Shrine of Dimas

Welcome adventurers from far off lands. Please, sit and listen to my tale. It's certain to leave you intrigued and perhaps even motivated to write the next chapter yourselves.

Introduction

The best legends are rooted in lost truths, and The Shrine of Dimas is a testament to that. A hidden cavern brimming with gold welcomes all who enter, but scriptures warn of curses and misfortune for anyone who returns with unearned riches.

Knowledge of the shrine was lost over the years and slowly turned into tales used by nearby villagers to teach children about compassion, the danger of greed and the virtues of modest living.

Lord Dimas Goldheart, a Dwarven noble consumed by selfishness and status had acquired riches beyond the needs of his lifestyle. Despite his wealth he was unhappy and worked to acquire more valuable trinkets to ail his sadness. Dimas' estate grew quickly, with it brought servants, guards, respect, and admiration, but he remained unhappy.

Every night he would wish for more. He wished for something of significance to satisfy his greed and surely remedy unhappiness forever. One night he awoke on a pillow of gold, his sheets and pajamas, originally cotton had become a thick golden weave reminiscent of silk. For a moment, he was elated, but as he traversed the halls of his home excited at the prospects of this new divine blessing, but this faded as he quickly realized his wish, now granted, was a double-edged sword.

Everything he touched turned to gold. The stone walls of his chambers marbled with golden pigment, food crystalized in his hands, taking on a frozen, gold speckled and inedible form. Interest, is pet bird of paradise, couldn't comfort Dimas as she petrified in his touch into a gold ornament. He grew hungry, lonely and afraid as his entourage fled, and villagers cowered, terrified at the prospect of golden petrification.

In his alienation, Dimas isolated himself in a nearby cavern, afraid of his new power and hell-bent on reversing the process .

Villagers and distant travelers would visit, begging Goldheart to share his wealth, and none returned. Years went by and the earth took the cavern, it's entrance blocked by a movement of stone, it's location forgotten to fairy tales. Dimas became a myth, his blessing, or curse became legend and the tale became famous.

The Situation
(Knowledge for the DM)

History

The cavern is now a tomb as there is no longer a legitimate entrance. Inside, the cavern is neatly carved into Dwarven chambers as Dimas Goldheart attempted to make his new home more habitable, or at least partially so as the smooth surfaces stop abruptly to a more natural cavernous landscape.

In the years that passed, Dimas kept a journal, documenting his attempts at trying to lift the curse. He built a shrine to Beshaba who spoke to him and convinced him that through worship and devotion he could share his newly found fortune and return to his own life.

Sadly, Dimas did not know much about the motives of deities, and during this time believed he was speaking to Beshaba's sister Tymora who may have had the ability to help.

Beshaba guided Dimas towards building a shrine, a fountain of gold in which to bestow the curse. Once complete he communed with his new deity, desperate and impatient to be free from his shackles.

Beshaba did draw the curse from him and place it within the shrine, but did not do so philanthropically. Dimas became the protector of this shrine, free from any curse of a golden touch, but transformed into a gold dragon,shackled and imprisoned within the ccavern, tasked with preventing anyone who enters from leaving free from Beshaba's influence.

On arrival at the Shrine

The shrine has been discovered by Kobolds. Less interested in the material value of the gold that exists within the tomb, they quickly pledged allegiance to the gold dragon that resides inside, started converting the shrine into a monument to the dragon. He allowed it as followers of Dimas aid Beshaba's influence indirectly.

When the party arrive, a few Kobolds are present. The majority have returned to their previous dwell to assist relocating their encampment to their newly discovered home. Some guards remain others are working on preparing the shrine for extending, building proper entrances, and exploring the remainder of the cavern.

The Kobolds have a second entrance to the cave atop of the rockface, and are keeping watch for travelling adventurers. They see the party walking up and decide it's better to trap them inside the cave and attack them than fighting in the open.

Part 1 - Kobold Guards

The original entrance was a small natural cavernous space, carved into steps and the doorway has been carved to a more square structure. The room itself is small, stalagmites and stalactites protrude from the floor and ceiling. A small hole where dislodged rocks in the ceiling extends many feet upwards towards sunlight, giving the room a dim glow. There is a doorway heading into a larger cavern and a large boulder that blocks what looks like another passage.

Make a Perception Check

On a 12 perception check, the party will notice the walls and floors sparkle ever so slightly, golden flecks intertwined within the rock are noticeable. It looks like smears of hand prints, fingers and palm marks.

High checks will notice foot prints in the dusty cavern floor that seem fresh.

As the party moves into the room they'll come across 3 kobold guards – hidden as they have watched the party arrive and chosen to surprise attack the party once inside. A boulder is pushed in front of the doorway the party entered, blocking their means of escape.

Guard 1 is in the roof hole, Guard 2 and 3 are standing behind the wall of the entrance to the next chamber.

Part 2 - Exploration

Deep Well

The pathway behind the **Giant Boulder** (*DC 17, 12d10 HP, 2000lb weight, can be rolled with a DC 20 Strength check*) leads to unfinished chambers. A deep pool, possibly a natural well disappears into blackness alongside the south edge of the chamber.

Make an Investigation Check

A DC 14 investigation check with lightsource (DC 18 with only darkvision) is enough for the party to see a faintly shining gold object at the bottom of the well, caught by any light that is making its way into the space. It is a chest, 30ft down underwater, made of solid gold.

Kobold Guard

Small humanoid (kobold), lawful evil

Armor Class 15 (Leather Armor, Shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	10 (+0)

Senses Darkvision 60ft., Passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an Attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Multiattack. The Kobold Guard makes two melee attacks. each one with a different weapon

Javelin Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft, one target.
Hit 5 (1d6 + 2 piercing damage)

Spiked Shield Melee Weapon Attack: +4 to hit, reach 5 ft, one target.
Hit 5 (1d6 + 2 piercing damage)

Treasure: The chest is made out of solid gold, it weights around 1000 pounds and it's locked. Requiring DC 15 Thievery check to unlock. While still underwater, check is made with disadvantage. If the party manages to fish out the chest, DC 12 Thievery is required to unlock it. The chest contains 10 Gems (25g each), 2 dwarven made golden statues (25g each), 700cp, 150sp and 200gp.

This presents the first puzzle with a clear reward at the end of it. The party have to find a way past the boulder, spot and reach the chest, lift it out of the water, and unlock it to retrieve the objects inside.

If the Party makes takes too long the Winged Kobold Guards from next area come investigate what happened with the other group.

Broken Bridge

In the original chamber, moving onwards into the larger space, the floor narrows until you are standing at the beginning of a broken rope bridge, a 80 foot drop waiting below.

Across on the other side is a large shrine. Two gold pillars resembling tuning fork stand atop of a modest stone pedestal in front of massive double door made out of stone.

Across the chasm you can see kobolds going about their work, erecting scaffolding around the shrine, placing ladders and pulleys up to the top nearing the roof where a small hole injects a pillar of light illuminating the statue in a golden haze.

Looking down, the party will see mounds and rivers of gold coins and gemstones. Enough to change the fortunes of a small town, far more than one man would ever need.

Around you, you realise the pillar you are standing on is a plinth, and across towards the shrine is another plinth in a large subterranian space that opens up and expands far beyond your eyesight.

Make a Perception Check

On a DC 22 perception check (DC 18 if a bottom of the chasm is illuminated) the party will notice the gold below doesn't look like completely naturally formed piles of gold. Something is underneath it.

On a 26 (DC 20 illuminated) perception check the party will notice small hints of golden scales amongst the gold. This is a dragon's lair, and it is sleeping.

The Kobolds working on the shrine will notice the party immediately if they are not attempting to stealth, as the 4 Winged Kobold Guards are on a look out sitting on the statue, the rest of the kobolds are preoccupied with building their structure. Upon realizing they are not alone, Kobolds near the top will rush out of the roof, seemingly looking for reinfocements. 4 Winged Kobold Guards will dart around being a pest and firing crossbow bolts at the party until they feel threatened, at which point they will head to escape out of the roof or into the shrine.

Kobold workers on the ground level will immediately run inside the shrine to hide behind the large stone door that they just managed unseal and open for the first time as the party approaches.

This presents the second party challenge. How do they make it across this 30 ft gap.

Winged Kobold Guard

Small humanoid (kobold), lawful evil

Armor Class 15 (Studded Leather)
Hit Points 24 (4d8 + 6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	7 (-2)	10 (+0)

Senses Darkvision 60ft., Passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an Attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Crossbow Ranged Weapon Attack: +5 to hit, range 80/320 ft, one target.
Hit 8 (1d8 + 3 piercing damage)

Shortsword Melee Weapon Attack: +5 to hit, reach 5 ft, one target.
Hit 6 (1d6 + 3 piercing damage)

Part 3 – Inside the Shrine

Heading into the shrine the party immediately notice sticky webbing on the steps as they traverse, there is no defensive web structure but the walls and floor seem covered in ichor and webbing.

Any form of magic sense/detection will reveal that the whole room seems to be enchanted.

Inside the shrine several egg nests and cocoons are present, one giant spider currently working on another one ... one of the kobolds that ran in here. There is a stone-faced fountain spewing a golden liquid into a stone pool full of gold coins at the opposite end of the room. The party can initiate combat or wait and observe.

After being in the room for 1 round 2 additional spiders are going to surprise attack web the party members from the ceiling and combat begins in full.

After combat the party can investigate the room.

Make an Investigation Check

On a 14 Investigation check the party will notice scriptures written on a wall hidden behind webbing. Removing it reveals the following phase written in Dwarven:

If your greed is greater than your generosity you will only find suffering.

If the anyone takes anthing from the fountain, the person will be cursed upon exiting the shrine steps into the cavern. If the party donate gold pieces in the fountain (everyone in the room) the fountain face will shift leaving a small tunnel entrance visibile into a final treasure room.

Curse of Dimas (1D12)

1-2	PC turned to gold (Petrified)
3-4	PC's tongue turned to gold (mute)
5-6	PC's eyes turned to gold (blind)
7-8	Gold or Jewels touched by PC turn to sand
9-10	PC will no longer find gold from investigation
11-12	Anything PC touches turns to gold

The party can find these items in the treasure room:

Golden Dwarven Breastplate
Armor (Breastplate), Very Rare
While wearing this armor, you gain +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 ft.

Wand of Golden Petrification
Wand, Very Rare (requires attunement)
This wand has 2 charges, if you expend the wand's last charge it crumbles into ashes and is destroyed. While holding the wand, you can expend 1 charge as an action to cast **Flesh to Gold (Stone)** spell from it.

Dimas' Journal Describing his life and eventual demise, up to a point when he got tricked and started to turn into a monstrous protector of the shrine.

+1 Golden Battleaxe, Bag of Holding, 2 Potions of Greater Healing and 5,000 Gold pieces.

Giant Spider

Large beast, unaligned

Armor Class 14
Hit Points 26 (4d10 +4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses Blindsight 10ft., darkvision 60ft., Passive Perception 10
Languages -
Challenge 1 (200 XP)

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

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

Web Walker The spider ignores movement restrictions caused by webbing

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.

Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 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, and paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30 ft./60 ft., one creature.

Hit: The target is restrained by webbing.

As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success.

The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Part 4 - Escape

Upon leaving the shrine, a snout of a dragon is sticking through the entrance to the shrine. This is a small room and the party are trapped.

Make an Investigation Check

Anything over 10, this is a Gold Dragon. Remind the party that this doesn't look like something they can fight their way out of. The Dragons Breath alone could probably consume the whole room killing everything inside.

Dimas: "You enter my chambers, show no fealty, disturb my slumber, seek my horde and attempt to leave freely. Tell me, why should I let you live?"

The party can engage in dialogue with the Gold Dragon. Dimas will allow the party to leave with their lives if they leave all gold and belongings in the shrine.

Dimas: "Leave all your valuables in my shrine and you may leave my chambers freely. I will be waiting, and watching."

Party can try to reason with the dragon DC 20 persuasion check if they mention that they cleared the spider infestation in the shrine. But He won't let them take any treasure. The reward is allowing them to get out of the shrine alive.

If the party chooses to leave their valuables in the shrine, they can leave freely, poorer for having entered the shrine. Otherwise a skill challenge will begin.

Part 5 - Escape Skill Challenge

If the party leaves the shrine with their equipment or treasure, Dimas will unleash a mighty roar. His face slowly surfacing above the plinth to lock eyes with the party.

Dexterity Saving Throw (DC 12)

The roar echoes through the chamber into the nearby subterranean cave network making the shrine scaffolding buckle as rocks fall from the ceiling make a dexterity saving throw to dodge out of the way or take 3d6 bludgeoning damage.

Perception Check (DC 10)

You are looking for a way to escape this place, roll a perception check! The original entrance to the shrine has been blocked but above the shrine is a small hole leading to daylight. Climbing the shrine seems like the only means of escape. Rolls above 16 notice golden chains attached to dragons neck, seemingly preventing him to leave this place. Failing this check leaves you with nowhere to run and open for Dimas to attack with his Claws!

Athletics Check (DC 14)

Climbing the shrine is difficult as the wooden planks and scaffolding are narrow and weak temporary structures, made by Kobolds. You help one another climb up as fast as you can while Dimas takes flight behind you loudly roaring. Make an athletics check! On a failed you are hanging from the scaffolding, increasing the DC of the next check by 2.

Lord Dimas Goldheart

Huge Golden Dragon, Chaotic Neutral

Armor Class 18 (Natural Armor)
Hit Points 154 (17d10 + 60)
Speed 40ft., Fly 80ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +5, Cha +9
Skills Insight +5, Perception +9, Persuasion +9, Stealth +6
Immunities Fire
Senses Darkvision 120 Ft., Passive Perception 19
Languages Dwarven, Draconic
Challenge 6 (7561 XP)

False Appearance. While the dragon reamins motionless, it is indistinguishable from a huge golden statue.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Breath of Golden Petrification (Recharge 5-6). The dragon exhales golden gas in a 30-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 28 (8d6)Fire damage on a failed save, or half as much damage on a successful one. If the Dexterity saving throw fails by 5 or more, golden petrification starts to spread from the place of a direct hit (DMs Choice). Process to full petrification takes 2 rounds, affected creature can stop the spreading with a successful DC 20 Constitution sacing throw at the end of its turn, but it will wont reverse the process.

Lord Dimas rises up and flaps his wings in an attempt to knock you off the shrine,

Strength Check (DC 13)

The force of wind is intense and it knocks several planks of wood clean from the walls, on a failed check you loose footing and start falling, another party member can attempt to grab you with a successful DC 10 dexterity check restoring your Otherwise you fall 30ft taking 3d6 bludgeoning damage and starting the climb again.

Stealth Group Check (DC 15)

The party is close to the exit now but it's getting difficult to manouvre up the buckling frame of the shrine scaffolding, Dimas is circling around the shrine looking for a opportunity to attack, make a group stealth check to attempt to hide in small nooks and crannies of the wall. On a failed check Dimas pinpoints your location and makes a flyby multi attack with his claws and bite against the target with the lowest roll.

You've made it to the top of the shrine there is a ladder leading to the opening in the ceiling as you rush towards it Dimas emerges from behind you, watching the escape unfdold he attempts to end this encounter quickly with a blast of golden petrifying breath aimed at the plateau.

Dexterity Saving Throw (DC 16)

Make a Dexterity check to quickly jump in cover (rolls above 10 get half cover, rolls above 15 get 3/4 cover, +2 and +5 to dex saves respectively, also rolls above 18 get full cover, hiding from the breath completely).

Then roll a DC 16 Dexterity saving throw against the Dimas' petryfing breath! Failed saves result in 8d6 fire damage + if the check failed by 5 or more golden petrification starts spreading from the place of a driect hit. (DMs choice)

The process to full petrification takes 2 rounds, you can stop the spreading with a successful DC 20 Constitution saving throw but nnot reverse it.

Golden ladder

As Dimas tries to free himself from shackles you see a opportunity to climb 'now made out of pure gold' ladder to freedom. Anyone affected by petrification has to make DC 10 athletics check. With advantage if anyone is helping.

Tokens

Dimas (8x6 on Roll 20)

Click here for Full Resolution with Base and Without Base





Dimas – Spread Wings (8x10 on Roll 20)

Click here for Full Resolution with Base and Without Base



Creatures (1x1 for Kobolds 2x2 for Spiders on Roll 20)

Full Resolution Kobold Guard, Winged Kobold Guard and Giant Spider



Maps

Simple, Printable ----- 38x20 inches, 140DPI

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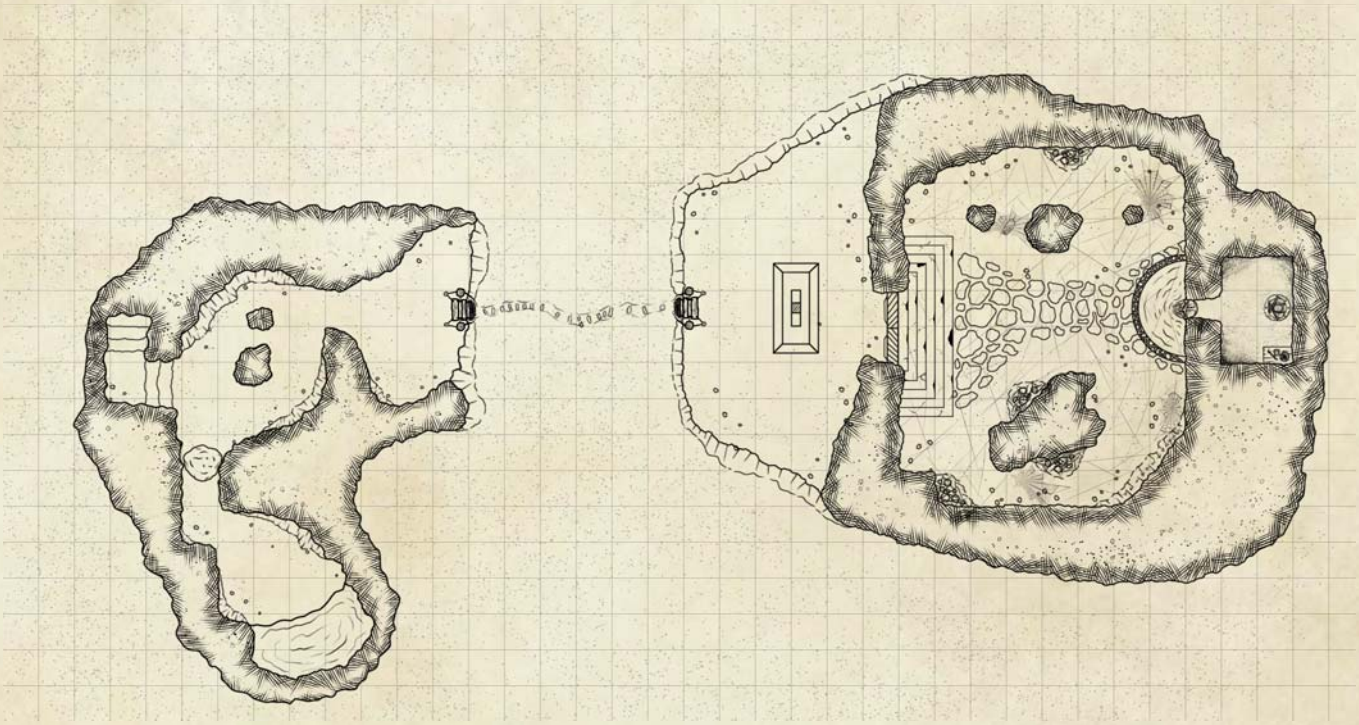

Simple, Printable Gridless ----- 38x20 inches, 140DPI

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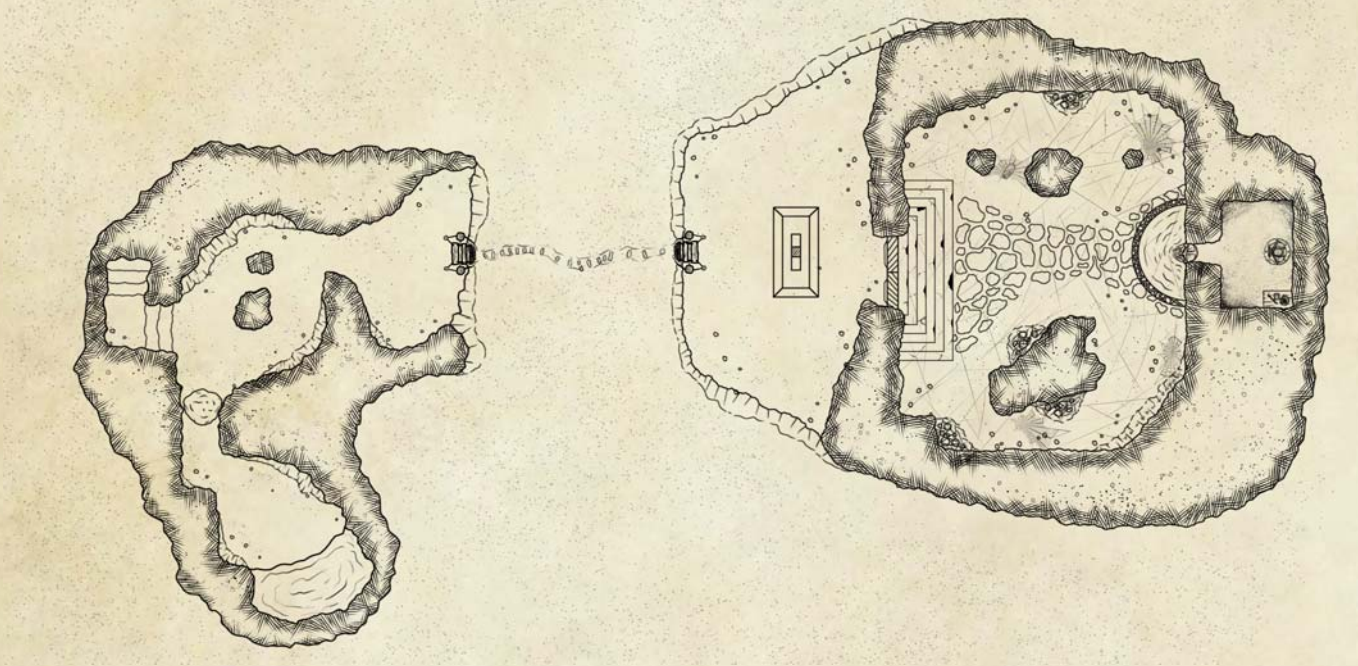

Colored, Roll 20 ----- 38x20 squares

Click here for Full Resolution



Colored, Roll 20 Gridless----- 38x20 squares

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