in the shaft when this happens is immediately subjected to the cube's Engulf feature.

Spotting this trap requires a successful

DC 17 Wisdom (Perception) check from the base of the shaft, or a DC 10 Intelligence (Investigation) check made near the trapdoor at the top of the shaft.

**Development: Rust Monster Iron**

**Scent.** Even after the characters overcome the Falling Cube trap, they may have to contend with the ravenous rust monsters in area T06 descending the shaft. The Area T05–T06 Side View shows the range of the rust monsters in area T06’s iron scent. They can smell roughly 30 feet down in to the shaft.

**T06 – RUSTY DRY-ROT**

The secret opening from area T05 leads to this chamber. The ceilings here are 10-foot high. Similar to area T04, this chamber serves as a lesser crypt for the tomb’s builders, their six meager sarcophagi crowding the area. A narrow crack in the ceiling grants access to the jungle above. Dim light pours through it during the day.

**Encounter: Rust Monsters.** There are eight **RUST MONSTERS** here. These creatures snuck in through the crack in the ceiling, drawn by the scent of the worker’s old tools which they devoured years ago. Now they use the area as a nesting ground. The scent of the characters’ ferrous goods drives them into a feeding frenzy.

Treasure: Stone Scepter. One or more creatures with combined Strength scores of 20 can remove the lids to the six sarcophagi in this chamber. All of them contain withered bones, but only one of them contains a stone scepter. This special scepter is used to solve the puzzle in area T07. It weighs 40 pounds.

**T07 – SANDLESS IMPASSE**

A sizable sandbox occupies the heart of this chamber, its edges defined by a shallow rim of stone.

At the very center of the sandbox rests a smooth, round stone, its surface polished and seemingly untouched by time.

**AREA T08A TRAP DAMAGE**

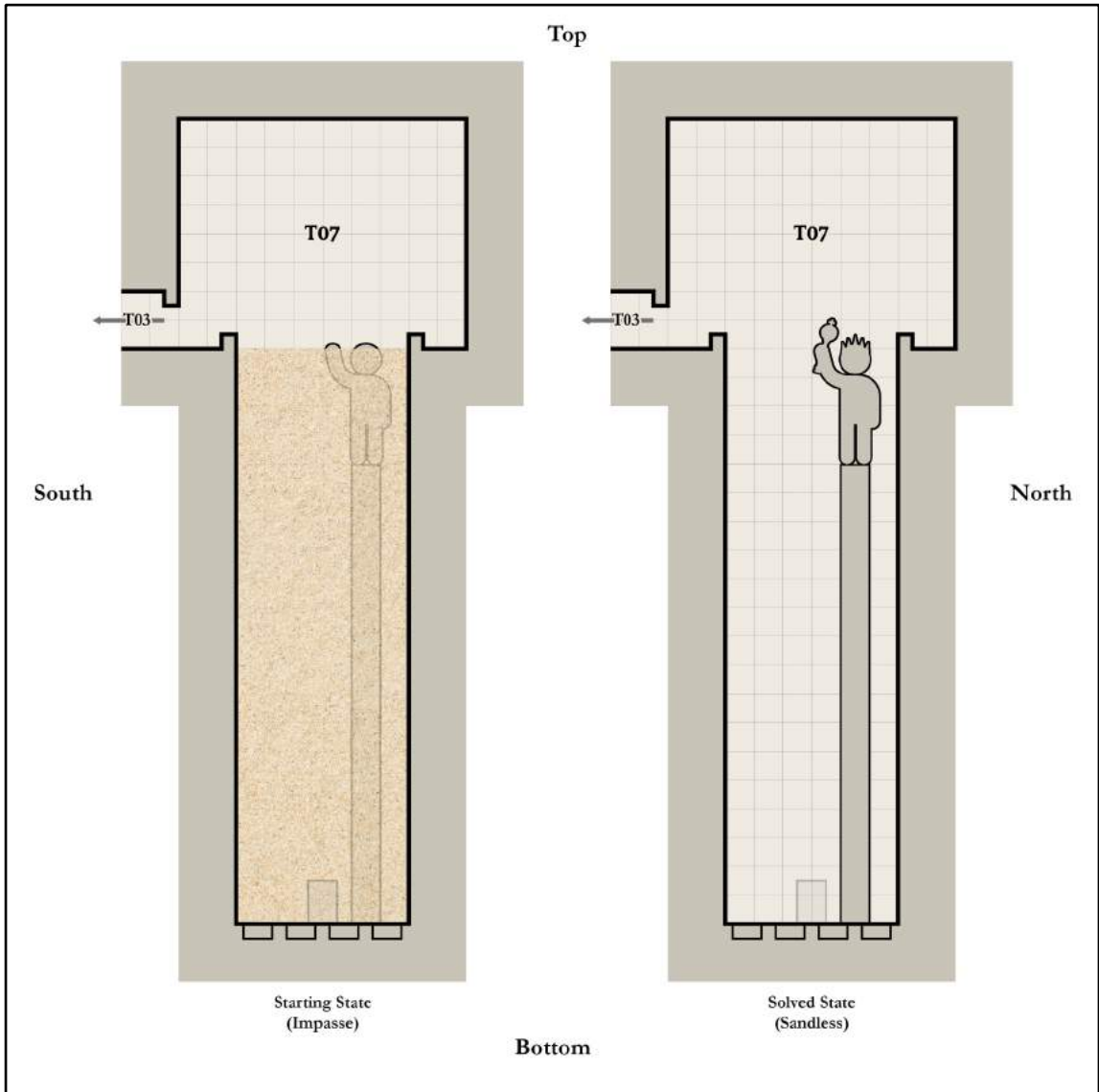
Adventure Level	Psychic Damage
3rd	10 (3d6)
5th	17 (5d6)
8th	28 (8d6)
11th	38 (11d6)

Just a few feet away from the round stone, a large stone hand emerges from the depths of the sand, its intricately carved fingers and palm reaching upward as if longing for something beyond its grasp.

The sandbox is actually 100-foot deep. Review the Area T07 Diagram.

**Puzzle: Sandless Impasse.** There is a 20-foot-tall statue sitting atop an 80-foot tall pedestal buried within the sand. The statue is of one of the tomb’s eponymous forgotten kings. The smooth stone at the sandbox’s center is the top of the statue’s head, and the outstretched hand is the king’s right hand. Unearthing the statue a little reveals this, as does a successful DC 13 Intelligence (Investigation) check. A character who inspects the statue further and succeeds on a DC 15 Intelligence (Investigation) check notices the statue’s head once had something on top of it and its outstretched hand once held something.

Placing the stone crown from area T04 onto the statue’s head and placing the scepter from area T06 into its hand causes grates in the floor at the bottom of the sand pit to open. In 1 minute, all of the sand in the pit empties through the grates, granting access to the hidden door to area T08. Characters standing in the sand when this happens gently drift down toward the bottom of the pit. Those who aren’t standing in the pit will need to climb down; without climbing gear, a successful DC 14 Strength (Athletics) check is required.



Area T07 Side View

## T08 – IMPEDING GUILLOTINE

There are two ways into this chamber. The first way is through the Impeding Guillotine Shaft detailed in this section, and the other way is via the Sandless Impasse puzzle in area T07. Characters who choose the latter find themselves in area T08b.

### T08a—Trap: Impeding Guillotine.

The hallway that connects areas T01a, T02, and T03 to area T07 ends at the mouth of a vertical shaft that descends 100 feet, opening into area T08. Three skeletons kneel a few feet before the shaft's opening, each with their arms outstretched in reverence. All three skeletons are missing their heads.

There are Dwarvish runes carved onto the northern wall. They glyphs read:

*Within the realm where blades are laid,  
The path of ease brings naught but shade.  
Yet by the buried king's escort you'll prevail,  
To treasures grand, your steps unveil.*

A character who inspects the skeletons and succeeds on a DC 13 Wisdom (Medicine) check notices that their heads were cut by a sharp blade of some sort. If a character gazes into the shaft and succeeds on a DC 18 Wisdom (Perception) check, they spot numerous grooves along the shaft's walls. These grooves hide wickedly sharp blades. Hundreds of small, sensitive pressure plates were built into the walls and floor of the shaft. Applying any pressure to these pressure plates releases the blades. The only way to avoid touching the pressure plates is to descend into the shaft without touching the walls. The feather fall, levitation, and fly spells may make this possible.

Any time a creature or object touches a pressure plate or starts its turn touching a pressure plate, each creature in the shaft must make a DC 15 Dexterity saving throw. A creature takes the slashing

damage listed on the Area T08a Trap Damage table on a failed saving throw, or half as much damage on a successful one.

Each 10-foot section of the shaft has four blade grooves (there are a total of 40 blade grooves). A creature can use its action to wedge an iron spike or similar item into the one of the grooves, reducing the Dexterity saving throw DC for that section by 2. If the DC drops to 7 or lower, the trap becomes inoperable in that section of the shaft.

### T08b—Treasure: The Buried King.

When the characters enter this part of the tomb, read the following:

You are in a grand crypt. A solemn stillness engulfs the chamber, untouched by the passage of time. Layers of dust veil the surfaces, preserving the ancient history within. Murals and carvings adorning the walls depict grand tales now faded with age.

At the center stands the centerpiece of the crypt—the king's sarcophagus. Crafted with meticulous artistry, it stands as a testament to the ruler's prominence and stature. The ornate designs and symbols etched into the stone surface evoke a sense of reverence and awe. Cobwebs delicately drape the edges, whispering tales of undisturbed slumber.

One or more creatures with combined Strength scores of 20 can lift the lid of the king's sarcophagus. The king's bones are withered, his funerary garbs long since rotted. In his hands he holds a single gold key. The key itself is worth 500 gp. But more importantly, it's used to open the double doors at the west end of area T01a.

## T09 – FUNGI ENFILADE

When the characters first enter this area from area T01a, read the following:

The air is heavy with a musty odor, and a layer of yellow mold coats every surface, lending an eerie presence to the chamber.

**Hazard: Yellow Mold.** Yellow mold covers the walls, floors, and ceilings of this chamber. If touched, a patch ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in his way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

A character who succeeds on a DC 12 Intelligence (Nature) check recalls that sunlight and any amount of fire damage instantly destroys a 5-foot patch of the mold.

**T09b—Puzzle: Enfilade Puzzle.** The hallway connecting this area to area T14 contains six life-sized statues of ancient dwarven warriors. These stone warriors stand in a row down the length of the hallway. Like the rest of area T09, they, too, are covered in yellow mold. Curiously, they all have 5-inch diameter holes tunneled into their heads. A character who inspects the statues discovers that their heads can be rotated in any direction.

The door at the end of the hall is a 6-foot-diameter, 1-foot-thick cylinder. It's carved to resemble a face with an open mouth. Dwarvish runes carved above the door read:

*Through enfilade's guiding line,  
To reach the miller king, you must align.  
Six guardians stand firm and stout,  
The water king's arrow's strike, their reign  
devout.*

To open the door the characters must first collect the silver arrow from area T13. Next, they must rotate the heads of the six soldier statues so that their head tunnels line up creating a clear path between them and the carved door. Finally, a character must fire the silver arrow through all six heads and into the mouth of the door. Doing this requires a successful attack roll made against AC 20. Missing the shot won't destroy the arrow, just send it clanging to the floor near one of the statues.

Once the characters mark this perfect shot, the cylindrical door to area T14 swallows the silver arrow and then rolls into a large groove in the wall, clearing the way.

Otherwise, the lock on the cylindrical stone door leading to area T14 cannot be picked, and only a successful DC 27 Strength (Athletics) check will move it aside. The characters can attempt to smash it open, but the door has AC 20, 200 hit points (damage threshold 15), and immunity to poison and psychic damage.

**Obstacle: Locked Door.** The door that leads to area T15 is locked (see "General Features").

## T10 – INTERNECIVUS BILE

The first time the characters enter this chamber, read the following:

The air carries a noxious odor of bile, assaulting your senses and intensifying the already unsettling ambiance. In this pitch-black void, you can barely make out a large well at the center, its contours barely visible.



## AREA T10 PIT GUARDIAN TRAITS

Adventure Level	HP	Attack Bonus	Bite Damage	Escape DC	CR
3rd	10 (3d6)	+7	22 (4d8 + 4)	15	5 (1,800 XP)
5th	17 (5d6)	+9	23 (4d8 + 5)	17	9 (5,000 XP)
8th	28 (8d6)	+10	33 (6d8 + 6)	18	12 (8,400 XP)
11th	38 (11d6)	+11	42 (8d8 + 6)	19	16 (15,000 XP)

**Encounter: Pit Guardian.** A malicious aberration lurks within the well at the center of the room. It rises and attacks as soon as the characters enter the room. The pit guardian uses the **ROPER** stat block except its type is aberration and it has blindsense out to 120 feet. Thus, it can attack with its tendrils from the bottom of its 20-foot deep well. The higher the level of the adventure, the more difficult the encounter becomes. The Area T10 Pit Guardian Traits table shows the changes to its stat block relative to the adventure's level. Note that the 3rd-level version of the pit guardian uses a typical roper's stats. The guardian fights until destroyed.

One of the pit guardian's tendrils is knotted around a large, stone key. The characters can get the key either by killing the pit guardian or severing that specific tendril.

**Obstacle: Locked Doors.** The doors to area T11 and T13 are both locked (see "General Features"). The key that the pit guardian holds in its tendril opens either door.

### T11 – HOPELESS AND FALSE

The door leading to this area is locked. See area T10 for details.

The first time the characters enter this area from area T10, read the following:

There is a 10-foot-square, 3-inch deep depression carved into the floor near the northern wall. A small set of stairs descends to a low-ceiling hallway that escapes to the west.

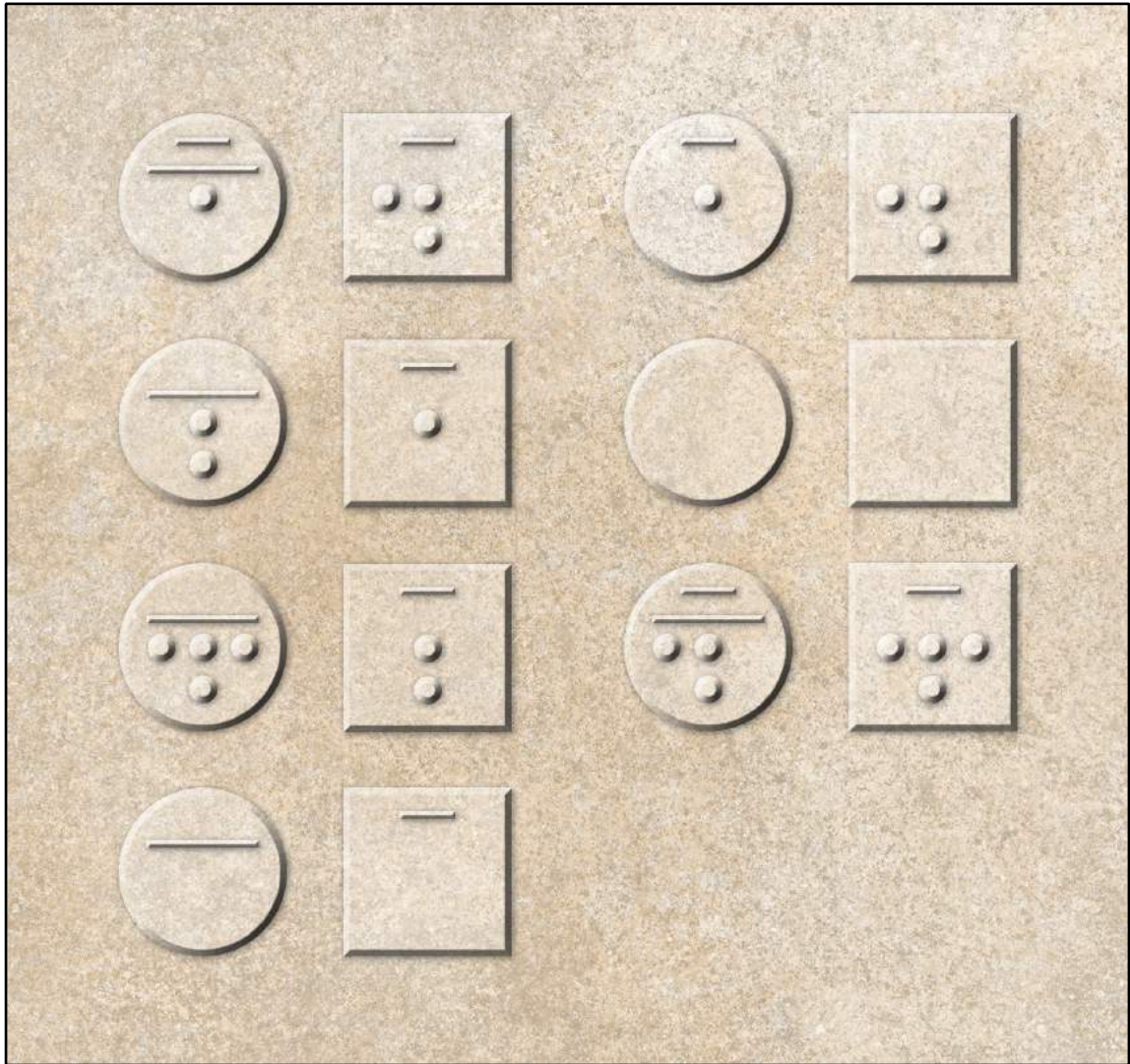
**Obstacle: Locked Doors.** The door that leads to area T12 is locked. It can be opened by solving this area's puzzle, or by the methods detailed in General Features. Making a mistake on The Tomitutone Number puzzle also causes the door that leads back to area T10 to lock until the puzzle is solved.

**Puzzle: The Tomitutone Number.** When the characters first examine the depression in the floor, show them Player Handout T11. Numerous square ceramic tiles litter the depression, too. Each of these 8-inch-square tiles has a different pattern carved onto it.

Each of the tiles' markings represents a number. The numbers are, starting from the top left tile and going clockwise, 6, 3, 1, 9, 4, 5, 2, and 0. The 7 and 8 tiles are already in their correct positions in the depression.

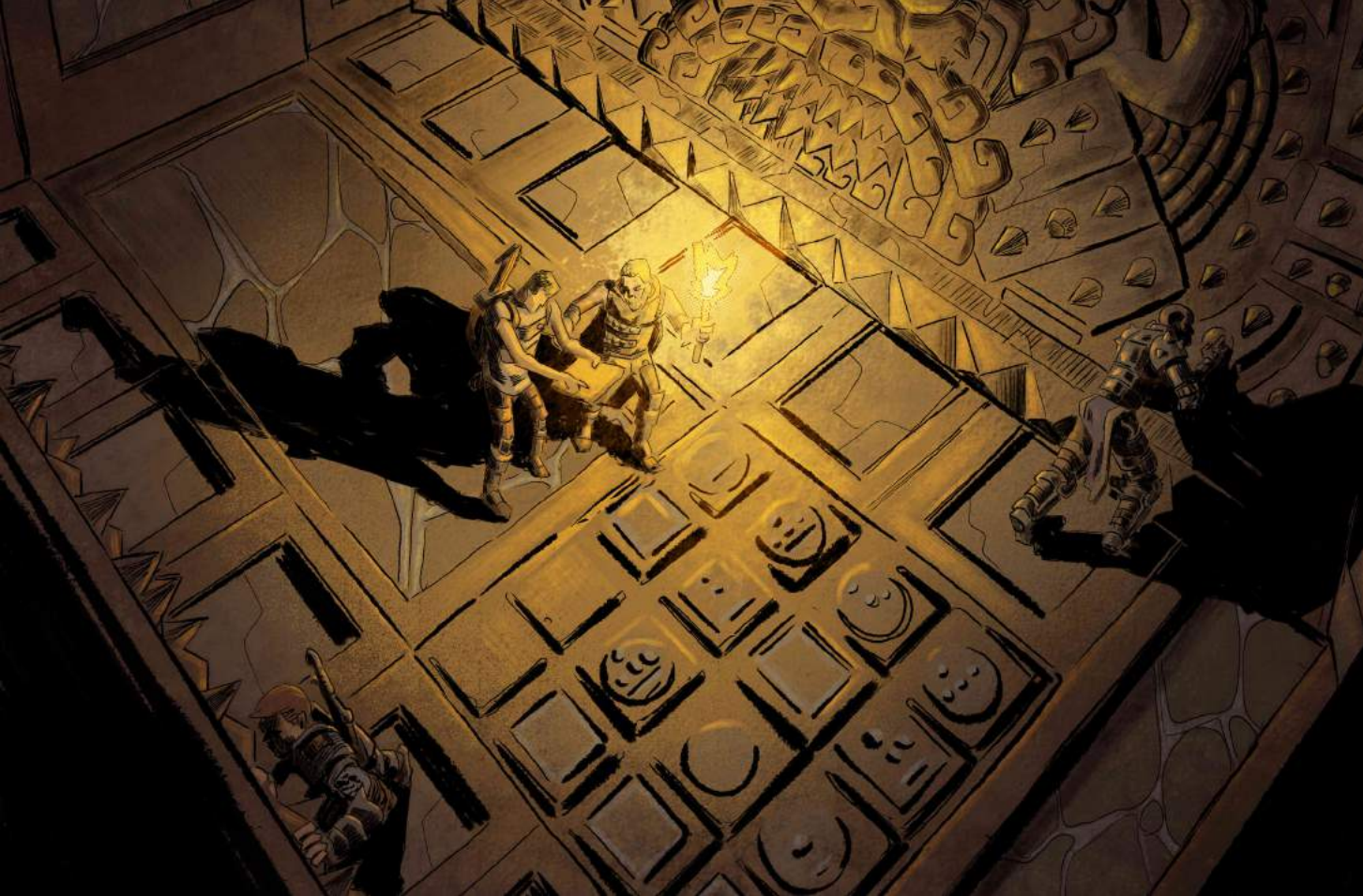
The embossed circles in the depression also have numbers. Going left to right, the numbers are 16 (next to the 8 tile), 6, 12, 0, 14 (next to the 7 tile), 18, and 10. To solve the puzzle, the characters must place a square tile equaling half the value of the embossed circle. For example, the 8 tile goes next to the 16 circle and the 7 tile goes next to the 14 circle. 0 goes next to 0 since 0 divided by 2 is still 0.

To open the locked door that leads to area T12, the characters must solve this puzzle by placing the tiles into the correct sequence as shown in the Area T11 Tomitutone Puzzle Solution diagram. If the characters triggered the Wall Crusher



Area T11 Tomitutone Puzzle Solution





trap, solving the puzzle also retracts the walls and unlocks the door back to area T10.

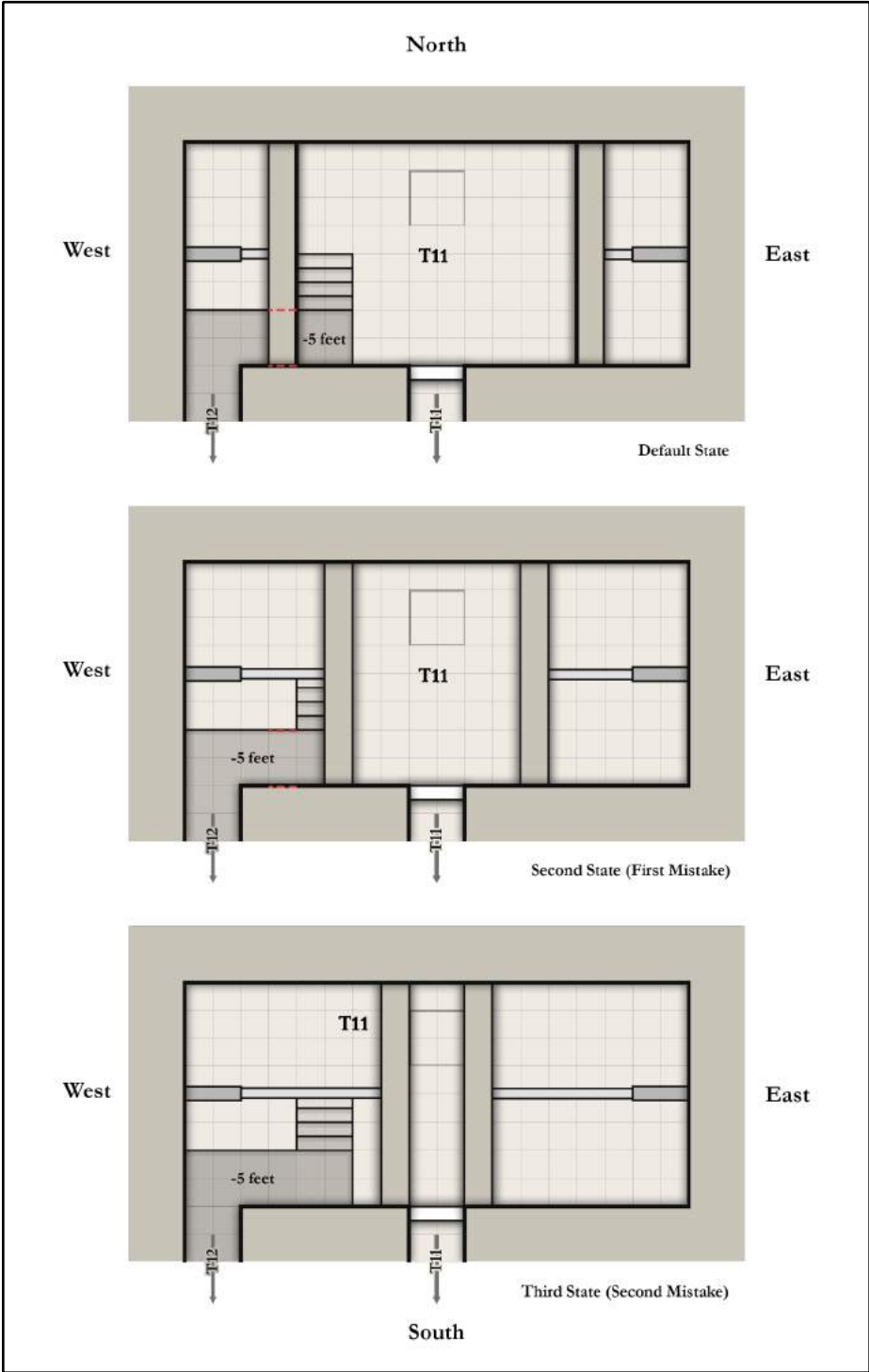
**Trap: Wall Crusher.** A character who examines the floors or eastern or western walls and succeeds on a DC 15 Intelligence (Investigation) check notices that the walls are designed to slide toward each other, inevitably meeting at the center of the room. A successful DC 20 Intelligence (Investigation) check made near the Tomitutone Puzzle or the locked door leading to Area T12 reveals that the walls, door, and puzzle are all part of the same mechanism.

The first time the characters make a mistake with the Tomitutone Number puzzle, the door leading to area T10 locks and the eastern and western walls move 10 feet toward the middle of the room (see Second State on the Area T11 Diagram). A second mistake causes the walls to move

another 10 feet closer to each other. A third mistake forces the walls together. A creature within a wall's path when it moves must make a DC 25 Strength saving throw.

On a success, the creature temporarily stops the wall from moving and must use its action at the start of each of its turns to make a DC 25 Strength check to stop the wall from moving any further.

If the creature fails its saving throw or check (or opts not to make the check on its turn), the creature is pushed along the path of the wall to the nearest unoccupied space. Any creature caught between the walls when they come together takes 47 (5d10 + 20) bludgeoning damage and becomes restrained. While restrained by the wall, the creature takes 27 (5d10) bludgeoning damage at the start of each of its turns. The walls return to their original position after 1 minute of touching. The door to area T10 then unlocks and the trap



Area 11 Wall Crusher Trap

resets.

Wedging an iron spike or similar object into the base of either wall might stop it. If the wall has a wedge jammed into it when it is supposed to move, on initiative count 10, make a Strength check for the wall. The walls have Strength 30 (+10). The DC for the check is 5 + every spike wedged into its base. If the wall succeeds on the check, it continues to move, despite the spikes. Otherwise, it remains in place until the next initiative count 10.

## T12 – WIDDERSHINS GLUE

The door leading to this area is locked. See area T11 for details.

**Trap: Conveyor Belt of Doom.** This entire room is trapped with a conveyor belt—see the Area T12 Diagram. The conveyor belt is disguised to look like the floor. A character who succeeds on a DC 13 Intelligence (Investigation) check spots the seams.

The conveyor belt is covered in *sovereign glue*, as the magic item. When a creature touches or steps on to the conveyor belt, it becomes stuck. The only way for a character to become free of the glue is to apply *oil of slipperiness*, *universal solvent*, or use a *wish* spell. Once a creature or object weighing more than 25 lb. becomes stuck, the conveyor belt (see the diagram) begins to rotate clockwise around the room. Additionally, the saw blades near the southern door activate, creating a noisome whir. All creatures within 60 feet of the blades have disadvantage on Wisdom (Perception) checks made to hear and creatures within 30 feet of the shredder are deafened.

Have the characters roll initiative. On initiative counts 20 and 10, any creature or object stuck to the conveyor belt moves 15 feet clockwise along the conveyor belt's path toward the saw blades.

The first time a creature enters the 10-foot-square space containing the saw blades or starts its turn there, it must make

a DC 15 Dexterity saving throw, taking 33 (6d10) slashing damage on a failed saving throw or half as much damage on a successful one. A creature stuck on the conveyor belt has disadvantage on this saving throw.

The saw blades can be destroyed. They have AC 18 and 100 hit points and immunity to poison and psychic damage. A creature within 5 feet of the saw blades that touches the blades or makes a melee weapon attack against them must make a DC 15 Dexterity saving throw, taking 16 (3d10) slashing damage on a failed saving throw or half as much damage on a successful one.

A creature can disable the conveyor belt with a successful DC 15 Dexterity check using proficiency in thieves tools.

**Treasure: Universal Solvent.** There is a locked stone chest at the center of the room. A successful DC 20 Dexterity check using proficiency in thieves' tools opens the chest. It contains a vial of universal solvent.

## T13 – BURSTING FOUNTAIN

In the center of this expansive chamber, a majestic fountain stands. Its pristine waters, surprisingly clean despite the temple's age, ripple gently in the basin. Adorned with elaborate statues and intricate carvings, the edges of the fountain depict mythical creatures and legendary figures. At the heart of the fountain, the centerpiece commands attention—a regal king, carved in stone, sits upon a throne. The king's hand extends, clasping a silver arrow, as if offering it to those who dare to venture further into the temple's mysteries.

**T13a—Trap: Bursting Fountain.** Any time a creature comes within 10 feet of the fountain or starts its turn within 10 feet of the fountain, a powerful stream of water

shoots from the fountain. The target must succeed on a DC 16 Strength saving throw or be pushed back 10 feet away from the fountain and knocked prone.

**T13a—Treasure: Silver Arrow.** The silver arrow the king holds is worth 250 gp. It is needed to open the door to area T14.

**T13b—Obstacle: Invisible Wall.**

There is a wall of force standing between areas T13a and T13b, blocking the way into the area with the fountain. There is a switch on the wall just to the left of the door in area T13a that temporarily disables the wall for 1 minute. Otherwise, the only way to destroy the wall is via a disintegration spell.

**T14 – LIZARD PISTON**

The door leading to this area is locked. See area T09 for details.

A massive sarcophagus, meticulously crafted from stone, lies prominently before you. Its design depicts a magnificent lizard, its intricately carved form resting upon its stomach. The lifelike details of scales and claws showcase the skill and artistry of its creators.

**Trap: Lizard Piston.** A character who inspects the lizard sarcophagus may make an Intelligence (Investigation) check. What the character learns depends on the check's result, as shown in the Area T14 Lizard Sarcophagus table. The results are cumulative.

A creature who succeeds on a DC 15 Wisdom (Perception) check notices that there is an impression in the ceiling above that perfectly fits the sarcophagus' shape.

The sarcophagus is an elaborate trap. If a creature attempts to open the sarcophagus or presses any of the buttons on the lizard's back, both the sarcophagus and the 20-foot-square area around which it lies rises suddenly toward the ceiling. Any creature in the area when this happens

**AREA T14 LIZARD SARCOPHAGUS**

Result	Fact Learned
0–9	Nothing important learned.
10–14	Some of the scales on the lizard's back are made of a different type of stone than the rest of the sarcophagus. They appear to be buttons.
15+	The buttons on the lizard's back actually trigger a deadly trap.

must make a DC 15 Dexterity saving throw. On a successful saving throw, the creature moves to an unoccupied space outside of the sarcophagus' area. If the creature fails its saving throw or it can't or won't move, it takes 33 (6d10) bludgeoning damage as it is slammed against the ceiling. The ceiling then remains in place for 1 minute, granting access to the hidden shaft below it.

A character that makes a successful DC 15 Dexterity check using proficiency in thieves' tools disables the trap. However, disabling the trap prematurely will make it difficult to find the hidden shaft below it.

**Secret: Hidden Shaft.** There is a vertical shaft underneath the lizard sarcophagus, visible only when the Lizard Piston trap is triggered. The shaft is 5-foot wide and descends 150-feet to a 5-foot-high passageway that leads to the southern part of area T15.

**T15 – CORRUPTED SOAP**

This hallway slopes at a 45 degree angle. The northern end of the hall is 115 feet higher than the southern part.

**Trap: Slippery Hallway.** The hallway is coated in slippery grease. When a non-prone creature enters the area the first time

## AREA T15 ENCOUNTER

Adventure Level	Encounter
3rd	2 <b>specters</b>
5th	1 <b>wraith</b>
8th	1 <b>wraith</b> and 1 <b>specter</b>
11th	1 <b>wraith</b> and 2 <b>specters</b>

on a turn or starts its turn in the hallway, it must make a DC 15 Dexterity saving throw or fall prone. A creature that falls prone in this area or starts its turn prone in the area must succeed on a DC 15 Strength saving throw or slide 30 feet toward the south end of the hallway to the Spiked Pit trap.

**Trap: Spiked Pit.** There is an open 5-foot-deep pit riddled with spikes at the south end of the hallway. A creature that falls into the pit takes 10 (3d6) piercing damage from the spikes and must make a DC 11 Constitution saving throw or become infected with sewer plague.

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

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

**Encounter: Evil Spirits.** If the traps weren't enough, the hallway is also guarded by incorporeal undead. They are not affected by the slipperiness of the hallway. The encounter depends on the level of the

adventure, as shown in the Area T15 Encounter table.

## T16 – GRISTMILL LEVER

A colossal stone statue of a dwarven king, hewn with remarkable craftsmanship, stands proudly as the focal point. Towering above you, it exudes a sense of strength and resilience. Nestled within the statue's base is a massive vertical water wheel, its intricate design evoking a sense of ingenuity. The wheel dips into a gap in the floor, suggesting a hidden purpose or mechanism that awaits discovery. Adjacent to the water wheel, a sizeable stone lever awaits interaction.

Show the characters the Player Handout T16. Although the dwarven king's ghastly expression seems offputting, it is harmless.

**Treasure: The King's Treasure.** A character with a Strength score of 13 or higher can easily pull the lever, activating the mechanism. The wheel starts to rotate into the floor. One round later, it deposits treasure onto the floor. It then stops spinning. The treasure it deposits depends on the level of the adventure and the number of times the characters have pulled the lever as shown in the Area T16 Treasure table. The characters can pull the lever as many times as they like. However, if they pull it 20 times, it trigger the Collapsing Tomb trap.

**Trap: Collapsing Tomb.** If the characters pull the lever to the dwarven king's waterwheel 20 times, it triggers a trap causing the tomb to collapse. The tomb will collapse in 3 minutes (30 rounds), killing any living creatures within—the characters aren't aware of this. The entire tomb starts shaking.

Have the characters roll initiative to escape. At the end of each character's turn, roll a d20 to determine whether or not a complication occurs using the Collapsing

## AREA T16 TREASURE

Pull	3rd-Level	5th-Level	8th-Level	11th-Level
1st	200 gp	3,000 gp	6,000 gp	3,000 pp
2nd	1 gem (50 gp)	1 gem (500 gp)	1 gem (750 gp)	1 gem (5,000 gp)
3rd	—			
4th	500 sp	1,000 sp	2,000 sp	3,000 gp
5th	<i>brooch of shielding</i>	<i>adamantine breast plate</i>	<i>adamantine breast plate</i>	<i>armor, +2 scale mail</i>
6th	2 ep			
7th	—			
8th	—			
9th	<i>greataxe, +2</i>	<i>greataxe, +3</i>	<i>greataxe, +3</i>	<i>vorpal sword</i>
10th	50 pp	300 pp	500 pp	2,000 pp
11th	1 <b>giant rat</b>			
12th	—			
13th	—			
14th	—			
15th	3 cp			
16th	1 cp			
17th	—			
18th	—			
19th	The dessicated remains of a dwarven monarch appears. The corpse wears a golden crown upon its head (the crown is worth 10,000 gp per level of the adventure).			
20th	The tomb starts to collapse.			

## COLLAPSING TOMB COMPLICATIONS

d20	Complication
1	A large obstacle such as a fallen pillar or stone block blocks your way. Make a DC 15 Dexterity (Acrobatics) check to get past the obstacle. On a failed check, the obstacle counts as 10 feet of difficult terrain.
2	Falling debris blocks your way. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the debris unimpeded. On a failed check, the debris counts as 10 feet of difficult terrain.
3	Slick slime covers the ground. Make a DC 10 Dexterity (Acrobatics) check. On a failed check, you fall prone.

## COLLAPSING TOMB COMPLICATIONS (CONTINUED)

d20	Complication
4	A maze of debris stands in your way. Make a DC 10 Dexterity (Acrobatics) or Intelligence check (your choice) to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain.
5	The ground beneath your feet trembles violently. Make a DC 10 Strength saving throw. On a failed save, you fall prone.
6	You come upon a swarm of rats trying to escape. Make a DC 10 Dexterity (Acrobatics) check to get through the pack unimpeded. On a failed check, you are bitten and take 1d4 piercing damage, and the rats count as 5 feet of difficult terrain.
7	A <b>specter</b> emerges from the walls (or floor) and attacks.
8	Heavy stones fall from the ceiling. Make a DC 10 Dexterity saving throw. On a failed saving throw, you take 7 (2d6) bludgeoning damage.
9	Water or mud gushes up from the floor. Make a DC 10 Dexterity (Acrobatics) check to avoid the water. On a failed check, treat the water as 10 feet of difficult terrain.
10	You are forced to make a sharp turn to avoid colliding with something impassable. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, you collide with something hard and take 1d4 bludgeoning damage.
11–20	No complication.

Tomb Complications table. The complication affects the next creature in initiative order.

### AFTERMATH

If the characters were successful in their quest and managed to recover the treasure from the Tomb of the Forgotten Kings, their efforts would be rewarded with great riches and artifacts of immense value. The stories of their triumph would be shared far and wide, establishing their reputation as formidable adventurers and treasure hunters.

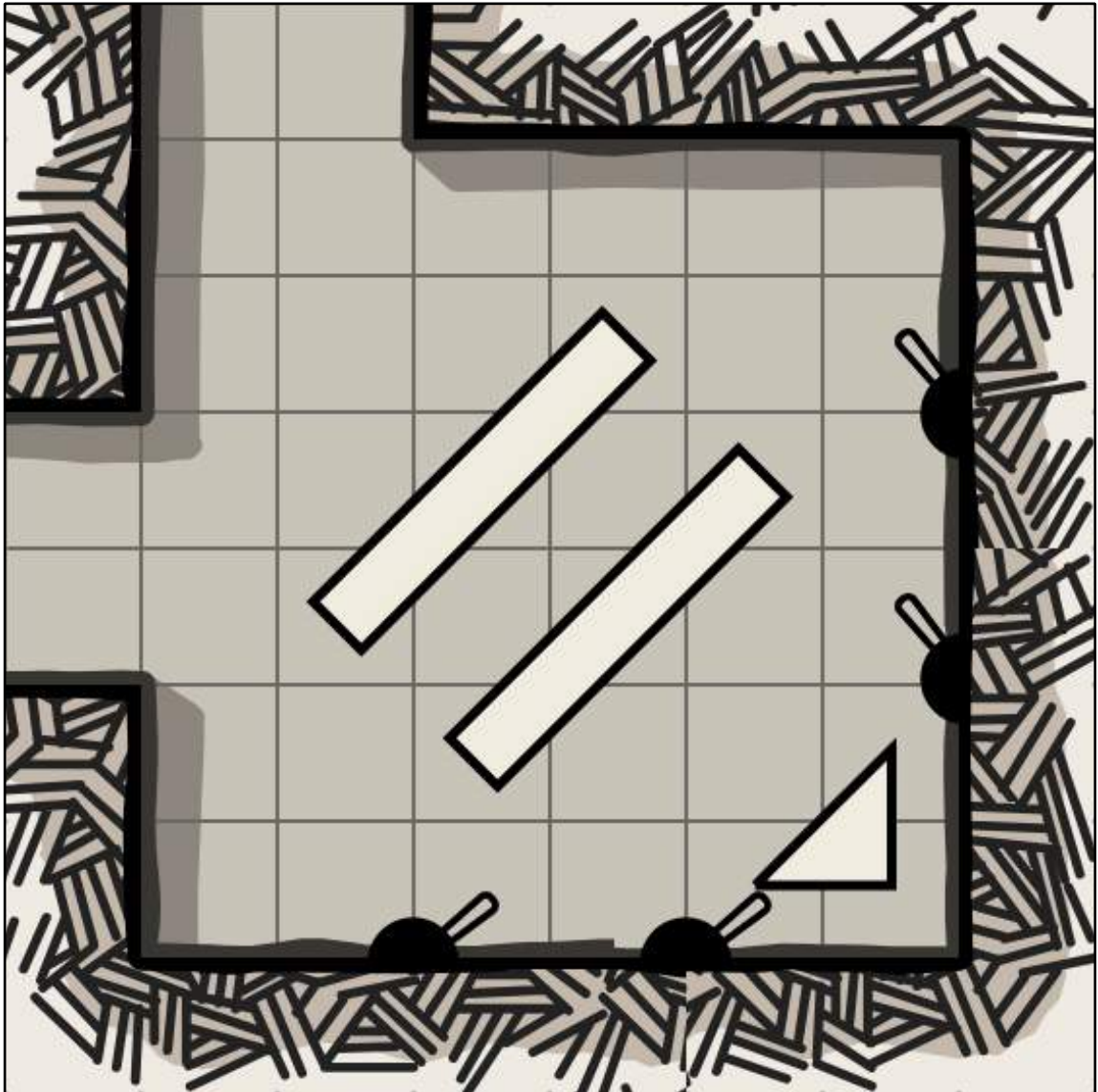
If, unfortunately, the characters were unable to survive the perils of the tomb, their journey would end in tragedy. The collapsing passages, deadly traps, and fierce guardians would claim their lives, leaving their stories untold and their potential

unfulfilled. The treasure of the Forgotten Kings would remain hidden, lost within the depths of the tomb. The news of their demise would spread among those who knew of their quest, and their companions and loved ones would mourn their loss. Their names might be remembered as brave souls who dared to venture into the forgotten depths but were ultimately defeated by the unforgiving challenges that awaited them. Ω



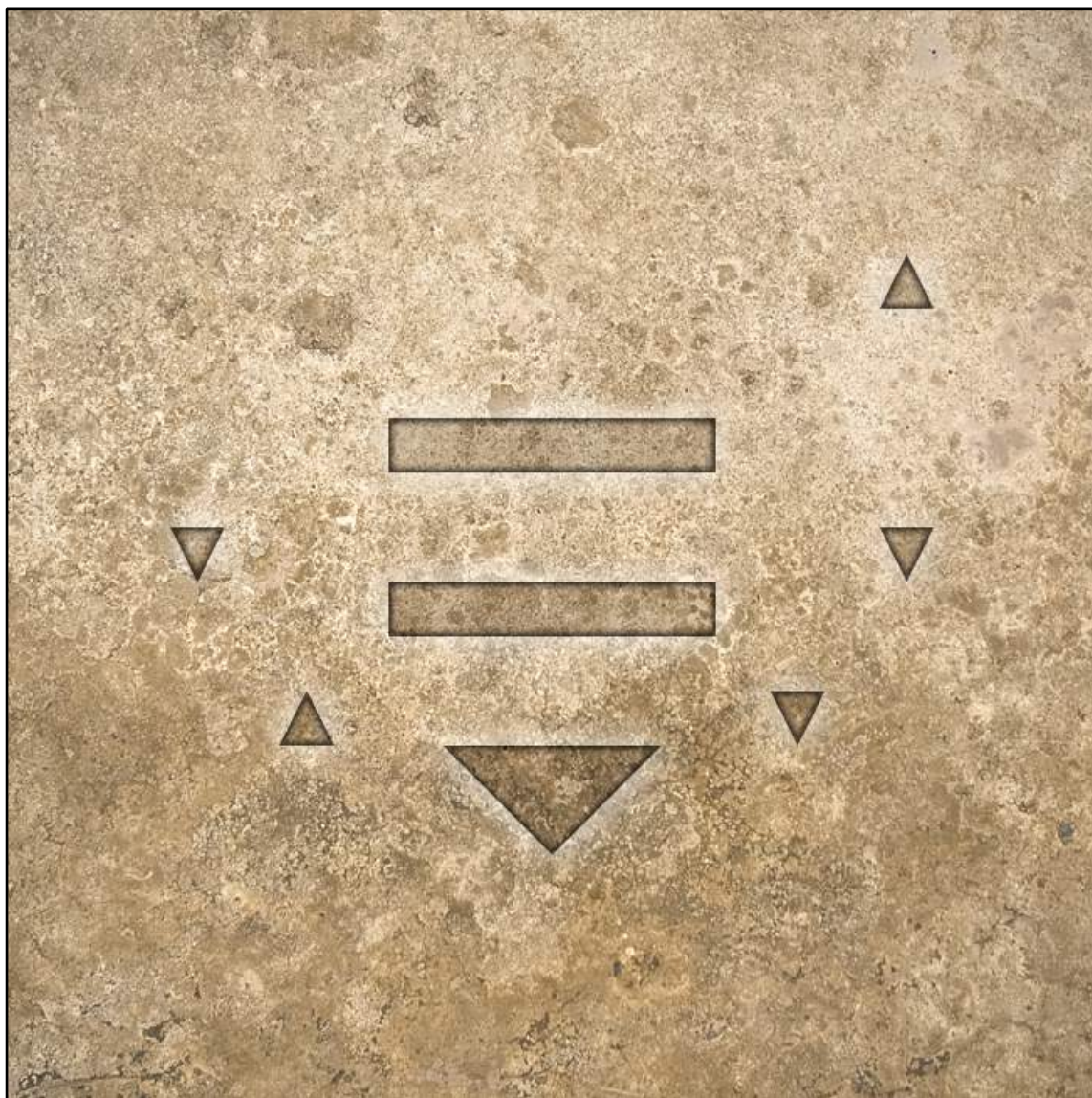


# PLAYER HANDOUT T02



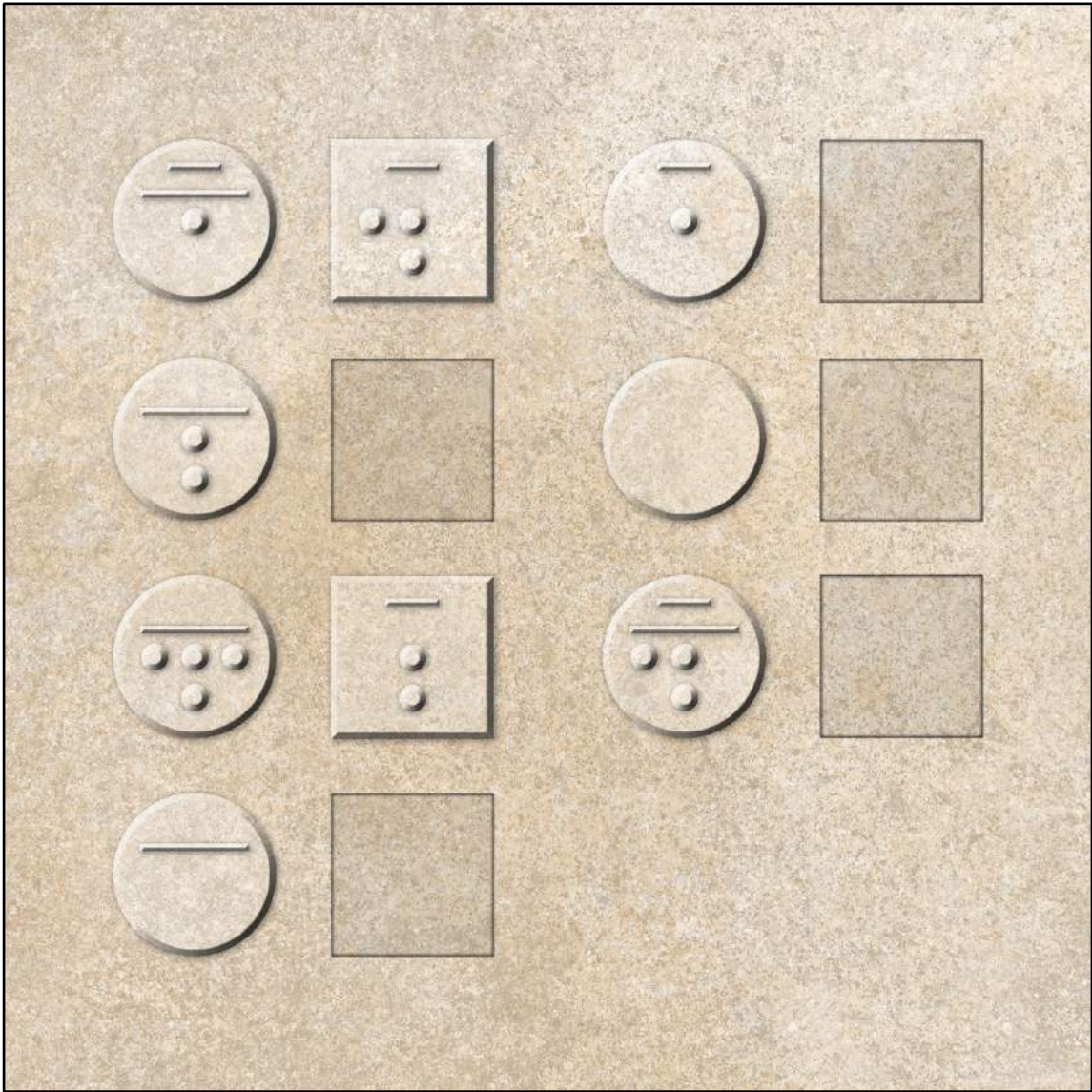
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# PLAYER HANDOUT T03B



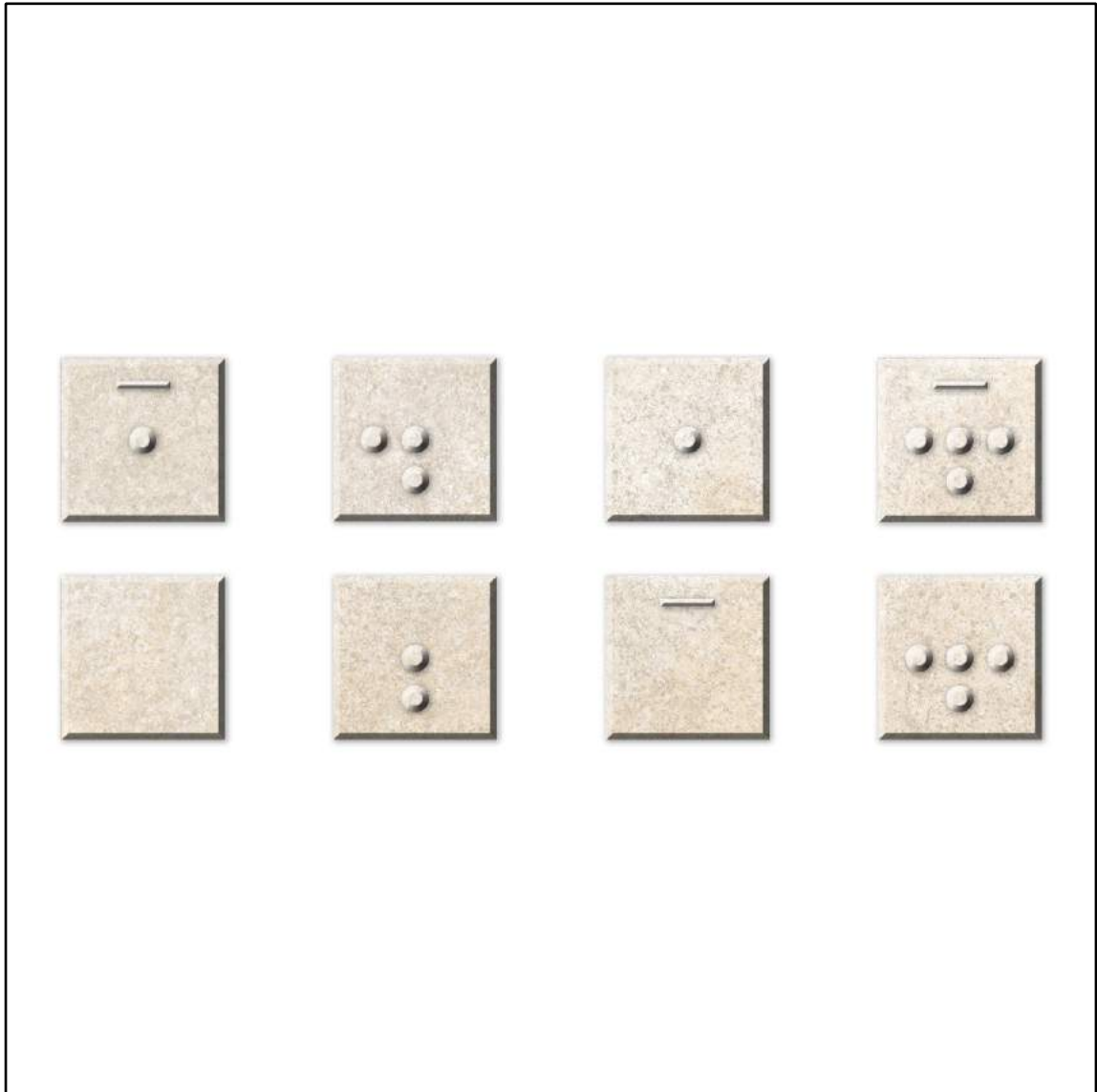
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# PLAYER HANDOUT T11-1



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# PLAYER HANDOUT T11-2



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# PLAYER HANDOUT T16



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# QUICK MONSTER STATS

## CLAY GOLEM

*Large Construct, Unaligned*; **AC** 14 (natural armor); **hp** 133 (14d10 + 56); **Speed** 20 ft.; **Str** 20 (+5), **Dex** 9 (-1), **Con** 18 (+4), **Int** 3 (-4), **Wis** 8 (-1), **Cha** 1 (-5). **DI** acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite; **CI** charmed, exhaustion, frightened, paralyzed, petrified, poison; **Senses** darkvision 60 ft., passive Perception 9; **Languages** understands the languages of its creator but can't speak; **CR** 9 (5,000 XP); **PB** +4.

**Acid Absorption.** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

**Berserk.** Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Action: Multiattack.** The golem makes two slam attacks.

**Action: Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit

point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

**Action: Haste (Recharge 5–6).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

## GELATINOUS CUBE

*Large Ooze, Unaligned.* **AC** 6; **hp** 84 (8d10 + 40); **Speed** 15 ft.; **Str** 14 (+2), **Dex** 3 (-4), **Con** 20 (+5), **Int** 1 (-5), **Wis** 6 (-2), **Cha** 1 (-5). **CI** blinded, charmed, defaened, exhaustion, frightened, prone; **Senses** blindsight 60 ft., (blind beyond this radius), passive Perception 8; **Languages** —; **CR** 2 (450 XP); **PB** +2.

**Ooze Cube.** The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

**Transparent.** Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

**Action: Pseudopod.** *Melee Weapon*

*Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 10 (3d6) acid damage.

**Action: Engulf.** The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

## MUMMY

*Medium Undead, Lawful Evil.* **AC** 11 (natural armor); **hp** 58 (9d8 + 18); **Speed** 20 ft.; **Str** 16 (+3), **Dex** 8 (-1), **Con** 15 (+2), **Int** 6 (-2), **Wis** 10 (+0), **Cha** 12 (+1); **Saves** Wis +2; **DV** fire; **DR** bludgeoning, piercing, and slashing from nonmagical attacks; **DI** necrotic poison; **CI** charmed, exhaustion, frightened, paralyzed, poisoned; **Senses** darkvision 60 ft., passive Perception 10; **Languages** those it knew in life; **CR** 3 (700 XP); **PB** +2.

**Action: Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Action: Rotting Fist.** *Melee Weapon*  
*Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* (2d6 + 3) bludgeoning damage plus (3d6)necrotic damage. If the target is a creature, it must succeed on a DC 12

Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic

**Action: Dreadful Glare.** The mummy targets one creature it can see within 60 ft. of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## ROPER

*Large Monstrosity, Neutral Evil.* **AC** 20 (natural armor); **hp** 93 (11d10 + 33); **Speed** 10 ft., climb 10 ft.; **Str** 18 (+4), **Dex** 8 (-1), **Con** 17 (+3), **Int** 7 (-2), **Wis** 16 (+3), **Cha** 6 (-2); **Skills** Perception +6, Stealth +5; **Senses** darkvision 60 ft., passive Perception 16; **Languages** —; **CR** 5 (1,800 XP); **PB** +3.

**False Appearance.** While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

**Grasping Tendrils.** The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

**Spider Climb.** The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an

ability check.

**Action: Multiattack.** The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Action: Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

**Action: Tendril.** Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

**Action: Reel.** The roper pulls each creature grappled by it up to 25 feet straight toward it.

## RUST MONSTER

*Medium Monstrosity, Unaligned.* **AC** 14 (natural armor); **hp** 27 (5d8 + 5); **Speed** 40 ft.; **Str** 13 (+1), **Dex** 12 (+1), **Con** 13 (+1), **Int** 2 (-4), **Wis** 13 (+1), **Cha** 6 (-2). **Senses** darkvision 60 ft., passive Perception 11; **Languages** —; **Challenge** 1/2 (100 XP); **PB** +2.

**Iron Scent.** The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

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

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

**Action: Antennae.** The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the

creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

## SPECTER

*Medium Undead, Chaotic Evil;* **AC** 12; **hp** 22 (5d8); **Speed** 0 ft., fly 50 ft. (hover); **Str** 1 (-5), **Dex** 14 (+2), **Con** 11 (+0), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 11 (+0). **DR** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks; **DI** necrotic, poison; **CI** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **Senses** darkvision 60 ft., passive Perception 10; **Languages** those it knew in life; **CR** 1 (200 XP); **PB** +2.

**Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



## STONE GOLEM

*Large Construct, Unaligned*; AC 17 (natural armor); **hp** 178 (17d10 + 85); **Speed** 30 ft.; **Str** 22 (+6), **Dex** 9 (-1), **Con** 20 (+5), **Int** 3 (-4), **Wis** 11 (+0), **Cha** 1 (-5); **DI** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite; **CI** charmed, exhaustion, frightened, paralyzed, petrified, poisoned; **Senses** darkvision 120 ft., passive Perception 10; **Languages** understands the languages of its creator but can't speak; **CR** 10 (5,900 XP); **PB** +4.

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Action: Multiattack.** The golem makes two slam attacks.

**Action: Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Action: Slow (Recharge 5–6).** The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## WRAITH

*Medium Undead, Neutral Evil*; **AC** 13; **HP** 67 (9d8 + 27); **Speed** 0 ft., fly 60 ft. (hover); **Str** 6 (-2), **Dex** 16 (+3), **Con** 16 (+3), **Int** 12 (+6), **Wis** 14 (+2), **Cha** 15 (+2); **DR** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered; **DI** necrotic, poison; **CI** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **Senses** darkvision 60 ft., passive Perception 12; **Languages** those it knew in life; **CR** 5 (1,800 XP); **PB** +3.

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

**Action: Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Action: Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

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