

5th Level



TOM CARTOS PRESENTS KALDRFJELL

FIFTH EDITION COMPATIBLE

Ancient treasures and horrors lie below Kaldrfjell temple.

TABLE OF CONTENTS

| | |
|--|----|
| Adventure Primer | 3 |
| Background | 3 |
| Kaldrfjell | 4 |
| Arrival | 4 |
| Temple Grounds | 4 |
| Map of the Temple Grounds by Tom Cartos | 5 |
| Map of the Temple Undercroft by Tom Cartos | 7 |
| Temple Undercroft | 7 |
| Open Gaming License | 10 |



TALES OF OMERIA

This adventure takes place in the campaign world of Omeria, by DMDave. You can learn more about this campaign world on [DMDave's Patreon](#).

CREDITS

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HOW TO RUN THIS ADVENTURE

To properly run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their character first arrive at a location or under a specific circumstance, as described in the text.

The core 5e monster book contains stat blocks for most of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, text in parenthesis point to the monster's source.

Spells and equipment mentioned in the adventure are described in the core player's rulebook. Magic items are described in the core GM's guide.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

| | | | |
|-----|-------------------|---------------------|-----------------|
| hp | hit points | LG | Lawful good |
| AC | Armor Class | CG | Chaotic good |
| DC | Difficulty Class | NG | Neutral good |
| XP | experience points | LN | Lawful neutral |
| pp | platinum piece(s) | N | Neutral |
| gp | gold piece(s) | CN | Chaotic neutral |
| ep | electrum piece(s) | LE | Lawful evil |
| sp | silver piece(s) | CE | Chaotic evil |
| cp | copper piece(s) | NE | Neutral evil |
| NPC | | nonplayer character | |



ADVENTURE PRIMER

Kaldrfjell is a Fifth Edition adventure designed for three to seven players of 5th to 7th level. It is optimized for a party of five characters with an average party level (APL) of 5. Parties with a cleric or paladin as well as those equipped with magic items will have an easier time than those without. This campaign is set in the DMDave campaign world of Omeria, but you're free to set it anywhere that you like.

BACKGROUND

By Tom Cartos

Nestled among the snowy peaks of Kaldrfjell, a northwestern section of the Basilisk's Spine Mountains, sleeps the temple that takes the mountain range's name. It may once have had a title of its own, but if so, it is long forgotten. For centuries it was a place of pilgrimage and sanctuary for many. It was home to an entire monastic school, but now, it is occupied by a lone monk, Elder Maxim. Maxim barred shut the entire lower section of the temple due to neglect as well as a slow incursion of monstrosities from below.

One hundred years ago, when the temple still received pilgrims daily, a horde of barbarian raiders tore through the local townships. The people fled to the temple in hopes of finding safety, but were pursued by the bloodthirsty savages. Most made it inside and the gates were barred. However, this did not deter their attackers who threw themselves against the walls. All hope seemed lost until three heroes appeared from within the temple, their weapons drawn. For four days and four nights, this trio bravely fought off the barbarians until they each finally succumbed to their wounds. Their heroic sacrifice was not in vain. They decimated the horde

and the few barbarians who remained fled into the mountains, never to be seen again.

The three heroes were buried within the grounds of the temple, their legendary weapons alongside them, and their names added to the stone tablets that tell the temple's history. No one now remembers exactly where the burial site was, but it is said that if another group of heroes should find themselves in need, they could seek it out and discover new strength there.

ADVENTURE HOOKS

The following plot hooks provide some possible ways for the characters to get involved in this adventure.

FIND THE TOMBS OF THE HEROES

Rumors throughout The Summer Land, the region directly east of Kaldrfjell, point toward the existence of three tombs that hold the bodies of the heroes of Kaldrfjell. Supposedly, each hero wielded a magic weapon of great power. The characters follow the rumors to Kaldrfjell.

SEEK REFUGE

While traveling through the Kaldrfjell mountain range, the characters find themselves caught in a fierce snowstorm. Nestled in a valley between the peaks the characters discover the temple. As the storm rages, they might dip into the temple's undercroft and discover its secrets.

CLEAR OUT THE BANDITS

A group of bandits have taken up refuge in Kaldrfjell. They use the temple as staging grounds for raids on the local villages. The villagers pooled their gold together to hire the characters, offering 200 gp if they can remove the bandits from the old temple and free them of their reign.



KALDRFJELL

Kaldrfjell is a snowy mountain temple hidden in the Kaldrfjell Range of the Basilisk's Spine Mountains. Reaching the temple takes two days of travel through circuitous switchbacks blanketed in snow and best by harsh, freezing winds. The mountain is full of dangerous mountain and arctic creatures such as blood hawks, bulettes, orcs, and saber-toothed tigers.

ARRIVAL

When the characters finally reach the temple, read the following:

Just ahead you see a narrow pass that slips into a snow-covered valley. An ancient wall that once barred entry into the valley now lies in ruin, its gate torn away long ago by villainous barbarians. Tracks in the snow lead up to the collapsed wall, dropping hints that you may not be the only ones seeking the temple.

The tracks are boot prints made by a gang of bandits who've taken refuge within the main temple. Once the characters reach the wall, read:

Beyond the ruined wall stands multiple buildings of Khuzhuk architecture. Three pavilions hug the west and south walls of the valley. A massive building sitting atop a 10-foot high landing dominates the east side of the valley.

Although the footprints you saw on the trail visit each of the buildings, most of the footprints lead up the main temple's landing and to its front door.

TEMPLE GROUNDS

When the characters arrive at the temple, it's snowing. The snow lightly obscures everything and Wisdom (Perception) checks made to hear are made at disadvantage thanks to the wind that howls through the valley.

The temple's landing, stairs, and the other stone surfaces throughout the grounds are covered in slick ice. Noticing the ice requires a DC 10 Wisdom (Perception) check. A creature moving across an icy surface must succeed on a DC 10 Dexterity check or fall prone. A creature moving through the area at half speed doesn't need to make the save.

The following locations described below are keyed to the map of the temple's grounds on page 5.

1 - ENTRY

The collapsed gate is the easiest way into the temple. Otherwise, creatures will have to climb along the treacherously steep walls surrounding the grounds.

1A - GATE RUINS

One hundred years ago, a gate stood here, protecting Kaldrfjell from intruders. The barbarians who laid siege to the temple used hill giants to pull away the gate and the arch that supported it. Locals carted away the stone, wood, and iron decades ago.



1B - RAMPARTS

A broken staircase grants access to anyone who wishes to stand on the entry's old wall. Like most of the stone surfaces of the complex, the stairs and ramparts are slick with ice. If a character fails their Dexterity check to cross the ice by 5 or more, they tumble off the ramparts or stairs, taking 1d6 damage per 10 feet fallen.

2 - MAIN GROUNDS

When the characters first reach this section of the temple's grounds, read the following:

Dozens of boot tracks mar the snow at the center of this broad courtyard. All of the tracks lead up the stairs to the huge temple at the east side of the niche. Even through the howling wind, from within the temple you hear voices shouting.

The boot prints belong to the bandits who use the temple as their base of operations.

3 - PAVILIONS

In addition to the main temple, the grounds are occupied by three pavilions in varying stages of ruin.

3A - PASSAGE BELOW

Partially buried under a snow, a stone grate blocks passage to a staircase that descends into the temple's undercroft. Lifting the grate requires a DC 15 Strength check. The stairs are dusted with snow and frozen with ice, making the descent treacherous. The stairs lead to area 16a.

3B - FLOWER PAVILION

Snow has crept into this open air pavilion. Interestingly, it appears that the locals still use this area for worship. Dried flowers rest on a pair of stone altars at the west end of the building. Two bronze gongs, encased in ice, dominate the northern wall.

Trap. On the southernmost altar sits a simple wooden and steel chest. Fresh blood, frozen by the cold, coats its edges and the surface of the altar around it. A *detect magic* spell cast on the altar reveals the presence of illusory magic. The chest is unlocked. If a character opens the chest, they discover a golden amulet beset with jewels inside. If a humanoid places their hand into the chest, the creature must make a DC 15 Dexterity saving throw. On a failed saving throw, the creature takes 1d6 slashing damage and their

hand is cut off at the wrist. A creature who loses a hand can no longer hold anything with two hands, and can hold only a single object at a time. The *regenerate* spell can restore the lost limb.

Any character who succeeds on a DC 15 Intelligence (Investigation) check recognizes that the amulet and the inside of the chest are illusions. Seeing through the illusion, the character notices that the chest is connected directly to the altar and that the inside of the chest is actually a chute. The trap itself can be disabled with a successful DC 10 Dexterity check using proficiency in thieves' tools.

Treasure. If a character makes a successful DC 15 Intelligence (Investigation) check around the base of the altar, they find a secret compartment. The compartment contains eight severed hands, one of which is relatively fresh. The hands were cut off by the treasure trap. Two of the hands wear gold rings, valued at 10 gp and 25 gp respectively.

3C - FUBEM'S ALTAR

This stone altar is dedicated to the temple's founder, Elder Fubem. Fubem died nearly 300 years ago.

3D - OPEN AIR PAVILION

Unlike the other two pavilions, this pavilion has no walls. Instead, six columns hold up its domed roof. Snow coats the edges of the pavilion and the stone tiles within are slick with ice.

There is nothing of value here.

3E - TEMPLE OF MAGDA THE ABOLISHER

The front portion of this pavilion is open to the elements. At the center of the temple stands a woman wearing robes, her fists in the air—ready for combat.

The statue represents Magda the Abolisher, one of the temple's greatest teachers of martial arts.

4 - MAIN TEMPLE

The main temple, commonly referred to as Kaldrfjell, and its landing take up the majority of the snow-covered valley.

4A - TEMPLE LANDING

The landing stands 10-feet above the courtyard and surrounds the temple. Two stone lions rest at the western side of the front landing. The secondary landing lifts the building an additional 6 feet above the courtyard.

Characters who stand on the landing can hear the bandits in area 4d. The bandits are arguing about breaking into the undercroft to find treasure. One of the bandits (Bril, see below) argues that the undercroft is rumored to be dangerous, and that they should avoid it at all costs.

4B AND 4C - STAIRS

The doors at the north and south sides of the building that lead into the temple's undercroft are both barred shut from this side. Removing the bars is easy, but the ice keeps the doors stuck in place. A character must make a successful DC 13 Strength check to break the ice away and open a door. Beyond the doors, stairs descend to areas 7b (north) and 7c

(south).

If either door is opened from this side, the zombies from area 7a emerge.

4D - TEMPLE

The interior of the temple boasts 30-foot high ceilings supported by two rows of three columns each. Four stone benches face a large statue of a smiling man that sits against the easternmost wall.

Encounter: Bandits. Six bandits led by a bandit captain are here. If the characters made their presence known as they approached, the bandits use the columns and rear stairwell as cover. As soon as the bandits see they are outmatched, they surrender.

The bandit captain's name is Jarvis. The three male bandits are named Bril, Fogdan, and Murf, and the three female bandits are named Jolena, Tinna, and Za.

Jarvis proposes that the characters help them break into the undercroft. He heard a rumor in Greatwell that three weapons of great power are stored somewhere within. Bril argues that the undercroft is cursed, to which Jarvis dismisses, "You're a superstitious fool!"

Statue. A character who succeeds on a DC 15 Intelligence (History or Religion) check recognizes that the statue represents the Khuzhuk god, Qilan, a winter deity. Worship of Qilan ceased a little over one hundred years ago when the monks of Presson's Enclave banned worship of any gods who weren't The Four Generals. It's believed that Qilan was secretly an aspect of Vapul, a dark god of death and winter. These claims were never substantiated.

Treasure. The bandits all carry coin purses with 2d6 gold pieces. Jarvis' own coin purse carries 3d6 gold pieces and a jasper gem worth 50 gp.

4E - REAR STAIRWELL

Behind the statue on Qilan, a stairway leads down to area 6, within the temple's undercroft.

4F- SHRINE TO FUBEM

This small room holds a statue of a bald-headed man whose arms are folded in front of him. A simple stone arch rests against the eastern wall.

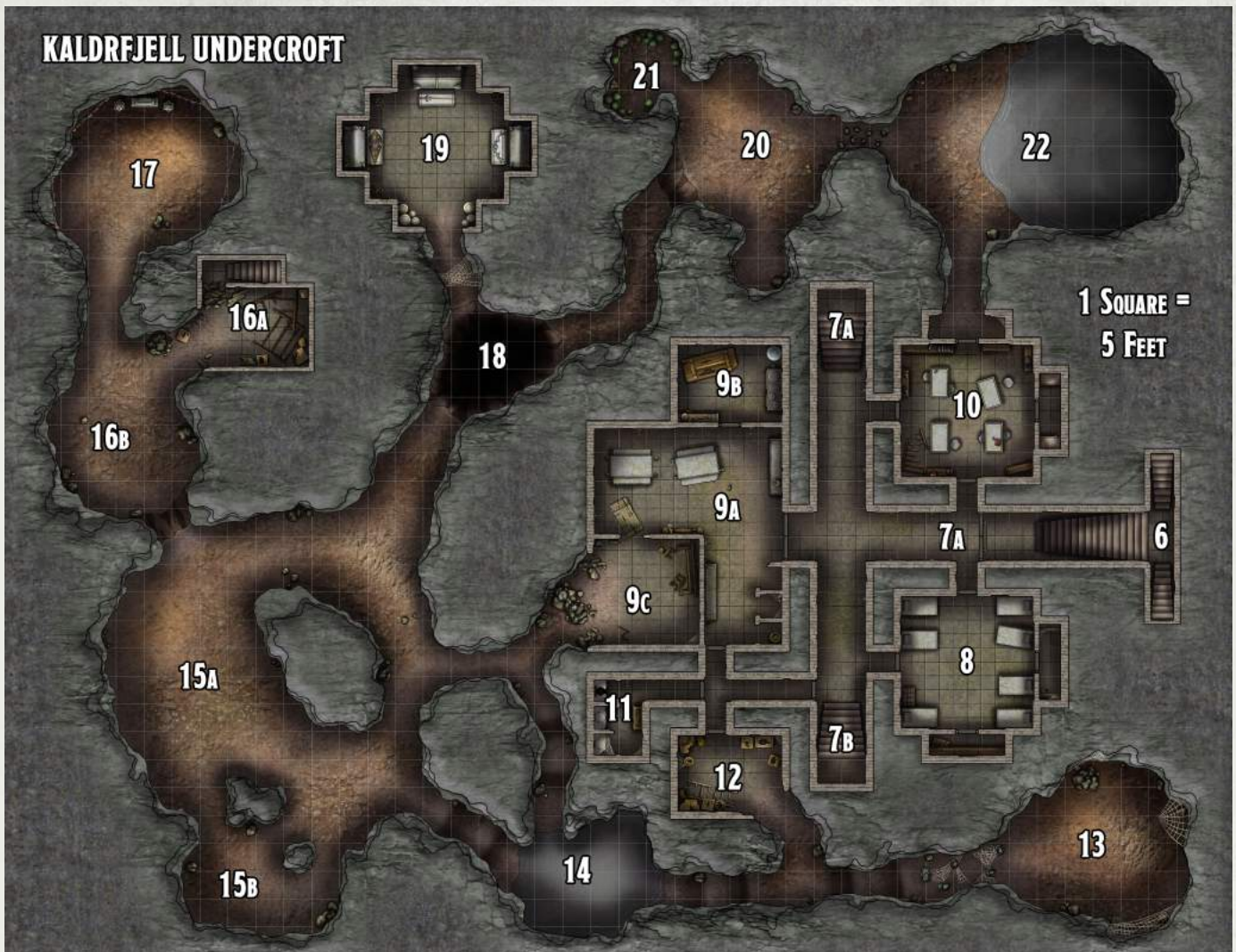
The shrine is dedicated to Fubem, the temple's founder.

Treasure. The bandits store their gear here. The characters will find six explorer's packs. Each pack only has half its rations remaining.

4G - MAXIM'S CUBICLE

This small room contains a small bed, a desk, and a simple stone bench. A wooden chest sits at the foot of the bed.

Elder Maxim, the temple's caretaker, lives in this room.



When the characters enter, they find Maxim (N male human **commoner**) hunched over the bed tending to Harmen, a **bandit**. Harmen's hand was severed by the chest trap in area 3b. He's lost a lot of blood and only has 1 hit point remaining.

If the characters haven't confronted the bandits yet, Maxim and Harmen say nothing as the characters approach.

Maxim's chest contains blankets and clothing.

TEMPLE UNDERCROFT

The temple's undercroft is filled with horrible creatures and undead. The temple's elders sealed away the horrors decades ago. None have dared to enter since. Fortunately for the characters, the treasure contained within the Tombs of the Three in area 19 remain intact.

The undercroft consists of chambers and corridors that were once a part of the temple's basement and natural caverns created by the creatures who live below the temple. The manmade chambers possess dressed stone walls with 10-foot high ceilings supported by stone pillars. Meanwhile, the caverns' ceilings are much shorter. Unless stated otherwise, a cavern's ceiling is no higher than 7 feet. Although it's cold throughout the entire undercroft, the ice found on the stone surfaces outside are absent here except on the staircase that connects areas 3a and 16.

The following locations described below are keyed to the map of the temple's undercroft above.

6 - REAR STAIRWELL

The joint staircases behind the statue of Qilan descend 10-feet to a landing, reconnect, and descend an additional 10 feet into a 10-foot corridor.

The door at the west end of the corridor is barred from this side. Removing the bars is easy, but characters who aren't careful might attract the zombies that stand beyond the door.

7 - ZOMBIE CORRIDOR

The corridor is filled with 7 ravenous **zombies**. The zombies wear the robes of the temple's elders. They attack on sight and fight until destroyed.

7A - BARRED DOOR

If the characters approach the door that leads to area 6 from this side first, the door is barred. Breaking the door open requires a successful DC 20 Strength (Athletics) check.

7B AND 7C - DOORS TO OUTSIDE

The two sets of doors that lead outside are both barred from that side. If the characters did not originally enter through a given set of doors, a character will need to succeed on a DC 20 Strength (Athletics) check to break the doors open. The doors lead to areas 4b (north) and 4c (south).

8 - PRIEST QUARTERS

Seven unmade beds covered in dust fill the room. An old chest rests against the western wall.

There is nothing of value in the room or either of its closets. The rooms appear to have been picked clean by looters.

9 - COMMONS

The temple's workers prepared meals and ate together here.

9A - DINING HALL

Two stone tables flanked by benches crowd the top-half of this old dining room. Everything is covered in cobwebs and dust.

Treasure. A character who searches this area and succeeds on a DC 15 Wisdom (Perception) check finds a platinum signet ring between the cracked tiles. The ring has three circles arranged in a triangle carved into it. The ring is worth 100 gp.

9B - KITCHEN

This old kitchen hasn't seen use in years.

Encounter: Shadows. Three **shadows** hide in this small kitchen. They attack immediately and fight until destroyed.

9C - STORES

This was once where the temple's foodstuffs were stored. Anything of value has long since been removed, eaten, or destroyed.

10 - STUDY

Four stone tables beset with stone seats crowd this room. The walls are lined with bookshelves that hold dusty tomes covered in cobwebs.

A skeleton lies on the floor, dead for decades. The skeleton was a human adventurer who entered the temple's undercroft and found himself trapped within; eventually, the zombies cornered him and ate him. The contents of his old pack are unsalvageable.

Treasure. A character who searches the bookshelves finds a small, ornate box covered in dust. Inside the box are three moonstones arranged in a triangular pattern, each one worth 50 gp.

11 - PRIVY

There is nothing of value in this old restroom.

12 - STORAGE

Broken crates and barrels litter the floor of this old room. A gaping hole in the stonework reveals a tunnel that descends into the darkness beyond.

The otyughs that live in the caverns below the temple burst through the storage rooms decades ago. Hunting for food, the creatures destroyed anything of value that the room once held.

The stench of the otyugh cave (area 13) can be smelled from this area.

13 - OTYUGH CAVE

Mounds of rotten, stiff rodents, dead birds, and other garbage fills this cavern.

Hazard: Stench. A creature who starts their turn in this area must make a DC 10 Constitution saving throw. On a failed saving throw, the creature is poisoned until the start of their next turn. A creature who succeeds on their saving throw is immune to the stench of this cavern for 24 hours.

Encounter: Otyugh. An **otyugh** sleeps under the garbage. The garbage grants it camouflage—the characters won't spot it unless they succeed on a DC 18 Wisdom (Perception) check. As soon as a character comes within reach of the otyugh's tentacles, it attacks.

Treasure. Among the otyugh's filth, the characters will find all sorts of treasures. Characters who spend 10 minutes searching through the otyugh's filth will find 100 sp, three golden idols carved to resemble Qilan each worth 100 gp, and a silvered dagger.

14 - STAGNANT POOL

A 2-foot-deep pool of stagnant water consumes this intersection.

Hazard: Slippery Slides. Climbing out of the pool proves difficult, as the paths that lead into it slope at a 45 degree angle and are covered in slick mud. A creature must succeed on a DC 15 Strength (Athletics) check to pull themselves out of the pool. If the character fails their check by 5 or more, they slide back into the pool and fall prone in the water.

Encounter: Gray Oozes. Two **gray oozes** wait in the water for creatures to pass through. The oozes are invisible while in the foul water.

15 - GRICK CAVERN

This large cavern is home to a nest of gricks who lair in its southern end.

15A - BONES

The floors of this large cavern are littered with animal bones.

After the gricks kill and eat their prey, they purge the creatures' bones in this chamber. When a creature moves through this room, it must succeed on a DC 10 Dexterity saving throw or step on the bones, causing them to crack. A creature that moves at half speed automatically passes its saving throw.

15B - GRICK LAIR

Three **gricks** sleep against the walls of this area, camouflaged by the stone. If the characters weren't careful moving through area 15a, the gricks are awake and prepared to attack. Otherwise, the creatures remain motionless.

16 - EAST ENTRANCE

If the characters found the stone grate in area 3a and went down the stairs, they can enter the undercroft in this area. The stairs near the top of the steps are slick from the ice (see page 4 for details).

This room appears to have been a store room. The southwest wall has been destroyed, revealing a dark cavern beyond.

17 - LOST ALTAR

This natural cavern is completely empty except for a stone altar resting against the northern wall. Carved into the front of the altar are three circles arranged in a triangular pattern.

Encounter: Wraith. If a character touches the altar, a **wraith** appears. The wraith looks like one of the temple's elders, but his robes bear the same pattern of circles on the front of the altar. The wraith bellows, "Whom do you serve?" If the characters respond with any name other than "Vapul" it attacks and fights until destroyed.

18 - PIT

A twenty-foot-wide pit cuts off access to the far side of the corridor.

Hazard: Pit. The pit is 150-feet deep and leads to further sections of The Low (your discretion). It is from within this pit that the creatures that inhabit the temple's undercroft emerge. A narrow ledge connects the western edge of the pit to area 19. A character can make a DC 16 Dexterity check. On a success, the character successfully crawls along the ledge. If the character fails the check, they make no progress. And if the character fails the check by 5 or more, they fall into the pit, taking 1d6 damage for every 10 feet they fall (15d6 in all).

Hazard: Bats. Bats line the sides of the pit's walls. The bats can be spotted with a successful DC 15 Wisdom (Perception) check. If the characters make too much noise, the bats stir and erupt from the pit. Any character standing within 5 feet of the pit must make a DC 10 Dexterity saving

throw to avoid falling into the pit. A character climbing along the ledge of the pit makes this check at disadvantage. Other than the danger the bats present characters who are near the pit's edge, the bats are harmless.

19 - THE TOMB OF THE THREE

Three stone sarcophagi rest against the walls of this small chamber. Each sarcophagus is decorated with an ornate object: the westernmost sarcophagus bears a large, bronze tower shield; the northernmost sarcophagus features a glimmering longsword; and the easternmost sarcophagus presents a silver longbow.

This is the final resting place of the three heroes who repelled the barbarian forces from the temple thirty years ago. Their respective weapons were laid next to their bodies.

Treasure. The shield is a *+1 shield*, the sword is a *+1 longsword*, and the bow is a *+1 longbow*.

20 - CAVERN

The bones of another dead adventurer lie at the center of this cavern. The saprophyte mound in area 21 killed the adventurer and left it for dead.

21 - MUSHROOM CAVERN

This small cavern is filled with fluffy, green mushrooms.

Encounter: Saprophyte Mound. The mushrooms are actually part of a single creature, called a saprophyte mound. The saprophyte mound uses the **shambling mound** stat block, except replace its Lightning Absorption feature with the following feature:

Spores. Whenever the saprophyte mound is subjected to damage, spores erupt from its body. When this happens, each creature within 5 feet of the saprophyte mound must make a DC 14 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 hour.

22 - DARK POOL

A pool of black, still water dominates the eastern end of this natural cavern.

The pool is 5-deep at its deepest part.

Treasure. The remains of a dead dwarven adventurer lie at the bottom of the pool. The dwarf wore a helmet that it believed to be a *helmet of water breathing*. *Identify* spells cast on the helmet offer similar misleading information. The helmet is actually cursed. Any creature wearing the helmet when the helmet enters water immediately falls unconscious, as per the *sleep* spell. Ω

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