

This phased map uses different endings, depending on your players' choice. We refer to different phases as, for example, 6e-1 - this refers to the name of the file, specifically dww-ritual-temple-phase6e-1.jpg, and omit the redundant "dww-ritual-temple-" first part of the file name.

TREASURE WITHIN

An ancient temple holds divine treasure, but the unworthy risk ruin to step here.

Phase 1 : Entrance Chamber

The party enters the smaller southern chamber. The northern wall is dominated by a mural of scripts flowing into one another, a chain of many different written languages.

- An inscription on the northern wall repeated in many language states "you must make an offering of letters with pure intent to gain the gift of knowledge"
- DC 13 Religion or Insight check indicates the statues are arranged in a way to evoke offerings, and point to the north wall

Offering of Letters

To open the hidden chamber, every party member must utter or write down and lay before one of the two statues—a new beginning, given in letters.

- Any written offering bursts to blue flames once it touches a statue's base
- After the PCs make their offering, Beams of Judgement shoot from the statues' eyes; the main chamber opens, advancing through Phases 2 and 3

Reliquary

A hidden chamber, the Reliquary holds a vast trove of knowledge and lore. It is beneath the golden face:

- The reflection of anyone looking into the golden face shows an illusion of them dropping a scroll into the mouth
- DC 14 Religion check reveals an offering of knowledge (book, etc) must be placed in mouth; this advanced through Phase 4 and 5

Beams of Judgement

When beams of light erupt from the walls they deal damage to any creature that is not True Neutral which they pass through, dealing 5 force damage per alignment step from True Neutral (e.g. 5 force

damage for Neutral Good, 10 force damage for Lawful Good).

Phase 6a : Good End

If the party manages to unlock the Reliquary they obtain a trove of lore within the golden chest. Aside from discrete spell books, divine histories, and treasure maps, its general contents will give Advantage on any intelligence check to research an obscure topic.

Bad End

The moment any PC breaks their Offering of Letters, or any attempt is made to break into the Reliquary, the Bad End begins. Phase 5 triggers pre-combat and the **Architect** wakes. The chamber fills with gas at Initiative Count 0.

- this can happen even if Good End was triggered; the Reliquary slams shut

Phase 6e+ : Gas Fills Chamber (Bad End)

A pungent green gas that smells like overripe incense floods the chamber; Phases 6e1-5 occur, advancing on Initiative Count 0.

- living creatures within 5ft or inside of the gas make a DC 15 Constitution saving throw, becoming Poisoned on a failure and beginning to hallucinate
- while Poisoned, creatures save at end of each turn: cured on success, taking 1 psychic damage on failure
- they cannot perceive the presence of the Architect without a DC 15 Investigate check while Poisoned

Stone Golem (Bad End)

A **Stone Golem** known as the **Architect** is the central northern statue.

Lair Actions : the Architect

- Confluence of Gas! Creatures in a 10ft radius around the Architect are exposed to a new dose of the Gas.
- Heart of Stone! The Architect heals themself 3d12 HP
- Eyes of Judgement! Beams of Judgement shoot in every direction; the player characters must make a DC 15 Dexterity saving throw or suffer their damage per Beams of Judgement. (Phase 5)