



THE FORGOTTEN HOLD

5th LEVEL



The Forgotten Hold

Background

An evil wizard has built a lair deep in the mountains in an old Dwarven outpost. He spends his days creating living weapons which he uses to terrify the local populace. His raids, once common and feared, have all but stopped and there have been sightings of a large winged creature flying about the peaks to the north where a laboratory is said to be. The local populace have cobbled together a reward for whoever can bring proof of the wizard's demise and put an end to whatever creatures he's built.

Adventure Hooks

The Forgotten Hold is an adventure for four 5th level adventurers. The adventure can take place in any desert or mountainous region.

A Local Legend. The characters heard tales of an old dwarven outpost in the mountains. Seeking treasure, they head off in search of it.

A Call to Arms. The characters heard of the raids on the local villages and have set out to stop them once and for all.

A Purse Full of Coin. The characters heard of the reward on the wizard's head and have decided to collect.

The Forgotten Hold

The forgotten hold, once called Kahzdurga in the dwarvish tongue, is now home to a variety of mechanical and arcane guardians. Traps abound, and the curving passages can be a bit disorienting. An underground river flows into the hold. Originally the dwarves used it for drinking water. The wizard, however, has harnessed it to power his arcane machinery.

General Features

Ceilings. The ceilings are made of finely worked stone and rise 10 ft. above the floor.

Floors and Walls. The floors and walls are made of cobbled granite worked meticulously by master craftsmen.

Doors. The doors are made of thick oak and are held together by iron bands. The hinges have been oiled and the doors make little noise when opened. They're all unlocked unless stated otherwise.

Empty Rooms. There are a handful of rooms on the map that lack a number. These rooms are mostly empty, save for broken equipment and expired supplies.

Lighting. Small sconces line the walls each with a *continual flame* spell cast upon them.

Unusual Features. Metal pipes and wiring can be seen running along the ceiling and the base of some of the walls. It hums with electricity.

The following rooms are keyed to the included map and numbered for ease of use.

H1. Poison Needle Trap

There is a small chest on an elevated platform. Opening it causes a poison dart to shoot out. The person opening the chest must make a DC 17 Dexterity saving throw or else they take 2d4 piercing damage and 4d6 poison damage.

H2. Pit Trap

There is a 10 ft. long by 5 ft. wide 20 ft. deep spike pit located in this hallway. If more than 100 pounds of pressure rests on top of it the middle splits open and dumps whoever was standing on it into the spiked pit below. Anyone who falls in the pit takes 3d10 piercing damage.

H3. Animated Statue Trap

The three statues in this hallway animate whenever someone walks by. They attempt to grapple them with a +5 bonus. If they succeed, they begin to crush the person to death. Each round that a creature begins grappled by a statue, it takes 1d0 bludgeoning damage. The statues reset 24 hours after triggering.

H4. Crushing Ceiling Trap

The center floor tile between the alcoves is a pressure plate. If someone steps on it, the ceiling gives way and drops on them. They have to make a DC 17 Dexterity saving throw taking 4d10 bludgeoning damage on a failure and half as much on a success.

1. Entryway

Stairs lead up to a platform where two large statues stand guard outside the entrance to this mountainside complex. The doors ahead are closed.

Encounter: Armored Guards. There are six **animated armors** patrolling the large room behind the front door. They do not leave this room to give chase to anyone who flees from them. They will fight until they are destroyed.

Secret Door: Side Entrance. There is a hidden door along the western outside wall. It leads into the hallway next to the barracks. It can be located with a DC 18 Wisdom (Perception) check and opened with a DC 16 Intelligence (Investigation) check.



2. Barracks

This room once housed soldiers of some kind judging by the armor plates and broken weapons scattered about. Now it houses only broken beds and one intact footlocker.

Treasure: Fine Wares. There are five fine woven dwarven shirts in the footlocker. Despite being a bit dusty, they're in great condition. Each one is worth 25 gp.

3. Library

Bookcases reach from the floor to the ceiling in this room. Books lie strewn about and the place reeks of filth. In one corner of the room, a man in a tattered blue robe stands hunched over a large tome.

Encounter: The Mad Mage. The wizard here is **Krastos**, master of the complex. He uses the statblock for a **mage**. He's gone quite mad in his isolation, but he still values his life. If the party confronts him but they don't attack, he'll cast *greater invisibility* and then flee to his laboratory to get his **flesh golem**. If they make any hostile advances or attack him, he'll cast *cone of cold* and then flee to the laboratory as above. If cornered, he'll cast *misty step* to escape. He saves all his 3rd level spell slots for either *counterspell* or *fireball*.

Treasure: Arcane Writings. The wizard has nothing of value on him except his arcane focus. There are three random 2nd-level spell scrolls among the bookcases.

Secret Door: False Bookcase. There is a secret door on the northern wall behind a bookcase. It can be located with a DC 16 Wisdom (Perception) check and opened with a DC 14 Intelligence (Investigation) check. It leads into the adjacent hallway.

4. Laboratory

Arcane machinery whirs and hums in this room, lighting arcing occasionally between various metal coils. Three tables like at the eastern edge of the room. On the center one, a massive humanoid lies still."

Encounter: Flesh Golem. The humanoid figure on the table is a **flesh golem**. He rises and attacks if the characters make any noise or disturb him. Without his master to command him, he fights mindlessly, swinging at whatever target presents itself. If someone uses fire against him, as soon as the fire is gone, he'll begin to target that person. If Krastos is present, the golem follows his commands.

Trap: Arcing Lightning. Every round roll 1d6. On a 6 everyone in the room must make a DC 14 Dexterity saving throw taking 2d8 lightning damage on a failure and half as much on a success. The Flesh Golem automatically fails its save each time.

Treasure: Control Wand. The workbench on the western wall has a locked drawer. It can be opened with a DC 17 Dexterity (Sleight of Hand) check. Inside is a *wand of binding*. Krastos kept it here in case he lost control of one of his creations.

5. Water Generator

A large metal and stone creation sits in the water flowing through this room. As it does, it causes a mechanism on the creation to spin generating sparks and a constant humming noise. A large sapphire can be seen embedded in the center of the mechanism.

Encounter/Treasure: Water Guardians. The gem is an *elemental gem (water)*. Removing it summons two **water elementals** which promptly attack whoever has the gem. Once summoned, they must be destroyed. Putting the gem back will not stop them from attacking.



6. Holding Pen

This room contains various cages, collars, and other restraining gear. The room narrows on the eastern side before expanding again. The walls of the narrow portion are covered by thick curtains. Three large metal pillars bar the way for larger creatures, but medium sized ones can fit in between them without issue. Against the eastern wall you see a large diagram.

Trap: Shock Field. There is a pressure plate on the floor between the two curtains. Behind the curtains are coils of copper wire inlaid in the wall. If someone steps on the pressure plate they have to make a DC 17 Dexterity saving throw taking 5d6 lightning damage on a failure and half as much on a success. The trap can be discovered with a DC 14 Wisdom (Perception) check and disarmed with a DC 17 Intelligence (Investigation) check.

Treasure: Arcane Musings. The large diagram on the wall is of a water purification device left behind by the dwarves who previously inhabited this hold. It's worth 500 gp to the right buyer.

7. Workshop

Two large pipes feed into this room from deeper in the mountain. A small control sits between them. Above, light can be seen filtering in from a massive hole in the ceiling approximately 60 ft. up. Against the south wall, a giant metallic dragon statue dominates the space.

Encounter: Iron Dragon. The statue is an **iron dragon**. It uses the stat block for a **young blue dragon** except its type is construct, it speaks no languages, and its Intelligence is 4. If a character attempts to use the control panel, have them make a DC 25 Intelligence (Arcana) check. If they succeed, they deduce that the statue is in fact a construct and that pressing the right combination of buttons will permanently disable it. If they fail, it animates and attacks. It fights mindlessly, attacking whatever harmed it most recently, or whatever is closest. It uses its lightning breath whenever possible and isn't smart enough to save it for when it can hit multiple characters at once. When defeated, a viscous oil like substance leaks from its wounds and it groans to a halt.

8. Maintenance Alcove

The alcove contains wiring, piping, and a series of switches and buttons. It appears to have something to do with the statue and pipes in the room above.

Secret Doors: Safe & Vault. There are two secret doors here. They can be accessed by pressing the proper combination of buttons on the wall. The secret door on the eastern wall can be opened with a DC 13 Intelligence (Investigation) check, while the one to the north can be opened with a DC 17 Intelligence (Investigation) check.

9. Vault

Two man-sized statues stand at the far end of the room behind a partially closed curtain. To the left, two tables sit covered in various alchemical and arcane supplies. Beneath one of them, a small chest can be seen.

Treasure: The Big Score. The chest contains the following:

- 2,000 gp
- 4,000 sp
- 700 cp
- 110 pp

The statue to the left has a pair of *goggles of night* on its head and the statue to the right is wearing a *robe of useful items*. Sitting on the table is a *lantern of revealing*.

Aftermath

With the wizard and his creations destroyed, the local villagers can breathe a sigh of relief. Kastos the Mad will vanish into the annals of history, never to be seen or heard from again. The forgotten hold will lie dormant and empty, though such places rarely stay unoccupied for long. It's only a matter of time before squatters of some kind take up residence.



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