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Conversion Guide by Mark Stout

For Character Levels 7-10



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

WG4 The Forgotten Temple of Tharizdun

CONVERSION GUIDE

Introduction: In 1982, TSR published the module named "The Forgotten Temple of Tharizdun" with the module code "WG4". It was written by Gary Gygax, and illustrated by Karen Nelson. It consisted of one 32 page booklet and two cover folders with wilderness and dungeon maps. In 2004, for the 30th anniversary of the Dungeons & Dragons game, Dungeon magazine ranked this module the 23rd greatest adventure of all time. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 7th–10th level characters

BY MARK STOUT



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WG4: The Forgotten Temple of Tharizdun

Introduction

To use this conversion guide you will need a copy of "WG4 The Forgotten Temple of Tharizdun", originally available in hard-copy and now for sale in Digital format at <u>www.dndclassics.com</u>.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters provide a quick ingame reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'The Forgotten Temple of Tharizdun' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at <u>www.classicmodulestoday.com</u>.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The adventure assumes the characters already completed the adventure "The Lost Caverns of Tsojcanth" and made the acquaintance of the gnomes of the vale while on their journey.

If that adventure was not used, the adventurers are instead recruited to help the gnomes, with whom the local lord wishes to strike a trade agreement. However, the gnomes are suffering attacks by humanoids, and have requested someone help track the attackers back to their lair and deal with them. The adventurers are assumed to have traveled to the vale and begin the adventure there.

Once there, they need to follow tracks and other evidence through the mountains until they discover the old temple the norkers are using as a home and base of operations.

The adventurers need only defeat the mountain giant leader and his hill giant allies to break up the organization. After that, they have the option of exploring the old temple, and discovering the secrets of the forgotten god that was once worshiped there.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "The Lost Caverns of Tsojcanth" into the Forgotten Realms world of Faerûn.

The Western Heartlands of the Realms stretch from Baldur's Gate in the west to Cormyr in the east. Towards the eastern side lies the city of Iriaebor, ruled over by Lord Bron. Agents of Lord Bron recently sent a group of adventurers to seek out the lost caverns of Tsojcanth in the Sunset Mountains northeast of the city.

Alternately, the characters could have been sent by High Lord Dhelt of Elturel, or the Harpers in Berdusk.

The caverns were discovered in the southern half of the Sunset Mountains, approximately midway north-south. The journey through the mountains was fraught with danger, both from the natural elements and the creatures that made their homes there.

Fortunately not all the encounters were with terrible monsters and deadly conditions. In their wanderings, the adventurers found a secluded valley that turned out to be the home of hundreds of gnomes. The gnome Laird welcomed the adventurers to his vale and invited them to stay as long as they needed to rest and recuperate from their harrowing journey. He also extended an invitation for them to return to rest after they finished their business in the caverns.

The adventurers returned successful from the lost caverns of Tsojcanth, and spent time recovering in the gnome vale. During that time, the Laird told a tale of attacks on the vale by strange goblin-like creatures the gnomes referred to as norkers. While the norkers were not a dire threat, they were accompanied by ogres, trolls, and several giants.

The gnomes have held off the attackers so far, but have lost many livestock and stored food to the raiders. On the last raid, a norker was captured and pressed for information. He revealed that they lived in a great old temple to a forgotten god, led by a great, fierce mountain giant of unusual cunning. While breaking up a band of humanoids wouldn't be difficult, the addition of ogres, trolls, and giants makes it a true challenge.

In addition there is the question of the old temple. What god was worshiped there and how did it come to be forgotten? Undoubtedly many mysteries await discovery there.

For the DM: Even though Tharizdun originated in the world of Greyhawk setting, he has made it to the Realms in canon and may be used as is. He is also associated with the Princes of Elemental Evil, and occasionally with Ghaunadaur.

GM Notes

Special rules and tactics to brush up on prior to the game:

- The journey to find the temple will be days to weeks long over difficult terrain. The characters will be provided with **two weeks** of **food and drink**, **two mules** to carry the provisions and equipment, and **mounts** for each character. If the supplies run out, the characters must spend time hunting or foraging, or face starvation.
- If the characters spend a day not traveling, they may use the **Survival** or **Nature** skill to collect enough food and water for two days.
- Mounts traveling on the trails may graze in the morning and evening and stay fed. Mounts off the trails must spend every third day feeding or begin to starve.
- Use the **Fatigue rules** if the characters travel more than **ten hours** a day or have nothing to eat or drink. Use the rules for their mounts if they don't feed them!
- Know rules for throwing a **lit flask of oil**.
- Know how to use perception rules for finding traps and secret doors, as well as noticing creatures using stealth.

Visuals

Suggested visuals to create:

- Make a player's version of the wilderness map, without the keyed locations shown, so they can track their progress.
- Prepare a **battle map** of the **Upper Temple**, as it is a complicated fight scene.

Random Encounters

Die Roll	Encounter
1	Avalanche
2	Cave bears
3	Wild boars
4	Hill giants
5	Stone giants
6	Norkers
7	Ogres
8	Trolls
9	Wolves
10	Worgs

1. Avalanche: DC 13 Dexterity saving throw to avoid getting hit. Failure means 8d10 bludgeoning damage from rocks. **2. Cave bears:** Use 4 cave bears (Polar bear variant, MM 334, CR 2, 450 XP)..

- 3. Wild boars: Use 8 boars (MM 319, CR 1/4, 50 XP).
- 4. Hill Giants: Use 3 hill giants (MM 155, CR 5, 1800 XP).
- 5. Stone giants: Use 2 stone giants (MM 156, CR 7, 2900 XP).
- 6. Norkers: Use 30 norkers (See Special Creatures).
- 7. Ogres: Use 10 ogres (MM 237, CR 2, 450 XP).
- 8. Trolls: Use 4 trolls (MM 291, CR 5, 1800 XP).
- 9. Wolves: Use 25 wolves (MM 341, CR 1/4, 50 XP).
- 10. Worgs: Use 12 worgs (MM 341, CR 1/2, 100 XP).

Magic Items

- 1. Bastard sword, -2 cursed (replace with berserker axe)
- **2.** Battle axe +2
- 3. Beads of force
- 4. Cloak of protection
- 5. Cube of force
- 6. Dagger +1
- 7. Dagger +2
- 8. Decanter of endless water
- 9. Dust of appearance (replace with dust of disappearance)
- **10**. Incense of meditation (replace with pearl of power)
- **11.** Leather armor +1
- **12.** Mace +2
- 13. Mithral chain mail, small size
- 14. Mithral chain mail, medium size (2 locations)
- **15.** Oil of slipperiness
- **16**. Philtre of love (replace with potion of vitality)
- **17.** Potion of extra healing (replace with potion of greater healing)
- 18. Potion of healing
- 19. Potion of longevity (50% chance to work in reverse)
- **20**. Potion of super heroism (replace with potion of heroism)
- **21**. Potion of poison
- **22.** Potion of polymorph self (replace with potion of cold resistance)
- 23. Quaal's feather token (bird)
- 24. Ring of invisibility and weakness (replace with cloak of elvenkind)
- **25.** Ring of protection
- 26. Rod of force (See Special Items)
- **27.** Scimitar +1
- **28.** Scroll of protection from magic (replace with wizard scroll of antimagic field)
- 29. Wand of light (replace with wand of secrets)

Traps

- Entryway Net Trap (pg. 11): The heavy net over the entryway is 20 ft. by 20 ft. square and mostly hidden from anyone approaching the entryway. The trap is triggered by norkers (Upper temple, locations 6 & 7) on a signal from those watching the entryway. Characters have a DC 17 passive Wisdom (Perception) check to spot, or DC 14 Wisdom (Perception) check if actively searching. and a DC 15 Intelligence (Investigation) check to determine how to disarm. Disarming the trap is difficult since it is high up, but setting it afire or setting it off early by shooting or cutting the connecting ropes both work. When triggered, all in the area under the net are restrained, and those failing a DC 12 Strength saving throw are knocked prone. A character can use an action to make a DC 12 Strength check, freeing themselves or another on a success. The net has AC 10, and dealing 5 hit points of slashing or fire damage destroys a 5 ft. section and frees one character. Only one 5 ft. section can be destroyed per attack, unless an area attack is used.
- **Brown Mold Hazard (pg. 19):** Brown mold drains heat from sources within 5 feet of it. There is a 5 foot

diameter patch on the west side of the room. Anyone approaching within 5 feet suffers 5d6 cold damage, DC 13 Constitution saving throw for half damage. A fire source, like a torch or lantern, brought close is snuffed out, and the mold patch grows by 5 feet in diameter, possibly affecting more characters. A DC 12 Passive Wisdom (Perception) check spots the mold, and a DC 15 Intelligence (Nature) check identifies the mold as a dangerous hazard that should not be approached. Any attack that inflicts at least 5 cold damage to the brown mold patch causes it to wither and die.

Monsters by Location

Upper Temple

3. 8 gnolls (MM 163, CR 1/2, 100 XP).

- 4.8 norkers (See Special Creatures).
- **5.** 8 norkers (See Special Creatures).
- **6.** 4 norkers (See Special Creatures).
- 7. 4 norkers (See Special Creatures).
- 8. 1 norker (See Special Creatures).

9. 8 tough norkers (22 HP each, See Special Creatures). 10. 2 gnoll pack lords (MM 163, CR 2, 450 XP), 6 gnolls (MM 163, CR 1/2, 100 XP).

Lower Temple

1. 4 norkers (See Special Creatures). 2. 4 hill giants (MM 155, CR 5, 1800 XP).

- 3. 4 trolls (MM 291, CR 5, 1800 XP).
- 6. 4 norkers (See Special Creatures).
- 7. Use 2 night hags (MM 178, CR 5, 1800 XP).
- 8. Groorg, use Frost Giant (MM 155, CR 8, 3900 XP).
- 9. 3 ogres (MM 237, CR 2, 450 XP).
- 11. Use 4 worgs (MM 341, CR 1/2, 100 XP).
- **12.** 3 ogres (MM 237, CR 2, 450 XP).
- 14. 4 norkers (See Special Creatures).
- **15.** 6 gnolls (MM 163, CR 1/2, 100 XP).

17. Touching the wall forces a DC 13 Charisma saving throw. Failure results in the listed effects.

18. Touching the rail forces a DC 14 Wisdom saving throw. Failure results in the character being weakened for 3 hours. While weakened they deal half damage when using weapons based off of Strength or Dexterity. A *lesser restoration* or *greater restoration* spell will remove the weakness.

20. Touching the table forces a DC 15 Constitution saving throw. The character takes 3d10 cold damage, half on a successful saving throw. Touching the wall forces a saving throw identical to the effect in area **17**.

23. Giant troll (125 HP, bite is +8 to hit, 1d10+5 damage, claws are +8 to hit, 2d8+5 damage, CR 6, 2300 XP).

24. 3 trolls (MM 291, CR 5, 1800 XP).

25. 4 norkers (See Special Creatures).

26. 4 norkers (See Special Creatures).

27. 1 ogre (MM 237, CR 2, 450 XP), 4 norkers (See Special Creatures).

29. 4 ogres (MM 237, CR 2, 450 XP).

30. Norker witchdoctor (See Special Creatures), 2 norkers (See Special Creatures).

31. 4 ogres (MM 237, CR 2, 450 XP), 1 giant wolf spider (MM 330, CR 1/4, 50 XP). **32.** 8 gnolls (MM 163, CR 1/2, 100 XP).

Dungeon Level

5. A successful DC 11 Intelligence (Investigation) check will allow the characters to see through the illusion. 8. Use 6 Will-o'-wisps (MM 301, CR 2, 450 XP). 12. 2 otyughs (MM 248, CR 5, 1800 XP). 14. Use 1 gelatinous cube (MM 242, CR 2, 450 XP). 15. 6 grells (MM 172, CR 3, 700 XP). 16. Ear seekers (disease). Characters touching the door must make a DC 12 Constitution saving throw or be infected with the parasites. After 1d4 days the character becomes deafened and suffers one level of exhaustion. Each day the character makes a DC 12 Constitution saving throw. On a failure, exhaustion increases one level, on a success it decreases one level. If the exhaustion level reaches four, the character will be permanently deafened. The disease ends when exhaustion level reaches zero, or the character receives a *lesser restoration* spell.

17. Use 1 nycaloth (MM 314, CR 9, 5000 XP).

- **19.** Use 1 revenant (MM 259, CR 5, 1800 XP).
- 22. Use 1 stone golem (MM 170, CR 10, 5900 XP).
- 25. Use 2 mezzoloths (MM 313, CR 5, 1800 XP).

The Undertemple

In the undertemple, all light sources that are not from artifacts are reduced to only dim light out to 5 feet, even magical light. If the iron torches and cones are used, they shed light as a torch while in the undertemple. **3.** 1 shadow demon (MM 64, CR 4, 1100 XP).

4. When the horn is blown in this area, the room becomes extremely cold. All characters that are not immune to cold or wearing one of the ceremonial robes will take 1d4 cold damage per round they remain in the area. Touching the gray vapors inflicts 3d6 cold damage, touching the purple beam inflicts 8d6 cold damage, and touching the black shaft subjects the character to a *disintegrate* spell.

The Black Cyst

The cold in the black cyst is more intense, inflicting 2d6 cold damage per round to anyone not immune to cold or wearing one of the ceremonial robes.

The walls of the black cyst are covered with needle-like, sharp projections. Anyone walking near the walls must make a DC 9 Dexterity saving throw or tear the robes. Torn robes don't completely protect the character from the cold, but still grant cold resistance against the damage in the black cyst and the undertemple.

3. A DC 18 Passive Wisdom (Perception) check will spot the secret door, or DC 15 Wisdom (Perception) check if actively searching for one. No amount of checking reveals a way to open the secret door. Only the horn can do that, but nothing here alludes to that. The same checks will reveal the triangular opening on the sides of the step block, as well as the holders for cone and ball incense.

The stone box inside the block is not locked, and the traps don't function in the extreme cold.

Special Creatures

Norker

Small humanoid (goblinoid), chaotic evil Armor Class 17 (natural armor)

Hit Points 16 (3d6+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	8 (-1)

Skills Athletics +6, Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1/2 (100 XP)

Actions

Multiattack. Norkers make one weapon attack and one bite attack.

Stone Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) bludgeoning damage.

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

Norkers are distant cousins of goblins and hobgoblins. They resemble goblins, but have large fangs and a tough, rocky hide that ranges in color from rusty red to dark gray. Norkers rarely wear any more clothing than a loincloth, and never wear armor. They wield simple weapons, usually stone clubs. They almost never build homes themselves, but live in places they find or take from others.

Norker Witchdoctor

Small humanoid (goblinoid), chaotic evil

Armor Class 17 (natural armor)

Hit Points 38 (7d6 +14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the witchdoctor can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the witchdoctor expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above the 1st.

Spellcasting. The witchdoctor is a 5th level spellcaster, Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with

spell attacks). The witchdoctor has the following spells prepared.

Cantrips (at will): resistance, sacred flame, thaumaturgy

1st level (4 slots): cure wounds, guiding bolt, protection from evil and good

2nd level (3 slots): hold person, spiritual weapon

3rd level (2 slots): protection from energy, spirit guardians

Actions

Multiattack. The norker witchdoctor makes one weapon attack and one bite attack.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage.

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

Special Items

Rod of Force

Rod, very rare (requires attunement)

This rod has 7 charges. The rod regains 1d6 + 1 charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, the rod vanishes in a soundless flash of light.

Sword. You may expend 1 charge to create a blade of force that springs from the end of the rod. This blade acts just like a long sword, and gains a +2 bonus to attack and damage rolls. The blade lasts for 10 minutes before disappearing. If you expend an additional charge, the blade will inflict an extra 1d6 force damage on a successful hit.

Wall. You may expend 4 charges to create a *wall of force* that functions exactly like the wizard spell, except it lasts 10 minutes and doesn't require concentration to maintain.

Hand. You may expend 5 charges to create a *Bigby's Hand* that functions exactly like the wizard spell. You must maintain concentration on the hand or it will disappear.

WG4 The Forgotten Temple Reference Sheet

Random Encounters

Roll 1 2 3 4	Encounter Avalanche Cave bears Wild boars
4	Hill giants
5	Stone giants
6	Norkers
7	Ogres
8	Trolls
9	Wolves
10	TA <i>T</i>

10 Worgs

Magic Items

- Bastard sword, -2 cursed (replace with 1. berserker axe)
- Battle axe +2
- Beads of force 3.
- 4. Cloak of protection
- Cube of force Dagger +1 5.
- 6.
- Dagger +2
- 8. Decanter of endless water
- Dust of appearance (replace with dust of 9. disappearance)
- Incense of meditation (replace with pearl of 10. power)
- 11. Leather armor +1
- 12. Mace +2
- 13. Mithral chain mail, small size
- Mithral chain mail, medium size (2 locations) 14.
- Oil of slipperiness 15.
- 16. *Philtre of love (replace with potion of vitality)* Potion of extra healing (replace with potion of 17. areater healina)
- 18. Potion of healing
- 19.
- Potion of longevity (50% chance to work in reverse)
- 20. Potion of super heroism (replace with potion of heroism)
- Potion of poison
 Potion of polymorph self (replace with potion of cold resistance)
- Quaal's feather token (bird)
- Ring of invisibility and weakness (replace with cloak of elvenkind) Ring of protection 24.
- 25
- Rod of force (See Special Items) 26.
- Scimitar +1 27.
- Scroll of protection from magic (replace with wizard scroll of antimagic field) 28.
- **29.** Wand of light (replace with wand of secrets)

Traps

Entryway Net Trap (pg. 11): The heavy net over the entryway is 20 ft. by 20 ft. square and mostly hidden from anyone approaching the entryway. The trap is triggered by norkers (Upper temple, locations 6 & 7) on a signal from those watching the entryway. Characters have a DC 17 passive Wisdom (Perception) check to spot, or DC 14 Wisdom (Perception) check if actively searching, and a DC 15 Intelligence (Investigation) check to determine how to disarm. Disarming the trap is difficult since it is high up, but setting it afire or setting it off early by shooting or cutting the connecting ropes both work. When triggered, all in the area under the net are restrained, and those failing a DC 12 Strength saving throw are

knocked prone. A character can use an action to make a DC 12 Strength check, freeing themselves or another on a success. The net has AC 10, and dealing 5 hit points of slashing or fire damage destroys a 5 ft. section and frees one character. Only one 5 ft. section can be destroyed per attack, unless an area attack is used.

Brown Mold Hazard (pg. 19): Brown mold drains heat from sources within 5 feet of it. There is a 5 foot diameter patch on the west side of the room. Anyone approaching within 5 feet suffers 5d6 cold damage, DC 13 Constitution saving throw for half damage. A fire source, like a torch or lantern, brought close is snuffed out, and the mold patch grows by 5 feet in diameter, possibly affecting more characters. A DC 12 Passive Wisdom (Perception) check spots the mold, and a DC 15 Intelligence (Nature) check identifies the mold as a dangerous hazard that should not be approached. Any attack that inflicts at least 5 cold damage to the brown mold patch causes it to wither and die.

Monsters by Location

Random Encounters

- 1. Avalanche: DC 13 Dexterity saving throw to avoid getting hit. Failure means 8d10 bludgeoning damage from rocks.
 2. Cave bears: Use 4 cave bears (Polar bear variant, MM 334, CR 2, 450 XP)...

- **3. Wild boars**: Use 8 boars (MM 319, CR 1/4, 50 XP).
- 4. Hill Giants: Use 3 hill giants (MM 155, CR 5, 1800 XP).
- 5. Stone giants: Use 2 stone giants (MM 156, CR 2900 XP).
- 7, 2900 XP). 6. Norkers: Use 30 norkers (See Special
- Creatures).
- **7. Ogres**: Use 10 ogres (MM 237, CR 2, 450 XP). **8. Trolls**: Use 4 trolls (MM 291, CR 5, 1800 XP). **9. Wolves**: Use 25 wolves (MM 341, CR 1/4, 50

10. Worgs: Use 12 worgs (MM 341, CR 1/2, 100 XP).

Upper Temple

- 8 gnolls (MM 163, CR 1/2, 100 XP).
 8 norkers (See Special Creatures).
 8 norkers (See Special Creatures).
 4 norkers (See Special Creatures).
- 7. 4 norkers (See Special Creatures). 8. 1 norker (See Special Creatures).
- 9.8 tough norkers (22 HP each, See Special Creature

10.2 gnoll pack lords (MM 163, CR 2, 450 XP), 6 gnolls (MM 163, CR 1/2, 100 XP).

Lower Temple

- **1.4 norkers** (See Special Creatures). **2.4 hill giants** (MM 155, CR 5, 1800 XP). **3.4 trolls** (MM 291, CR 5, 1800 XP).
- 6. 4 norkers (See Special Creatures).

7. Use 2 night hags (MM 178, CR 5, 1800 XP). **8. Groorg, use Frost Giant** (MM 155, CR 8, 3900

- 9.3 ogres (MM 237, CR 2, 450 XP).
 11. Use 4 worgs (MM 341, CR 1/2, 100 XP).
 12.3 ogres (MM 237, CR 2, 450 XP).
 14. 4 norkers (See Special Creatures).
 15. 6 gnolls (MM 163, CR 1/2, 100 XP).
 17. The bir of the new Methods of Classical Classical

17. Touching the wall forces a DC 13 Charisma saving throw. Failure results in the listed effects.

18. Touching the rail forces a DC 14 Wisdom saving throw. Failure results in the character being weakened for 3 hours. While weakened they deal half damage when using weapons based off of Strength or Dexterity. A lesser restoration or greater restoration spell will

remove the weakness.

20. Touching the table forces a DC 15 Constitution saving throw. The character takes 3d10 cold damage, half on a successful saving throw. Touching the wall forces a saving throw identical to the effect in area 17.

23. Giant troll (125 HP, bite is +8 to hit, 1d10+5 damage, claws are +8 to hit, 2d8+5 damage, CR

24. 3 trolls (MM 291, CR 5, 1800 XP).
25. 4 norkers (See Special Creatures).
26. 4 norkers (See Special Creatures).
27. 1 ogre (MM 237, CR 2, 450 XP), 4 norkers (See Special Creatures)

29. 4 ogres (MM 237, CR 2, 450 XP). **30. Norker witchdoctor** (See Special Creatures), 2 norkers (See Special Creatures). **31.4 ogres** (MM 237, CR 2, 450 XP), 1 giant wolf spider (MM 330, CR 1/4, 50 XP). **32.8 gnolls** (MM 163, CR 1/2, 100 XP).

Dungeon Level

5. Illusion: A successful DC 11 Intelligence (Investigation) check will allow the characters to see through the illusion.

8. Use 6 Will-o'-wisps (MM 301, CR 2, 450 XP). 12. 2 otyughs (MM 248, CR 5, 1800 XP). 14. Use 1 gelatinous cube (MM 242, CR 2, 450

XP

15. 6 grells (MM 172, CR 3, 700 XP). **16. Ear seekers (disease**). Characters touching the door must make a DC 12 Constitution saving throw or be infected with the parasites. After 1d4 days the character becomes deafened and suffers one level of exhaustion. Each day the character makes a DC 12 Constitution saving throw. On a failure, exhaustion increases one level, on a success it decreases one level. If the exhaustion level reaches four, the character will be permanently deafened. The disease ends when exhaustion level reaches zero, or the character receives a *lesser* restoration spell.

17. Use 1 nycaloth (MM 314, CR 9, 5000 XP). **19. Use 1 revenant** (MM 259, CR 5, 1800 XP). **22. Use 1 stone golem** (MM 170, CR 10, 5900

25. Use 2 mezzoloths (MM 313, CR 5, 1800 XP).

The Undertemple

In the undertemple, all light sources that are not from artifacts are reduced to only dim light out to 5 feet, even magical light. If the iron torches and cones are used, they shed light as a torch while in the undertemple. 3. 1 shadow demon (MM 64, CR 4, 1100 XP).

4. When the horn is blown in this area, the room becomes extremely cold. All characters that are not immune to cold or wearing one of the ceremonial robes will take 1d4 cold damage per round they remain in the area. Touching the gray vapors inflicts 3d6 cold damage, touching the purple beam inflicts 8d6 cold damage, and touching the black shaft subjects the character to a *disintegrate* spell.

The Black Cyst

The cold in the black cyst is more intense, inflicting 2d6 cold damage per round to anyone not immune to cold or wearing one of the ceremonial robes.

The walls of the black cyst are covered with needle-like, sharp projections. Anyone walking near the walls must make a DC 9 Dexterity saving throw or tear the robes. Torn robes don't completely protect the character from the cold, but still grant cold resistance against the damage in the black cyst and the undertemple.

3. Secret door and block. A DC 18 Passive Wisdom (Perception) check will spot the secret door, or DC 15 Wisdom (Perception) check if actively searching for one. No amount of checking reveals a way to open the secret door. Only the horn can do that, but nothing here alludes to that. The same checks will reveal the triangular opening on the sides of the step block, as well as the holders for cone and ball incense.

The stone box inside the block is not locked, and the traps don't function in the extreme cold.

Special Creatures

Norker

 Small humanoid (goblinoid), chaotic evil

 Armor Class 17 (natural armor)

 Hit Points 16 (3d6 + 6)

 Speed 30 ft.

 STR DEX CON INT WIS CHA

 14 (+2) 14 (+2) 14 (+2) 9 (-1) 12 (+1) 8 (-1)

Skills Athletics +6, Stealth +6 Senses darkvision 60 ft., passive Perception 11 Languages Common, Goblin Challenge 1/2 (100 XP)

Actions

Multiattack. Norkers make one weapon attack and one bite attack. Stone Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Norker Witchdoctor

Small humanoid (goblinoid), chaotic evil Armor Class 17 (natural armor) Hit Points 38 (7d6 + 14) Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 10 (+0) 16 (+3) 8 (-1)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15 Languages Common, Goblin

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the witchdoctor can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the witchdoctor expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above the 1st.

Spellcasting. The witchdoctor is a 5th level spellcaster, Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The witchdoctor has the following spells prepared.

Cantrips (at will): resistance, sacred flame, thaumaturgy

1st level (4 slots): cure wounds, guiding bolt, protection from evil and good

2nd level (3 slots): hold person, spiritual weapon 3rd level (2 slots): protection from energy, spirit guardians

Actions

Multiattack. The norker witchdoctor makes one weapon attack and one bite attack. Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage. Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) piercing damage.