

THE DEFILED BOX

Cursed artifact, Legendary

There is a legend about a woman, Pandora, who found a similar chest. When she opened it, it spread chaos around the world, but at the bottom of the box one last thing remained, hope, allowing all who suffered to fight back.

This is not that story.

The Defiled Box has been sealed and protected, put away from the eyes of man for a very good reason, only death and destruction are held within. If anyone were to open it, horrors that one wouldn't wish upon their worst enemy would be unleashed on all of humankind.

Inside the Defiled Box is where the 10 Plagues are imprisoned. The box requires a unique key to open. A single copy of that key exists and its location has long been forgotten.

The box is immune to all damage. The lock is under the effect of a permanent *time stop* spell and as such, only once the spell has been dispelled can someone attempt to pick it. A successful **DC 38 Dexterity (Sleight of Hand) check** can open the chest without the key. Every time a creature attempts to pick the lock or dispel the *time stop* spell and fails it takes 156 (24d12) force damage.

Once the Box is opened, all the Plagues are unleashed at once. A **DC 38 Strength (Athletics) check** can close the lid of the box once it has been opened. Holding the key lowers this DC to 10.

If a Plague dies, it turns into red mist that vanishes in the wind before being caught by the enchantment placed at the bottom of the Defiled Box. Once inside the defiled box a Plague is paralyzed and needs 30 days before regaining its power. After 30 days the paralysis ends and the plague regains all its hit points and can roam free again. If the box is closed before that, the Plague is trapped. Only a *dispel magic* spell cast using a 12th level spell slot or higher can dispel the enchantment catching the Plagues' essence. If the spell is cast at a lower level, the creature casting it immediately dies.



POMMER

THE DEFILED CHAMBER

This is the ancient chamber under the depth of the ocean in which the defiled box was sealed. Ancient protection remains, only the mightiest adventurers can expect to enter the room and live to tell the tale.

1. THE GUARDIAN

The entry to the chamber is guarded by a **Dragon Turtle**, one the last remnant of the ancient power of "the Unburnt", the 4 heroes that first sealed the 10 Plagues. (no map is provided here, as it is simple underwater combat).

2. THE CHAMBER

Upon defeating the dragon turtle, the players can enter the chamber. They immediately see the chest across the bridge.

This chamber has many enchantments which affect it:

- Teleportation spells of level 3 or higher do not function inside the chamber (Spells such as *dimension door*, *banishment* or *plane shift*)
- Spells and abilities that restore hit points can restore a maximum of 1 hit point at a time.
- Divination spells do not function inside the chamber, and it is impossible to scry on someone or something inside the chamber.
- Spells and abilities that grant a flying speed do not function.

Read this:

As you enter the room, you observe thousands of small lights flickering across the room. As if entering a dream, the illuminate the unique landscape. You observe with wonder the various color that the light creates reflecting through millions of angles. Brilliant blue lights illuminate the bridge in front of you. Despite the clear fact that nobody has set foot here in eons, not a speck of dust is to be found, as if frozen in time.

2.1 GOLEMS

Each flickering blue light hides within it an **iron golem** which appears as soon as a creature puts a foot on the bridge.

2.2 BLINDING LIGHT

The intricate design at the center of the bridge is a trap. As soon as a creature steps on it, golem or adventurer, the flickering lights in the room start hypnotically moving. All creatures in the room are targeted by a *hypnotic pattern* spell (DC 21). The spell lasts for one minute once triggered. A successful **DC 23 Intelligence (Investigation)** check allows a character to notice the trap. A successful **DC 25 Dexterity (Sleight of hand)** check disarms the trap, failing this check triggers it instead.

2.3 HIDDEN CHEST

In the waters surrounding the main platform, a player performing a **DC 22 Wisdom (Perception)** check will notice a barely sunken chest. The chest is trapped with a 8th level **glyph of warding** spell containing the spell *earthquake*, which will cause the chamber to collapse if triggered. A successful **dispel magic** allows the safe opening of the chest. It contains a map that leads to the location of the key of the Defiled Box.

2.4 DEFILED BOX

This is the Defiled Box, according to your story it might be opened or closed.

MAP CREATED BY [CZEPEKU](#)

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