

===== STRANGE ADVENTURES FROM THE MULTIVERSE =====

ALDFIRTH'S TOMB

ONE PAGE DUNGEON

"ABANDON HOPE ALL YE WHO ENTER HERE."

Aldfirth's Tomb

A small town is plagued by thieving xvarts which plunder the town's stocks and steal the town's goats by night. An unprecedented influx of xvarts in the village of Glilac led to more frequent raids and new digs into the mountain. During the excavations, the xvarts unearthed the forgotten tomb of Aldfirth. The xvarts intended to explore the ruins, but they were initially thwarted by a sentry. However, the xvarts carved a new side tunnel to plunder the grave. With great success!

Glilac - The Xvarts' Lair

The characters find the xvarts' lair by following a raiding party or by following the xvarts' tracks with a successful **DC 10 Wisdom (Survival) check**. The entrance is guarded by 4 **xvart** (VGTM 200) sentries. The xvarts attack the characters on sight.

Area 1. The village features some mushroom farms, bat pens, rat stables, and a prison which holds some goats and the odd traveler. 10 **xvarts** work here by day.

Area 2. Dozens of tents surround the tent of the leader Glilac (**xvart warlock of Raxivort** VGTM 200) in a circle. 15 **xvarts** and their leader attack the characters without hesitation. However, if Glilac sees his life in danger, he sues for peace. He offers a powerful item the xvarts unearthed recently as a token of friendship. Glilac leads the characters into his tent.

Inside the Glilac's tent, a green orb rests upon a pile of furs. It is the *Grindstone* (Appendix A). A character with a **passive Wisdom (Arcana) of 14 or higher** senses the following: The item is cursed and has a mind-altering effect.

The Tomb

Area 3. The proper entrance of the tomb is guarded by a **galeb duhr** (MM 139). It is inert and looks like a simple pile of stones. When the characters draw near, the pile stirs and assembles itself. If the galeb duhr is slain, a **horned devil** (MM 74) appears in a fiery conflagration. It urges the characters to turn around. He doesn't want to waste his precious time with the characters.

Area 4. The new corridor the xvarts dug is narrow and trapped. A character can spot the trap with a **passive Wisdom (Perception) of 14 or higher** or a successful **DC 10 Intelligence (Investigation) check**. A character who walks across the spiked pit trap must succeed in a **DC 13 Dexterity saving throw**. On a failed save, the character takes 14 (4d6) piercing damage, or half as much on a successful save.

Area 5. A large sarcophagus stands in the middle of the chamber. The bottom of the sarcophagus has many holes which are crusted with trace amounts of blood. An empty pedestal stands in one corner. 12 **xvart** corpses are scattered across the room. If the characters investigate the corpses, they stir and attack. However, if the undead xvarts leave the area, they collapse and die.

A secret door opens if the characters pour blood into the sarcophagus. If the blood donor is alive, he will feel a necrotic energy rushing through his body and takes 21 (6d6) necrotic damage.

The Hidden Burial Chamber

The halls you enter are eerie if not outright panic-inducing. No sound permeates the area, and your own voice sounds muffled. A constant dark pressure weighs heavily on you. Strange shadows move across the walls with no one present to cast them. The air smells sterile, burning your lungs with every breath you take. Every ten seconds or so, the ground shakes oh so slightly which is clearly no natural phenomenon.

Area 6. A character who enters the room must succeed in a **DC 13 Charisma saving throw**. On a failed save, the character takes 7 (2d6) psychic damage.

Only a narrow stone bridge leads into this room. The room itself is a large platform, surrounded by a sheer endless abyss. Yet another sarcophagus stands in the middle of the chamber. Inside the sarcophagus rests a leaden chest that is bolted to the floor.

The chest features 4 small holes. To open the chest, one must insert 4 fingers into these holes and succeed in a **DC 20 Dexterity check**. If the result of the ability check is lower than 5, a trap is triggered, and the character must succeed in a **DC 10 Dexterity saving throw**. On a failed save, the character takes 14 (4d6) slashing damage and is maimed.

A small chestnut rests inside the chest, made of pure silver. It is Aldfirth's phylactery and inscribed with unsettling runes. A character who succeeds in a **DC 15 Intelligence (Arcana or History) check** recognizes the chestnut as a phylactery. If the characters take it into their possession, they are attacked by 4 **specters** (MM 279) that emerge from the floor, walls, and ceiling. Haunted shrieks and chants reverberate through the chamber while the battle rages.

Eternal Struggle

A character with a **passive Wisdom (Perception) of 16 or higher** notices a small indentation in the eastern wall across the abyss in 20 feet height. It is a small button which, once pressed, lowers a drawbridge and opens a portal to another secret room.

Area 7. The characters find a large arena. Here, a **balor** (MM 55) and a **pit fiend** (MM 77) are locked in eternal battle. The ferociousness with which these monsters clash is humbling. A hidden magic, originating from a large crystal in the ceiling, revitalizes them should one of them falter. The crystal can only be destroyed by a single or synchronized attack that deals 30 damage.

The blood these fiends lose seeps into holes in the floor of the arena. A stairway across to room leads the characters further down where they reach the bottom of the abyss after an hour's marching. Down there, the characters find a monstrous machine, fueled by the blood of the fiends. Long tubes, pumps, and gears work tirelessly, with no discernable purpose.

A seething transparent tank dispensed in the midst of this machine holds the unconscious body of Aldfirth, a **lich** (MM 202) who has imprisoned himself by accident during an experiment. Aldfirth regains consciousness if he is attacked. He also regains consciousness after 8 hours should the machine or the crystal in the arena be destroyed.

Appendix A: Magic Items

Grindstone

Wondrous item, artifact (requires attunement)

Grindstone is an artifact created by the archmage Aldfirth before he turned himself into a lich. The green orb has a diameter of 8 inches and radiates a sickly light. It hums quietly, and smoke swirls in its interior. Aldfirth used the artifact to amuse himself and to advance his experiments. He placed the orb in settlements and waited for the carnage to begin. After enough people were slain, he retrieved the blood-smeared Grindstone.

Blind Rage. A character who touches the orb must succeed in a **DC 16 Charisma saving throw**. On a failed save, the character takes 10 (3d6) psychic damage and goes **Berserk**: *While berserk, you must use your action each round to attack the creature nearest to you. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.*

The *blind rage* effect can be activated or deactivated by speaking the orb's command word "Pollux". Whenever a creature touches the orb and fails its saving throw, the orb regains 1 charge up to a maximum of 10 charges.

Spells. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells without the need for a somatic or material component (save DC 16):

- *Confusion* (PHB 224) for 2 charges.
- *Hypnotic pattern* (PHB 252) for 1 charge.
- *Planar binding* (PHB 265) for 3 charges.

Tempter. If you control the orb, you can use an action and expend 1 charge to gain advantage on your next Charisma (Persuasion or Deception) check.

Corrupter. For each used charge you must roll a d20. On a roll of a 1, you are afflicted with a **Long-Term Madness**. Roll on the Long-Term Madness table (DMG 260) to determine the effect of the affliction.

The Author: Christian Eichhorn

Greetings!

I'm glad you take the time to read the author's paragraph. I certainly never do therefore I assume you like Aldfirth's Tomb and want to know more about my adventures. You can find all of my contributions to the DMs Guild here: [Christian Eichhorn on the DMs Guild](#).

If you want to contact me, you can write an e-mail to christian.eichhorn.dmg@gmail.com or contact me via [Twitter](#).

An overview of my most successful adventures and supplements:

Lledrith's Wagon. Lledrith is a drow trader who travels the surface world incognito. She has a wagon, a giant spider, and several magic items to her name. Each of the 65 items in the collection comes with a short excerpt about the item's history or the history of a famous owner.

Ravenhome's Plight. The village of Ravenhome is plagued by an army of rats which feast on their supplies and threaten the survival of the village, as winter is approaching. Venture into the deep to stop an onslaught of vile rats on the ravaged village of Ravenhome. Dispose of the cranium rats which escaped from the Underdark or strike a deal with the devilish creatures.

The Cage. A valuable trinket was stolen from the well-protected manor of the lady Morrigan Strange, and she enlists the help of some able-bodied adventurers to retrieve it. As it is the way of things, it turns out the problem is not as simple as it first seemed. A vile demon was trapped in the stolen orb and threatens to kill everyone in sight after its release!

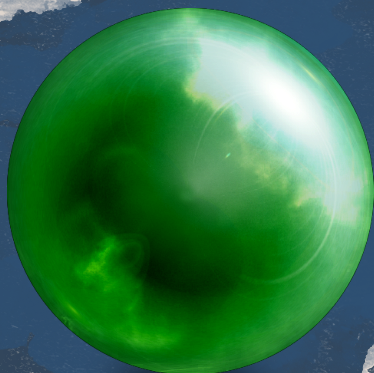


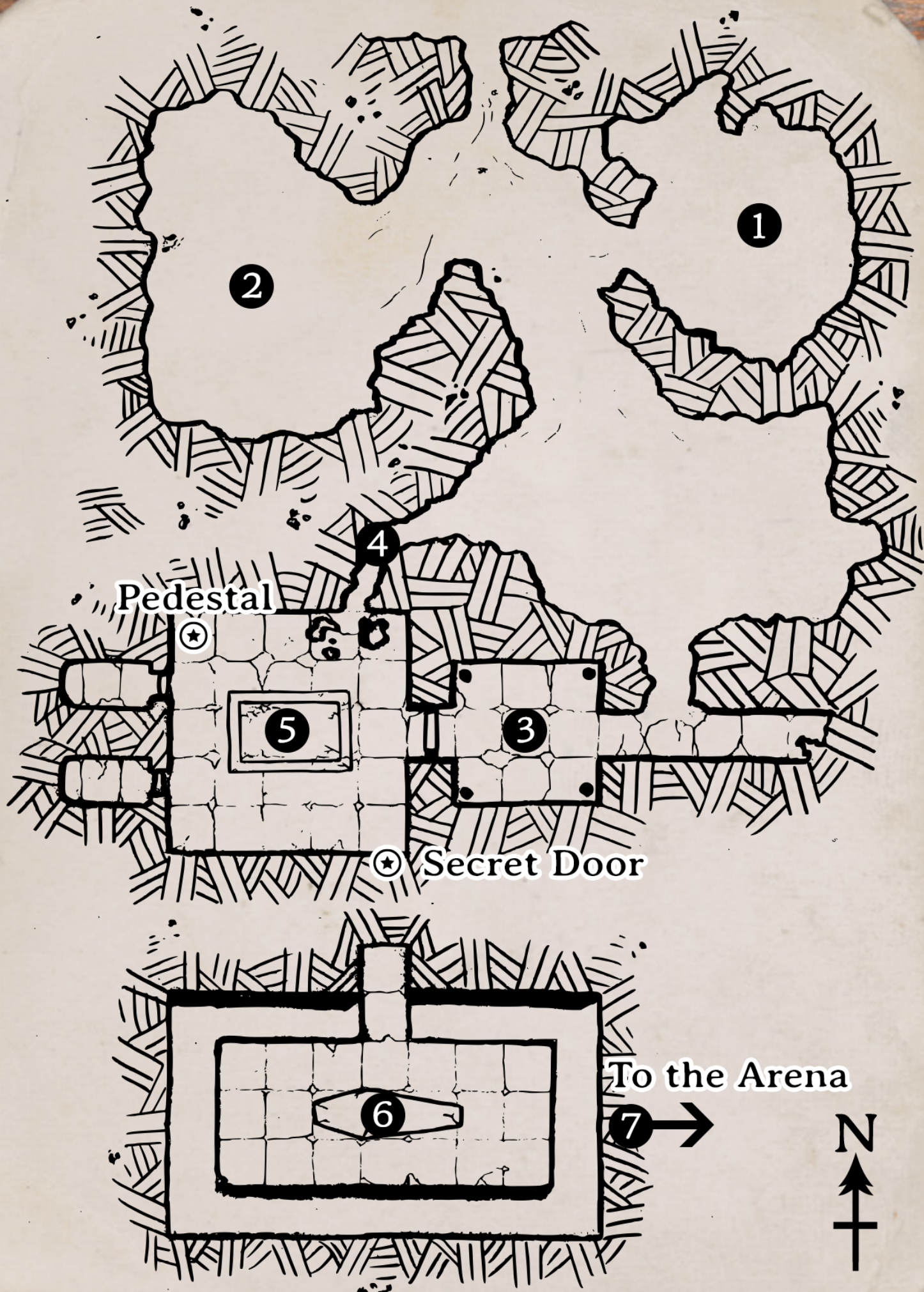
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Pedestal

Secret Door

To the Arena



