

DUNGEON OF THE WEEK #5: FORLORN TEMPLE OF MASH-DINAXIS

Forlorn Temple of Mash-Dinaxis is a Fifth Edition adventure designed for **four characters of 3rd, 5th, 8th, or 11th level**. This document offers details for the **1st-level version**. For the full adjustments for all level ranges, sign up for the [DMDave Patreon](#). The characters discover the Forlorn Temple of Mash-Dinaxis. Once the site of a powerful religious order, these long-ruined chambers are now home to a terrifying vampiric spider.

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.

ADVENTURE HOOKS

The table in the full version offers some ideas if you don't have a reason for the characters to investigate the Forlorn Temple. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Monster Design, Editing, and Layout. Tony Casper

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FORLORN TEMPLE OF MASH-DINAXIS

Mash-Dinaxis was a Keeper of Secrets for the Order of Ziruer, God Of Oracles. He worked alongside dozens of priests within the temple, which they used to divine the future. Five years ago, Mash-Dinaxis performed a ritual that went terribly wrong, which caused an earthquake. The earthquake caused a rift that divided the temple into two parts. From within this rift rose a dangerous creature, a vampiric spider named Phoecha. Phoecha killed Mash-Dinaxis and many of his followers. A few priests managed to survive, barricading and warding themselves on the eastern side of the temple (**areas 16 to 22**).

FINDING THE FORLORN TEMPLE

The temple has three egresses—one staircase leading up, The Rift that divides the temple in two, and a hole that leads up to the surface. These exits let you combine the temple 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 temple'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 Forlorn Temple of Mash-Dinaxis.
- ▶ **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 Forlorn Temple 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 Phoecha, a deadly vampire spider. 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 Forlorn Temple. Otherwise, they find the entrance to the temple (**area 1**).

GENERAL FEATURES

Unless stated otherwise, the Forlorn Temple's areas have the following features in common.

Architecture. The temple's builders carved its myriad passages and chambers from the dark stone common in the area. Then, they laid a layer of bricks to reinforce walls and give them aesthetic value. Most passages' ceilings are 10 feet high and arched to support the earth above. The ceilings in chambers rise 20 feet off the ground.

Doors. Temple doors are made from sturdy wooden planks banded with iron and hung on iron hinges. 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. Otherwise, doors have AC 15, 18 hit points, and immunity to poison and psychic damage.

Barricades. The stranded priests barricaded the hallways in the eastern temple that connected it to The Rift and the rest of the temple. Consisting of broken furniture and crates, the barricade has AC 16, 100 hit points (damage threshold 5), and immunity to poison and psychic damage.

A creature may use an action to pull away part of the barricade. Doing so reduces the barricade's hit points by an amount equal to the creature's Strength modifier. Once the barricade's hit points reach 0, it is breached.

Forbiddance. Each day, the high priest Perseo Oliviero (see **area 22**) protects the eastern section of the temple with the *forbiddance* spell. Oliviero creates a ward against magical travel that protects **areas 16 through 22**. For 24 hours, creatures can't teleport into the area or use portals, such as those created by the *gate* spell, to enter the area. The spell protects the area against planar travel and therefore prevents creatures from accessing the area through the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the *plane shift* spell. In addition, the spell damages elementals, fey, fiends, and undead that try to enter the area. When a specified creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant

damage. If Oliviero dies, none of the other priests are capable of casting the spell. Phoecha and its servants immediately feel that the *forbiddance* spell vanished and assault the temple within 1d4 hours after it becomes vulnerable.

Illumination. The temple's western side—the spider's side—lacks light sources. There are a few lights on the eastern side of the temple. The surviving priests preserve their candles and lantern fuel as much as possible.

The Rift. A great crevasse divides the two halves of the temple. A creature that falls into The Rift tumbles 200 feet into darkness and lands prone on the hard rock below, taking 20d6 bludgeoning damage. At your discretion, the bottom of the crevasse may lead to another part of the Dungeon of the Week or a subterranean location of your own design.

Webs. Thick spider webs cover many of the temple's rooms. These webs are difficult terrain. A creature that starts its turn in the webs must make a DC 12 Dexterity saving throw or become restrained by them. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Each 10-foot cube of webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage. So long as the vampire spider Phoecha remains in contact with any of the webs in the lair, the spider knows the exact location of any other creature in contact with the same webs.

Vampire Lair. Phoecha's evil presence warps and corrupts all of the locations in the temple save for those in which the survivors live (**areas 16–22**). Spiders and spider-like creatures with Intelligence scores of 4 or lower within 1 mile of the temple serve as the vampire spider's eyes and ears.

Random Encounters. All manner of creepy and awful things lurk within the Forlorn Temple, many of which crawled up from The Rift or surface (**area 1**). 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 Forlorn Temple Random Encounters table below, or choose the one you like.

Forlorn Temple Random Encounters

d6	3rd
1	1d3 giant spiders
2	1d2 ettercaps
3	1 giant spider and 1d4 cultists
4	1d6 + 2 zombies
5	1 ochre jelly
6	1d3 suits of animated armor



Where is Phoecha? The vampire spider, Phoecha, never stays in one spot for too long. Each time the characters enter the Forlorn Temple or complete a long rest here, use the table below to determine Phoecha's current location. See the appendix for Phoecha's stat block.

Phoecha's Location

d6	Phoecha's Location
1–3	Guarding The Maker's body in area 2 .
4	Accepting praise from its worshipers in area 8 .
5	Crawling along the edges of The Rift in area 11 .
6	Consulting with Moira Moistbottom in area 15 .

KEYED LOCATIONS

The map on page 5 shows the location of the following areas.

01 - Erratic Mosquito

As you step off the staircase into this ancient chamber, a chill goes up your spine. Thin spider webs trace the outlines of the room's walls. Rusting iron sconces still decorate the walls, but no fire burns here.

At the east end of the room, some of the floor tiles are missing, revealing the earthen floor beneath. A gaunt, bruise-colored hand sticks out of the sand. There is a shimmering gold ring on the hand's middle finger.

Trap: Loose Dirt. The revealed dirt and hand are part of a malicious trap set by the spider creatures that lurk in this layer.

- ▶ **Trigger.** When a creature pulls on the hand or the ring on its finger, the dirt loosens, depositing unlucky targets into a slippery rock chute hidden under the chamber. The hand is stuck. Therefore, using a spell like *mage hand* won't free it. *Telekinesis* and similar spells will work.
- ▶ **Saving Throw.** Any creature standing in the 10-foot square around the hand must make a DC 14 Dexterity saving throw.
- ▶ **Success.** On a successful saving throw, a target moves to the edge of the dirt and avoids the hazard.
- ▶ **Failure.** On a failed saving throw, the target tumbles into the dirt and falls through a slide the deposits them under the chamber into a steep natural chute (**area 1b**). Before the target falls into The Rift, it may make another DC 14 Strength or

Dexterity saving throw to catch itself. If the target succeeds, it grabs ahold of the rocks surrounding the chute and may climb up it into the main chamber (**area 1a**), treating it as difficult terrain. Otherwise, the target falls into The Rift.

- ▶ **Consequences.** A target that fails both saving throws falls into The Rift and takes 20d6 bludgeoning damage from the fall.
- ▶ **Detection.** A creature may examine the dirt around the finger and make a DC 10 Intelligence (Investigation) check.
- ▶ **Removal.** There is no way to remove the trap. The characters must avoid it.

Treasure: Gold Ring. If the characters manage to secure the ring from the finger before it falls into The Rift, it is worth 500 gp per level of the adventure.

02 - Satin Gestation

The Rift tore this room in two. Dense spider webs cover every inch of this destroyed room, spanning The Rift. A wooden coffin hangs in the middle of the webs that span The Rift. Within this lidless coffin lies the body of a desiccated humanoid.

Encounter: Phoecha and Its Spawn. There is a chance that Phoecha is here, guarding the remains of The Maker (see below for details). The number of Phoecha's spawn present depends on the level of the adventure, as shown in the table below. If Phoecha is here, the vampire spider allows its spawn to attack first, watching the characters from the other side (**area 3b**). Once the characters kill half of Phoecha's spawn, it enters the fray. It protects the Maker and won't flee from this area at all costs. Phoecha spawn use the **ettercap** stat block (except they are undead), and greater Phoecha spawn use the **drider** stat block (also undead).

Area 2 Encounters

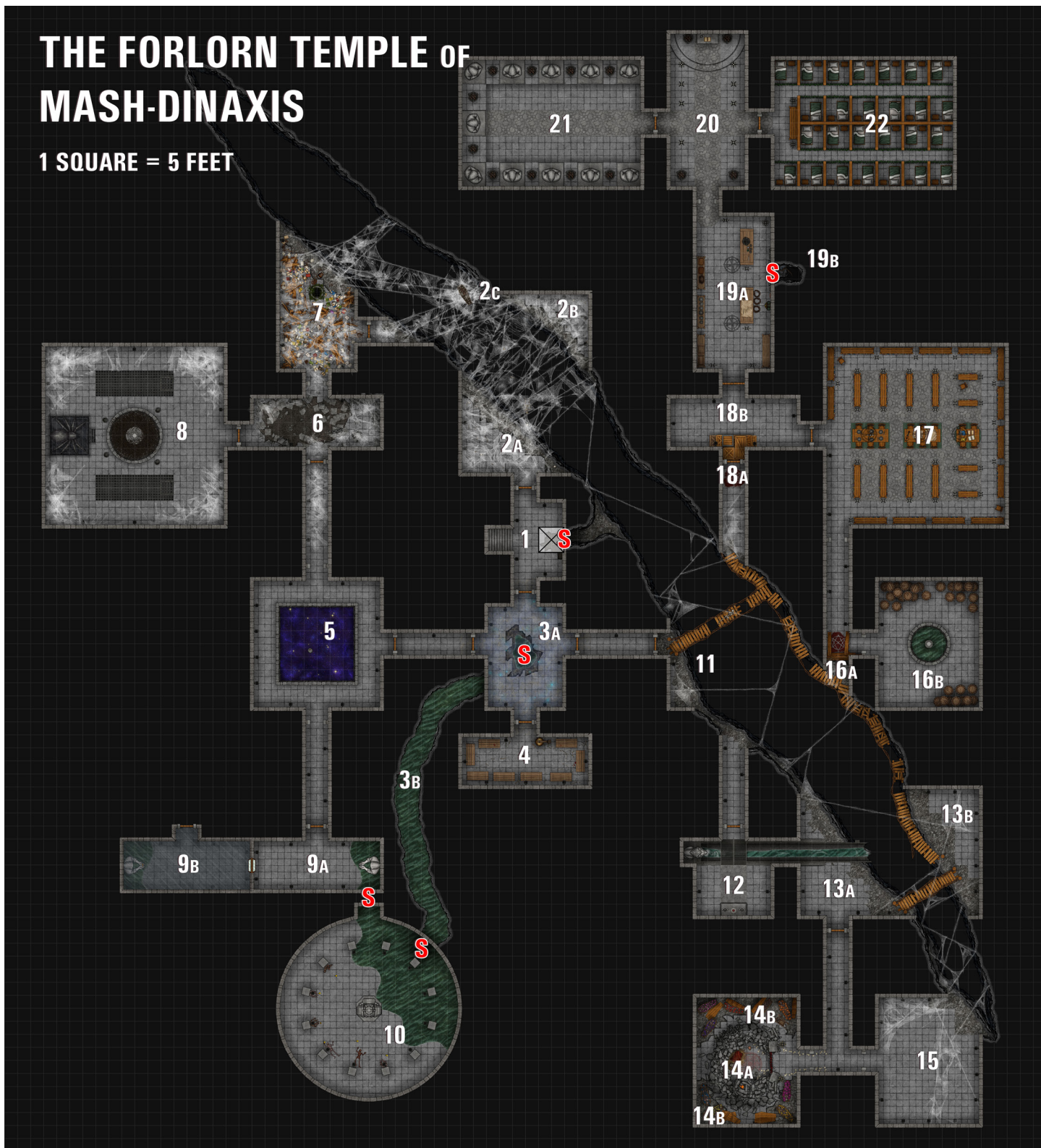
Adventure Level	Encounter
3rd	2 Phoecha spawn
5th+	Available in the full adventure

Development: The Maker. The only way to permanently destroy Phoecha is to destroy its creator, The Maker. The Maker is the desiccated humanoid resting in the web-strung coffin over the Crevasse. An ancient vampire itself, The Maker is far too weak to move or defend itself. The Maker has AC 13, 50 hit points, and immunity to poison damage. Destroying the strands around The Maker's coffin drops The Maker into the crevasse below. Whether or not this destroys The Maker is your choice.

Treasure: Talisman of Ultimate Evil. The Maker wears a legendary magic item around its neck: the *talisman of ultimate evil*. The talisman has only 1 charge remaining.

THE FORLORN TEMPLE OF MASH-DINAXIS

1 SQUARE = 5 FEET



03 - Stirges in a Thunderstorm

A magical thunderstorm rocks this small chamber, lightning bolts erupting from the low-hanging clouds at regular intervals.

The priests who once toiled here removed a portion of the tiles at the center of the room, revealing a pool of cold water. The charred corpses of bulbous, mosquito-like creatures lie on the floor around the pool.

Hazard: Thunderstorm. The magical thunderstorm in this chamber wreaks havoc in the area, creating high winds and slick surfaces everywhere.

► **Effects.** Everything in this room is lightly obscured; Wisdom (Perception) checks made to see or hear are made with disadvantage, and the rain extinguishes open flames. When a creature ends its turn in the room, roll a d6. On a result of 6 (or 5 or 6 if the creature is wearing metal armor), a bolt



Abyssal, "Please feed us, master. It's been so long. We are so hungry."

Within each crate lies the huddled mass of a **ghoul**. The eight ghouls remain curled in fetal positions and remain this way until someone rings the bell at the north end of the room. Once the bell rings, all eight ghouls emerge from their crates and attack whatever poor souls remain in the room. The ghouls cannot leave the room, nor can they leave their crates before someone rings the bell. Once all living creatures exit the room—or die—the ghouls return to their crates.

05 - Scintillating Webs

A great square-shaped well dominates this curiously clean room. Peering over the edge of the well, one sees that it does not lead down into water but instead to the vast emptiness of outer space—distant stars twinkle in the darkness.

Aura of Safety. Ancient abjuration magic protects this chamber. Clerics, paladins, sorcerers, and diviner wizards feel this when they first enter the area. The characters may rest here without fear of creatures attacking them. Phoecha and its spawn will not enter this area, either.

Star Well. This portal into space is not an illusion but a permanent gate allowing viewers to view a section of space. A character who sees the stars and succeeds on a DC 25 Intelligence (Arcana) check recognizes that the starfield is used to empower diviners. Any divination spell of 2nd to 5th level cast within this room counts as one level lower for the purposes of expending spell slots.

If a creature leaps or falls into the star well, they are teleported to the section of space. While in space, the target is weightless and begins to suffocate. Additionally, the target's body rapidly freezes, taking 36 (8d8) cold damage at the start of each of the target's turns.

Treasure: Lightseer's Gaze. A character who examines the star well and succeeds on a DC 15 Wisdom (Perception) check spots an asteroid atop which stands a lone treasure chest. The chest is in space 500 feet away from the lip of the star well. If the characters manage to reach the chest and open it without dying, they discover *lightseer's gaze* (see the sidebar on the next page) within the trunk.

Hazard: Path of Webs. Thick spider webs cover the passage connecting this area to **area 6**.

06 - Cockroaches and Tiles

Small insects crawl over broken floor tiles. Webs block the passages north (to **area 7**) and south (to **area 4**).

07 - Rubbish Crawlspace

Hundreds of old books lie in ruin amid the remains of shattered bookshelves and collapsed tables. Webs cover everything. The Rift consumes the north half of the room, cold air sliding up from its dreaded depths.

of lightning springs from the cloud, targeting the creature.

- ▶ **Saving Throw.** The target must make a DC 14 Dexterity saving throw.
- ▶ **Failure.** target takes 22 (5d8) lightning damage on a failed saving throw.
- ▶ **Success** The target takes half as much lightning damage on a successful saving throw.
- ▶ **Detection.** Characters who inspect the door before entering the room notice water seeping from under the door and the sound of thunder coming from within (no check needed).
- ▶ **Removal.** A *dispel magic* spell targeting the storm cloud temporarily removes it for 24 hours.

Secret Passage. The pool at the center of the room is more than just a puddle of water. It is 10 feet deep and leads to a passage (**area 3b**) that connects this area to **area 10**. The only way to find this passage is to enter the water and swim to the bottom. This hidden passage is wholly submerged, requiring a character to hold their breath to swim to the other side.

04 - Fetid Party

This room reeks of rot and bile. Eight 6-foot-long crates hug the walls, and blood stains mar their lids. A huge brass bell hangs from a wooden post right near the entrance to the room. A rusting hammer lies on the floor beside it. At the center of the room rests a pair of rusty manacles, a pool of dried blood encompassing them.

Encounter: Ghoul Crates. A character who examines the crates and succeeds on a successful DC 10 Wisdom (Perception) check hears gentle weeping from within each crate. The small voices beg in



LIGHTSEER'S GAZE

Wondrous item, legendary (requires attunement by a monk)

This flourished mask obscures your eyes and magically stays in place while worn. It once belonged to a wise spiritual leader whose name has been lost to time, but was said to have eschewed personal belongings. While wearing the mask and attuned to it, you gain the following benefits:

- ▶ You have blindsight out to a range of 120 feet, and truesight out to a range of 60 feet. You are blind beyond this radius. Despite being blind, you can still see the moon, stars, and sun when they're in the sky above you.
- ▶ Your Wisdom score changes to 21. This property has no effect on you if your Wisdom is already 21 or higher without the mask.
- ▶ You have advantage on Wisdom (Insight) checks.
- ▶ You can spend 3 ki points as an action to cast the *spirit guardians* spell (save DC 16).
- ▶ You can use an action to spend 2 ki points to cast the *calm emotions* spell (save DC 16). Alternatively, if you speak to a hostile creature for 1 minute, it must succeed on a DC 20 Charisma saving throw or become indifferent about creatures of your choice that it is hostile toward, as if affected by the *calm emotions* spell (no concentration required). If a creature succeeds on the saving throw in this way, it's immune to the effects of this property for 24 hours.

Curse. This item is cursed, and attuning to it extends that curse to you. You can't remove the mask while cursed in this way. You remain cursed until it's ended by a *wish* spell or similar magic. When you become cursed, your name remains known to only you but becomes lost to the rest of the universe, at the GM's discretion. You must choose a new name. This new name replaces every instance of your lost name throughout history, and becomes the only known name for you among all creatures who once knew your lost name. While cursed, you take 5d10 psychic damage whenever you attempt to speak, write, or otherwise share or communicate your lost name. Regardless of how you attempt to share the lost name, it always comes across as your new one.

Old Well. There is an old water well at the center of the room. The well dives 50 feet into the ground below it and stops abruptly at a pile of rubble. Like the rest of the room, sticky spider webs consume it entirely.

Hazard: Spider Webs. Sticky spider webs cover everything in the room. See General Features on pages 2–3 for details.

Encounter: Spawn of Phoecha. More of Phoecha's creations lurk in this area, the nature and quantity of which depend on the level of the adventure, as shown in the table below. Phoecha spawn use the **ettercap** stat block (except they are undead), and greater Phoecha spawn use the **driider** stat block (also undead).

Area 7 Encounters

Adventure Level	Encounter
3rd	1 Phoecha spawn
5th+	Available in the full adventure

08 - Line of Regret

The ceilings of this large chamber soar 40 feet above the floor. Webs cover the corners, granting the room the ghastly appearance of a cocoon interior.

At the western end of the room stands a massive stone statue depicting a spider, seven of its eight eyes made from dimly glowing red gems. There is a fountain at the center of the room, within which thousands—if not millions—of spiders writhe and spill forth. To the north and south of the fountain are two pits measuring 25 feet by 10 feet. Iron bars cover the tops of the pits, transforming them into oubliettes. Wails of agony rise from the darkness within these sunken prisons.

Encounter: Phoecha (Optional). If the characters encounter Phoecha here, it is accompanied by three of its spawn. Its spawn use the **ettercap** stat block, except they are undead. In the 3rd and 5th level versions of this adventure, the spawn battle the characters while Phoecha watches from the room's far end. Phoecha enters combat only after half or more of the spawn fall. In the adventure's 8th and 11th level versions, Phoecha fights alongside its spawn. Regardless of the level, Phoecha flees at the first sign of radiant energy or sunlight. When Phoecha flees, it returns to The Maker's site (area 2).

Development: Prisoners. The two oubliettes hold four prisoners (**commoners**) each. The locks holding the cage doors in place require a successful DC 12 Dexterity check using proficiency in thieves' tools to pick. Otherwise, the locks and chains have AC 17, 10 hit points, and immunity to poison and psychic damage.

Award good-aligned characters inspiration if they successfully free the prisoners and help them escape the Forlorn Temple. Driven mad by their tenure in the spider vampire's oubliettes, the prisoners are

Area 8 Encounter

Adventure Level	Stat Block	Spider Golem Adjustments
3rd	stone golem	The golem does not have multiattack or immunity to bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons.
5th+	Available in the full adventure	

frightened in the presence of Phoecha, its spawn, or any Medium or larger spider creature.

Development: The Eighth Eye. If the characters place the red gem from **area 12** into the spider statue's one empty eye socket, the statue comes to life and attacks. The statue's stat block depends on the level of the adventure, as shown in the table below. It also has a climbing speed of 30 feet, the **giant spider's** Spider Climb and Web Walker traits, and the adjustments detailed below.

Treasure: Spider Eyes. Until the characters install the eighth gem (see above). Once the characters install the eighth eye and defeat the spider statue, the eight eyes fall out of the statue's skull. Each eye is a magical red gem that exudes evocation magic. Each gem functions the same way as a bead from a *necklace of fireballs*. Moreover, a spider or spider-like is vulnerable to the damage caused by these beads.

09 - Screeching Mirror

This rectangular room features a 10-foot-tall statue made of silver at the east end of the room. The statue cups its hands as if it was presenting something. It stands in a pool of cold water. A large mirror is built into the wall at the west end of the room.

Mirror Puzzle. A character who looks in the mirror notices a few strange things about it. First, the mirror does not reflect the characters—or any other creature for that matter. Second, the reflected

version of the statue at the east end of the room holds a golden key in its hands—not so in the “real” version. Third, a large, shadowy creature stands at the center of the room. This creature is also not in the “real” version of the room.

If the character touches the cupped hands of the statue, the key in the reflection vanishes, and a secret door hidden in the southwestern corner of the room opens, revealing a passage to **area 10**. Then, the shadowy creature in the reflection appears in the center of the room. The creature attacks anyone in the room that is not a loyalist of Mash-Dinaxis.

The shadow beast's nature depends on the adventure's level, as shown in the Area 9 Encounters table below. The shadow beast is always invisible, regardless of its stat block. It will not leave the room.

Area 9 Encounters

Adventure Level	Shadow Beast Stat Block
3rd	Invisible stalker
5th+	Available in the full adventure

Secret Door. The characters may find the secret door in the corner of the room with a successful DC 20 Wisdom (Perception) check. However, it will not open unless a character places their hand in the statue's hands (see above).



10 - Rotting Helix

As soon as the last living creature from **area 9** enters this room, the secret door they entered shuts and seals behind them. It cannot open from this side—the only way to leave the chamber is via the watery passage connecting this area to **area 3** (see below).

This large round room features a 16-foot-tall statue depicting a dwarven warrior at its center. Twelve mighty stone columns hoist the room's 25-foot-tall ceilings above the room. Cold water consumes the majority of the room's eastern half.

Six withered corpses lie at the base of six of the columns. Each corpse wears the tattered remains of blue and purple cloaks. Within their deathly clutches, or only a few feet from each lies an empty golden goblet.

Hazard: The Priest's Curse. When The Rift tore the temple in two, and the vampire spider rose from its dark depths, these priests hid in this chamber. Before Phoecha could find them, the priests drank poison from their goblets, freeing them from the spider's tyranny.

- ▶ **Trigger.** Shortly after the characters first enter the room, one of them—possibly the one with the lowest Charisma score—suddenly finds themselves holding one of the empty goblets. If the character was holding something in both their hands, the held item or items are now on the ground at their feet. A sweet-smelling blue liquid fills the cup.
- ▶ **Saving Throw.** The character must make a DC 13 Wisdom saving throw.
- ▶ **Success.** On a successful saving throw, the character may spill the cup's contents, toss it away, or do whatever they want.
- ▶ **Failure.** On a failed saving throw, the character must drink from it. A character who drinks from the cup must make a DC 17 Constitution saving throw. A character takes 31 (9d6) poison damage on a failed save, or half as much damage on a successful one. If the character succeeds in their initial saving throw or survives the poisoning, they are immune to the curse for 24 hours.
- ▶ **Detection.** Good-aligned clerics and paladins immediately detect something amiss upon entering



this room—as if there is a tremendous lingering evil here.

- ▶ **Removal.** Casting the *hallow* spell in this room permanently removes the curse.

After one character tries to poison themselves, choose another character to become the curse's next victim. The curse continues this way until all of the characters attempt to poison themselves or the characters leave the chamber.

Words on the Statue. A character who investigates the statue's base discovers words written in dwarven. The words read the following:

"You came here at midnight. But you must leave here at one."

Treasure: Sigil of Mash-Dinaxis. One of the priests wears a silver amulet around his neck. The amulet is carved in the shape of the symbol of Mash-Dinaxis. The amulet itself is worth 100 gp. Furthermore, it buys the characters entry into the temple (see **area 16** for details).

Secret Exit. If the characters search the water in the northeastern part of the room, they discover a flooded passageway that descends 10 feet below the chamber's floor. This flooded passage is the entrance (or exit, as it were) to the tunnel connecting this area to **area 3**. The tunnel is completely submerged, requiring swimmers to hold their breath as they travel.

11 - Shattered Fossil

The door that connects this area to **area 3** is jammed shut. A successful DC 10 Strength (Athletics) check is the only way to open the door. However, if the character uses too much force to shove the door open, they may rush past the door and fall prone by The Rift's edge. Have the character make a Dexterity saving throw. The DC for the saving throw is equal to the result of the character's Strength (Athletics) check made to force open the door. A character falls prone by The Rift's edge and takes a –5 penalty to the initiative roll they make against the creatures here (see below) on a failed saving throw.

The Rift swallowed the entirety of this room, depositing it hundreds of feet below. A bridge cobbled from planks and dry rotting rope span the chasm, offering a trepidatious path between this area and others like it.

Hazard: Ricketty Bridge. The bridge is in poor condition. A 5-foot section of the bridge has AC 13, 5 hit points, and immunity to poison and psychic damage. Cutting the ropes that hold it in place completely destroys the bridge; the ropes have AC 11, 5 hit points, vulnerability to slashing damage, and immunity to bludgeoning, piercing, poison, and psychic damage.

- ▶ **Trigger.** Each time a creature weighing 100 pounds or more moves across the bridge, roll a d6. On a result of 6, one of the slats breaks.

- ▶ **Saving Throw.** The target must make a DC 10 Dexterity saving throw.
- ▶ **Success.** The slat breaks, but the character doesn't fall.
- ▶ **Failure.** If the target fails its saving throw, it falls between the slats but catches itself before it falls. It is considered prone until it uses its action to pull itself back onto the bridge. If the target fails its saving throw by 5 or more, it falls into The Rift.
- ▶ **Detection.** A character that examines the bridge and succeeds on a DC 10 Intelligence (Investigation) check recognizes that the bridge is in poor condition.
- ▶ **Removal.** The bridge can only be avoided.

Encounter: Phoecha Spawn. Phoecha's dedicated servants lurk here, clinging to the sides of the walls or on strands of webbing. They attack any living creature that enters this area. The number and types of spawn depend on the level of the adventure, as shown in the table below. Phoecha spawn use the **ettercap** stat block (except they are undead), and greater Phoecha spawn use the **driider** stat block (also undead).

If Phoecha is here, Phoecha hides in the shadows of The Rift, watching the fight progress. Phoecha enters combat only after half or more of the spawn fall. In the adventure's 8th and 11th level versions, Phoecha fights alongside the spawn. Regardless of the level, Phoecha flees at the first sign of radiant energy or sunlight. When Phoecha flees, it returns to The Maker's site (area 2).

Area 11 Encounters

Adventure Level	Encounter
3rd	1 Phoecha spawn
5th+	Available in the full adventure

12 - Dancing Coriolis

The door connecting this area to **area 11** is jammed shut. A successful DC 10 Strength (Athletics) check is the only way to open the door. However, if the character uses too much force to shove the door open, they may rush past the door and fall prone onto the breakaway walkway (see below). Have the character make a Dexterity saving throw. The DC for the saving throw is equal to the result of the character's Strength (Athletics) check made to force open the door. A character falls prone on the metal walkway and has disadvantage on the saving throw made to stop themselves from falling into the water-slide.

A 10-foot wide moat crafted from a large sewer pipe divides the north entrance of this small room from the rest of it. Water spilling from the mouth of a stone lion in an alcove in the room's western wall feeds the moat. A sturdy-looking metallic bridge offers a way over the moat.

At the south end of the room stands an altar atop which a glowing red gem rests on a decorative pillow. Two bright-burning candelabras flank the gem, offering dim light throughout the room.

Trap: Breakaway Floor. The metal walkway spanning the moat is designed to break away and deposit intruders into the moat.

- ▶ **Trigger.** The walkway splits open when a creature or object weighing 50 pounds or more steps onto the metal bridge over the moat.
- ▶ **Saving Throw.** The target must make a DC 13 Strength or Dexterity saving throw (target's choice).
- ▶ **Success.** The target avoids falling into the moat.
- ▶ **Failure.** The target falls into the moat, landing prone. A prone creature that starts its turn in the moat is pushed 30 feet towards the edge of The Rift in **area 13**. If the target reaches the edge of the moat, the target falls into The Rift. A creature, including the target, may use its action to pull the target out of the moat with a successful DC 15 Strength check.
- ▶ **Detection.** A creature that inspects the metal walkway and succeeds on a DC 15 Intelligence (Investigation) check notices the trap.
- ▶ **Removal.** A successful DC 13 Dexterity check using thieves' tools disarms the trap, allowing the characters to walk over the platform without any issue.

Treasure: The Eighth Eye. The red gem displayed at the south end of the room belongs to the spider statue in **area 8**. See pages 7–8 for details.

13 - Phase Allocation

The Rift divides this ruined room in two. Wooden bridges similar to the ones found in **area 11** connect the two halves. The eastern end of the moat pipe described in **area 12** terminates here, pouring water (and anyone unfortunate enough to get caught in it) down into The Rift.

Encounter: Phase Spiders. Phase spiders lurk here, hidden away in the Ethereal Plane. The number of



phase spiders present depends on the level of the adventure, as shown in the table below.

Area 13 Encounters

Adventure Level	Encounter
3rd	1 phase spider
5th+	Available in the full adventure

Treasure: Discarded Potion Characters who spend a few minutes searching the area and succeed on a DC 13 Intelligence (Investigation) or Wisdom (Perception) check discover a potion of spider climb tucked under loose gravel.

14 - Fey Spikes

A hut built from loose gravel and debris dominates the center of this room. Its makeshift chimney pipes smoke into the room's ceiling, creating a dim haze. A tattered red curtain serves as the hut's front door.

Wooden coffins surround the hut. Within each coffin lies a desiccated corpse half-buried in the soil. Colorful mushrooms grow on the surface of the soil or push through the thin skin and orifices of the dead, transforming the coffins into demented planters.

Dozens of candles illuminate this macabre scene.

Encounter: Moira Moistbottom. The hut (area 14a) is home to the **green hag**, Moira Moistbottom, and her flying skull servant, Poe. Poe uses the statistics of an **owl**, except his type is undead, and his attack is a bite, dealing piercing damage instead of slashing. Moira is another creature that crawled out of The Rift when it first appeared. She does not serve Phoecha and the spiders or oppose them. Frequently, Phoecha comes to Moira for guidance. Although the vampire spider can't speak, Moira can sense its emotions.

Moira senses emotions, giving her advantage on all Wisdom (Insight) checks she makes when communicating with other non-construct creatures. She offers to help the characters, offering her wisdom and knowledge of the temple in exchange for bizarre trinkets. Use the trinket table from the Fifth Edition player's guide to determine the nature of the trinket Moira seeks. Then roll a d12 to determine which room the characters will find the trinket. The trinket will be located somewhere in that room even if the characters already searched it from top to bottom. For each trinket the characters bring to Moira, she will answer one question about the Forlorn Temple and its inhabitants. She only offers useful information through receipt of these trinkets; threats, tricks, and lies won't work on her.

Moira will not fight the characters unless pushed to do so. Instead, she turns invisible and flees, leaving her possession—including Poe—behind. She then climbs into The Rift and waits for the characters to leave her domicile before returning.

If Phoecha is present, the vampire spider attacks the characters but flees as soon as they expose it to radiant damage or sunlight.

Treasure: Mushroom Garden. Moira grows eight types of mushrooms in her garden. A creature that eats one or more of the mushrooms experiences a side effect, as determined by the color of the mushroom. Once picked, a mushroom's potency fades away in 24 hours. Each corpse planter holds only 2d6 mushrooms of its given type. It takes 7 days for the mushrooms to grow back.

Moira prefers that the characters not pick her mushrooms but will offer ten of any color if they find her a trinket. Whether or not she tells them what they do is a different matter.

Mushroom Effect by Color

Color	Effect
Blue	This mushroom functions exactly like a <i>goodberry</i> (as the spell).
Orange	This mushroom removes the poisoned condition.
Pink	A creature that eats this mushroom shrinks one size category for 1 minute (as the <i>enlarge/reduce</i> spell).
Purple	A creature that eats this mushroom must make a DC 13 Constitution saving throw; on a failed saving throw, the target is poisoned for 1 hour.
Red	This mushroom grants the ability to <i>speak with animals</i> (as the spell).
Tan	A creature that eats this mushroom must make a DC 13 Charisma saving throw; on a failed saving throw, the target teleports 1d20 × 5 away in a random direction.
Violet	A creature that eats this mushroom must make a DC 13 Constitution saving throw; on a failed saving throw, the target's hit points are reduced to 0.
Yellow	A creature that eats this mushroom gains darkvision out to 60 feet; if the target already has darkvision, its range increases by 60 feet. The effects last for 1 hour.





15 - Flying Effervescence

Sticky strands of web cling to the walls of this otherwise empty room.

Encounter: Phoecha Spawn. Phoecha’s dedicated servants lurk here, clinging to the sides of the walls or on strands of webbing. They attack any living creature that enters this area. The number and types of spawn depend on the level of the adventure, as shown in the table below. Phoecha spawn use the **ettercap** stat block (except they are undead), and greater Phoecha spawn use the **dridler** stat block (also undead).

If Phoecha is here, Phoecha stands at the center of the room listening to Moira Moistbottom (assuming she’s still alive, see **area 14**). The vampire spider first sends its spawn into combat. In the 3rd and 5th-level versions of the adventure, Phoecha enters combat only after half or more of the spawn fall. In the 8th and 11th level versions of the adventure, Phoecha fights alongside the spawn. Regardless of the level, Phoecha flees at the first sign of radiant energy or sunlight. When Phoecha flees, it returns to The Maker’s site (**area 2**).

Area 15 Encounters

Adventure Level	Encounter
3rd	1 Phoecha spawn
5th+	Available in the full adventure

16 - Festive Longing

A barricade connects this area to The Rift (see General Features for details).

Free from Phoecha’s tyranny, this room is devoid of spider webs and detritus. A large fountain fed by underwater streams dominates the center of this room. Barrels of grains and ale stand against walls.

Encounter: Priests. The first time the characters enter this area, they discover two **acolytes** working there. If the characters noisily destroyed the hallway barricade, they prepare to defend themselves. If the characters are too challenging for them, they attempt to flee, hoping to alert the other priests in **area 17**.

17 - Airborne Wrangler

This massive library boasts tall shelves cluttered with religious texts, tomes, and scrolls.

Encounter: Priests. Unless encountered elsewhere, four **acolytes** and a **priest** gather at a table at the center of the room, reading and eating by candlelight. If they feel threatened by the characters, they flee to **area 18**, locking and barricading the door behind them.

18 - Sneaky Husk

If the priests from **area 17** fled into this room, the door to **area 17** is locked and fixed with a drop bar. Even if the characters unlock the door, they must break it down to get past the drop bar. The priests from **area 18** gather four additional **acolytes** from the northern rooms and prepare for the invasion.

The priests nailed shut the southern door that leads to **area 18a** and barricaded it (see “Barricades” in General Features).

19 - Stabbing Damnation

This room was once the temple’s kitchen. And while it still serves culinary purposes, the priests discovered a crevasse through which they could descend to lower parts of the dungeon. This crevasse hides in the fireplace built into the eastern wall. Unless a character investigates the fireplace and succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check, the characters won’t notice it immediately.

The crevasse hidden in the fireplace (**area 19b**) descends 50 feet below the temple. Where it leads is up to you. If you don't wish to extend this adventure beyond the chambers featured in this document, the crevasse simply dead ends.

20 - Nobody is Foul

This large room was once one of the temple's lesser places for prayer and contemplation.

21 - Earthquakes and Convulsions

Similar to **area 20**, this section once served as a lesser temple. It is cold and empty.

22 - Contrafactual Burst

The surviving priests gather here in these old dorms. Determined to maintain their dedication to their gods, the priests keep their quarters clean and organized. There are twenty-six cells in all.

Encounter: Olivero. Unless already encountered, there are four **acolytes** here. The westernmost cell in the upper-middle row is used by Perseo Olivero, the survivor's highest-ranking priest. Exhausted from all his work to protect his brothers and sisters, he is bedridden. Olivero only rises to create food for the others using the *create food and water* spell and renew the *forbiddance* spell protecting this temple section. Olivero uses the **priest** stat block, but he has *create food and water* prepared and can cast *forbiddance* once per day.

Treasure. Each cell contains a chest that holds a priest's personal belongings. All chests contain extra pillows, blankets, and robes. Some contain additional valuables. To determine the contents of a chest, roll a d20 and reference the table below.

Cell Chest Contents

d20	Chest Contents
1-13	Nothing of significant value
14-15	2d6 sp
16-17	2d4 gp
18-19	A piece of jewelry worth 1d6 × 10 gp
20	One common magic item (your choice)

WHERE DO THOSE STAIRS GO?

There are multiple ways to leave the Forlorn Temple of Mash-Dinaxis. The characters might descend (or tumble) into the vast crevice. Or they might climb down the path dug by the priests in the chimney in **area 19**. 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 these paths 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](#)

APPENDIX

Phoecha

Large undead (shapechanger), lawful evil

Armor Class 15 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	15 (+2)	17 (+3)

Saves Dex +9, Wis +7, Cha +8

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 17

Languages understands Common but can't speak

Challenge 13 (10,000 XP)

Shapechanger. If Phoecha isn't in sunlight or running water, it can use its action to polymorph into a Medium swarm of spiders or a Medium cloud of mist, or back into its true form.

While in swarm form, Phoecha is a Medium swarm of Tiny beasts. Its statistics are otherwise unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, Phoecha can't take any actions or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (2/Day). If Phoecha fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, Phoecha transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its true form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

(CONTINUED ON NEXT PAGE)

Regeneration. Phoecha regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If Phoecha takes radiant damage or damage from holy water, this trait doesn't function at the start of Phoecha's next turn.

Spider Climb. Phoecha can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm (Swarm Form Only). Phoecha can occupy another creature's space and vice versa, and Phoecha can move through any opening large enough for a Tiny spider.

Vampire Weaknesses. Phoecha has the following flaws:

Forbiddance. Phoecha can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Phoecha takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Phoecha's heart while Phoecha is incapacitated in its resting place, Phoecha is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Phoecha takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Web Sense. While in contact with a web, Phoecha knows the exact location of any other creature in contact with the same web.

Web Walker. Phoecha ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. Phoecha makes two attacks, only one of which can be a Vampiric Bite attack.

Bites (Swarm Form Only). *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target in Phoecha's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if Phoecha has half of its hit points or fewer.

Grasping Bite (True Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and if the target is a creature, it must make a DC 16 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. Instead of dealing damage with this attack, Phoecha can grapple the target (escape DC 17).

Vampiric Bite (True Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Phoecha, incapacitated, or restrained. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Phoecha regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a Phoecha spawn (**ettercap**) under Phoecha's control.

Web (Recharge 5–6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Charm. Phoecha targets one humanoid it can see within 30 feet of it. If the target can see Phoecha, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Phoecha. The charmed target regards Phoecha as a trusted friend to be heeded and protected. Although the target isn't under Phoecha's control, it takes Phoecha's requests or actions in the most favorable way it can, and it is a willing target for Phoecha's bite attack. Each time Phoecha or its companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Phoecha is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Phoecha magically calls 2d4 swarms of spiders, provided that the sun isn't up. The called creatures arrive in 1d4 rounds, acting as allies of Phoecha and obeying its spoken commands. The beasts remain for 1 hour, until Phoecha dies, or until Phoecha dismisses them as a bonus action.

LEGENDARY ACTIONS

Phoecha can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Phoecha regains spent legendary actions at the start of its turn.

Grasping Bite. Phoecha makes one Grasping Bite attack.

Move. Phoecha moves up to its speed without provoking opportunity attacks.

Vampiric Bite (Costs 2 Actions). Phoecha makes one Vampiric Bite attack.

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