

# dragongrin



## DEEP VAULT:

machinations of the ancients



TIM & JAMES HEARNEY



# TABLETOP TERRORS! DEEP VAULT

Machinations of the Ancients

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Special Thanks: To my big bumper car and my littler bumper car. This is so we can have pancake Saturdays every day.

And to Locrius – thank you for bringing the Villinavi to life, as only you can.

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Companion Video:

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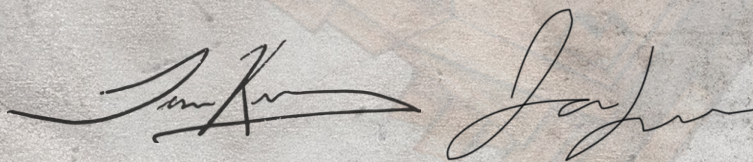
# How to Use This Book

The focus of worldbuilding should be on the things that the players will touch and affect. It's fun making broad strokes – talking about the lost cities and epic villains that may not surface for years. But this book isn't about those broad strokes. This book is about giving you and your players something to touch and affect.

Hopefully you'll consider this a palatable, digestible piece of our fantasy setting of Dragongrin, even though there are parts within that are intricate and detailed. This book is not intended to fill in every hole or answer every question about the regions within, but certainly address the important ones. If we're doing our job right, our answers will raise questions within you – the kind that we hope inspire you to come up with incredible, imaginative answers that are perfect for your campaign world. This book is full of detailed ideas that inspired us. Hopefully you'll take those things and give them a place in your campaign setting. And if you'd rather stay here in Dragongrin, we also wanted to invite you to do so. We hope you find it interesting and inspiring, and - though it's a dangerous and unpredictable place - we hope you stay awhile.

Ultimately, we're going to show you the ancient super-dungeon called Deepvault. But without context, Deepvault itself would fall flat. It would be too sterile, too difficult to implant into your living world (and ours). So, following a variation of our own rule, we wanted to start off by showing you what Deepvault was touching and affecting. That is why we'll start this book in Svir Below, a former hub of water travel in the underground center of Dragongrin. We felt that putting a super-dungeon in a semi-populated place seemed interesting. But how could that work? What would stop this super-dungeon from spilling up into the populace making this place unlivable? Well, we decided that a place named Deepvault would have a lock on it. But not just any lock – a city-sized lock of craftsmanship the likes of which has never been seen before. Now that was interesting to us. So without further ado: welcome.. Take a riverboat into Svir Below and sail on into the murky depths of The Infinite Lock. If you can survive that and discover its secrets, then, and only then, can you venture into Deepvault.

May your dice roll high,



**Tim and James Kearney**  
Tabletop Terrors







# An Overview

This supplement features an entirely unique mini-setting to discover and explore in your games. To help you seamlessly fit the vast caverns of Deepvault into your world, we'll first go over how it fits into our campaign setting of Dragongrin.

## DRAGONGRIN: LIGHTFALL

It's important to know that in the realm of Dragongrin, the forces of good have failed in their eternal battle against evil. The event that felled and scattered the heroes of the realm in shame is known as Lightfall. There are still small points of light where good persists, but they are getting fewer and farther between. Remember this as you read on – because while all is not lost in Dragongrin, the day draws near when the darkness will snuff out those few remaining lights.

## SVIR BELOW

Dragongrin is divided by an impassable mountain range that has been riddled with numerous undead for as long as anyone can remember: The Svir Mountains. Beneath this deadly chain of peaks lies the refuge of Svir Below. This enormous system of caves and canals is said to have been created by the mythologically renowned Titans before they disappeared. Svir Below is a sprawling network of culturally diverse canal cities, resting atop murky waters. It's worth noting that Svir Below stayed conspicuously uninvolved as Grinn dominated the various regions above in the event known as Lightfall, though they

have not remained untouched as the world around them burns. Formerly a hub of mass transit connecting the major regions of Innes and Grinn, Svir Below is now a shadow of the bastion it once was, and is becoming more and more dangerous every day.

## THE INFINITE LOCK

In the center of Svir Below stands an ancient city, both strange and wondrous. This is the mountain-sized, sunken network of gears and antediluvian machinery known as the Infinite Lock. Long dead and abandoned, the destroyed ruins of this city are avoided by most in Svir Below due to the deadly creatures that reside within it. What many see as an abandoned city is actually an ancient lock, massive and complex. Protecting the main entrance to Deepvault from above, the Infinite Lock was constructed by the Titans to guard their most sacred secrets. Many who travel to the Infinite Lock do not return.

## DEEPAVULT

Deepvault is a continent-spanning sentient tunnel system created by the Titans, and, since their disappearance, has served as a refuge for their most precious technology and knowledge. Sealed eons ago during the Oldest War, the Titans retreated into Deepvault to create a new beginning. The main entrance to Deepvault is to be below the Infinite Lock, but it is said that it will only open if the lock itself is repaired or somehow circumvented.





# Svir Below

## THE WORLD BELOW DRAGONGRIN

Svir Below is a subterranean region in the center of the main landmass of Dragongrin. Sited on a group of hundreds of small islands separated by canals and linked by bridges, it is a miracle of interracial cooperation and ingenuity. Located beneath the impassible Svir Mountains, Svir Below is the only direct passageway from the region of Innes into the region of Grinn. Svir Below was once a great destination in itself, renowned for its culture and beauty. But the former beacon of architecture, artwork, and free-thinking, is now a shadow of the place it once was after Lightfall.

Largely a silent spectator in Lightfall, Svir Below

was left relatively untouched as the forces of Grinn decimated the various regions topside. It was expected that Grinn would need to capture Svir Below in order to gain access to Innes, however much to the surprise of the forces of good, Grinn found a way to circumvent Svir Below altogether. Mostly untouched by the dark hand of Grinn, Svir Below waits for the day when Grinn will overtake their canals, and claim this once-great hub and claiming it for their dark empire. That day has not yet come, though it surely looms on the horizon.

This massive cavern is said to have been carved out by an ancient race of beings known as the Titans. Whether or not this is true, it is difficult to ignore the evidence of the intervention of higher beings in the creation of Svir Below.



# Svir Below

## NOTABLE CITIES IN SVIR BELOW

**Ulte Borgne:** A small, whimsical city of drink and excess, Ulta Borgne is also home to an organization of historical significance – the oldest guild of Dwarven architects, known as the Stalwart Stones.

**Mirda:** Predominantly populated by gnomes and Drogus dwarves, Mirda is famed for its technological wonders. The tinker gnomes of Mirda possess a keen interest in the devices of the Titans, whom they call the Ancients. The leader of Mirda is known as the Chief Mechanist.

**Nachten:** Lit night and day by luminescent crystals, Nachten, the City of Always Night, is unique in that it houses a small population of exiled dark elves – an unmatched thieves guild known as the Blades of Mercy.

**Fiyr:** Known as the City of a Thousand Temples, this underground metropolis is home to an innumerable amount of churches to all deities and religions. While known for its diversity and tolerance, it's also felt by many that these aren't always the most distinct representations of these religions, said by the devout to be too co-mingled to be truly focused.

**Larion:** Known as the Last Refuge, Larion is a militant city that guards the tunnels from incursions from the dark land of Grinn. Though Larion has never been attacked, it seems that there is a constant stirring in the darkness beyond, and that the forces of Grinn are poised to invade any day now.

Svir Below is composed of a multitude of diverse cultures. Here is some information on two noteworthy groups: the Drogus dwarves, and the Order of the Quill & Stone.







# Drogus Dwarves



## DROGUS DWARVES

Said to be descendants of the First Dwarves (commonly referred to as the Dwihgar), the Drogus aren't diggers, as many of their kin are. Instead, the Drogus tend toward building and collecting. They are skilled at salvaging and repairing – but best at engineering and creation. Slightly different in appearance than their kin, Drogus dwarves tend to have an almost dull brass tinge to their skin. Outsiders might not be able to tell the difference.

The Drogus dwarves of Svir Below earn a living by salvaging old Titan tech from the channels and canals, and repurposing those things to use or sell. They have taken to the water well over the years, and are at home on the waterways of Svir Below.

## A NEW WAY OF LIFE

Over the centuries, it has become increasingly difficult for the Drogus to find salvage close to their home canal city of Ryvus. Not only that, but they had the misfortune of having their home ravaged during the Lightfall (the Drogus were the only people of Svir that openly chose to raise arms against Grinn). They have adapted from this, exploring farther and farther into the murky, uncharted depths of Svir Below. Now, the Drogus are one of the few races to have found passage into the Golis Ocean.

## AN OCEAN OF TITANBLOOD

The Golis Ocean is an immense underground body of crimson water, said to be made up of the ancient blood of Titans. Legends speak of a place where the Titans made their final stand



# Drogus Dwarves

against the Primordials – and many believe this is that place. Colloquially known as the Blood Ocean, these depths serve as an almost endless resource for ancient technology and scrap, and are considered to be the salvation of the Drogus.

## THE GREAT CHAIN

It was difficult at first to traverse the Blood Ocean, so the Drogus tethered their vessels with long, sturdy chains to help them to return safely with their salvage. The Drogus began recovering an immense wealth of ancient refuse from the Blood Ocean. So much, in fact, that it made more sense to send larger vessels, and keep them out longer, tethered by even larger and stronger chains. Eventually, the Drogus began tethering the larger pieces of salvage, ever growing their vessel into a floating barge made up of salvage itself. This salvage barge was given the name Surga, and a Great Chain tethers it to Ryvus even now.

Many Drogus dwarves live on Surga, keeping it operational and maintaining a steady influx of salvage. After months of salvaging (a time period known as a Cycle) using their enormous

chain nets and Chain Divers, the city of Surga is pulled in, and all of the spoils from the Golis Ocean are counted, collected, and labeled, to be used as raw materials or sold off to the highest bidders.

## SUBRACE: DROGUS DWARF

The Drogus dwarves are known for their ingenuity and resourcefulness throughout Dragongrin. It's rare, but there have been some small clans of Drogus who have left Svir Below to seek other places to settle in Dragongrin. Only the well-educated would be able to differentiate them from your everyday dwarves.

**Ability Score Increase.** Your Intelligence score increases by 1, and your Strength score increases by 1. Drogus Dwarves also get a -2 to Constitution (offsetting the usual dwarf bonus).

**Dwarven Armor Training.** You have proficiency with light and medium armor.

**Drogus Ingenuity.** You know the *mending* and *light* cantrips. Intelligence is your spellcasting ability for these spells.

## THE DIMLIGHT DWARVES

Unfortunately, salvaging the Blood Ocean is a dangerous profession, and it's not uncommon for some Dwarves to be lost at sea during a salvage Cycle. But as of late, some dwarves who have freshly returned from a Cycle have gone missing. Gone from their beds in the night, most times, the good dwarves of Surga Upon Rivas are beginning to mutter about something they're calling the Blood Flu. A sickness they say that comes from spending too much time steeped in the blood of creatures

such as Titans. The Blood Flu is said to affecting the barge-dwellers' minds, changing their bodies, and even dimming their souls. Dimlight Dwarves, the Drogus call the infected. At this point, these are merely whispers, but it's said that several were found, clawing bare handed at a cave wall several miles from their homes. These dwarves were mad, and had to be put down. But that didn't stop them either. After they were buried on the Island of Graves, it is said they dug themselves right back up, and swam to that same cave wall where they were found again, digging into that very same wall.



# The Order of the Quill & Stone

## ORDER OF THE QUILL & STONE

The Order of the Quill & Stone is a secret society of knowledge-seeking adventurers whose sole purpose is to restore the power of written information and knowledge to the good people of the realms. A guild of explorers and archaeologists, they have set out to solve impossible mysteries, recover powerful artifacts, catalogue and protect items of historical importance, and fight against any who would try to suppress knowledge.

Before the Oldest War, the Royal Library of Innes was the largest and most significant library in all of Dragongrin. When it was discovered that the library was built on top of a gaping magical sinkhole, saving the vast amounts of knowledge within it became the kingdom's first priority. Magical constructs were designed to solve the problem. These iron protectors, called Tomehearts, were created to store all of the information within the library and keep it safe. However, one of the most tragic losses in the Oldest War was the assimilation of the Tomehearts of Innes by the forces of Grinn. In one of the bloodiest battles of the war recorded, the Tomehearts were made hostile, and marched their way across the countryside as an unstoppable force. In one fell swoop, the forces of evil not only killed thousands using the nearly impervious Tomehearts, but also stole virtually all of the knowledge of the known world.

The good peoples of the lands of Innes and Svir Below have no source of written knowledge and information. All of that has been lost – no, stolen. But it's time that changed.

The Order of the Quill & Stone operates using subterfuge as their greatest weapon, and their secret mountain headquarters is in the uppermost portion of Svir Below. Their operation is small, but mighty, and they often compete with the Drogus salvage operation for the ancient treasures in Svir Below.



*Jonas VanDelver, Man of the Stone*



# The Oath of the Quill & Stone

## PREREQUISITES FOR MEMBERSHIP

To join the Order of the Quill & Stone, you must first be nominated. Nomination can only occur once you have achieved a character level of 4, and possess an Intelligence score of 12 or higher.

Induction into the various branches of the order vary, but in almost every case, membership is granted by some act of finding, preserving, protecting, or revealing some source of important knowledge, and anything else within the spirit of that quest.

This oath may vary from outpost to outpost, but it is always focused upon one thing: the

recovery, restoration, and preservation of knowledge in all forms. Any adventurer who is willing to uphold this oath and sacrifice even themselves to preserve knowledge can be inducted into the order.

If you are inducted into the Order of the Quill & Stone, you may choose one the following *additional* backgrounds:

## MAN OF THE QUILL

**Specialty:** You are taught the painstaking and patience-testing art of scribing copies of books, as well as writing down information in a way that is clear and easy to understand. Your penmanship is remarkable.

**Skill Proficiency.** You are proficient in Intelligence (History) and Intelligence (Arcana).

**Tool Proficiency.** You have proficiency with Calligrapher's Supplies and Cartographer's Tools.

**Languages.** Pick an additional two languages.

**Equipment.** A personal notebook, three blank books, five sheaves of parchment, 25 pieces of paper, five blank scrolls, five pieces of chalk, five bottles of ink, a quill, and a magnifying glass.

**Feature.** Diligent Note-Taker: You may spend a short rest writing down any events that recently occurred. Upon completion, anyone who uses these notes may use their proficiency bonus for any checks related to the subject matter. You may also scribe scrolls into spellbooks in half the time it would normally take.





# The Oath of the Quill & Stone

## MAN OF THE STONE

**Specialty.** You understand the intrinsic and erratic nature of artifact recovery like it's a sixth sense. This includes navigation and survival in the environments in which these artifacts are housed.

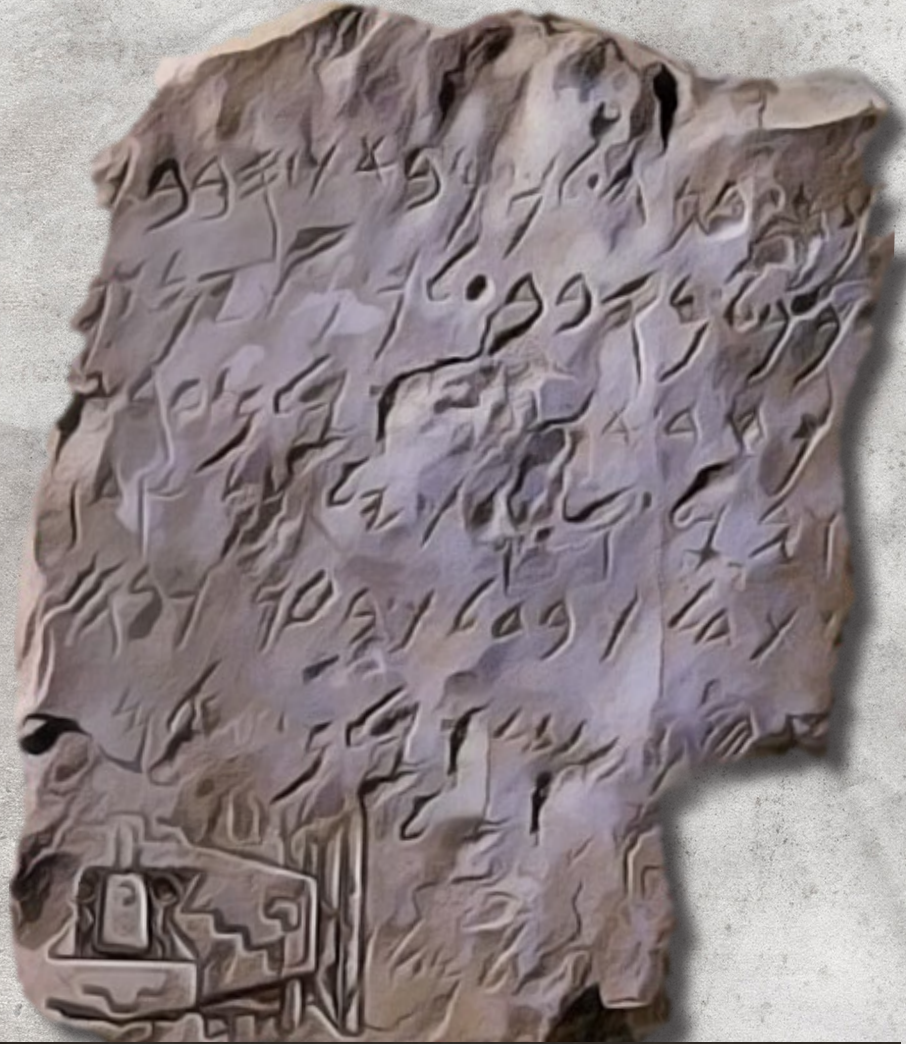
**Skill Proficiency.** Dexterity (Sleight of Hand) and Wisdom (Survival).

**Tool Proficiency.** Thieves' Tools.

**Languages.** Pick an additional language.

**Equipment.** Explorer's clothes, spyglass, and a steel mirror.

**Feature.** There's a Story for Everything: You have a trove of scattered knowledge regarding various artifacts of all kinds, but due to the sheer volume of this information, it's not always easy to recall. When making any Intelligence (History) check, roll a d6. On the result of a 4 or higher, you remember a story about the particular thing you are rolling for, and may take advantage on the roll.



*"Forget the politicians. Forget the kings and queens – the barons and generals. There is no room in my heart for them. I have no interest in wars or petty squabbles – no love for conflict or destruction. Preserving the past is the only way to ensure our future. And our past – everything we know and trust to be true – all leads back to the ancient sanctuary of Deepvault."*

*– Jonas VanDelver, Man of the Stone*



# Svir Below Plot Hooks

# Roll a d6 or Choose One

- 1 As you enter Svir Below, someone in your adventuring party is quickly arrested. Charged with being the leader of a group of bandits stealing salvage from the Drogus dwarves, they must immediately stand trial – on the barge city of Surga.
- 2 In a dark corner of Svir Below, near the temple city of Fiyr, something feral is tearing people to shreds. Rumors say it's a pack of enormous, gnolls with jet black hides and a thirst for blood.
- 3 The city of Larion, which is run by a retired adventurer notorious for keeping evil at bay in Svir Below, has gone quiet. No messages or travelers have come from there for over two weeks. Someone needs to find out why and quickly.
- 4 A relative of one of the PCs is a wealthy merchant who has just purchased a business in the canal city of Ulte Borgne. His newfound employees are being strong-armed by the Blades of Mercy, a notorious thieves guild from the city of Nachten and he wants you to resolve the situation.
- 5 The Riptide, a privateer sailing vessel, has taken port in the city of Mirda. Placed under gigantic tarps and scaffolding, gnomes and dwarves work on the obscured ship night and day. It's even been said that the Chief Mechanist himself has been overseeing some of the work. There's good money in finding out what they might be working on.
- 6 The Titan's Tankard is the biggest and best pub in the dwarven canal city of Ryvus. While the adventurers are there, they hear strange rumors of odd purple crystals that have sprung up on the ceilings of some of the caves around town.





# The Infinite Lock



## A HIGH IMPERVIOUS LOCK

From afar, the Infinite Lock looks like a towering metropolis of intricate design. But for those who can get close enough, it's evident that this place is a shadow of what it once was. Designed to be the ultimate living and evolving protective fixture, the Infinite Lock was created to be an ecosystem of defenses, and some say it was even self-aware to some extent. An entire metropolis of wards, guardians, and locks within locks, the combinations of defenses it offered was infinite. No one knows for sure what caused this virtually impervious defensive ecology to fail, but it has.

## A CITY IN RUINS

It's not clear when the Infinite Lock fell into terminal decline and became a half-sunken ruin. It's nearly impossible to get to by boat because of the enormous submerged waterfall that surrounds it, causing a tumultuous white water chasm. Some ancient bridges may be found intact that cross the waterfalls, but any who enter the city will find its once beautiful architecture battered, rusted, and broken. It's still a mystery what would cause such a pinnacle of ingenuity to fall into destruction.



# Sarfvin Gnomes

## NOTABLE LOCATIONS

**The Sunken Heart:** The once beautiful and powerful pseudo-sentient epicenter that controlled the various portions of the Infinite Lock. Now flooded and dilapidated, this place is known as the Sunken Heart.

**The Tower of Archanics:** This was formerly the highest spire of the Infinite Lock, resting atop what is now the Sunken Heart. Now ruined, crooked and on the verge of collapse, this fallen wonder was able to calibrate and fine-tune various attributes of the lock. Able to change its lock pattern, its massive shape, and even the cosmetic appearance of the Lock itself— the Tower of Archanics was powered by an ancient Genesis Machine known as an Archanic Forge.

**The River of Time:** This literal river of arcane, viscous fluid is the oil that keeps the Lock moving and greased. Due to its make-up containing what could be considered a diluted form of liquid Imminence, the River of Time has minor time-shifting properties. With pipelines and tributaries that lead to every part of the Infinite Lock, this river keeps things the intricate mechanics moving smoothly and cleanly. This river's flow has stopped, which could very well be one of the things that contributed to the Infinite Lock seizing up and falling into disrepair.

**The Gearworks:** This primal and ancient set of gears, cogs and manual archanics looks as though it were a congregation of all manner of copper and brass, and is the underbelly of the Infinite Lock. Mostly submerged from without,

and largely sunken from within, this portion of the Lock is a failsafe of sorts. Its purpose is to allow the Infinite Lock to function manually, even if the Archanics fail, and it loses power. This manual failsafe of the Lock has failed, and has become dead weight, contributing to the Locks slow descent into the murky waters of Svir Below.

The Infinite Lock has two primary races that live within its dilapidated borders. Here is some information on both of them.

## SARFVIN GNOMES

The Sarfvin gnomes are descendants of the Titans. For centuries, they lived within Deepvault working with their forebears to explore the depths of creation, and push the boundaries of technology and discovery. But when Deepvault became a dangerous and volatile place, they sought to escape, and make a new life for themselves. Stealing a piece of invaluable Titan technology called the Ordmist, the Sarfvin gnomes escaped Deepvault. Outside of the Titan's reach, they used the Ordmist for what it truly was: a small planar genesis device. Using the Ordmist to create their own small plane, the Sarfvin gnomes finally had a home of their own.

## A WORLD, CRUMBLING

The Ordmist is a very special variation of a piece of Titan technology called an Archanic Forge. Though not within Deepvault, the Ordmist is powered by it, drawing from its energies to exist. As of late, however, the plane of the Ordmist has



# Sarfvín Gnomes

begun to crumble and become more unstable. So the Sarfvín gnomes need to break back into Deepvault to try to find anything they can to repair their plane before it collapses. A group of 100 or so Sarfvín gnomes have left the Ordmist, and are now hiding out in a small safe-zone in the upper parts of the Infinite Lock, trying to get it open by any means necessary.

Sarfvín gnomes in this isolated outpost within the Infinite Lock (accessing the Ordmist takes resources and is taxing on the already unstable plane). Daily, they have to don pieces and parts of Titan technology to be able to fool the alarms. Any piece of non-Titan technology within the Infinite Lock immediately trips any working alarms, sending the Villinavi to investigate.

## EXPLORING UNDETECTED

To explore the Infinite Lock without tripping its alarms, the Sarfvín gnomes must fool its living alarms, the Villinavi, into thinking they should be there. They have found a section in its upper parts where the alarm systems do not work, and they have created a small outpost there. Able to precariously access the Ordmist, they are otherwise cut off from the other

### TRIBAL GNOMES OF SVIR BELOW

Since the Sarfvín gnomes are required to shed all of their own possessions and use only Titan armor and weapons while exploring the Infinite Lock, they would appear as a tribe of primitive and tribal gnomes to all who see them.

### SARFVIN INK

The Sarfvín gnomes have colorful, glimmering tattoos that adorn their bodies. Angular and mysterious, no one knows if these luminescent tattoos are simply decoration, or serve another purpose altogether.





# Sarfvin Gnomes

## FROM THE ORDMIST TO SVIR BELOW

There are certainly some Sarfvin gnomes who have left the Ordmist and have traversed their way into Svir Below, making a life for themselves there. They are rare, and typically exist among the various canal cities. An even smaller number have even left Svir Below, travelling to Innes and other parts of Dragongrin.

There are certainly some Sarfvin gnomes who have left the Ordmist and have traversed their way into Svir Below, making a life for themselves there. They are rare, and typically exist among the various canal cities. An even smaller number have even left Svir Below, travelling to Innes and other parts of Dragongrin.

## SUBRACE: SARFVIN GNOME

Due to their lineage, your Sarfvin gnome character has certain characteristics that are different than other gnomes.

**Ability Score Increase.** Your Constitution score increases by 1, your Strength score increases by 1, and your Intelligence score

increases by 1. (These bonuses are instead of any other racial bonuses).

**Age.** Sarfvin gnomes mature a bit more quickly than other gnomes, and many are settled into their role in society by the age of 25 or 30. They have shorter lifespans than other gnomes, however, living until roughly 200 years on average.

**Size.** Sarfvin are taller and stronger than average gnomes. They have the same height as an average sized human and their physique is typically thin and strong. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Accustomed to life inside of Svir Below and the Infinite Lock, you have Darkvision up to 60 feet.

**Languages.** You can speak, read, and write Common and Sarfvin.

**Ordmist Familiar.** You may summon a machine from the Ordmist. Doing so requires an uninterrupted hour. The creature appears beside you and will follow any simple command you give it. The creature remains until dismissed or killed. You may summon one of the creatures on the following page.

*"The Sarfvin may appear primitive to untrained eyes. Skulking, tattooed, wielding scavenged weapons and garbed in rags – it's no wonder they've a reputation as savages. But the Sarfvin are a cunning, gifted people. They know the secrets of the Titans firsthand – it's simply a shame they won't share that knowledge with outsiders..."*

*— Jonas VanDelver, Man of the Stone*



# Ordmist Familiars



## ORDMIST RAVEN

*Tiny construct, unaligned*

Challenge 0  
(10 xp)

Armor Class 13 Hit Points 1 Speed 10 ft.  
Fly 60 ft. Initiative +3

### ABILITY SCORES

**STR** 5 (-3) **DEX** 16 (+3) **CON** 8 (-1) **INT** 2 (-4) **WIS** 14 (+2) **CHA** 6 (-2)

### STATISTICS

**Skills:** Perception +4  
**Senses:** passive Perception 14  
**Languages:** Understands Titanspeak and Sarfvin; can mimic simple phrases

### FEATURES & ABILITIES

**Imminent Sense.** The Ordmist Raven has advantage on Wisdom (Perception) checks that rely on sight or sound.

### ACTIONS

**Talons.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

## ORDMIST ARACHNID

*Tiny construct, unaligned*

Challenge 0  
(10 xp)

Armor Class 12 Hit Points 2 Speed 20 ft.  
Climb 20 ft. Initiative +2

### ABILITY SCORES

**STR** 13 (+1) **DEX** 14 (+2) **CON** 5 (-3) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 4 (-3)

### STATISTICS

**Damage Immunities:** poison  
**Condition Immunities:** charmed, exhaustion, poisoned  
**Senses:** Blindsight 30 ft. (blind beyond this radius), passive Perception 10  
**Languages:** Understands Titanspeak and Sarfvin but can't speak

### FEATURES & ABILITIES

**Imminent Sense.** The Ordmist Raven has advantage on Wisdom (Perception) checks that rely on sight or sound.

### ACTIONS

**Mechanical Legs.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

**Voidweb (Recharge 5-6).** The arachnid draws from the void of the Ordmist, and shoots a web of thin, viscous fluid at a target in a 5-foot line. If the target is a creature, it must succeed on a DC 10 Strength (Athletics) saving throw, or have its movement speed halved.





# The Villinavi

Condemned to forever dwell within the Infinite Lock, the Villinavi are the guardians of the secrets and technology of the Titans. They are intelligent constructs, powered by an ancient unknown magic, and are capable of complex thought and decision-making. They do not have emotion, and guard the Infinite Lock ferociously.

**Ancient Guardians.** The Villinavi were created to be the guardians of the Infinite Lock. They will never leave it unguarded, and would die before they allowed anyone unauthorized entrance. They patrol the Infinite Lock ceaselessly. No one knows how many Villinavi there are guarding the Infinite Lock, though it seems like there are at least dozens.

**The Key that Guards the Lock.** It is not common knowledge, but the Villinavi themselves are the multipart key to unlock Deepvault. They must be activated, aware, and in various specific positions throughout the Infinite Lock for it to open. The process involves them interfacing with immense objects that take herculean strength to lift, as well as using their energies to power gearwork pieces into a very precise position.

**Beings of Imminence.** The Villinavi are powered by a very old and very mysterious magical force called Imminence. Not much is known about this force, but it is a magical energy that would feel different to anyone using detect magic or similar spells.



*"Condemned to an eternity guarding the secrets of the Infinite Lock, there is a creature wrought of magics and technology hitherto unseen. Its name roughly translates to Eternal Flesh Crusher."*

*– Jonas VanDelper, Man of the Stone*



# The Villinavi

## VILLINAVI

Large Construct, lawful neutral

Challenge 11  
(7,200 xp)

**Armor Class** 17 **Hit Points** 136 **Speed** 40 ft. **Initiative** +2  
(natural armor) (16d10+48) **Fly** 60 ft.

### ABILITY SCORES

**STR** 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 18 (+4) **WIS** 18 (+4) **CHA** 10 (+0)

### STATISTICS

**Skills:** Arcana +14, History +14, Perception +9, Religion +9  
**Damage Immunities:** poison, psychic, bludgeoning, piercing, and slashing from non-magical weapons  
**Condition Immunities:** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses:** truesight 30 ft., blindsight 60 ft., darkvision 120 ft., passive Perception 19  
**Languages:** Understands Common and Titanspeak, but cannot speak

### FEATURES & ABILITIES

**Machine Mind.** The Villinavi are complex constructs capable of thought and decision making. Due to the nature of their inner workings, their thoughts are foreign to any who would try to read them. They are immune to any divine or arcane means to read their thoughts or sense their motives. Wisdom (Insight) checks used to do the same have disadvantage.

**Forged from Magic.** The Villinavi's weapon attacks are magical.

**Spellcasting.** The Villinavi are 9th-level imminent spellcasters. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It uses its mastery of a mystical force called Imminence to cast its spells, and therefore requires no material or somatic components. The Villinavi has the following wizard spells prepared:

Cantrips (at will): *Poison Spray*, *Alarm*, *Wrathful Smite*  
1st level (4 slots): *Disguise Self* (typically as a statue), *Thunderwave*, *Detect Evil and Good*, *Arms of Hadar*  
2nd level (3 slots): *Flame Blade*, *Scorching Ray*, *Cloud of Daggers*  
3rd level (3 slots): *Wind Wall*, *Fear*, *Vampiric Touch*  
4th level (3 slots): *Wall of Fire*, *Grasping Vine*, *Confusion*  
5th level (1 slot): *Insect Plague*

### ACTIONS

**Multiattack.** The Villinavi attacks twice using its copper fist.

**Copper Fist.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d8+4) bludgeoning damage.

**Archanic Arm.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (2d10+4) bludgeoning damage. The target must succeed on a DC 17 Dexterity saving throw or take another 1d6 of bludgeoning damage, and be pulled 10 feet forward by the retracting arm.

### LEGENDARY ACTIONS

The Villinavi can take three 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. The Villinavi regains spent legendary actions at the start of its turn.

**Copper Fist Attack.** The Villinavi makes one attack using its Copper Fist weapon.

**Teleport (Costs 2 Actions).** The Villinavi magically teleports, along with any equipment it is wearing or carrying, up to 10 feet to an unoccupied space it can see.

**Cast a Spell (Costs 3 Actions).** The Villinavi casts a spell from its list of prepared spells, using a spell slot as normal.





# The Infinite Lock Plot Hooks

# Roll a d6 or Choose One

- 1 A clan leader of the Drogus dwarves, Salda Tidalstone, is looking for anyone who can scout out the waterfall that surrounds the Infinite Lock for an item matching the description of a +VASTEHK+ hammer
- 2 The Order of Quill & Stone is paying top dollar to anyone strong enough to escort and protect a small team of researchers who would like to study a bridge that crosses over into the Infinite Lock. The researchers need an hour or two to transcribe some glyphs from the side of the bridge... What could go wrong?
- 3 A large tower from the Infinite Lock has collapsed across the subterranean waterfall that surrounds the city, and its huge pieces are floating downstream, creating a massive heap of detritus and clogging a nearby canal. A group from Larion went to clear it, but a lone survivor returned, bloodied, telling tales of a 10-foot metal monster guarding the debris.
- 4 As you sit in the tiny tavern of the Witch's Oar, a man in a cloak approaches you. He speaks in hushed tones, and explains that he's been watching you, and your friends, and that you're trustworthy. He explains that he is from a tribe whose world is dying – he explains that he is a Sarfvin gnome, and that he and his tribe have a plan... But he needs your help getting into Deepvault.
- 5 Rumors abound that the forces of Grinn are planning to infiltrate the Infinite Lock to steal whatever Titan technology they can. All signs point to this happening within a day or two, and a spy has given you the exact point where the forces of Grinn intend to enter.
- 6 The Drogus dwarves have hired you to go into the Infinite Lock and try to find out more about what is causing this terrible Blood Flu that is plaguing their people. They have given you a small detachment of Drogus Sentries to help with anything you may come up against.



# Deepvault



## THE VAULT OF THE TITANS

Deepvault is an ancient and massive sentient tunnel system in the center of Svir Below, said to have been created by the Titans as a refuge for their most precious technology and knowledge when the Oldest War began. The vault was created to be self-sustaining, and ever-growing to fits the needs of its inhabitants. Sealed eons ago, the Titans are believed to have retreated into its depths to one day emerge to create a new beginning after the Oldest War. Something has gone wrong. The Titans are nowhere to be found. Deepvault itself, has continued with what it was built to do, and has continued to adapt and grow and expand over the eons... but into what? The Infinite Lock has been turned and released, and Deepvault has been opened. If

any should wander into its ancient and deadly depths, here is a small sampling of what they might find.

## THE ALL GATE

The All Gate is the main opening that leads into Deepvault. A series of intricate passages and portals, the All Gate is essentially an interplanar mass transit system to the various locations within Deepvault. There are countless entries to countless places in the ever-expanding, ever-changing vault of the deep. Nearly any location can be reached using the All Gate... if you have the right key. Many of these gates have fallen into disrepair, but some are open, waiting for someone to step inside. It is worth noting that since Deepvault has recently been opened, the All Gate has been more active than it has in a



# Machinations of the Ancients

very long time. Some of the oldest gates have begun opening, and the things that have come out have been hostile and deadly.

## ESSENZA

If you know where to find it on the All Gate, there is a small, subtle gate that leads to one of the most civilized places in Deepvault, the settlement of Essenza. Now one of the safest places in Deepvault, Essenza is the home to a society of Rêd Typhonborn whose tribe shares the same name. The Essenza Typhonborn have made a life for themselves there, and continue to seek out purpose and guard their way of life. Not as hostile as one would expect, but still dangerous to the wrong type of folk, the Essenza and their home is not easy to find, or easy to gain entrance to. But if you can, they will treat you as family.

## FORGE VEINS

The myriad Archanic Forges are said to be linked through an ethereal highway called the Forge Veins. Tunneling through the fabric of space and time itself, the Forge Veins were created as more efficient pathway to each Archanic Forge for upkeep and repair. It is said that the Forge Veins are technically able to get you anywhere—even beyond their intended targets of the Archanic Forges— if you know how to control them. The Forge Veins would almost certainly be deadly now, since they have been left dormant for centuries, probing and spider-webbing into the various areas of space-time unchecked. Some Titan historians say that there are Forge Vein touch points on the surface of Dragongrin even today if you know where to look.

## TITAN TECHNOLOGY

The Titans were an advanced tribal race prominent in Dragongrin's earliest days, when it was known as Arthunvale (a name that some say the Titans gave this part of the realm). They were fierce warriors, and the greatest thinkers the realms have ever seen. The Titans' legacy exists even today through their vastly superior technology. Eons ago, the Titans discovered some of the most advanced concepts in this plane or any other – technology that has yet to be matched even today. Here is a brief overview showcasing the basic details of some of the Titans' most prolific discoveries and inventions.

## TITAN COPPER

One of the greatest creations of the Titans is their eponymous living metal, Titan Copper. Through a complicated process using an Archanic Forge, Titan Copper can only be created in the depths of Deepvault. Refined to be light, durable, and even regenerative, Titan Copper is an invaluable material. After its purification and refinement over time, Titan Copper was even able to be imbued as both a source of raw energy and a relatively accurate location beacon. Titan Copper proved to be the ideal material for creating weapons and armor with unimaginable effects.

Titan Copper was distributed to various Titan outposts during the Oldest War. Many of these outposts being lost or destroyed meant that quite a bit of unaccounted for Titan Copper is still in Dragongrin today.



# Machinations of the Ancients

## ARCHANICS

Archanics is the study of merging mechanical and arcane forces that can alter the behavior of the physical plane. Typically using elements of the titular arcane magic, there are instances of this discipline using divine magic as well. Archanics can be applied to many other areas – converting substances, creating objects and machinery, and even creating power sources in some cases.

## ARCHANIC FORGES

An Archanic Forge, also called a Genesis Engine, is a device of incredible power and infinite possibility. They take classical archanics to a level impossible to achieve by one's self, even for a being as strong as a Titan. This is achieved by adding an additional factor into the process of archanic crafting – the mysterious, magical force known as Imminence. An Archanic Forge allows the user to reach into and beyond the very fabric of reality and time itself, touching limitless possibilities and pulling them into existence. This is a dangerous process, and an unskilled wielder can easily disintegrate themselves and other aspects of reality while handling such immense and primal

forces. Archanic Forges are extremely rare, and exceedingly dangerous to any who would try to use it without years of training. Archanic Forges vary greatly in shape, size, and power, depending on their origin and purpose. The number and locations of all of the Archanic Forges created by the Titans is unknown, but it is said that many reside in the belly of Deepvault.

Some scholars of Titan history believe that the Archanic Forges are responsible for the ultimate downfall of the species – the Titans reached too readily and deeply beyond time and space, wiping themselves from existence. This is, of course, only conjecture, but indicates the sheer power of these Genesis Engines.

## THE ORDMIST

The smallest and most powerful Archanic Forge ever created was the Ordmist. The Ordmist represented a prolific leap, as it was the most intuitive and self-contained Archanic Forge ever devised. The Ordmist could be wielded by anyone with even a basic knowledge of Archanics – this was both a boon, and a potentially disastrous problem. To put the power of a portable Archanic Forge into the hands of virtually anyone would change the very fabric of the world in which Deepvault had come to exist. So the Sarfvin Gnomes took it upon







# Machinations of the Ancients

themselves to steal the Ordmist, and destroyed it by folding it in on itself, creating an entirely new plane. This plane is in dire need of repair however, and the Sarfvin Gnomes must do whatever they can to save their existence, and their home.

## TITANSPEAK

Titanspeak is the base, common word that is used to describe the indescribable and elegant Titan language. Advanced, streamlined, and beautifully efficient, mortals can only hope to comprehend bits and pieces. Those few creatures who can read and speak Titanspeak do so in fragments, as the secrets of it are lost. These creatures can use enough to get by, but it is certainly not efficient or fully formed.

## IMMINENCE

The Titans are believed to be the first race of beings to tap into the vast and mysterious force that a select few have come to know as Imminence. Imminence, as it was discovered by the Titans, is a pre-creation force of pure raw potential. This formless, shapeless force is said by some to be the very thing that cause all life to exist so many eons ago. The energy of ultimate creation, and ultimate destruction. In the writings of the brilliant Titan Eindach, he states: "From Imminence comes light, comes darkness; comes good, comes evil; comes every variation between. From Imminence comes all – and to Imminence we all expire." Some say that even the gods, primordials, and Titans themselves were born of imminence, perhaps as it lashed out in the struggle to find its purpose. The Titans learned to tap into Imminence as a source of magic. In the realms of Arbitron, to

those who learn its elusive secrets, there is vast magic available to them. Arcane Magic, Divine Magic, and Imminent Magic.

## TYPHONS

The Titans' mastery of Imminence and Archanics allowed them to not only wield incredible power, but also engineer biological life. Some scholars believe the dwarves are the result of these machinations. Millennia of experiments resulted in perhaps the Titans' greatest creation: the Typhons. Modeled after the deadly dragons that plagued Arbitron in its infancy, Typhons were cunning, powerful, and benevolent creatures, rivaling the wyrms and even the primordials in their abilities. The Typhons served the Titans and protected the realms for eons – but they were hunted down and killed following the Titans' retreat into Deepvault. They are now creatures of myth and legend – but like all folklore, there is some truth behind the mystery.

## BALANCE GAUNTLET

Balance Gauntlets are gauntlets originally created as one of the few ways to handle the alloys of Titan Copper during the early stages of the material's creation. Due to its tendency in the early days to change density without warning, Balance Gauntlets were created to lift the severely heavy metal as well as insulate the user in the event of a fatal explosion of the Copper. The wearer of this gauntlet can lift items much heavier than any normal creature could hope to. The gauntlet also extends a temporary extension of body armor able to absorb massive amounts of energy and damage.



# Machinations of the Ancients

## Balance Gauntlet

*Wondrous item, very rare (requires attunement)*

A Balance Gauntlet appears to be a large gauntlet that covers the user's arm up to the elbow. The gauntlet can be worn by any creature of medium size or larger, and adjusts to their size. The gauntlet can be worn on either arm, and adjusts to fit either.

**Titan Protection.** The armor within the gauntlet can be deployed into protective armor as an action. It telescopes out, covering the half of the body that it is being worn on. When the armor is compacted into the gauntlet, a Balance Gauntlet gives +1 to AC. When the armor is expanded, it gives a +2 bonus to AC, but the wearer has disadvantage on all Dexterity checks and saving throws. The armor can be retracted again using an action.

When the wearer is hit by damage of the following types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder, the wearer then gains resistance to that damage type for 1d6 rounds. Only one resistance can be active at any one time, and the ability resets immediately following that last round.

*"I've come upon many treasures in my travels, but none are as beautiful and alluring as the creations of the Titans. The Balance is a singularly remarkable device – I confess even I do not fully understand its abilities. But a lifetime spent unlocking its mysteries would be a lifetime well spent."*

*– Jonas VanDelper, Man of the Stone*





# Machinations of the Ancients

## OFFSET ORB

Offset Orbs are specially crafted orbs of Titan Copper that have been imbued with Imminent magic. Discovered by the brilliant Titan Eindach, they were made to be all-purpose tools. Because of the presence of Imminence, Offset Orbs are able to be molded and shaped in ways that other Titan Copper cannot. A Balance Gauntlet is required to do this safely, though not required for the process.



## Offset Orb

*Wondrous Item, very rare*

**Minor Creation.** You can reshape the an Offset Orb a number of times per short rest equal to 1 plus your Intelligence modifier. As an action, you may turn it into an object that takes up no more than 1 cubic foot and weighs no more than 1 pound per character level. This object is able to take on the properties of any common material (such as wood, copper, stone, iron, canvas, wool, etc.) and has all of the properties of that material as long as you hold it. If the object is destroyed or if you let go of the object, it immediately transforms back into its native spherical shape.

If an Offset Orb is handled without the a Balance Gauntlet, there is a chance that the material will explode. The player must roll 1d10 when using an action to mold a sphere. On the result of a 10, the Offset Orb explodes, dealing 1d10 force damage. It reforms back into a sphere in 1d10 minutes.

An Offset Orb can use each of the following cantrips once per short rest: *Poison Spray*, *Shocking Grasp*, *Produce Flame*.





# The Titanhammers of Vastehk

## MAULS OF THE ANCIENTS

A Titanhammer is the name given to a group of incredibly powerful and ancient mauls and warhammers, dating back to the Oldest War. The hammers are characteristically copper in color, and are inlaid with the inscription +VASTEHK+, the signature of the most brilliant Titan weaponsmith who ever lived. The hammers had a very distinct look and shape to them. This became the standard of hammers and mauls in the known planes, and if a weapon bore this name genuinely, it was virtually unstoppable in battle.

The Vastehk became the pinnacle of bludgeoning weapons, and in due course, many counterfeits arose, bearing a false +VASTEHK+ engravings. There were hundreds of these counterfeits made. Furious at the use of his name on inferior weaponry, Vastehk created the ultimate hammer, called Liebreaker. This hammer was the most powerful weapon he ever forged. Vastehk spent decades seeking out the counterfeits and destroying them.

## FINDING A VASTEHK HAMMER

During his prime, Vastehk masterfully crafted legions of hammers worthy of his signature. These hammers touched the hands of the Titans, the gods, primordials, and even

worthy mortals over the eons. They have been scattered all over Dragongrin. To find a true +VASTEHK+ weapon is an incredible rarity and amazing boon at once (and beware... there are still some counterfeits that Vastehk did not destroy). If you would like your players to find a Vastehk-made titanhammer, roll on the tables below. You even have a chance of finding the Legendary Liebreaker. Roll for the damage of the titanhammer your players find, or choose from the table. Then roll for which style of Vastehk titanhammer your players find. If you roll a natural 20 on each table, the players find Liebreaker. If you roll a natural 1 on each table, the player's find a counterfeit Vastehk hammer. No matter which one they find, they all share a similar look and design, as well as Vastehk's signature (+VASTEHK+).

## THE LIEBREAKER

Liebreaker is the most powerful Titanhammer ever forged. Appearing in the few texts that are accurate about the Oldest War, it's said to have been forged using the pressure of the Svir Mountains themselves.

To ensure its authenticity, Vastehk used some of his blood when inscribing the +VASTEHK+ moniker into Liebreaker. Because of this, it glows a fearful crimson, and drips great drops of blood when wielded.



# The Liebreaker

## Liebreaker

*Weapon (Maul), Legendary (Attunement requires contemplation and study of the runic titanhammer for a long rest, and a successful DC 15 Intelligence (Arcana) check)*

Liebreaker is a massive hammer that is inscribed with the name of the Titan weaponsmith Vastehk. To an unattuned individual, the hammer weighs upwards of 3,000 pounds. To an attuned individual, however, the hammer weighs no more than 10 pounds and feels like a standard maul in terms of proficiency.

**Imminent Bloodshed.** Once per day, Liebreaker may draw deeply from the infinite power of Imminent magic. Using this force it magically anticipates every possible outcome in an instant, and may cause them to occur at once. More like a force of nature than a weapon at this point, Liebreaker virtually takes control of its wielder, and makes dozens of melee attacks in a 10-foot radius around the wielder. Each creature in that radius must make a DC 11 Dexterity saving throw, taking 20 (5d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Devastation of Vastehk.** Once per day, on a successful hit, the wielder of Liebreaker may choose to not deal damage and instead shatter one non-magical weapon the target is wielding.

**Unbreakable.** The item can't be broken. Special means must be used to destroy it.  
**Cursed.** This item was forged with hubris, and used for the singular purpose of selfish vindication by its creator, which has cursed it. The curse carries the selfish traits of its creator.

Liebreaker does not allow its bearer to attune to other items (other items already attuned to the bearer may stay attuned for a number of days equal to 1d4 plus the attuned wielder's Intelligence (Arcana) modifier, but after that, they are no longer attuned.)

Liebreaker is a +3 magical maul that deals an additional 1d6 bludgeoning damage on hit.





# The Liebreaker

## FINDING A VASTEHK HAMMER

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If you would like your players to find a Vastehk-made titanhammer, roll on the tables below. You even have a chance of finding the Legendary Liebreaker. Roll for the damage of the titanhammer your players find, or choose from the table. Then roll for which style of Vastehk titanhammer your players find. If you roll a natural 20 on each table, the players find Liebreaker. If you roll a natural 1 on each table, the player's find a counterfeit Vastehk hammer.

### Vastehk Hammer Damage

(roll a d20, or choose one)

1-10.	2d6 bludgeoning
11-19.	2d8 bludgeoning
20.	2d10 bludgeoning

## VASTEHK HAMMER TYPE AND EFFECTS

(ROLL A D20 OR CHOOSE ONE):

1. The bearer may use this weapon to make marks on any surface. They may choose to make the marks any color, and may make them glow. The marks will fade away in 24 hours.
2. This particular hammer appears identical to a +VASTEHK+, though appears to be made from a material that is unusual for this kind of item. This is cosmetic only, and the other properties remain unchanged. The hammer may appear as wooden, glass, or stone. The durability and other properties of this item remain unchanged.
3. The bearer suffers no harm in temperatures as high as 120 degrees Fahrenheit.
4. Contains 1 charge of the spell entangle (cast at 2nd level) per day.
5. The weapon deals an additional 1d6 thunder damage on hit.
6. While underground, the bearer of this item always knows the depth below the surface and the direction to the nearest path leading upward.
7. A poem, story, or map that describes a long-forgotten treasure is etched on the surface of the weapon.
8. The bearer's canine teeth grow in size, and they gain proficiency with Dexterity (Sleight of Hand) checks.
9. This weapon deals an additional +1d6 radiant damage against undead.





# The Liebreaker

10. The bearer's eyes become stark white, and once per day they may reroll a failed Wisdom saving throw.
11. The bearer now snuffs candles out upon passing them, and has advantage on death saving throws.
12. The bearer knows the general direction to the closest planar intersection within a 60 mile radius.
13. The item floats on water or other liquids. Its bearer has advantage on Strength (Athletics) checks to swim.
14. The bearer's ears bleed whenever someone insults them, and they may cast vicious mockery once per day.
15. The bearer's fingernails are far longer than usual, and if cut grow back immediately. They may cast message once per day.
16. The bearer gains advantage on Charisma (Intimidation) checks if the target can see this weapon.
17. The weapon faintly glows when creatures of a certain race (DM's choice) are within a 100-foot radius.
18. If the bearer is first in initiative order, the weapon deals an additional 1d4 bludgeoning damage on hit.
19. Once per day, this weapon can act as an additional set of magical ears. The bearer can hear through this weapon as if they themselves were present and in earshot, wherever the weapon may be. This effect lasts for a maximum of 5 minutes, and the weapon must be on the same plane as its attuned owner.
20. The bearer may spend an action to attempt to ignite the Imminent magic in this weapon with a DC 13 Charisma check. If successful, the weapon deals an additional 1d6 force damage for 10 minutes.

\*Critical Success: If you roll a natural 20 on each table, the adventurers find Liebreaker. Perhaps it is encased in stone, or sunken down into a great depth. An Intelligence (History) check (DC 21) will tell them that this is, in fact, the real relic.

\*Critical Failure: Even though Vastehk destroyed most of the counterfeits there are still some out there. If you roll a natural 1 on each table, the player's find a counterfeit Vastehk hammer. It is not magical, and is treated as a mundane maul, though it could pass for a +VASTEHK+ hammer to the untrained eye.



# Red Typhonborn

*“Rajecs, Sentry of Deepvault, stood at the mouth of the All Gate perfectly still, as though he were a statue. His pearly fangs clenched as he faced off against six Heretics. These Typhonborn meant to leave Deepvault and wander out into the world above. Rajecs understood their desire – he even sympathized with it – but it was his duty to keep them loyal to their creators, to keep them in Deepvault. In an instant, these deserters were the least of his worries. From the depths of the tunnel came the snarl of a Typhon – but not the majestic creature from which Rajec was descended. This creature was a shadow. An abomination. He and the deserters took a stance of battle as the behemoth approached. It had found the All Gate, and they had to stop it.”*

Created by the Titans as footsoldiers, these creatures are modeled after the Typhons, as their name declares. The red Typhonborn are native to Deepvault, and only a handful have ventured out into Svir Below (and even fewer beyond that). Some of the red Typhonborn are still faithful servants to the will of the now-dead Typhons. Others have grown restless within Deepvault and long to leave, exploring the world outside of it. A very rare creature indeed, Typhonborn stir curiosity – or worse – in all they meet.

## A LESSER TYPHON

Red Typhonborn look very much like Typhons, though they are humanoid. Some were created with wings and a tail, while most were not. Red Typhonborn are typically lupine in appearance, looking like a sort of large humanoid wolf, though with a less animalistic appearance. Their fur is all shades of red, from the brightest hues of fresh blood to the darkest hues of fine-

died linens. They are generally very large and muscular standing almost 7 feet tall and weighing 300 pounds or more. Their hands and feet are humanoid and opposable, though they end in thick claws.





# Red Typhonborn

## CAUSELESS WARRIORS

The red Typhonborn were created to fulfill a single purpose: to assist the Titans in their vision for the future of the land once known as Arthunvale, before they failed and it became Dragongrin. To many red Typhonborn, this sense of duty still runs deep, and they are stalwart in their intentions to serve. To other Typhonborn, however, the hard truth that the Titans are long dead has sunken in, and while they possess a strong sense of duty, it is unfortunately wasted as they dwell within Deepvault. Most Typhonborn know their station and duties within Deepvault, but some have chosen a different path, and have chosen to leave Deepvault. They hate failure, but more than that – they hate inaction.

## RACE: TYPHONBORN

The nature of your Titan creators shines through in you, as does the appearance and abilities of the Typhons you were modeled after. Your Typhonic heritage manifests in a variety of traits that you share with other red Typhonborn.

**Ability Score Increase.** Your Strength score increases by 2, and your Dexterity score increases by 1.

**Age.** Red Typhonborn are designed to age very slowly. Not capable of reproduction by the means of nature, it appears as though the red Typhonborn who exist may be the only ones of their kind with no way of furthering their species.

**Alignment.** Red Typhonborn tend toward lawfulness and goodness, as this is how they were created. Over the eons, however, some have strayed from this propensity and can span the gamut in their alignment.

**Size.** Red Typhonborn are broad and powerful, though taller and heavier than humans, standing nearly 7 feet tall and weighing 300-plus pounds. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Eye Beams.** You can use your action to focus your gaze, and unleash a concentrated blast of destructive energy from your eyes. You are descendant of a red Typhon, and so you are able to shoot a line of fiery red energy 25 feet. When you use your eye beams, each creature in the area of the blast must make a Dexterity saving throw. The DC for this saving throw equals 8 plus your Constitution modifier plus your proficiency bonus. A creature takes 2d6 fire damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your eye beams, you can't use them again until you complete a short or long rest.

**Damage Resistance.** You have resistance to fire damage.

**Languages.** You can speak, read, and write Common and Titanspeak. Titanspeak is considered to be the oldest written language that exists, and holds many secrets to those who can understand it.





Eternal enemies of the dragons, the Typhons once ruled as peacekeepers in Dragongrin. But their kind has passed into legend and myth – for now.



# Proto Typhons

## SHADOWS OF THE PAST

True Typhons are winged mammals archanically designed by the Titans to hunt and slay dragons. However, even ancient technology has iterations, and failed attempts. The Proto Typhon is a precursor to the eventual creation of what was the final Typhon sent to battle the dragons and primordial in the Oldest War. While Typhons were created to be a foil to dragons, wielding enormous amounts of

Imminent magic, the Proto Typhon was a failed attempt. Powerful creatures in their own right, but twisted and primal, their raw predatory prowess is virtually unmatched. The Proto Typhon was also imperfect in its creation. A Proto yphon's organic shell is typically not able to withstand the test of time, and is in a state of constant visible entropy. Shadows of what Typhons eventually became, these failed attempts at creation were all thought to be destroyed ... though some have managed to survive within the belly of Deepvault.





# Proto Typhons

## RED PROTO TYPHON

*Huge Typhon, chaotic evil*

Challenge 14  
(10,000 xp)

**Armor Class** 18 **Hit Points** 180 **Speed** 40 ft. **Initiative** +2  
(natural armor) (19d10 + 76) **Fly** 80 ft.

### ABILITY SCORES

**STR** **DEX** **CON** **INT** **WIS** **CHA**  
19 (+4) 14 (+2) 17 (+3) 12 (+1) 11 (+0) 15 (+2)

### STATISTICS

**Saving Throws:** Dex +5, Con +6, Wis +3, Cha +5

**Skills:** Perception +6, Stealth +5

**Damage Immunities:** fire, necrotic

**Condition Immunities:** blinded, charmed, deafened

**Senses:** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages:** Common, Titanspeak

### FEATURES & ABILITIES

**Necrotic Imminence.** A twisted force glows within the Typhon's rotting chest, making erratic crackling sounds. This is a necrotic shadow of the Imminent energy that originally brought the Typhon to life. Now sour and dark, it spits red sparks from the chest of the beast, nullifying magic of all kinds. In a 30-foot cone in front of the Proto Typhon, the necrotic imminence acts as the *anti-magic field* spell. Within the cone, spells can't be cast, summoned creatures disappear, and even magic items become mundane, etc. Since the Typhon's eye rays are powered by this force, the anti-magic field has no effect on them.

**Amphibious.** The Proto Typhon can breathe air and water.

### ACTIONS

**Multiattack.** The Proto Typhon makes three attacks: one with its bite, one with its claws, and one with its tail.

**Bite.** Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 14 (2d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) slashing damage, 4 (1d8) necrotic damage.

**Tail.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 4) slashing damage, 4 (1d8) necrotic damage.

### LEGENDARY ACTIONS

The red Proto Typhon can take 1 legendary action. It can take only one legendary action at a time and only at the end of another creature's turn. The Proto Typhon regains spent legendary actions at the start of its turn.

**Volatile Eye Rays.** The Typhon uses one random effect of its eye rays. The red Proto Typhon shoots one of the following magical eye rays at random, choosing one target it can see within 120 feet of it. If the same eye ray is rolled twice in a row, the eye rays backfire (use the Duplicate Roll effect listed below)

#### Eye Ray Effects (roll 1d6):

1. **Paralyzation.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. **Indifference.** The targeted creature must succeed on a DC 16 Wisdom saving throw or it becomes indifferent, taking no move or take actions on its next turn.
3. **Flung.** The target creature must succeed on a DC 16 Strength saving throw or the power of these concussive eye rays knocks it 30 feet back, and it falls prone.
4. **Perplexion.** The targeted creature must succeed on a DC 16 Intelligence saving throw. On a failed save, the target's memory is affected, and they take disadvantage on all rolls for 1 minute.
5. **Necrosis.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. **Conflagration.** The Typhon narrows its eyes, and releases a stream of fiery energy in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) fire damage on a failed save, or half as much damage on a successful one.

**Duplicate Roll.** If the GM rolls the same eye rays two times in a row, the eye rays fail and backfire, doing 10 (2d10) force damage to the Typhon.



# Deepvault Plot Hooks

# Roll a d6 or Choose One

1 The All Gate at the entrance to Deepvault has thousands of entryways of various shapes and sizes. One in particular, about 30 feet up, has a steady trickle of gold running from it. Or is that Titan Copper?

2 As you make your way down a passageway, you come upon a party of four Typhonborn warriors of Essenza. They are dragging the vast head of an eldritch aberration behind them. Before you can react, the headless aberration rounds the corner, sliding wildly, chasing the Typhonborn to reclaim what was taken.

3 As you traverse the tunnels of Deepvault, you realize that the passageways seem to be changing in front of your very eyes. Deepvault is sentient, and responds to its inhabitants – in this case, you have stumbled into the sapient and responsive trap that feeds an ancient Proto Typhon.

4 You come upon a wondrous mechanical cart of wares, trinkets, and machines run by an albino Sarfvin gnome with silver hair and crimson eyes. His name is Fazlen, and he tells you that he peddles all manner of things to all manner of creatures here in the Vault. Seeing that you look competent, he may share some information he's recently come upon regarding the potential whereabouts of a +VASTAHK+ hammer... Word is it's in the lair of something nasty, though...

5 You come upon a large open space that looks like a field of stone grass with a smooth, liquid sky. Atop the stone grass are dozens of corpses, mostly birdmen. In the center of the carnage is a single archanic gauntlet; palm open to the sky.

6 You come upon an encampment of the Order of Quill and Stone that has been ransacked, leaving an archeological dig site exposed and abandoned with no signs of life. If you peer into the large excavation area, you see a 10-foot eyelid, closed tightly. It pulls open with a wet snap, and peers directly at you.



## MORE DEEPAULT FROM BE A BETTER GAME MASTER



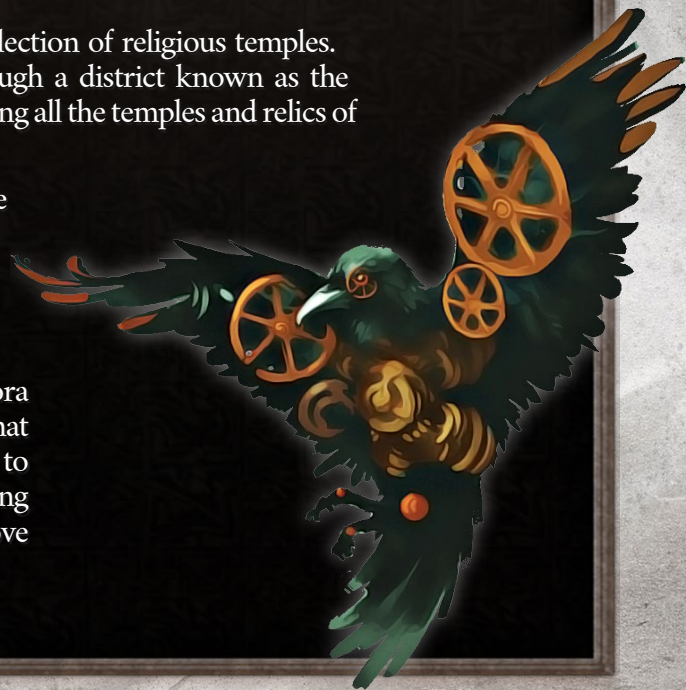
Being the first Tabletop Terrors supplement release, Deepvault: Machinations of the Ancients has fascinated me. Not only has it been cool to see what my good friends Tim and James have dreamed up, but their setting has become one that I am absolutely in love with.

Reason being, I could never hope to write up a world this wondrous and fantastical. It is just completely alien to me, and I want my players to feel that too.

You see, Svir Below is a microcosmic society. Most of the people of Svir Below have always lived there without much influence from the outside world. In a way, for a first-time adventurer trekking into its depths, Svir Below would seem like another planet or plane of existence, and it's important to convey the alien nature of this mysterious place to the players during the game. It will help immerse them, creating a more enjoyable experience.

Here are some notable descriptions and events that might help you emphasize the alien and unknown when running a Deepvault game for your players:

- The Cornerstone is a popular tavern among the Drogus in Svir Below, but don't expect to just pull up a stool and enjoy a quiet evening with a pint. Community shots are taken every ten minutes, and every patron goes a round in the fighting pit. That means you too...
- The canals are extremely important to the societies of Svir Below, and not just for travel between cities. Floating trade stalls, row-up taverns, and even a family of gnomes swimming home from the market would be common sights in the depths.
- Fiyr (my favorite city in Svir Below), is an enormous collection of religious temples. Give it an eerie vibe as the players begin walking through a district known as the Mausoleum, a large, neglected portion of the city, containing all the temples and relics of dead, forgotten gods.
- Nachten is a city that is lit by luminescent crystals. Maybe some of the crystals begin following the adventurers around, lighting their path. Maybe, having a personality of its own, one crystal leaps into the backpack of an adventurer.
- The air down here is borderline revolting. The various flora of Svir Below give off the most pungent of smells, and that might even make an adventurer or two sick. Be sure to punctuate this disgusting fact by showcasing an NPC taking a deep breath through her nostrils and saying, "Oh boy! I love the smell of springtime in Svir Below!"





## MORE DEEPAVULT FROM A FISTFUL OF DICE



Deepvault is a crazy place, man. I mean, it's awesome – it checks a lot of my boxes in terms of fantasy and sci-fi elements. But it's pretty out there. An ocean of blood traversed by scavenger dwarves; primordial constructs serving as the living key to a city-sized lock; tribal gnomes trying to keep their pocket dimension homeland from collapsing around them. Deepvault is a thick slab of gonzo fantasy, marinated in magitech sci-fi, and grilled over a smoldering bed of Tabletop Terrors charcoal.

Now don't get me wrong – Tim and James are master grillers, and they flipped that Deepvault steak at just the right time, pulling it off the heat at a beautiful medium rare. But what if you're looking for something a little milder, a little leaner? Something that meshes seamlessly with your existing campaign setting or homebrew world? A Deepvault appetizer, rather than a gut-busting entree? Here are some ideas.

**Drogus Dwarves:** The Drogus in your world are a seafaring race, rather than subterranean. They eek out a living on floating barge towns on the Sea of Stars, a massive saltwater crater lake riddled with metals and minerals from meteorites. They mine the precious starsteel from the seabed and use it to create wondrous objects.

**Villinavi:** The Villinavi in your world are the last remnants of what was once a vast army of golems, commanded by a mad wizard known only as the Mechanomancer. Stronger and more cunning than other constructs, the Villinavi, who served as elite commanders in the legion of the Mechanomancer, have escaped destruction numerous times, and have gone into hiding in various deep, unreachable places. Hefty bounties are promised to any who deliver the head of a Villinavi.

**Sarfvin Gnomes:** A strange gnomish creature approaches the adventurers, hooded and cloaked. He is larger than most gnomes, and covered in strange runic tattoos. He seems desperate as he tells them of his secluded homeland of Ordmist, a magical plane only reachable by those who know its secrets. Ordmist is dying, and the Sarfvin, as these gnomes call themselves, need the aid of great heroes in order to save it.

Any of these ideas feel right at home in a traditional fantasy setting, and won't clash with the established lore of your world. You don't always have to eat the whole steak, y'know? Sometimes it's best to just cut off a slab and enjoy the flavor.





# DEEPAVULT

## MACHINATIONS OF THE ANCIENTS

By Tim Kearney and James Kearney

Deepvault is an ancient and massive sentient tunnel system in the world of Dragongrin, created by the Titans as a refuge for their most precious technology and knowledge. The vault was sealed eons ago, and the Titans are believed to have retreated into its depths to one day emerge to create a new beginning after the Oldest War. Deepvault has now been opened, and the power of the long-dead Titans has been unleashed.

Deepvault: Machinations of the Ancients is a thick slab of gonzo fantasy, marinated in magitech sci-fi, and grilled over a smoldering bed of Tabletop Terrors charcoal. It's a little weird, a little mad, and a whole lot of awesome.

Containing information on the massive superdungeon of Deepvault, as well as the subterranean area known as Svir Below and the cultures that populate it, this supplement gives you and your players the ability to delve into the dark and deadly depths of Dragongrin together.



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