

Dragonshorn Tales

ADAMANTINE VAULT



5E SRD
COMPATIBLE

3.5E SRD
COMPATIBLE

Dwarven Adamantine Vaults are places from legends. Said to contain uncounted riches of the ancient dwarven lords, they are nigh impenetrable, and stealing from them is said to be impossible. Only those who have the keys—now largely lost—can enter those places... and even if that is not true, those who have found other ways in will never share their secrets.

INTRODUCTION



This material is meant for you, the Game Master, and we recommend you read it in its entirety. To run this adventure, you should also have access to the System Reference Document (SRD) for the system of your choice, as well as sourcebooks for the edition of the world's most popular role-playing game system.

When reading through the adventure, you will find boxes containing specific information.

Text in these boxes is player information. You can either read it outright or paraphrase it to better fit your style of storytelling.

Creatures appearing at a specific location are marked with **bold** text, while the name of spells and items are written in *italics*. If the monster, spell, or item does not appear in the SRD, you will find “(see Appendix)” after the name.

RUNNING IN MULTIPLE SYSTEMS

As this adventure is designed to be run in multiple systems, skill checks, damage rolls, and saving throws are described in the following format:  **DC 5th edition entry** /  **DC 3.5 edition entry**.

This dungeon crawl is designed to be run by parties at level 4, but it is easy to scale for adventurers at level 6. The information for adjusting combat for parties at a higher level is provided at the end of the related section and is marked in the following way:

↑Running at APL6: Guidelines about what to change when running at different party level.

USING THE DELVE

The Adamantine Vault delve is designed as a drop-in dungeon for adventures that take place in Underearth (or in other underground locations). You can use it as a point of interest, a place where adventurers are sent, or as a random discovery.

This section describes potential hooks that may interest parties in exploring the vault as well as potential treasures that the heroes can find somewhere inside the vault itself.

The delve quest is connected to the location itself. No matter why adventurers decided to venture to the vault, there is a possibility to take on that quest.

Designer: Antoni Sobkowicz

Cartography: Agustina Elizondo

Editing: Mallory W., Antoni Sobkowicz

Art: Joanna Sobkowicz

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CONNECTING TO YOUR ADVENTURE

You can connect this location to your adventure by making the vault a place where adventurers can find pieces of ancient dwarven automatons or other forgotten creations from dwarven lore.

LOCATION HOOKS

You can use any of these hooks to point adventurers in the direction of the Adamantine Vault.

A dwarven memento. A dwarven merchant is looking for adventurers that would help him recover his family heirloom from an ancient dwarven adamantine vault to which he recently recovered a key.

An ancient automaton. When wandering through the Underearth, adventurers stumble upon a dwarven automaton unlike any they have ever seen (dwarven sentry golem). The automaton attacks them and tries to fall back to the Adamantine Vault when damaged, leading the players to the location.

DELVE QUEST

Near the entrance to the vault, adventurers can meet Ralger (NG male dwarf), a dwarven constructor and explorer. The dwarf will tell heroes about the ancient Adamantine Vault that his ancestors constructed and asks them if they can help him get safely through the vault and help him find the *golem construction instructions*. Ralger is not interested in any other treasures and tells adventurers that they can take whatever they want.



If the adventurers did not find the vault yet, Ralger will point them in the right direction and tell them how to open it (the dwarf has a key to the vault) and warn them about the ancient golems that guard the vault entrance.

Conclusion and reward. After the adventurers help Ralger find the instructions, the dwarf will thank them. He will also say that while he has little to offer, if they find him again in a month (the dwarf tells them where he lives), he will have a proper reward for them—a working **dwarven spider golem**.

ENTERING THE VAULT

A large door made of adamantium, adorned with a relief showing a dwarven head, covers the whole cavern wall. White, glowing crystals have grown around the structure, illuminating it faintly.

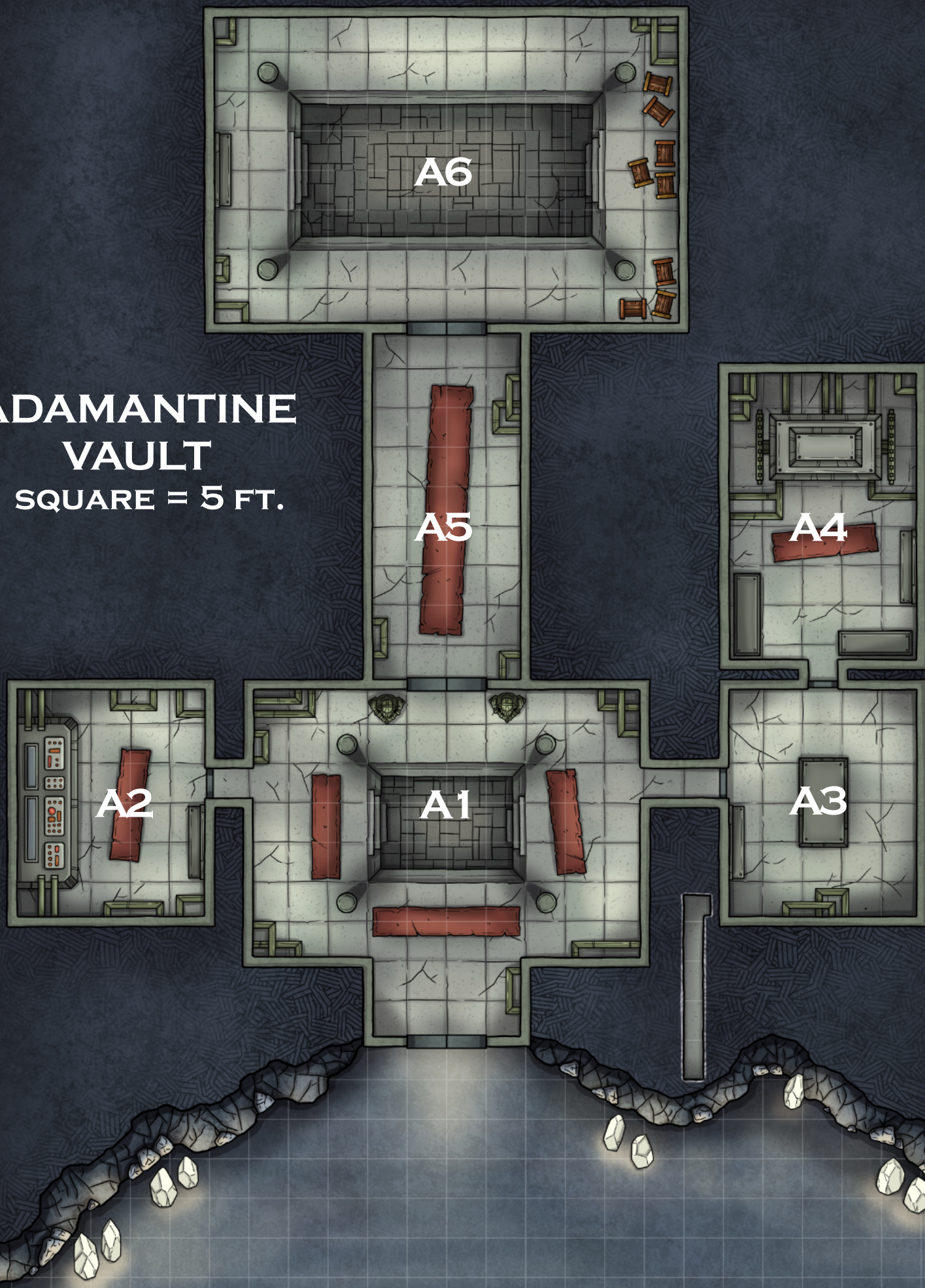
The doors to the vault are closed. A quick look around will allow adventurers to find a keyhole on the door, but the lock cannot be picked. Lockpicks will break and zap the user with 3 (1d6) **lightning** / **electricity** damage during any lockpicking attempt. The doors also cannot be opened by spells (except for the *wish* spell) or destroyed by force.



A thorough search of the area and a successful **DC 15 Intelligence (Investigation)** / **DC 15 Search check** will reveal a hidden hatch on the right side of the door. The hatch is stuck, and opening it requires passing a successful **DC 15 Strength check**. After the hatch is opened, two **dwarven spider golems** roll out and attack adventurers.




The key. If adventurers have the key, they can open the doors to the vault normally by entering the key, turning it in the lock, and removing it from the door which will allow them to open it easily (the doors are very heavy but perfectly balanced). By entering through the door, adventurers arrive in the entrance chamber (location A1).

ADAMANTINE VAULT

1 SQUARE = 5 FT.



Crawling in. Adventurers can try and crawl through the hatch. Doing so takes 6 rounds, and on each round adventurers must make an  **DC 10 Dexterity** /  **DC 10 Reflex saving throw**. On a failed save, the hero gets stuck, and to get moving they must force themselves forward, taking 1 point of damage. Adventurers end up in the golem storage room (location A3).

 **Combat Encounter.** Two **dwarven spider golems** (new monster, see Appendix) are prepared to attack the intruders but were stuck in the hatch. Unless adventurers pass a  **DC 15 Wisdom (Perception)** /  **DC 15 Spot check** when opening the hatch, the automatons surprise them. The automatons attack adventurers as they are not recognized as humanoids permitted to explore the vault.

INSIDE THE VAULT


The vault is dimly lit by magical crystals. All doors in the vault are made from adamantium and are nigh impossible to destroy by magical and non-magical means. Unless noted otherwise, the doors are closed but unlocked.

A1. ENTRANCE CHAMBER

This huge chamber is mostly empty. Two large statues of dwarven warriors stand against opposite walls, guarding a large, circular hatch. A pair of weird, adamantine automatons standing in the back of the chamber light up with a flash of golden light and loudly announce “Intruders! Intruders!” before preparing to attack.

Two working **dwarven sentry golems** attack adventurers as they do not recognize them as entitled to roam the vault. The doors to the treasure chamber access are locked and to open them adventurers need to fix the machinery in the machinery room (location A4) and power up the console in the control room (location A2).

Machine parts. The destroyed golems are a perfect source for machine parts that can be used to repair the treasure chamber door mechanism in the machinery room.

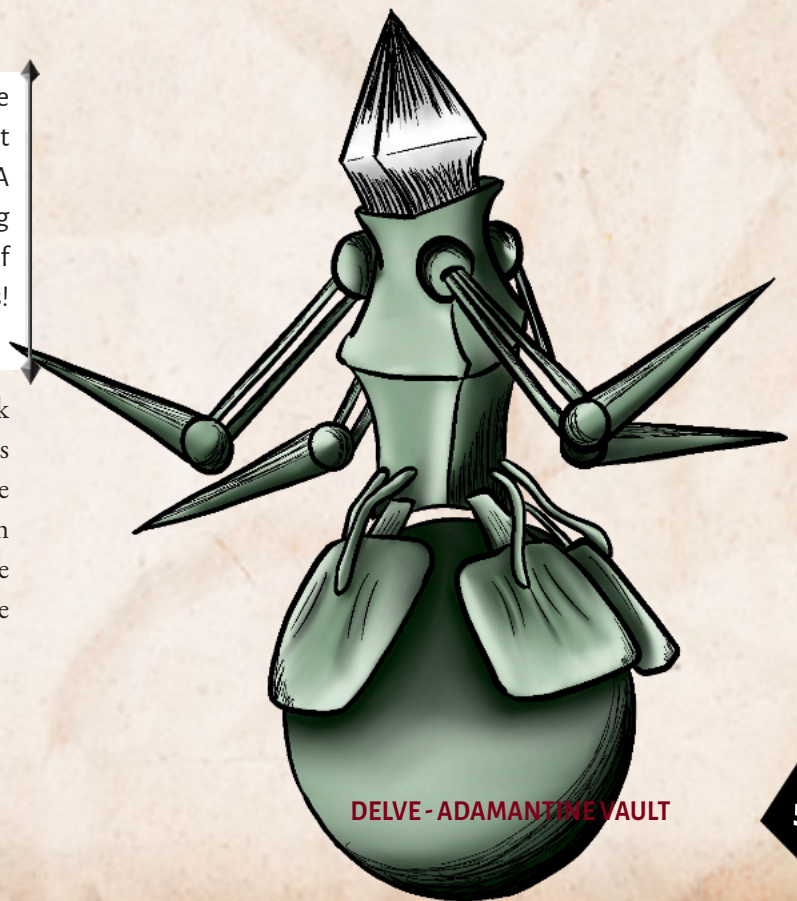
 **Combat Encounter.** The golems know very well how to work together and they are programmed to deal with the most dangerous threats (spellcasters) first. The golems pursue adventurers around the vault but no further, but they will attack them from a distance as long as they can see them.

↑ **Running at APL6:** Two **dwarven sentry golems** and four **dwarven spider golems** attack adventurers instead.



A2. THE CONTROL ROOM




A large console filled with buttons and levers takes up most of the western wall, humming quietly. A large cluster of pipes exits the console, twisting and turning as it crawls over the walls.

Four **dwarven spider golems** jump from their hiding spot in the walls and attack the intruding adventurers.



Opening the treasure chamber. Using the console in the room to open the treasure chamber door requires a working energy source that adventurers may find in the golem storage room (area A3). The lever that opens the door is clearly labeled in dwarven. Operating it is easy once the power crystal is put into the holder.



Reprogramming the vault. Adventurers can also try and reprogram the vault to recognize them as the vault owners, which will keep the golem in the treasure chamber access area (location A5) from attacking them. Reprogramming the vault requires powering the console up and passing a  **DC 15 Intelligence (Arcana)** /  **DC 15 Knowledge (Arcana)** check.

 **Combat Encounter.** The dwarven spider golems are initially hidden in the pipes above the ceiling and seeing them is impossible. They do, however, make enough noise that adventurers who pass a  **DC 15 Wisdom (Perception)** /  **DC 15 Listen** check can hear them before they attack. If adventurers fought the dwarven sentry golems in the compound prior to this room, the golems know which adventurers pose the biggest threat, otherwise they attack at random.

↑ **Running at APL6:** Four additional **dwarven spider golems** attack adventurers.


A3. THE GOLEM STORAGE

Four inactive golems stand against the walls of this small chamber. The fifth one lays on a large workbench, half-disassembled, with a large glowing crystal sticking out of its torso.

Energy source. A golem laying on the workshop table is turned off but contains a fully working power source. Taking it safely requires passing a  **DC 10 Dexterity (Sleight of Hand)** /  **DC 10 Sleight of Hand** check. If the adventurer fails the test, they are zapped by electricity and take 1d6 lightning damage.

Machine parts. The broken golem is a perfect source for machine parts that can be used to repair the treasure chamber door mechanism in the machinery room.

Treasure. On the workbench adventurers can find a *wihajster* (new item, see Sidebar on the page 7).

 **Quest:** If adventurers are helping Ralger find the golem construction papers, they can find them in this room.

A4. THE MACHINERY ROOM


The pipes coming out of the walls of this large chamber converge and connect to a large machine that looks to be missing several gears and connectors.

The machinery that operates the door to the treasure chamber is broken. Repairing it requires parts that adventurers can find on broken golems in the entrance chamber (location A1) and golem storage room (location A3). Reassembling the machine requires passing a **DC 10 Intelligence** check.

A5. THE TREASURE CHAMBER ACCESS

This long corridor is illuminated with the flickering light of the crystals. Two guards stand on either side of the door at the end, still vigilant after thousands of years.

Two **dwarven sentry golems** attack adventurers unless they were reprogrammed. Other than the golems, this room is insignificant. The door at the end is closed but unlocked, and swings easily.

 **Combat Encounter.** Two **dwarven sentry golems** are on high alert and attack as soon as they see adventurers. The golems pursue adventurers around the vault but no further, but they will attack them from a distance as long as they see them.

↑ **Running at APL6:** Four additional **dwarven spider golems** attack adventurers.

A6. THE TREASURE CHAMBER

The giant treasure chamber feels empty. A large automaton stands in the back of the chamber like an ancient guardian of the place. Several small chests stand in disarray near the eastern wall as if someone set them there and intended to sort them out later.

The **dwarven guardian golem** attacks adventurers on sight. It went haywire a long time ago and reprogramming the vault does not change its behavior.

✂ **Combat Encounter.** The **dwarven guardian golem** attacks adventures on sight. The creature is partially destroyed and starts the fight with following changes:

- the golem has only half of its hit points available
- the golem cannot use its spinning strike attack and it can only do 🎲 **three** / 🎲 **two** sword-arm attacks per round
- it's energy ray attack does only 🎲 **16 (3d8 + 3)** / 🎲 **2d8** damage

If adventurers reprogrammed the **dwarven sentry golems** in treasure chamber access (area A6), the golems will help the adventurers fight.

The golem uses all of its abilities to its fullest potential and will fight until destroyed. It will pursue adventurers outside the vault.

⬆ **Running at APL6:** The **dwarven guardian golem** is fully functional.

AFTERMATH

After the guardian golem fails, read the following passage:

The giant automaton falls to the ground, breaking into its adamantine pieces. The chamber feels emptier than before as if something is missing. Was it never filled with treasure? Or perhaps the golem you have destroyed was the treasure in this chamber all along. You will never know.

Treasure. The chamber contains three chests, each containing adamantine parts worth a total of 1500 gp. The adamantine plates and scrap from the large guardian are worth another 1500 gp and can be easily repurposed into a set of *adamantine plate mail*.

LEADS AND TRAILS

This lead can serve as a start to another adventure.

An undiscovered automaton. If adventurers tell their story to any dwarven craftsman, he will inquire about the large golem the heroes fought at the end. When he says he's never heard about a golem like that before, he will ask adventures to look for another vault to see if they can find one in working condition.

NEW ITEM: WIHAJSTER

Light Hammer, rare

This dwarven gizmo looks like a wrench combined with a small hammer, with a glowing crystal attached to its handle.

You have a +1 bonus to attack and damage rolls made with this magic light hammer.

This light hammer has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *mending* from it.

The light hammer regains 1d6 + 1 expended charges daily at dawn. If you expend the hammer's last charge, roll a d20. On a 1, the hammer breaks into pieces and is destroyed.



APPENDIX: 5TH EDITION MONSTERS

DWARVEN ADAMANTINE GOLEMS

Dwarven adamantine golems are ancient dwarven constructs built by the craftsmasters of old. Once guarding every major dwarven city, these adamantine-plated sentries can now only be found in the ruins of the Adamantine Vaults.

Crystal powered. The dwarven adamantine golems are powered by energy crystals. While golems are heavily armored and very tough, destroying their power crystal can turn them off in an instant.

Forgotten technology. The knowledge about adamantine golem construction was a highly guarded secret of the dwarven craftsmasters and died with them ages ago. Currently, only a few incomplete documents about their construction are known to exist.

DWARVEN SPIDER GOLEM

The smallest of the dwarven adamantine automatons looks like a small spider with a large crystal on top of its body. The spider golem moves by closing up into a ball and rolling where it wants to go. They were sometimes used by dwarven runemasters as personal guardians, and by dwarven rogues as spying companions.

DWARVEN SENTRY GOLEM

The most common dwarven adamantine golems. Hovering over a large adamantine ball, their bodies have four blade arms, and their heads are made of glowing, white crystals. They move quickly and can easily dodge incoming attacks by rapidly leaning and springing back upright.

DWARVEN GUARDIAN GOLEM

The largest dwarven golems ever constructed, these giant guardians hover over the ground using long-lost technology. In addition to being very heavily armored and equipped with the best weapons their dwarven creators could forge, they are very nimble for their size, and can engage multiple foes at once.

DWARVEN SPIDER GOLEM

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-5)	11 (+0)	1 (-5)

Skills Stealth +7

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages—

Challenge 1 (200 XP)

Spider-like Climb. The Dwarven Spider Golem can climb difficult surfaces, including upside

down on ceilings, without needing to make an ability check.

Weak Point. The Dwarven Spider Golem has a weak point (a large power crystal). Hitting the Dwarven Spider Golem with a critical hit has a 50% chance of making the Dwarven Spider Golem go haywire and receive disadvantage on attack and saving throw rolls until the end of its next turn.

ACTIONS

Jab. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Energy Ray. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 7 (1d8 + 3) lightning damage.

DWARVEN SENTRY GOLEM

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	6 (-2)	11 (+0)	1 (-5)

Saving Throws Dex +5

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages—

Challenge 2 (450 XP)

Weak Point. The Dwarven Golem has a weak point (a large power crystal). Hitting the Dwarven Golem with a critical hit has a 50% chance of making the Dwarven Golem go

haywire and receive disadvantage on attack and saving throw rolls until the end of its next turn.

ACTIONS

Multiattack. The Dwarven Sentry Golem makes two sword-arm attacks.

Energy Ray. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit: 12 (2d8 + 3) lightning damage.

Sword-arm. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

REACTIONS

Parry. The Dwarven Sentry Golem adds 2 to its AC against one melee attack that would hit it. To do so, the Dwarven Sentry Golem must see the attacker.

DWARVEN GUARDIAN GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 91 (14d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	13 (+1)	6 (-2)	11 (+0)	1 (-5)

Saving Throws Dex +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages—

Challenge 6 (2,300 XP)

Magic Resistance. The Dwarven Guardian Golem has advantage on saving throws against spells and other magical effects.

Weak Point. The Dwarven Guardian Golem has a weak point (a large power crystal). Hitting the Dwarven Guardian Golem with a critical hit has a 50% chance of making the Dwarven Guardian Golem go haywire and receive disadvantage on attack and saving throw rolls until the end of its next turn.

ACTIONS

Multiattack. The Dwarven Guardian Golem makes four sword-arm attacks.

Energy Ray. Ranged Weapon Attack: +6 to hit, range 30/90 ft., one target. Hit: 30 (6d8 + 3) lightning damage.

Sword-arm. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Spinning Strike (Recharge 5-6). Melee Weapon Attack: +8 to hit, reach 10 ft., all creatures in range. Hit: 26 (6d6 + 5) slashing damage.

REACTIONS

Parry. The Dwarven Sentry Golem adds 3 to its AC against one melee attack that would hit it.

APPENDIX: 3RD EDITION MONSTERS

DWARVEN SPIDER GOLEM

Size/Type: Small Construct
Hit Dice: 1d10+10 (15 hp)
Initiative: +1
Speed: 30 ft. (6 squares); climb 30 ft.
Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple: +0/-4
Attack: Jab +1 melee (1d4 piercing) or energy ray ranged touch +2 (1d6 electricity)
Full Attack: Jab +1 melee (1d4 piercing) or energy ray ranged touch +2 (1d6 electricity)
Space/Reach: 5 ft./5 ft.
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; weak point
Saves: Fort +0, Ref +1, Will -5
Abilities: Str 10, Dex 12, Con —, Int 1, Wis 1, Cha 1
Skills: Hide +5, Spot -1, Climb +9
Feats: —
Environment: Any
Organization: Pair
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

COMBAT

Energy Ray (Ex): The Dwarven Spider Golem shoots an energy ray at target up to 30 ft as a standard action.

Weak Point: The Dwarven Spider Golem has a weak point (a large power crystal). Hitting the Dwarven Spider Golem with a natural 20 on attack roll has a 50% chance of making the Dwarven Spider Golem go haywire and receive -4 penalty on attack

and saving throw rolls until the end of its next turn.

Skills: Dwarven spider golems have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A dwarven spider golem can always choose to take 10 on Climb checks, even if rushed or threatened. Dwarven spider golems use either their Dexterity modifier for Climb checks.

DWARVEN SENTRY GOLEM

Size/Type: Medium Construct
Hit Dice: 2d10+20 (31 hp)
Initiative: +0
Speed: 30 ft. (6 squares);
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Sword-arm +2 melee (1d6+1 slashing) or energy ray ranged touch +1 (1d8 electricity)
Full Attack: 2 sword-arms +2 melee (1d6+1 slashing) or energy ray ranged touch +1 (1d8 electricity)
Space/Reach: 5 ft./5 ft.
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; weak point
Saves: Fort +0, Ref +0, Will -5
Abilities: Str 12, Dex 10, Con —, Int 6, Wis 1, Cha 1
Skills: —
Feats: Dodge
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

COMBAT

Energy Ray (Ex): The Dwarven Sentry Golem shoots an energy ray at target up to 30 ft as a standard action.

Weak Point: The Dwarven Sentry Golem has a weak point (a large power crystal). Hitting the Dwarven Sentry Golem with a natural 20 on attack roll has a 50% chance of making the Dwarven Sentry Golem go haywire and receive -4 penalty on attack and saving throw rolls until the end of its next turn.

DWARVEN GUARDIAN GOLEM

Size/Type: Large Construct
Hit Dice: 8d10+30 (74 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13
Base Attack/Grapple: +6/+19
Attack: Sword-arm +10 melee (1d10+5) or energy ray ranged touch +5 (6d8 electricity)
Full Attack: 4 sword-arm +10 melee (1d10+5) or energy ray ranged touch +5 (6d8 electricity)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spinning strike +10 melee (4d10 slashing)
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; DR5/magic, SR 16, weak point
Saves: Fort +2, Ref +3, Will -3
Abilities: Str 20, Dex 13, Con —, Int 6, Wis 1, Cha 1
Skills: —
Feats: Combat Reflexes, Dodge, Improved Initiative
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —
COMBAT

Energy Ray (Ex): The Dwarven Guardian Golem shoots an energy ray at target up to 30 ft as a standard action.

Spinning Strike (Ex): The Dwarven Guardian Golem spins around, attacking all creatures in 10 ft. radius, dealing 4d10 slashing damage. The golem can use this ability once every 1d4 rounds.

Weak Point: The Dwarven Guardian Golem has a weak point (a large power crystal). Hitting the Dwarven Guardian Golem with a natural 20 on attack roll has a 50% chance of making the Dwarven Guardian Golem go haywire and receive disadvantage on attack and saving throw rolls until the end of its next turn.

APPENDIX: 3RD EDITION ITEMS

WIHAJSTER

This dwarven gizmo looks like a wrench combined with a small hammer, with a glowing crystal attached to its handle.

This +1 light hammer allows the user to quickly repair things. It allows user to cast *mending* (3/day) and *make whole* (1/day).

Fain transmutation; CL 3rd; Craft wondrous items, *mending*, *make whole*; Price: 3202 gp.

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