

DUNGEON OF THE WEEK #3: LOST ARCHIVE OF THE SILENT ONE

Lost Archive of the Silent One is a Fifth Edition adventure designed for **four characters of 3rd, 5th, 8th, or 11th level**. This document notes how to scale the adventure according to the average party level. The characters discover the Lost Archive of the Silent One. Within, they discover ancient artifacts and copious treasures. Of course, dangerous creatures guard these valuable relics.

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.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

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.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure, pointing you to the appropriate appendix or sidebar.

LEVEL SELECTION

Before play, know the level 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 the 3rd, 5th, 8th, or 11th level, the

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. DMDave with Forgotten Adventures

Artwork. Nacho Lazaro, Paper Forge

chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of more than 13, as it may not pose much of a challenge.

Scaling the Adventure

| Average Party Level | Recommended Adventure Version | Relative Difficulty |
|---------------------|-------------------------------|---------------------|
| 3 | 3rd-level | Hard |
| 4 | 3rd-level | Medium |
| 5 | 5th-level | Hard |
| 6 | 5th-level | Medium |
| 7 | 5th-level | Easy |
| 8 | 8th-level | Hard |
| 9 | 8th-level | Medium |
| 10 | 8th-level | Easy |
| 11 | 11th-level | Hard |
| 12 | 11th-level | Medium |
| 13 | 11th-level | Easy |

ADVENTURE HOOKS

The table below offers some ideas if you don't have a reason for the characters to investigate the Lost Archive. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Lost Archive Adventure Hooks

| d8 | Patron | Adventure Hook |
|----|--------------------|--|
| 1 | Academy | The characters' patrons believe that a long-lost artifact named Karr-Makastri is somewhere within the lost archive. They offer to pay the characters to retrieve it. The amulet is in area 12 . |
| 2 | Ancient Being | Ramu, an old efreet ally of the characters' patron, needs help retrieving his lost amulet, Karr-Makastri. The amulet is in area 12 . |
| 3 | Aristocrat | Rumors persist that the lost archive contains a deadly magic item called a <i>mirror of life trapping</i> . The aristocrat wants the characters to retrieve it and bring it to them. The archives' old inhabitants stored the mirror in a chest in area 8 . |
| 4 | Criminal Syndicate | A duergar lady contacted the characters' patrons and asked for help finding her lost sister, a duergar warrior named Tishnia. Tishnia is in area 4 . The dragon will not let her go unless the characters handle one of the dragon's problems. |
| 5 | Guild | Another adventuring party entered the lost archives a few months ago but never returned. The characters must go into the lost archives and find the proof they were there. The bodies of the adventurers are located in areas 1 and 2 . |
| 6 | Military Force | Supposedly, a hydra lurks within the lost archive. The characters' patrons wish for them to find this menace and destroy it. The hydra is in area 9 . |
| 7 | Religious Order | The head of the characters' religious order recently dreamt of a great fire that burns within the lost archive. The characters must enter the temple and find proof that this fire exists. The wall of fire of which their patron dreamt is in area 11 . |
| 8 | Sovereign | An avid book collector, the characters' patron wants them to enter the lost archive and clear out the dangers within so they may retrieve the collection there. The sovereign will pay three times the usual rate for such an adventure (1,500 gp multiplied by the level of the adventure). |





THE LOST ARCHIVE OF THE SILENT ONE

The archive of the Silent One is situated at a bend of the river Bara. Recently, a terrifying hydra made its home here. Rumors say that Karr-Makastri, a legendary amulet, hides within the archive.

FINDING THE LOST ARCHIVE

The archive has three egresses—one staircase leading up and two staircases leading down. These exits let you combine the archive with another dungeon adventure (or *Dungeon of the Week* adventure, as it were), or you may let it stand on its own. If you choose the latter, the party must discover the archive's entrance (**area 1**).

Have the characters perform a skill challenge. A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work. This skill challenge consists of the following elements:

► **Goal and Context.** Learn the location of the Lost Archive of the Silent One.

- **Difficulty.** Primary skill checks related to this skill challenge are made against DC 10. Secondary and repeat checks are made against DC 15.
- **Complexity.** Complexity is the total number of successes needed versus the number of failures to succeed on the check. To succeed in this skill challenge, the characters must gain four successes before they suffer three failures.
- **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge are: Intelligence (History) to recall information about the Lost Archive and Charisma (Persuasion) to speak with locals about its location.
- **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.

- ▶ **Other Conditions.** If the characters make a successful Intelligence (History) or Charisma (Persuasion) check related to this skill challenge, they learn that a deadly hydra recently took residence in the archive. Wisdom (Survival) becomes a primary skill challenge (DC 10). The characters may repeat any primary ability checks without penalty.
- ▶ **Consequences.** If the characters suffer three failures before achieving four successes, they fail the skill challenge and must spend another week looking for the lost archive. Otherwise, they find the entrance to the lost archive (area 1).

GENERAL FEATURES

Unless stated otherwise, the Lost Archive's areas have the following features in common.

Architecture. The Lost Archive was hewn from the natural earth of the swampy lows within which the characters find it. The builders reinforced the interior with solid masonry. The ceilings in the corridors are 10 feet high, whereas they are 20 feet high in chambers. Ceilings are vaulted to support the tremendous load of the earth above the archive.

Doors. The chambers' builders made the doors from ash planks hung on iron. Long since rusted, the doors are relatively weak. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to pick or a DC 15 Strength (Athletics) check to break down. A door has AC 14, 13 hp, and immunity to poison and psychic damage.

Illumination. Although torch sconces hang from every wall, there is no light throughout the chambers except for a few areas. The boxed text descriptions assume the characters have their light sources or darkvision.

Random Encounters. All manner of creepy and awful things lurk within the lost archive, many of which crawled up from the lower levels (areas 7 or 11) or surface (area 1). Every 30 minutes while the characters aren't in combat, roll a d20. On a result of 17 or higher, an encounter occurs. Roll a d6 and



reference the level of the adventure on the Lost Archive Random Encounters table below, or choose the one you like.

KEYED LOCATIONS

The map on page 6 shows the location of the following areas.

01 - Dark Spiders

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

Thick spider webs cover tall, oaken bookshelves that completely line the walls of this arch-ceilinged room.

The webs create difficult terrain throughout the entire room. A creature entering the webs for the first time on a turn or starting its turn must succeed on a DC 12 Dexterity saving throw or become re-

Lost Archive Random Encounters

| d6 | 3rd | 5th | 8th | 11th |
|----|-----------------------------|------------------------|-----------------------------|--------------------------------|
| 1 | 1d3 ghouls | 2d4 ghouls | 1 ghost and 2d4 + 1 ghouls | 2d4 ghosts |
| 2 | 1 ochre jelly | 1d4 ochre jellies | 1d3 black puddings | 1d3 + 1 black puddings |
| 3 | 1d3 giant spiders | 2d4 giant spiders | 1 drider and 1 giant spider | 1 drider and 1d4 giant spiders |
| 4 | 1 basilisk | 1 medusa | 1d2 gorgons | 1 medusa and 1d4 gargoyles |
| 5 | 1d6 + 2 skeletons | 1d4 minotaur skeletons | 2d4 minotaur skeletons | 2d4 mummies |
| 6 | 1d3 suits of animated armor | 1 flesh golem | 1 clay golem | 1 stone golem |

strained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check (creature's choice). Each 10-foot cube of giant webbing has AC 10, 15 hp, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Encounter: Giant Spiders. Monstrous spiders hide among the spiderwebs on the ceilings and between the shelves. The number and types of spiders depend on the adventure level, as shown in the table below. The spiders serve the green dragon Zatchramevofo (see **area 4**).

Area 1 Encounters

| Adventure Level | Spiders |
|-----------------|-------------------------------|
| 3rd | 6 giant spiders |
| 5th | 1 drider and 4 giant spiders |
| 8th | 2 driders and 4 giant spiders |
| 11th | 2 driders and 6 giant spiders |

Book Collection. The shelves in this area contain an extensive collection of history books. When a character performs an Intelligence (History) check in this room, they may opt to spend 1 hour looking through the books before they make the check. If they do, they may treat a d20 roll of 9 or lower as a 10.

Barricaded Door: Area 5. The mages in **areas 5 and 6** barricaded the door in this room that leads to **area 5**. Pushing past the barricade requires a successful DC 23 Strength (Athletics) check.

Locked Doors: Area 8. The double doors that connect this area to **area 8** are locked.

02 - Undetectable and Itchy

Thick, green moss covers most of this room's floors and walls. It looks like there was once a dining room table in the center of the room. Hints of the chairs that once surrounded it lie buried in the moss.

Hazard: Itchy Moss. The green moss covering this room's floors serves as difficult terrain. A non-plant creature that enters this area for the first time must make a DC 15 Constitution saving throw. On a failed saving throw, a target becomes poisoned for 24 hours. While poisoned this way, a target cannot gain the benefits of a short or long rest. A target that succeeds on its saving throw against this effect is immune to the effects of the moss in this area and the moss in **area 4** for 24 hours.

Dealing any amount of fire damage to the moss removes a 10-foot-square area of it. However, the burning spores require a DC 15 Constitution saving throw from any creature within 10 feet of the burn-

ing area. Immunity to the itchy moss effect does not impart immunity to this saving throw. A creature that fails its saving throw takes 7 (2d6) necrotic damage and becomes poisoned. While poisoned in this way, the target can't breathe and begins to suffocate. A poisoned target must repeat its saving throw at the end of each of its turns. If this saving throw fails, the target takes an additional 7 (2d6) necrotic damage, and the poisoned target continues to suffocate. Otherwise, the poisoned condition ends for it.

Treasure: Staff and Breastplate. There is a moss-covered corpse resting against the western wall. A character who searches the area around the wizard and succeeds on a DC 20 Intelligence (Investigation) check discovers a magic staff and magic breastplate armor. A *detect magic* spell also reveals the items. The adventure's level determines these items' quality, as shown in the table below.

Area 2 Treasures

| Adventure Level | Magic Staff | Magic Breastplate |
|-----------------|-------------------|------------------------|
| 3rd | +1 quarterstaff | adamantine breastplate |
| 5th | +2 quarterstaff | adamantine breastplate |
| 8th | +2 quarterstaff | +1 breastplate |
| 11th | staff of striking | +1 breastplate |

Ajar Door. The southern door that leads to **area 4** is slightly open, stuck shut by the moss. Characters with passive Wisdom (Perception) scores of 15 or



LOST ARCHIVE OF THE SILENT ONE

1 SQUARE = 5 FEET



better hear the dragon Zatch (see **area 4**) breathing on the other side. Similarly, Zatch detects the presence of living creatures who enter this room and readies herself accordingly.

03 - Illusory Vapor

Six cylindrical display cases line this room's east and west walls, three on each side. Within each case rests a single silver key. At the far north side of the room stands a wooden treasure chest atop a short dais. Its brass details appear unblemished.

Trap: Illusory Keys and Poisonous Vapor. The six cases exude magic, each from a different arcane school. Starting clockwise from the case in the southwestern corner, they radiate necromancy, transmutation, evocation, abjuration, conjuration, and divination. These are false auras created through the *arcanist's magic aura* spell.

All of the keys and cases in this room are illusory. The first time a creature touches one of the illusions, invisible poisonous vapors fill the room from small holes in the wall. During the first round that the vapors fill the room, a creature that starts its turn in the room must make a DC 10 Constitution

saving throw. On a failed saving throw, the target takes 7 (2d6) poison damage and is poisoned for 1 minute. A target takes only half the damage and isn't poisoned on a successful saving throw.

A target may repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. At the start of initiative count 20, the vapor thickens—the DC to avoid its effects increases by 1, and the damage it deals increases by 2d6. These increases continue until the DC is 18 and the vapors deal 16d8 poison damage. The vapors remain for 1 hour, then disperse. Creatures are affected even if they hold their breath or don't need to breathe.

The vapors pour from small holes in the masonry. There are too many holes to clog, but a character who inspects the walls and succeeds on a DC 15 Intelligence (Investigation) check notices them.

Spotting the trap in advance requires a character to inspect one of the cases and succeed on a DC 15 Intelligence (Arcana) check. Recognizing that a single case is an illusion without touching it requires a successful DC 16 Intelligence (Investigation) check.

Treasure: The Dragon's Treasure. The chest at the end of the hall is locked with an *arcane lock*. The key hidden in Zatch's lair dispels the lock and opens the chest. Picking the lock requires a successful DC 25 Dexterity check using proficiency in thieves' tools. A check that fails to pick the lock triggers the trap described above. The spell creates a field of force around it, rendering it immune to all damage except that caused by a *disintegration* spell. An *immovable rod* placed at the bottom of the chest prevents anyone from moving it. The chest contains a *bag of holding* within which the dragon Zatchramevofo keeps her treasure. In addition to the bag and rod, the table below details the treasure hoard's contents.

Dragon's Hoard

| Adventure Level | Treasure |
|-----------------|---|
| 3rd | 1,000 cp, 8,000 sp, 2,000 gp, 100 pp, six green gems worth 250 gp each, a <i>potion of invisibility</i> |
| 5th | 1,000 cp, 8,000 sp, 2,000 gp, 100 pp, six green gems worth 250 gp each, a <i>potion of invisibility</i> |
| 8th | 150,000 sp, 2,000 pp, six green gems worth 1,000 gp each, an <i>arrow of slaying</i> |
| 11th | 45,000 gp, 30,000 pp, six green gems worth 5,000 gp each, a <i>staff of withering</i> |



04 - Exalted Hydrophobia

The first time the characters enter this room from **area 2**, read the following:

Like the room attached to this one, thick green moss carpets the floors. A rusty cage stands just east of the door through which you entered. A vast stone dais covered in green blankets and pillows dominates the south end of the room.

A great, green reptile with large, leathery wings and sharp spikes forming down the back of its long neck and hunched spine lies atop the dais. Green vapor gently pours from its snout.

It's a dragon!

This area is the lair of the dragon Zatchramevofo, the Emerald Queen.

Illumination. Two burning braziers provide illumination.

Hazard: Itchy Moss. Moss similar to the moss described in **area 3** covers this room. Zatch is immune to it, and his duergar prisoners are now accustomed to it.

Encounter: Zatchramevofo, the Emerald Queen. A green dragon named Zatchramevofo (or just "Zatch"), the Emerald Queen, uses this room as her great hall. Zatch's age depends on the level of the adventure, as shown in the table below. Zatch relies on shambling mounds to serve as her guardians, the number of which depends on the level of the adventure, also shown in the following table.

Zatch and the Plant Guardians

| Adventure Level | Zatch's Age | Shambling Mounds |
|-----------------|----------------------|--------------------|
| 3rd | young green dragon | 1 shambling mound |
| 5th | young green dragon | 2 shambling mounds |
| 8th | adult green dragon | 3 shambling mounds |
| 11th | ancient green dragon | 5 shambling mounds |

Zatch allows all creatures who encounter her to prove their worth before she decides to eat them. Unfortunately for some, she finds dwarves tasty. Therefore, she might not let a dwarf survive unless they are particularly persuasive. **Areas 1, 2, 3, and 4** are her domain, but she hopes to expand beyond **areas 5 and 9**. To do this, she needs the help of adventurers. She will pay the characters a fee to slay the mages in **area 6** or the hydra in **area 9**. She is secretly afraid of the hydra as a diviner once told her that it would lead to her death. Of course, she later ate the diviner.

If the characters refuse to help her, she deems them food and sends her shambling guardians to fight them. She stays back, only using her lair actions (if any) to support the guardians during the fight. Once the characters defeat her guardians, she joins the fray.

Duergar Prisoners. Zatchramevofo keeps three duergar prisoners in a rusting, mold-covered cage at the room's north end. Picking the lock requires a successful DC 13 Dexterity check using proficiency in thieves' tools. The lock has AC 17 and 5 hp. The duergars lack weapons and shields but still have their armor. Despite their evil nature, they will devote their lives to helping the characters in any way possible. Their names are Ambik, Galrig, and Tishnia.

Hidden Key. There is a key hidden in the wall behind Zatch's throne. Finding the key requires a successful DC 15 Intelligence (Investigation) check made near the southern wall or DC 20 Wisdom (Perception) check made anywhere in the room (character's choice). The key unlocks the chest that holds Zatch's hoard (**area 4**).



05 - Pragmatist Clowns

The door that connects this area to **area 1** is barricaded from this side. A creature on this side of the door may use its action to remove the barricades.

This room is unusually clean compared to the rest of the dungeon. A 16-foot-long dinner table stands at the center of the room. The iron chandelier over the table and multiple candelabras around the room illuminate the area. Shelves choked with old tomes line the walls.

A pair of wizards once lived in this part of the dungeon and **area 6** but teleported away a few months ago. Zatch does not know that they are gone.

Illumination. The candles and chandelier remain lit thanks to the *continual flame* spell.

Book Collection. The shelves in this area contain an extensive collection of history books. When a character performs an Intelligence (History) check in this room, they may opt to spend 1 hour looking through the books before they make the check. If they do, they may treat a d20 roll of 9 or lower as a 10.

Trap: Glyph of Warding. There is an invisible glyph of warding protecting the passage between this area and **area 6**. Any creature that steps in the 10-foot-square area triggers it, creating explosive runes that deal 5d8 lightning damage, DC 14 Dexterity saving throw for half. Spotting the glyph requires a successful DC 14 Intelligence (Investigation) check. Removing it requires a successful DC 14 Intelligence (Arcana) check.

Treasure: Spellbook. A character who searches the shelves and succeeds on a DC 13 Intelligence (Investigation) check discovers an old spellbook tucked under one of the shelves. The spellbook contains all the spells included in the **mage** spell list plus *glyph of warding*.

06 - Murmuring Changeling

The door that connects this area to **area 7** is barricaded from this side. A creature on this side of the door may use its action to remove the barricades.

This colossal room contains thousands of books stacked high on oaken shelves. An iron chandelier and multiple candelabras provide plenty of light.

A pair of wizards once lived in this part of the dungeon and **area 5** but teleported away a few months ago. The dragon Zatch (**area 4**) does not know they are gone.

Illumination. The candles and chandelier remain lit thanks to the *continual flame* spell.

Book Collection. The shelves in this area contain an extensive collection of arcana and nature books.

When a character performs an Intelligence (Arcana or Nature) check in this room, they may opt to spend 1 hour looking through the books before making the check. If they do, they may treat a d20 roll of 9 or lower as a 10.

Unseen Servants. Permanent unseen servants (like those created by the spell) maintain this room and **area 5**. Characters who can see invisible creatures notice them immediately, as does anyone with a passive Wisdom (Perception) score of 17 or better—they notice something invisible cleaning the shelves. The servants do not trouble the characters in any way.

Makeshift Bedroom. When the mages lived here, they slept in the northeastern corner of the room. This makeshift bedroom includes an unmade bed (the servants won't go past the partition) and an old, unlocked treasure chest. The chest is empty.

There is a book on the mage's old bed titled "Vanishing Into the Darkness." The book is a mystery novel about a pair of mages mistakenly killed by a band of adventurers. A gnomish detective eventually discovers the culprits and places them in the city dungeons. Placing the book back onto the shelf in **area 7** reveals the secret door to **area 8**.

07 - Incessant Swarm

As the characters approach this room for the first time, they hear an incessant buzzing sound from within.

Tall shelves caked in dust and cobwebs crowd this large room.

Hazard: Insect Plague. A colossal cloud of flesh-eating insects guards this room. They are magical and can't be destroyed except through a



dispel magic spell cast against a 5th-level spell. The insects remain in the room and won't leave through any exits.

When a creature first enters this area for the first time on a turn or ends its turn here, it must make a DC 14 Constitution saving throw. A creature takes the total listed damage on a failed save or half as much damage on a successful one. The amount of damage it takes depends on the adventure level, as shown in the table below.

Insect Plague Damage

| Adventure Level | Damage |
|-----------------|-----------|
| 3rd | 5 (1d10) |
| 5th | 11 (2d10) |
| 8th | 16 (3d10) |
| 11th | 22 (4d10) |

Secret Door. One of the shelves in the north wall hides the entrance to **area 8**. Spotting the secret door requires a successful DC 15 Wisdom (Perception) check. However, it is magically locked. Using proficiency in thieves' tools, a character may disable the locking mechanism with a successful DC 30 Dexterity check. A successful DC 30 Strength check also pries the secret door away from the wall.

A successful DC 10 Intelligence (Investigation) or Wisdom (Perception) check reveals that there is a book missing. The other books on the shelf are all mystery books listed in alphabetical order; judging by the books next to the missing book, the missing book should start with the letter V. Inserting the book titled "Vanishing Into the Darkness" opens the secret door.

Stairs Down. The stairs at the east end of the room lead down to another part of the dungeon. You may decide where it goes—it might go to another dungeon adventure of your liking (perhaps another *Dungeon of the Week*) or to one of your own creations? Alternatively, it may lead nowhere, dead-ending in a pile of rubble.

08 - Unholy and Silvery

Crates, barrels, and sacks crowd this large storage room. Judging by the dust here, no one has been here for quite some time.

Most of the containers hold the building supplies once used to construct the lost archive. Some contain old books, mostly fiction books like those found in **area 7**.

Treasure: Mirror of Life Trapping. A padlocked chest draws the eye of any character who searches the room for something of value. The lock requires a successful DC 11 Dexterity check using proficiency

in thieves' tools to unlock. Otherwise, it has AC 17, 3 hit points, and immunity to poison and psychic damage.

The chest lid's interior bears a phrase carved into it: "Nomuuus Gravac Jaleotion."

There is a large mirror inside the chest. It exudes a strong aura of conjuration magic. A character who casts *identify* on the mirror recognizes it as a *mirror of life trapping*.

Its surface shows faint images of creatures: a night hag, a half-red dragon veteran, and a drider. The mirror weighs 50 pounds and has AC 11, 10 Hit Points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 Hit Points.

If the mirror is hung on a vertical surface and a user is within 5 feet of it, the user can use an action to speak its command word ("Nomuuus Gravac Jaleotion") and activate it. It remains activated until you use an Action to speak the command word again.

Any creature other than the user that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells (currently, three are occupied). This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically.

An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

If the mirror traps a creature, but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

While within 5 feet of the mirror, a user can use an action to speak the name of one creature trapped in

it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. The user and the creature can then communicate normally.

Similarly, a user can use an action to speak a second Command word and free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

Encounter: Trapped Creatures. There are three creatures trapped in the mirror.

The first cell contains a night hag named Heather Ratlurker. A vile creature, the hag hopes to force the creatures into service. Failing that, she escapes using her Etherealness feature.

The second cell contains a cantankerous, old half-red dragon veteran named Plinth. Having been trapped for six years, Plinth desires nothing more than a leg of mutton and some ale to wash it down with. Plinth will join the party long enough to find an exit, then depart. He expects a fair share of treasure whenever the characters find it.

The third cell contains a drider named Xen'qied (pronounced SHIN-keed). Xen'qied loathes the mages for trapping her for so long and will automatically assume that the characters are in league with the pair. When freed, she attacks immediately.

09 - Trilling Muck

This entire area reeks of waste and filth. A few shelves still stand in what must have once been part of a library. However, most of the books that once riddled the shelves now lie ruined under ankle-deep muck that consumes the entire room's floors.

Treat the mud as difficult terrain that requires 3 feet of movement for every 1 foot moved.

Encounter: The Hydra. A hydra hides within the mud of this room. The number of heads and hit points it starts with depends on the level of the adventure, as shown in the table below. The table also shows its adjusted CR and the bonus it gets to its Wisdom (Perception) checks, attack rolls, and damage rolls, due to its increase in proficiency bonus.

Hydra Features by Adventure Level

| Adventure Level | Heads | Hit Points | Challenge Rating | Proficiency Bonus |
|-----------------|-------|------------|------------------|-------------------|
| 3rd | 3 | 152 | 5 (1,800 XP) | — |
| 5th | 5 | 172 | 8 (3,900 XP) | — |
| 8th | 7 | 192 | 11 (7,200 XP) | +1 |
| 11th | 10 | 222 | 15 (13,000 XP) | +2 |

10 - Putrid Swampy

Like **areas 9 and 11**, thick, stinking mud covers most of this room. Other than rotting books and the mud hazard detailed in **area 9**, there is nothing else of interest here.

Stuck Door. The mud that fills this room causes the door that connects this area to **area 11** to stick in place. Opening it requires a successful DC 20 Strength check.

11 - Imperial Fire

This entire area reeks of waste and filth. Ankle-deep mud covers the western half of this area. The mud appears to originate from an old, square-shaped fountain at the center of the room.

Trap: Wall of Fire. There is a staircase leading down at the east end of this room. When a creature comes within 10 feet of the staircase, a wall of fire springs into existence, cutting off access to the stairs. The wall stretches the room's entire length, north to south, and rises from the ceiling to the floor. It is 1 foot thick, opaque, and lasts so long as living creatures remain in this room.

The wall does not deal damage when it first appears, nor does it deal damage to targets standing near it. However, the first time a creature enters the wall on a turn or ends its turn there, it takes 22 (5d8) fire damage. A *dispel magic* spell temporarily removes the wall for 1 hour. A creature attuned to the amulet Karr-Makastri (see **area 12**) is immune to the fire caused by this wall of fire.

Treasure: Decanter of Endless Mud. A character who searches the fountain and succeeds on a DC 20 Intelligence (Investigation) check discovers a strange item: a copper jug. The jug is a *decanter of endless mud*. It functions the same as a *decanter of endless water*, except it produces thick mud instead of water and is considered a rare item.

Stuck Doors. The mud that fills this room causes the doors that connect this area to **areas 10 and 12** to stick in place. Opening either of these doors requires a successful DC 20 Strength check.

Stairs Down. The stairs at the east end of the room lead down to another part of the dungeon. You may decide where it goes—it might go to another dungeon adventure of your liking (perhaps another *Dungeon of the Week*) or to one of your own creations? Alternatively, it may lead nowhere, dead-ending in a pile of rubble.

12 - Cavernous and Arcane

More of the mud that consumes **areas 9 through 11** completely engulfs this room.

A 10-foot-tall, mud-caked statue stands at the south end of the room. It holds a large bowl in its hands.

Treasure: Karr-Makastri. Karr-Makastri is an amulet once owned by an efreeti lord named Ramu. The amulet functions like a *ring of fire resistance* and it allows a wearer to pass through the wall of fire in **area 10** without getting burned. However, the amulet is cursed. While a creature is attuned to the amulet, the efreeti Ramu knows the direction and distance to the wearer so long as the two of them are on the same plane of existence. Additionally, the wearer has disadvantage on saving throws made against Ramu's spells and attacks, and Ramu has advantage on attack rolls made against the wearer. When and where Ramu attacks are up to you. Once Ramu finds the amulet, he will do anything to reclaim it.

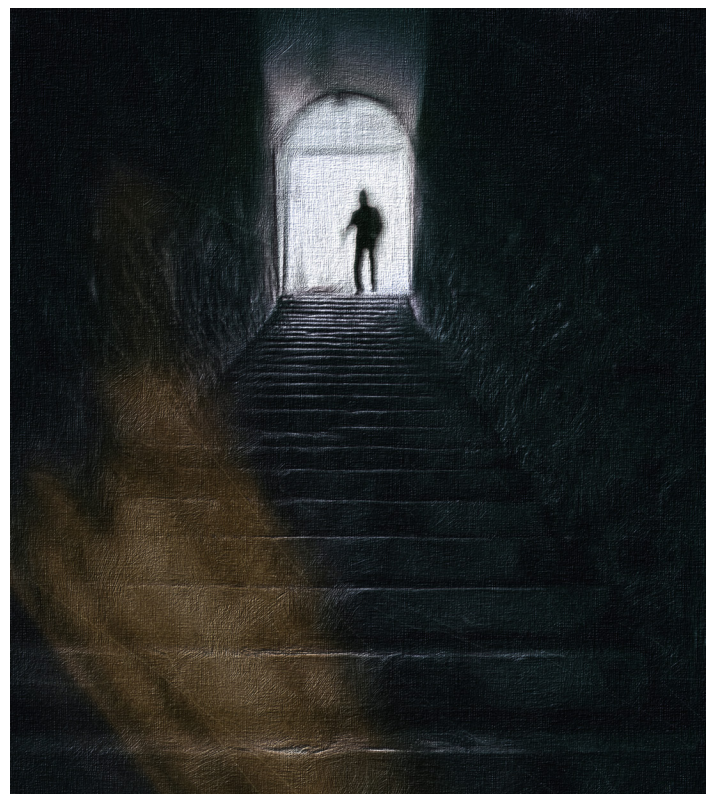
WHERE DO THOSE STAIRS GO?

The stairs in **areas 7 and 11** descend into mystery. What lies below is ultimately up to you. If you wish to continue the adventure, place another level below this one. You may use an adventure of your own creation or another one of *DMDave's Dungeon of the Week*. If you don't wish to continue this dungeon, have the stairs end abruptly in a rock slide or another dead-end. Ω

PREVIOUS DUNGEONS OF THE WEEK

[DotW #1: Scattered Chambers of the Leper One](#)

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



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