

# DEAD DWARF DOME

A sinkhole has swallowed up the local well. Still growing, the hole begins to pour a stream of parasitic nightspawn into the village. Unless stopped, the monsters and sinkhole will eat everything in a 5 mile radius.

for low & mid-lvl PCs

Hole opens 150' above. PCs can climb down carefully.

This crystal-veined anvil is used to galvanize soulmatter into crystal or metal.

**3 idols:** these idols are covered in runes that detail the inner workings of this strange facility. PCs studying all 3 will cultivate enough insight to cause an overload.

**Random Encounters** occur on a result of 1 or 2 on a D6. Roll the D6 anytime the PCs make camp or travel to a new platform.  
**Roll D6:** (1-2)1d4 nightspawn (as vampire spawn), (3-4)1d6 dwarf statues, (5-6)two groups fighting.

An 80' tall obsidian dwarf holds a lucent ruby. (500' dim light)

This wretched structure was built by dwarves of a long-forgotten empire once known for consorting with evil and otherworldly powers. Teeth can be removed to reveal buried canopics. (trapped w/ sod gas.)

Broken ledge drops down to portal. Nightspawn emerge from it during twilight.

stone golems. will not move.

trash disintegrator. will cause catastrophic overload if PCs place *Obsidian Necronomicon* inside.

**Notes for Play:** Sheer ledges should add an additional element during combat on platforms. Ask for saves if PCs charge. Illumination is dim throughout. It is red and murky. Most statues (80%) will only attack if provoked. They fight with the stats of **animated statues** and are carved from obsidian in the likeness of dwarves. They speak & understand dwarven but will not help outsiders (even other dwarves) due to xenophobia.

12 statues. 5 are damaged. 1 holds an Obsidian Necronomicon.