

DUNGEON OF THE WEEK #1: SCATTERED CHAMBERS OF THE LEPER ONE

Scattered Chambers of the Leper One is a Fifth Edition adventure designed for **four characters of 1st, 3rd, 5th, or 8th level**. This document notes how to scale the adventure according to the average party level. The characters enter the scattered chambers of the Leper One; within, they will find deadly traps, deceptive undead, and fearsome blue dragons.

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 *magical 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.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. DMDave with Forgotten Adventures

Artwork. Matias Lazaro, Paper Forge

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than the 1st, 3rd, 5th, or 8th level, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of more than 9, as it may not pose much of a challenge.

Scaling the Adventure

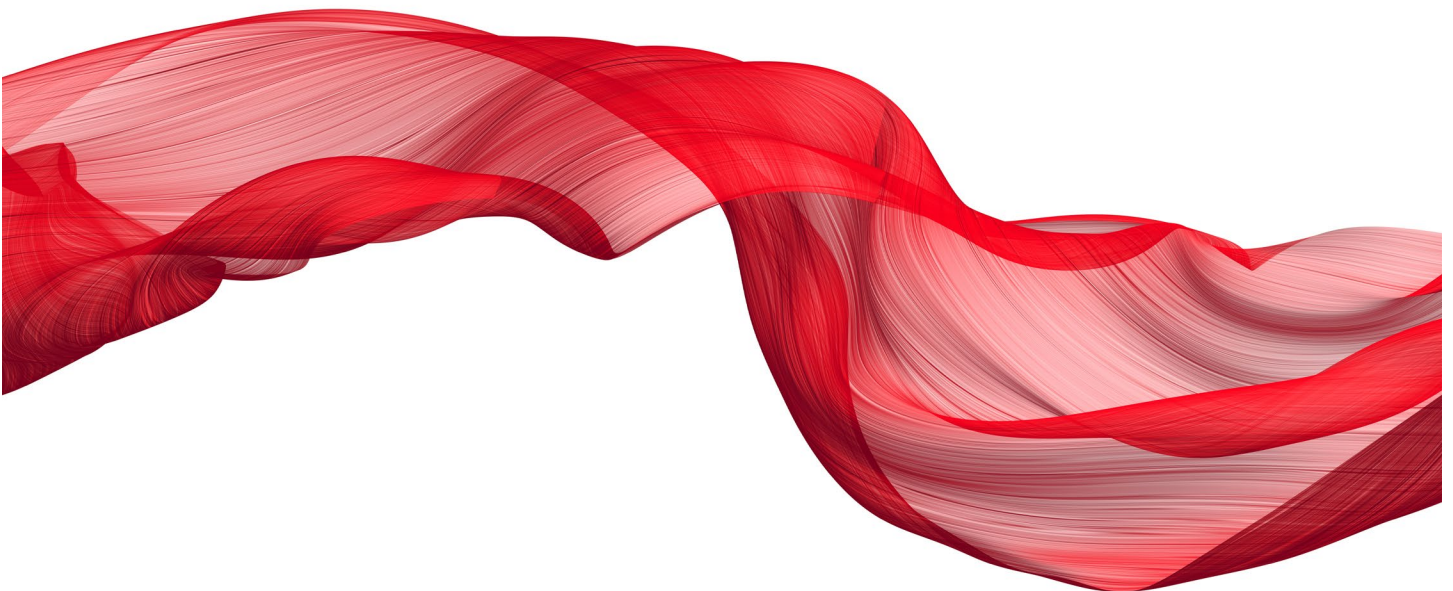
Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Hard
8	8th-level	Medium
9	8th-level	Easy

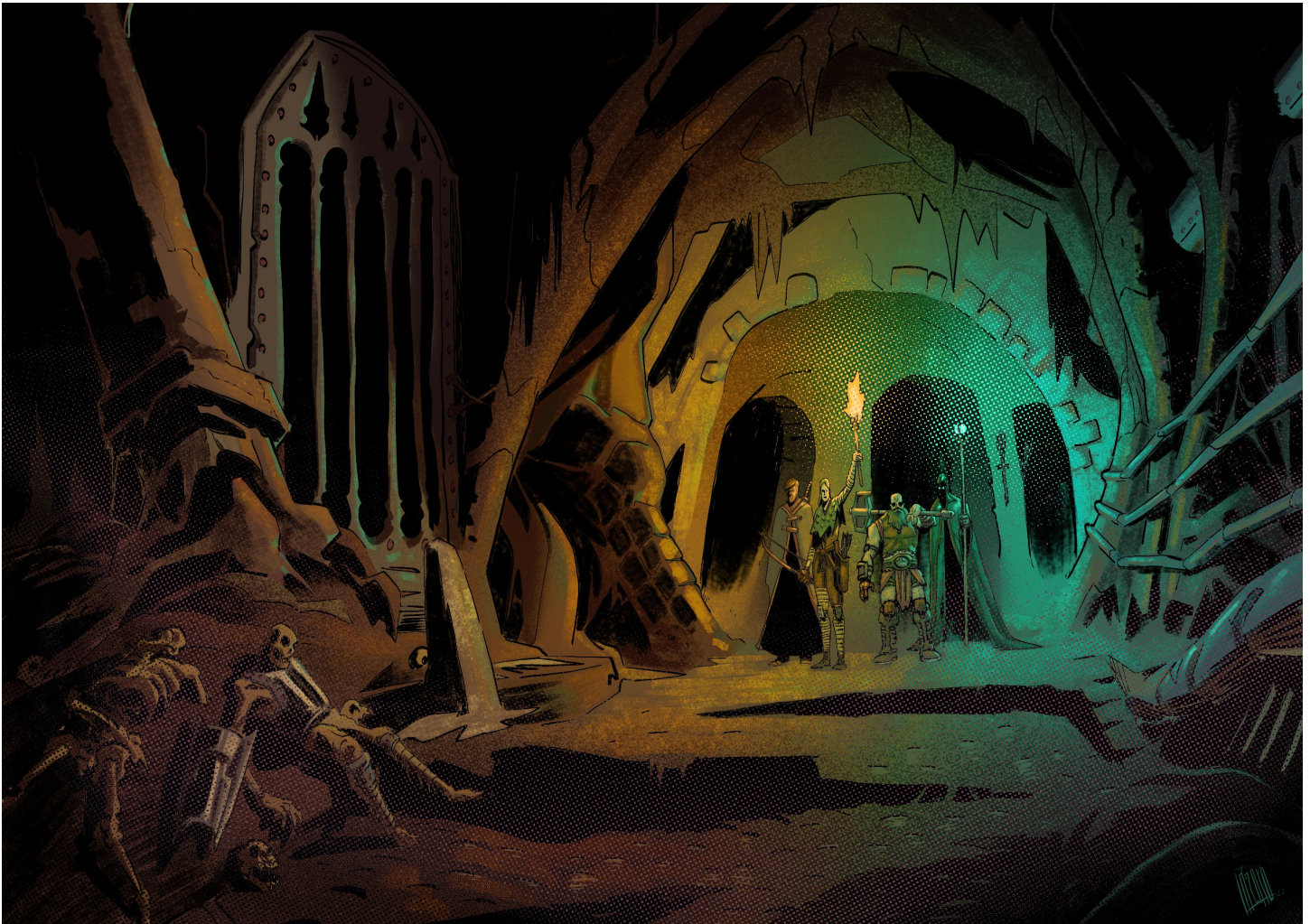
ADVENTURE HOOKS

The table on the next page offers some ideas if you don't have a reason for the characters to investigate the scattered chambers. Roll a d8 or choose the one you like best.

Scattered Chambers Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	The Scattered Chambers are a site of great historical importance and intrigue. A local academy will pay the characters 300 gp to investigate the site and return with any artifacts of historical significance. Any of the keys found inside the chambers qualify.
2	Ancient Being	A character experiences a dream of a ghost. The ghost is a diseased-looking man in clean, golden robes. It begs the characters to enter the Scattered Chambers and find its body, which was removed from its original tomb. Once they find the body, they must return it to its sarcophagus. If the characters accomplish this task, it will tell them the location of a great treasure—a <i>potion of immortality</i> . The ghost is the Leper One. Enemies of the Leper One buried his body under a mound of rocks in area 5 of the Scattered Chambers.
3	Aristocrat	The characters' wealthy patrons heard that a dragon might be hiding in the hills not too far from their estate. Everyone knows: where there are dragons, there's treasure. The patron offers to split whatever treasure the characters find in the dragons' lair 50/50.
4	Criminal Syndicate	The Scattered Chambers would make for an impressive hideout. The characters must enter the lair and clear it of any dangers they find inside. If the characters accomplish this task, the syndicate will pay them 500 gp and allow them to stay with them in the chambers.
5	Guild	The local chapter of the Tailor's Guild is distraught. Recently, a giant, blue-scaled beast attacked one of their merchant carts. The beast killed the drivers and horses and stole over a dozen bolts of blue silk cloth. If the characters successfully return the bolts of cloth, the guild will pay 50 gp per bolt recovered. The bolts are in area 4c .
6	Military Force	Rumor has it that a pack of dragons troubles the nearby crags. The characters must find their hideout and remove the threat from the hills.
7	Religious Order	A temple dedicated to a lawful good deity believes that the Leper One, a dangerous undead druid from ages past, still lurks within his old chambers. The characters must enter the chambers and clear all undead threats present.
8	Sovereign	The Tailor's Guild is on strike. They claim that a deadly creature stole a full cart worth of their finest blue silk, and the local sovereign has done nothing to help them reclaim it. The sovereign will pay the characters 100 gp each if they help the Tailor's Guild get their silk back. The bolts are in area 4c.





THE SCATTERED CHAMBERS OF THE LEPER ONE

The Leper One was a deadly, undead druid obsessed with rot, decay, and blight. After plaguing locals for years, a band of Yenikosian priests finally forced their way into his dungeon and destroyed him. To prevent the Leper One from ever returning, they removed his bones from his resting place and buried them under the floor tiles in one of the dungeon's chambers. Then, they sealed his sarcophagus with enchanted chains, separating the Leper One from his true essence. The Leper One now suffers in a reduced state, unable to leave the scattered chambers and unable to return to his original form.

For a millennium, the chambers of the Leper One remained abandoned. Recently, a group of wyrms made its lair there. Word is that treasure-seekers will find untold treasures here.

FINDING THE LAIR

Forgotten by time, the Scattered Chambers aren't easy to find. It will require the characters at least one week of downtime to uncover their hidden location. 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 Scattered Chambers of the Leper One.
- ▶ **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 Scattered Chambers 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 dragons use the Scattered Chambers as their lair. 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 Scattered Chambers. Otherwise, they find the entrance to the Scattered Chambers (**area 1**). If the characters achieve four successes without scoring a single failure, they also find the dragons' rear entrance hidden in the hills near the original entrance (**area 4d**).

GENERAL FEATURES

Unless stated otherwise, the Scattered Chambers' locations have the following features in common.

Architecture. The Scattered Chambers were hewn

from the natural earth of the craggy hills. The builders reinforced the interior with walls of dry stone (no masonry). The ceilings in the corridors are 10 feet high, whereas they are 20 feet high in chambers.

Doors. The chambers' builders made the doors from oak planks hung on iron. Long since rusted, the doors are relatively weak. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to pick or a DC 15 Strength (Athletics) check to break down. A door has AC 14, 13 hp, and immunity to poison and psychic damage.

Illumination. Although torch sconces hang from every wall, there is no light throughout the chambers except in the dragon's lair. The boxed text descriptions assume the characters have their own light sources or darkvision.

Dust and Cobwebs. Most of the dungeon sat empty for centuries: dust, cobwebs, and the smell of ancient death coat many of its chambers.

Ethereal Lurkers. If the characters enter the ethereal plane while inside these chambers, they attract unwanted attention from the creatures lurking there. 1d4 **xill** (see the appendix) attack the characters. These creatures otherwise ignore the goings-on of the material plane. Within the ethereal plane, diagrams of invasion plans cover the walls of the chambers where the characters encounter the xill. These planes may lead the characters to the adventure *Plague of Xill* described in [Dungeons & Lairs #23: Ethereal Plane](#).

Random Encounters. All manner of creepy and awful things lurk within the Scattered Chambers, many of which crawled up from the lower levels (see **area 8**). Every 30 minutes while the characters aren't in combat, roll a d20. On a result of 17 or higher, an encounter occurs. Roll a d6 and reference the level of the adventure on the Scattered Chambers Random Encounter table below, or choose the one you like. For the colossal rat, use the **dire wolf** stat block except their bite causes the same disease as the giant diseased rats (DC 12 Constitution saving throw).

Scattered Chambers Random Encounters

d6	1st	3rd	5th	8th
1	1d4 zombies	2d4 + 1 zombies	1 wight and 2d4 zombies	2 wights and 1d6 + 1 zombies
2	1d2 swarms of spiders	1 giant spider and 1 swarm of spiders	3 giant spiders	1 drider and 2 swarms of spiders
3	1d4 swarms of rats	2d8 giant diseased rats	1 colossal rat and 2d8 giant diseased rats	2 colossal rats and 2d8 giant diseased rats
4	1d2 shadows	1d4 + 1 shadows	2d6 shadows	1 wraith and 1d6 shadows
5	1d2 gray oozes	1d2 ochre jellies	1d2 black puddings	1d4 black puddings
6	2d4 stirges	4d4 stirges	1 vampire spawn and 2d4 stirges	1 vampire spawn and 3d4 stirges

KEYED LOCATIONS

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

Entrance

The entrance to the Scattered Chambers hides behind a pile of earthy stones, deposited by a landslide ages ago. It only takes a few minutes to clear the rubble away, revealing a set of old, cracked stone steps that descend 50 feet below the hills.

1 - Undulating

Choking dust covers the floors of this old antechamber.

Trapped Door. The circular door connecting this area to **area 3** is made from solid iron. It is stronger than the other doors throughout the complex, requiring a successful DC 20 Dexterity check using proficiency in thieves' tools to unlock or a DC 25 Strength (Athletics) check to break down. The key in **area 2** unlocks it.

A character who attempts to unlock the door without the key triggers a thunderwave trap. Each creature within 10 feet of the door must make a Constitution saving throw. A creature takes thunder damage on a failed saving throw and is incapacitated for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. A creature takes only half damage on a successful saving throw and isn't incapacitated. The DC and damage the trap deals as shown in the table below.

Thunder Trap Damage

Version	Save DC	Spell Level	Damage
1st	13	3rd	5 (1d10)
3rd	13	3rd	11 (2d10)
5th	15	4th	22 (4d10)
8th	16	6th	33 (6d10)

Spotting the trap requires a character with proficiency in Arcana to succeed on an Intelligence (Investigation) check while examining the door. A character may disable the trap with a successful Arcana check with a DC equal to the save DC, or a *dispel magic* spell against the trap's spell level.

2 - Interdimensional

The chambers' builders once used this room for storage. The only thing that remains of the items once stored here is an empty, cracked crate. Within this crate, the characters see a tiny golden key. Any character who successfully investigated the iron door in **area 1** recognizes that this key unlocks the door.

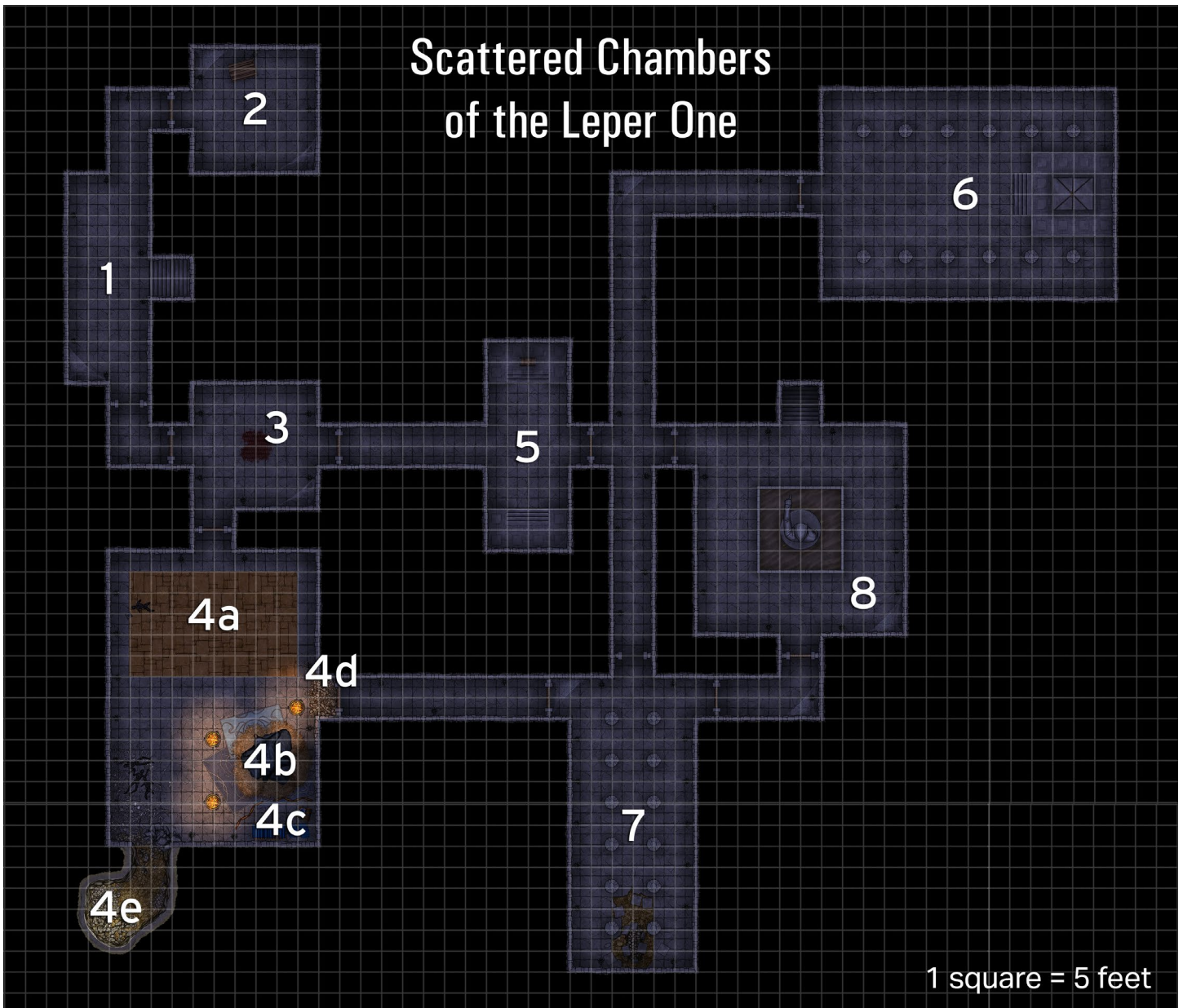
Extradimensional Crate. The crate does not exist in the material plane but is actually on the ethereal plane. While on the ethereal plane, the crate can only be affected by creatures on that plane or by spells that deal force damage. Creatures within 60 feet of the crate and key can see the crate, despite its presence on the ethereal plane.

The characters have multiple methods they may use to recover the key from the ethereal plane. If they aren't sure, allow them to make a DC 13 Intelligence (Arcana) check, determining how with a success.

- ▶ The *etherealness* spell or *oil of etherealness* will allow the characters to enter the ethereal plane and interact with the key. Using either effect draws the attention of the xill lurking in the ethereal plane (see General Features for details).
- ▶ Casting *dispel magic* on the crate returns it and the key to the material plane. The *dispel magic* spell must be made against a 7th-level spell.
- ▶ Dealing 5 or more damage to the crate with a magic spell or weapon will shunt the key from the ethereal plane into the material.



Scattered Chambers of the Leper One



3 - Sentient

Strange letters scrawled in blood decorate this chamber's floor. Although ancient, the blood seems fresh thanks to an illusion spell.

Incomprehensible Text. The characters can't read the words through conventional means. A character who succeeds on a DC 13 Intelligence (Arcana) check automatically realizes that the words are an illusion masking the text's true nature. Casting *dispel magic* on the illusion or using the lantern from **area 4** on the text reveals what it says:

"Do not remove the chains."

4 - Scaled

This large chamber is home to one or more blue dragon wyrmlings. Charred bodies on the floor hint at the dragons' attitude toward trespassers. Three burning braziers illuminate the dragons' resting area.

The number of wyrmlings present depends on the adventure level, as shown in the table below. They rest on the pile of hay and furs in **area 4b**. Although the dragons plan to kill anyone who sets foot in their domain, they take a few rounds to first carefully consider their prey. The characters can take this opportunity to convince the dragons they are allies. The dragons know great treasures hide somewhere in the chambers but refuse to venture further than their lair. If the characters assist the dragons, the

dragons might offer the key they have in their possession. Any signs of aggression from the characters cause the dragons to attack.

Under no circumstances will they surrender their hoard unless the characters put their lives at risk. A dragon whose hit points drop below half will flee through the tunnel in the southern wall. If the dragon survives, it swears vengeance on those who stole from it.

Wyrmlings Present

Version	# of Wyrmlings
1st	1 blue dragon wyrmling
3rd	2 blue dragon wyrmlings
5th	4 blue dragon wyrmlings
8th	7 blue dragon wyrmlings

4a - Copper Plates. The dragons covered the floors in the northern half of the room with copper plates. If the dragons target the copper floor with their lightning breath, their breath affects every creature standing on the copper plates as if they were in the area of the dragon's actual breath.

A body is still lying on the copper floor, one of the dragons' latest victims. The body holds a *lantern of revealing*. There is no oil in the lantern.

4b - Dragon's Resting Area. A massive pile of furs, blue rugs, and hay serves as a resting area for the wyrmlings.



4c - Treasure Hoard. The dragons use an intricately carved wooden partition to hide their treasure. The partition itself is worth 500 gp. Any character with proficiency in woodcarving automatically recognizes its value. The actual treasure consists of twelve bolts of blue silk worth 200 gp each plus a chest filled with valuables. The chest also contains one of the three golden keys needed to unlock the chains in **area 6**. The level of the adventure determines the nature of the other valuables in the chest.

Dragons' Treasure

Version	Treasure
1st	1,200 sp plus five pieces of azurite worth 10 gp each
3rd	2,500 sp plus five pieces of blue jasper worth 10 gp each
5th	1,000 sp, 200 pp, and five pieces of blue tourmaline worth 100 gp each
8th	1,000 pp plus five pieces of blue spinel worth 500 gp each

4d - Blocked Passage. The dragons stacked stones in front of the passage leading to **area 7** to keep the undead from disturbing them. A creature can take 1 minute to remove part of the rubble, clearing it away after one or more creatures spend a total of 20 minutes performing this task.

4e - Escape Route. A hole in the southern wall offers a narrow passage through which the dragons may escape if they find their lives in danger. Although cunning and young, they are wise enough to protect their own lives.

5 - Shiny

The corridor here widens into two chambers, one to the north and one to the south. Both chambers feature 3-foot-high stone daises. A gold-plated wooden chest rests at the top of the northern dais.

Encounter: It's Not a Mimic (Or Is It?). Although it seems like it might be one, the chest is not a mimic. Characters who successfully open the chest discover a kite shield inside. The shield emits smoke but does not radiate magic. The shield is the **mimic**. It stays perfectly still, waiting for someone to pick it up. It then attacks.

6 - Chains

Massive pillars made of large, unmortared stones hold this room's 30-foot-high ceilings aloft. There is a 5-foot-high dais at the east end of the room upon which a square sarcophagus measuring 10 feet on a side rests. Rusting iron chains encircle the sarcophagus, preventing anyone from opening it. Three magical padlocks hold the chains together.

Magical Chains. Despite their rusty look, the chains are magical; except for a *wish* spell, nothing can break or remove them. The only way to remove the chains is to remove the three padlocks. The characters may find the padlocks' keys in the dragons' hoard (area 4c), buried with the Leper One's bones (area 7), and in the murky pool (area 8).

Once removed, the characters may open the sarcophagus. The lid is heavy, requiring one or more creatures with combined Strength scores of 25 to remove it. There is only sand inside.

Return of the Leper One. If the characters dug up the bones of the Leper One in area 7 and failed to destroy the incorporeal creature within, it reappears and leaps into the sarcophagus. Returning to the sarcophagus grants it a physical form once more. The nature of this physical form depends on the adventure level, as shown in the table below.

Leper One's Physical Form

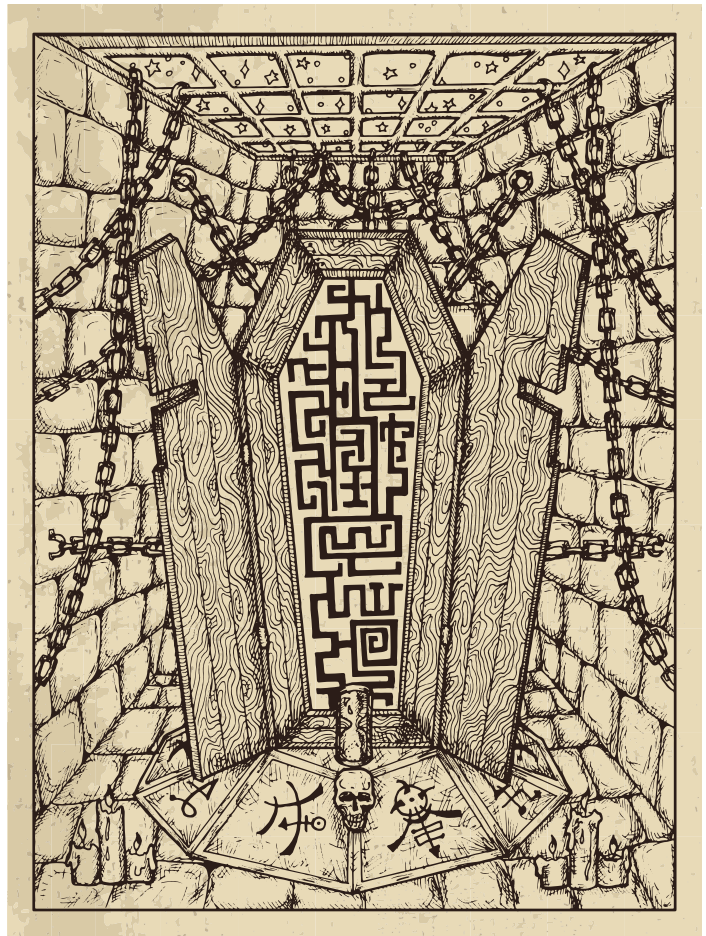
Version	The Leper One's Physical Form
1st	mummy (its Intelligence score is 10)
3rd	vampire spawn
5th	vampire
8th	mummy lord

The Leper One offers the characters a single *portion of immortality* and an opportunity to serve it. Denial invokes its wrath.

POTION OF IMMORTALITY

Potion, uncommon

When you drink this potion, you stop aging and you can not be aged magically for 1d10 years. At the end of the duration, your body immediately ages to match your actual age. If you drink another potion of immortality before the potion's effects wear off, you extend the effects' duration.



7 - Skinrot

Massive pillars made of large, unmortared stones hold this room's 30-foot-high ceilings aloft. A crude grave of laid stones is at the south end of the room.

Invisible Warnings. There are invisible warnings scrawled onto the walls. A creature with truesight or a character with *see invisibility* cast upon them or using a *lantern of revealing* may read the text. The text repeats the same phrase: "The Leper One must not return to its true resting place!"

The Leper One's Bones. Long ago, priests working against the Leper One broke the floor tiles at the south end of the room, dug a hole in the earth below it, and deposited the Leper One's bones there. This grave separated the Leper One from its source of power—its sarcophagus (see area 6).

If the characters disturb the stones, they release a wave of negative energy. Each creature within 20 feet of the stones must make a Constitution saving throw. The level of the adventure determines the save's DC, as shown in the table below. Evil-aligned creatures make their saving throw with advantage.

On a failed saving throw, a creature takes the damage shown on the table below, and its hit point maximum is reduced by an amount equal to the damage taken. A creature dies if its hit point maximum is reduced to 0. Otherwise, this reduction lasts until the creature completes a short or long rest. With a successful saving throw, a creature only takes half the listed damage, and its hit point maximum is not reduced.

Necrotic Energy Wave

Version	Save DC	Damage
1st	13	3 (1d6) necrotic damage
3rd	13	7 (2d6) necrotic damage
5th	15	17 (5d6) necrotic damage
8th	16	28 (8d6) necrotic damage

Encounter: The Leper One Returns. After the negative energy wave washes over the characters, the Leper One Returns in an incorporeal form. The nature of the form depends on the level of the adventure, as shown in the table below.

The Leper One Incorporeal Form

Version	The Leper One's Incorporeal Form
1st	specter (it speaks Common)
3rd	ghost
5th	wraith
8th	greater wraith (see below)

A greater wraith uses the normal wraith's stat block, except with the following changes:

- ▶ It has 99 hit points.
- ▶ **New Action: Multiattack.** The greater wraith makes two Life Drain attacks.
- ▶ The greater wraith is a CR 8 (3,900 XP) creature.

The Leper One realizes that it is weak in its incorporeal state. If the characters help it enter its sarcophagus, it promises the reward of a great treasure—a *potion of immortality*. If the characters accept this task, they must help it remove the chains on the sarcophagus in **area 6**. The chains prevent the Leper One from entering the coffin despite its incorporeal form. If the characters refuse the Leper One's task, it shrieks at them and then phases through a nearby wall. It then waits behind the walls, waiting for the characters (or anyone) to open the sarcophagus for it.

Treasure: Golden Key. Under the rocks, the Leper One's skeleton lies. It clutches one of the three golden keys needed to unlock the chains around its sarcophagus (see **area 6**).

8 - Cleansing

Both doors leading into this chamber are locked. The northernmost door is made from iron and requires a DC 23 Strength (Athletics) check to break open.

A large pool of murky water dominates this chamber. A stone statue of a robed figure stands in the middle of the pool. With its left hand, the statue points at the northern wall of this chamber, where a flight of stairs descends further into darkness.

Golden Key. One of the three keys needed to unlock The Leper One's sarcophagus lies at the bottom of this pool. A transmutation spell cast on the key makes it heavier than expected—it weighs nearly 200 lbs! A character must have a Strength score of 14 or higher to lift the key without the aid of magic successfully. A *dispel magic* spell removes the enchantment, and the *telekinesis* spell will lift the key out of the water. Otherwise, the key is too heavy for spells like *mage hand*.

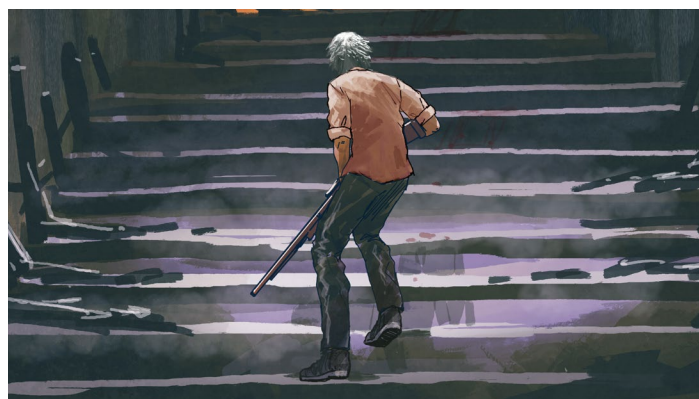
The water surrounding the key isn't actually water but deadly acid. Any creature that touches or moves into the acid for the first time on a turn or starts its turn in the acid takes damage as determined by the adventure's level.

Acid Damage

Version	Acid Damage
1st	2 (1d4) acid damage
3rd	5 (2d4) acid damage
5th	11 (2d10) acid damage
8th	22 (4d10) acid damage

WHERE DO THOSE STAIRS GO?

The stairs in **area 8** descend into mystery. What lies below is ultimately up to you. If you wish to continue the adventure, place another level 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 stairs end abruptly in a rock slide or another dead end. Ω



APPENDIX

XILL

Xill are a fiendish race of four-armed reptiles native to a demiplane within the Deep Ethereal. Consummate raiders and tyrants, they are feared in the Material, Ethereal, and Inner Planes for their ruthlessness. All xill are female and reproduce asexually by infesting captured creatures with their eggs.

Xill

Medium fiend, lawful evil

Armor Class 19 (natural armor, shield)

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	15 (+2)	12 (+1)	11 (+0)

Skills Athletics +7, Deception +2, Perception +3, Stealth +6

Senses passive Perception 13

Languages Common, Infernal

Challenge 4 (1,100 XP)

Pack Tactics. The xill has advantage on attack rolls against a creature if at least one of the xill's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The xill makes two attacks with its shortwords and two attacks with its claws. It can replace one of its claw attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw, or become poisoned for 1 hour. The target is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Implant Egg (1/Day). The xill targets an incapacitated creature within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or contract a disease—xill eggs. The eggs hatch within 24 hours of being implanted and then start to eat their way through the host. The host's hit point maximum is reduced by 1d8 every hour after the eggs hatch. If this damage reduces the target's hit point maximum to 0, the target dies and the xill young chew their way out of the host's chest, killing the host in the process. The xill young then planeswalk to the Ethereal Plane. If the disease is cured before the young emerge, the xill are disintegrated.

Planeswalk. The xill and anything it is wearing or carrying enters the Border Ethereal from an adjacent plane, or vice versa. It can carry one creature that is willing or it is grappling with it. If the target is unwilling, it must succeed on a DC 11 Charisma saving throw to avoid going with the xill.

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