

# DUNGEON OF THE WEEK #6: DUNGEON OF HARI

*Dungeon of Hari* 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 Dungeon of Hari, home to a band of goblinoid traders whose mushroom gardens are respected and envied in the greater subterranean realms.

## 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 chart below shows you which version of the adventure you should select for each level. We don't

### CREDITS

The following creators made this adventure possible:

**Design and Writing.** Ellie Hogan of Adventures, EH?

**Editing and Layout.** Tony Casper

**Cartography.** DMDave with Forgotten Adventures

**Artwork.** Nacho Lazaro, Dean Spencer, Paper Forge

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

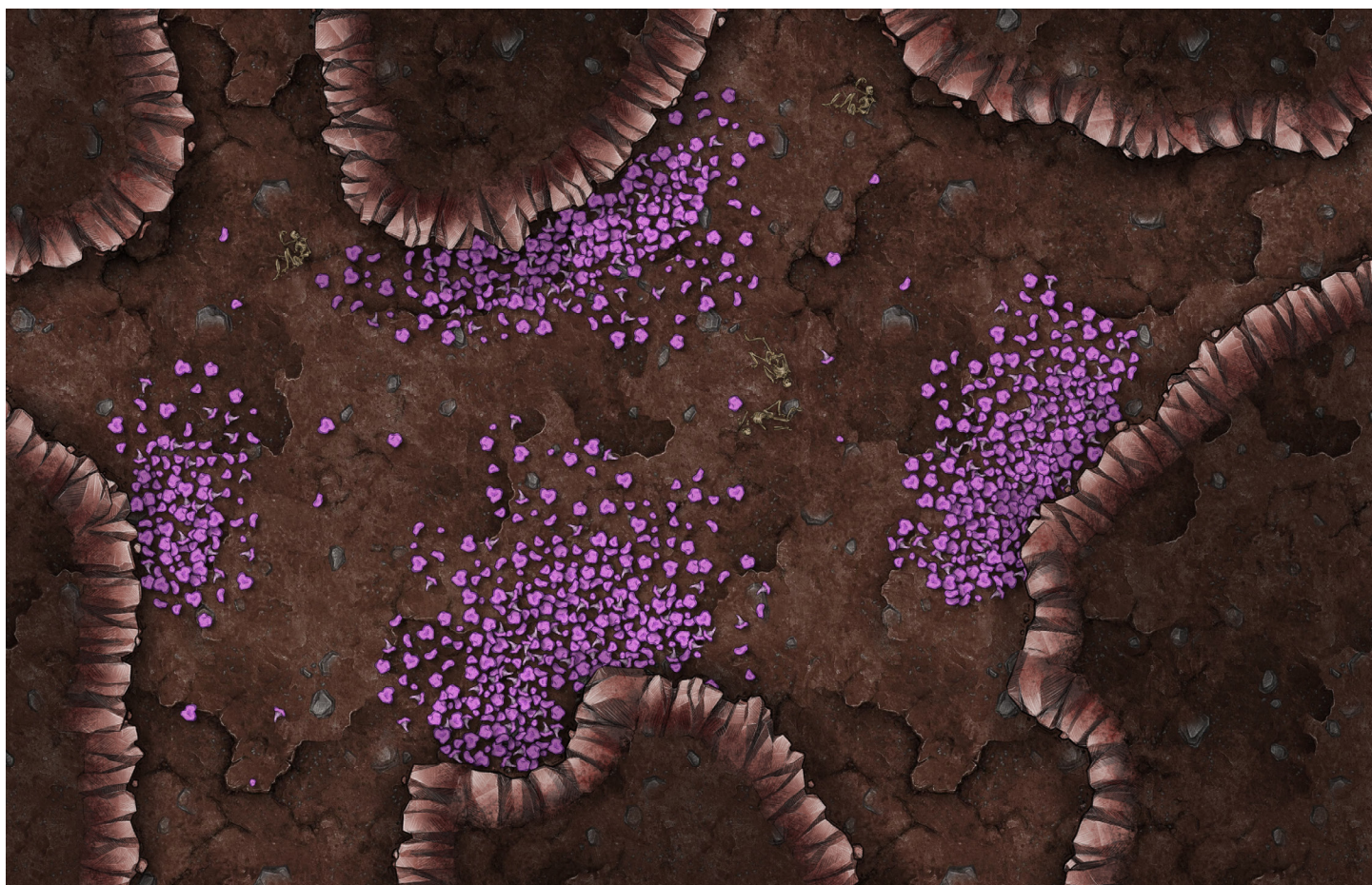
Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy

## ADVENTURE HOOKS

The table below offers some ideas if you don't have a reason for the characters to investigate the Dungeon of Hari. 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.

## Dungeon of Hari Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Swish, a useful spy working for the academy stopped sending missives to the academy's higher-ups. The academy wants the characters to go why learn Swish stopped communicating with them. Swish works in <b>area 3</b> .
2	Ancient Being	The ancient being wants to learn from King Hari what lies below his settlement. The being sends the characters to meet with the King.
3	Aristocrat	Supposedly, the goblinoids of Hari stole valuable gems belonging to the characters' patron. Hari did indeed steal the gems; he keeps them stored in his secret treasure vault ( <b>area 15</b> ).
4	Criminal Syndicate	The syndicate heard a rumor that Hari stole gems from a wealthy aristocrat. They send the characters to find the gem stash; Hari keeps the gems in his secret treasure vault ( <b>area 15</b> ).
5	Adventuring Guild	The characters' adventuring guild wants to befriend Hari and the goblinoids. They send the party into the dungeon to parlay with Hari and earn his trust.
6	Military Force	Rumor has it that a vampire controls all of the goblinoids of the Dungeon of Hari. Although this rumor isn't true, the characters' military force patron wants them to investigate and disprove this rumor.
7	Religious Order	An overzealous cleric recently entered Hari with hopes of converting the goblinoids. Their mission went poorly. Now, the cleric (an <b>acolyte</b> ) is being held prisoner in Hari's audience chamber ( <b>area 15</b> ).
8	Sovereign	The sovereign's cousin, an overzealous cleric, recently entered the Dungeon of Hari with hopes of converting the goblinoids. Their mission went poorly. Now, the cleric (an <b>acolyte</b> ) is being held prisoner in Hari's audience chamber ( <b>area 15</b> ).





## DUNGEON OF HARI

The Dungeon of Hari is home to the Hari tribe (or “Hairy” as most abovegrounders refer to it), a band of goblinoids lead by King Hari the Terrible, a bug-bear veteran of the Bone Crunch Wars. Mostly peaceful, Hari’s tribe focuses on mushroom farming and trade, serving a crucial role among the other subterranean groups that lurk near their dungeon.

### FINDING THE DUNGEON

The dungeon has three egresses—one pathway leading up, and two exits that lead east. These exits let you combine the dungeon 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 dungeon’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 Dungeon of Hari.

- **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 Dungeon of Hari 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 the temple is home to King Hari the Terrible and his goblinoid tribe. 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 Dungeon of Hari. Otherwise, they find the entrance to the temple (**area 1**).

## GENERAL FEATURES

Unless stated otherwise, the Dungeon of Hari's areas have the following features in common.

**Architecture.** Hari's dungeon has walls made of haphazard rubble masonry and rough stone-tiled floors. The ceilings of most rooms are 10 feet tall. The stone is grungy with soot, dirt, and other unidentifiable filth.

**Doors.** The doors are made of stone (AC 17, 20 hit points, and immunity to poison and psychic damage). Locked doors require a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock or a DC 18 Strength (Athletics) check to break open.

**Hidden Doors.** Hidden doors can be discovered with a DC 18 Intelligence (Investigation) check. Their hinges are disguised within the stone walls and a keyhole is hidden behind a loose stone. These doors require a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock or a DC 20 Strength (Athletics) check to break open.

**Illumination.** The goblins have no need for light, so much of the Dungeon of Hari is not illuminated.

**Goblin Guard Squad.** The dungeon is crawling with goblins grouped into organized squads. These squads man the gates and keep peace in the market. A squad's composition depends on the level of the adventure.



## Guard Squad Composition

Adventure Level	Squad
3rd	4 goblins led by 1 hobgoblin
5th	6 hobgoblins led by 1 bugbear
8th	6 bugbears led by 1 bugbear berserker
11th	6 bugbears led by 1 bugbear gladiator

## KEYED LOCATIONS

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

### 01 - Low Entrance

The main entrance to the dungeon is through a series of low, winding tunnels. The path down to **area 7** is completely blocked off by stone rubble.

**Hazard: Low Ceiling.** The ceiling is only 3 feet tall, forcing small creatures to stoop and medium creatures to crawl.

### 02 - Western Guard Post

A guard squad (see General Features) keeps watch over the low entrance. They are equipped with a cannon.

### CANNON

*Large object*

**Armor Class:** 18

**Hit Points:** 65

**Damage Immunities:** poison, psychic

Before the cannon can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. The first time the characters enter this chamber the weapon is already loaded.

**Cannon Ball.** *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Unless the characters are outwardly hostile or the alarm has been raised, they are freely permitted to enter or exit the marketplace.

### 03 - Market

The main market is brightly illuminated by brazier's burning throughout. Small holes in the ceiling prevent the smoke from becoming unbearable, but the area is still smokey, smelly, and filled with the loud, harsh voices of goblin merchants. There are a number of goods for sale at the various stalls. If no price is given, assume that the item costs twice as much as it normally would due to the remote location.

**3a: Locksmith.** Swuish (NE female **goblin**) sells locks. She'll also duplicate a key, no questions asked (2 gp, takes 1 hour).

**3b: Butcher.** Daakt (NE male **goblin**) sells whatever meat (2 gp per day of rations) he has on hand, as well as the goblin's specialty: smoke dried bread-bowl mushrooms (1 gp per day of rations). If asked what type of meat he has, he just grunts and says "meat is meat." He'll buy fresh tiny creature corpses for 1 gp each, or 2 gp per creature size above tiny. He also sells spits for 1 sp each to anyone who wants to cook their food over the conveniently located braziers.

**3c: Weapons Merchant.** Gnulmi (NE female **goblin thug**) sells weapons, many of which have been used before. Gnulmi denies such accusations, however, insisting that the weapons are all brand new. She keeps 1d4 of each type of simple weapon in stock and 2d4 bundles of each type of ammunition. If a character is looking for a martial weapon, roll a d4. On a result of 4, she has what they are looking for.

**3d: Lights.** Sparky Bisliq (NE male **goblin**) sells tinderboxes, torches, lanterns and lamp oil. He firmly believes that fire is for fun, not utility, and mocks any creature that requires light to see.

**3e: Books.** Ploztabaaz (LE male **goblin spy**) sells books of dubious origin. He boasts the largest known selection of goblin-written books, including the classic romance novel "That Wun Tiem Gizzik Gots Sum Luvins" and the definitely not plagiarized adventure novel "Lawd of the Brayslets."

If the characters respond favorably to his collection, Ploztabaaz will show them his real treasures: a handful of spell scrolls. He has *true strike*, *shillelagh*, *minor illusion*, and *mending* for 30 gp, *identify* and *fog cloud* for 60 gp, and *locate animals or plants* for 600 gp.

**3f: Potions.** Wrun (NE **green hag** disguised as a goblin) sells a variety of potions. Unlike the other goblins, Wrun is willing to barter for possessions other than gold and gems. Wrun has the following potions available:



- ▶ 2d4 *potions of healing* (60 gp)
- ▶ 2d4 *potions of climbing* (70 gp)
- ▶ 1 *philter of love* (400 gp)
- ▶ 1 *potion of radiant resistance* (300 gp)
- ▶ 1 *potion of heroism* (14,000 gp)

**3g: Trinkets.** Yik (NE male **goblin**) enthusiastically sells trinkets such as smoking pipes, painted skulls, pretty stones and more. These trinkets cost 4d4 × 10 sp to buy. Yik will happily buy any small trinkets the characters have picked up for 3d4 × 10 sp, or trade one trinket for another. A discerning character can also find a variety of focuses mixed in with the rest of the junk.

**3h: Beasts.** Blaard the Beastmaster (LE male **goblin**) sells "fully trained" worgs for 100 gp each. Their coats are dirty and matted but they are well fed and in good health otherwise. Anyone who has experience with animals can tell that the beasts are actually feral.

**Encounter: Peacekeepers.** A goblin guard squad (see General Features) patrols the market to protect the goblin merchants and prevent fights from breaking out. If combat breaks out, the merchants all hide behind their booths and only attack in self-defense.

The doors at the southern side of the room are unlocked, but outsiders aren't permitted to go through them. If the characters are caught attempting to do so they are first politely asked to desist before being forcefully detained by the guard squad.

## 04 - Eastern Guard Post

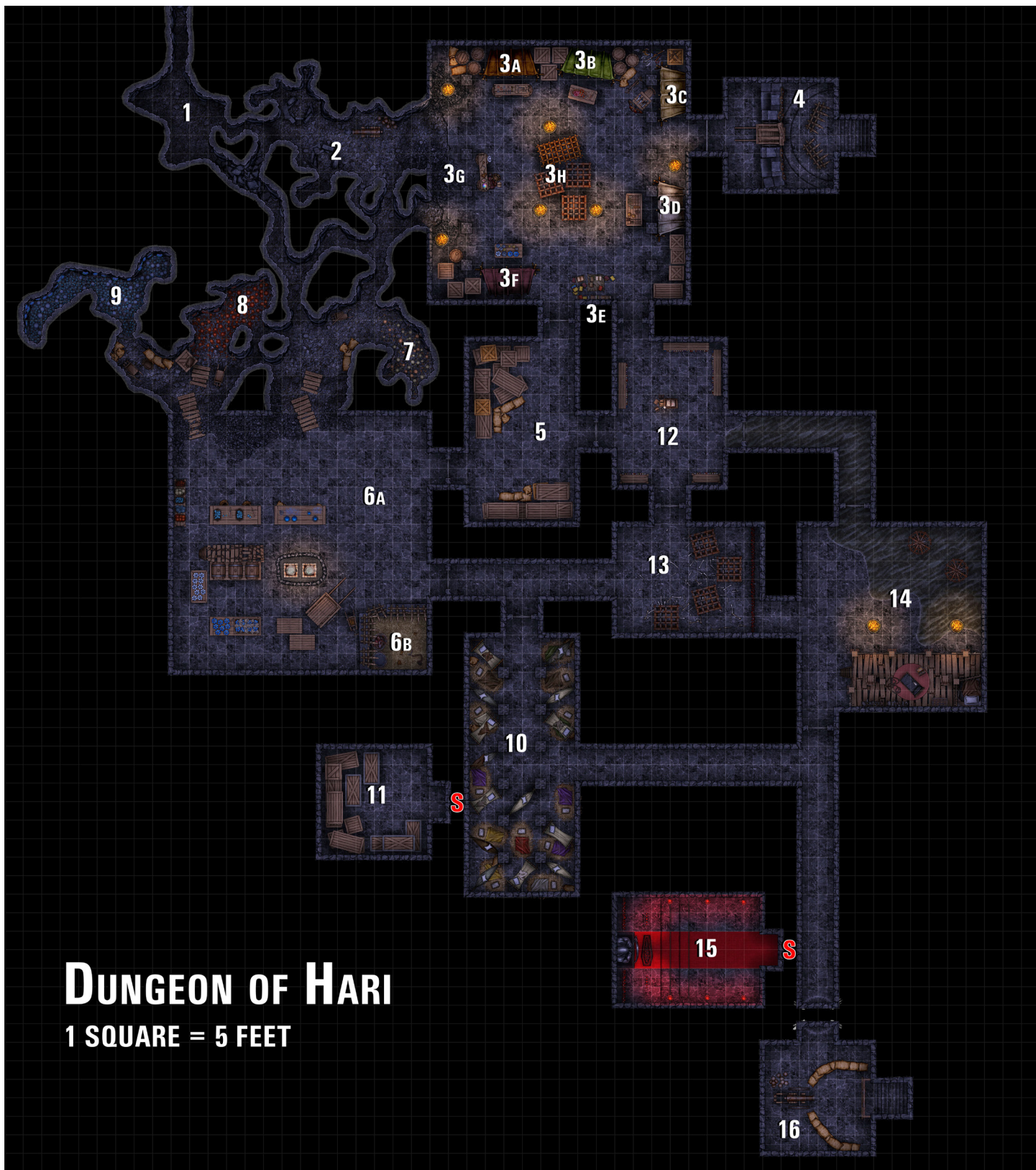
A palisade, shield wall, and makeshift cart gate protect the goblins from creatures that enter their home from down these stairs. A guard squad (see General Features) mans the guard post at all times. Unless the characters are outwardly hostile or the alarm has been raised, they are freely permitted to enter or exit the marketplace.

## 05 - Storage Room

The goblin merchants store their excess goods here.

**Trap: Precarious Boxes.** The boxes and crates have purposefully been set up in unsteady stacks, with a whole case of rusty daggers right at the top. Any creature that tries to climb on or investigate the boxes without knowing the trick causes the boxes to topple over. The creature must make a DC 12 Dexterity saving throw, taking 1d6 bludgeoning damage plus 1d6 (5th-level adventure) or 3d6 (8th- or 11th-level adventure) piercing damage on a failed save or half as much on a successful one. A creature that fails this save is restrained beneath the rubble and must use its action to escape.

Falling boxes aren't known for their subtlety. The noise alerts the guard squad patrolling the market (area 3), who arrive after 1 round to investigate the disturbance.



# DUNGEON OF HARI

1 SQUARE = 5 FEET

## 06 - Potion Production

This room is much cleaner than the rest of the dungeon and set up as a potions laboratory. Baskets of mushrooms at the west side of the room are in various stages of preparation throughout the room: chopped, powdered, boiling and fermenting as they are turned into the potions Wrun sells.

**6a.** The main part of the room is currently occupied by 1 **goblin** worker per 2 levels of the adventure (rounded up). These goblins are non-combatants who scream and flee at the first sign of intruders.

**6b.** The goblins keep a waste-eating monster here. It is trained to stay within its pen, but will attack anything in its way if it is released. The identity of this monster depends on the level of the adventure.

## Area 6b Monster

Adventure Level	Monster
3rd	1 gelatinous cube
5th or 8th	1 otyugh
11th	1 alchemical amalgamation (a <b>hezrou</b> that appears to be congealed mushroom and other miscellaneous waste products)

**Encounter: Backup Requested.** If any intruders are detected, the unarmed **goblins** flee while loudly screaming for the guards. If possible, one kicks open the pen to **area 6b** on its way by, releasing the creature within. Two rounds after a goblin manages to escape, the guard squad (see General Features) from **area 3** arrive to apprehend the party. Once two or more of the guard squad go down, the goblins realize that they are outmatched and attempt to flee as well, aiming to reach King Hari to sound the alarm (detailed in **area 14**).

### 07 - Mushroom Varietal 1

Mushrooms of various shades of beige grow in this section of the caves. A character that succeeds on a DC 15 Intelligence (Nature) check recognizes these as breadbowls, a tasty, edible mushroom variety popular amongst underground travelers.

**Treasure: Food Supply.** A character can make a DC 12 Intelligence (Nature) check to harvest these mushrooms, gathering 2d6 mushrooms with a successful check or half as many with a failed one. A single breadbowl mushroom can feed a medium creature for a day. They are commonly smoke dried and used as rations.

### 08 - Mushroom Varietal 2

Red mushrooms grow in this section of the caves and a musty-sweet scent fills the air. A character that succeeds on a DC 15 Intelligence (Nature) check recognizes these as bloodstaunch mushrooms, a variety prized for its healing capabilities.

**Treasure: Potential Healing.** A character can make a DC 12 Intelligence (Nature) check to harvest these mushrooms, gathering 2d6 mature mushrooms with a successful check or half as many with a failed one. A creature that eats a bloodstaunch mushroom raw gains 1d4+1 hp but must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

A bloodstaunch mushroom can be distilled into a *potion of healing* over 1 workweek by a character proficient with the herbalism kit. The mushrooms lose their potency 7 days after being picked.

### 09 - Mushroom Varietal 3

Blue mushrooms completely cover the floor of these caverns. A character that succeeds on a DC 15 Intelligence (Nature) check recognizes these as delver's



er's boon, a variety of mushroom prized by cavern delvers and burglars alike for its beneficial effect on climbing.

**Hazard: Toxic Spores.** The spores of these mushrooms are released if they are stepped on. The mushrooms grow so densely that it is impossible to walk through the room to harvest mushrooms without releasing spores. Any creature within 10 feet of a crushed delver's boon must succeed on a DC 14 Constitution saving throw or begin to sneeze obnoxiously loudly for 1 minute, alerting any creatures in **area 6**. While sneezing, a creature can speak only falteringly.

**Treasure: Potential Climbing.** A character can make a DC 12 Intelligence (Nature) check to harvest these mushrooms, gathering 2d6 mature mushrooms with a successful check or half as many with a failed one. A creature that eats a delver's boon mushroom raw gains advantage on ability checks made to climb but must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

A delver's boon mushroom can be distilled into a *potion of climbing* over 1 workweek by a character proficient with the herbalism kit. The mushrooms lose their potency 7 days after being picked.

### 10 - Goblinoid Barracks

Loud snoring emanates from this room. The goblin guards sleep in shifts on hammocks and bedrolls here. The characters can almost certainly sneak through the sleeping goblins, waking them up only if they fail a DC 5 Dexterity (Stealth) check.

**Encounter: Let Sleeping Goblins Lie.** The sleeping goblins are not wearing their armor, but do grab their shields and weapons as they get up. Some are deeply asleep and take a while to wake up. The total

number of sleeping goblins and number that wake up each round depends on the level of the adventure:

### Area 10 Encounter

Adventure Level	Total Number of Goblins	Goblins Woken Up Per Round
3rd	8 goblins	1d4 + 1 goblins
5th	4 goblins and 5 hobgoblins	1d4 goblins and 1d4 hobgoblins
8th	9 bugbears	1d4 + 1 bugbears
11th	9 bugbears	2d4 bugbears

Awake goblins scream loudly, alerting the rest of the base. At least one attempts to flee through the eastern exit to alert King Hari. See **area 14** to see the series of events after King Hari sounds the alarm.

### 11 - Secret Storage

The goblins keep enough rations to feed the entire group for a month, a full set of backup weapons, 10 *potions of healing* and 20 extra cannonballs in a hidden room in case of a siege.

### 12 - Guardian Room

The eastern door (if it is not a mimic) is locked.

Ploztabaaz the book merchant (**area 3e**) keeps his extra goblin literature in this room.

**Encounter: Hidden Guardian.** In case the atrocious spelling and nigh-nonexistent plotlines of goblin literature aren't enough to put off intruders, King Hari has a guardian hidden in the room. The nature of the guardian depends on the level of the adventure.

### Area 12 Encounter

Adventure Level	Encounter
3rd	1 <b>mimic</b> disguised as the eastern door
5th or 8th	1 <b>invisible stalker</b>
11th	1 <b>invisible stalker</b> and 2 <b>mimics</b> disguised as the eastern door and central plinth

### 13 - Pet Cages

Blaard the Beastmaster keeps his pets in these cages. Unlike the rejects he sells in the marketplace, these pets are well trained. They know not to attack goblins in general and obey Blaard's spoken commands.

**Encounter: Release the Hounds.** The nature of these pets depends on the level of the adventure. They are trapped in latched metal cages, but make a lot of noise if they detect intruders.

### Area 13 Encounter

Adventure Level	Encounter
3rd	3 <b>worgs</b>
5th	3 <b>worgs</b> and 1 <b>death dog</b>
8th	2 <b>worgs</b> and 2 <b>gricks</b>
11th	2 <b>worgs</b> and 2 <b>owlbears</b>

### 14 - King Hari's Hall

King Hari's personal chambers are lit by a pair of braziers. The northeastern part of the room and passageway is flooded with a foot of water and is difficult terrain. The northern door is locked. King Hari himself resides on a 10-foot-high rickety platform built at the southern edge of the room. He almost never leaves his lounge chair.

Whether the characters have burst in unannounced, convinced the guards to grant them audience, or been brought in as captives, King Hari is always willing to chat. He accepts bribes for their freedom, or payment in quests (although he'll of course need a deposit to ensure they come back!). Since he knows a lot about the surrounding area, this can be a mutually beneficial arrangement.

**Encounter: A Hairy Situation.** If the characters insist on fighting, King Hari will comply. His abilities and the identity of his servants depends on the level of the adventure:

### Area 14 Encounter

Adventure Level	Encounter
3rd	King Hari ( <b>bugbear</b> ) with 4 <b>hobgoblin</b> guards
5th	King Hari ( <b>bugbear</b> ) with 2 <b>hobgoblin veteran</b> guards
8th	King Hari (a <b>bugbear</b> with 45 hp) and 4 <b>hobgoblin veteran</b> guards
11th	King Hari (a <b>bugbear</b> with 45 hp), 2 <b>hobgoblin berserker</b> guards, and 1 <b>goblin assassin</b> (hidden when the players enter)

If the party hasn't cleared out the rest of the dungeon they may soon find themselves in a desperate battle for survival as the rest of the dungeon's occupants join the fight.

- ▶ **Round 1.** Unless the characters are able to silence King Hari, he lets out a bellowing scream of rage, alerting the rest of the dungeon's occupants to come to his aid.
- ▶ **Round 2.** The dungeon goes into lockdown. The guards in **areas 2, 4, and 16** close their gates and load their canons. Nobody is allowed in or out of





## Area 15 Treasure

Adventure Level	Treasure
3rd	2,300 cp, 1,400 sp, 60 gp, and 7 miscellaneous gems worth 10 gp each
5th	400 cp, 2,000 sp, 1,500 gp, 110 pp, and 10 miscellaneous gems worth 100 gp each
8th	400 cp, 8,000 sp, 2,100 gp, 90 pp, 15 miscellaneous gems worth 100 gp each, a <i>potion of mind reading</i> , a <i>potion of stone giant strength</i> , and a <i>potion of superior healing</i>
11th	16,000 gp, 1,700 pp, 10 miscellaneous gems worth 100 gp each, a <i>bag of beans</i> , a <i>potion of gaseous form</i> , and a <i>potion of stone giant strength</i>

the dungeon. The guardian of **area 12** attempts to reach Hari's hall but is unable to open doors itself.

- **Round 3.** Blaard the Beastmaster reaches his pets in **area 13**. The pets burst through the curtains and enter initiative.
- **Round 4+.** The sleeping goblins in **area 10** begin to wake up. Each round, roll on the encounter table in **area 10** to determine how many enter the hall.

**Cages.** Two rusty cages sit in the pool of water at the north end of the room. When the characters first arrive, there is an acolyte trapped in one of the cages. The acolyte entered the Dungeon of Hari with hope of converting the goblinoids to his religion. He failed miserably.

### 15 - Secret Treasure Room

In a rare burst of creative genius, King Hari designed this room to resemble a vampire's lair to protect his treasure. A large statue of a gaunt man with sharp fangs holding a scythe stands ominously over an ornate coffin. The room is dimly lit by red lanterns.

**Trap: BANG.** The interior of the coffin has a gunpowder popper strung between the lid to the base. A creature can find the hidden switch to unhook it with a successful DC 18 Intelligence (Investigation) check. If the coffin is opened without unhooking the popper it creates a loud bang that can be heard throughout the dungeon. King Hari and his attendants rush towards the noise, beginning the encounter outlined in **area 14**.

**Treasure: Not a Vampire!** King Hari's treasure hoard contents depend on the level of the adventure.

### 16 - Southern Guard Post

A guard squad (see General Features) keeps watch over the locked rusty metal door (AC 19, 27 hit points, immunity to poison and psychic damage) leading deeper into the ground. They are equipped with a cannon (see page 4) and protected behind sand bags that grant them three-quarters cover.

Visitors to the marketplace are typically not allowed to enter through this door, however the guards can be bribed or otherwise persuaded to let them through, especially if they know of King Hari and present a good reason for why he would want to see them. As long as the characters don't attempt to force their way in, the guards don't pick a fight.

## WHERE TO NEXT?

There are two exits that lead further into the darkness below the Dungeon of Hari (**areas 4** and **16**). What lies below is ultimately up to you. If you wish to continue the adventure, place another level or two 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 staircases 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](#)
- [DotW #3: Lost Archive of the Silent One](#)
- [DotW #4: Ruined Sanctum of the Void Prince](#)
- [DotW #5: Forlorn Temple of Mash-Dinaxis](#)

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