

THE CURSED HALLS
OF BARAD-MOR
LAIRS AND LABYRINTHS
FOR DUNGEONS AND DRAGONS 5TH EDITION



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Using This Book

This book contains a rather sizable dungeon complete with monsters and treasure meant to challenge a high level party of adventurers. It can be inserted into an ongoing campaign or run as a standalone dungeon crawl adventure. A brief history of the dwarf clans that once held the mountains surrounding the ruined hold and of the powerful lich that now resides within should provide plenty of fuel for tying the location into your campaign world and draw your players in with stories of ancient treasures and powerful dwarven relics.

The encounters and treasures contained in this dungeon are meant for 4 players with characters of 15+ level. If your group differs from these parameters, you may consider altering some of the encounters to better fit your group of PCs.

Dungeon Overview

The halls of Barad-Mor rest within the high mountain peaks of the Darkspine Range, so named because the mountains resemble a dark ridge of spines on the back of some titan beast. The entrance to the ancient dwarven hold is far removed from any civilized settlement, but clans of frost giants and stout nomadic barbarian tribes are known to wander the region. The dwarven hold has long been abandoned, left to crumble under the crushing weight of the mountain. Massive cave-ins cut off passage into the majority of the ancient city, but the grand market quarter at the entrance still remains.

The hall has had many occupants over the millennia long slide into decrepitude. Some left, frightened by the rumbling of the mountain, but most met their end within the halls. The latest occupant is a duergar lich named **Hruddak Gorebane**. He arrived through one of the subterranean passages that had not yet collapsed seeking the metallurgical knowledge of the clans of Barad-Mor, hop-

ing to further his own research. When he arrived, Hruddak slew the hold's current occupant an adult white dragon named **Skordrax**. Hruddak has held power here for more than half a century using ancient dwarven knowledge to perfect his undead form. He preys on the giants and tribes of the mountains to fuel his existence, rarely venturing near civilized lands.

Running the Dungeon

Unless noted in the description, every room and hall within Barad-Mor is completely dark. Each room is roofed with a high vaulted ceiling common in dwarven architecture with most rooms reaching a height of around 20 feet while the hallways are typically around 15 feet in height. The construction appears sturdy, but fissures, fallen pillars, and crumbling walls are common throughout the hallways and chambers of the ancient hold. The occasional rumble and tremor could lend a more tense atmosphere to the dungeon as a whole, and perhaps foreshadow the lich's command of his mountain lair.

Several of Hruddak's undead creations are magically tethered to him much like a wizard's familiar. If one such creature is slain, the lich immediately becomes aware of his lost servant. As an action, the Hruddak is able to possess these servants, see and hear through their senses, directly control their actions, and even speak if he so chooses. While one of these servants is possessed in this way they use Hruddak's proficiency bonus instead of their own for any actions they take.

The majority of creatures found within this dungeon are undead or magical constructs. Adventuring parties that have difficulty with these types of encounters will likely have a more difficult time within the halls of Barad-Mor. Encounters should be adjusted accordingly.

History of Barad-Mor

The dwarven clans of Barad-Mor disappeared around a thousand years ago. None of the neighboring nations or dwarven holds know what happened to cause this disintegration, but through historical records an individual could piece together a timeline of the mountain holds founding, rise, and sudden fall. It is certain that the historians of Barad-Mor itself would have greater insight to the inner workings of the subterranean city, but no expeditions to the city have ever returned, and eventually the clans of Barad-Mor were forgotten. The following is a brief account of the history of this dwarven hold that could be pieced together from the accounts of nearby nations.

The very first mention of the dwarves of Barad-Mor comes, unsurprisingly, from another dwarven fortress city in the Darkspine Mountains called Barad-Thul. Just over 1300 years ago, a survey expedition encountered a massive caravan of dwarves moving into the Darkspines from the north. The group was composed of members from the Greybeard, Drakestone, and Frosthhammer clans hailing from the arctic north.

This group was notable both because of the numbers counted amongst the caravan and the beasts they brought with them. Gargantuan, shaggy, goat-like creatures as sure-footed on the steep cliffs as they were on mountain passes. Exotic, furred, bipedal, lizards as tall as a house. Most notable, however, were the scores of white arctic drakes that circled overhead bearing riders covered in stark white furs. The dwarves of Barad-Thul had experience with drakes, as the Darkspine is densely populated with the fire-breathing dragonkin, but they had never known anyone to be able to ride one.

Multitudes of other accounts from the records of Barad-Thul make mention of trade and territorial claims over the following several decades. By all of these accounts, the dwarves of Barad-Mor

were an upstanding, hardy, lot, willing to stand with their fellow dwarves against the myriad threats posed by the monstrous denizens of the Darkspines. These records also go into great detail about the dwarves of Barad-Mor and the exquisite craftsmanship of their metalworkers and the great works of elemental rune magic performed by their arcanists. Most notable, however, is that the dwarves of Barad-Mor are able to harness the power of the flame drakes of the Darkspine to fuel their forges, allowing them to more easily forge the metal adamantite, as well as defend their hold.

Around 1000 years ago, relations between Barad-Mor and Barad-Thul soured. The exact reason is unclear, but the histories kept by Barad-Thul claim that their neighbors in Barad-Mor had become covetous and irrational, refusing to trade their goods or knowledge and isolating themselves within their mountain. Diplomatic envoys were sent to attempt to re-establish a working trade relationship, but all of them were rebuffed. Eventually the dwarves of Barad-Thul gave up on their kin and broke off relations entirely.

The accounts of the barbaric nomads of the region are much less reliable than the dwarven historians of Barad-Thul, but they reveal a much more dramatic account of the final days of the mountain city. It is almost certain that much of this is a grand embellishment of true events, but it still provides a glimpse at the demise of this once great citadel.

The nomads speak of the citadel of Barad-Mor as a cautionary tale. The dwarves of the mountain grew arrogant and scoffed at the gifts of the gods. They carved out the heart of their mountain without thought to anything other than their own greed. When they declared themselves the masters of the mountain, the spirits of the Darkspines became angry. The sky cracked releasing a terrible storm as the ground shook with fury at the audacity of the dwarves' claim of mastery. The

spirit of the mountain flowed into the beasts kept by the dwarves and they became the instruments of the mountain's wrath. The mountain soon became engulfed by flames and frost as the drakes kept within unleashed this terrible vengeance upon their former masters. This cataclysm raged for an entire phase of the moon before falling silent. Leaving the dwarves as masters of nothing.

The final accounts of the dwarves of Barad-Mor come from their enemies, the giant clans of the Darkspine Mountains. These stories tend to focus on the conflicts that arise between the dwarves and their enemies, as is to be expected. Many battles and skirmishes took place amongst the peaks and valleys of the Darkspine. The most important of them stem from the early days of Barad-Mor as the hold was being carved out of the mountain and the dwarves were relatively unprotected. The fire giant chieftain **Svurthein Fulcanos** clashed with the dwarven general, **Bolmund Drakestone** on the slopes of the great mountain that now shelters Barad-Mor. The two armies clashed, the fire giants crashing through the dwarven lines and wrestling with the frost drakes as they fought to capture the invading dwarves. The advance only stopped when Bolmund and his frost drake, Rimeclaw, crashed into Svurthein sending all three plummeting from the steep precipice to the valley floor below. The dwarves' fury at the loss of their beloved general spurred them into a frenzy that shattered the giant's resolve and sparked a long standing feud between the fire giant clan and the newly arrived dwarves.

Hruddak Gorebane

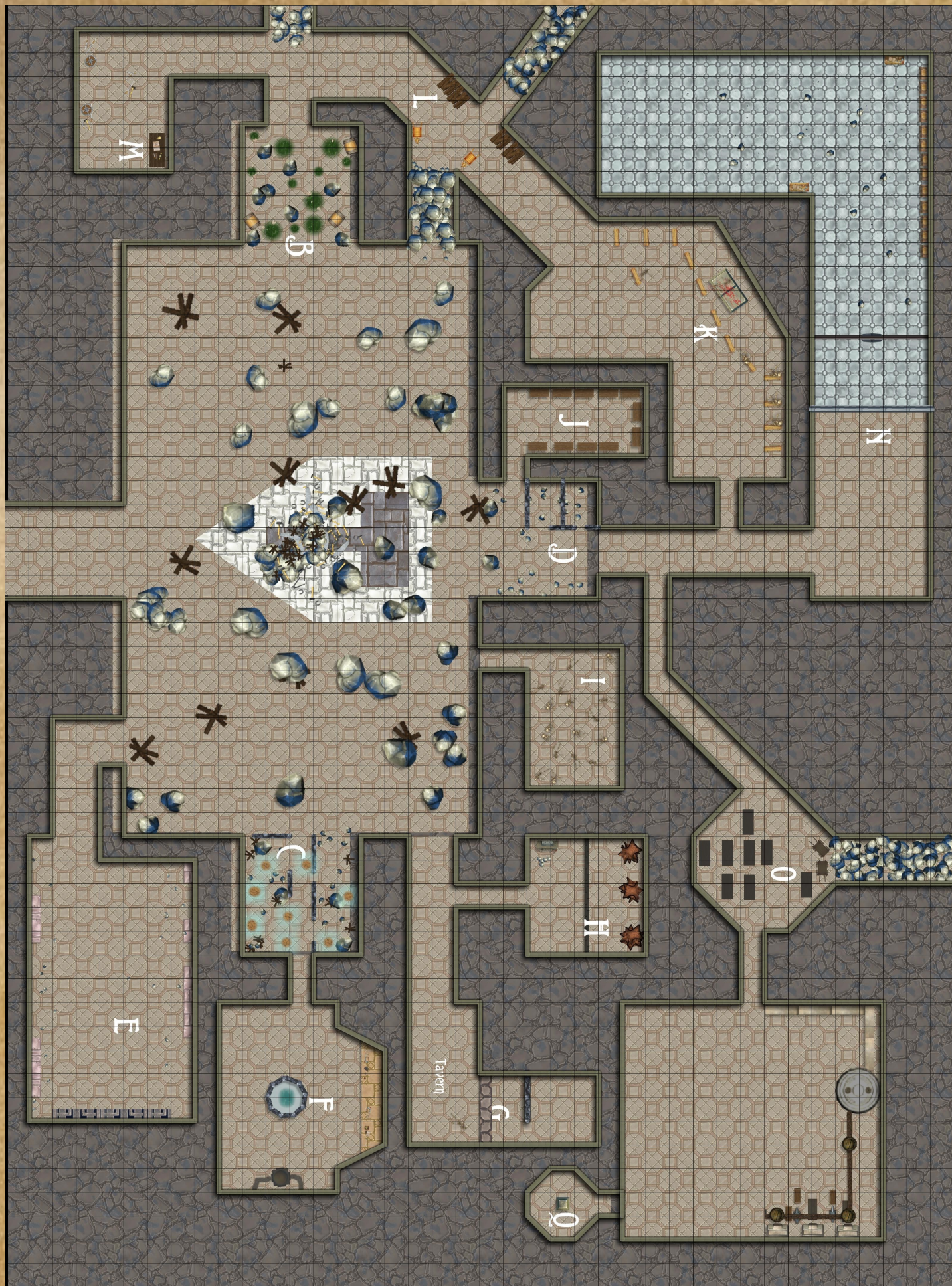
Hruddak is the sole surviving member of the Gorebane clan of duergar. The tale is hardly tragic, however, as Hruddak himself was the instrument of his clan's demise. He was a powerful wizard and advisor to the Clanlord, **Domus Gorebane**. Domus held a grand vision for his clan as a dominant force in the underworld which led the clan into conflicts

with all manner of powerful civilizations.

Soon enough the clan was facing annihilation at the hands of a ravaging horde of subterranean orcs. Hruddak advised that the clan's forces withdraw to protect the hold, but Domus was enraged by the audacity of the orcs to stand against his might. Rather than die with the rest of his clan, Hruddak beseeched the aid of a powerful glabrezu named **Amnothet**. The demon agreed to offer Hruddak the power to survive the fall of his clan, the price was that Hruddak must be the instrument of his clan's destruction rather than the orcs.

Hruddak made the choice easily, and turned his potent magical abilities on his own kin, slaying every man, woman, and child within the clan hold before venturing out to the battlefield and laying waste to all life on the battlefield in a staggering display of arcane might. With each life he took, he could feel his soul being torn from his body, and as the battlefield grew still, he stood amongst the corpses of the dead as nothing more than a soulless corpse himself. It was then that Amnothet appeared with a small adamantine strongbox and gave Hruddak his phylactery fulfilling his bargain.

As a lich, Hruddak has spent the last few centuries searching the underworld for any means to secure his phylactery against destruction and strengthen his own undead body. He has scoured entire cities from existence just to pick their libraries clean of any information he could use to grant himself the indestructability of the metal which his clan held so dear, adamantite. During this search, he came across the mention of a clan of dwarves that used the heat and magic of dragon's fire to forge items of incredible potency from the black metal. Hruddak's search eventually led him to Barad-Mor where he now peruses every scrap of knowledge in the hope of perfecting his undead form.



The Dread Halls of Barad-Mor



N

The Approach

The path leading up to the entrance to Barad-Mor is steep and treacherous. The once well maintained road is cracked and broken. Large sections have fallen away over the centuries leaving a narrow mangled path as the only means of access for anyone without a means of flight.

The entrance to Barad-Mor, though eroded by time, is still an impressive sight. The narrow road opens up onto a grand platform that could easily accommodate more than a dozen mercantile caravans. The platform's surface is caked with snow and ice, but glimpses of intricate stone mosaics are occasionally visible in areas where the ice is thin. An exquisitely carved railing in the shape of two entwined serpentine dragons rings the entire platform strangely bereft the ice which covers the rest of the platform. The actual entrance to the ruined hold is a gargantuan stone archway between a pair of grand statues depicting armored drakes standing on their hind legs, wings outstretched, with their heads raised toward the sky in a silent roar. These statues are chipped and pitted, one of the wings has broken off of the drakes, and shattered on the platform below, but even after centuries their excellent craftsmanship is still clearly visible.

Just beyond the archway are a set of impressive stone doors reaching 30 feet in height. The stylized face of a stern dwarven warrior is carved into the surface. Two large pull rings placed so that they appear to be lip piercings hang from each of the doors. Beyond these doors, a short passageway leads directly into the former mercantile district of Barad-Mor and the horrors lurking within.

A. The Shattered Market

Chunks of stone and rubble intermingle with debris and detritus scattered across the floor of this massive chamber. Marble, inset in the floor, portrays an image that is difficult to discern due to the grand

scale and the incredible amount of wreckage spread across its surface. The chill from outside seems almost amplified in this chamber and the rank scent of decay hangs heavy here.

This chamber was once the great marketplace of Barad-Mor. Merchants brave, or foolish, enough to venture through the Darkspine could barter here for wares of the finest dwarven craftsmanship. Very few humans or elves made the perilous journey through the mountains, and so trade was mostly conducted with dwarves from Barad-Thul or the occasional nomadic tribe of humans.

Stalls formed concentric rings radiating from the center of the market with permanent shops carved from the walls on the North, East, and West sides of the hall. Much of the debris that remains in this chamber is from later residents that arrived after the fall of the city. Bits of bone and rusted metal are all that remain of the marketplace's storied wealth.

Hruddak slew the white wyrm that was lairing here and raised its corpse to act as a guard dog against any intrusion. The dragon is one of Hruddak's first experiments in creating more cunning undead. While it does not possess true intellect of its own, it is tied to Hruddak in similar fashion as a wizard's familiar and the lich will be alerted if it is destroyed. Skordrax rests atop a hoard of bones and debris at the center of the room. While the hoard appears to contain useless junk, a thorough search, using investigation DC 20, may reveal an assortment of gemstones of varying color and quality worth 700 gp.

Skordrax

Adult White Dragon Zombie

Huge Undead

AC: 19 HP: 200 (16d12+96)

Speed: 30 ft., Fly 60 ft.

Str: 22(+6) Dex: 8 (-1) Con: 22(+6)

Int: 6(-2) Wis: 12(+1) Cha: 4(-3)

Saving Throws: Str +12, Con +12, Cha +3

Skills: Perception +10

Damage Resistances: Necrotic

Damage Immunities: Cold, poison

Condition Immunities: charmed, poisoned

Senses: Blindsight 60 ft, darkvision 120 ft

Actions

Multiattack: The zombie can make three attacks, one with its bite and two with claws.

Bite: Melee attack +12 to hit, reach 10 ft., one target (2d10+6) piercing damage plus (1d8) necrotic damage.

Claw: Melee attack, +12 to hit, reach 5ft, one target (2d6+6) slashing damage plus (1d8) necrotic damage.

Necrotic Breath (recharge 5-6): The zombie exhales a blast of necrotic energy in a 60 ft. cone. Each creature in that area must make a DC 20 Constitution saving throw, taking (12d8) necrotic damage on a failed save, or half as much on a successful one.

itself in one of the larger sludge pools just in front of the hallway leading to the west. Any creature that moves close to the pool will be attacked. A few bleached bones can be found scattered in some of the other pools. A simple DC 13 heal check is enough to determine that the bones have been bleached by a powerful acid. Anyone with a background in brewing or proficiency with alchemical tools is able to identify several of the fungi as common ingredients in dwarven brewing. All of the brewing equipment and bottles of alcohol have long since been destroyed.

Engorged Black Pudding

Huge Ooze

AC: 7 HP: 128 (15d10+45)

Speed: 20 ft. climb 20 ft.

Str: 18(+4) Dex: 5(-3) Con: 18(+4)

Int: 1(-5) Wis: 6(-2) Cha: 1(-5)

Damage Immunities: acid, cold, lightning, slashing

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius)

Amorphous: The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form: A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes (2d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition that hits the pudding is destroyed after dealing damage. The pudding can eat through 2 inch thick, nonmagical wood or metal in 1 round.

Spider Climb: The pudding can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Actions

Pseudopod: Melee attack +9 to hit, reach 5 ft., one target (1d6+4) bludgeoning damage plus (8d8) acid damage. In addition nonmagical armor worn by the

B. The Rancid Pools

Pools of thick putrid sludge collect in every divot and drainage line throughout this region of the once grand marketplace. The shattered edifices lining the walls are little more than broken rubble now, the rusted remains of distilleries and brewing casks ooze with all manner of filth.

The western side of the marketplace was home to the most prominent brewers and stills of the clans of Barad-Mor. Now, the contents of these establishments have congealed into pools of thick sludge kept moist by a steady drip of water from a crack in the ceiling overhead. Mold and fungi thrive near these pools serving as food for a massive black pudding that conceals

target is partly dissolved and takes a permanent -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split: When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original.

C. The Molded Bazaar

A strange glow emanates from patches of what appears to be fur collected on the ground of this section of the market. The scent of ozone mixed with choking mold fills the air here. Faint cracks like tiny peals of thunder echo throughout the shattered structural facades.

This portion of the market housed many of the arcane craftsmen of the clans. Alchemists, wizards, and sorcerers plied their skills in artifice to create powerful relics of elemental might forged in dragon's fire. Sadly, many of these have been stolen by looters and squatters or destroyed by the ravages of time. A few remnants can be found searching through the debris however. A DC 14 investigation check reveals an adamantine scroll case (worth 100 gp on its own) containing 3 spell scrolls: *Conjure Elemental*, *Flesh to Stone*, and *Prismatic Spray*. A DC 18 investigation check reveals a small dented adamantine strongbox. The strongbox is locked requiring a DC 20 to open it. Inside is a Gem of Brightness, a wand of lightning bolts, and a folded scrap of paper (see handout).

Hruddak has kept several mindless skeletons and one of his skeletal lieutenants scouring this area since his arrival looking for any remaining arcane artifacts that he might find useful in his

experiments. The patches of glowing fur-like mold are a unique variety that feeds off of magical energy. Any spell of 4th level or lower cast within 10 feet of one of these patches of mold is absorbed without producing an effect.

The ogre skeleton differs from the other undead in this chamber by more than just size. A subtly latticework of adamantite is laced over his bony frame. This gives his bones much darker appearance with a metallic gleam that can be seen in the faint light of the luminous mold.

Dearest Budra,

The Clanlords have gone mad! Even now they round up priests of the Forgeclord, to demand a 'cure' for the Rust Plague. I don't know when they will come for me, but I don't plan on waiting. Barad-Thul isn't far and I have packed away a few items to protect you for the journey. I will stand with my sept against the ravings of these arrogant fools, but I do not want you caught up in this. Take the contents of this strongbox and leave for our kin in Barad-Thul.

Defin

Skeletons (5)

Medium Undead

AC: 14 (Ragged chainmail) HP: 20 (3d8+6)

Speed: 30 ft.

Str: 14(+2) Dex: 12(+1) Con: 15(+2)

Int: 6(-2) Wis: 8(-1) Cha: 5(-3)

Vulnerabilities: Bludgeoning

Damage Immunities: Poison

Condition Immunities: Exhaustion, Poisoned

Senses: darkvision 60 ft.

Actions

Warhammer: Melee attack +4 to hit, reach 5ft., one target (1d8+2) bludgeoning damage

Light Crossbow: Ranged attack +3 to hit, range 80/320, one target (1d8+1) piercing damage.

Ogre skeleton lieutenant

Large Undead

AC: 14 (ragged half plate) HP: 75 (10d10+20)

Speed: 30 ft.

Str: 18(+4) Dex: 10(+0) Con: 15(+2)

Int: 8 (-1) Wis: 8(-1) Cha: 6(-2)

Damage Vulnerabilities: Bludgeoning

Damage Immunities: poison

Condition Immunities: Poisoned

Senses: darkvision 60 ft.

Actions:

Dragonforged Greataxe: Melee attack +7 to hit, reach 5ft., one target (2d12 +4) slashing damage plus (1d8) fire damage.

D. Rust Warrens

Crumpled remains of buildings lie cracked and broken amidst a thick layer of dark red dust. A faint breeze can be heard whistling from the north. Two immense suits of armor caked with rust stand on either side of the dark stone passage leading northward.

The metalworkers once called this portion of the marketplace theirs. All of their once great works are now nothing more than piles of rust upon the floor. A faint aura of transmutation still emanates from the dust on the floor from when the Forgelord laid the curse upon this hold. Many of the most skilled craftsmen went mad when their creations suddenly began to decay before their eyes. All that remains of the clan's works are the two sentinel iron golems that stand motionless on opposite sides of the north passage. Hruddak was able to reinvigorate the enchantments on the golems and bind them to his own will before they decayed completely. The golems will attack anyone attempting to leave through the north passage not accompanied by Hruddak or one of his lieutenants.

A rune is readily visible on the walls above several of the ruined structures. The symbol appears to be made of molten iron that never cools. Anyone proficient in Religion can make a DC 17 check to know that the symbol is used in religious texts of the Forgelord to symbolize craftsmen that have blasphemed the gifts of their god.

Rusted Iron Golems (2)

Large Construct

AC: 19 (Rusted Armor) HP: 189 (18d10+90)

Speed: 30 ft.

Str: 24(+7) Dex: 8(-2) Con: 20(+5)

Int: 3(-4) Wis: 11(+0) Cha: 1(-5)

Damage Immunities: fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: Blindsight 60 ft., darkvision 120 ft.

Fire Absorption: Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

Magic Weapons: The golem's attacks are magical.

Actions

Multiattack: The golem makes two melee attacks.

Slam: Melee attack, +13 to hit, reach 5ft., one target (3d8+7) bludgeoning damage.

Sword: Melee attack, +13 to hit, reach 10ft., one target (3d10+7) slashing damage.

Poison Breath (recharge 6): The golem exhales poisonous gas in a 15 foot cone. Each creature in the area must make a DC 19 Constitution Saving throw, taking (10d8) on a failed save, or half as much on a successful one.

E. The Wailing Racks

Low anguished moans and the rattling clank of chains echo from the open doorway to this chamber. Inside, the walls are lined with cracked and broken stone shelves up to the forty foot high ceiling giving this room the appearance of some sort of warehouse. A thick layer of bone white dust coats the floor. Sitting flush against the far wall is a row of adamantine storage lockers that appear completely undamaged.

The source of the rattling and moans is a half-dozen ravenous ghouls secured by long steel chains to the walls. These chains allow the ghouls to roam around most of the chamber but they are unable to leave this room.

These ghouls are the result of more of Hruddak's experiments. The lich collected a few dozen subjects from the nomadic tribes of the mountains and chained them up in this room forcing them to drink all manner of strange arcane concoctions, but never feeding them. Eventually the nomads turned to cannibalism in order to survive, but the flesh they consumed only made them more ravenous. When only six of the nomads remained, the transformation into undeath had completed and the nomads no longer craved each other's flesh but that of the living.

The potions that Hruddak fed his prisoners fueled their transformation into undeath, but were also meant to grant greater resilience to the new form. The experiment was a partial success, but the agony of the constant ravenous hunger stripped the creatures of much of their intellect. Hruddak now uses the creatures in a manner similar to hunting dogs, releasing them when he has need of tracking down more people

to use in his experiments or fuel his phylactery.

The adamantine lockers at the back of the room are locked requiring a DC 20 Dexterity (Open Locks) check to open them. The interior of the lockers are enchanted with preservation magics to keep their contents from experiencing the ravages of time. Though most of the lockers are empty, looted long ago, one contains 10 bars of Mithril stamped with the clan seal of Barad-Thul and a suit of Mithril dwarven plate armor.

Ravenous Ghouls (6)

Medium Undead

AC: 14 (natural armor) HP: 44 (10d8)

Speed: 40 ft.

Str: 13 (+1) Dex: 17(+3) Con: 10(+0)

Int: 4(-3) Wis: 10(+0) Cha: 4(-3)

Damage Resistances: radiant; bludgeoning, piercing, slashing from attacks not made with silver weapons

Damage Immunities: poison

Condition Immunities: charmed, exhausted, poisoned

Senses: darkvision 60 ft.

Keen Smell: The ghoul has advantage on all perception checks made using smell.

Actions

Multiattack: The ghoul can make two attacks, one with the bite and one with claws.

Bite: Melee attack +6 to hit, reach 5ft, one target (3d6+3) piercing damage

Claws: Melee attack +6 to hit, reach 5ft., one target (2d6+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success.

F. Quicksilver Boneyard

This room is remarkably well kept. The remnants of stone shelving line the southern wall, but no rubble covers the floor. A pair of iron

pipes emerge from the eastern wall to converge in a cylindrical barrel-like container that rests just below a gigantic black iron crucible with a stone lever situated on either side. A large stone worktable fills much of the northern alcove and is covered with all manner of alchemical equipment. At the center of the room is a well that contains a pool of what appears to be liquified silver that churns and bubbles.

This chamber was once an arcane and alchemical workshop, Hruddak spent the first several months of his time in Barad-Mor making the space usable again. The equipment in this room is able to be used to create alchemical items and anyone that makes the attempt does so with advantage.

The crucible against the eastern wall is heated by magma that flows in though the pipes emerging from the wall. Anyone that inspects the pipes can see arcane sigils ringing the pipe sections. An arcana check DC 15 is enough to determine that the pipes are warded against extreme heat.

The well at the center of the room is filled with quicksilver, a substance used in a great many alchemical formulae. Hruddak thought to use the substance for its arcane properties to enhance his own undead form. He experimented first on several skeletons that now rest within the well of quicksilver. They emerge when they detect someone entering the room, their bones seeming to form from the material in the pool.

Quicksilver Skeletons (5)

Medium Undead

AC: 15 (Quicksilver Bones) HP: 51 (8d8+16)

Speed: 40 ft.

Str: 10(+0) Dex: 16(+3) Con: 15(+2)

Int: 6(-2) Wis: 8(-1) Cha: 5(-3)

Damage Immunities: poison

Condition Immunities: exhausted, poisoned, restrained

Senses: darkvision 60 ft.

Actions

Shortsword: Melee attack +6 to hit, reach 5ft., one target (1d6+3) piercing damage plus (3d6) poison damage.

Reactions

Liquefy: When struck by an attack, the creature can change the structure of its quicksilver bones to a liquid state softening the power of the blow. The attack that triggered the reaction deals half damage.

Quicksilver Skeletal Lieutenant (1)

Medium Undead

AC: 16 (Breastplate) HP: 77 (12d8+24)

Speed: 40 ft.

Str: 12(+1) Dex: 16(+3) Con: 15(+2)

Int: 8(-1) Wis: 8(-1) Cha: 7(-2)

Damage Immunities: poison

Condition Immunities: exhaustion, poison, restrained

Senses: darkvision 60ft.

Actions

Quicksilver Longbow: Ranged attack +7 to hit, range 150/600, one target (1d8+3) plus (5d6) poison damage. The ammunition for the long bow are spontaneously created arrows of quicksilver that liquefy after impact.

Shortsword: Melee attack +7 to hit, reach 5ft., one target (1d6+3) plus (5d6) poison damage.

Reactions

Liquefy: When struck by an attack, the creature can change the structure of its quicksilver bones to a liquid state softening the power of the blow. The attack that triggered the reaction deals half damage.

Bonus actions

Quickstrike: As a bonus action the creature can make an additional attack with either its longbow or shortsword.

Dash: As a bonus action the creature can move an additional 15 feet.

G. The Feeding Room

Piles of bones litter the stone brick floor and polished granite countertop of this long chamber. The walls are smeared with blood and waste in strange shapes like a primitive cave painting. The incessant buzz of countless flies pervades the chamber. An open doorway leads out of the room to the north.

This room has been turned into a feeding area for Hruddak's ravenous creations. It is presently occupied by a trio of frost troll ghouls that are noisily cracking open the bones of their latest meal to devour the last bits of marrow. Like many of Hruddak's experiments, these creatures constantly hunger for living flesh. Any intruders are simply viewed as their next meal.

Frost Troll Ghouls (2)

Large Undead

AC: 17 (natural armor) HP: 126 (12d10+60)

Speed: 30ft.

Str: 18(+4) Dex: 13(+1) Con: 20(+5)

Int: 6(-2) Wis: 9(-1) Cha: 7(-2)

Skills: Perception +3, Athletics +8

Damage Vulnerabilities: fire

Damage Resistances: cold

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft.

Keen Smell: The creature has advantage on perception checks that rely on smell.

Regeneration: The troll ghouls regain 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the ghouls' next turn. The creature dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack: The troll ghouls make 3 attacks. One with its bite and two with its claws.

Bite: Melee attack +8 to hit, reach 5ft., one target (1d6+4) piercing damage plus (2d6) cold damage.

Claws: Melee attack +8 to hit, reach 5ft., one target (2d6+4) slashing damage plus (2d6) cold damage. In addition any creature that is not an elf or undead must make a DC 14 Constitution saving throw or be paralyzed for 1 minute. At the end of their turn each round, the creature can make another saving throw, success ends the effect.

Frost Troll Ghouls Lieutenant

Large Undead

AC: 17 (Natural Armor) HP: 158 (15d10+75)

Speed: 30 ft.

Str: 20(+5) Dex: 13(+1) Con: 20(+5)

Int: 9(-1) Wis: 9(-1) Cha: 8(-1)

Saving throws: Str +9 Con +9

Skills: Perception +3 Athletics +9

Damage Vulnerabilities: fire

Damage Resistances: cold

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft.

Keen Smell: The creature has advantage on all perception checks that rely on smell.

Regeneration: The troll ghouls regain 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the ghouls' next turn. The creature only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack: The troll makes 3 attacks, 2 with its dragonforged greataxe or claws and one with its bite.

Bite: Melee attack +9 to hit, reach 5ft., one target (1d6+4) piercing damage plus (2d6) cold damage.

Claws: Melee attack +9 to hit, reach 5ft., one target (2d6+5) slashing damage plus (2d6) cold damage. In addition any creature that is not an elf or undead must make a DC 15 Constitution saving throw or become paralyzed for 1 minute. They can repeat the saving throw at the end of each of their turns, success ends the effect.

Dragon Forged Greataxe: Melee attack +10 to hit, reach 5ft., one target (2d12+6) slashing damage plus (2d6) cold damage.

H. Holding Pens

This granite walled chamber is split in half by a wall of thick iron bars. Three piles of rotten hides lie against the northern wall and tiny bones are strewn about the floor. Several pairs of curved stone hooks have been carved out of the western wall creating what looks like a storage rack. A small stone desk sits against the eastern wall, it's accompanying chair crumbled to rubble in front of it.

This is where Hruddak keeps any prisoners that he takes to feed his abominations. The door into the large cell is currently locked, but can be opened with a DC 16. Feel free to add prisoners to this chamber if you wish to add a more heroic feel to this dungeon. Prisoners could also offer useful information about the other denizens of the dungeon or even Hruddak himself if your players are struggling.

The desk has been rummaged through by Hruddak when he first arrived as he was looking for the city's fabled Dragonforge. Finding nothing he quickly moved on to search elsewhere. The desk does provide a clue to the potential cause of Barad-Mor's destruction in the form of an annotated logbook that reveals a large number of clergy were arrested during the city's final days. Deciphering the ancient dwarven script requires a DC 16 Investigation check. Success reveals that the arrests were made on the order of Clan Lord Mordrin Greybeard.

I. Shrouded Warehouse

A roiling cloud of tangible shadow billows out from the doorway to this room. Inside, the temperature drops considerably and you can hear cracking of ice echoing off of the walls.

This chamber is a breeding ground for some of Hruddak's most deadly experiments, the hoarfrost shadows. The entire room is cloaked in magical darkness making darkvision useless. The remains of dozens of corpses litter the floor making movement extremely treacherous. Anyone that moves more than 5 feet must make a Dexterity saving throw DC 13 or fall to the floor tripping over one of the corpses.

Hruddak made many attempts to improve upon the undead form of the shadow. Most of these simply ended with the subject's death rather than transformation into an altered undead form. The four most recent experiments, however, were a success. The form of the shadow rose from the corpse of its once living vessel infused with raw elemental frost and a cunning intellect.

Among the more recent corpses added by Hruddak for his experiments, is a single well-preserved dwarf clutching a magnificent Warhammer in its desiccated hand. A small ivory scroll case, still sealed with wax, has fallen out of the corpse's rusty plate armor.

The warhammer is an adamantite dwarven thrower. The clan heraldry marks the hammer as belonging to the Kraghammer clan, a clan that can trace their lineage back to Barad-Thul. The scroll case contains a surveyor's writ, identifying the dwarf as a member of a survey expedition to the Darkspine mountains, and a detailed map of the mountain range.

Hoarfrost Shadows (4)

Large Undead

AC: 15 HP: 111 (15d8+45)

Speed: 50 ft.

Str: 10 (+0) Dex: 20(+5) Con: 16(+3)

Int: 8(-1) Wis: 12(+1) Cha: 8(-1)

Saving throws: Dex +9 Cha +3

Skills: Stealth +9 (+11 in dim light or darkness)

Damage Vulnerabilities: radiant

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks not made with a silver weapon.

Damage Immunities: cold, necrotic, poison

Condition Immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: blindsight 60 ft., darkvision 120 ft.

Amorphous: The hoarfrost shadow can move through a space as narrow as 1 inch wide without squeezing.

Hoarfrost Aura: The shadow exudes an aura of intense cold and necrotic energy. Any creature starting its turn next to the hoarfrost shadow takes (3d6) cold damage and must make a DC 16 Constitution saving throw or take one level of exhaustion.

Sunlight Weakness: While in sunlight the hoarfrost shadow has disadvantage on all attack rolls, ability checks, and saving throws.

Actions

Strength Drain: Melee attack +9 to hit, reach 5ft., one target (3d6+5) necrotic damage plus (5d6) cold damage and the target's strength score is reduced by 1d4. The target dies if this reduces their strength to 0. Otherwise the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from its corpse 1d4 hours later.

as well as their potential uses.

Bloatblossom grows in marshes, commonly flowering out of rotted corpses. It is poisonous to ingest, but can be mixed into a poultice that helps keep wounds clean. The flowers close association with the dead also makes it a potent herb in various necromantic rituals.

Madcaps are mushrooms that typically grow deep in subterranean cave networks near concentrated arcane phenomena (portal nexus', primal magic, ley lines, etc.). Their spores are known to induce powerful hallucinations and have been used to create potent illusory and divination effects.

Shadethorns are a vine that blossom with tiny black flowers. They are native to the plane of shadow and toxic to all life on the material plane. Anyone that is cut by the thorns of this plant must make a DC 16 Constitution save or suffer 10d6 necrotic damage from the virulent arcane venom. Portions of this plant have been used in the creation of all manner of undead abominations and demonic or necromantic rituals.

All of these plants are exceedingly rare and could fetch a high price from an arcane guild or alchemist. The entire collection of plants is worth approximately 500 gp to the right buyer.

J. Arcane Garden

Rows of tables line the walls of this dimly lit room. The tables hold a variety of exotic, sometimes otherworldly, plant life. The air in the room is a fragrant bouquet of both pleasant and noxious odors.

The plants in this room have been cultivated by Hruddak for use in his transformative concoctions. Anyone proficient in Nature can make a DC 18 check to identify the individual species

K. Blasphemous Enclave

This once hallowed chamber has become a mockery of its former glory. The bones of dozens of humanoid creatures are arrayed in supplicating poses on the cracked stone pews facing the northwest wall. The white marble altar placed in front of this wall is caked with dried blood and entrails, the empty eye sockets of a severed human head, mouth agape, rests atop it all facing the bones in the pews. An air of palpable malice permeates every inch of this place.

Once a temple to the dwarven mercantile goddess Baelia, this shrine has been desecrated by Hruddak and his undead minions. A pack of powerful ogre wights lead by a sadistic wraith formed from the soul of a cruel fire giant now reside here until called upon by Hruddak to wreak havoc outside of the mountain hall or capture more powerful subjects for the lich's experiments.

The wights frequently return with trophies and plunder from their excursions which they proudly display throughout the room or on their person. Their collection has grown quite large over the last decade and they count a few powerful magical trinkets among their number.

This small hoard of treasures includes, 500 gp worth of assorted coins and gems, an ivory goat figurine of wondrous power, a greatsword frostbrand, a carved marble eagle totem worth 50 gp, A suit of stone lamellar armor (equivalent to breastplate) worth 150 gp.

Ogre Wights (4)

Large Undead

AC: 15 (Half Plate) HP: 85(10d10+30)

Speed: 30 ft.

Str: 19(+4) Dex: 10(+0) Con: 17(+3)

Int: 5(-3) Wis: 7(-2) Cha: 8(-1)

Saving Throws: Str +7

Skills: Perception +1

Damage Resistances: necrotic; bludgeoning, piercing, slashing from nonmagical attacks not made with silver weapons

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft.

Sunlight Sensitivity: While in sunlight, the wight has disadvantage on attack rolls and perception checks that rely on sight.

Actions

Multiattack: The ogre wight makes two greatclub attacks. It can use its life drain in place of one greatclub attack.

Greatclub: Melee attack +7 to hit, reach ft., one target (2d8+4) bludgeoning damage.

Life Drain: Melee attack +7 to hit, reach 5ft., one target (2d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its maximum hit points to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the ogre wight's control, unless the humanoid is restored to life or the body is destroyed.

Flame Wraith

Large Undead

AC: 15 HP: 144 (15d12+45)

Speed: 60 ft. (hover)

Str: 8(-1) Dex: 20(+5) Con: 17(+3)

Int: 10 (+0) Wis: 14(+2) Cha: 13(+1)

Saving Throws: Dex +9, Con +7

Skills: Perception +6, Stealth +9

Damage Resistances: acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

Damage Immunities: fire, necrotic, poison

Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft.

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

Sunlight Sensitivity: While in sunlight, the flame wraith has disadvantage on all attack rolls and perception checks that rely on sight.

Actions

Life Drain: Melee attack +9 to hit, reach 5ft., one target (5d8+5) necrotic damage plus (5d6) fire damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage inflicted. This reduction lasts until the target completes a long rest. The target dies if this effect reduces its maximum hit points to 0.

Flame Wraith continued

Fire Storm: All creatures in a 60 foot cone take (8d10) fire damage. A successful DC 17 Dexterity saving throw halves this damage.

L. Excavation Site

The clamor and ring of metal against stone echoes from this hallway creating a deafening cacophony. Piles of wooden beams rest against the walls while crude wheelbarrows filled with chunks of stone move their cargo toward organized piles without any visible hand to guide them. Dim light radiates from several small glowing globes hovering throughout the corridor.

Skeletons and zombies work tirelessly in this corridor to excavate one of the passages leading out of the market district into the rest of Barad-Mor. The undead are assisted by the animated wheelbarrows that cart the excavated stone down an adjoining passage that leads into the grand market.

The operation is directed by a skeletal ogre enhanced by Hruddak's experiments. If the PCs are spotted, the lieutenant directs the excavators to attack, but otherwise the group continues their arduous task.

Pieces of ruined murals are visible on some of the chunks of stone. If the PCs examine them it could be possible to determine, with a DC 16 investigation check, that the passage being excavated leads to the craftsman's quarter of the city. Finishing the excavation would likely take weeks or months however as the collapse stretches nearly 200 feet.

Skeletal miners (8)

Medium Undead

AC: 13 (armor scraps) HP: 13 (2d8+4)

Speed: 30 ft.

Str: 14(+2) Dex: 12(+1) Con: 15(+2)

Int: 6(-2) Wis: 8(-1) Cha: 5(-3)

Damage Vulnerabilities: Bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft.

Actions

Mining Pick: Melee attack +4 to hit, reach 5 ft., one target (1d8+2) piercing damage.

Zombie miners (8)

Medium undead

AC: 8 HP: 22(3d8+9)

Speed: 20 ft.

Str: 15(+2) Dex: 6(-2) Con: 16(+3)

Int: 3(-4) Wis: 6(-2) Cha: 5(-3)

Saving Throws: Wis +0

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft.

Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success the zombie drops to 1 hit point instead.

Actions

Mining Pick: Melee attack +4 to hit, reach 5ft., one target (1d8+2) piercing damage.

Skeletal ogre Lieutenant

Large Undead

AC: 13 (natural armor) HP: 67(9d10+18)

Speed: 30 ft.

Str: 19(+4) Dex: 10(+0) Con: 14(+2)

Int: 7(-2) Wis: 8(-1) Cha: 5(-3)

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft.

Actions

Dragonforged Greataxe: Melee attack +6 to hit, reach 5 ft., one target (2d12+4) slashing damage plus (2d6) fire damage.

M. Practice Room

This rectangular chamber is littered with scraps of shattered armor, blackened bones, and heavy white ash. A row of storage compartments carved into the southern wall are open, but empty. A single polished granite table sits in the northeast corner, its surface covered in stone tablets with strange arcane sigils.

Entry into this chamber is protected by a glyph of warding empowered with a bestow curse spell set by Hruddak himself to trigger when any living creature steps into the glyph's area. Anyone in the 10 foot square area at the entrance to this chamber must succeed at a Wisdom saving throw DC: 22 or fall victim to the curse. The curse targets a victim's Constitution ability score so all ability checks and saving throws made using Constitution are made at disadvantage.

This room is being used by Hruddak to practice any new spells he has researched. As with all of his experiments, the lich is fond of practicing on living subjects and will frequently send some of his creations out to capture more subjects when he is reaching the completion of whatever research he is working on at the moment.

Anyone that wishes to investigate the arcane sigils marking the tabletop must make an Arcana check DC 16 to discover that the tablets are Hruddak's notes on various spells he has learned while occupying Barad-Mor. Any wiz-

ard could use these notes to research the following spells: Project Image, Finger of Death, Maze Dominate Monster, and Time Stop. The cost of researching these spells is halved.

Hruddak always leaves a pair of wraiths to guard this room when he is not using it. These wraiths wait for someone to trigger the glyph at the entrance knowing that this glyph makes victims more susceptible to their life draining attack.

Wraiths (2)

Medium Undead

AC: 13 HP: 67(9d8+27)

Speed: fly 60 ft. (hover)

Str: 6(-2) Dex: 16(+3) Con: 16(+3)

Int: 12(+1) Wis: 14(+2) Cha: 15(+2)

Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons.

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft.

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

Sunlight Sensitivity: While in sunlight, the wraith has disadvantage on attack rolls and perception checks that rely on sight.

Actions

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

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

N. Research Library

A low stone counter and rusted iron bars that reach to the ceiling divide this room. Only a solitary iron door allows passage from one side to the other. Ruined facades of regal dwarves are carved into the many support pillars that line the walls. Beyond the counter and iron bars, a massive circular vault door made of adamantite lies open revealing an L-shaped vault beyond. The musty scent of oiled leather trails out of the vault.

This vault now serves as Hruddak's research laboratory. Hundreds of tomes line the tables and shelves of the vaulted room beyond the stone counter. Many of these tomes hail from Hruddak's fallen clan hold and offer strange insights to the application of traditional schools of magic in a harsh, brutal, and besieged civilization. Still more of these texts have been plucked from adventurers, merchants, and explorers unlucky enough to have crossed paths with Hruddak. Several tomes collected from this very ruin are treatises on the use of various elements of dragon's breath to craft weapons, armor, and various arcane implements of incredible power imbued with the inherent arcane energy of dragon's breath itself. The entire library could be sold off to a university for 10,000 gp at least if the hundreds of tomes could be carted out of Barad-Mor. Feel free to use this library to allow any PC wizards to research rare or unique spells or give clues to the locations of powerful magical items or mysterious locales.

This vault also contains several formal documents remaining from the time of the collapse of Barad-Mor. These documents detail a time of religious strife amongst the clans of the hold that culminated in a declaration by the clan lords to imprison clergy of the Forgelord for

refusing to obey the lord's demands regarding some sort of affliction in the ore of the mountain. Some of these documents note a correlation between the time of this imprisonment and the appearance of an incident called the Rust Plague, though few details of the nature of the plague remain.

Guarding this repository of knowledge is a trio of mummified trolls.

Troll Mummies (3)

Large Undead

AC: 13 (Natural Armor) HP: 95(9d10+45)

Speed: 20 ft.

Str: 18(+4) Dex: 8(-1) Con: 20(+5)

Int: 6(-2) Wis: 8(-1) Cha: 8(-1)

Saving throws: Wis +2

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60ft.

Regeneration: These mummies regain 10 hit points at the start of its turn. If the mummy takes fire damage this trait doesn't function at the start of the mummy's next turn. The mummy only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack: The mummy can use its Dreadful Glare and makes two Claw attacks

Claw: Melee attack +7 to hit, reach 5ft., one target (2d6+4) slashing damage plus (3d6) necrotic damage. If the target is a creature, it must make a DC: 13 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points and its hit point maximum decreases by (3d6) for every 24 hours that elapse. If the curse reduces the target's maximum hit points to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare: The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

O. Metal Storeroom

This oddly shaped chamber is filled with stacks of large dark stone bricks the size of a full grown man. The rusted remains of several lengthy flat carts are piled near the collapsed northern passageway. Four stone statues of dwarven warriors stand together in the center of the room. Waves of heat radiate into the chamber from a passage to the east.

When Hruddak arrived at Barad-Mor he found this chamber filled with these same massive bricks. He recognized them immediately as unprocessed adamantine ore. The lich immediately began experiments with various undead to see if the ore could somehow be fused with the creatures to create even deadlier servants and enhance his own form. Hruddak has used several bricks for his research, but another 24 bricks still remain. The bricks are raw ore, not refined adamantine, but could still be worth 200 gp each if they could be removed from the ancient ruin. Each brick weighs approximately 10 tons.

The four statues at the center of this chamber are actually stone golems created by Hruddak to move the adamantine bricks in to the smelter as well as guard the entrance to the forge. Any living creature attempting to pass through the chamber is immediately beset by the quartet of man sized constructs.

Undersized Stone Golems (4)

Medium Construct

AC: 15 (natural armor) HP: 114(12d10+48)

Speed: 20 ft.

Str: 22(+6) Dex: 10(+0) Con: 18(+4)

Int: 3(-4) Wis: 11(+0) Cha: 1(-5)

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons.

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft., darkvision 120 ft.

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

Magic Resistance: The golem has advantage on saving throws against spells and other magic effects.

Magic Weapons: The golem's attacks are magical.

Actions

Multiattack: The golem makes two slam attacks.

Slam: Melee attack +9 to hit, reach 5ft., one target (2d8+6) bludgeoning damage.

P. The Fleshforge

The heat of this chamber is stifling and the cacophony of roaring flames assaults your ears. The acrid smell of burning meat mixes with the earthy aroma of oil and tang of metal. A conveyor runs from the western wall just north of the entrance to terminate at a massive adamantine cylinder etched with glowing sigils. A row of 6 foot tall heavy crucibles hang from thick cables suspended above the floor leading out from the cylinder over a row of stone furnaces that line the eastern wall. Each with a black iron anvil and stained black stone trough nearby. The two most northerly furnaces also have a metal table situated nearby with 2 sets of iron restraints. Along the southern wall is a row of four iron levers and in the southeast corner a massive ruby inset to the wall glows with an unearthly light.

This is the chamber where Hruddak performs many of his experiments melding metal with undead flesh and bone. The danger posed to the lich's research notes from the heat of this room means that these materials are actually kept in his research library in Area N.

Hruddak spends much of his time in this room experimenting on either his various minions or himself. He keeps several powerful servants with him at all times and a skeletal fire drake is kept here to maintain the forge fires.

The levers on the southern wall control the conveyors and crucibles allowing the forge to be operated by only two people. The gem set in the wall is actually the door to the secret chamber containing Hruddak's phylactery. Casting the cantrips Chill touch, Mending, and Mage Hand on the gem, in that specific order removes the wall leading to the chamber.

Hruddak does not keep this information written anywhere to ensure the safety of his phylactery. If you wish, you may provide clues to the gem's operation in Hruddak's research notes in the library of area N, an arcana check might be necessary to determine the specific order that the spells need to be cast

Skeletal Drake

Large Undead

AC: 15(ragged hide) HP: 124(13d10+52)

Speed: 30ft., fly 70 ft.

Str: 18(+4) Dex: 16(+3) Con: 18(+4)

Int: 5(-3) Wis: 9(-1) Cha: 10(+0)

Damage Vulnerabilities: bludgeoning

Damage Immunities: fire, poison

Condition Immunities: exhaustion, poisoned

Senses: blindsight 60 ft., darkvision 60 ft.

Actions

Bite: Melee attack +8 to hit, reach 10 ft., one target (2d8+4) piercing damage.

Flame Breath (recharge 6): The drake exhales a 30 foot cone of fire. Any creature in the area suffers (8d6) fire damage. A DC 14 Dexterity saving throw halves this damage.

Quicksilver Skeletons (4)

(see previous [entry](#))

Hruddak (duergar lich)

Medium Undead

AC: 17 (natural armor) HP: 168(20d8+80)

Speed: 25 ft.

Str: 11(+0) Dex: 14(+2) Con: 18(+4)

Int: 20(+5) Wis: 15(+2) Cha: 16(+3)

Saving Throws: Con +11, Int +12, Wis +9

Skills: Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances: cold, lightning, necrotic

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities: charmed, exhaustion frightened, paralyzed, poisoned

Senses: truesight 120 ft.

Legendary Resistance (3/day): If Hruddak fails a saving throw, he can choose to succeed instead.

Rejuvenation: If Hruddak's phylactery remains intact, he gains a new body in 1d10 days, regaining all of his hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting: Hruddak is a 20th level spellcaster. His spellcasting ability is intelligence (spell save DC 20, +12 spell attack). Hruddak has the following wizard spells prepared:

Cantrips (at will): Blade Ward, Chill Touch, Friends, Mage Hand, Ray of Frost

1st Level (4 slots): Detect Magic, False Life, Protection From Good, Shield,

2nd Level (3 slots): Blindness/Deafness, Mirror Image, Ray of enfeeblement

3rd Level (3 slots): Lightning Bolt, Slow, Vampiric Touch

4th Level (3 slots): Blight, Fabricate, Stone Shape, Wall of Fire

5th Level (3 slots): Creation, Dominate Person, Wall of Force

6th Level (2 slots): Circle of Death, Flesh to Stone

7th Level (2 slots): Prismatic Spray, Teleport

8th Level (1 slot): Incendiary Cloud, Maze

9th Level (1 slot): Power Word Kill, Imprisonment

Turn resistance: The lich has advantage on saving throws against any effect that turns undead.

Hruddak Continued

Actions

Paralyzing Touch: Melee spell attack +12 to hit, reach 5ft., one target (3d6) cold damage,. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Hruddak has 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn.

Hruddak regains spent legendary actions at the start of its turn.

Cantrip: Hruddak casts a cantrip.

Paralyzing Touch (costs 2 actions): Hruddak uses his Paralyzing Touch.

Rusting grasp (casts 2 actions): Hruddak makes a melee spell attack. On a successful hit, if the target is wearing metal armor or wields a metal weapon, the target's AC is permanently reduced by 1 and the weapon gains a permanent penalty of -1 to hit. Additional strikes against the same target have a cumulative effect. If the target's armor is reduced to AC 10 or their weapon gains a -5 penalty, the items are destroyed. This ability can affect both magical and nonmagical items.

Disrupt Life (cost 3 actions): Each living creature within 20 feet of Hruddak must make a DC 19 Constitution saving throw against this magic, taking (6d6) necrotic damage on a failed save, or half as much on a successful one.

12d8 points of necrotic damage with a successful save only taking half damage. This effect takes place every round until all creatures within the area are dead or have retreated. As a further safeguard against his destruction, if anyone touches the strongbox without first speaking the name of Hruddak's first victim during his transformation into a lich (Domus), the strongbox teleports back to Hruddak's sealed chamber in the Gorebane clan hold deep underground

Dragonforged Items

Undoubtedly, you have seen various dragon-forged weapons being wielded by Hruddak's minions. Many of these weapons are newly forged by Hruddak as he experimented with the process before attempting to harden his own bones with metal. Using dragon's breath, drake's breath in this case, to forge items is a difficult process as the drake cannot continually sustain their breath weapon when needed, the smith must often begin working the metal while it is still engulfed in flame.

The majority of Dragonforged items are made of adamantite (certainly all of those that remain) as the metal can more easily handle the stresses inflicted on it by dragon's breath. The ancient dwarves of Barad-Mor could use the process with iron, steel, and Mithril; but it requires incredible skill in order to not destroy the material.

The act of forging an item in dragon's breath instills some of the primal elemental power of the dragon within it. While the most common method of dragonforging comes from drakes and dragons that breath fire, it is also possible to use other forms of dragon's breath at different stages of the forging process such as quenching the blade in acid breath or frost. The end result is similar no matter what breath weapon is used.

Q. Hidden Chamber

This small octagonal chamber contains only a solitary stone pedestal located in the center of the room. Resting atop the pedestal is an adamantine strongbox measuring only 5 inches long that radiates a menacing purplish aura.

This room is protected by a terrifying arcane trap. Any living creature that approaches within 5 feet of the pedestal must immediately make a Constitution saving throw or suffer

Weapons forged in a dragon's breath weapon are able to release some of that trapped elemental energy in their strikes dealing an extra 2d6 damage of whatever element was used to forge the weapon. Armor and shields are able to more easily resist the elements in which they were created and bestow resistance to that element to their wearer. Other more wondrous items such as bracers that allow the wearer to partially deflect elemental effects giving them advantage on saving throws or amulets that bestow the ability to breath fire or frost upon foes are also possible.

While only the basic weapons and armor are found within this dungeon. What remains of the rest of the city could contain items of incredible power. The Lords of Barad-Mor were said to wield dragonforged items of great power that could sunder armies with terrible explosions of elemental might or make them nigh unassailable from mundane attacks. Further expeditions deeper into the collapsed ruins of the city could yield wondrous treasures if players are bold enough to attempt to delve deeper.

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