

DUNGEONS & LAIRS #53: GARGOYLE CATHEDRAL

Gargoyle Cathedral is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers details for the **5th-level version**. For the full adjustments for all level ranges, sign up for the [DMDave Patreon](#). The characters enter a gothic cathedral to rid it of the pests within. Little do they know that the cathedral is the lair of deadly creatures disguised as statues. And that's not even the worst thing there—pockets of strong temporal magic pose a great risk to any creature that enters the cathedral, potentially shunting them back into the past.

RUNNING THE ADVENTURE

To run the adventure, 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.

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 as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical 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.

ADVENTURE HOOKS

The table in the full version offers some ideas if you don't have a reason for the characters to investigate the gargoyle cathedral. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

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OPTIONAL: FIXED POINTS AND PARADOXES

Much of this adventure deals with time travel and pre-destiny. Be sure to read the adventure in advance, especially areas that mention paradoxes and fixed points.

A fixed point in time occurs when a character witnesses evidence of something a future version of themselves did in the past. For example, the note in **area 8a** was written by the same character that discovers and reads it, except from 10 years in the past after a temporal anomaly sent the character back in time. Because the character discovered the note, they are pre-destined to travel 10 years into the past and write the note.

If the character willingly tries to do anything to contradict the actions that led to that fixed point in time (this includes dying), it creates a paradox. When a paradox occurs, a shimmering dome-shaped *wall of force* (as the spell) surrounds the entire cathedral and remains until the character continues on the predestined path. Additionally, an **aearut** (see the appendix) arrives. The aearut threatens that if the character does not course-correct, the Denizens of Order will be forced to "cleanse" the place to preserve the fabric of time and space. Characters who refuse to cooperate must fight the aearut. If they successfully destroy the aearut, the dome lifts, and they are free to do as they please—at the risk of destroying all time and space, of course. The implications of such actions are up to you to decide.

A future *Dungeons & Lairs* adventure featuring the Gargoyle Cathedral will explain what happened 10 years ago in the cathedral's past. If you don't wish to add the time travel element to the adventure, ignore all descriptions preceded by "Fixed Point."



GARGOYLE CATHEDRAL

The cathedral featured in this adventure is a massive temple dedicated to an important deity, potentially one of the characters'. After having just been restored to its full glory a decade ago, the building is in exceptional condition. Recently, the monks occupying the cathedral evacuated it, claiming that there was a huge rodent infestation. No one is allowed inside until they clear the cathedral of the rats.

Normally, the cathedral is run by a **priest** named Dean Moffat and seven monks. The other monks recently vanished, leaving only Moffat to care for the site. Fearing the dangers within the monastery, Moffat closed the cathedral's doors to the public.

GENERAL FEATURES

Unless stated otherwise, the cathedral has the following features.

Architecture. The cathedral's builders crafted the walls and floors from huge limestone blocks. Wood details line the interior of most of the buildings. Impressive murals cover most walls, and painstakingly maintained tile mosaics cover most floors.

Ceilings. Colossal flying buttresses surrounding the building allow its open-air nave to have 30-foot-high ceilings. Ceilings in the smaller buildings are 15 feet high.

Doors. Thick oak doors secure most of the building. Locked doors require a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock or a DC 21 Strength check to break open. Otherwise, the doors have AC 17, 25 hit points (damage threshold 5), and immunity to poison and psychic damage.

Windows. Gorgeous stained glass windows depicting the deeds of various saints and demi-gods decorate most of the main building, casting red, gold, and orange light within. These lead-lined windows have AC 13, 10 hit points, vulnerability to bludgeoning damage, and immunity to poison and psychic damage.

Illumination. Bright *continual flames* set into torches scones burn throughout the cathedral day and night. Still, there are many dark recesses in which terrible creatures might hide.

KEYED LOCATIONS

The following locations are keyed to the map of the Cathedral as shown on page 5.

01 - Nave

The front doors are locked.

This colossal room is where the regular ceremonies and sermons are held; it is easily the most impressive chamber in the cathedral. Stone columns

help lift the room's 30-foot-high ceilings. Two rows of pews face a two-foot-tall dais upon which two comfortable chairs stand. Between these chairs, there is a font filled with holy water. Tall stained glass windows flank both sides of the nave, casting multicolored light on the magnificently detailed floors.

Encounter: Gargoyles. The columns holding the ceiling appear to be dressed with stone statues resembling gargoyles. The gargoyles are so high above the floor that only characters who actively look upward or have passive Wisdom (Perception) scores of 14 or better will notice them. A character who studies the columns and succeeds on a DC 13 Intelligence (Investigation) check recognizes that the gargoyles aren't a part of the cathedral's original design.

The gargoyles wait for the characters to spread around the room before they launch their attack. The number of gargoyles that attack depends on the level of the adventure, as shown in the table below. The gargoyles use hit-and-run tactics, hoping to draw the characters into the hazards described in areas 2 and 3.

Area 1 Encounter

Adventure Level	Encounter
5th	2 gargoyles
8th+	Available in the full adventure

Treasure: Holy Water. There is enough holy water in the font at the center of the dais to fill 8 flasks.

02 - Transepts

The exterior doors to both transepts are locked.

These northern and southern alcoves offer additional entrances and exits to the nave. Each one



contains a font so worshippers may wash before they begin prayer.

The body of a robed man lies face down in a pool of his own blood in the southern transept. He still clutches a hatchet in his right hand. A thin layer of sparkling dust covers the man, the floor, and all solid surfaces.

Hazard: Blinding Dust. The dust in the southern transept is sleeping dust left behind by a dust mephit. When a non-elemental creature enters the area for the first time on a turn or starts its turn here, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature becomes blinded until the start of its next turn.

03 - Choir

Two seating areas flank this corridor. The cathedral's choir normally sits in this room, providing choral music during the cathedral's major ceremonies.

Hazard: Magic Circle. The priests cast a magic circle here, hoping to harm the elementals plaguing the cathedral. Unfortunately, the dark nature of the gargoyles corrupted the circle. Humanoids cannot willingly enter this area by nonmagical means. If a humanoid tries to use teleportation or interplanar travel, it must first succeed on a DC 13 Charisma saving throw. Humanoids have disadvantage on attack rolls against targets in the area, and targets within the area can't be charmed, frightened, or possessed by humanoids. A *dispel magic* spell removes the protections. Otherwise, the protections last for 24 hours and then disappear.

Treasure: Powdered Silver. A character who searches under the choral pews and succeeds on a DC 11 Intelligence (Investigation) check discovers a bag of powdered silver worth 1,000 gp.

04 - Chapels

The doors to chapels 4a and 4b are locked.

The monks store important items in these small rooms, only to be brought out during important events.

Chapel 4a. Encounter: Stone Golem. A statue depicting an important saint or demigod stands against the eastern wall of chapel 4a. A character who examines the statue and succeeds on a DC 10 Intelligence (Religion) check will know who it is. As soon as a character comes within 5 feet of the statue, it animates, possessed by the dark elemental magic contaminating the cathedral. The stat block the animated statue uses depends on the level of the adventure, as shown in the table on the next page.

Chapel 4a Encounter

Adventure Level	Encounter
5th	1 shield guardian (it stores the <i>spirit guardians</i> spell)
8th+	Available in the full adventure

Chapel 4b. Trap: Symbol of Despair. A symbol of despair spell protects this area, triggered when any creature other than the cathedral's highest-ranking clergy members enters the room. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere must make a DC 15 Wisdom saving throw when the glyph activates. A creature that enters the sphere for the first time on a turn or ends its turn must also make the saving throw. On a failed saving throw, the target is overwhelmed with despair for 1 minute. It can't attack or target any creature with harmful abilities, spells, or other magical effects during this time. Noticing the symbol requires a successful DC 15 Intelligence (Arcana) check.

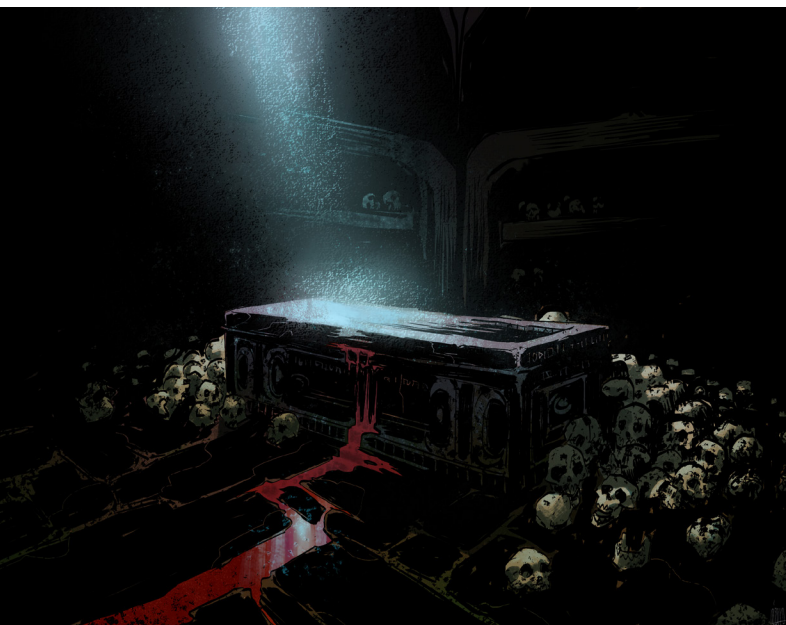
Chapels 4b and 4d. Treasure: Holy Relics. Chapels 4b and 4d both contain many valuable holy relics. The value of the relics in a room equals 250 gp times the level of the adventure.

Chapels 4c and 4d. Encounter: Gargoyles and Dust Mephits. Dangerous elementals lurk in chapels 4c and 4d. If they hear the characters approaching, they revert to their stone statue forms and hide in the shadows. Once they reveal their true nature, they exit the area, preferring to take the fight to where they can benefit from their flying speeds. The number of gargoyles present depends on the level of the adventure, as shown in the table below.

Chapel 4c and 4d Encounters

Adventure Level	Encounter
5th	1 gargoyle and 1 dust mephit
8th+	Available in the full adventure

Chapel 4c. Strange Coffin. A large wooden coffin dominates the center of the room. Strong transmutation magic exudes from it. Before the charac-



ters entered the area, the gargoyles were inspecting it, trying to find a way to open it. An arcane lock seals the coffin's lid in place, requiring a Strength score of 25 or better to break it open. A character that reads the note in area 8a will automatically know the command word used to open the coffin—it's whatever they want it to be. The inside of the coffin is empty except for a single silver key. This key can be used to open the stone sarcophagus in area 17.

05 - Chancel

Four wooden pews offer a place for clergy members to sit during service. A shattered pike lies on the floor just before the pews, splinters covering the ground.

06 - High Altar

The high altar is an expertly crafted wooden table upon which the cathedral's most important relics stand during service. Currently, all the relics are in the chapels (see area 4 for details).

Glistening shards of black rock lie strewn about the area.

Fixed Point: Wibbly-Wobbly Timey-Wimey. This entire area exudes extreme levels of transmutation magic, seemingly emanating from the high altar itself. When a creature comes within 15 feet of the altar, it must make a DC 10 Charisma saving throw. On a failed saving throw, the target experiences a distortion in time. Roll a d6 on the table below to determine what happens.

If a character that previously discovered the note in area 8a enters this area, they automatically fail their saving throw and travel 10 years into the past.

Time Distortion Effects

d6	Distortion
1	The creature becomes 1d20 years older. A <i>greater restoration</i> spell can restore the creature's age to normal.
2	The creature becomes 1d20 years younger (but never any younger than 1 year old). A <i>greater restoration</i> spell can restore the creature's age to normal.
3–4	The creature is pushed 10 years into the future.
5–6	The creature is pushed 10 years into the past.

After a creature makes a saving throw against this magic, it is immune to the effects of the altar for 24 hours.

Development: De-aged Gargoyles. The black shards on the floor are actually shards of evil elemental earth; they are the gargoyles in their immature form. If a character removes one of the shards from this area, it immediately returns to its original



form, becoming a gargoyle. There are six such shards here.

07 - Cloister

A large, cold-water fountain dominates the center of this open-air park. Pathways leading to the clergy's dormitories surround the grassy area.

Trap: Elemental Exchange. There is a visible glyph inscribed on the fountain's southern edge. This design is the same glyph featured on the cover of the blue book in **area 13**. If a creature speaks aloud the words "servitore dell'acqua" while within 5 feet of the glyph, they are banished to the elemental plane of water. If the creature cannot breathe water, it begins to drown. Then, a **water elemental** appears in the same space the banished creature previously occupied.

The elemental immediately attacks any creatures within 10 feet of the fountain but won't leave the area otherwise. It remains for 1 hour or until it is destroyed or dispelled. Once the water elemental is gone, the creature whose place it took returns to the same space it left or the nearest unoccupied space.

08 - Monks' Dormitories

The monks use these small, ascetic chambers to rest, read, and pray.

Area 8a. Fixed Point: The Note. A small wooden box is shoved under one of the monk's beds in **area 8**. Inside the box, there is a folded note. It is addressed to the character holding it. Strangely, the writing is in the character's own handwriting.

The note's subject matter is subjective to the reader and was actually written by a future version of the reader sent 10 years into the past. What the note says is ultimately up to you, but it should recall whatever events are currently happening in the present. For example, if another character says something out loud while the character is reading the letter from themselves, then the note reflects that.

The note explains that the note's author is a future version of the character trapped 10 years in the cathedral's past, when the building was still in ruins. The author worked alongside a man named Doctor Owens to find a way back to the future using the mausoleum at the northeastern end of the complex. Before the characters can enter the mausoleum,

they must recover the key left behind in the chapel north of the high altar. The key is kept in a magically sealed coffin there.

Finally, the note warns the character to watch out for the “ones that don’t move.”

“They are the most dangerous ones. Unfortunately, I can’t do anything to save us, as this note proves that what happened to us already happened. However, there is still time to save the others. Good luck!”

Once the character reads this note addressed to themselves, it creates a fixed point in time. See the “Fixed Points and Paradoxes” section on page 1 for details.

Area 8b. Encounter: Quantum-Locked Gargoyle. A statue resembling an angel stands at the center of the room. It clasps its hands over its face as if it is weeping. The statue is actually a **quantum-locked gargoyle** (see the appendix). Any character associated with a fixed point in time that fights this creature automatically fails saving throws against its Time Displacement action—the target travels 10 years into the cathedral’s past.

09 - Bathroom

The bathroom boasts a trough-like wash basin for cleaning and two private toilets.

10 - Dining room

When the characters first approach the dining room, a rat crawls out from a crack in the door. It moves a few feet before suddenly collapsing on the ground. Breathing raggedly, it begins to age rapidly, its hair turning white and skin turning gray and shriveled. Soon, it’s dead from old age.

Two large, rectangular wooden tables flanked by benches offer a spot for the cathedral’s monks to dine. A shelf against the western wall holds the monk’s plate ware, utensils, and pitchers, plus a few bottles of wine.

Hazard: Time Distortion. The entire area exudes a strong aura of transmutation magic. If the characters enter the dining room, they risk sharing a fate similar to the rat. When a creature enters the dining room for the first time on a turn or ends its turn in the dining room, it must make a DC 15 Constitution saving throw. On a failed saving throw, the creature ages 1d20 years. On a successful saving throw, the creature only ages 1d6 years. A *greater restoration* spell returns the creature to its normal age.

Encounter: Apple Test. The gargoyle in **area 11** rolls apples into the room every few hours to see if the time distortion effect is still in place. The apples immediately shrivel and rot to nothing, causing the old gargoyle to sigh with disappointment.

Fixed Point: Familiar Item. If one of the characters read the note in **area 8** and created a fixed point in time, their favorite weapon, arcane focus, or similar object of value is hanging on the wall above the ta-

bles. If no one has yet created a fixed point, ignore this detail.

The beloved item cannot come within 5 feet of its duplicate. If this happens, it creates a burst of temporal energy. Any creature within 5 feet of the two items must make a DC 10 Constitution saving throw, taking 6 (1d12) force damage on a failed saving throw or half as much on a successful one.

11 - Kitchen and Pantry

A large iron oven dominates the north part of this chamber. A shelf holding all of the cathedral’s food preserves stands against the western wall.

Encounter: Ancient Gargoyle. A gargoyle entered this area through the dining room, which caused it to age rapidly. Terrified to return the way it came, it waits in this room. The gargoyle is hundreds of years old. If the characters encourage it to fight, it makes all of its attack rolls with disadvantage to account for its venerable nature. It won’t leave the kitchen, hoping it finds a way to escape that doesn’t involve crossing the threshold.

If the characters opt to speak with the gargoyle, it explains that many parts of the cathedral are affected by similar time distortions, notably the high altar (**area 6**). The gargoyle believes that the “gargoyles that only move when they aren’t being watched” are responsible for the time distortions. It mentions that there are some of those creatures in the chapter house, **area 12**.

12 - Chapter House

All of the doors to this chamber are barred from the outside. A character may use their action to remove the bar. From inside, a creature must succeed on a DC 22 Strength check to break the doors open.

Claw marks cover the inside of these doors as if something was trying to scratch its way out of the room.

The monks use this temple for private worship. Although it is smaller than the nave, it is still quite impressive, thanks to the attention to detail put into the architecture.

Encounter: Quantum-Locked Gargoyles. Statues resembling angels covering their faces stand against the walls of this temple. These creatures are quantum-locked gargoyles (see the appendix). The number here depends on the adventure level, as shown in the table below. Any character associated with a fixed point in time that fights this creature automatically fails saving throws against its Time Displacement action—the target travels 10 years into the cathedral’s past.

Area 12 Encounter

Adventure Level	Encounter
5th	1 quantum-locked gargoyle
8th+	Available in the full adventure

13 - Dean's Quarters

The door to this room is slightly ajar. Characters who come within a few feet of the door can hear the dust mephits bickering within (see below).

The cathedral's highest-ranking monk uses this chamber for rest and relaxation. It features a large, comfortable-looking bed, an ornate desk, and a bookshelf filled with religious tomes.

Encounter: Dust Elementals. Dust elemental servants of the gargoyles gather in this chamber, leaving traces of dust all over the bed, desk, and shelves. None of them remember the reason that the gargoyles sent them into the room in the first place. The number and types of dust elements present depend on the adventure level, as shown in the table below. Creatures marked with an asterisk are new monsters featured in the appendix.

Area 13 Encounter

Adventure Level	Encounter
5th	1 dust mephit and 1 dust quasiaelemental*
8th+	Available in the full adventure

Treasure: Candle of Water Elemental Command. Characters who search the dean's bookshelf and succeed on a DC 15 Intelligence (Arcana) check notice that there is a book that seems out of place.

The book is blue and decorated with a glyph. Its title reads, "Servitore Dell'acqua." A space in the center of the book has been cut away to make room for a *candle of water elemental command* (see the appendix).

14 - Library

Hundreds of books crowd this library's tall, oak shelves. The cathedral's monks wrote many of the books.

Encounter: Gargoyles. Gargoyles and their servants gather here, searching for books to explain the strange temporal distortions found throughout the cathedral. The number of gargoyles depends on the level of the adventure, as shown in the table below. Creatures marked with an asterisk are new monsters featured in the appendix.

Area 14 Encounter

Adventure Level	Encounter
5th	2 gargoyles
8th+	Available in the full adventure

15 - Pond

A pond choked with lily pads and algae offers another area of tranquility and reflection for the cathedral's clergy.



16 - Graveyard

No matter the season or time of day, a supernatural chill grips this area. Ancient cracked tombstones—many of which predate the main cathedral—push out of this graveyard’s dark soil and crabby grass.

Encounter: Quantum-Locked Gargoyles. A statue resembling an angel covering its face stands amid the tombstones. This creature is a **quantum-locked gargoyle** (see the appendix). Any character associated with a fixed point in time that fights this creature automatically fails saving throws against its Time Displacement action—the target travels 10 years into the cathedral’s past.

Fixed Point: Familiar Tombstone. If the characters take the time to examine the tombstones, they discover one tombstone with a familiar name upon it—one of their own. It can be the same character that read the note in **area 8a** or a different one. The date on the tombstone states that the character died ten years ago, “defending the cathedral from evil.”

If you don’t wish to have the character’s future self die in the past, you can devise a reason that the character’s name would be on the tombstone. For example, a character traveling into the past may have written the name there to encourage the characters to dig the grave and find a magical weapon for fighting the quantum-locked gargoyles. Whatever you decide, keep this a secret from the party so they worry about their ally’s fate!

17 - Mausoleum

The name above the door of this impressive private tomb reads “Doctor Walter Henry Owens.” Its door is carved to reflect a bearded man holding scrolls under his left arm and a compass in the other.

Inside, an impressive stone sarcophagus sits atop a two-foot-tall dias, its lid carved similarly to the one out front, except it lacks the scrolls and compass. Relics, jewels, and small chests cover stone benches in the northern and southern walls.

Fixed Point: The Sarcophagus. A character who examines the sarcophagus discovers a glyph carved to resemble a flower with the words “St. John’s Ambulance” arched over it. There is a keyhole at the center of the glyph.

The lid of the sarcophagus is magically locked. Only the key found in **area 4c** opens it. Otherwise, nothing short of a *wish* spell or divine intervention—such as the meddling of an aevarut (see “Fixed Points and Paradoxes” on page 1 for details)—will open the sarcophagus.

The sarcophagus is bigger on the inside than on the outside. A short flight of stairs leads down from the sarcophagus into an extradimensional space measuring 30 feet in diameter with equally high ceilings. Hallways branch off from the central area, disappearing further into extradimensional space.

At the center of the space stands a glowing column. A strange control console covered in flickering

buttons, long levers, and a myriad of switches surrounds the column, their functions a complete mystery. The function of this strange extradimensional space is described in detail in a future installment of *Dungeons & Lairs*.

AFTERMATH

There are a lot of unresolved threads with the cathedral. What do the gargoyles want with it? What happens to those sent back in time? What are the quantum-locked gargoyles, and what do they want? You’re free to answer these questions in any way you like, or you can grab the next *Dungeons & Lairs* adventure module featuring the Gargoyle Cathedral. Ω

APPENDIX

Candle of Water Elemental Control

Wondrous item, rare

This magic candle is linked to the elemental plane of water. As an action, you can light the candle, which then burns for 1 hour. Water does not extinguish the candle’s flame.

While holding the candle as it burns, you gain the following benefits:

- ▶ You have advantage on attack rolls against water elementals, and they have disadvantage on attack rolls against you.
- ▶ You can use your action to cast *dominate monster* on a water elemental. You can only use this benefit once.
- ▶ You can stand on and walk across liquid surfaces as if they were solid ground.
- ▶ You can breathe underwater and have a swimming speed equal to your walking speed.
- ▶ You can speak and understand Aquan.

After the candle burns for 1 hour, it is destroyed. You can extinguish the candle early, preserving the remaining duration for another use.



Aevarut

Large construct (Inevitable), lawful neutral

Armor Class 22 (natural armor)

Hit Points 336 (32d10 + 160)

Speed 40 ft., climb 30 ft., fly 30 ft. (hover)

STR
28 (+9)

DEX
19 (+4)

CON
21 (+5)

INT
16 (+3)

WIS
21 (+5)

CHA
24 (+7)

Saving Throws Int +11, Wis +13, Cha +15

Skills Arcana +11, History +19, Insight +13, Intimidation +15, Perception +13, Persuasion +15

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 23

Languages all but rarely speaks

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Caretaker of Time. The aevarut is immune to effects that would alter time. While in the area of a *time stop* spell, the aevarut is free to attack or otherwise interact with any other creatures that can act during the duration of the spell.

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

Legendary Resistance (3/Day). If the aevarut fails a saving throw, it can choose to succeed instead.

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

Ravages of Time. An aura of temporal energy extends from the aevarut 30 feet in all directions. A non-Inevitable creature that starts its turn in this aura must succeed on a DC 23 Constitution saving throw or gain one level of exhaustion. All levels of exhaustion gained from this trait are removed as soon as the creature starts its turn outside of the aevarut's aura or succeeds on a saving throw against the effect. A creature that succeeds on its saving throw against the aevarut's aura is immune to the effects of this trait for the next 24 hours.

Unusual Nature. The aevarut doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The aevarut makes three Slam attacks. It can use its Correction in place of one Slam attack.

Slam. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage. The aevarut can force a creature hit by this attack to make a DC 23 Constitution saving throw. On a failed saving throw, the creature temporarily ceases to exist for 1 minute. The creature vanishes from the space it is in and can't be targeted by attacks, spells, or other effects that reference the creature. Such effects fail as if the target never existed. When the duration ends, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

The creature can repeat its saving throw at the end of each of its turns, returning with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

Correction. The aevarut targets one creature that it can see within 100 feet of it. The target must make a DC 23 Wisdom saving throw against this magic. On a failed save, the 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 or until the aevarut uses its Correction on a different target. As long as the creature remains affected by the Correction, the aevarut magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself and the aevarut with a success.

Spellcasting. The aevarut casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At will: *blur*, *true seeing*

3/day each: *freedom of movement*, *haste*, *plane shift*, *slow*

1/day each: *gate*, *sequester*

Temporal Anomaly (1/Day). The aevarut creates an exact duplicate of another creature that it can see whose Hit Dice are no greater than half the aevarut's. The anomaly appears in an unoccupied space that the aevarut can see within 30 feet of it. The anomaly functions similarly to a duplicate created via the *simulacrum* spell, except the duplicate is made entirely of sand and shares a telepathic connection with the aevarut across any distance. A creature created by this effect lasts for 24 hours or until the aevarut dismisses it as a bonus action; it then collapses into a pile of glowing sand. The aevarut can't have more than one temporal anomaly active at a time.

Dust Quasielemental

Medium elemental, typically neutral evil

Armor Class 15

Hit Points 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Terran

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Dust Cloud Form. The quasielemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the quasielemental can enter a hostile creature's space and stop there. The first time the quasielemental enters a creature's space on a turn, or when a creature moves into the quasielemental's space or ends its turn there, that creature takes 7 (2d6) necrotic damage. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. If the damage reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

Unusual Nature. The quasielemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The quasielemental makes four pseudopod attacks.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Dust Storm (Recharge 6). The quasielemental extends itself into a raging dust cloud. The cloud moves around corners. Each creature within 20 feet of the quasielemental must succeed on a DC 13 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DUNGEONS OF THE WEEK

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[DotW #2: Hidden Keep of the Death Arrow](#)

[DotW #3: Lost Archive of the Silent One](#)

[DotW #4: Ruined Sanctum of the Void Prince](#)

[DotW #5: Forlorn Temple of Mash-Dinaxis](#)

[DotW #6: Dungeon of Hari](#)

[DotW #7: Boxrock Hole](#)

[DotW #8: The Treacherous Chasm](#)

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- ▶ [Dungeons & Lairs #2: Kobold Tunnels](#)
- ▶ [Dungeons & Lairs #3: Archmage Stronghold](#)
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Quantum-Locked Gargoyle

Medium monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR
18 (+4)

DEX
15 (+2)

CON
18 (+4)

INT
13 (+1)

WIS
15 (+2)

CHA
9 (–1)

Saving Throws Int +4, Wis +5

Skills Deception +5, History +7, Intimidation +2, Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 12

Languages understands Common but doesn't speak, telepathy 120 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Quantum Locked. The gargoyle is quantum locked; it only exists as long as there are no creatures observing it. While being observed, it is effectively an inanimate object.

When the gargoyle starts its turn with a creature within 30 feet of it that can see it, the gargoyle can't move or take actions or bonus actions except for its Flicker until the start of its next turn.

Unless surprised, a creature can actively observe the gargoyle at the start of its turn. If the creature does so, the gargoyle can't move or take actions, reactions, or bonus actions except for its Flicker until the start of the observer's next turn. If the observer's gaze leaves the gargoyle in the meantime, the gargoyle can move and take actions, reactions, and bonus actions as normal.

When a creature moves or takes an action, bonus action, or reaction while actively observing the gargoyle, it must make a DC 10 Wisdom saving throw. On a failed saving throw, the creature's gaze momentarily leaves the gargoyle long enough for the gargoyle to use its Don't Blink reaction, assuming it able to do so.

Reactive. The gargoyle can take one reaction on every turn in a combat.

Unusual Nature. The gargoyle doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target that can't see the gargoyle. *Hit:* 11 (2d6 + 4) bludgeoning damage. Alternatively, the gargoyle can choose to grapple the target instead of dealing damage (escape DC 18).

Time Displacement (Recharge 6). The gargoyle makes a slam attack against one creature that it can see. Instead of dealing damage, the creature must make a DC 12 Charisma saving throw. On a failed saving throw, the target is displaced 1d100 years into the past, arriving at the same point in space or the nearest unoccupied space. The gargoyle then regains hit points equal to the number of years by which the target was displaced target.

BONUS ACTIONS

Flicker (3/Day). The gargoyle causes all nonmagical lights within 30 feet of it to go out for a few seconds then return to normal.

REACTIONS

Don't Blink. After a creature moves or takes an action, bonus action, or reaction, the gargoyle can move up to half of its speed or take an action (but not both).

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