THE GAME MASTER'S BOOK OF

TRAPS, PUZZLES AND DUNGEONS

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A punishing collection of bone-crunching contraptions, brain-teasing riddles and stamina-testing encounter locations for 5th Edition RPG Adventures

Jeff Ashworth

Foreword by
Jim Davis &
Jonathan Pruitt

Plus
3 One-Shot
Adventures!

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A PUNISHING COLLECTION OF BONE-CRUNCHING CONTRAPTIONS, BRAIN-TEASING RIDDLES AND STAMINA-TESTING ENCOUNTER LOCATIONS FOR 5TH EDITION RPG ADVENTURES

JEFF ASHWORTH

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CONTENTS

04 Foreword | 06 Introduction

10 One-Shot Adventures

The Spire and the Scab pg. 12
A quiet mountain town is rocked by an earthquake that releases an ancient evil.

Pick of the Litter pg. 28
In order to help a sphinx cub become a guardian for the gods, the party must solve a series of deadly puzzles as part of a competition on the Plane of Heroes.

Skhalhammer Manor pg. 44
The party must do battle with their own nightmares inside a museum-like manor house.

62 Traps

Painful Traps pg. 64
These traps are designed to hurt, rather than destroy, your party. Still, some traps work too well.

Deadly Traps pg. 75
Fun fact: A wizard can't cast spells if he's been decapitated.

Disruptive Traps pg. 86
These traps slow the party down by sending them somewhere else.

Complex Traps pg. 97
Legendary-level traps that feature numerous means of dealing death.

108 Puzzles

Rhymes & Riddles pg. 110
A collection of vexing questions worthy of even the most inscrutable sages.

Ciphers pg. 117
Coded messages and ways to easily implement them into ongoing adventures.

Gateway Puzzles pg. 122
Sometimes opening a door involves far more than turning a key.

142
Dungeon Chambers

A collection of 50 rooms from which your party may not escape.

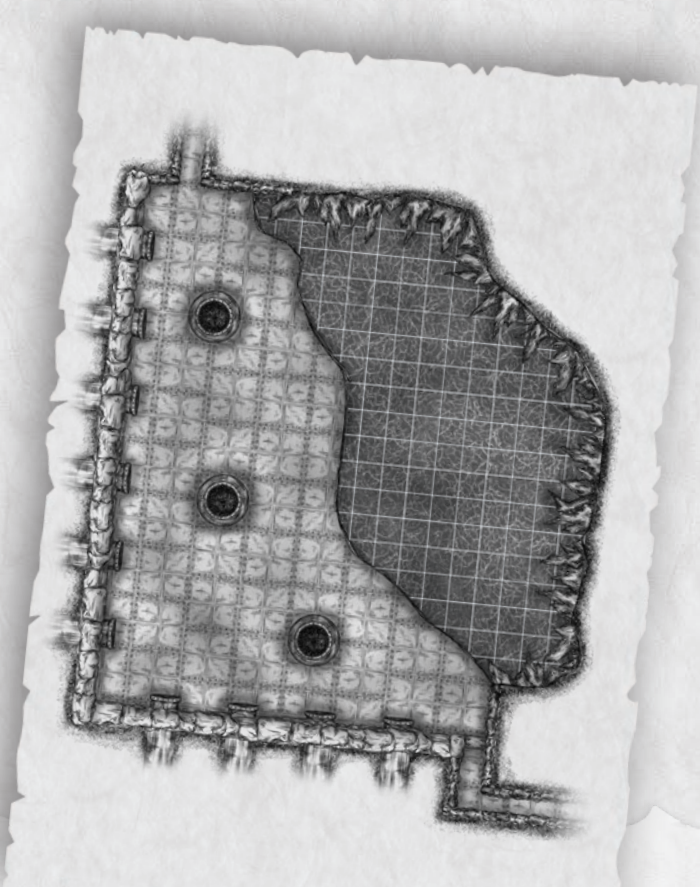
1. The Tower of Hope pg. 146
2. The Holding Cells pg. 148
3. The Pit of Pendulums pg. 150
4. The Open Chasm pg. 152
5. The Wave Pool pg. 154
6. The Firevault pg. 156
7. The Switchback pg. 158
8. The Titan's Trap pg. 160
9. The Mossy Hill pg. 162
10. The Lava Floor pg. 164
11. The Turntable pg. 166
12. The Perilous Crossing pg. 168
13. The Swimming Statues pg. 170
14. The Octogenarium pg. 172
15. The Piston Palace pg. 174
16. A Miniature Fortress pg. 176
17. The Gear Box pg. 178
18. The Dungeoneer pg. 180
19. The Underport pg. 182
20. The Ball Pit pg. 184
21. The Sand Pit pg. 186
22. The Oozing Throne pg. 188
23. Shadow's End pg. 190
24. The Cursed Treasury pg. 192
25. The Garden of Reflection pg. 194
26. The Cavern of Cages pg. 196
27. The Wall of Despair pg. 198
28. Tomb of the Forgotten pg. 200
29. The Tumbler pg. 202
30. The Rotten Temple pg. 204
31. Construct Loop pg. 206
32. The Monstrous Closet pg. 208
33. The Final Ballroom pg. 210
34. Goblin Gully pg. 212
35. The Doors to Elsewhere pg. 214
36. The Elemental Laboratory pg. 216
37. The Hanging Pool pg. 218
38. The Chained Champion pg. 220
39. The Pixies' Palace pg. 222
40. The Hive pg. 224
41. The Armory pg. 226
42. The Bramble pg. 228
43. Those Four Pools pg. 230
44. The Fungal Sanctuary pg. 232
45. The Narrows pg. 234
46. The Horrible Maw pg. 236
47. The Bogmuck pg. 238
48. The Chow Line pg. 240
49. The Ascent pg. 242
50. The Herbalist's Greenhouse pg. 244

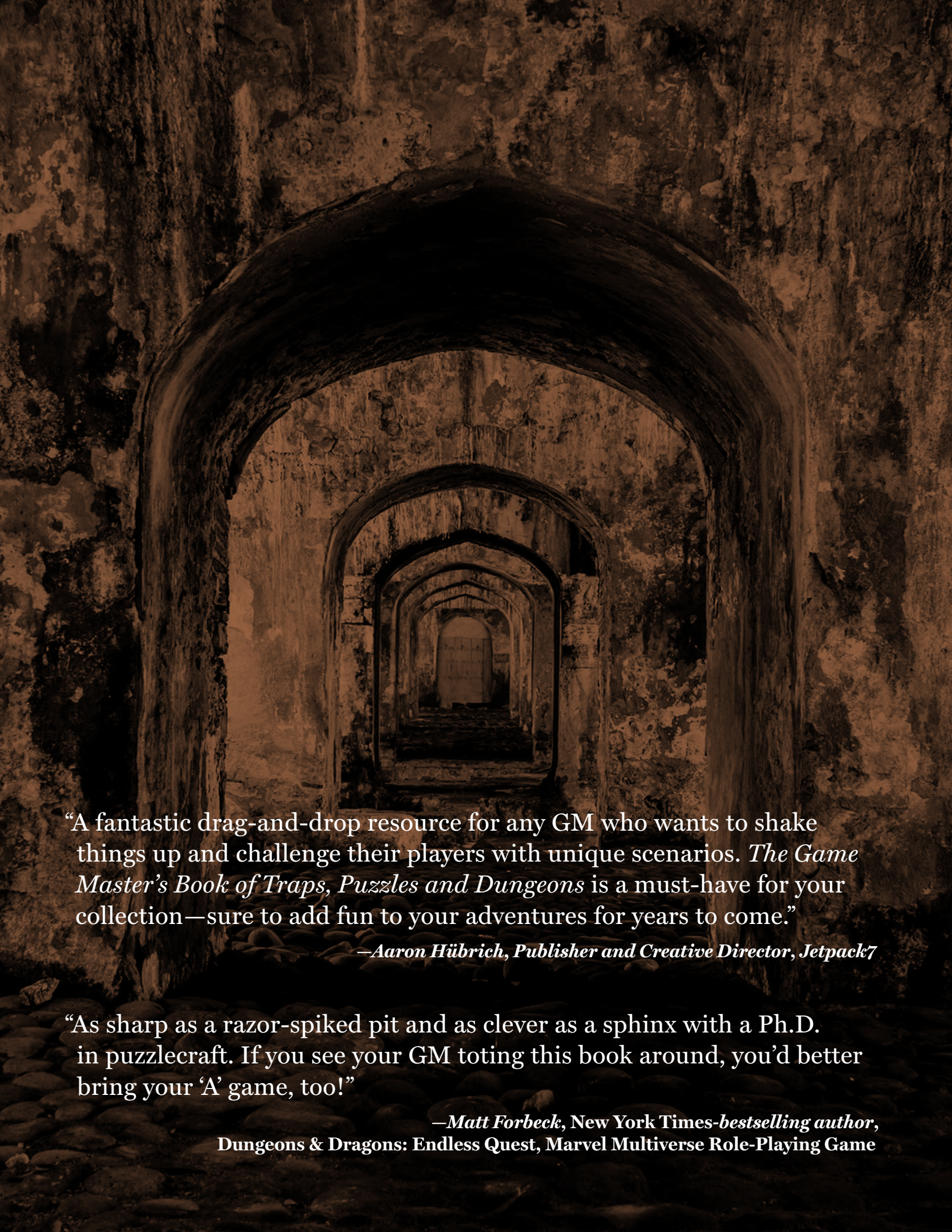
246
Random Selectors

Random Trap Selector pg. 246

Random Puzzle Producer pg. 248

Random Dungeon Chamber Generator pg. 250





"A fantastic drag-and-drop resource for any GM who wants to shake things up and challenge their players with unique scenarios. *The Game Master's Book of Traps, Puzzles and Dungeons* is a must-have for your collection—sure to add fun to your adventures for years to come."

—Aaron Hübrich, Publisher and Creative Director, Jetpack7

"As sharp as a razor-spiked pit and as clever as a sphinx with a Ph.D. in puzzlecraft. If you see your GM toting this book around, you'd better bring your 'A' game, too!"

***—Matt Forbeck*, New York Times-*bestselling author*,**
Dungeons & Dragons: Endless Quest, Marvel Multiverse Role-Playing Game

Foreword

Whether it's the frustrating snares of cunning kobolds or the deadly tombs of ancient liches, tricky traps and mysterious puzzles are a staple of fantasy roleplaying. Puzzles and traps turn a benign locale into a site of adventure by adding an element of danger and uncertainty. They form a spectrum of game elements that GMs can use to spice up dungeon crawls and other adventure locations. Unfortunately, there are challenges with visualizing a trap or puzzle and relaying that information to the players in a satisfying way. It's all too easy to fall into the "trap" of ignoring these key features of fantasy adventures entirely, or worse, turning them into perfunctory threats that amount to little more than a hit point tax with scant room for player choice. Didn't invest in the right character options? Sorry! Take some unavoidable and arbitrary damage and move along the dungeon corridor.

What a missed opportunity! We've all seen so many bad traps and puzzles in play that it can be hard to recognize a good trap or puzzle: one that enriches gameplay by presenting an opportunity for the players to interact with the fantastic environment beyond just a simple die roll. In so many ways, they are the beating heart of exploration-based play because a good trap or puzzle requires the players to make choices regarding how to overcome it.

A good trap or puzzle hints at its potential dangers and secrets, signaling to attentive players that something is off and it's worth investigating further. It invites them to ask questions about the game world to discover its secrets ("What's this stuff covering the floor?" "What are those symbols carved into the brick?" "What's that smell?" "Can we see the ceiling?"). The cycle of player question and GM response helps bring the fantastic location to life as play reveals more details about the world and what's in it.

A good trap or puzzle facilitates interaction between the players and the adventure's environment because it is a part of the setting, not just a nebulous game mechanic. This introduces an element of player choice that's especially essential to making traps engaging problems to solve. Furthermore, a good trap or puzzle adds a new wrinkle to the game, regardless of its lethality. Effects that change the dungeon layout, create an ongoing hazard, split the party or result in untimely death make gameplay more exciting and unpredictable. After all, the point of including devious traps, tricks and puzzles in our adventures is to create places worth exploring with challenges that will take the game in surprising directions. The best part is, with *The Game Master's Book of Traps, Puzzles and Dungeons*, the hard work of designing game mechanics has already been done! So, kick back, flip open a page and start building a dungeon your players will never forget!

Jim Davis & Jonathan Pruitt
Web DM

Introduction

Welcome to *The Game Master's Book of Traps, Puzzles and Dungeons*...

It's happened to the best of us: You've placed hook after hook to get your party to venture into the ancient temple beneath the city in order to find the artifact that will help them banish their nemesis once and for all, a cryptic poem their only clue to a safe path forward. Or maybe they've got their primary foe cornered, holed up in her keep—with a powerful army at her disposal, the only way in is to venture into the flooded crypts beneath the castle, a labyrinth of chambers crawling with the walking corpses of adventurers who died trying to do the same thing. Or you've been building to an epic showdown with a cursed metallic dragon (Potentia, the Eternal Conundrum) and your party has foolishly agreed to enter its gauntlet of puzzle-like traps and trap-like puzzles. As you ponder what the next session—a guaranteed slog through perilous chamber after perilous chamber—will bring, one question weighs heavy on your mind:

Now what?

How do you create dungeons as complex as your antagonists? How do you present a legendary trap or puzzle without raiding your favorite *Indiana Jones* film? Where do you turn when your party is up against a motivated mastermind with 24 Intelligence, and so far, all you have in your prep notes is "Can sharks cast *fireball*?"

Look no further. *The Game Master's Book of Traps, Puzzles and Dungeons* has answers to these and many other questions—some you didn't even know to ask.

What This Book Is

The Game Master's Book of Traps, Puzzles and Dungeons is a collection of just that: terrifying traps, punishing puzzles and dangerous dungeon chambers meant to challenge and imperil your party in ways that force them to bow to your singular genius, beg for your mercy and, as necessary, roll up a new set of characters as tears stream down their cheeks (you know, if you're into that sort of thing).

The traps section features dozens of deadly creations meant to maim, move or massacre adventurers foolhardy enough to venture into a dungeon without their thieves' tools handy. There are also a few complex traps that become more difficult to disrupt when attempting to disarm them in case your party's rogue wants to put their reputation as a reliable talent on the line. Each trap is presented as being a meaningful threat to parties at Levels 5–10, and the DCs and damage associated with falling victim to them can be adjusted (or not) at your discretion based on the actual levels of the characters encountering them. The detailed illustrations for many of these traps should serve to further feed the more sadistic segments of your imagination.

The puzzles portion of the book features a collection of rhyming riddles as well as ready-made ciphers you can incorporate into your adventures when presenting NPCs with a flair for the dramatic or mysterious, and each includes an adventure hook or placement suggestion in case you are intrigued by a riddle but unsure of where to slot it in. The section also includes a series of gateway puzzles that serve as ways to block doors or unlock hidden chambers—old school tabletop challenges that will test your players' problem-solving skills as much as it does their PCs'.

The dungeon chambers section features 50 unique rooms that can be slotted into any adventure that requires a trip into a forbidden temple, fortified fortress or lich's lair. These rooms are packed with peril and even though each chamber's description includes a map to lay out its specifics, they're designed with flexibility in mind. And because most dungeons aren't devoid of deadly personnel, in addition to the environmental hazards and overwhelming obstacles presented, each chamber also features an optional variant encounter table meant to help you insert inhabitants as necessary when the party starts to get cocky. Again...if that's your thing.

This book also features three one-shot adventures, each created in a way that allows for the inclusion of traps, puzzles and dungeons pulled randomly from this book. Each adventure has a suggested party level, but ways to scale the challenges they present up or down as necessary have been provided for use at your discretion.

What This Book Is Not

The Game Master's Book of Traps, Puzzles and Dungeons is not for the faint of heart. Some of the dungeons presented deal significant damage by default (lava's like that sometimes), so if your players aren't jonesing to try out a completely different character in the short term, you may want to ensure they proceed with caution.

This book is not definitive when it comes to damage. Dice totals for damage are presented as an aid, not a final word, so if your party reacts negatively to the fact that a boulder fell 200 ft. and landed directly on their paladin and the rules of 5e physics (and this book) would suggest the boulder deals an armor-crushing 70 (20d6) bludgeoning damage, the paladin's plot armor might protect them from death at your discretion. The stakes are always as high as you choose to raise them, and any resulting TPKs are on your head.*

The same can be said when it comes to the answers to the riddles or challenges presented in the Puzzles or Traps sections. If your merry band of adventurers present a particularly clever solution to a puzzle or divine a way to disarm a trap other than the ones that are presented here, feel free to reward rather than rebuke them for their creativity.

This book does not feature one big dungeon. Instead, the dungeon chambers section is presented as a series of chambers you can choose to connect at your leisure. Not every room will make sense within the world you're constructing, and you may need to augment the flavor text or aesthetics of certain chambers to better align with previously established lore associated with the spots you're dropping these rooms into. Is there a temple where it makes sense for there to be a river of lava and a chamber that's completely underwater? Sure. Could that river of lava be a river of water instead? Of course. Same with the flooded chamber, though if you go this route, please reread the previous paragraph about nerfing damage dice and adjust accordingly.**

The flavor text in this book is not always going to be accurate. The presentation style assumes your party is moving forward together into a space, and the maps provided are meant to serve as an aid for you and the players in case an encounter takes place and they need to know whether or not they can *misty step* across a chasm or *cone of cold* a chimera. But because every party is unique, some may stroll into a space single file, while others might waltz in as a group. Some parties split up and send a silent-stepping scout ahead, while others prefer to let a familiar they found do this task for them. You may need to adjust statements in the flavor text to accommodate your party's particular approach

*Well, and that of the party's. They're the ones who chose to enter the Temple of a Thousand Traps as Level 3s.

**Or don't, you beautiful psychopath.

to each room presented, or (in the case of rooms where the doors close behind the party) hold off on presenting some aspects of the chamber until the appropriate moment as far as your narrative goes. When it comes to flavor text, especially when trap-triggering events are at play, it is impossible to be all things to all people—but attempts have been made, as that seemed preferable to giving nothing to everyone. Use your judgment while accepting my apology.

Because the dungeons are meant to be modular, the maps in this title also suffer from a similar issue. Your party may be fleeing a room with a massive brass gateway they just unlocked only to have you describe the next chamber as having "a single, iron door, which closes behind you." Many of the maps included circumvent this problem by including small hallways that lead into and out of each chamber, connecting rooms via imaginary halls you can flavor as necessary based on the previous location. Still, it seemed a bit weird to create a bunch of dungeon chamber maps without any doors at all, so as you explore the section in question you'll notice that some maps have doors while others have tunnels that lead "elsewhere." Regardless, all means of egress should be considered barred unless otherwise noted within the explanatory text associated with the space or determined at your discretion. In short: yes, that door is locked. Yes, you'll need a key or a lockpick. No, I will not tell you where the key is hidden.

This book is not a cry for help. Yes, there's some disturbing stuff in here, but I'm doing OK. Please take me off your watch list.

How to Use This Book

When you see text styled like this, it's flavor text and should be read out loud to describe specific actions, relay important quotes or share pertinent details of the location or situation the party finds themselves in.

GM NOTE: THIS IS A NOTE FOR YOU

Boxes that look like this are meant to draw your attention to information that is imperative to a plot point in the one-shot adventures or to a mechanic associated with the traps or puzzles. Ignore it at your peril.

Maps. The maps presented in this book are presented on a grid, and each square represents 5 ft. unless otherwise noted. If you'd prefer to use theater of the mind, feel free to adjust the sizes of different spaces to suit your needs as necessary.

Variant encounters. When a party enters one of the locations detailed in this book, roll on the Variant Encounters table associated with the location to determine whether or not you want that encounter to trigger, or select one for yourself. These encounters add flavor, urgency and variety to a given location and are one of the main features of this book—so put them to use! Or don't. It's your game.

Encounter variants. Similar to the variant encounters, these optional adjustments typically refer to a location's atmosphere or climate. If you choose to use them, it's a good idea to roll on the tables before describing the layout and features of a location to your party, as these options can have a drastic impact on the way they might approach an encounter here.

Tables. Each table in this book features an associated dice value. If a table calls for you to roll 1d8, roll an eight-sided die and follow the corresponding number to determine what happens next—you know, just like every roll table in every RPG book that has ever existed.

Doors, Loot and Other Drawings

The maps in this book feature several recurring features. Here's a key:

DOOR. This is an entrance into or out of a space. If a DC associated with picking the lock is not listed, you can add one yourself or share that the door is not locked.

FURNITURE. Your party may run into an untold amount of tables, chairs and more on their adventures and, while some of them are certainly mimics, others are just normal furniture. These items are presented as aesthetic rather than vital to their respective spaces unless otherwise noted.

TREASURE CHEST. This is meant to represent a trunk, chest or hiding space for valuables. Because a treasure cache can have a significant impact on your game's economy, these chests should be considered empty unless you fill them with loot, except where noted.

COLUMN. This icon will appear in numerous dungeon chambers and is meant to represent a support column. Columns can be used as suitable half cover unless otherwise noted. Occasionally this symbol is used to represent other elements of a room, with details provided.

RECURRING ELEMENTS. Great pains were taken to label the most important aspects of each map in this book, but in some cases, labeling every gear or fire spout or collection of soon-to-be-walking bones meant littering each of the maps with dozens of numbers, rendering the details provided in each map practically moot. As a solution, you'll run into a few labels that read like so: (***1, one of many***). This is meant to indicate a visual example on the map, and you should use your discretion to note where this element repeats so you can accurately describe a space to your party as they navigate it.

WITHOUT FURTHER ADO, please enjoy *The Game Master's Book of Traps, Puzzles and Dungeons*. It was created to serve as another tool in your arsenal as you continue the often thankless task of visualizing myriad ways in which to bring about your party's untimely demise. Consider each page as the start of something rather than the end and you'll be well on your way to conjuring incredibly compelling adventures your players will never forget.

At the very least, when one of your PCs says, "I check for traps," you'll be able to sit back, a wolfish grin behind your GM screen, fully prepared to show them the dangers of curiosity, as the *fireball*-slinging sharks you spec'd out circle just beneath their feet.

ONE-SHOT ADVENTURES

A collection of stories you can engage in during a single session (or over the course of a few), these adventures feature traps, puzzles and dungeon rooms specific to their plots as well as a few drawn from throughout the book.

12
THE SPIRE AND THE SCAB

The party explores a crypt and uncovers a dark secret.

28
PICK OF THE LITTER

A race requiring both brains and brawn.

44
SKHALHAMMER MANOR

Dreams and nightmares in a maze-like mansion.

The Spire and the Scab

After braving a town-shaking earthquake and a fondue tsunami, the party must leap into action to save the denizens of a sleepy mountain hamlet from an ancient, buried evil.

An Adventure by Jasmine Bhullar, Suitable for Levels 1-5

Following a heart-pounding rescue mission necessitated by a powerful earthquake in the mountain town of Velnoya, the party is propositioned by an order of scholars who hope to ascertain whether or not the ancient evil they sealed beneath the town has been impacted by (or is the source of) the recent geological disturbance. Armed with powerful artifacts on loan from the order, the party will soon discover getting to the target will be no easy task, as the tomb they've been sent to explore is armed with a number of traps and puzzles designed to keep people out...or something in.

Adventure Location

This adventure takes place in the sleepy mountain village of Velnoya. A laid-back tourist town nestled in the shade of the Widow's Weep mountains, Velnoya has no industry and instead thrives on duties and tolls collected from those seeking passage through the mountains to the north. Outside of its quaint chalets and ski-in-ski-out lodges, the town boasts few notable buildings other than a large brewhouse pub famous for their fondue (The Melted Muse) and a defunct hall of records that serves as the headquarters for a mysterious organization known as The Esoteric Society of Arcane Studies. Very little is known about the day-to-day operations of the society, but given the group's commitment to the general well-being of the town (not to mention maintaining its infrastructure and regularly patronizing the local businesses), most of the locals have taken to not delving into their matters too closely. Though generally regarded as endearingly strange, especially with the turmeric-colored eye embroidered proudly on their garb, the members of the society are regarded as one of the quirks that makes Velnoya so special. Only one other feature dots the horizon of Velnoya: a dark crystal spire, jutting out cruelly against the gently rolling hills that surround it. It is among the most popular destinations in town, particularly as a portrait backdrop, and the annual "Higher Up the Spire" barehanded climbing competition has helped further the town's reputation as an up-and-coming destination for outdoor enthusiasts of all stripes.

Indeed, travelers from all walks of life find themselves in Velnoya, either for a relaxing vacation away from the hustle and bustle of the bigger cities or to stop only briefly on their way to grand adventure beyond the mountains to the north. How the members of the party find themselves here is entirely up to GM discretion.

Setting Up

This adventure starts with an earthquake and leads to a trap- and puzzle-filled dungeon for your players to explore. To start, it's worth examining the puzzles and traps starting on pg. 20 to understand their mechanics. If you would like to slot in extra puzzles, traps or dungeon rooms, first determine how many and then roll on the respective table(s) starting on pg. 246. Extra encounters should all be inserted into the flow of the adventure before you start Part 5.

This adventure features a handful of primary NPCs, including Lorita Sancham (pg. 25) and Lord Tiresome Belovaar (pg. 25). Along the way, the party is likely to battle some of Lord Belovaar's horrific creations (pg. 25-27). All other NPCs are at GM discretion.

If running this adventure as part of an ongoing campaign, determine why the party is stopping over in Velnoya. Perhaps they are en route to fight a dangerous dragon in the north country, or it's possible they heard of the "Higher Up the Spire" competition and are hoping their barbarian has what it takes to be fastest to the top. If running this adventure as a one-shot or the first adventure in what you hope will become an ongoing campaign, have each party member determine how they ended up in this little mountain town. The adventurers may find themselves in Velnoya for any reason that suits their backstory. Maybe they have come here seeking knowledge from The Esoteric Society, or maybe they are a cheese connoisseur here to test The Melted Muse's legendary fondue for themselves or, if you like, they could be a descendant of a member of The Order of the Ochre Eye/Esoteric Society hoping to learn more about the work of their great-great-aunt. Regardless of why they are in Velnoya, town custom is to enjoy a bit

of cheese before doing anything else, so at GM discretion, the adventure begins outside The Melted Muse, the town's famous fondue pub.

GM NOTE: LORD BELOVAAR AND THE ORDER OF THE OCHRE EYE

Although on the surface Velnoya appears to be an idyllic alpine vacation destination, it was once an epicenter of learning for the arcane arts as the township itself was founded at the crossing of several ley lines, rendering it ideal for magical experimentation and study. Wizards, warlocks, witches and arcane adepts of every description made the pilgrimage to Velnoya hoping to benefit from the wealth of knowledge contained within the Scholarium, a vast library and record hall. Access to the Scholarium was given freely, as long as anyone performing research agreed to share what they'd learned with the collective.

As magic users from all walks of life lived and studied harmoniously together, freely exchanging ideas and theories, the study of arcana flourished. But this rapid expansion of knowledge also created an inroad for exploitation. Lord Tiresome Belovaar, a highly esteemed noble charged with funeral rites and the interring of remains of great import, was using volumes from the library to conduct sacrilegious experiments on the bodies of the mages he was meant to lay to rest. When the vile nature of his research was exposed, it was decided drastic measures needed to be taken. Free and open access to the Scholarium was withdrawn, entire wings and observatories were paved over and in the dead of night, an emergency meeting was called to establish an order whose purpose was two-fold: Firstly, to bring an end to the heresy carried out by Belovaar and render him harmless to the general citizenry of the town and, secondly, to ensure the most powerful magical secrets were guarded from those deemed unworthy. Thus, The Order of the Ochre Eye was founded, taking a golden yellow eye wreathed in radiance as their sigil. The Order banished Belovaar to the crypt in which he conducted his foul rituals and profane arcane explorations and sealed it forever using a focused arcane lock in the guise of a large obelisk.

Given the secretive nature of the Order, most townsfolk have little knowledge of its history or purpose and have instead taken to calling it The Esoteric Society. This suits The Order of the Ochre Eye just fine.

Part 1: The Crashing Zeppelin

You stand at the entrance to The Melted Muse, Velnoya's famed fondue pub (known far and wide for its massive cauldron of piping hot cheese, larger than an ancient dragon) the sound of merriment floating through the emerald green doors, which have been thrown open in the spirit of hospitality, filling the street with the alluring smell of freshly melted cheese. Towering over this tavern is the town's most pristine building, a record hall known as the Scholarium, its glass-domed roof glimmering in the sunlight. Even here on the highest hill in town, the fog weakly clings around your ankles before cascading down the cobblestone streets and flooding the stonework houses below as it billows into the valley. You can barely make out the tops of the tallest conifers, defiantly towering above the ethereal sea of fog, standing boldly against the line of mountains behind. Jagged peaks jut into the sky like fingers reaching for the clouds, giving you the impression that this town is nothing more than a small object held in the palms of two mountainous hands. Your survey of the fog-painted valley and the picturesque alpine town is interrupted as the wind chime cart across the way erupts in a deafening din as wood, metal and glass ring out in alarm. You spin around, half-expecting to see a clumsy tourist who has toppled into the chime display but instead see nothing more than the confused shopkeep, a freckled gnome with olive skin gazing at her wares with a perplexed expression on her face. As you begin to put two and two together, you feel it. The ground begins to shudder beneath your feet and with a stomach-turning groan you start to see the beginnings of a crack form between the cobblestones neatly aligned ahead of you.

A violent, somewhat localized earthquake is now impacting the entire town. As the party looks around to get their bearings they would notice the following with a DC 15 Wisdom (Perception) check:

- A large wooden sign that says "The Melted Muse: We're Fonduein' It!" rattling and about to collapse on an oblivious tourist.
- A number of fireguards trying to direct people away from the buildings, which are rapidly shedding slate shingles.
- The glass-domed roof of the Scholarium opens, releasing an ornate magenta- and gold-gilded zeppelin into the air, the word "Imperius" emblazoned on the side, but it's soon struck by a falling tree, limiting its flight.

The earthquake is causing issues all over town. Use

the Earthquake Encounters table to offer the party a chance to save the day. At GM discretion, when you're ready to move to the next phase of this adventure, jump to Part 2.

GM NOTE: EARTHQUAKE ENCOUNTERS (OPTIONAL)

Roll 1d6 on the table below to choose a challenge or two to throw your players' way, or—if separated—have these events play out for each character in an effort to bring them all together. These encounters should take place before the fondue spill outlined in Part 2.

1d6	The party notices...
1	...an **earth elemental** caught gliding between two suddenly shifting portions of the ground. Somewhat panicked, it lashes out at the first thing it sees: a goat.
2	...a fissure opening in the ground only a few feet from them. A merchant cart laden with wind chimes is perched precariously on the lip, threatening to tip in at any moment. A DC 10 Strength (Athletics) check would pull the merchant to safety—a nice thing to do considering she'll likely topple down the hill with her cart in 12 seconds.
3	...a tiefling woman with bleary eyes desperately waving to the party, both of her arms laden with birdcages. "My babies, my babies are still in there!" she screams, pointing to a large aviary built into the side of a nearby building, where three fuchsia parrots flit around, free of their cages. A DC 10 Wisdom (Animal Handling) check would convince these birds to fly to their owner, though a DC 10 Wisdom (Insight) check would reveal she's not very kind to her pets.
4	...a towering conifer lurching forward threatens to crush the pony stables beneath it. A single groom struggles with a stubborn Shire named Tubbs, tears rolling down his cheeks in exasperation. A DC 12 Wisdom (Animal Handling) check would get the pony moving, as would a DC 12 Strength (Athletics) check. But there's not a moment to lose.
5	...a dwarven man shrieking, "Save my carved clay statues! Please! I'll give you 1 gold piece for each!" as he points to a building with a crumbling foundation. If the party makes an attempt to rush in, they can save 1d20 statues with a successful DC 15 Intelligence (Investigation) check. The building will collapse in two minutes.
6	...a wandering toddler whose mother is pleading to be reunited with her on the opposite side of a 10-ft. crevasse. Solutions are at GM discretion.

Part 2: Inside The *Imperius*

Chaos continues to unfold around you even as the tremors begin to subside. Screams emanate from within The Melted Muse, and you watch as the massive cauldron that holds an untold tonnage of melted cheese topples off the woodfire stove that keeps it bubbling. The hot gooey cheese rushes toward you, a wave of fontina and gruyere gushing forward at breakneck speed. Fallen buildings and debris block your path on either side as the gloppy, scalding cheese surges closer; it looks like your only options are to jump off the cliff behind you or conjure a colossal baguette. Suddenly a rope appears, dangling just about 5 ft. above you. A mousey-looking halfling woman shouts down at you from a low-flying zeppelin: "The *Imperius* can't fly far, but she's safer than a hot cheese bath! Hurry! Climb aboard!"

This is Lorita Sancham, and she would insist that the party climb the rope to avoid getting scorched by the cheese ("A horrible way to die even if you aren't lactose intolerant!"). The cheese should be presented as a growing, imminent threat that will absolutely do damage to the party if they linger too long. At GM discretion, any creature coming into contact with the hot cheese suffers 5 (2d4) fire damage per six seconds of exposure, and the cheese will continue to burn the skin on subsequent turns. Removing hot cheese from a creature requires an action.

Climbing the rope to get inside the *Imperius* can be achieved with a successful DC 12 Strength (Athletics) check. If it appears someone is truly struggling, Lorita would shout for them to attach themselves to the rope in any way they can so she can reel them in.

While ascending the rope, the party might notice any of the following with a DC 15 Wisdom (Perception) check, or at GM discretion:

- The fireguards and several men and women in robes marked with a golden eye—similar to the robes Lorita is wearing—assisting the other citizens and visitors below. It looks like the danger posed by the earthquake has subsided, at least for now.
- Huge cracks in the surface that seem to spiderweb out from the woods nearby.
- A dark obelisk in the center of a clearing, with deep grooves in the surface all around it, as if it's the source of the cracks emanating from the forest.

Once aboard the *Imperius*, the party would be able to take stock of its interior. As they look around, or at GM discretion, read the following flavor text:

The inside of the zeppelin's passenger carriage is a dizzying orchestra of delicate whirring machinery and gently glowing spell-focusing crystals. A suspended catwalk cuts through the tangled metal mess of cogs and leads toward a large dome. Its guidance mechanisms hum as they slowly drift to place the dark obelisk emerging from the trees beyond into alignment with the dome's central directional tabs. Either side of the catwalk is dotted with desks strewn with parchment and books covering everything from star charting to studies on the density of gems to the detailed life cycle of the rare amber glass butterfly.

Smiling as you look around, bushy eyebrows stuffed behind thick glasses that peer out from under tempestuous brunette hair, is the halfling who helped you aboard. "Howdy. I am Lorita Sancham, the current head of The Order of the Ochre Eye... well, townsfolk call us The Esoteric Society for Arcane Studies. This is our ship, the *Imperius*. Would you like some fondue? Just kidding."

As the party gets their bearings, Lorita would offer them a chance to introduce themselves both to her and, as necessary, one another. She would praise them for their efforts in helping the town of Velnoya, then offer some of the following information at GM discretion:

- The Order of the Ochre Eye has been observing and researching arcane phenomena and unexplained occurrences connected to the weave of magic for centuries.
- This particular branch of the Order has been tasked with studying the nearby obelisk, which is called the Spire, to monitor any strange spikes or arcane disturbances in the area.
- Many generations ago, the Order sealed away Lord Tiresome Belovaar, a noble mage who took the Order's commitment to arcane studies into dark, unspeakable places, in a deep crypt that sits beneath the Spire. In the unlikely event that Belovaar could rise from the dead and bypass the crypt's numerous puzzles and traps, this obelisk doubles as an arcane lock, to ensure that he cannot escape.
- The townsfolk are all convinced the Spire is just a strange architectural wonder from another age. They even promote it as a tourist attraction, part of the "Higher Up the Spire" competition. They have no idea the entire town sits above the tomb of a would-be lich, full of arcane mechanisms that have trapped him there for centuries.

If the party asks further questions about Lord Belovaar, have them make a DC 14 Charisma (Persuasion or Intimidation) check. On a successful roll, or at GM discretion, Lorita would tell them the following:

"Lord Tiresome Belovaar was once a holy man, well learned not only in the teachings of the gods but also in the medical arts as well as herbalism. And though his given name might lead you to believe otherwise, he was anything but boring. For a time, he was in charge of laying the dead to rest and for the careful preservation and embalming of some of the realm's most powerful noble scholars and mages. So, it came as a great shock when it was discovered that not only had Belovaar become obsessed with the art of unnaturally extending his own life but that he'd been abusing his position to conduct foul experiments on the sacred remains of those entrusted to his care, creating horrifying homunculi and flesh constructs in the wretched depths of his lair—the very crypts in which he has been imprisoned. His experiments were dark, dangerous and, I imagine, a true drain on the soul. If you thought dying in melted cheese was bad...this would be a worse way to go."

GM NOTE: A DEEPER HISTORY

If the players make an Insight check (DC 12) to discern whether or not Lorita is giving them all the information, she might share the history of The Order of the Ochre Eye, though she is hesitant to disclose the role she believes the Order played in the creation of this villainous fleshshaper. With a successful Persuasion check (DC 15), she discloses the following:

"My mother was one of the keepers of the arcane library at the Scholarium...she kept records of all of the books and their respective locations. I grew up in those dusty stacks, playing by myself amongst those aged tomes, stacking up priceless volumes into play forts. I learned everything I know now at her feet. I grew up knowing I would grow up to this," Lorita motions to her desk and the piles of vellum around her with a dejected sigh. "This is my inheritance. This station. This duty. This is my penance. For it is under my ancestor's careless eye that Belovaar attained the knowledge needed to carry out his heretical rituals. For weeks, months even, he had been seeking out books brimming with the dark magics and darker histories. My...my great-great-grandfather, did nothing to stand in his way. Now we all pay for his negligence. Not only my order as a whole, but me, personally. Keeping Belovaar's blighted existence sealed away...well, it's the least I can do to restore a modicum of honor to my family."

If the party continues to press for more information or lore connected to The Order of the Ochre Eye, Lorita would reveal the following:

- In the decades since vanquishing and entombing Lord Belovaar beneath the Spire, the town felt the obelisk's reputation was bad for the tourism industry and rebranded it as being purely aesthetic in nature The brilliant marketing plan worked, and the true nature of the obelisk was lost to time.
- Unfortunately, this means the Order has to look into the reports of tremors as well as strange lights at night in the region as quickly and covertly as possible.
- The Order is severely short-staffed, and the local members are all hard at work ensuring the town isn't further impacted by the earthquakes, its brand new lake of hot cheese or worse.

With this information divulged, Lorita would cut to the chase and state the following:

> "I hate to ask, in part because we just met and I barely know any of you, but you seemed interested in helping the town of Velnoya before and, well, I want to hire you to do it again. I'm hoping you'll look into the area around the Spire with me. My hope is that all of this is connected to the Order's subterranean traps and wards—one of them might be misfiring, but if it's something worse, we'll need to call in every member of our Order from across the realm, an action that would come with great cost. So I need to be certain. I'll pay you 200gp and offer you access to our arcane armory. On loan, of course. We're nearly there. I hope you decide soon."

At GM discretion, Lorita would raise her offer to 400gp if the party is hesitant to agree to her terms and would agree to let them keep one of the items she's loaning them from the armory if they commit to using it in service to the Order.

Once the party has agreed to explore the area around the Spire, read the flavor text below:

> The large windows of the zeppelin's passenger bubble reveal your approach to the Spire. Although it is surrounded by lush forests and snow-capped mountains, there's a bald patch of land around the obelisk where it seems vegetation fears to tread. The barren land here has formed into a rotten, lichen-padded bog where the Spire rises as if it had been thrust into the heart of the Earth itself, a wound from which the land has been unable to recover. "We call this place the Scab," says Lorita. "Nature itself recoils from Belovaar's remains. The magic wielded to seal him away has wounded the earth itself. See how the soil seems to bleed? But still, the land can heal. One day. It just takes time. Maybe it is foolish I still hold hope that underneath this scarred earth, fresh, bountiful soil will emerge. All right. Down we go."

GM NOTE: ITEMS ON LOAN

The following items, or others at GM discretion, would be available to any adventurers willing to investigate the Spire on Lorita's behalf. Allow party members to select the items—one per person—that they'd like to have on hand, or roll once per party member to select the items randomly.

1d20	Lorita loans out...
1	...*a robe of useful items*.
2	...*a +2 weapon of one's choice*.
3	...*a wand of magic missiles*.
4	...*a stone of good luck*.
5	...*bracers of archery*.
6	...*a necklace of fireballs*.
7	...*pipes of the sewers*.
8	...*a pearl of power*.
9	...*a headband of intellect*.
10	...*a periapt of wound closure*.
11	...*a +2 shield*.
12	...*goggles of night*.
13	...*restorative ointment*.
14	...*eyes of minute seeing*.
15	...*a cloak of protection*.
16	...*a javelin of lightning*.
17	...*a sentinel shield*.
18	...*an immovable rod*.
19	...*a wand of wonder*.
20	...*a staff of healing*.

Lorita would lower the *Imperius*'s rope and anchor and inform the party they need to affix it to something sturdy so the wounded zeppelin doesn't soar away. The next phase of the adventure begins as the party descends the rope toward the ground below.

If the party requests Lorita join them, she would insist that she must stay aboard the vessel to keep it properly piloted until the rope and anchor are secure. She is being truthful.

Part 3: Picking The Scab

> As you descend the rope, it's clear a storm is approaching, a steady wind shaking the trees and tossing the zeppelin off its trajectory. You sway in the gusts but manage to hang on. As your feet touch down, the ground is boggy, and the mud you uncover with each step is a rich, thick crimson—the color of blood.

The party must determine where to anchor the *Imperius*. A passive Perception of 12 or higher would reveal the most logical place would be to latch onto the Spire itself, as would a DC 12 Intelligence (Investigation) or Wisdom (Perception) check—the Spire is the only solid object in the area. Attaching the rope to the Spire can be achieved with a DC 12 Strength (Athletics) check followed by a DC 10 Dexterity (Sleight of Hand) check or another check at GM discretion.

GM NOTE: LOCKING ONTO THE SPIRE

While not vital to the progression of the story, if your party determines they don't want to anchor the *Imperius* to the Spire, it will impact the flavor text below. Adjust at your discretion, or have Lorita shout from aboard the *Imperius* that the party would be better off anchoring to the Spire than anything else (trees or bushes or scrubby roots) due to the softness of the soil in the area. The Spire is the only thing sturdy enough to anchor a zeppelin in high wind.

Once the rope is attached to the Spire, read the following flavor text:

As you secure the heavy rope to the Spire, the obelisk seems to shimmer with a continuously building glow. There is a burst of light from the clouds above as lightning crackles down from the sky, snaking around the *Imperius* before slamming into the Spire. Thunder booms as energy courses through the obelisk and into the ground beneath you. The entire structure starts to shake, and a large crevasse similar to those you encountered during the earthquake begins to form as the loose earth beneath you shifts. A fire surges up the rope anchoring the *Imperius* to this position.

Let the party get their bearings, then describe the following facts about their surroundings:

- The rope that is attached to the *Imperius* is ablaze and rapidly burning up toward the zeppelin.
- The ground beneath the party is cracked and splitting in places, as if another earthquake is taking place.

Lorita is screaming at the party but it's hard to hear what she's saying over the ripping wind and continual thunder. A DC 15 Wisdom (Perception) check would reveal she's trying to warn them about a growing menace bubbling up from the cracks forming in the earth. If the party is able to perceive what Lorita is saying, they would get a surprise round in the combat to come, at GM discretion, announced with the following flavor text:

As Lorita continues yelling at you, she begins to point and you quickly see what she's been trying to draw your attention to: The cracks in the ground are bleeding—thick, mucus-like globs of blood. The globs grow larger and larger, defying gravity as they start to stretch toward the sky. It looks like at least one of them...has a face?

There are 1d4 + 1 blood oozes rising up from the surface. Roll initiative, and use the map on pg. 18 for this encounter.

GM NOTE: A BLOODY BATTLE

The blood oozes hope to weaken the party and will act accordingly. The party may attempt to prevent the fire from spreading up the rope toward the zeppelin. They can attempt to douse the flames but the damage is done and in three rounds per initiative, the rope will snap and the *Imperius* will be taken by the wind, floating swiftly away.

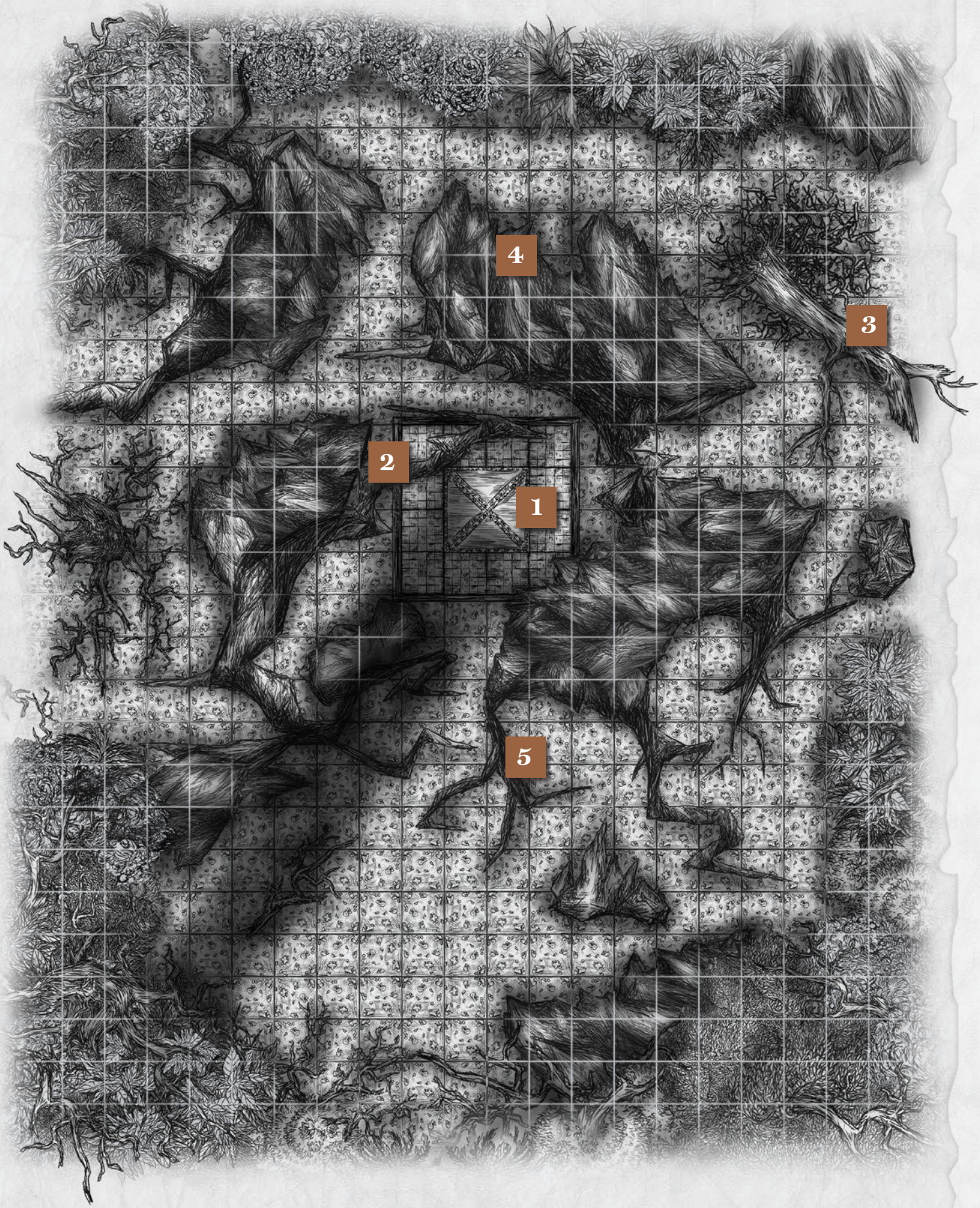
It should be clear to the party as they battle these blood oozes that the oozes have a difficult time moving toward the obelisk, as if powerful magic emanating from it is slowing their progress (the party can move at full speed).

Once the zeppelin breaks away from its anchor, more blood oozes will arise, herding the party toward a crack at the base of the obelisk.

After three rounds per initiative, the zeppelin's rope will snap, and more blood oozes will rise from the ground—as many as it takes to help your party recognize this fight is no longer in their favor. At the top of round 4, read the following flavor text:

The rope tethering the zeppelin to the spire snaps, and you can hear Lorita yelling—"I'll come back for you! There's more of them! Hurry! Into the Spire! I'll make my way to you, I promise! But you must protect yourselves!" As these words leave Lorita's lips a gust of wind ruffles the half-full bundle of balloon keeping the zeppelin aloft, and you watch as the whole of the *Imperius* is swept up into the clouds. A sickening *glorp* sound heralds the arrival of even more oozes, slowly flowing toward you.

The blood oozes would slowly but surely continue to rise out of the surface, pushing the party toward a gap in the ground just beneath the Spire. A DC 14 Intelligence (Investigation) or Wisdom (Perception) check would reveal that this crack is large enough for the entire party to slip into if they move one person at a time—and that a rush of cool air is flowing out of it, suggesting it leads deeper underground.


4
3
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5

The Spire and the Scab

Created to lock away the unspeakable evils committed by Lord Tiresome Belovaar, the dark obelisk known as the Spire is a focus for powerful arcane effects that surge into the earth to keep Belovaar's necromantic horrors at bay. Those who understand the history of this place refer to the arid, cracked earth around the Spire as the Scab.

The Spire

This 50-ft.-tall onyx obelisk (***1***) seems as if it were rendered from a single piece of stone. Impossibly smooth with edges that rival any dwarven stoneworker's skill, each year adventurers from across the realm attempt to climb it as part of the "Higher Up the Spire" competition. Few are successful. Climbing the Spire requires a successful DC 20 Strength (Athletics) check every 10 ft. On a failed check, a creature slips 15 ft.

The Spire is a powerful arcane focus. A creature who succeeds on a DC 20 Intelligence (Arcana) check can utilize the Spire to amplify the power of a spell to increase its efficacy, damage and duration, at GM discretion. It radiates with energies connected to each school of magic, as well as a divine energy that suggests some of its power is wrought from the gods.

The Spire also features a measure of self-preservation. Any creature who attacks the Spire is stunned for one minute, then must succeed on a DC 20 Wisdom saving throw. On a failed save, they fall victim to a version of the *suggestion* spell and feel compelled to leave the area.

A crack at the base of the Spire (***2***) leads to the chamber beneath it, allowing the party a means of escape.

The Scab

The arid soil around the Spire is free of all plant life, but still seems to hum with powerful druidic magic, as if the Spire is rooted and growing beneath the surface. A felled tree (***3***) and rock outcroppings (***4, one of many***) in the area provide three-quarter or full cover at GM discretion.

When the party arrives here due to the recent earthquake, they will find the Scab is splitting in places, creating grooves in the earth (***5, one of many***) that grow deeper with each passing moment, as outlined below.

Growing Cracks

Each of the cracks in the Scab are 5 ft. across at their widest point, but grow larger during the course of the encounter. At the top of each round per initiative, the cracks widen by 5 ft. The cracks are difficult terrain, but navigable until they reach 20 ft. across—at which point a creature must attempt a running leap over them with a DC 14 Strength (Athletics) check.

The depths of these cracks are at GM discretion, as within each crack is a rising blood ooze. A creature that falls onto a blood ooze would provoke opportunity attacks when it tries to escape the crack.

Part 4: Within the Spire

GM NOTE: PACE YOURSELF

The next two parts of this adventure are puzzles for your players to solve. If they are particularly adept at solving puzzles and/or if you'd like to give them more of a challenge by expanding this adventure and you have the time, incorporate some of the traps, puzzles and dungeons from the other sections of this book by using the tables on pg. 246. These additions should be dropped in between Parts 4 and 5.

Due to the suggested level of this adventure, as well as the danger associated with some of the puzzles and traps presented, GM discretion is advised regarding damage, encounters and spell-based trap or solutions.

When you're ready, this phase of the adventure begins as the party enters the crack under the Spire, with the flavor text below.

> The crack in the obelisk's wall allows some daylight to filter into a triangle-shaped room ending in a dark and narrow passageway. Stale, dead air permeates this tunnel, gently rushing past you and out of the obelisk through the crack in the structure, creating an unsettling breeze that carries the stench of decay. You can tell from this distance that a cave-in has collapsed most of the hallway here, with rubble blocking the path. To your immediate left is an archway that leads into pitch-black darkness. Along the arch, carved in a florid script that any dwarf could tell you would have been impossible to chisel into stone, is the phrase: *Those that fear truth's light shall be smote by it.*

Allow your party to get their bearings. The cave-in at the end of the hall has completely blocked it off, but perceptive or overly investigative creatures could confirm that there's definitely a chamber below this one, even if the way forward is blocked. If your party possesses the means to move several tons of stone or chooses to spend two full days moving rocks by hand, skip to part 5. Otherwise, it should be evident that the best way forward is through the darkened archway.

As the first player crosses the threshold of darkness, read the following flavor text:

As you enter the darkness, there is a rush of light as a single dancing flame bounces from one oil-filled sconce to the next, setting them alight before continuing its enchanting dance down the hall. You can make out shapes along the walls as your stretched shadow surveys the scene.

A DC 15 Intelligence (Investigation) check would reveal the shapes on the wall are all ornate weapons mounted onto its smooth white marble surface.

If a creature attempts to grab a weapon off the wall, they would find them fully affixed to it. A DC 25 Strength (Athletics) check would be enough to remove any weapon. While removing these weapons is difficult, attempting to pull a blade or hammer or whip off the wall has its own reward. Any creature that tries to remove a weapon from the wall would find that doing so creates a shadow weapon in their hand, similar in size and shape to whichever weapon they were attempting to remove. These shadow weapons persist in a creature's hand for one minute. They dissipate if the sconces are extinguished or if the creature holding one leaves this chamber.

As the players continue their journey into the hall, the shadows they cast behind them will spring to life, becoming perfect facsimiles of the adventuring party. Once the entire party has entered this chamber, read the following flavor text.

As you continue moving through the dimly lit chamber, you notice that the shadows you are casting against the white walls aren't quite synchronized with your movement.

Any creatures that choose to investigate this fact would observe the following with a DC 15 Perception (Wisdom) or Intelligence (Investigation) check:

- When seen out of the periphery, the shadows move a little slower than the creature casting them, as if they're on a time delay close to two seconds long. But not when observed directly. When observed directly, they move in perfect synchronization with the party.
- The shadows seem to be moving closer to the party, but only in the periphery. When the party stares directly at them, they appear to be "normal" shadows.
- If a PC is holding a weapon made of shadow as outlined above, the shadow of the individual holding a shadow weapon does not have a weapon in its hands. If a PC remarks on this, or attempts to investigate, the shadow would attack.
- One of the shadows seems to be...smiling?

As the party notices the smiling shadow or at GM discretion, the shadows would attack.

GM NOTE: SHADOW WARRIORS

Shadow warriors have the same number of hit points as the players they were created by as well as access to shadowy versions of items visibly carried on the character's person. Any visible familiars or animal companions also cast a shadow, and these shadows are hostile to their corporeal counterparts. Shadow warriors are resistant to slashing, piercing, bludgeoning and fire damage. If reduced to 0 hit points, they regenerate after 1d3 +1 rounds of combat. Shadow warriors can be defeated immediately by a blow from a shadow blade. They disappear if the hallway is flooded with light (from a torch or some other source at GM discretion) or if the small sconces currently illuminating this space are extinguished.

The shadow warriors will continue to pursue the adventuring party until they are defeated or until the players make it the 250 ft. to the next chamber of the dungeon, accessed by opening a barred door at the end of this chamber.

At GM discretion, this doorway can be trapped or locked with a puzzle, either of which can be selected by rolling on the table on pg. 246.

Once through the door, the party is ready for the next portion of the adventure. If you are inserting dungeons chambers, add as many as you like, then advance to Part 5.

Part 5: The Moon Pool

As you enter this chamber, you are bathed in an almost blinding glow of moonlight beaming in from somewhere above—remarkable given it was daylight when you entered the Spire. The floor and walls of this circular chamber are white marble streaked with iridescent gray and lavender. An elaborate lighting fixture hangs from the ceiling, which upon second glance you realize is a group of ornate mirrors suspended and angled to reflect the moonlight and diffuse it throughout the room. Some of the mirrors also create a single shaft of focused moonlight, which forms a large circle on the wall opposite the door. There is a circular pool of water in the middle of the room, its surface still and clear as glass. Two 3 ft. long levers jut out of it. The first lever has a white handle, the second lever has a black handle. As the last member of your party enters the room, the door swings shut of its own accord and the wall begins to rotate around you with a steady whirring and clicking.

A successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check would reveal that the

circle of moonlight on the wall is roughly twice the size of the pool in the center of the room.

A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check would reveal a set of small gemstones mounted in an arc above the door frame, from left to right: Purple, Blue, Green, Yellow, Orange, Red.

A successful DC 15 Wisdom (Perception) check would reveal this chamber must function as some kind of access room, and that it's possible the obelisk functions as a sort of elevator shaft, taking creatures farther beneath the surface.

Further descriptive elements of this puzzle continue on the following page. Its mechanics are outlined below.

GM NOTE: THE MOON POOL'S MECHANICS

This chamber functions as a puzzle the party must solve in order to move ahead. To get where they want to go, the party must find a way to activate the Moon Pool.

There are two levers in the central pool of this chamber. The levers' mechanisms are protected from the water by a narrow, rectangular housing unit, the sides of which rise up about eight inches above the water's surface. The size of the unit is built to accommodate the full arc of each lever's movement, from forward to rear positions. One side of the unit features six small gemstones embedded in a horizontal line just below the top edge, with each gem a different color: red, orange, yellow, green, blue and purple. The gems are all dull and cloudy, though the room seems bright.

The lever with the white handle seems to only have two possible positions, all the way forward or all the way back. The other lever, nearest the side of the unit with the gems, has the black handle. A DC 15 Intelligence (Investigation) check would reveal this lever can be set at six different positions, forward to rear, with each position corresponding to one of the gems on the unit's exterior. The black-handled lever is currently positioned all the way forward, alongside the purple gem.

Any time a creature moves within this chamber, the wall begins to rotate, moving the door away from the adjoining hallway. Exiting the room is a matter of controlling the rotation of the door and the up-and-down movement of the room.

The door can be aligned with an exit hallway by positioning the lever with the black handle alongside one of the six gems built into the housing unit exterior. This will rotate the wall and move the room up or down within the spire like an elevator so that the door aligns with the selected exit hallway (as outlined in the table to the right). Once the door and the hallway are aligned, the selected gem on the housing unit and the corresponding gem on the arc over the doorframe will glow. The white lever must then be pulled in order to lock the wall in place so that the door can be opened safely and the hallway beyond accessed.

There is a caveat, however. The room will only move up and down the Spire and the white lever will only lock the door into position successfully when the Moon Pool is bathed in concentrated moonlight. In order to bathe the Moon Pool in such moonlight, the mirrors must be moved in a way that directs the beam from the wall into the pool. The mirrors can be moved successfully with a DC 15 Strength (Athletics) check or another means at GM discretion. Once the concentrated moonlight hits the levers in the pool, the levers and the room are fully functional and can reach any room on any floor.

If the door is ever opened before the beam of moonlight is focused upon the Moon Pool, the doorway leads to an empty void. Any creature walking into the void emerges from the Moon Pool having suffered 4 (1d6 +1) psychic damage from taking a lap around the astral plane.

Door/Floor Color		The door leads to....
1	Purple	...the chamber the party entered through.
2	Blue	...an empty chamber containing 2d4 + 1 blood oozes blocking access to a chest with 30gp worth of uncut gems, a ***ring of invisibility*** and a ***wand of magic missiles***.
3	Green	...two **zombies** shuffling over the corpse of a member of the Order of the Ochre Eye, who carries a ***+1 longsword*** and ***a potion of greater healing***.
4	Yellow	...a caved-in chamber that is inaccessible but smells of wet decay—moldy, damp and necrotic.
5	Orange	...a mostly caved-in chamber, but one that features a small pathway that leads to a large hole overlooking Belovaar's resting chambers, as outlined on pg. 22. A 40-ft. drop-off leads to the floor of the chamber. Particularly perceptive creatures would be able to see Belovaar lounging in a makeshift throne, surrounded by his undead minions, at GM discretion. If the party chooses to engage, they would get two surprise rounds of combat before the floor beneath them caves in and they drop into the chamber, triggering the events of Part 6.
6	Red	...Belovaar's chamber, as outlined at the start of Part 6.

A successful DC 15 Intelligence (Investigation) check would reveal the levers in the center of this pool must affect the room in some way.

Once players determine the mechanics of the Moon Pool, they can access any chamber they wish. At GM discretion, if pressed for time or out of concern for a low-level party's safety, each doorway, except for that leading to Belovaar's Resting Chambers, exits to a room that has caved in (like the yellow chamber).

Aligning the black lever with the red gem and walking through the red door would start Part 6 of this adventure.

Part 6: The Resting Chambers

The door opens to reveal a long, cathedral-like room. There are murals painted on the walls and 10 large red focusing crystals lining either side of the room, two of which have been shaken loose from their housing structure and are strewn about the floor. At the end of this chamber, full of coffins in various states of disrepair, is a large sarcophagus, and beyond it a throne built from bones. Sitting on the edge of it is a gaunt man, all knees and elbows, drinking from a silver goblet. He peers at you through a curtain of stringy silver hair, his green eyes glimmering with an unearthly light. In a silken voice, he says, "Ah yes. My saviors. Thank you for securing my exit from this wretched place. I've been trying for decades to figure a way out of that cursed contraption..." He lazily kicks the coffin below him. "Earthquakes. You've gotta love 'em. Of course, if it weren't for a chance thunderstorm and a bit of lightning I managed to divert from its path, who knows how long I would have been trapped in this purgatory?" He looks around at the party lazily, a bit of wine sloshing down the front of his moldy silken blouse. "You did come to save me, correct? And pledge your service to me in return for the secrets to eternal life? Or am I going to have to kill the whole bally lot of you?"

This is Lord Tiresome Belovaar. If the party wishes to confer with Belovaar, they will find him incredibly congenial and charismatic, if a bit overtly sinister. He is open and honest about his plans: complete domination of the realm, nothing less. He will reward them handsomely, when the time comes, for their service in these aims, a statement that can be discerned as a lie with a basic DC 12 Wisdom (Insight) check. "Just come closer, you know, to shake on it," he says.

Belovaar knows enough about the magic that sealed him here to understand that he must possess a mortal body in order to escape. How convenient, then, that there are so many new bodies here from which to choose.

If no member of the party wishes to offer their body in

Belovaar's Resting Chambers

This chamber was transformed into a prison when it was discovered Lord Tiresome Belovaar was using it to conduct foul ritual-based experiments on those buried here. Should he escape, news of this chamber's existence will be the least of The Order's problems.

Belovaar's Sarcophagus

This slick black sarcophagus (***1***) is similar in appearance to the Spire, and those with a connection to the arcane would immediately sense a connection between the two. The Spire's sealing power is focused on this sarcophagus through the room's surrounding crystals. A phrase carved into the edge of the lid of this sarcophagus reads the same in every tongue: *May you live forever as you wished, trapped among your works of wickedness*.

Crystals of Soul Snaring

This chamber features 10 ornate iron housings for an equal number of large arcane focusing crystals (***2-11***). Two of these crystals (***12, 13***) were disrupted from their housings by the earthquake and now rest on the ground near their housing.

Once all 10 crystals are in their housings, a red light cast from the ceiling above creates a circuit through them that sends targeted arcane energy directly toward Belovaar's sarcophagus, illuminating the message carved into its edge. Any risen undead will fall into an unanimated state while all the crystals are active.

Moving a crystal or removing it from its housing requires a successful DC 12 Strength (Athletics) check.

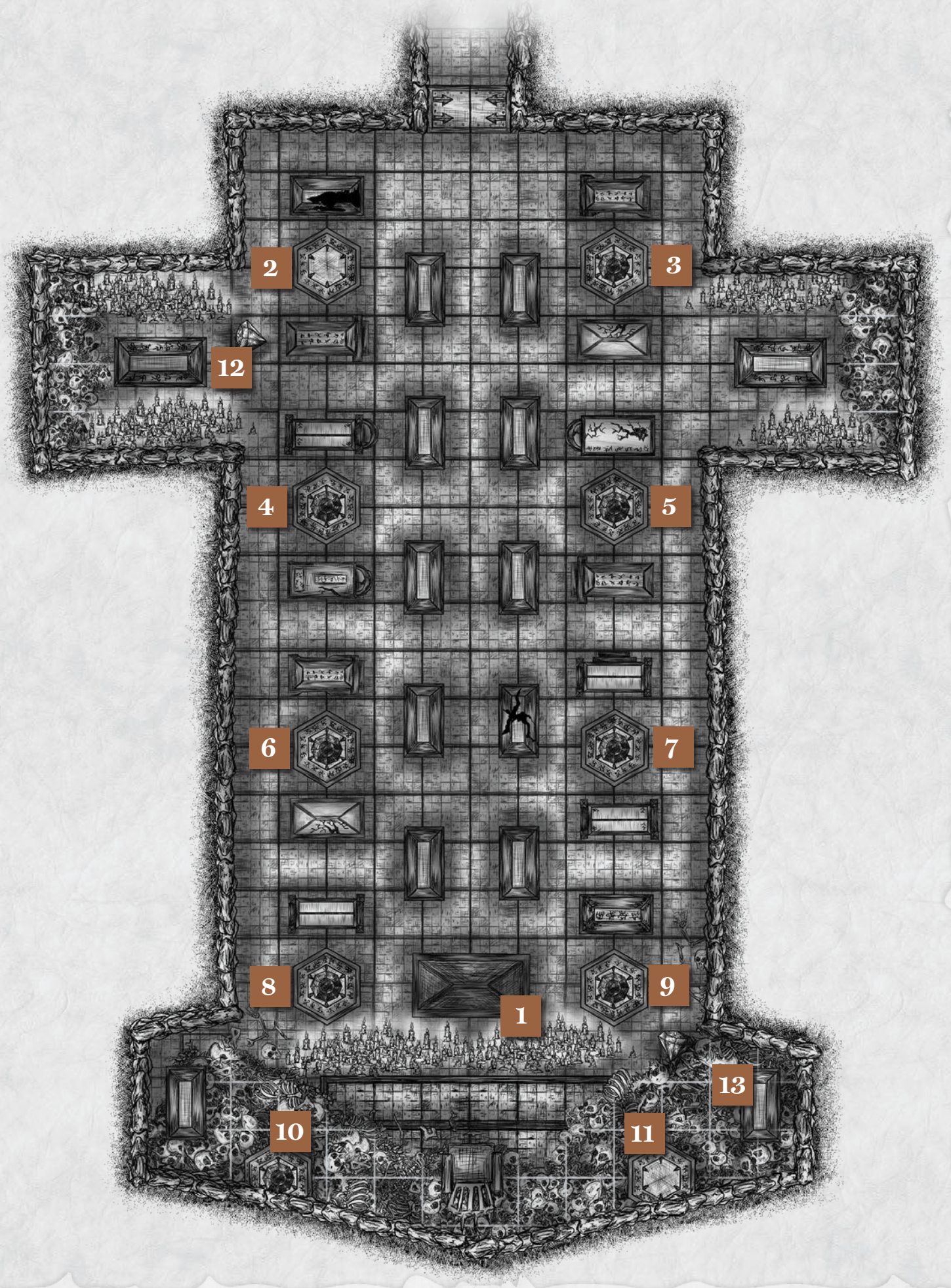
Crypts of the Order

This chamber was intended as the final resting place for those who served The Order of the Ochre Eye in its pursuit of arcane knowledge. As such, a score of scholars, sorcerers and sages were buried here over the years. Unfortunately, Lord Tiresome Belovaar, in his quest for eternal life, dug many of them up.

At the top of each round per initiative, roll 1d6. This roll determines what creature will rise from its crypt as outlined on the Risen Horrors table. Placement is at GM discretion.

Risen Horrors

1d6	The risen creature is...
1	...a blood ooze.
2	...an Ochre zombie.
3	...an Ochre skeleton.
4	...an Ochre flesh golem.
5	...an Ochre shadow.
6	...roll again, summoning two of the creature type rolled.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Belovaar's service at this time, he would attempt to subdue them by marshaling undead creatures to his aid. At GM discretion, use the map on pg. 23. Motivations for the party and their foes are as follows:

- Belovaar's ethereal form would leave his current body behind, then attempt to commandeer the corporeal form of a member of the party.
- The party can seal Belovaar back in his sarcophagus by returning the Crystals of Soul Snaring to their respective homes, putting his old body back in the sarcophagus, then reading the binding phrase on its edge.
- Knowing the Crystals of Soul Snaring are key to his imprisonment, Belovaar would instruct his minions to disrupt their placement by any means necessary. Slowing or subduing the party is secondary.

If the party manages to defeat Belovaar by trapping him within his sarcophagus, the power he wields over this space would dissipate, resulting in the dispersal of the zombies and blood oozes, making all of the Spire safe once again. They would soon receive a *sending* spell message from Lorita, as detailed at the start of Part 7.

Part 7: Aftermath

> "I was able to mend the *Imperius*, so we're back in business. Did you find out what caused the earthquake? Has Belovaar escaped?"

If the party details their experience to Lorita, she would explain she is waiting for them at the top of the Spire and has the agreed-upon reward for them.

If the party details anything else they might have found while exploring the Spire, including details on Belovaar's experiments or the fact that some creatures corrupted by Belovaar still maintain some memory of their past lives, Lorita would ask that they keep any of the Order's secrets to themselves. In exchange, she would double their agreed-upon rate for the job or allow them to keep one of the magic items on loan, at GM discretion.

If Belovaar escaped, read the following flavor text once the party informs Lorita of the bad news.

> Lorita's eyes narrow as she rubs her brow. "This is dreadful news. I should have known better than to have sent a group of unproven adventurers to do a job better suited for members of The Order. I fear there is worse yet to come, for if what you say is true, Belovaar bested you when he was at his weakest. It will take all our strength to banish him from these lands if he is able to recover himself. We have much work to do, it seems. I hope you'll understand if we don't induct you into our circle just yet.

Lorita would collect the weapons on loan to the party. If they put up a fight, she would use a scroll on her person to cast *sleep* at 8th level then subdue or stall the party as best she can using the spells at her disposal before calling for backup from other members of The Order using *sending*. Other members of The Order, all accomplished mages, could teleport to the Spire at GM discretion.

NPCs

The following stat blocks should prove useful while playing through this adventure.

Lorita Sancham

A powerful and plucky mage who has spent much of her life in the halls of Velnoya's Scholarium, Lorita is also the leader of the local (and charter) chapter of the Order of the Ochre Eye. Her main desire is to ensure the safety of Velnoya's citizens while keeping the secret of the Spire and its history under wraps.

Armor Class 13 (16 with *mage armor*)
Hit Points 49 (9d8 + 9)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	18 (+4)	13 (+1)	14 (+2)

Saving Throws Int +7, Wis +4
Skills Arcana +7, History +7, Persuasion +5
Senses passive Perception 11

Unabashedly Bookish. Lorita has advantage on all Intelligence (Arcana) and Intelligence (History) checks.
Small town Charm. Once per long rest, Lorita can use her small town charm to innately cast *charm person* (6th level). Unlike a traditional casting of this spell, Lorita's does not leave those affected with any awareness that they've been charmed through arcane means.

Spellcasting. Lorita is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, feather fall, mage armor, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, sending*
4th level (3 slots): *greater invisibility, resilient sphere*
5th level (1 slot): *wall of force*

Actions
Letter Opener. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Lord Tiresome Belovaar

A necromancer entombed beneath the town of Velnoya, Belovaar hopes to possess a corporeal form long enough to reach the surface. It is his sole aim. Well, that and revenge.

Armor Class 11
Hit Points 45
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (0)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Con +3, Int +8, Wis +6
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Fleshsculpter's Confidence. Any undead within 10 ft. of Belovaar make attacks with advantage.
Desperate Possession. One humanoid Belovaar can see within 5 ft. of him must succeed on a DC 13 Charisma saving throw or be possessed; Belovaar disappears, and the target is incapacitated and loses control of its body. Belovaar now controls the body but doesn't deprive the target of awareness. Belovaar can't be targeted by any attack, spell or other effect, except ones that turn undead. He otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features or proficiencies. The possession ends if the target takes damage, drops to 0 hit points or if Belovaar is forced out by an effect like the *dispel evil and good* spell. When the possession ends, Belovaar reappears in an unoccupied space within 5 ft. of the body.

Actions
Withered Slap. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 1 (1d6 - 2) necrotic damage.

Ochre Zombie

Mages and sages long buried, these risen corpses still possess a pinch of their past lives and can be turned against their master.

Armor Class 8
Hit Points 5 (1d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	8 (-1)	6 (-2)	5 (-3)

Damage Immunities Poison
Condition Immunities Poisoned
Senses darkvision 60 ft., passive Perception 8

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.
Phantom Limb. The Ochre zombie can cast *mage hand* at will.
Desecrated Memory. The Ochre zombie retains a sense of who it was in a past life. At GM discretion, a successful DC 15 Charisma (Persuasion) check could sway the zombie to subvert the wishes of the creature that summoned it.

Actions
Slam. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage.

Blood Ooze

A collection of bodily fluids corrupted and animated by the work of Lord Belovaar, these ooblekian horrors seek more of the stuff they're made of.

Armor Class 8
Hit Points 16 (3d4 + 9)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2
Damage Resistance Acid, Cold, Fire
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (Blind Beyond This Radius), passive Perception 8

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.
False Appearance. While the blood ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions
Pseudopod. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: (1d6 + 1) bludgeoning damage
Blood Transfusion (Recharge 5-6). A creature grappled by the blood ooze must make a DC 13 Constitution saving throw. On a failed save, the target takes 9 (2d8) piercing damage, and the blood ooze regains half as many hit points.

Ochre Flesh Golem

A hulking pile of mismatched limbs and organs, this creature can't do much more than destroy anything in its path.

Armor Class 9
Hit Points 40 (5d12 + 8)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	6 (-2)	10 (0)	5 (-3)

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Skills Athletics +5
Senses Darkvision 60 ft., passive Perception 10

Berserk. Whenever the golem starts its turn with 20 hit points or fewer, roll a d4. On a 4, the golem goes berserk and uses its action to attack the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.
Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
Path of Destruction. The Ochre flesh golem smashes and stomps in a way that makes any area where it has tread difficult terrain for Medium or smaller creatures.

Actions
Smash and Grab. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 4) bludgeoning damage. A creature hit by this attack must succeed on a DC 14 Strength saving throw. On a failure, the creature is grappled. The Ochre flesh golem can only grapple two creatures at a time.

Ochre Shadow

Souls so lost they barely recall from whence they came, these shrouds are loath to fight but will retaliate if provoked.

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (0)	8 (-1)

Skills Stealth +4
Vulnerabilities Radiant
Damage Resistance Bludgeoning, Piercing, and Slashing From Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., passive Perception 10

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.
Fear of Conflict. A shadow has disadvantage on all attacks unless it has taken damage during the round. If the shadow takes damage, it attacks with advantage.

Actions
Strength Drain. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Ochre Skeleton

Once upstanding members of the Order of the Ochre Eye, all that's left are rattling bones that can barely stand.

Armor Class 13
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., passive Perception 9

Actions
Bones. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage.

Stones. *Ranged Weapon Attack*: +3 to hit, range 80/320 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage

Reaction
Divide and Conquer. Provided it has at least 2 hit points, when an Ochre skeleton takes bludgeoning or slashing damage, it will collapse into a pile of bones. At the start of its next turn, it rises as two disjointed Ochre skeletons. Each new skeleton has hit points equal to half the original skeleton's, rounded down and cannot use this feature. A creature can use a bonus action to scatter or separate the Ochre skeleton's pile of bones to prevent this effect from taking place.

Pick of the Litter

The party is invited to participate in a race against some of the realm's most powerful heroes on behalf of a young sphinx hoping to be named divine guardian.

An Adventure Suitable for Levels 6-10

The party is summoned to the Plane of Heroes to assist a participant in the Gnæfaraun (NAH-fah-rah-oon) or "Race of Ascension," a once-per-century competition pitting the realm's most promising litter of young sphinxes against one another to discern who among them should be elevated to the position of divine guardian. The race itself—a grueling, gruesome slog through chamber after chamber of the Brennsluofn (Brenn-SLEW-of-n), or "the Kiln," a puzzle-and-trap-filled gauntlet created to test and temper would-be servants of the gods—comes with a unique caveat granted by the Plane of Heroes: Though their bodies may experience pain and misery on this plane, they effectively cannot die. The party must use their guile, cunning and brute force to best the other competitors on behalf of their sphinx, culminating in a perilous battle to ensure their sphinx cub is the last one standing.

Adventure Location

This adventure takes place on the Plane of Heroes, the final resting place for the souls of the realm's most valiant warriors. Just outside the Halls of Valhalla, overlooking a collection of docked airships, the party will be welcomed to the realm as part of a feast celebrating the arrival of a litter of sphinxes. Once the Gnæfaraun begins in earnest, the party will race to the entrance of the Brennsluofn on one of these airships, hoping to gain a competitive advantage by besting their rivals in this first leg of the journey. Once within the Brennsluofn, the party will encounter a series of chambers that each feature deadly traps or puzzles they will need to find a way through in order to continue the race. At the terminus of the Brennsluofn, the party and the other competitors will do battle within a Ginnunga Box—a demiplane of primordial chaos and roiling possibility—where only the most well-rounded warriors will prevail.

GM NOTE: THE PLANE OF HEROES AND THE GINNUNGA BOX

This adventure features two distinct planes, each with their own particular properties. The first, the Plane of Heroes, is a realm of mighty warriors who died valiantly and therefore are afforded the opportunity to spill blood in glorious battle for eternity. Any creature that dies on the Plane of Heroes awakens the next day fully formed and free of all wounds. They are, in a sense, immortal here. The party will experience this conceit of the plane firsthand, as the puzzles and traps in the Brennsluofn are incredibly perilous. They may be forced to face death dozens of times in an effort to overcome the trials presented by the Gnæfaraun, learning a bit more about how to run through this gauntlet with each final breath. While death is not permanent on this plane, it still has consequences in the context of the race. Upgrades to arms and armor are available at the conclusion of the Brennsluofn, and those who reach them first have their pick of the spoils. And since each death isn't negated until the following dawn, other competitors could finish the trials and spend days preparing for the final battle before the party finally arrives. The final phase of the Gnæfaraun takes place within the Ginnunga Box, a demiplane featuring portions of the unknowable void of primordial chaos from which all life was formed by the gods. This roiling mass of unpredictable possibility can be shaped by those powerful enough in both mind and body to form what could be into something tangible—a feature detailed in more depth before Part 5 of this adventure.

Setting Up

This adventure begins at the feast to celebrate the arrival of a new litter of sphinxes, signaling the beginning of the Gnæfaraun—the Race of Ascension. How is it that the party came to be at this exclusive event at the center of the Plane of Heroes? They were invited of course! The Gnæfaraun is a competition involving the realm's most celebrated warriors, but each century the trickster gods who linger on the outskirts of the Plane of Heroes like to throw a wrinkle into the proceedings. As such, an invite is extended to a promising group of adventurers from the mortal realm, with the understanding that though they are unlikely to succeed in any way, their piteous, repetitive deaths will at the least be entertaining. The invite is binding (and, for what it's worth, less an invite and more of a summons).

If you are incorporating this adventure into part of a larger campaign, as the party is making their way along a path to the next town, walking through a forest or simply leaving the inn they've been sleeping in, they suddenly find themselves emerging into a crowd of cheering onlookers on a sunny day in the Plane of Heroes, a host of souls welcoming their arrival. It's as if they opened the door to a surprise party, except the "surprise" in this case is that they've been entered into a trial of combat and the expectation is that their death(s) will be wildly entertaining. They soon learn they have unknowingly walked through a powerful iteration of the *gate* spell.

The Gnæfaraun could be the sort of adventure that ties several strangers together for eternity. If running this adventure as a one-shot, have each party member explain what they were doing that might have captured the gods' attention when they were plucked from the mortal realm and into the Plane of Heroes (ex: single-handedly defeating a hydra; delivering a litter of gnoll pups while fending off their bloodlusting father, saving a small village with nothing but a spoon, etc.). Adventures relevant to player backstories are encouraged, but not required, as the nature of heroism is both objective and subjective—particularly when the gods are involved. If taking this approach, choose one party member to kick off the action by reading the flavor text that kicks off Part 1 from their perspective. The rest of the group would have experienced the same thing moments earlier and are already on the balcony having been welcomed by the gathered crowd.

This adventure features a handful of NPCs: Olivier D'artagnon, Iris the sphinx cub and Sasha Haggutter, as well as a litter of sphinxes and a few adventuring parties (pg. 42), plus other NPCs at GM discretion.

The action begins in earnest as the players enter through the arcane gate and onto the balcony overlooking five airships below. For purposes of clarity, the description is written as if the players were leaving an inn or tavern and instead find themselves walking into the Plane of Heroes, but you should adjust the first few sentences to better accommodate your transition, at GM discretion.

Part 1: A Heroes' Welcome

As you walk through the door of the inn and into the world beyond, the sun is shining, the air is clear and the street beneath your feet is bathed in golden light. Directly ahead of you is a gathered crowd of beaming adventurers in various forms of dress. Valiant swordsmen in battle-beaten armor, wild-eyed sorceresses in robes of ice and flame, dark-scarred barbarians side by side with barrel-chested wizards who look as likely to throw a punch as cast *fireball*—all of their eyes full of anticipation and set on you. As they gawk and stare, a booming voice breaks the silence "Welcome, fair guests, to the Plane of Heroes! Let the Gnæfaraun commence!" A broad-chested man in fine leather armor and a fancy light blue cloak steps forward and bows. At his side is an elegant rapier, and in his arms, he is cradling what at first glance is a dark purple kitten but on closer inspection is something even more unique. It nips at his fingers, spreads its wings and clambers up to his shoulder. The man raises his rapier to the sky, then bows dramatically as the unruly crowd erupts in applause—seemingly for all of you.

This is Olivier D'artagnon, and on his shoulder is Iris, a creature any with arcane training or a connection to the divine would recognize as a sphinx cub.

Olivier ("Call me Ollie, please!") would graciously bow before answering any of the party's particular questions about where they are, how they got here, how he got his hands on a baby sphinx and what, exactly, the Gnæfaraun is.

At GM discretion, Olivier would offer the following:

- His name is Olivier D'artagnon, and he's been tasked with welcoming the party on behalf of the (other) gods.
- The party is now in the Plane of Heroes, home of Valhalla, the final resting place of mighty warriors from the mortal realm.
- The party is not dead. They have been invited to the Plane of Heroes as honored guests. Relax!
- Iris is one of five sphinx cubs ("Born just this morning!") who will be competing in the Gnæfaraun. She has chosen the party as her champions. She...was the last to pick.
- The Gnæfaraun is a dangerous competition where death is certain and only the most able warriors will reign supreme. Which is why it will be so entertaining to watch the party compete!
- One of the requirements of the Gnæfaraun, an event that occurs each century, is that a group of mortals be included in the contest—a suggestion from one of the Plane of Heroes' more playful trickster gods.

- Should the party refuse to compete in the Gnæfaraun, Iris will, unfortunately, cease to exist, and the party will be trapped in the Plane of Heroes forever. Which might happen anyway as part of the Gnæfaraun, but, enough about that. On to the feast!

If the party asks questions of Iris the sphinx cub, they will find her incredibly shy and particularly observant. She will be able to converse with them at length about particular events from party members' respective histories, and would reveal the following at GM discretion:

- Iris hopes to win the Gnæfaraun, a ceremonial contest held following the birth of a sphinx litter, so she can ascend to a position of privilege: guarding a god's most significant treasures.
- The party will be competing in the Gnæfaraun against her brothers, Blue and Gray, and sisters, Goldy and Red.
- Even though she was last to pick a group, she is thrilled to be represented in the Gnæfaraun by a group of mortals. Mortals fear death, which makes them more likely to assess puzzles and potential traps with a stronger sense of self-preservation.
- The party should not fear death! Since they're on the Plane of Heroes, a realm of eternal life, in the event that they die during the Gnæfaraun (which, they probably will) they'll awake in the morning at the gate of the Brennsluofn and can start again.

After the pleasantries have been exchanged, Olivier would lead the party through the crowd of onlookers to a large feast, spread out like a buffet, just outside the hallowed halls of Valhalla, overlooking five airships just below the balcony here.

Olivier snaps his fingers and does a swift turn in the opposite direction, "Follow me, would-be champions of Iris! The heroes' feast awaits!" He strides away from you and the gathered crowd of sword- and sorcery-types splits to accommodate him. You can see beyond him a spread worthy of the mightiest appetites, with nearly any type of food you can imagine. In fact, one table seems to feature several of your personal favorites. Beyond these tables is a balcony overlooking a stunning landscape, towering mountains offering a backdrop for the outstretched valley as large pillars of earth float suspended above and below you. Five airships docked at the edge of the balcony bob and teeter at their moorings.

GM NOTE: SPENDING TIME IN THE PLANE OF HEROES

The bulk of this adventure is the Gnæfaraun, however, your party may feel inclined to explore this area and the adventurers gathered here. This is, of course, permissible, but will take a bit of time, so if you're planning to run this adventure as a single session, skip to the start of Part 2.

If the party explores this balcony and the view beyond they would see the following:

- Four separate groups of adventurous types, their fellow competitors in the Gnæfaraun: The Angry Anvils, a dwarven barbarian clan, each carrying a spiked shield; The Hellfire Harpies, a team comprising five winged tieflings, each carrying a length of chain; a group of halflings in full plate, each with swords twice their size, who call themselves The Holy Terrors; and a dragonborn squad of mages juggling balls of fire who call themselves The Unforgettables. All four of these groups are positioned near a different airship.
- Four tiny sphinx cubs, their fur a hue aligned with their names (Blue, Gray, Goldy and Red), rolling around with each other in a playful scrum at Olivier's feet.
- Giant floating clods of earth with molten rock on their undersides and lush greenery, forests and small mountain peaks on their tops hovering in the distance. The locals call these "earthburgs."
- A somewhat boisterous crowd of onlookers, all rowdy-looking adventurous types, taking bets on who will emerge victorious from the Gnæfaraun. The Champions of Iris have long odds against them (100 to 1), while the other adventuring groups are a mix of low odds (2 to 1, 4 to 1, etc.) at GM discretion.
- Five different feasts, spread out on tables positioned directly in front of five docked airships. There is a central table marked "For the Champions of Iris." If players eat any of the food on the table they would feel invigorated and would be under the effects of the *heroes' feast* spell for the duration of this adventure.
- An understated gray chest guarded by four stoic warriors. This is the Gannunga Box.

As the party gets their bearings, one of the Hellfire Harpies, a tiefling named Sasha Hagutter, strides toward them confidently to introduce herself. She carries Red the sphinx.

As you get the lay of the land here, you can feel you're being observed—not just by the gathered crowd of onlookers, but by a winged tiefling standing with a group of similarly outfitted, burgundy-skinned tiefling warriors. While most of them carry long lengths of chain, this one carries only a red sphinx. She floats your way, eyeing you from a few feet off the ground. "Hmmm. You're all so much smaller than I could possibly have imagined. The Gnæfaraun will char you into edible crisps. You will never escape. But I'll be sure to send for you at the finish, so you can observe Red's triumph for yourselves before you die once more." She strokes the crimson-colored sphinx cub, which lets out a low hiss aimed at Iris.

Sasha is sizing up her competitors in the contest and has reason to be confident—her adventuring group, the Hellfire Harpies, are favored to win the Gnæfaraun. At GM discretion, she would taunt the party while revealing the following:

- No mortal group has ever won the Gnæfaraun. And from the looks of it, that trend will last at least another 100 years.
- The Hellfire Harpies are favored to win the Gnæfaraun, and rightfully so. Last solstice, the five of them killed an ancient blue dragon. And a hill giant. Because they used the hill giant as a battering ram and smashed the dragon with him.
- The Hellfire Harpies would be happy to aid the party if they are in duress during the Gnæfaraun. Which they will be. Because they are so clearly weak.

As Sasha and the party square off in some friendly trash talk, there is a horrible crash echoing out from above.

Part 2: An Explosive Start

A pair of earthburgs floating above the balcony here have collided, and a fair amount of debris seems to be falling from on high. A natural occurrence like this is not uncommon in the Plane of Heroes, but it could disrupt the flow of events—so Olivier D'artagnon will be quick to kick the competition into high gear.

The sound of stone slamming into stone echoes from above as you see a smaller earthburg colliding with a larger one, sending the larger one careening over itself as debris starts to drift down from above you. No one on the balcony seems bothered by this, though some of the spellcasters in the area start readying defensive wards against incoming objects. The group gathered on this balcony look up at the falling debris while the other four adventuring groups start hurriedly grabbing food off their respective feast tables before moving on board their airships. Iris scampers over to you: "We should get on our ship...they'll start the Gnæfaraun any second."

GM NOTE: TIME TO GO

The party is welcome to tarry on this balcony as long as they like, but it should be made clear that the debris from above is hurtling down quickly and could destroy their airship, or them, if they don't get moving soon. Falling chunks of rock may also crush those in attendance on the balcony, though it appears many of the more accomplished mages have that issue well in hand for the attendees.

Once the party is moving toward the airships, they would notice Olivier D'artagnon, now under the canopy of a wide magical umbrella, floating above the balcony and ahead of the airships reading hurriedly from a scroll. His voice booms:

"Welcome Heroes! Welcome Champions! Welcome Honored Guests! Sorry about the rockfall! You're competing in the Gnæfaraun, blah blah blah, within the Brennsluofn you will encounter certain death at every turn, etc. etc. etc., puzzles that could warp your mind, yes, yes, redundant redundant redundant... but there will be marvelous prizes as well, yada yada yada—and the winners will be"—there is a crash, as a massive block of earth slams into the airship directly beside yours. The other airships start speeding away from the balcony. You see Sasha Hagutter at the helm of her airship—she blows you all a kiss as her ship starts to soar ahead. "GO!" shouts Iris. "GO!"

As the ships attempt to move away from the balcony, falling debris slams into two of them, wrecking the bow of the The Unforgettables' ship and cracking the hull of The Holy Terrors' ship in two. Both groups would attempt to save these vessels from total failure, but the party would observe each of them dropping beneath the clouds below, presumably out of the running for the time being.

Iris would know the airships are meant to fly to the entrance of the Gnæfaraun, built into a cave system carved by the magma flow of the Kenaz, a massive volcano visible on the horizon. She would direct the party to head in that direction, while informing them how the airship works if no one on board has ever flown one (see the airship mechanics section outlined on pg. 32).

Debris would continue to fall from the sky, and a large earthburg is tumbling directly in the party's path. At GM discretion, the party must succeed on a group Wisdom (Survival) check (DC 16) to determine how best to deal with this encroaching disaster. If they fail this check, roll once on the the Airship Trials table (pg. 32).

For an added challenge, the Airship Trials table can be used to generate a sense of danger and urgency during the journey at the start of this race to the entrance.

Airship Trials (Optional)

At GM discretion, roll on this table two or more times and present these challenges to the party as they soar toward the entry to the Gnæfaraun.

1d6	The party encounters...
1	...falling rocks that might batter the helm. The party should veer for starboard or port, or a different solution at GM discretion, or the ship might be damaged beyond repair.
2	...a drizzle of magma from a passing piece of earthburg, which has set fire to one of the ship's mainsails. The party should find a way to stop the fire before it spreads to the entire ship.
3	...a massive, spinning rock on a trajectory for the party's ship. Noticing this fact requires a successful DC 15 Wisdom (Perception) check.
4	...a plummeting oak tree that gets caught in the airship's rudder. Checks to steer the ship are at disadvantage until the large chunk of debris is removed.
5	...a chunk of debris that drops onto the airship. At GM discretion, at least two creatures must dive out of the way to avoid 8d6 bludgeoning damage on a failed DC 15 Dexterity saving throw. The debris leaves a permanent hole in the ship.
6	...a flock of sparrows flapping swiftly over the bow, giving disadvantage to all vision-based checks for at least three rounds.

Once their ship is through the debris, Iris would share the following information, at GM discretion:

- Her brothers and sisters will be aiding their respective groups in the Gnæfaraun. They are ruthless and cunning and have likely already analyzed every member of the party's various weaknesses.
- If the party intends to make it through the Brennsluofn and win the Gnæfaraun, they will need to focus and work together.
- If the party fails in a challenge there's a good chance they will die. This is not unexpected. The party will awake at the next dawn at the entry of the Brennsluofn, where they can begin the process of working their way through it once more.
- They can also cheat. It's a battle of life and death. That means pulling out all the stops. Even if that means attacking other participants.
- Iris saw two ships fail at the very beginning of the race. That leaves just two more. The Hellfire Harpies appear to be well ahead of the party at this point. Iris can't see the other ship transporting The Angry Anvils.

As if on cue, the party would hear a loud crash as their ship is attacked by a group of four dwarven barbarians falling out of the sky, as detailed in the flavor text on pg. 34.

Airships of the Gnaefaraun

The race to the Brennsloufn begins aboard one of these "cloud cruisers." Each ship has an AC of 18, as do its components (outlined below). The upper and lower decks are connected by two central ladders (***1, 2***). The hull has 200 hit points and a damage threshold of 15.

Elemental Propulsion Cage

This mechanism (***3***) maintains a binding hold on the **air elemental** that powers this ship. If this cage is destroyed or disrupted, the air elemental connected to this device will escape the binds that restrict its movement and it will act independently at GM discretion. Without a bound elemental, the ship will crash.

Arcane Harness

The arcane harness allows a creature to utilize the power of the elemental propulsion cage and direct it ("control" is a bit too strong a word, and the air elementals don't appreciate it). Donning or doffing the arcane harness, which fits like a well-tailored vest with a matching hat and connected gloves, takes one minute. Once strapped in, a creature can use its action to make a DC 14 Wisdom-based Persuasion check to direct the air elemental that propels this airship. On a successful check, the creature wearing the harness can direct the elemental to move up to its full speed (100 ft.), including one 90-degree turn. If the harness is destroyed, the elemental connected to this device acts independently at GM discretion, but is still bound to the ship.

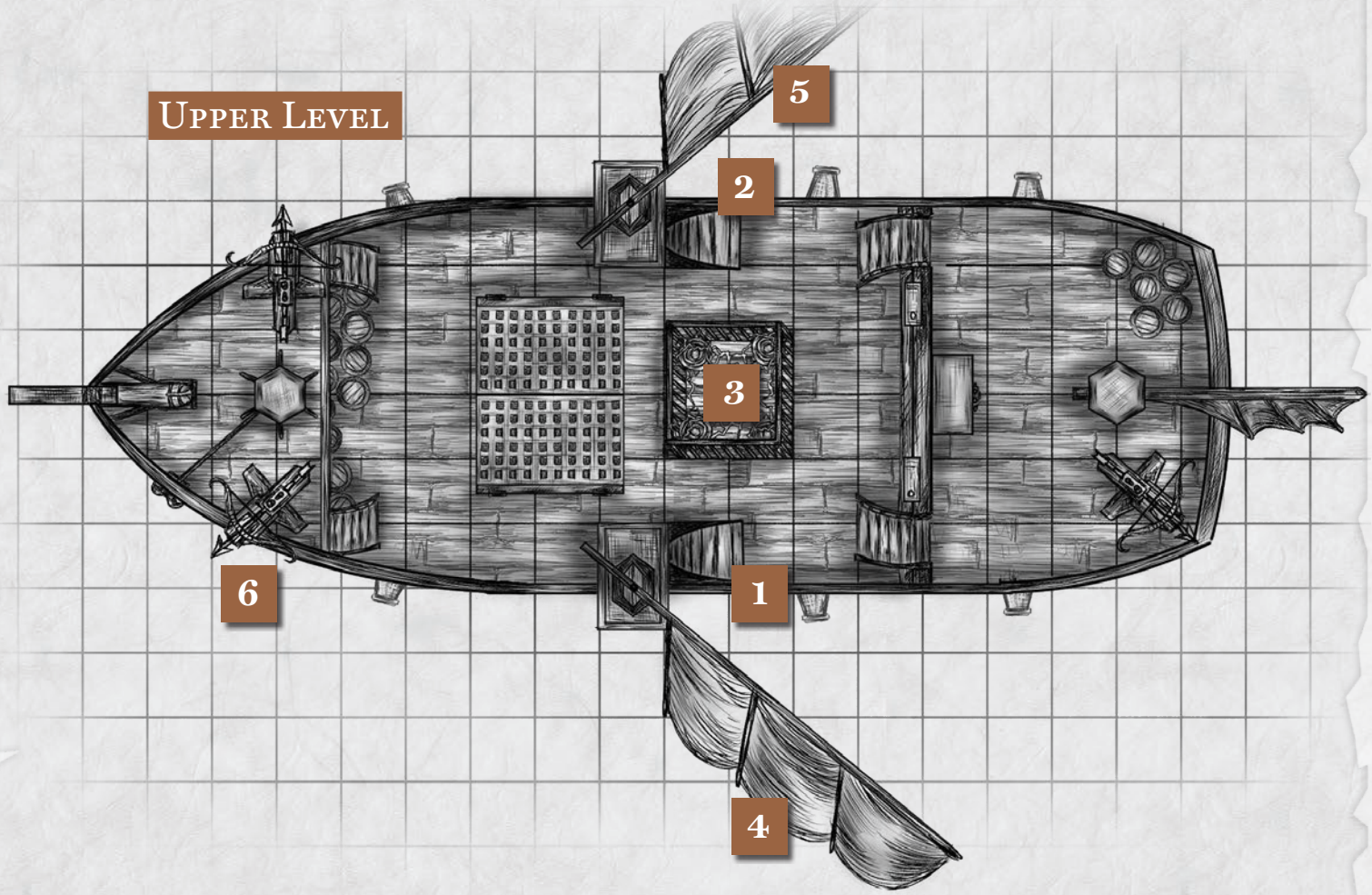
Booster Wings

These devices (***4, 5***) can be utilized by the ship's crew to boost the speed or turning capabilities of the airship. With a successful DC 15 Strength (Athletics) check, a creature can use its action to give the ship a 40-ft. boost to its movement speed or add a second 90-degree turn to its maneuvering capabilities. Failing the associated check by 5 or more sends the creature attempting to use the booster wings flailing over the side of the airship.

Weaponry

Ballistas (***6, one of three***)
Armor Class 15; Hit Points 50 each
Ranged Weapon Attack: +6 to hit, range 200/800 ft., one target.
Hit: 16 (3d10) piercing damage.

Cannons (***7, six total***)
Armor Class 15; Hit Points 50 each
Ranged Weapon Attack: +6 to hit, range 100/400 ft., one target.
Hit: 22 (4d10) bludgeoning damage.


Upper Level
5
2
3
6
1
4

Lower Level
7

You hear a primal scream followed by a loud crash as a dwarf in minimal armor air-surfing on a spiked shield slams into your airship's deck, crashing through it and into the lower level. "ANGRY ANVILS FOREVER!!" the dwarf yells, as you notice two more of his kin careening out of the sky from an airship emerging out of the clouds 100 ft. above you.

The party is now in combat. Roll initiative. At initiative count 20, the remaining Angry Anvils (See pg. 43) will drop onto the airship and attempt to sabotage it, plunging through its first layer, an act that will cause each of them to suffer 55 (10d6) bludgeoning damage (halved, due to their rage). The Angry Anvils' ship will drop down as quickly as it can to ensure the 100 ft. of rope dangling from either side of its deck is accessible to its former passengers.

The Angry Anvils' main point of focus will be the party's airship's steering wheel and its propulsion device. If they can destroy one or the other, they will happily head back to their ship. If they cannot, they will attempt to toss as many members of the party overboard as they can. If two members of The Angry Anvils are knocked out, overboard or killed, the others will attempt to flee.

The party should defend their airship from this attack however they see fit. The map on pg. 33 should prove useful in terms of running combat. At GM discretion, if the party attempts to board The Angry Anvil's airship, they would find two more Angry Anvils and Blue the sphinx cub on board. These characters would fight to defend themselves accordingly, except for Blue, their sphinx cub, who would likely pout that his chosen champions are zealous idiots.

GM NOTE: RIGHT THE SHIP

There are a number of variables at play in this encounter, but if it doesn't go the party's way, they should know that there are worse fates than losing control of their ship. They need to do all they can to keep the ship from dropping. The Hellfire Harpies are well ahead of them, so this struggle amounts to a fight for a second place start since the other two airships are likely hours or even days behind. Keeping the ship from falling out of the sky is more important than maintaining the ability to perfectly steer or seeking revenge. If the ship crashes, they'll likely end up in last place.

If the party is successful in fending off The Angry Anvils' sabotage from the sky, they would find clear sailing the rest of the way to the entrance to the Brennsluofn.

After the party catches their breath and settles in, Iris would instruct them to lower the ship down, as they are approaching the Kenaz, within which is the Brennsluofn.

Part 3: The Kiln

As your ship glides lower toward the Kenaz, you can feel the heat from the mighty volcano—still active—roiling away ahead of you. "Set it down over there!" yells Iris, as she points to the Hellfire Harpies' airship some 200 ft. below you. The ship is docked next to a small natural platform midway up the volcano's side, near a gap in its surface. As you get closer, you see the gap is actually a carved entryway. The statues of two massive fire giants are fashioned to appear as if they are peeling the side of the volcano open, offering you a peek behind a stone curtain. "This is the place! The Kiln!" smiles Iris. "We're all gonna die! Isn't that exciting?"

At GM discretion, have the party navigate down to dock their ship next to The Hellfire Harpies'. Upon landing allow the players to disembark and gear up for what they've been warned will be a fairly dangerous journey. Iris would explain that if any of them die, that creature would end up here as the sun rises, where they can start again. Survivors can move ahead if they like, but they'd be leaving their ally (or allies) to face the perils of the Brennsluofn on their own, which will undoubtedly lead to more death. Fun! Or not. Their call.

Once your party is ready to enter the Brennsluofn, jump to the flavor text that sets up the first challenge.

GM NOTE: IRIS AND THE BRENNSLUOFN

The Brennsluofn is a series of traps and challenges intended to kill the party. Some of the challenges involve skills the party may possess (stealth, athleticism, etc.) while others will test their wits and ability to engage in wordplay. There are specific solutions listed for each puzzle, but if you wish to reward your party for particularly clever thinking while facing a trap or puzzle, that would be in the spirit of the Gnæfaraun. As a sphinx, Iris has a particular knack for riddles and puzzles, so if your party gets stuck she might offer observations (provided) to give them the hint they need to solve the challenge.

If you would like to add more encounters to this aspect of the adventure, roll on the table on pg. 250 and insert a random chamber from the dungeons section. Roll as many times as you wish and insert these spaces as noted. Regardless of how many chambers you add, the final two puzzles of the Brennsluofn should be Challenge 4: The Passage of Time and Challenge 5: The Throne Room.

As you pass through the stonework entry of the Brennsluofn, you feel as if you're entering an oversized oven. The heat is overwhelming, and you all immediately begin to drip with sweat. Lining either side of a wide and airy black brick pathway are narrow lava flows that occasionally splash molten rock on the route ahead. The path leads directly to a large door marked with a sign written in giant.

The sign says "The Giant Bath." Iris can read and speak giant fluently, but would allow any member of the party to flex their own skillset if they are able.

This door, the only one in this space, is unlocked and leads to a massive bath house built by and for the **fire giants** who dwell in and around the volcano. The party must open it and sneak past the fire giants into the next chamber.

Challenge 1: The Giant Bath

As the large iron door creaks open, you are surrounded by steam but can hear booming voices laughing, as well as heavy sighs that reverberate off the walls. It's even hotter in this chamber than it was in the hallway, and humid. It's difficult to make out their shapes through all the steam, but you hear five distinct voices and the occasional thunderous shuffling of very big feet.

Challenge: The party must sneak past 2d4 + 2 **fire giants** while searching for a way through the large lava bath house. The giants all have a passive Perception of 16. If one of the giants notices the party, at GM discretion, it would simply pull one of the shower chains near the wall, releasing a rainfall of lava from overhead, which would, in a matter of moments, obliterate any creature that isn't immune to fire damage. The giants would stomp or rip any creatures that remain.

Solution: With a successful DC 17 Dexterity (Stealth) group check, the party can avoid tipping off the giants to their presence. This check is made at advantage as long as the bath house is full of steam, at GM discretion. The party will need to search for the entrance to the next chamber, which requires a successful DC 17 Intelligence (Investigation) check. This check is made at disadvantage as long as the bath house is full of steam, at GM discretion. A successful check reveals a gap along the wall opposite the door to enter—large enough for a Medium creature to walk through.

Iris Clue: [whispered] *"I don't know much about bathhouses, but I do know if we had a way of keeping ourselves hidden while clearing up some of the steam, it'd be easier to find whatever we're looking for."*

Challenge 2: The Rat Race

As you slip through the gap in the wall one by one, you find yourselves in an area with an angled ceiling that seems to get lower to meet the opposite wall. Iris begins to think out loud: "I wonder what that stage of the Brennsloufn was meant to reveal? That even great warriors need to relax once in a while? Hmm." As she poses the question, she points to a small carving under your feet: "It says 'The Rat Race.' Interesting." You hear the tiniest squeak. Then silence.

Challenge: At the opposite end of this chamber, 120 ft. away, is a rat. If it perceives danger, at GM discretion, it will dart into a tiny gap in the wall, springing a series of triggers that will collapse the ceiling in this room after two rounds per initiative. If the ceiling collapses, it deals enough bludgeoning damage to kill the party, at GM discretion. Note: Any rat with its senses would perceive a sphinx cub to be a threat.

Solution: The party must first realize that the rat is triggering the trap. Secondly, they must stop this from taking place, either by killing the rat, coaxing it away from its home with a successful DC 17 Wisdom (Animal Handling) check or another solution at GM discretion. With the ceiling no longer in danger of falling after 12 seconds, the party can explore this space and find the exit at the far end of the narrow wall, where they can crawl through a gap big enough for Medium creatures to squeeze through on their hands and knees. This tunnel looks like it stretches past the party's field of vision (it does: 500 ft.).

Iris Clue: *"I see something moving—way down there. At the other end of the hall. A rat? It's certainly racing away."*

GM NOTE: OPTIONAL ENCOUNTER 1

There could be one, two or several creatures lurking in this narrow tunnel. Roll on the Variant Encounter table below or, if pressed for time, skip this encounter and jump straight to the flavor text for Challenge 3.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a **grell** that desires their attention. Or flesh.
2	...a **bugbear duo** working for The Hellfire Harpies, here to slow any other competitors.
3	...a deathly silent **giant snake**.
4	...a **roper** at the end of the tunnel.
5	...2d4 + 1 **quaggoths** starving for food.
6	...a young **fire giant,** stuck in the tunnel, looking for the entrance to the baths.

Challenge 3: The Gods' Chasm

You see a bit of light at the end of this cramped tunnel, and as you get closer to it you realize the tunnel opens into an expansive chamber, with a flowing river of lava some 200 ft. below, a ledge on the opposite wall appears to be more than 500 ft. away. Just outside the tunnel you just exited is a small plaque with a phrase written in Celestial.

The phrase in Celestial says "The Gods' Chasm: Take a Leap of Faith." If no one in the party is able to decipher it, Iris would step in to share that as a student of the gods she's long been fluent in the language of the angels.

Challenge: This area is enchanted with deific magic that cannot be dispelled. A creature must cross the chasm by solving the puzzle. Any creature that attempts to fly across through magical or natural means would feel their bodies heavier than stone and they would sink rapidly down into the lava, as if shoved by a god. Any creature that attempts to jump across would find that 500 ft. is a long way to jump and would fall into the river of lava below, dying almost instantly. A creature attempting to teleport across the chasm would find their spell countered, the spell slot wasted and their bodies in the exact same position.

Solution: The request is simple—take a leap "of faith." To make it to the other side a creature need only jump outward and shout the name of any deity in the pantheon, at GM discretion.

Iris Clue: *"Hmmmmm. Faith. Leap of faith. Maybe it's not so much about believing you won't fall, but in believing in... something. Something bigger than yourself."*

The first player that solves this puzzle would feel their spirits lifted as they soar across the chasm as if floating on a breeze. At GM discretion, this short journey can be aesthetically modified to represent the general pastiche of the god invoked (as an example, a player naming a god of the tempest might feel their skin crackling with thunderous potential as a large storm cloud manifests and deposits them on the other side of the chasm).

Once the party makes it to the opposite ledge, a DC 15 Intelligence (Investigation) or Wisdom (Perception) check would reveal the best path forward is around the side of the wall along a narrow ledge, a perilous path that will occasionally require feats of Strength or Dexterity as outlined on the Perilous Path table. At GM discretion, the party could encounter any or all of the Perilous Path challenges as they traverse this narrow sliver of rock. If the party has a means of travel that does not require inching along a tiny ledge with their backs to a stone wall, they would find they are able to utilize them. If your party takes this approach, jump to the flavor text for Challenge 4.

Perilous Path Table (Optional)

1d4	The party encounters...
1	...a 15-ft. gap in the ledge.
2	...a rockslide that requires a successful DC 14 Dexterity saving throw to avoid. On a failed save a creature is pushed 15 ft. off the ledge and toward the lava river far below.
3	...a **giant vulture**'s nest. The bird will menace any who attempt to pass, its attacks aiming to push rather than do damage. A pushed creature can attempt a DC 17 Strength or Dexterity saving throw to try and remain on the ledge.
4	...a sense of vertigo. On a failed DC 14 Wisdom saving throw, a creature loses their footing and tumbles over the side of the ledge and down to the lava.

Once past these challenges, the party would see a large natural platform with what appears to be a pile of junk as well as a small entryway outlined with runes, accessible by traveling just a bit farther along the narrow ledge. If you wish to add another challenge for your party, insert one of the random dungeon chambers chosen by rolling on the table on pg. 250. Otherwise, they arrive at Challenge 4.

Challenge 4: The Passage of Time

You arrive on a flat expanse of rock about 100 ft. wide and 50 ft. long, terminating against a stone wall with a dark entryway in the center. The stonework around it is marked with a series of icons. On one side of this entryway you see a collection of odds and ends, piles of material possessions though most seem to be of barely modest value. Swords, shirts, chairs and tables, a crate of shoes, a few hourglasses and clockwork instruments, a drafter's board, a length of rope, a trunk of wigs and a bag of rocks—it's as if a junk cart toppled over and spilled all its contents here.

The icons on the archway are a pair of hands that appear to be lifting something and a sundial. The interpreted meaning could be "carry your timepiece" or "lift your watch" or "take your time."

The corridor is about 60 ft. long, opening into a well-lit chamber.

Challenge: The party must pass through this corridor, which will kill any creature moving at their base walking speed in one round—as if affected by the *power word kill* spell. If a creature moves at half their speed they'll die in double the time, two rounds.

Solution: The key to this challenge is to "take your time," as in move slowly. A creature moving at ¼ their walking speed is safe from the deific enchantments that protect this chamber, and can move into the next room.

Iris Clue: *"Maybe this one is less of a metaphor. Like, can we ever really take our time? Isn't time carrying us?"*

As the first creature that solves this challenge moves slowly into the next chamber, read the flavor text for Challenge 5.

Challenge 5: The Throne Room

> You enter a chamber that is dripping with opulence, including marble floors and ornate tile work. Thirteen large thrones in an arc face the door you entered through, all unique in size, shape and craftsmanship. There do not appear to be any other doors in this room—only a lever on the back of the central throne, at the foot of which is a plaque with a phrase etched in Celestial.

The phrase on the plaque says "Have a seat" in Celestial, a fact Iris would point out if no one else does.

Challenge: To exit this room, a creature must pull the lever. Pulling the lever causes the ceiling to drop down slowly, revealing gaps that appear as if they will accommodate the thrones in the room. The ceiling will continue to drop, meeting the floor with force in four rounds. After the ceiling lowers all the way to the floor, a trap door behind one of the thrones will open. Unfortunately, any creature that hasn't solved the room's riddle will be too dead to crawl through it. The ceiling will crush any creature in the room, including those seated in the thrones (the gaps in the ceiling are shaped to accommodate the thrones, not creatures seated in them).

Solution: The chairs players might have noticed as part of the pile of junk in the previous chamber as part of Challenge 4 are magically reinforced and are sturdy enough to prevent the ceiling from dropping for approximately 30 seconds—enough time for a few creatures to scramble through the open trap door.

Iris Clue: *"Have a seat. Have a seat. There were some lovely chairs in that other chamber. Not as nice as these though. I get the feeling the gods want us to relax?"*

Once the party realizes they can slow the fall of the ceiling by placing one of the high-backed chairs from the previous chamber in this one, they'll see the trap door open and must quickly make their way through it. As they do, read the flavor text to start Part 4.

Part 4: Final Preparations

> You find yourself in a nearly empty void. A collection of wondrous artifacts is gathered on various tables ahead of you—five tables total. Standing behind all of them, in a simple white suit that radiates light against a black backdrop of negative space, is Olivier D'artagnon. He smiles and slowly claps for you.

Olivier D'artagnon is applauding the arrival of the first group of mortals to have ever made it this far in the competition. He seems pleased. Iris blushes. Olivier would ensure the party knows how impressed he is that they've arrived at all. To discern which, if any groups have arrived ahead of the party, use the death tracking table below. Based on the order in which they've arrived, the party will have the opportunity to select arcane items from the tables in front of them, at GM discretion, and can choose all items in their tier or leave two items from their tier to select one from another.

Death Tracking Table

Party Deaths	Placement
0-1	First place
2-5	Second place, behind The Hellfire Harpies
6-10	Third place, behind The Hellfire Harpies and Angry Anvils
11-15	Fourth place, behind The Hellfire Harpies, Angry Anvils and Holy Terrors.
16+	Fifth place

Available Items List

Placement	Available Items
First	dwarven thrower, rod of lordly might, ring of evasion, wand of fear, +3 armor
Second	helm of brilliance, stone of good luck, sun blade, wand of webs, +3 armor
Third	belt of fire giant strength, headband of intellect, ring of free action, wand of polymorph, +2 armor
Fourth	animated shield, cloak of invisibility, defender longsword, instant fortress, +2 armor
Fifth	amulet of health, boots of speed, staff of healing, wand of paralysis, +1 armor

After deliberating around the tables, within this shapeless void the party would notice the other four groups with their respective sphinx cubs (appearing in an order determined by the Death Tracking table). The baby sphinxes are all being outfitted with tiny suits of armor, as if gearing up for a dangerous confrontation. Iris would take the time to explain to the party they are

about to enter the final stage of the Gnæfaraun.

> As you select your weaponry, Iris looks around, a little intimidated. She glances at her littermates, all of whom are getting fitted for suits of armor by their respective champions, then looks at all of you and smiles. "I don't know what's going to happen, but, I'm glad you're all with me. It's just death, after all. We're on the Plane of Heroes. What's there to fear?" As she says this last part out loud, Olivier D'artagnon would bow quietly and walk over, "Erm. You're mostly correct. We *were* on the Plane of Heroes. But we have since passed into what's known as a Ginnunga Box. We're in Limbo now. Anything is possible here. Including death. Real death. Forever death. I think that's why your fellow littermates are all armoring up."

GM NOTE: THE PLANE OF LIMBO

As an action, a creature in Limbo can make an Intelligence check to mentally move or alter an object on the plane that it can see within 30 ft. of it. The DC depends on the object's size as shown on the Power of the Mind table. On a success, the creature moves the object or transforms it into another nonliving form of the same size, such as turning a boulder into a ball of fire. A creature can also use an action to make an Intelligence check to stabilize a spherical area centered on the creature. The DC depends on the radius of the sphere. The base DC is 5 for a 10-foot radius sphere; each additional 10 feet added to the radius increases the DC by 5. On a successful check, the creature prevents the area from being altered by the plane or anyone in it for 24 hours, or until the creature uses this ability again.

Power of the Mind Table

Object Size	DC
Tiny	5
Small	10
Medium	15
Large	20
Huge or larger	25

If the party asks Olivier or Iris about the Ginnunga Box or Limbo, they would reveal the following, at GM discretion.

- Limbo is a plane of primordial chaos, dangerous swirling elements and infinite possibility where almost anything you can imagine can become reality—if your mind doesn't shatter in the process.

Within the Ginnunga Box

The swirling, unknowable chaos of Limbo can be harnessed by those who possess the Power of the Mind. For those particularly adept at this process (metaphysical philosophers, in particular), portions of the plane can be converted into portable trunks with expansive, infinite interiors—a Ginnunga Box. The contents of this box both are and aren't Limbo, a distinction that is mostly irrelevant to those trapped within it.

Platforms and Portals

Though any of these platforms could theoretically be altered by the Power of the Mind, at present they float as stone slabs, many connected by lengths of 30 ft. chain. As a lair action on initiative count 20 (or at GM discretion) they shift 17 (3d10) ft. away from each other.

A creature that falls off one of these platforms tumbles into chaos, but would recognize they can float (as in the *levitate* spell) with a successful DC 15 Intelligence (Arcana) check.

Five of these platforms radiate with light in hues that correspond with the five sphinx cubs: Red/red (***1***), Goldy/yellow (***2***), Blue/blue (***3***), Gray/white (***4***) and Iris/violet (***5***). At the outset of this encounter, the sphinx cubs and their champions would start on their respective platforms.

Pools of Promise

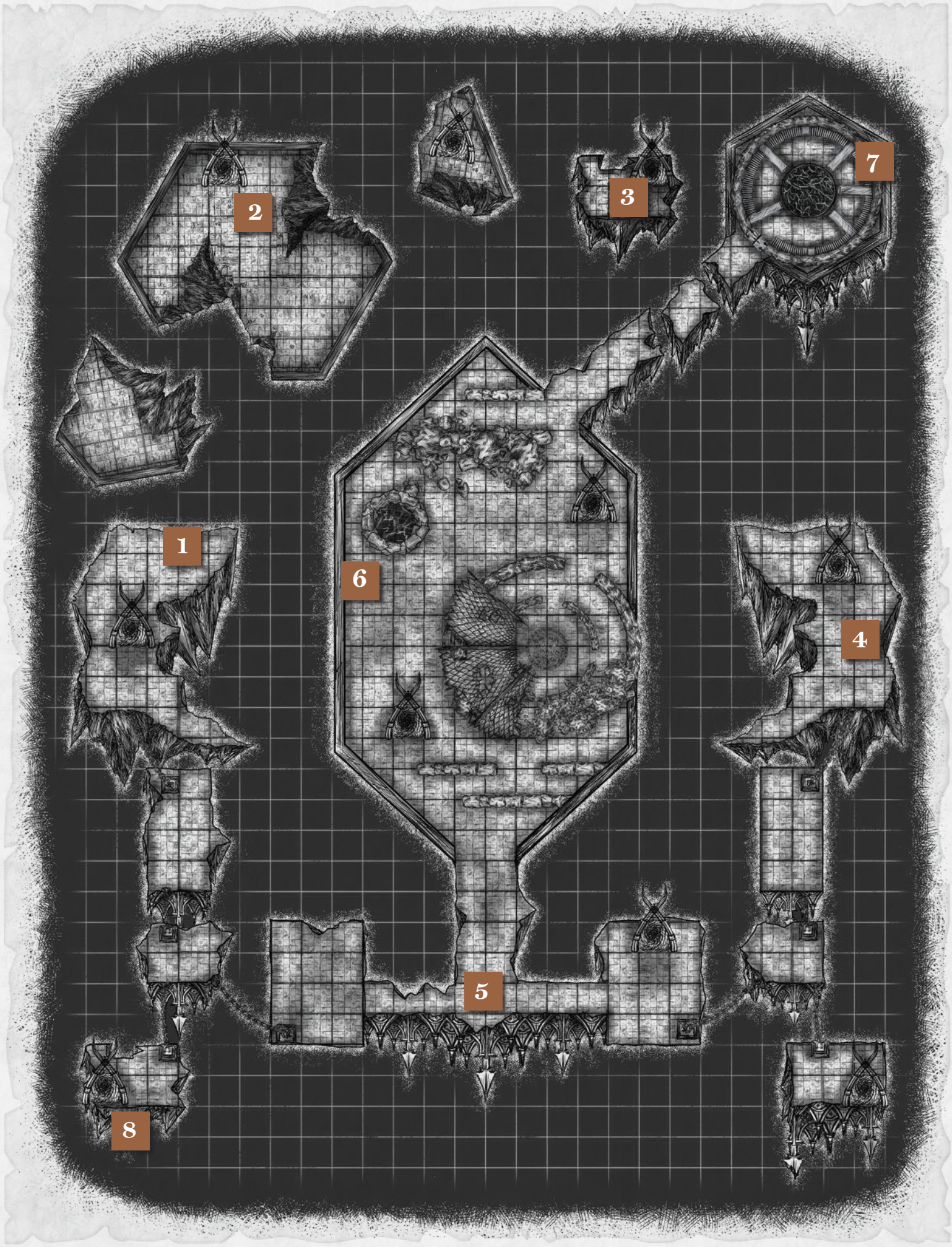
These two pools (***6, 7***) are linked. Diving into one directs a creature to the other pool at the cost of 10 ft. of movement.

Transportals

Many of the platforms in this realm of chaos feature gates called transportals (***8***, one of ten) that can be utilized to travel from one portal to another without sacrificing movement speed or risking a jump across the whirling emptiness beneath. To use a transportal, a creature can sacrifice its bonus action to make a DC 17 Intelligence (Arcana) check in order to travel to any other transportal. On a failed save, a creature still travels through the transportal, but exits through a different portal at GM discretion. Failing this save by more than 5 leads to a roll on the Roiling Chaos table. These effects end upon leaving the Ginnunga Box, or at GM discretion.

Roiling Chaos Table

1d4	The transported creature...
1	...turns into a toad.
2	...gains +5 to Intelligence.
3	...splits in two, becoming two creatures. Hit points are halved for both creatures.
4	...swaps bodies and physical stats with another creature in the area at GM discretion.


2
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- A creature could, for example, form cotton candy out of an anvil or craft wooden wings from their own armor. Olivier or Iris would likely encourage the party to test this function of the plane at GM discretion.
- A battle within the Ginnunga Box could be fatal—and fatal in this plane means fatal forever.
- A DC 16 Wisdom (Insight) check would reveal that despite her plucky exterior, Iris is particularly nervous and is secretly hoping someone will suggest imagining a set of armor for her. She wouldn't ask for herself.

After attuning to their magic items and testing their ability to alter the area around them, Olivier would begin the final stage of the Gnæfaraun by instructing the party to gather under the names of their groups, color coded by the shade of their sphinxes, which start to rise out of the formless void upon which they all stand. Iris would lead the party to her purplish platform, then tell them to be prepared for anything.

Part 5: Within the Ginnunga Box

Olivier claps his hands and several platforms, five of which glow a color that correspond with each of the five sphinxes, begin to rise from the void. "Purple..." says Iris, as the other groups begin moving toward the other platforms. "I guess that's us. Here we go." The colorful platforms you're standing on begin to rise. You feel them expanding, as a series of staircases unfold behind you and all around. The area above you, which was once a black void, now has the appearance of a swirling night sky, with elemental forces traversing from one side of the horizon to the other like passing satellites. Beyond the reach of your vision you can barely make out rows of large bodies, crowded around this arena-like space, watching your actions with rapturous anticipation. Olivier claps his hands together as he balances on a floating rock in the center of this roiling chaos, then begins to read from a scroll: "Champions of the Gnæfaraun! Your challenge is to defend your cub at all costs while gathering those in the care of your opponents. The group that holds all five cubs will take the prize! Those that are still alive, anyway. On your marks! Ready yourselves! Steady yourselves! Go!"

The party is now in combat in the Ginnunga Box (pg. 38). The other four groups of challengers should act as a unit on their own initiatives. These adventurers would use all their abilities to succeed in their goal—to gather all the sphinx cubs. Each group gets five actions.

At the start of the round on their turn per initiative, the Angry Anvils would attack the Holy Terrors, and the Unforgettables would attack the Hellfire Harpies. At GM discretion, all of these groups would primarily be trying to gather the sphinx cubs.

The party should proceed however they like.

If the party is killed or if Iris is captured along with the other sphinxes by a single group, the challenge is over and they will have failed in their task. They would wake the following morning in their own beds, at GM discretion, with a painful feeling of devastating loss that will stick with them the rest of their lives.

If the party manages to capture all five sphinx cubs, there would be a shocked, triumphant cry and distressing, vibrating thunder from all around the arena—as if a crowd of titans were clapping and cheering.

Any adventurers still alive would kneel and yield, knowing the battle in the Ginnunga Box has ended.

Part 6: The Final Challenge

As the other adventurers kneel in place, yielding to you all as champions, you hear rapturous applause cascading over you as if from the heavens, with cries of "The mortals! The mortals have won! Unbelievable!" echoing out like rolling thunder. Then there is silence, as Olivier D'artangon soars closer on a floating rock, then drops down next to Iris, who has positioned herself in front of you, facing the other four sphinx cubs. "Well done, little one," says Olivier. He then reveals a small black dagger, which he straps to her right front paw. "You will ascend and guard our secrets. But first—you must dispatch your siblings, for it is written: 'Only one may rise, the others must fall.'"

Iris would raise her paw slowly, the blade attached to her forearm small but menacing. She would nod to Olivier, whose smiling face is stoic for the first time. Then she would look at the party.

Iris must now choose whether to kill all four sphinx cubs or to let them live. She would ask the party for advice. If the party asks, Iris would offer the following insights from her own experience:

- Every sphinx knows the Gnæfaraun ends with the rest of the sphinxes dying—that's how it's gone every 100 years for millennia. She just didn't know they had to do it themselves.
- Most of the challenges leading up to the final battle all seemed to be a play on words, or were about relaxing in some way ("have a seat," "take your time," "avoid the rat race..."—there was even a spa). Perhaps the rules around this particular challenge are also on theme, which is to say "relaxed."

- There are other ways to interpret "Rise" and "Fall," particularly in a space where you can make things float up or down using only your mind.
- Iris will do whatever the party suggests.

At GM discretion, this moment should be resolved however the party decides. Either Iris will kill the cubs or attempt a different solution. Based on the direction the party suggests she goes, jump to the appropriate section:

If the party instructs Iris to kill the other sphinx cubs...
...she will do so slowly, and with a sense of duty colored with anger and sadness.

- With each cub she kills, Iris's body grows larger and larger and her fur gets darker and darker until it is the color of the void in which the party still stands.
- When her job is complete, she would move to sit at Olivier's feet.
- Olivier would then clap his hands.

> Olivier claps his hands. You feel shrouded in darkness, but suddenly there is light. You are standing on the balcony overlooking the Plane of Heroes—back where you began this adventure. The assorted adventurers who gathered to watch you arrive are still here, but their mood is more somber, somewhat sullen. Olivier smiles at you, scratching one of Iris's now massive ears. She seems far more serious now, as if conscripted to an overwhelming duty, and when she glances at you all it is with a gaze devoid of recognition. Olivier speaks: "Well done, adventurers. I can't speak for the other gods but, I quite enjoyed your performance. And I know Iris here will make an incredible gatekeeper. A vicious killer. Who would have guessed! But you must all be going back to your respective homes now, hmm? You're welcome to tarry as long as you like...just know that if you ever see Iris again, I wouldn't expect a warm welcome." The two of them disappear, as do the magical items you were given at the end of your time in the Brennsluofn. Where Olivier and Iris stood, a large, glimmering portal radiates with a welcoming light. A way home.

If the party suggests a secondary approach...
...as long as the four sphinx cubs "fall" and Iris "rises," at GM discretion, the prophecy will be fulfilled and Iris will be allowed to serve as a gatekeeper for the gods. If the party chooses this method, as Iris rises there would be a staggering light shining from above. Adjust the flavor text in the next column as necessary to accommodate the party's solution.

> As Iris begins to rise, a bright light pierces the dark void above you. Her purple fur begins to shift in color, appearing more vibrant, almost radiant, as her body starts to grow. The other sphinx cubs look on with awe from below as Iris becomes a fully mature sphinx, sprouting a large set of wings, which unfold along her back as she ascends into the light—a light so bright you're blinded by it. There is a sudden clap, like thunder, and your vision returns. You find yourselves back on the balcony overlooking the Plane of Heroes—back where you began this adventure. The adventurers who greeted you when you arrived are all on the balcony, cheering for you with shock and humility. Olivier D'artagnon is lounging on a large throne carved from casks of wine, a beautiful purple sphinx sitting just to his right. The sphinx's face is inscrutable, but you can almost feel it smiling at you. Olivier would raise a glass of wine your way. "Well met, heroes! I can't speak for the other gods, but, I can say I was truly impressed with your performance, and I know Iris will make a marvelous gatekeeper—one who can perceive and eliminate a threat, but who understands that sometimes the most important role in keeping a secret is knowing who to share it with."

At GM discretion, Olivier D'artagnon would allow the party to keep one (some, or all) of the magic items they acquired as part of their journey through the Brennsloufn. He would also share the following:

- He made a bet before the Gnæfaraun began and plans to share his winnings with the party since they're the reason he came out on top: He would offer them a sack containing 600pp and another with 1500gp worth of uncut gems, at GM discretion.
- Olivier suspects the party may run into Iris again, and if they do, they'll have advantage on any checks related to solving riddles she might pose, at GM discretion. If the party looks at Iris while this is being discussed, she would wink, then return to being a picture of stoicism.
- Olivier would welcome them to explore the Plane of Heroes, reminding them that they cannot die. They can stay as long as they like, courtesy of the God of Revels. He would add that whenever they'd like to return home, all they need to do is say "We're bored," and they'll be whisked away back whence they came.

NPCs

The following non-player characters are featured in this adventure.

Olivier D'artagnon

A dapper, effortlessly elegant man in a white suit, with dark hair that is at once messy and put together, Olivier ("Ollie" to his friends) is also the God of Revels. If including this adventure as part of an ongoing campaign with an established pantheon, Olivier's real name would be that of your god of wine and revels. He would do his best to keep his deific status a secret. His main goal is to serve as the party's welcome committee and overseer of the Gnæfaraun. His statistics are at GM discretion.

Sphinx Cubs

The party will encounter five baby sphinxes, and will be accompanied for most of their adventure by Iris. Suggested personalities for these sphinxes are below, but feel free to adjust at your discretion. They all use the same base stat block.

IRIS

A light purple sphinx with wide, dark purple eyes, Iris is small, shy and prone to overthinking. She was the last of her siblings to choose a group of challengers to represent her in the Gnæfaraun, but she is excited to watch the party compete and thinks their mortal nature might even give them an edge.

RED

A red sphinx with dark yellow eyes, Red is short on words but she has a fiery temper and gets jealous easily. She feels confident with the Hellfire Harpies representing her in the Gnæfaraun.

BLUE

A navy blue sphinx with light blue eyes, Blue is a somewhat posh, foppish sphinx and finds the entirety of the Gnæfaraun exhausting. He's already yawning. He is an odd match for the Angry Anvils, a boisterous group of barbarians.

GRAY

A light gray sphinx with jade green eyes, Gray is overly friendly, and exceedingly positive. He is fiercely competitive, however, and enjoys trash talking in a way that's disguised as a compliment. He is represented by the Unforgettables.

GOLDY

A bright yellow and dark bronze-striped sphinx, Goldy is sardonic and steady, making her a bit of a strange pairing with the Holy Terrors, a group of upbeat halfling paladins.

Sphinx Cub

Armor Class 12 (natural armor)
Hit Points 28 (5d8 + 5)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +5, Wis +6
Skills The sphinx cub is proficient in all skills (+3)
Senses truesight 120 ft.

Flyby. The sphinx cub cannot provoke attacks of opportunity.

Actions
Multiattack. The sphinx makes two claw attacks.
Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 11 (2d8 + 2) slashing damage.

Champions of the Gnæfaraun

The party is competing against four other adventuring bands as they attempt to win the favor of the gods on the Plane of Heroes. Each five-member adventuring group is competing on behalf of a specific sphinx cub, as detailed in the sphinxes' respective lineup. These groups are also each led by a named NPC. Other names for these NPCs are at GM discretion.

Sasha Haggutter and The Hellfire Harpies

Sasha Haggutter is a devious but daring winged tiefling and the leader of The Hellfire Harpies, who all use the following stat block.

Armor Class 16 (studded leather)
Hit Points 98 (15d8 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +9, Wis +6
Skills Intimidation +7, Investigation +6, Perception +6
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 16

Actions
Multiattack. The Hellfire Harpy makes two attacks.
Rapier. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or be poisoned, suffering 13 (3d8) poisoning damage. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.
Longbow. *Ranged Weapon Attack*: +7 to hit, range 150/600 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage. The target must succeed on a DC 14 Constitution saving throw or be poisoned, suffering 13 (3d8) poisoning damage. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

Tinkle McGee and The Holy Terrors

Tinkle McGee is the ordained leader of The Holy Terrors, a furiously upbeat group of halfling paladins who saved their village from an undead horde during the last age. They enjoy fighting, drinking and praying, not necessarily in that order.

Armor Class 20 (heavy plate + shield)
Hit Points 78 (12d10 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	13 (+1)

Saving Throws Wis +6, Cha +6
Skills Persuasion +5, Sleight of Hand +7
Senses darkvision 60 ft.

Divine Luck. Any time a Holy Terror rolls a 1, they can reroll. If the result of the new roll is a 20, the Holy Terror is healed for 17 (3d10) hit points.
Semi-Smite. The Holy Terror's melee weapon attacks deal an additional 5 (1d8) radiant damage, included in the damage.

Actions
Multiattack. The Holy Terror makes two attacks.
Shortsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 3) slashing and 5 (1d8) radiant damage.

Shadowstorm Flyby and The Unforgettables

Shadowstorm is a blue dragonborn whose powerful intellect is only one of the reasons he was chosen to lead The Unforgettables. This group of mages are a favorite to win the Gnæfaraun, assuming they can defeat The Hellfire Harpies.

Armor Class 12 (15 with mage armor)
Hit Points 41 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	20 (+5)	15 (+2)	11 (+0)

Saving Throws Con (+6) Cha (+4)
Skills Arcana +9, History +9, Investigation +9
Senses darkvision 60 ft.

Spellcasting. The Unforgettables are 9th-level spellcasters. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). They have the following Wizard spells prepared:

Cantrips (at will): *mage hand, message, poison spray, shocking grasp, ray of frost*
1st level (4 slots): *burning hands, mage armor, magic missile, shield*
2nd level (3 slots): *invisibility, misty step, shatter*
3rd level (3 slots): *counterspell, fireball, haste*
4th level (3 slots): *dimension door, greater invisibility*
5th level (1 slot): *cone of cold*

Mad Strummer and The Angry Anvils

Mad Strummer is an aggressive, almost always angry dwarf, and he leads The Angry Anvils, a crew of hot-headed barbarians.

Armor Class 17 (natural armor + shield)
Hit Points 88 (8d12 + 36)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	11 (+0)	12 (+1)

Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +4, Survival +3
Senses darkvision 120 ft.

White Hot Rage (3/Long Rest). As a bonus action, the Angry Anvil can enter a rage, as outlined in the Barbarian class. Additionally, while raging, the Angry Anvil's body is as hot as a blacksmith's forge. A creature that touches the Angry Anvil or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage.

Actions
Multiattack. The Angry Anvil makes two heavy club attacks.
Heavy Club. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 10 (1d10 + 4) bludgeoning damage.

Bonus Actions
Spiked Shield Bash. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 4). On a hit, the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Skhalhammer Manor

While investigating a series of disappearances near a storied estate, the party finds themselves trapped by a Dream Dragon and facing off against their own nightmares.

An Adventure by Three Black Halflings Suitable for Levels 7–12

After being hired to investigate a series of disappearances and dangerous apparitions that all seem connected to the stately home of Jhaal Skhalhammer, director of the Stormborn Trading Company, the party finds themselves trapped inside the estate and facing an ancient, angry Dream Dragon. As the party explores the manor house in search of a way to defeat this entity, they will confront their darkest fears to keep themselves from fading into the realm of dreams. In the process, they'll uncover the truth about how this entity arrived in the town of Bigginsworth, what it wants and how to stop it.

Adventure Location

This adventure takes place in the modestly-sized but vitally important port city of Bigginsworth, and the majority of the action transpires within its largest private dwelling: the home of Jhaal Skhalhammer. While there are smaller operations that help keep the city afloat, the majority of Bigginsworth's economy is driven by the success of the Stormborn Trading Company (STC), an exploratory concern with several arms reaching throughout the continents beyond the realm in the name of progress, trade and colonization for hire. The more successful the exploits of the STC, the better off those who live in Bigginsworth tend to be, which is one of the major reasons those who make a living here are loath to criticize (and in many cases quick to defend) the actions of the STC, no matter how indefensible their approach to acquisition, appropriation or outright theft may be. Under the steady hand of Jhaal Skhalhammer, instances of the indefensible have—not unlike the company's stock and renown—grown beyond measure.

Lately, the denizens of Bigginsworth have been plagued by horrible nightmares and unsettling apparitions. These hauntings started immediately after the mysterious disappearance of the Skhalhammer family (Lord Jhaal, the patriarch; Lady Yosa, his wife; Skrud, their young son; Bruntok, their young daughter) as well as their household staff of more than 50 servants and groundskeepers. The apparitions that plague the city are said to grow worse as one draws closer to Skhalhammer Manor, the Skhalhammer family's ancestral home and the last location where they and their staff were seen. The dreams and apparitions as well as the disappearances of the Skhalhammer family and their staff coincided with a strange fog that has descended upon the city. This fog doesn't seem to be affected by the wind, and people have reported hearing voices calling for help from within its more dense areas. Anyone who has tried to approach the apparitions has reported an overwhelming sense of foreboding that dissuades them from making physical contact. The fog seems centered on Skhalhammer Manor, located only 10 miles from the city, and it's likely the problem originates from there. Although most in town would never openly speak ill of the Skhalhammers, rumors that the family is somehow to blame have started to flit about the city. This situation spells disaster for the STC. That's where the party comes in.

How the party arrived in Bigginsworth is at GM discretion. If including this adventure as part of an ongoing campaign, perhaps the party is passing through the city on their way to an adventure in another continent but learns most routes are closed out of fear of the nightmarish visions that keep descending on the town. They would quickly learn the STC is offering a large bounty to look into the disturbances and would be told to inquire with Mr. Balthazar Noh, the STC's chief financial officer and oft-times fixer. If running this adventure for a freshly organized party or as a one-shot adventure, any adventurer worth the title would have heard the STC has agreed to pay 1,000gp to able-bodied souls agreeing to travel to Skhalhammer Manor and investigate any oddities that may be transpiring within. It's not uncommon for sellswords and spellcasters for hire to meet on a job—especially those that pay as handsomely as the one put forth by the STC. The coin should be motivation enough to get any upstart adventurer interested in taking a look into things. The action for this adventure picks up within Mr. Noh's carriage, en route to Skhalhammer Manor.

GM NOTE: SKHALHAMMER MANOR AND THE REALM OF DREAMS

The Stormborn Trading Company put Bigginsworth on the map. Jhaal Skhalhammer, its sole proprietor, has worked tirelessly to expand his vast trading empire, and his manor house feels more like a museum than a home, its numerous rooms decked with stunning statuary and ancient artifacts he'd happily claim to have liberated from cultures far across the sea.

Jhaal used his connections to acquire (some would say steal) a Dreamsake Chest from a small band of island natives known as the dreamkin. Many of the dreamkin were slaughtered in the process. The chest was originally meant to serve as a gift to impress his wife Lady Yosa, but like most aspects of his personal life, Jhaal let business take precedence, choosing to open the chest to determine if there was validity to claims of its ability to act as a portal to the plane of dreams. There was, and it did. Jhaal released a powerful dream dragon, Ephialtes, that has since transported his entire manor into a living nightmare and taken Jhaal's family and staff along for the ride. The Skhalhammers and all their staff are now trapped in a dreamscape, every room in the house an expansive, unpredictable, topsy-turvy nightmare. The walls weep blood, the stairs lead underneath themselves, the windows open to the basement. Skhalhammer Manor is, effectively, a dream maze—and that's to say nothing of the labyrinth-like topiary in the manor's main garden.

As this adventure progresses, helping your party visualize that their eyes are seeing beyond the limits of their understanding of reality will be key to building its mood.

Setting Up

This adventure begins inside the carriage of Mr. Balthazar Noh, Chief Financial Officer of the Stormborn Trading Company. A skirmish outside the manor house is the first major encounter, after which the majority of the adventure transpires within the dream-hued halls of Skhalhammer Manor. First, if running this adventure as part of a campaign, determine how to get the party inside Mr. Noh's carriage. The STC has an impressive reach, and news of this lucrative opportunity would certainly have reached any realm on the prime material plane if the situation were as dire as Mr. Noh seems to think it is. Word could have come to the party by means of a *sending* spell directing the party to a local teleportation circle, or by courier alongside an offer to *teleport* them directly to Bigginsworth as necessary. Other means of arrival are at GM discretion.

Once within the manor, the party should immediately sense they are walking amongst visions conjured from their own dreams and nightmares. If you're GMing for a new group (or haven't become intimately acquainted with your players' backstories), ask each party member to share a few of their character's biggest fears (big, small, surprising, silly, existential) and most hopeful dreams (big, small, surprising, realm-shifting) so you can more easily incorporate them into your descriptions of the spaces they are about to explore. While this step isn't required, it'll make each encounter that much more personal to your players.

Maps for the rooms within the manor house, now transformed by the dream dragon Ephialtes into dungeon-like chambers of utter chaos, can be generated using the table on pg. 250 and adding the associated flavor text to each room as revealed in this adventure. You'll need at least three locations at hand as well as a few extras if you choose to allow the party to fully explore the manor house. More details about how to incorporate these random dungeon chambers into your adventure can be found on pg. 51.

This adventure features a number of primary NPCs, including Mr. Balthazar Noh, Darnell Bonnydock, Nissa Bonnydock and Jhaal Skhalhammer. There are other numerous members of the Skhalhammer family and manor staff the party could interact with at GM discretion. Additionally, there are dangerous dream spirits specific to this adventure: the Night Terror, the Hypnoid, the Somnambulist and Ephialtes the dream dragon. Helpful information and stat blocks associated with these NPCs begins on pg. 58.

Mr. Noh's carriage is en route to Skhalhammer Manor and contains the party, along with Mr. Balthazar E. Noh (the "E" stands for Eric, though he'd never reveal this), a representative of the Stormborn Trading Company. He's the kind of person who thinks the right amount of money can solve everything. In terms of upfront information, the party would know they were hired to investigate the disappearances of the Skhalhammer family, and would therefore know people are missing. They'd have a sense of the eeriness around Bigginsworth (or will soon enough), and understand their job is to get inside the manor and ensure the safety of the Skhalhammer family. They'd also know the Stormborn Trading Company is the area's most significant employer, its founder is the richest man in town by a significant margin and that his habit of collecting rare artifacts is as legendary as he is eccentric. His home and the private collection of artifacts within it rival the royal museums and keeps across the known realm. They would know they've been hired by the STC's CFO, Mr. Noh, and that they'll each receive 1,000gp for their services.

Mr. Noh will review the party's mission as they roll along toward their destination. As the journey begins, it's immediately apparent that something isn't quite right.

Part 1: En Route to Skhalhammer Manor

You all find yourselves in a large, opulently appointed horse-drawn carriage traveling along a fog-obscured and bumpy road on a cold afternoon. The sky is gray and cloudy. The road is surrounded on either side by lush forests, but you'd be forgiven for assuming you were surrounded by mist alone. Although you can tell there are bumps and ruts along this dark road, the ride is smooth and steady, another nod to the quality of your surroundings and the deep pockets of your employer. The driver—a small but sturdy man who introduced himself as Darnell Bonnydock—spurs the horses as if he wants to end this trip as quickly as he can. Hunched and poring over some paperwork as he sits squished between you all is a tall, almost impossibly thin man, Mr. Balthazar Noh, who continues the conversation he started when you were first hired to investigate the disappearance of the entire Skhalhammer family and their staff: "We'll be arriving at the manor soon enough. I looked into your backgrounds and have it on good authority you're among the most talented adventurers in your particular field. But success is only part of your story. Tell me. What do you fear? What keeps you up at night? What plagues your nightmares? I'll start: spiders. And dentists. But most of all, I fear failing Lord Jhaal Skhalhammer. Which is why I've hired you. So. What do you fear?"

Mr. Noh would press each member of the party to reveal at least one personal fear in an effort to measure their fitness for the task at hand. An insightful man, he would be able to discern a half-truth or false fear, though could be fooled with a successful DC 20 Charisma (Deception) check. Having the party articulate their fears will help populate the rest of this adventure with more meaningful encounters.

Once the party has revealed their fears, Mr. Noh would answer any lingering questions they have about the job, and reveal the following details at GM discretion:

- Jhaal Skhalhammer and his family (to say nothing of the staff) haven't been seen in weeks. And, yes, the strange visions around town began not long after their disappearance.
- The arrival of the Stormborn Trading Company's latest shipment—from a far-flung land home to a tribe known as the dreamkin—coincides with the arrival of the fog and apparitions. It's entirely possible one of the artifacts the STC brought back with them is the root cause of the current unpleasantness. Or it could be sabotage. Or both.
- The party will be paid 1,000gp each by Jhaal Skhalhammer. In the event of Lord Jhaal's (unlikely!) death or worse, the party will still be compensated. They just need to provide proof of his passing.
- Skhalhammer Manor is an impressive home—the largest in the region by far—and though every room is special in its own way, the study has a particular gravity.
- Yes, the visions in town are strange, and more seem to appear the closer you get to the manor. Oh, look, there's one. And another.

The carriage rounds a corner and you see a flash of something ethereal—a giant spider, maybe, but wearing what looks like a lab coat?—that vanishes from your field of vision as the carriage speeds past it. "What was that?" shouts Mr. Noh. A shaky voice from the front of the carriage, that of your driver Darnell, echoes out over the thunderous horse hooves: "The horses didn't see it, but I sure did. This is madness."

GM NOTE: DREARY APPARITIONS

Throughout this introductory section, at GM discretion, if the party looks outside the carriage, they'll notice the types of apparitions that have been plaguing the city and surrounding areas. These visions seem half-formed, a trick of the eye or "blink and you'll miss it" moments that make one question their sanity. Some examples include:

- Children playing catch with a humanoid head. The children float about a foot off the ground, and the head smiles and winks at the party as they pass.
- A woodland wedding between a dog and a cat, presided over by an owlbear priest. There's a full animal audience in attendance, and everyone is dressed in fine clothes for the occasion. At GM discretion, the party can catch glimpses of the wedding party and even brief scenes of the anthropomorphic animal couple's life together.
- The party sees a mirror image of their own carriage speeding past them through the woods in the opposite direction of the manor with the party inside, except the party's reflections are dressed in the finest clothes and all seem rendered in cubism. The mirror party will sneer at the actual party as they pass by.
- Specific visions relevant to party members' individual fears, at GM discretion.

Each apparition should be surrounded by a mysterious fog. Any attempt to exit the carriage to interact with these apparitions will cause the apparitions to vanish immediately without a trace, leaving only a strong sense

of foreboding and fog that floats away in the direction of the manor. Using *detect magic* on the apparitions, fog or any dream-influenced items or areas will reveal powerful enchantment, illusion and divination magic that seems to flow from the direction of the house.

As soon as apparitions begin to appear, carriage driver Darnell Bonnydock would begin to add his two cents to the ongoing conversation.

At GM discretion, Darnell would offer the following information:

- He has lived in Bigginsworth his whole life and knows as much as Mr. Noh does about the situation. He has no great love for the STC, instead viewing them as a necessary evil for the city.
- In his opinion, the artifacts on display at the manor weren't "discovered"—they were stolen. Bamboozled. Commandeered. Displaced from their rightful homes. Recent events are, in his view, an unsurprising comeuppance long overdue.
- Darnell is the only STC employee who was brave enough to transport the party to the manor, and that's because to him this is personal.
- His daughter, Nissa, had just started working at the manor when the disappearances started. She hadn't even been there a week. Nissa is only 19 years old but far wiser than her old man. Funnier too. He wants her back. Desperately.
- Those who have sought out missing loved ones by traveling to the manor house haven't returned.
- Darnell wants the party to find Nissa. Please.
- Darnell blames the STC for Nissa's disappearance. And he's not afraid to say so.

Once Bonnydock badmouths the STC, or at GM discretion, jump to the following flavor text.

> Mr. Noh gets very quiet, and you can sense that in an effort to get you all to the manor as quickly as possible, Darnell is spurring the horses ever faster. "Slow down, you might miss the entrance in this fog," says Mr. Noh. Darnell keeps whipping the horses. "We have to find Nissa," he shouts, as the team picks up speed. He turns to you, reins shaking in his hands "Please. Promise you'll find her." Noh suddenly seizes as he spots something horrific directly on the path—"Lord Jhaal! In the road! Watch out!" Darnell grips the reins and shifts the horses hard to the right, but the angle and the speed are at odds with one another, sending the carriage rolling over itself. Make a Dexterity saving throw.

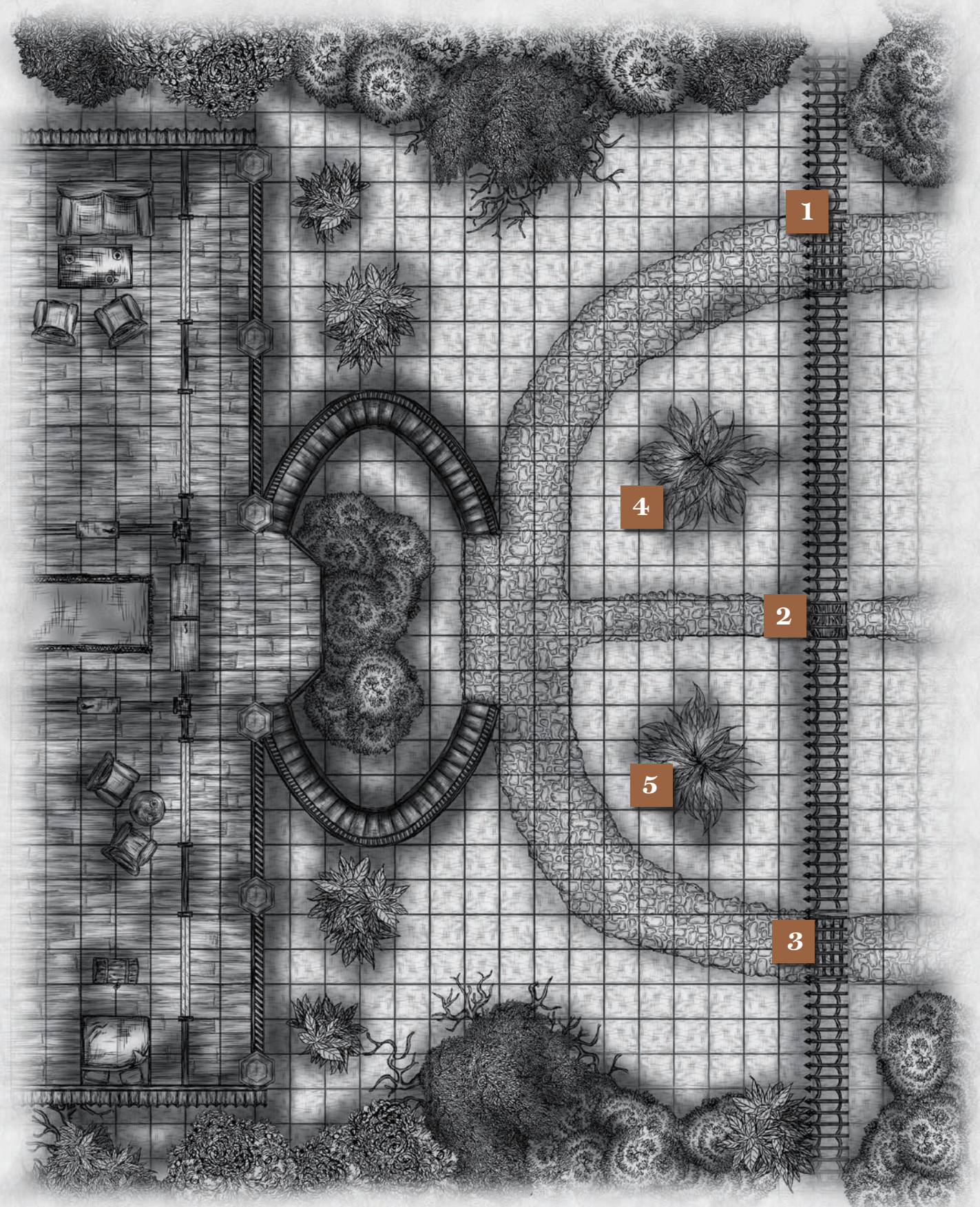
Mr. Noh, Darnell and the party are all sent toppling into one another as the carriage flips over itself. Darnell is pulled under the carriage, while Noh is sent flying through the air, landing a good 30 ft. away from the carriage. On a failed DC 15 Dexterity saving throw, each member of the party suffers 11 (3d6) bludgeoning damage.

Part 2: Beyond the Gates

> The carriage has toppled over itself, crashing hard into the iron gates of a stately manor house immersed in fog but well lit from within. In the shadows you see Mr. Noh, nearly 30 ft. away from you, his body tossed closer to the manor's front steps. Darnell, your driver, is pinned beneath the carriage. The fog that surrounds you seems to shift, forming in places into figures that bear a likeness to some of your worst fears. A large, spindly creature—a spider walking on two legs and wearing a lab coat—emerges from the fog, towering over Noh's body. Three more creatures emerge closer to the carriage. Roll initiative.

The party is now in combat in front of Skhalhammer Manor (pg. 48). As part of this encounter, the party will be harried by four Night Terrors, one Hypnoid and one Somnambulist. Other dream spirits will join the fray at GM discretion as outlined below.

- The party would notice more creatures emerging from the fog. They would assault the unconscious Mr. Noh, attempting to drag him into the manor house, while others would menace Darnell, who is still conscious. At GM discretion, allow your party to attempt a rescue of both or either of these NPCs.
- Whenever a dream spirit is defeated, it dissolves into fog and joins the mass that surrounds the manor.
- Any time a dream creature successfully attacks Mr. Noh or Darnell, the party would notice that their bodies start to become wispy, almost ethereal.
- If a member of the party takes damage within the fog, they would notice a similar effect. The more damage they take, the more ethereal they appear. As they grow fainter, their grip on reality starts to slip as things around them seem increasingly unreal and dreamlike. Restoring HP to these party members will restore them to their previous fully corporeal appearance. However, anyone with a passive Perception of 15 or who rolls a successful DC 15 Perception check will notice that the entire party is slowly leaking small amounts of wispy fog and gradually turning more translucent. A successful DC 18 Wisdom (Insight) check will reveal that the party only has about eight hours before they fully fade away.
  Lesser restoration and *greater restoration* can delay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The Manor House Entrance

An impressive, imposing residence that cuts a staggering silhouette on the estate grounds, Skhalhammer Manor also features a wrought iron gate, smooth cobble drive and—at least for the time being—a collection of dream spirits that stalk any who attempt to leave.

A Gate-Crashing Entrance

The party's carriage crashed through one of the manor's three gates (***1***) and currently sits overturned on the right side of the carriage path. The gate that blocks the footpath (***2***) is often unlocked. The final gate (***3***) is locked, but its lock can be picked with a successful DC 15 Dexterity (Thieves' Tools) check. Ornamental shrubs (***4, 5***) about 5 ft. tall as well as other plants in the area are suitable as three-quarters or half cover for Small or crouching creatures at GM discretion.

The Proper Porch

A pair of curved stairs start at ground level and mirror one another as they rise 15 ft. to the covered porch of the manor home. A balcony 30 ft. off the ground offers access to the second floor of the manor, though any who investigate these windows would find them barred with living steel that deals 45 (10d8) piercing damage to creatures that pass through them.

The large oak doors that lead inside the house are open and the interior of the home seems warm and welcoming, yet also eerily empty. If members of the party make it into this space during combat, they would notice a large mirror ringed by a sweeping double staircase as well as a massive tapestry, detailed on pg. 50.

The porch also features a few windows, but the view through them is obscured by fog. At GM discretion, if a creature makes their way into one of the rooms presumed to exist on the other side of one of these windows, determine which room in the manor they've entered by using the table and descriptions on pg. 51.

Impenetrable Fog

The entire area presented on this map is surrounded by a dense fog, a powerful effect created by the dream dragon who now holds court within this manor home. Any creature who attempts to leave the fog will find themselves wandering in circles for 2d4 rounds per initiative before they wander back out of the fog elsewhere on this map at GM discretion. Creatures fleeing the fog suffer 7 (2d6) psychic damage for every round spent in the fog.

the process by a number of hours equal to the level of the spell. Only a successful *divine intervention* or *wish* spell can stop the process while in this dreamscape. It's also worth mentioning that it's technically impossible to "die" in the dreamscape. Instead, your essence is simply absorbed into the dream and you become trapped along with all the other captives. For this reason, "dead" party members can't be resurrected, although they will be visible in reflections and able to communicate just like the staff NPCs.

Following three rounds of combat, or at GM discretion, 3d4 + 1 Night Terrors would emerge from the fog, driving the party toward the entrance to the manor house.

At the top of the fourth round of combat, or at GM discretion, the dream spirits would whisk both Mr. Noh and Darnell away toward the upper levels of the house and out of sight, with the following flavor text:

> Two large hands emerge from the fog, ethereal yet fully there, grasping Mr. Noh and Darnell, lifting them up as if they were leaves on the wind. Noh's body tenses and you hear him yelp before he becomes one with the fog, swirling away into the surrounding clouds. Darnell is somewhat alert, his body fading away faster and faster as the fog grips him and rips him toward the manor's second level. He stares at you, pleading "Please! I don't care what happens to me, but don't leave without Nissa! Save her, whatever you do! Save her from this fate! And please tell her I'm sor—" His voice stops as his body fades into the shifting fog.

GM NOTE: DETECTING MAGIC

If at any point someone casts *detect magic* on the apparitions, dream spirits, fog or anything in or around the immediate vicinity of Skhalhammer Manor, they will see huge amounts of enchantment energy surrounding them as though they're immersed in it, with an unnatural mix of divination, evocation and illusion magic swirling as part of the fog. The energy will look like it's flowing from somewhere inside Skhalhammer Manor and will grow increasingly intense as the party draws closer to the Dreamsake Chest, which currently rests within Lord Jhaal's study.

At this point, the party's view of the lands beyond the manor is completely obscured by fog. Attempts to blow away the fog will reveal it doesn't move with the wind. Attempts to dispel the fog will reveal that it is not a magical effect. Attempts to fly over the fog will reveal that

it seems to be emerging from the manor and has spread out in somewhat of a dome, blotting out the sky—if you squint, it looks like a pair of sweeping dragon's wings are encircling the manor house, wings that send the flying creature swiftly back to earth. Attempts to magically contact anyone outside the manor grounds will fail due to magical interference. Any attempt to flee seems to lead one right back where they started.

Attempts to *teleport* into or beyond the fog, or to *teleport* to another plane of existence, will result in the caster disappearing and reappearing in the exact same spot, having felt the same sensations as someone who tries to physically travel through the fog—an overwhelming lethargy, a desire for a long rest and a depressing sense of insomnia.

A DC 12 Intelligence or Wisdom check would reveal what is slowly becoming obvious: There seems to be no way out. To escape this mist, they'll need to move further in.

Skhalhammer Manor is a beautiful and imposing two-level stone house with Gothic windows, chimneys and slanted roofs. If the party tries to scout the house before entering by looking through the windows, all they'll be able to perceive is fog. If they fail to enter the house before the fog engulfs them, simply have them arrive in the foyer. As soon as the party enters the manor house, the fog will surround the house and block any exit attempts.

Part 3: Exploring Skhalhammer Manor

As you step through the threshold of this stately home, you have a moment to get your bearings. A sweeping double staircase encircles the foyer, framing an ornate mirror with ivory trim. A massive, unbroken tapestry ripples across most of the exposed walls, depicting descendants of the Skhalhammer family through the ages. The mirror is abutted by two doors, one on either side of you at the foot of each staircase—with more likely up the stairs. You can see your reflections in the mirror—as well as a tall, wispy young woman in a simple frock with flowing hair and a dour expression. She opens her mouth, her voice a harried whisper, but her tone still upbeat: "I heard my father yelling. He's not with you. I suppose that means he'll be with me soon enough."

This is Nissa Bonnydock. She can communicate with the party through this mirror, which she would explain is acting as some kind of portal between this realm and the realm of dreams. At GM discretion, she would share the following:

- She's been trapped in this mirror since she first arrived for work a few weeks ago. There was to be a banquet, but when she reported to the kitchens she was overcome by a tremendous amount of fog and attacked

GM NOTE: A TALE IN THE TAPESTRY

The rich tapestry in the foyer tells the story of the Skhalhammer family in tableaux, beginning with their origins as traitors to their kingdom, continuing through their work as mercenaries and cutthroats followed by their time as privateers for the crown and culminating with Jhaal assuming power and leveraging his family's wealth to create one of the most powerful corporations in the world.

However, anyone who observes the tapestry in the mirror's reflection will see that it appears to show a village being attacked by STC agents who kill many of its inhabitants and steal various treasures, most prominently a small chest with three glowing sigils on top. The STC agents bring their haul back to Skhalhammer Manor and deliver them to Jhaal, who takes the chest to his study and uses an ornate, magic-infused dagger to scatter the sigils and open the box, out of which pours huge amounts of fog. An inhuman face, almost dragon-like and twisted with fury, is visible in the fog, which spreads throughout the manor and surrounds the Skhalhammer family and staff.

The final image in the tapestry is of Skhalhammer Manor surrounded by fog as the face looms behind the house. Behind this spot in the tapestry is the doorway to an open cloakroom. Just to the side of the entrance, inside the cloakroom, is a large wooden crate next to a small table.

The crate is open, and there's a note on the table, which reads:

Here you are, sir. The dreamkin put up quite a fight, but we got it in the end. Sometimes the best negotiating tool isn't oratory skills. Sometimes you just need a superior military force and a proven willingness to use it to its fullest extent. Those dreamkin raised an awful fuss when we took their special chest, though. You'd jolly well think we'd taken their whole way of life away from them. The plight of the primitives, I suppose. Anyway, no matter. This should've arrived in plenty of time for your upcoming banquet. Bet you'll be mighty chuffed to show this off, eh? Especially that chest.

See you soon, sir.
—Capt. S. Hondar.

by...the flatware? She's not sure.

- The rest of the manor staff are trapped in the mirror as well, as best she can tell. Any reflective surface, really. She's not quite sure how it works—only that she's surrounded by people but has never felt this lonely.
- If the party wishes to speak with other members of the staff, they'll step into a surface as long as it has a reflection. If they want to speak with someone specific, all they have to do is ask.
- She can't find Lord Jhaal or the other members of the Skhalhammer family.
- Other members of the staff told her Jhaal had a strange box delivered and was in his study trying to unlock it. He removed three gem-like sigils from the surface using a special knife—that's when the fog rolled in.
- Some of the staff have reported that the sigils Jhaal removed from the box are floating around in different areas of the manor. None of them can say for certain where specifically these crystals are since the whole manor house is now a giant maze.

Talking with Nissa in the mirror would reveal she is trapped in some other plane, but that the mirror is a bridge of sorts.

At GM discretion, during this conversation, perceptive members of the party would likely notice the tapestry's tableaux seem quite different when reflected in the mirror.

Though the party may not be familiar with dreamkin, a DC 20 Intelligence (History) check would reveal they're a small culture of people from a far-off land who claim to have an innate connection to spirits on the Plane of Dreams. They're self-sufficient and don't normally trade with outsiders, so Jhaal getting his hands on their artifacts is a big deal and might explain why he seems to have been planning to unveil the dreamkin paraphernalia, especially the unspecified "special chest," at an upcoming banquet he was planning to hold.

The party should ascertain there is a connection between the fog, the Dreamsake Chest and the sigils removed from it. To seal the Dreamsake Chest, they'll need to find all three sigils and place them back on the chest. If they're slow on the draw, Lothriel Valynore, the librarian here, could offer her take on the situation and make this connection on the party's behalf.

Armed with intel about what they're looking for and where to find it, the party would then be free to explore the mansion. Exploring the main rooms could become an adventure unto itself, as each features an optional combat encounter as detailed in Part 4.

Part 4: Skhalhammer Manor's Main Rooms

At GM discretion, when the party enters a room in this manor, it appears altered, somewhat dungeonlike. To map these spaces, roll for each room's baseline description using the table on pg. 250.

This part of the adventure is flexible, as the dreamscape the manor has been pulled into has rendered time and space mutable, effectively randomizing the layout of Skhalhammer Manor. Each time the party is about to enter a new room, roll 1d10 on the table below to determine which room the party gains access to next.

You don't have to include every room in the house as part of the adventure, but a minimum of three rooms is required to find the three sigils necessary to seal the Dreamsake Chest and return a sense of normalcy to the manor.

Optional encounters are included for each room and can be utilized at GM discretion.

For maximum story in a minimum number of rooms, reveal these rooms in this order: The Family Chambers, The Library, The Skhalhammer Study.

When the party enters the room, use the aesthetic description of the space provided before adding relevant information from the map's flavor text at your discretion.

Replace any random encounters for those dungeon rooms with those outlined under each specific room's name and description. If you choose to include a sigil in a room, its optional placement is provided.

1d10	Room Revealed
1	The Ballroom
2	The Kitchens
3	The Cellar
4	The Armory
5	The Attic
6	The Sitting Room
7	The Family Chambers
8	The Library
9	The Skhalhammer Study
10	Roll again

The Ballroom

A grand room with a vaulted ceiling, tapestry-covered walls and a gigantic dinner table covered with delectable treats. The dimly lit room is filled with a host of finely dressed dream spirits who appear to be attending a ball.

- Unsettlingly, each guest has the face and voice of a member of the party, regardless of whether their body matches the party's body. Ex: Perhaps the half-orc barbarian's face is on the body of a little girl in a fancy, bright pink dress or the elven wizard's face is on the body of an ill-tempered baby.

- The sigil is inside one of the many goblets on the table and can be located with a successful DC 16 Intelligence (Investigation) check. The spirits will ignore the party unless they interfere with any food or objects on the dinner table, at which point 1d4 dream spirits will take notice and attack.

Kitchen

The kitchen, outfitted with pristine pots and pans polished and ready for use, is unlit except for a huge stove which roars to life as the party enters. The room features three sections: the main kitchen with stove, the larder and the pantry. The fire from the stove will cast bright light for a 10-ft. radius and dim light for another 10 ft.

- If the party touches any objects in the kitchen while trying to find the sigil, the ingredients from the larder and pantry will come to life and try to push the party into the stove: a dressed chicken shooting eggs as projectiles, links of sausage whipping about like nunchucks and a recently butchered pig wielding a butcher's knife and pan while wearing a cooking pot as a helmet. It's a literal food fight. Use the animated object statistics from the *animate objects* spell, adjusting the size and damage type according to the food item in question. Aside from dealing damage, the food's primary goal will be to push the party into the stove.
- The stove has an AC of 12, 100 hit points, is Huge, is bolted to the floor and at the top of each round per initiative belches fire into the room in a 30-ft. cone. Any creature in this cone must succeed on a DC 16 Dexterity saving throw, suffering 20 (3d12) fire damage on a failed save or half as much on a success. On its turn per initiative, the stove can attempt to magically grapple a Large or smaller creature within 5 ft. of it. The creature must succeed on a DC 16 Strength saving throw or be gobbled up by the stove. A gobbled creature is restrained and takes 14 (4d6) fire damage at the start of each of its turns. The creature can use its action to retry the Strength saving throw again, ending the grapple and emerging from the stove on a success. If the stove takes 30 damage or more in a single turn, it must succeed on a Constitution saving throw equal to half the damage taken or regurgitate every creature it has gobbled. The stove can gobble up to two Medium or Small creatures at a time. Large creatures count as two, and Tiny creatures count as half.
- The sigil can be found inside the crackling flames of the stove with a successful DC 20 Intelligence (Investigation) check. A creature that has been gobbled by the stove can spot the sigil with a DC 18 Wisdom (Perception) check and can wrestle it away from the stove with a DC 14 Strength (Athletics) check. Otherwise, the sigil appears inside the stove once the stove is defeated.

Cellar

The cellar lies at the bottom of a flight of creaky wooden stairs. The area seems to be poorly maintained. The ceiling drips, the walls are slimy and the floor is covered in 1 ft. of water. The cellar is filled with row after row after row of bottles, barrels and kegs—some of which are leaking their contents into the water below. These open containers and their contents are the only things down here that smell remotely pleasant.

- Every single container down here houses a **black pudding**. The size and HP of the black pudding is determined by the size of the container as outlined on the Barrel of Puddings table.

Barrel of Puddings

1d4	Vessel	Pudding	Hit Points
1	Wine Bottle	Tiny	10 HP
2	Whiskey Cask	Small	30 HP
3	Keg of Ale	Medium	55 HP
4	Wine Barrel	Large	85 HP

At GM discretion, roll a 1d6 to see how many puddings have already been released when the party enters the room and 1d4 on the barrel of puddings table to determine which types have been set free. Every container the party destroys releases another pudding, the type of which can be determined by rolling on the table or at GM discretion.

- This room's sigil would be in one of the wine bottles, visible through the glass. The party can notice it with a DC 18 Intelligence (Investigation) check. The party must then navigate a pathway through this maze of storage containers with a successful DC 18 Wisdom (Survival) check. On a success, the party can access the bottle after two rounds per initiative. On a failed save, the number of rounds it takes to get to the bottle is 2+ the number the save was failed by or is at GM discretion.

Armory

This simply furnished stone room is fully stocked with an array of weapons and armor available for use.

- Any common, nonmagical weapon or piece of armor can be found here simply by looking around. ***+1 armor or weapons*** can be found with a successful DC 22 Intelligence (Investigation) check, and +2 armor or weapons can be found with a DC 25 Intelligence (Investigation) check. The catch is that the armor and weapons are now animated and behave like wildlife—hiding, foraging for food, performing mating calls, etc. Leather armor scoots along like a caterpillar, plate armor scuttles on all fours like a lizard, a herd of longswords is in a defensive formation around their

brood of newly hatched daggers.

- In order to don or wield any of these items, they must either be tamed using an Animal Handling check equal to the Investigation check needed to find them or defeated in combat and subdued. Each piece of equipment uses the *animate object* statistics. For more of a challenge, 1d4 + 1 suits of armor have been possessed by dream spirits, which attack the party when approached.
- The sigil can be found in the emblem of one of the shields with a successful DC 15 Intelligence (Investigation) check and can be pried out with a DC 14 Strength (Athletics) check. The shield will not give up its sigil willingly.

Attic

The attic is musty and still. It is packed to the rafters with an assortment of common items as well as massive spider webs. At GM discretion, an example of every single common adventuring and/or magic item can be found here with a DC 15 Investigation or Perception check, albeit in luxury forms that can be sold for double their normal price. The attic is also infested with **phase spiders** that possess the ability to shift in and out of the dream plane as a bonus action. At GM discretion, these spiders can shift into the room and attack the party. Any creature that tries to move through the web must succeed on a DC 12 Dexterity (Acrobatics) check or be restrained. They can end their restraint by making a DC 12 Strength check, busting the web on a success.

- The sigil can be found stuck in one of the spiders' webs with a successful DC 18 Intelligence (Investigation) or Wisdom (Perception) check, and can be pried loose with a DC 12 Strength (Athletics) check.

Sitting Room

This room is decorated with an array of beautiful and rare items from all over the world. Masks, statues, clothing and more. Not everything in this room is magical, but most are under the effect of *arcanist's magic aura* and their magic is masked from the *detect magic* spell. At GM discretion, a successful DC 15 Intelligence (Arcana or Investigation) check would reveal two uncommon magical items, a successful DC 20 Intelligence (Arcana or Investigation) check would reveal three rare items and a successful DC 25 Intelligence (Arcana or Investigation) check would reveal three very rare items. This room is sigil-less, but can be used as a safe place for a short rest.

Family Chambers

A small hallway area connects the children's playroom and the boudoir. The children's playroom contains dolls and toys being played with by a pair of child-sized dream spirits. The toys speak with the voices of the Skhalhammer children, strongly implying they're trapped inside. The children will ask to be freed, but the dream spirits will behave as though they're completely unaware of the children's pleas. If the spirits notice the party, they will attack. When the dream spirits are defeated, the toys will release the children, who will appear in the nearest reflective surface.

Skrud and Bruntok Skhalhammer are spoiled yet good-hearted children. Skrud, 8, dreams of one day being a knight, and Bruntok, 11, plans to inherit the leadership of the STC from her father. The children have no direct involvement in what's going on at the manor, but they can interact with the party and provide color commentary during the proceedings.

The boudoir contains an ornate vanity with a gorgeous mirror. Lady Yosa Skhalhammer is visible in the mirror, seated at the vanity and sobbing next to a half-finished dinner tray. She appears to have been in the process of removing her makeup.

As it turns out, her marriage is on the rocks. She used to love Jhaal, but over the years, she's become disillusioned by her husband's immoral business practices. She doesn't think he loves her anymore, only money, and at this point, all she cares about are herself and her children. Neither Yosa nor the Skhalhammer children were aware of the delivery Jhaal received on the night the fog descended.

Anyone who touches the mirror to try to speak with her will discover the vanity is actually a **mimic**, and they will be "grappled" by being sucked into the mirror alongside Yosa, who will start begging them to free her and her children. Once touched, the mimic will attack the rest of the party. The grappled party member and this room's sigil are freed once the mimic is defeated.

Library

A huge, beautiful room lined with books on all sides, lovely plush carpet, gorgeous wooden bookshelves and warm candlelight.

A trapped staff member, probably Lothriel, would direct the party to the volume *Dreams Made Flesh*, which is written by a cultural arcanologist named Dr. Ramundsen Hillshack. Dr. Hillshack has spent his life living among various dreamkin communities, learning their beliefs and customs. The dreamkin claim to have originally hailed from another plane of existence—a place of wonder and great magic—and became lost in dreams. Different dreamkin have different stories about how this event happened. Some say their queen led them into the Plane of Dreams, some say their king sent them into the Plane of Dreams in pursuit of their wandering queen, others say their spirits were abducted from their own bodies while they slept by mischievous dream spirits.

Regardless, all the stories say these lost souls were unable to return to whence they came and were forced to dwell in the Plane of Dreams. The individuals who braved that place of wonder, fear and madness were

known as the wanderers. The wanderers eventually allied themselves with dream spirits who sought to break free of the Plane of Dreams and explore other realms (as beings of chaos who lack definition that isn't supplied by a dreamer, all dream spirits hold a secret longing to escape to another plane and gain the ability to define themselves).

In an immensely complex and powerful ritual, the dream spirits surrendered their bodies and the wanderers surrendered their ability to dream, and thus the two were joined together to form the dreamkin. This sacrificial union was so titanic it caused a rift between worlds, allowing the newly-formed dreamkin to pass through into the Prime Material Plane. This rift can still be seen in the northernmost parts of the world at night when this plane's connection to the Plane of Dreams is at its strongest, appearing as a series of brightly colored ethereal lights that seem to dance across the night sky.

The dreamkin eventually spread across the world to live in isolated communities, but each community holds a small vessel they claim contains a piece of the rift that the dreamkin passed through all those years ago. They call them Dreamsake Chests. These vessels are kept sealed by magic sigils for safety and are only ever taken out during important religious and cultural ceremonies. Though the precise nature of the Dreamsake Chests is unconfirmed, Dr. Hillshack's tests have shown their sigils hold powerful Abjuration magic, and the vessels themselves emit faint traces of conjuration and enchantment magic. Dr. Hillshack's studies have been limited by the fact that each dreamkin community guards their Dreamsake Chest very closely. A Dreamsake Chest is a dreamkin community's single greatest treasure, and they would only ever part with one if actively forced to do so.

The book also contains mention of a powerful dream spirit known as Ephialtes, who remained behind in the Plane of Dreams to guard the escape route. Ephialtes is revered by the dreamkin as a guardian of their people. It's said Ephialtes's wrath knows no bounds, and the spirit will unleash nightmares on anyone who dares threaten the dreamkin.

A potential encounter in this room could be against 1d4 dream spirits posing as characters from the books on the shelves. Knights, pirates, fairy monarchs, etc.

- The sigil can be found as a bookmark inside *Dreams Made Flesh*.

The Skhalhammer Study

A stately, dark wood-paneled room with wide windows, Lord Jhaal's study contains the Dreamsake Chest itself, which sits open on Jhaal's desk and is visibly seeping dream fog into the air. The top of the chest has spaces for three sigils. Anyone who investigates the mouth of the chest will see vibrant, multi-colored light shimmering inside. This light will slowly give way to a vision of each member of the party's dearest and most cherished dream coming true. As they continue to gaze into the depths of the chest, the events of the dream will start to go horribly wrong as the dream turns into a nightmare, which could be represented by an attack from 2d4 dream spirits styled like elements from the PC's dream, at GM discretion.

Next to the Dreamsake Chest is an ornate dagger that contains powerful abjuration magic. A staff member or the *identify* spell would reveal this as a ***dagger of dispelling***. This item requires attunement, and it has three charges. A user can expend one of these charges to cast *dispel magic* (5th level). If the spell or magical effect requires a roll to dispel, the user has advantage on the roll if they successfully hit with a dagger attack as part of expending the charge. The dagger of dispelling regains all expended charges at dawn.

GM NOTE: SOLVING THE PUZZLE

Once the party finds this room, it will fix itself in space, meaning they can easily return to its location. Once the party places all three of the sigils into their respective places on the Dreamsake Chest, fog will seep into the room and form a free-standing door that leads to the hedge maze. The chest would vanish. The rest of the room will start to dissolve into fog, leaving the door as the only way out before the room collapses into dreamspace.

Part 5: Into the Hedges

As you step through this doorway, you find yourselves within a sprawling hedge maze. The dense fog that obscured much of your vision when you were outside the manor house still lingers but begins to form into wispy visions of the hopes and dreams, as well as histories, of the Skhalhammer family's staff. With each step forward, you see a new vision, a different history and even depictions of your own pasts. Beyond these visions, as if projecting them, a glowing light flashes brilliantly in the center of this maze as maniacal laughter peels out over the 15 ft. hedge walls and into the night sky.

At GM discretion, the party would see any number of the following events connected to NPCs they may have encountered during their time exploring the manor:

- Nissa bidding her parents goodbye to head for her new job at the manor, eyes full of hope.
- Ylva becoming depressed and beginning to drink after the tragic death of her son Hades.
- Lothriel fleeing her overly religious upbringing for a

life of learning.

- Dungby serving as a guard in the court of a benevolent **cloud giant.**
- Hansel setting set off from his secluded woodland village in pursuit of medical knowledge to stop a plague that was ravaging the village, not knowing he would be too late.
- Marian fleeing a foreign kingdom in disgrace after her brother defeated her in single combat for the throne that was rightfully hers.
- Augustus being inducted into a secret order of pompous yet benevolent lycanthropes.
- Laylor having been enslaved by **duergar** until he escaped with the help of an adventuring party.

If the party has developed backstories, they can even see depictions of their own pasts in the maze. Each NPC memory the party encounters will dissipate as they pass, revealing a topiary in the shape of the person to whom the memory belongs.

A successful DC 15 Wisdom (Survival) check would lead the party to the center of the maze and the source of the light and laughter.

As the party ventures forward, read the flavor text below:

> As you get closer to the source of the laughter, weaving around the labyrinthine pathways of the hedge maze, you stumble into a circular clearing, the maze's center. Seated atop a pile of riches—mountains of precious stones, deeds to properties around the world, and priceless items from every culture imaginable stretching as far as the eye can see—is Jhaal Skhalhammer. He is flanked by solid gold statues in the shape of his wife and children, talking to them as if they are his actual family. "Happy day! Happy day! See how the light shimmers on your mother's skin, my darling children? Positively radiant!"

In contrast to the stern and imperious figure described thus far, Jhaal seems genuinely happy as he smiles and laughs with his artificial family. However, the dream quickly begins to turn into a nightmare.

> All the gold in Jhaal's horde begins first to tarnish, then melt, flowing out and coating every surface in the maze in liquid metal. Jhaal shouts in dismay, handfuls of his melted family running in rivulets between his fingers as he dissipates into fog. Rising from behind him, drawing strength and mass from the fog all around you, a pair of colorful wings rendered in grayscale unfurl—revealing the visage of a terrifying dragon. Make a Wisdom saving throw.

This is Ephialtes, a dream dragon. Any creature that fails a DC 17 Wisdom saving throw is under the influence of Ephialtes's Nightmarish Presence feature and is frightened of Ephialtes.

Ephialtes is furious at Jhaal and the STC's treatment of the dreamkin and is doing all of this in retaliation. The spirit will attack the party for trying to free its captives.

If the party reduces Ephialtes to 0 hit points, it will dissipate into fog and relinquish the Dreamsake Chest, sucking the dream fog back into the chest and releasing the captives, including the Skhalhammer family, the staff, Darnell and Mr. Noh—ending the threat to the region.

Though Ephialtes's natural inclination is to attack the party in a blind rage, the party can instead attempt to bargain for the release of some or all of the captives and a cessation of aggressive activities. Ephialtes will require a DC 30 Persuasion check to persuade, with the DC lowering by 5 for each 75 HP it loses to a minimum DC of 20. Any negotiations are at GM discretion, though Ephialtes's primary goal is to punish those responsible for hurting the dreamkin and taking the Dreamsake Chest away from them. It is much more likely to agree to a deal that involves Jhaal being punished and all dreamkin artifacts being returned to their rightful owners. Any deal must include the end of Jhaal's life on the mortal plane.

Regardless, if the party proves victorious they'll receive their monetary reward, as well as the thanks of all those who were trapped in the dreamscape. If they lose, they'll be absorbed into the dream and will have to await rescue by another enterprising band of adventurers.

When the encounter resolves itself, at GM discretion, jump to the appropriate ending.

If the party works out a deal with Ephialtes, read this flavor text:

> The dream dragon Ephialtes raises its chin, then peers down, admiring your humility for a moment. It lets out a mighty roar that echoes through every corner of the hedge maze, then beats its mighty wings. The fog that surrounds you begins to dissipate, and as it surges away from you you see several humanoid figures emerging from the fog—many members of the Skhalhammer family staff—all touching their face and rubbing their eyes, as if waking from a lifelike dream. There is recognition in the faces of those you spoke with. You see Nissa and her father, Darnell, hugging one another tightly. The dragon roars again, then swoops and dives down into the open Dreamsake Chest. There's a thunderous slam as the chest closes. And while you see Lady Yosa Skhalhammer clutching both her children, there is no sign of Lord Jhaal.

One of the figures emerging from the fog is Mr. Balthazar Noh, who would thank the party for saving his life and saving the town. Having fully come to grips with the damage the STC has wrought on the realm, he would ensure the party receives payment in full.

If the party chooses to fight Ephialtes and seal it back inside the crate, allow the battle to play out at GM discretion. If the party can weaken Ephialtes to 0 hit points, it will retreat into the Dreamsake Chest, at which point it will be sealed away, along with the fog that has affected this part of the realm. If the party is successful in this endeavor, read the following flavor text:

> The dream dragon Ephialtes takes a stunning blow, its body dissipating into the fog and mist that surrounds this place. There is a sudden gust of wind as the fog surges toward a central point in the maze, rapidly pouring into the Dreamsake Chest. As your visibility improves you see several humanoid figures emerging from the dissipating fog—many members of the Skhalhammer family staff—all touching their faces and rubbing their eyes , as if waking from a dream. There is recognition in the faces of those you spoke with. You see Nissa and her father, the carriage driver, hugging one another tightly. The Dreamsake Chest suddenly slams shut, and behind it stands Lord Jhaal Skhalhammer, his wife and children at his side, shaken, but happy he's alive.

One of the figures emerging from the fog is Mr. Balthazar Noh, who would thank the party for saving his life and saving the town, but most of all for saving Lord Jhaal Skhalhammer. He would ensure the party receives payment in full, and would offer them access to at least one item from the Skhalhammer collection, at GM discretion.

The Skhalhammer Hedge Maze

A confounding collection of boxwoods and rose bushes, this gorgeous garden holds much of the stunning statuary sent to Skhalhammer Manor by the STC (as well as plenty of overflow from the armory and treasury). It's now the lair of Ephialtes, the dream dragon.

Maze Mechanics

This maze has been split by the fog into five distinct sections (***1, 2, 3, 4, 5***), connected only by swirling portals that are hard to perceive. The party begins this encounter in section 3. As a free action, a creature can make a DC 10 Wisdom (Survival) check to get their bearings in whatever section they're in, with results outlined in the table below. On a failed save, the creature is lost in their own nightmares, suffering 7 (2d6) psychic damage.

DC	The creature...
10	...can make their way to another section in two turns.
15	...can make their way to this section's Item of Import or another section this turn.
20	...can make their way to this section's Item of Import and out this turn.

Fog Mechanics

On initiative count 20, up to 10 creatures of Ephialtes's choosing are subject to Brain Fog, an effect similar to a lair action, as outlined below.

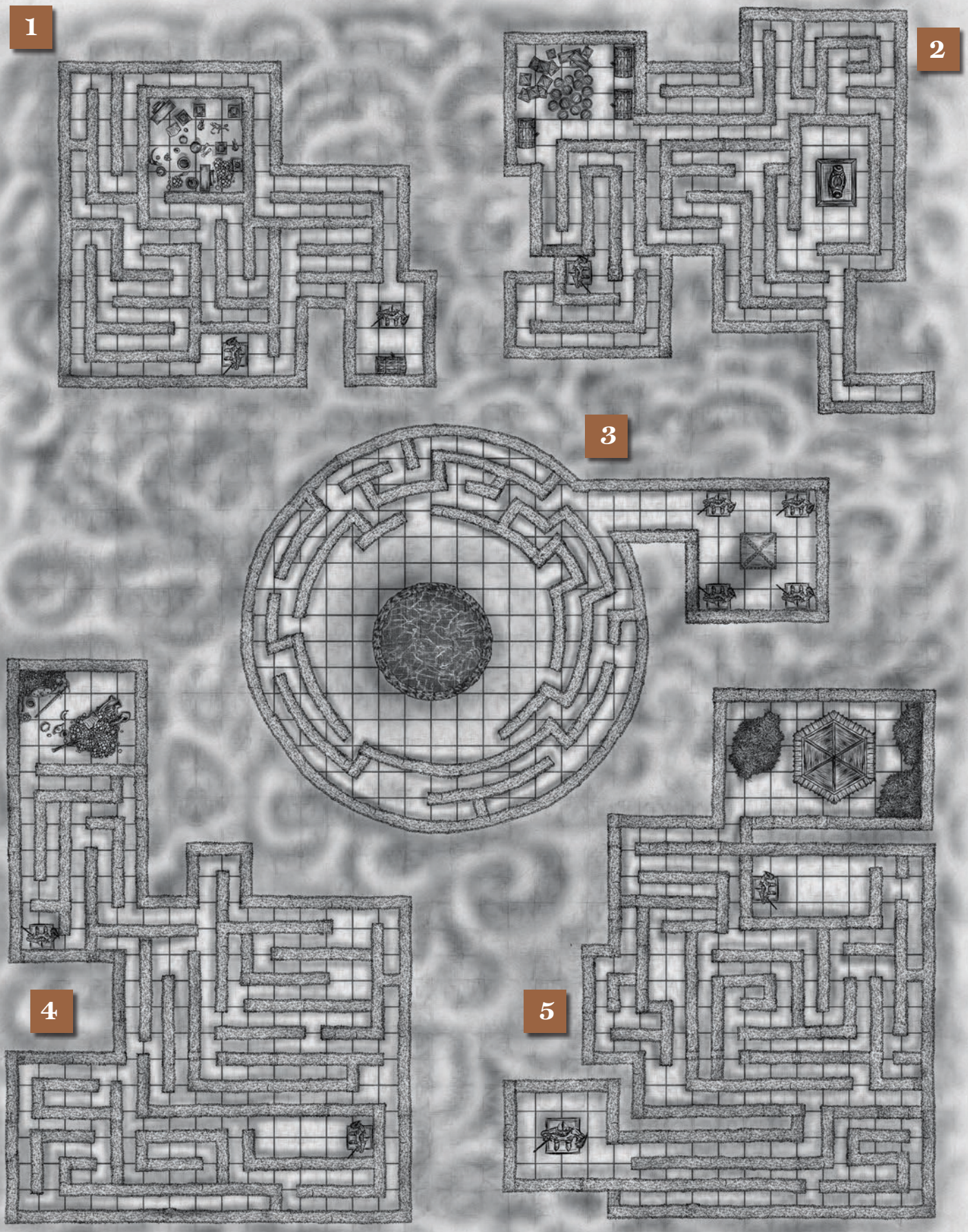
Brain Fog. A creature affected by Brain Fog must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature rolls 1d6 and is immediately transported to the portion of the maze that corresponds with the number rolled. If the creature rolls a 6, they can choose to roll again or stay where they are. A creature that passes the save against Brain Fog by more than 5 can choose to control where the fog transports them if they have seen other parts of the maze and is immune to Brain Fog for 1d4 rounds.

Imported Items of Import

The Skhalhammer Hedge Maze is home to numerous arcane items imported from lands far and wide, some of which would come in handy in a fight against a dragon. Due to the effects of dream magic, none of these items currently require attunement. Touching the item would reveal its true nature. Other treasure is at GM discretion.

Items by Section

Section	Among the treasure here is a(n)...
1	...***rod of lordly might***.
2	...***oathbow with*** 10 ***arrows of dragon slaying***.
3	...***+3 sword of dragon slaying***.
4	...***staff of healing***.
5	...***staff of power***.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NPCs

These are the main characters and creatures associated with this adventure. Physical descriptions are provided for ease of use, but can/should be augmented at GM discretion.

Mr. Balthazar Noh

Thin and tall with a nose built for glasses, Balthazar is the Chief Financial Officer of the Stormborn Trading Company and has worked tirelessly to ensure the whims of its current leader, Lord Jhaal Skhalhammer, are made manifest. Mr. Noh is a font of useful information about the town of Bigginsworth, the history of the STC and the particular proclivities of Lord Jhaal. He is discrete, committed to his job and has a sweet tooth. He has Commoner statistics at GM discretion.

Darnell Bonnydock

A humble carriage driver for the Stormborn Trading Company, Darnell is primarily interested in finding out what happened to his daughter, Nissa, among the missing members of the Skhalhammer Manor staff. He has a fondness for his pipe, a hearty laugh and a penchant for stating the obvious. He has Commoner statistics at GM discretion.

Lord Jhaal Skhalhammer

A bold man with ambitions that exceed his enormous wealth, Jhaal Skhalhammer has been trapped in the realm of dreams ever since he pried the warding sigils off a Dreamsake Chest.

Armor Class 15 (breastplate)
Hit Points 31 (9d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	11 (0)	15 (+2)	16 (+3)	18 (+4)

Skills Deception +10, Insight +4, Persuasion +10
Senses passive Perception 13
Languages all

Name Your Price. As an action, Lord Jhaal can convince a creature to do his bidding by forcing them to make a Wisdom saving throw against his Persuasion or Deception (at GM discretion) as he promises them the world in exchange for favor, protection or works in his service. On a failed save, the creature will, despite its best judgment, do what Lord Jhaal asks. Whether Lord Jhaal will make good on these promises is at GM discretion.

Actions
Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

Reactions
Parry. Lord Jhaal adds 2 to his AC against one melee attack that would hit. To do so, he must see the attacker and be wielding a melee weapon.

Dream Spirits

When an encounter calls for dream spirits, choose one of the following three types. All dream spirits (the Night Terror, Somnambulist and Hypnoid) are classified as fey; are vulnerable to psychic damage; have resistance to acid, cold, fire, lightning and thunder damage; and bludgeoning, piercing and slashing from nonmagical attacks. Their condition immunities are charme, exhaustion, frightened and petrified. They can all see up to 60 ft. in magical and nonmagical darkness. Visually, they appear as manifestations of the party's (or other NPCs') greatest fears, but use one of the following stat blocks, at GM discretion.

Night Terror

Armor Class 16 (natural armor)
Hit Points 50 (9d6 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	11 (0)	14 (+2)	16 (+3)

Saving Throws Wis +6, Cha +7
Spellcasting. The Night Terror's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).
Cantrips (at will): *Chill Touch*
1st Level: *Bane, Inflict Wounds*
2nd Level: *Blur, Invisibility*
3rd Level: *Fear*

Actions
Multiattack. The Night Terror makes three Good Night's Slap attacks. It can replace one with a use of its Worst Nightmare feature.
Good Night's Slap. *Unarmed Melee Attack:* +8 to hit, reach 5 ft., one target. *Hit*: 7 (2d6) psychic damage and the creature must succeed on a DC 15 Wisdom saving throw or become frightened of the Night Terror until the start of the creature's next turn.
Worst Nightmare (2/Long rest). A frightened creature must make a DC 15 Wisdom save. If they fail, choose one of the effects outlined below. It affects the creature for one minute:
1. The victim suddenly realizes they arrived completely unprepared for this battle and failed to bring any weapons, armor or spellcasting focuses/components. Their weapons, armor and spellcasting focuses/components all disappear, their AC is lowered to its base level (10+Dex), they can't cast spells and they can only attack using unarmed strikes. Their disappeared items return when this nightmare ends.
2. All of the victim's teeth fall out, forcing them to make a DC 15 Arcana check to cast any spells or communicate any verbal information. If they fail the check, they fail to communicate or cast the spell.
3. The victim becomes convinced that they and everyone around them are falling endlessly. The victim is suspended in mid-air 5 ft. off the ground until the end of the nightmare. Their movement is 0 and they are considered prone. Creatures with a fly speed are immune to this effect.

Bonus actions
Shadow Step. While in dim light or darkness, the Night Terror can teleport up to 30 ft. to an unoccupied space it can see that is also in dim light or darkness.

Somnambulist

Armor Class 16 (natural armor)
Hit Points 94 (9d12 + 3)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	7 (-2)	10 (0)	16 (+3)

Saving Throws Str +8, Con +7

Actions
Multiattack. The Somnambulist makes two attacks.
Shhhhhh. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) bludgeoning and 4 (1d8) psychic damage. On a hit, the creature is automatically grappled.
Sleeper Hold. As an attack, the Somnambulist can force a grappled creature to make a DC 15 Constitution saving throw. On a failed save, the grappled creature falls asleep, and becomes a sleepwalker, effectively under the influence of the *dominate person* spell. The sleepwalking creature acts on its own initiative and will work to aid the Somnambulist however it can, at GM discretion. It does these actions as if compelled in a dream. Only one creature can be influenced by this ability at a time. The sleepwalking creature is snapped out of this effect if it takes damage, but there is a 5 percent chance they immediately lash out at the creature who stirred them from their slumber, represented by 1 on a 1d20 roll.

Hypnoid

Armor Class 14 (natural armor)
Hit Points 49 (9d6 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Con +6, Cha +8
Armor of Shadows. Has half cover in dim light and three-quarter cover in darkness.

Spellcasting. The Hypnoid is a 9th level spellcaster. The Hypnoid's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).
Cantrips (at will): *mage hand, minor illusion, prestidigitation, ray of frost*
1st level (4 slots): *fog cloud, hideous laughter, silent image, sleep*
2nd level (3 slots): *blindness/deafness, hold person, mirror image, silence*
3rd level (3 slots): *blink, fear, slow*
4th level (3 slots): *confusion, phantasmal killer, polymorph*
5th level (2 slots): *animate objects, cone of cold*

Actions
Mass Hypnosis. The Hypnoid attempts to hypnotize up to three creatures within range, forcing them to succeed on a DC 16 Wisdom save. On a failure, the Hypnoid gains control over their actions. Each creature can only take one action per turn (no bonus actions or reactions) and characters can roll for the save again at the end of each of their turns.

Staff NPCs (Optional)

The Skhalhammer family and staff have been absorbed and trapped in the world of the dream. They no longer have corporeal forms and can only be seen using reflective surfaces or *truesight*.

The party can communicate with these staff members as long as they're touching whatever reflective surface the NPC appears in. You can use as many or as few NPCs as you want throughout the adventure, and you can have them appear in any order you want. It's recommended to include at least two NPCs, including Nissa.

NISSA BONNYDOCK

Lady's maid to Lady Yosa Skhalhammer

Plucky and assertive, tall but short-tempered.

She may be new here, but Nissa refuses to lie down and be trapped forever. She'll help the party in any way she can, including giving them information about the family or other employees.

"The crate in the foyer arrived late on the very same night that all this trouble started. After the rest of the family had gone to bed, Lord Jhaal took a small glowing chest up to his study to work on it privately. The fog appeared only a few hours later."

YLVA H. VULFSBIER

Head of the kitchens

Wearing a chef's hat and a spotless apron.

Shrewd, authoritative, motherly yet brash and occasionally impulsive. Very good at what she does (and rumor has it, a high-functioning alcoholic) Ylva knows a way through the cellar and will be able to help the party to navigate it.

"Lady Skhalhammer asked me to sneak food up to her boudoir on a regular basis, and more than once I heard her eating and crying softly by herself. And it wasn't 'cause the food was bad. She was sad."

LOTHRIEL VALYNORE

Librarian and interior decorator

A buttoned-up woman with glasses four sizes too big.

Strongly disagrees with Jhaal Skhalhammer's hobby of stealing artifacts from around the world, but then again she does enjoy her proximity to all these lovely fabrics and bits of antiquity.

"He'd been reading Dreams Made Flesh, *a book about the dreamkin, obsessively. To impress Lady Yosa, I think. Our copy is still in the library. You can't miss it. It's on his desk, a reclaimed wood desk harvested from the realm's last Heartsinger tree—truly a work of art—and the book itself is bound in the skin of a rare albino rhino. Magnificent."*

DUNGBY DOOHAMMER

Valet to Jhaal Skhalhammer

The biggest man any of you have ever seen.

Unnervingly large, Dungby's intimidating physical stature belies a deep-seated fear of the supernatural. He'll run crying if he sees a dream spirit and will have to be coaxed to return. Dungby only speaks Giant, for some reason.

"Lord Jhaal had taken the chest up to his study that evening and was using a special tool he'd procured long ago to try and open it."

HANSEL PHILOK

Staff physician

An elderly man who is constantly coughing.

Nervous, bumbling and incompetent, Hansel makes up for his inefficacy by being extremely kind-hearted.

"Lady Yosa had been suffering from depression as of late, I fear as a result of her increasingly, ah, strained marriage, and her husband had been racking his brains for a way to cheer her up."

MARIAN MOUNTLOVE

Captain of the guard

Jaw-length red hair covers the scars on her cheeks.

Tough, confident and caring, Marian feels intense guilt at having failed to protect the family and staff. She'll aid the party in any way she can, including shouting out tactical advice during battles.

"I've read reports of Captain Hondar's methods. Effective, but far too brutal, in my opinion. There's little doubt in my mind those dreamkin treasures were acquired using such violent methods. The Captain's done it many times before."

AUGUSTUS TOPFLOP

Headwaiter

Dressed in a tux and tails, his cowlick unruly.

Snooty and hateful, which is likely why no one else on the staff likes him.

"Of course, only those with the most privileged access would know that Lord Jhaal had these items imported in preparation for the great banquet he was planning in honor of Lady Skhalhammer's birthday."

LAYLOR TEWIS

Head groundskeeper

Handsome and sturdy, with a meaningful smile.

Responsible, honorable, painfully sincere, a natural hero type, uncomfortably handsome and seemingly oblivious to his own sex appeal. Doesn't actually know anything useful, but what a guy, right?

"I don't know anything about dreamkin or interplanar magic. But if you need something raked, or shoveled, or smashed into bits, I'm here to help."

Ephialtes, Dream Dragon

A powerful guardian from the realm of dreams, Ephialtes protects the dreamkin with his entire being, and is a nightmare for any who would wrong them.

Armor Class 19 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., climb 40 ft, fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11
Skills Perception +13, Stealth +6
Damage Immunities Psychic
Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 23

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sleep Breath (Recharge 5–6). The dragon exhales fog in a 60-ft. cone. Each creature in that area must make a DC 21 Wisdom saving throw, taking 63 (18d6) psychic damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, they fall asleep, and are transported to a region of dream space at GM discretion.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sands of Sleep (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 17 Constitution saving throw or find themselves in a nightmare created by the dragon. They are paralyzed until the end of their next turn. A creature paralyzed by the sands of sleep can be shaken awake by another creature, at the cost of their action. When awoken in this way the paralyzed creature suffers 36 (8d6) psychic damage.

TRAPS

A dungeon crawl isn't complete without a few hidden explosives, perilous pits or runes that can turn a barbarian into a newt. Traps do more than make the rogue feel useful. They add a layer of danger to every step the party takes.

64
PAINFUL TRAPS
Clever creations designed to maim or mar.

75
DEADLY TRAPS
Like painful traps, only much much more painful.

86
DISRUPTIVE TRAPS
When you want to send intruders anywhere but here.

97
COMPLEX TRAPS
Multicomponent devices with a singular goal: to kill.

Painful Traps

Some traps are meant to dispatch intruders swiftly and without mercy, while others are intended to cause immeasurable pain and suffering in the hopes that foolhardy adventurers are injured so severely that creatures defending the area can capture and imprison them (at which point they'll be subjected to even more pain and suffering). Painful traps can absolutely kill, but their intent is more often to maim and mangle, wearing intruders down until they're forced to surrender. These traps are designed to be painful for parties Level 5-10. Adjust DCs and damage rolls at your discretion.

A Toothache

Trigger & Flavor A narrow hallway lined with bushes on either side also festures a beam that swings forward like a battering ram toward the head(s) of the triggering creature(s). Small creatures are immune to this trap.

> The corridor ahead of you is lined with waist-high bushes that border on blocking your path. As you progress forward, you can feel their limbs brushing against your thighs. Suddenly, the sound of whirring rope echoes off the hallway walls as a massive wooden beam streaks out of the ceiling in an arc toward your head.

Result The creature that triggers this trap as well as any creature 10 ft. ahead of or behind them must succeed on a DC 15 Dexterity saving throw. Due to the cramped confines created by the surrounding bushes, this check is made at disadvantage. At GM discretion, the first creature to fail this save suffers 27 (6d8) bludgeoning damage as the beam connects with their jaw and dislodges a few teeth. Any creature behind the first creature to fail who also fails suffers half damage, as the first creature to get hit forcefully slams into them.

Investigating A creature choosing to investigate the bushes along this corridor would notice that they hide an elegant trip wire apparatus, one that is triggered when the bushes midway down the corridor have their branches bent. This trip wire system could be discovered with a successful DC 17 Intelligence (Investigation) check. Further investigation of this trip wire would reveal a series of pulleys and counter levers attached to a large beam in the ceiling.

Disarming If a creature is aware that the bushes act as the triggering mechanism for the swinging beam, they would be able to ascertain that destroying the bushes would trigger the trap. Cutting the trip wire or destroying the bushes has a 50 percent chance of triggering the trap, affecting creatures in the area at GM discretion.

Molotov Goblin

Trigger & Flavor The moment two or more adventurers gather in the somewhat open area of this space, a hidden goblin scout gives a signal, which sends another goblin—covered in grease and carrying vials of accelerant—catapulting toward the party at rapid speed.

> As you walk a bit farther into this chamber you hear a small pebble bouncing off the ground to your left, followed by something that sounds like the cry of a wounded duck. Suddenly a nearby wall collapses, revealing a catapult-like contraption that launches a screaming goblin covered in vials and carrying a torch directly at you. Make a Dexterity saving throw.

Result The Molotov Goblin lands in a 5 ft. space determined at GM discretion. Any creature within 30 ft. of the goblin when it lands must succeed on a DC 16 Dexterity saving throw, suffering 42 (12d6) fire damage on a failed save or half as much damage on a success as the goblin's vials shatter and it drops its torch igniting the entire area. The shattering vials also spray a concentrated accelerant on creatures within 5 ft. of the landing zone. At the start of each turn following the initial explosion, these creatures suffer 11 (3d6) fire damage as the flaming goo clings to their skin. The flaming goo lingers on the skin and burns for one minute. A creature can use an action on their turn to scrape the flaming goo off themselves or another creature.

MOLOTOV GOBLIN A creature triggers the trap by stepping into view of a keen goblin scout. The scout signals a goblin covered in vials of accelerant and carrying a torch to launch itself out of a hidden catapult aimed at would-be intruders. The goblin lands and erupts in flame, a living fireball that also spreads sticky, flammable goo and slick grease over the area (and those standing in it).

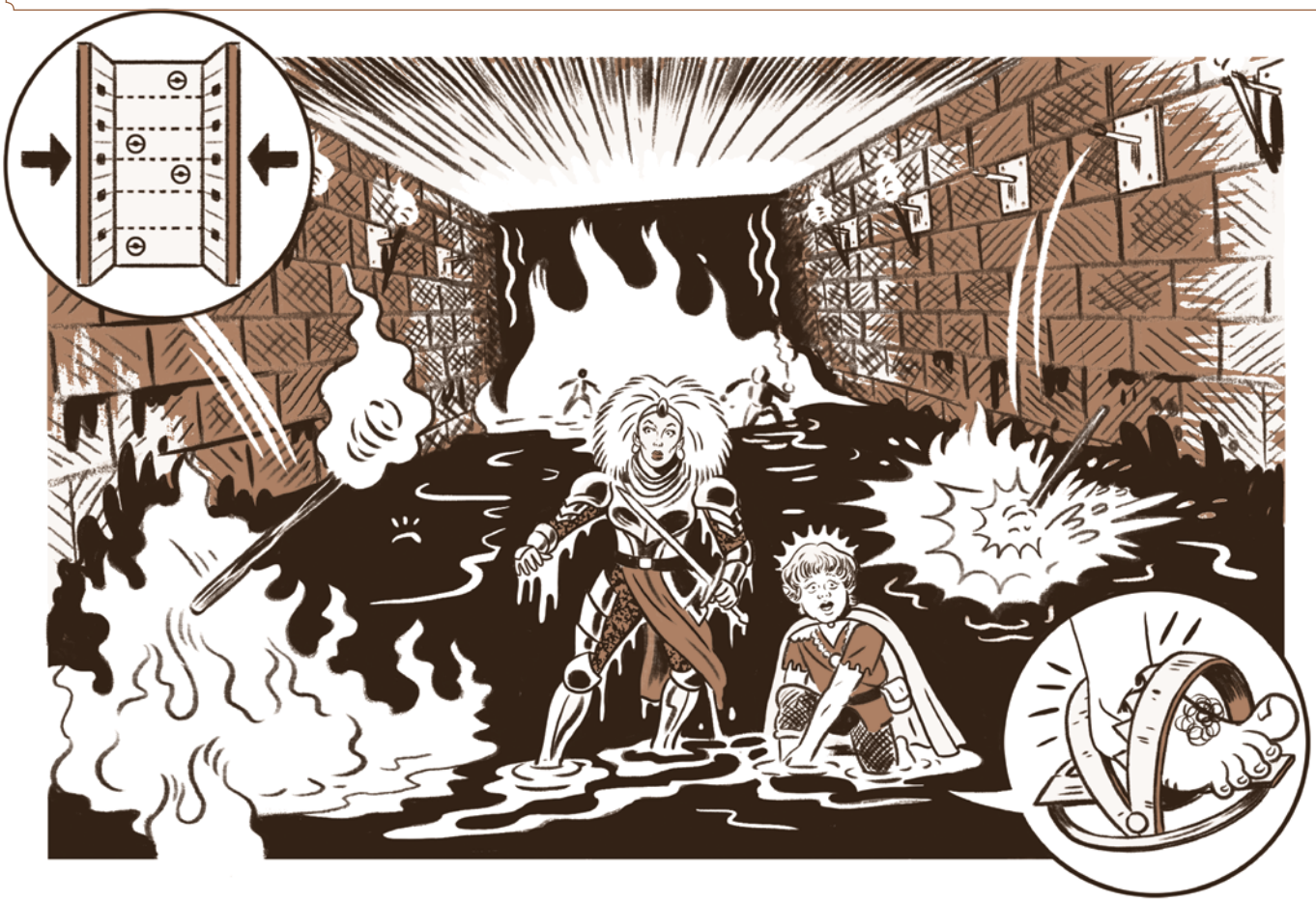
Additionally, the area within 15 ft. of the goblin's landing spot is considered difficult terrain. At the start of their turn, a creature in this area must succeed on a DC 16 Dexterity saving throw or fall prone as they slip in the grease.

The goblin that started this mess is, at GM discretion, completely immolated. Its sacrifice will be celebrated at a feast in its honor, assuming the other goblins that witnessed it are alive to tell the tale.

Investigating A creature scouting ahead for trouble might notice a hidden goblin scout with a successful DC 19 Wisdom (Perception) check. But if the goblin believes it has been seen, at GM discretion, it would alert the goblin in the catapult to trigger its attack.

Disarming A creature cannot disarm this trap, however it's possible that with an incredibly well-placed shot, a creature could cause the goblin to ignite in the air before it hits the ground. At GM discretion, when this trap is triggered, a creature can use their reaction to roll initiative. If their initiative is higher than 16, they can attempt to make a ranged attack against one of the vials the flying goblin has strapped to its body. Due to their size and rate of velocity, the vials have an AC of 18. On a success, the goblin bursts into flame mid-air but maintains its trajectory.

If the ranged attack against the Molotov Goblin is successful, the resulting Dexterity saving throws against the Molotov Goblin would be made with advantage and all fire damage associated with this trap is halved given that half the goblin's grease was incinerated mid-flight.



A REAL SLOG A creature triggers the trap by stepping onto a bear trap buried beneath the surface of a hall full of flammable mud. The closing bear trap pulls a cord that was keeping the hallway's torches attached to its walls. The dropping torches set the flammable mud ablaze, and the resulting flames begin making their way through the hall, burning anything in their path. More bear traps hidden in the mud, as well as the mud itself, make fleeing difficult.

A Real Slog

Trigger & Flavor A creature walks through a mud and gas-filled corridor, slowed by the difficult terrain, and errantly steps on a bear trap, which in turn pulls a cord that releases the torches off the wall, igniting the mud and forcing any flammable creature to flee this hallway as fast as they can.

> You begin walking through the thick, dense and muddy hallway lined with torches, each step seemingly more difficult than the last. As you get about halfway down the corridor, you become aware of the fact that each of your steps seems to be releasing the aroma of methane. The moment this registers, your foot hits something hard and you immediately regret it. The sound of a closing bear trap is muffled by the heavy pitch, but you watch in horror as the torches that line the walls all drop off their sconces and a slow-moving blaze starts at the edges of this muddy corridor.

Result The creature that stepped on the bear trap (at GM discretion) suffers 11 (3d6) piercing damage and is grappled (DC 16). The entire corridor is now in danger of igniting. The flames will progress inward at a rate of 5 ft. per second. The corridor is 100 ft. long and 30 ft. wide, at GM discretion. The creature that triggered the trap is roughly 50 ft. from either end of the corridor, which will be fully ablaze in three rounds per initiative.

The corridor is difficult terrain. The corridor is also riddled with hidden bear traps. Any time a creature uses their movement to progress a stated distance in the mud, roll 1d6. On a 1, the creature steps on a hidden bear trap. The creature takes 11 (3d6) piercing damage and is grappled (DC 16).

If a creature ends its turn within 10 ft. of the flames in this hallway they suffer 22 (5d8) fire damage.

Investigating A creature succeeding on a DC 17 Wisdom (Perception) check before slogging through the mud might notice trace hints of the smell of something flammable in the mud. A creature succeeding on a DC 17 Intelligence (Investigation) check would notice that the sconces on the wall that hold the torches all seem connected by a thin cord.

Disarming If a creature suspects the mud is flammable they could attempt to ignite it before walking through. The flammable gas emitted by the mud will burn up completely in five minutes. A creature could cut the cords that connect all the torches on either side of the corridor, which would prevent them from dropping into the mud, or simply extinguish all the torches. The bear traps are difficult to perceive or disarm due to their location under the mud, but disarming one of these traps is possible with a DC 17 Dexterity (Thieves' Tools) check, made at disadvantage as long as the trap is covered by mud.

Dangerous Decorations

Trigger & Flavor Walking through the translucent mesh that covers a doorway with two large claymores placed above it as decoration triggers the massive blades to swing downward, slashing the creature as they pass under the door's archway.

> As you walk through the door, you feel something dragging then tightening against your skin, as if you're walking through a very thin, translucent bedsheet. As you struggle in the invisible cloth, you hear the telltale sound of steel scraping on steel. You look up to see the crossed claymores that decorated this door's archway swinging swiftly down. Make a Dexterity saving throw.

Result The creature that triggers the trap must succeed on a DC 16 Dexterity saving throw. On a failed save, they take 13 (2d12) slashing damage and must succeed on a DC 16 Constitution saving throw. On a failed save, the creature is poisoned and stunned, taking an additional 21 (6d6) poison damage. The stunning effect of this poison lasts for one hour or until the creature takes damage.

Investigating A creature investigating the decorative swords that succeeds on a DC 16 Intelligence (Investigation) check would notice slight arc-shaped grooves in the walls where the claymores hang, as if they've scraped the stone as they swing down. A closer inspection of these blades would reveal that they seem to be laced with a yellowish film—a telltale sign of poison. A creature investigating the doorway would notice a very thin translucent fabric that seems to be connected by cord to two small linchpins that hold the sword in place.

Disarming Using a blade to sever the cord that connects the fabric to the linchpins or simply slicing a hole large enough to pass through into the fabric itself is the easiest way to disarm this trap, though other approaches are permissible at GM discretion.

The Jump Scare

Trigger & Flavor The small stones that make up the larger tiles of this hallway are all pressure-sensitive and when stepped upon release a dummy styled to look like a deadly lich from its hiding hole above. The swift arrival of a seemingly terrifying opponent sends less steel-willed creatures jumping backward or forward into now exposed spike traps.

> As you make your way down a winding corridor, you hear an audible whoosh and a rush of cold air. A shadowy figure flies at you at rapid speed, its skeletal hands outstretched and aimed at your throat. Do you want to jump out of the way, attack or try something else?

Result Unless the creature that triggered this trap and has seen the flying dummy has a passive Perception higher than 20, they will not notice the pits that have opened on either side of the platform upon which they stand. If the creature chooses to jump out of the dummy's way, have them make a DC 12 Dexterity saving throw. On a successful save, they jump right into one of the opened pit traps, suffering 18 (4d8) piercing damage as they land on tightly organized spikes. On a failed save, the dummy slams into the creature and explodes with green arcane flame, forcing every creature within 30 ft. to succeed on a DC 16 Dexterity saving throw. A creature suffers 35 (10d6) fire damage on a failed save or half as much on a success.

A creature that chooses to attack the dummy must use its reaction to do so. The dummy has an AC of 12. If the attack is successful, the dummy would explode as outlined above. If they miss, the dummy does not explode.

A creature that is aware of the pit traps even as the dummy flies toward them could make their Dexterity check to leap out of the way at disadvantage in order to leap over the opened pit traps.

Investigating A creature succeeding on a DC 16 Intelligence (Investigation) check while searching for signs of traps in this corridor would notice some of the tiles have pebbles that present in an unnatural pattern and that some of the tiles feel hollow, as if there is open space beneath them. If a creature has a chance to investigate the dummy before it explodes, it would become immediately clear that the dummy is laced with pressure-sensitive arcane explosives in small vials and that the best thing to do would be to avoid it entirely. If a creature wants to disarm the dummy to try to salvage these vials, they can do so with a DC 20 Dexterity (Sleight of Hand) check.

Disarming This trap can be disarmed by avoiding the triggering tile entirely, requiring a leap of 20 ft. If this approach is deemed too risky, the trigger plate can be disarmed with a successful DC 16 Dexterity (Thieves' Tools) check. If a creature attempts to disarm this trap and fails, the dummy would swing down and the pit traps would open as if the trap had been triggered unknowingly.

Hellfire Whiplash

Trigger & Flavor Walking into a chamber triggers a rune on the ceiling, which drops a flaming arcane snare to grapple and raise the creature who triggered it. The entire ceiling is lined with these fire lure runes, such that diving out of the way of the first could send a creature ducking, diving and dodging them throughout the chamber.

> As you enter this chamber, you hear a sizzling pop overhead as a whiplike gout of flame shoots down toward you from the ceiling. Make a Dexterity saving throw.

Result The creature that triggers this rune must succeed on a DC 16 Dexterity saving throw. On a failed save, the creature suffers 9 (2d8) fire damage and is dragged 15 ft. toward the ceiling, where they are grappled (DC 16). On a successful save, the creature rolls 1d4. On a 1, 2 or 3, the creature triggers another flame lure rune above them at the point where they land following their Dexterity saving throw and must succeed on a DC 16 Dexterity saving throw or suffer the same effects as outlined above. On a successful save, the creature must again roll 1d4, triggering another flame lure rune on a 1 or 2, again forcing a Dexterity saving throw (with the same effects) if they trigger the flame lure rune. If they succeed on this Dexterity saving throw, they must again roll 1d4. On a 1, they trigger another flame lure rune, forcing the same Dexterity saving throw and subjecting them to the same effects. If they succeed, they have managed to leap into an area of the chamber that is free of runes.

At GM discretion, this motion has created a path of triggered runes that a creature could follow to avoid having to deal with the remaining runes that far into the chamber with a successful DC 16 Wisdom (Perception) check. Part of this chamber's ceiling is lined with these runes, however, and a similar routine of triggering then attempting to avoid them is in store for any creature that chooses to venture farther into this chamber before the runes are triggered or dispelled.

Investigating A creature investigating the ceiling of this chamber before entering must succeed on a DC 16 Intelligence (Investigation) check to notice a slight shimmer of charged arcane energy on the ceiling 30 ft. above. A creature that has cast *detect magic* would immediately be aware of the runes, which give off a strong aura of abjuration and evocation magic.

Disarming The runes can be dispelled with a successful *dispel magic* spell (4th level), which clears out 20 ft. of rune-trapped area, at GM discretion.

The Bee's Knees

Trigger & Flavor Walking forward into this hallway reveals that some of the stone tiles are actually large wasp nests—and stepping on one sends a creature plunging 3 ft. into the floor, where angry wasps, as well as a trigger plate, await. Stepping off the trigger plate drops more stinging insects from above.

> As you walk ahead through this corridor, you take another step forward and the stone beneath you gives way completely, as if made of thin paper. You hear a "chunk" sound followed by an angry buzzing, as dagger-like stings pepper your knees and thighs. Make a Constitution saving throw as a swarm of wasps rise upward out of the hole you just made in the floor.

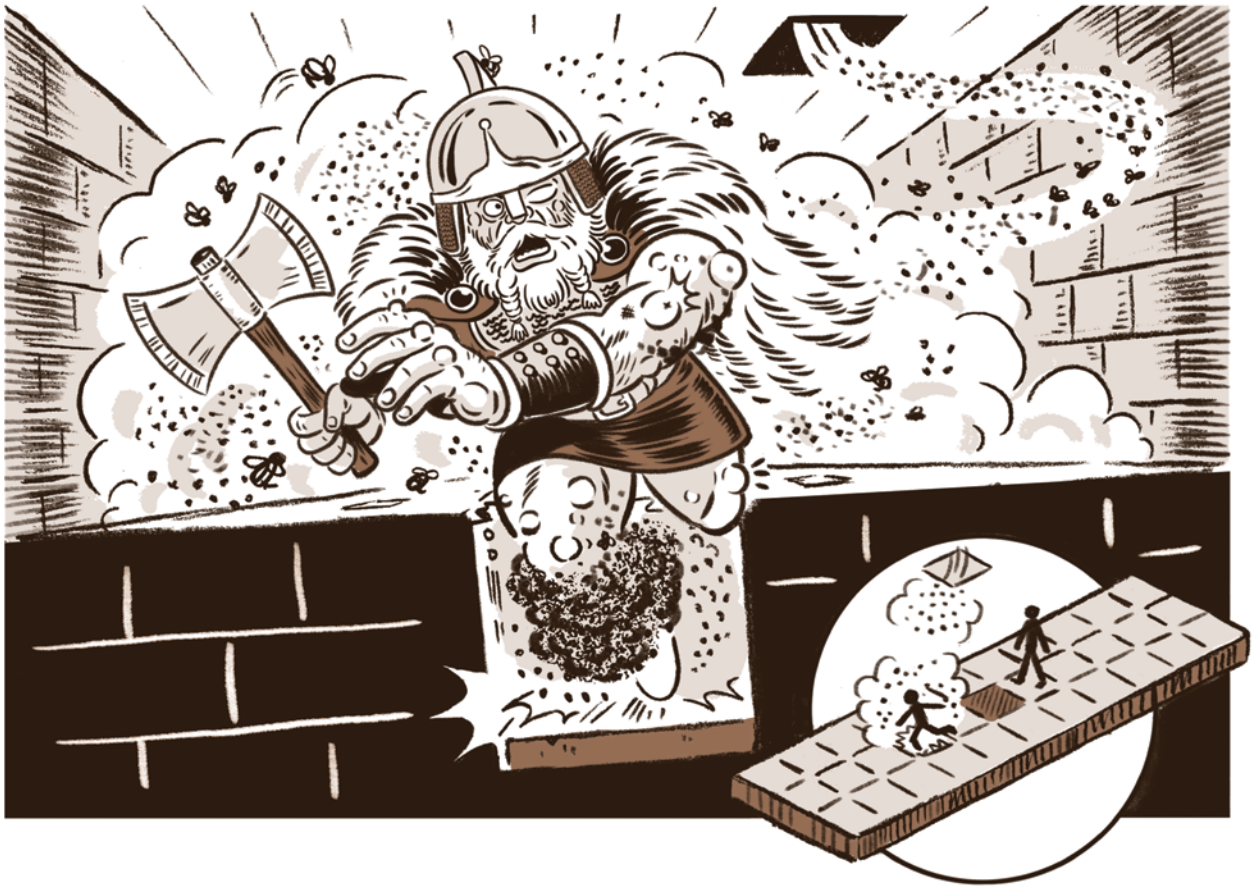
Result The creature that triggers this trap immediately suffers 30 (12d4) piercing damage and must succeed on a DC 15 Constitution saving throw. On a failed save, the creature is poisoned and begins to swell from multiple wasp stings.

Triggering this trap by stepping on the nest releases three **wasp swarms** into the corridor.

The creature that triggered this trap is also standing on a pressure plate. When they move 5 or more feet, at GM discretion, 4d4 beehives drop out of trapdoors in the ceiling, each delivering a swarm of bees (use statistics for swarm of wasps, at GM discretion) that will menace any creature in range.

There are 1d4 + 1 more wasp nest traps within this corridor, disguised as floor tiles determined at GM discretion. If a creature steps on one of these tiles, they will trigger the trap as previously outlined, suffering the initial stings of three wasp swarms for 30 (12d4) piercing damage and forcing a saving throw against being poisoned. If the pressure plate feature of the first trap has not yet been triggered, the first creature to have stepped on a pressure plate and then left that space would trigger the release of the beehives in the ceiling (and their subsequent swarms).

The wasp and bee swarms will attack until they are at half health, at which point they will flee. Any creature other than those that have stepped through a wasps' nest that has been successfully attacked by a swarm of wasps and/or bees three times must succeed on a DC 16



THE BEE'S KNEES A creature triggers the trap by errantly stepping onto a wasp nest disguised as a stone tile. The wasps retaliate, swarming the hallway and defending their home. Each wasp nest hides a large trigger plate. When a creature steps through the wasp nest, they activate this plate and when they move their foot, release a collection of beehives from a compartment in the ceiling. When the hives bust, they release swarms of angry bees.

Constitution saving throw or become poisoned as their body begins to swell.

Investigating A creature succeeding on a DC 16 Intelligence (Investigation) check while examining this hallway for traps would notice that some of the stones in the corridor seem a little flimsy, as if made of paper. A closer inspection reveals these paper-like stone tiles are all the outer surfaces of large wasp nests and have a telltale buzz. A creature with a passive Perception of 20 or more would notice a low buzzing emanating from the floor and ceiling of this corridor.

Disarming The wasp nests cannot be disarmed, only avoided, at GM discretion. A creature that steps through a wasp nest lands on a pressure plate. Once they move, the pressure plate is triggered, which causes beehives to drop from the ceiling. If a creature is aware they are standing on a pressure plate, they could add an item weighing at least 10 lb. to it to prevent the plate from releasing as they step off. A creature standing on the pressure plate would know they are standing on a pressure plate with a successful DC 16 Intelligence (Investigation) check, made at disadvantage.

The Launchpad

Trigger & Flavor A creature steps onto one of this open chamber's pressure plates, which launches them violently toward a wall or straight up in the air.

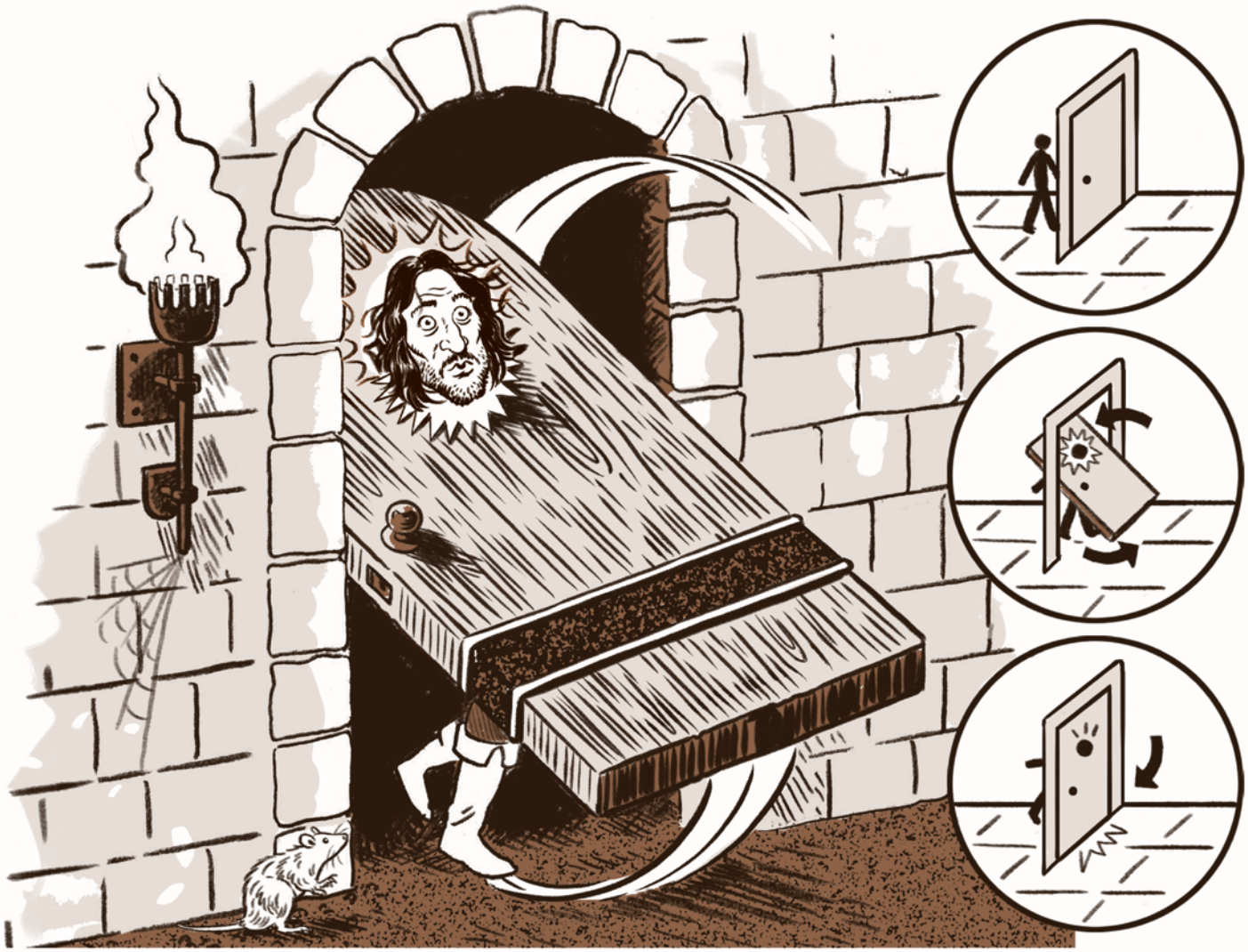
> As you move ahead, you hear a low hiss followed by a click as the stone beneath you sinks slightly then suddenly blasts upward. Make a Dexterity saving throw.

GM NOTE: ENCOUNTER CHAOS

If you want to spice up your next encounter, any time a creature uses their movement, roll 1d6. On an odd number (or at GM discretion) a tile they've walked across is one of the launchpad traps.

Result The creature that triggered this trap must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature rolls 1d4.

On a 1 or 2, the creature is launched straight up into the ceiling or 100 ft. up, at GM discretion. A creature coming into contact with the ceiling suffers 28 (8d6)



THE REVERSE KNOCK A creature triggers the trap on this spring-loaded door by simply turning the doorknob. When they do, the door powerfully rotates backward and slams into the creature's skull before snapping back into place. The motion of the door is so sudden and so violent that the creature is grappled, their head stuck in the door and poking through it as the rest of them hangs limp on the opposite side.

bludgeoning damage. The creature is also subject to falling damage at the end of their next turn per initiative, at GM discretion. A creature suffering falling damage in this manner is knocked prone.

On a 3 or 4, the creature is flung headlong into the nearest wall (at GM discretion). A creature hitting a wall suffers 35 (10d6) bludgeoning damage and must make a DC 17 Constitution saving throw. On a failed save, the creature is stunned until the end of their next turn.

Investigating A creature searching this chamber for signs of traps might notice a few of the tiles in the chamber are not quite level with the others. These irregularities would be discovered with a DC 17 Intelligence (Investigation) check. A DC 22 Intelligence (Investigation) check would reveal a concealed trap door that leads to an access tunnel beneath the floor of this chamber where the mechanics of each launchpad trap could be tinkered with. The door is locked, but could be opened with a successful DC 17 Dexterity (Thieves' Tools) check.

Disarming These traps can only be disarmed from underneath, via an access tunnel hidden in the floor as outlined in the Investigating section. Disarming the traps is as simple as flipping a switch. The tiles can be avoided if a creature knows which ones are armed.

The Reverse Knock

Trigger & Flavor A creature uses this door's handle to open it, which instead triggers the trap as the door flips toward them, slamming into the creature and trapping them in the door itself.

> As you twist this door's handle, you hear a powerful spring unloading as the entire door rotates toward you violently. Make a Dexterity saving throw.

Result The creature triggering this trap must succeed on a DC 18 Dexterity saving throw, suffering 35 (10d6) bludgeoning damage on a failed save or half as much on a success. On a failed save, the creature is grappled by the door (DC 18) as their head slams directly through it. The door then snaps into place, lifting the creature off their feet, suspending them and cutting off their airway.

At GM discretion, any creatures on the opposite side of this door would have a surprise round of attacks on the creature grappled by the door.

Investigating With a successful DC 18 Intelligence (Investigation) check, a creature checking this door for signs of traps would notice an axle running through the door's center, affixing it to the wall on either side, which might allow it to spin like a paddlewheel.

Disarming A creature could disarm this trap if they know the kill switch sequence associated with it (turn the doorknob left twice, then right once to open) or with a successful DC 18 Dexterity (Thieves' Tools) check to dismantle the doorknob entirely.

The Automated Archers

Trigger & Flavor Walking through a narrow passage lined with relief carvings of warriors and archers—each ornate and highly detailed—triggers the enchantment cast on the artwork and the automated archers begin firing rapidly at any creature attempting to traverse through the hall.

> As you journey into this hallway, you notice the tops of the walls all feature ornate wooden carvings of hunters, warriors and archers. As you step farther in, you see the tiny archers suddenly move, swiftly drawing their bows. Make a Dexterity saving throw.

Result Each creature within 10 ft. of the creature that triggered this trap must succeed on a DC 17 Dexterity saving throw, suffering 18 (4d8) piercing damage on a failed save and half as much on a success as the tiny animated archers fire rapid volleys throughout the chamber. The archers fire every three seconds, requiring two Dexterity saving throws from each creature that wishes to pass through this chamber as outlined above. The archers will continue to fire until the enchantment animating them ends or is dispelled, at GM discretion. The enchantment lasts for one minute once activated.

Investigating A creature that has cast *detect magic* would notice abjuration and transmutation magic emanating from the relief carvings on either side of this corridor. A creature investigating these carvings would get a sense they might be magical with a successful DC 17 Intelligence (Investigation) check, but any creature getting close enough to ascertain this would trigger the archers, at GM discretion.

Disarming The enchantment in this hallway can be dispelled using *dispel magic* (5th level). Both sides of this hallway are enchanted, and the enchantments must be dispelled separately.

Basilisk Bait

Trigger & Flavor A creature steps onto the triggering tile, releasing a lever that lowers a small group of harness-wearing **basilisks** from the ceiling into the chamber below.

> Your foot hits the tile and it *chunks* into a lower space, as if you've pressed a very large button. Dropping steadily from the ceiling you see basilisks hanging on a number of ropes, dangling lower and lower as one of them meets your gaze. Make a Constitution saving throw.

Result On a failed DC 13 Constitution saving throw, the creature that triggers this trap becomes a victim of the basilisk's petrifying gaze. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

There are 2d4 + 1 basilisks being lowered from the ceiling and within three rounds they will all be on the ground. They are hungry and have enough slack in their ropes to roam the entire chamber.

Investigating With a DC 17 Intelligence (Investigation) check, a creature searching for signs of a trap would notice that one of the tiles in the chamber is lifted and angled, as if something is stuck underneath it. A creature scanning the ceiling of this space would notice the basilisks dangling 60 ft. above with a successful DC 17 Wisdom (Perception) check.

Disarming The pressure plate can be disarmed with a successful DC 17 Dexterity (Thieves' Tools) check, which separates the plate from the triggering mechanism. Additionally, if a creature notices this triggering tile but the basilisks have already been dropped into the area, the creature would recognize a small lever beneath the tile has a "reverse" mechanism, and could raise the basilisks back up to the ceiling with a successful DC 15 Intelligence check.

The Nightmare Pool

Trigger & Flavor Opening a door to the chamber beyond triggers a customized version of the *phantasmal killer* spell, revealing a nightmarish void from which the party's deepest fears emerge. Or so they think.

> As you open the door, instead of another chamber you see an inky black void, your face reflected in it, a mass of impenetrable darkness swirling in shades of onyx, shadow and pitch. The moment you make eye contact with yourself, you see your reflection start to shift. Make a Wisdom saving throw.

Result The creature that triggers the trap must succeed on a DC 17 Wisdom saving throw. On a failed save, they watch in horror as their reflection morphs into a manifestation of their greatest fear, at GM discretion. The target becomes frightened of the figure in the void for one hour. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 22 (4d10) psychic damage. On a successful save, the effect ends.

Any creature within 30 ft. of the doorway must succeed on a DC 17 Wisdom saving throw or experience a similar sinister presence emerging from the black void of the door, manifesting as a powerful evocation of their greatest fear. The target becomes frightened of the doorway for one hour. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 22 (4d10) psychic damage. On a successful save, the effect ends.

Any creature that succeeds on their saving throw or is beyond the 30 ft. range of the doorway's spell is able to see that the now open door leads into the chamber beyond.

Investigating A creature investigating the door for signs of traps must succeed on a DC 17 Intelligence (Investigation) saving throw to reveal the arcane glyphs carved into the doorknob. A *detect magic* spell would reveal a humming glow of abjuration and illusion magic emanating from the doorknob.

Disarming A successful casting of *dispel magic* (4th level) would dispel the glyph and allow creatures to walk through the doorway without triggering the trap.

A Bolder Boulder Pit Trap

Trigger & Flavor Falling into a pit trap releases a collection of boulders from overhead, which fall onto the unfortunate victim of the trap—and launch those trying to avoid the pit into the dangerous mold overhead.

> As you traverse this pathway, you feel like you're walking on planks rather than stone. No sooner do you realize this fact than you feel the boards beneath you giving way. Make a Dexterity saving throw.

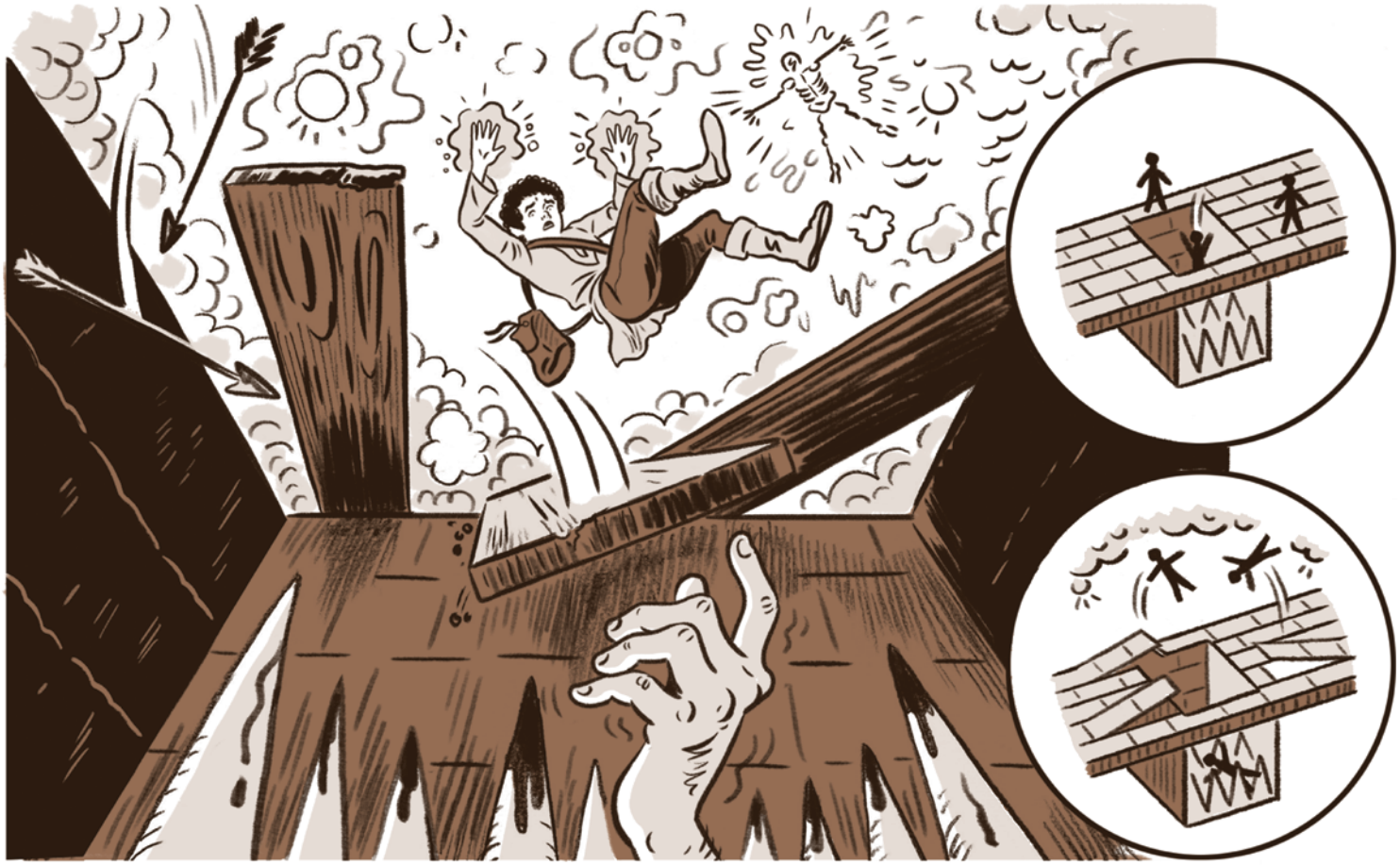
Result The creature that triggers the trap must succeed on a DC 15 Dexterity saving throw. On a failed save, they fall 20 ft., landing on a collection of spears and spikes, suffering 21 (6d6) piercing damage. As they fall, a net full of heavy boulders drops from the ceiling, dealing 28 (8d6) bludgeoning damage to the creature that fell.

The boulders also crash into the remaining boards over the pit. Any creature within 15 ft. of the creature that triggered this trap, including that creature if they succeeded on their first Dexterity saving throw, must succeed on a DC 15 Dexterity saving throw or fly 10 ft. into the air as the falling boulders catapult anyone standing on the boards into the ceiling. Any creature that fails this save slams into the ceiling above and suffers 7 (2d6) bludgeoning damage—and also comes into contact with the dangerous mold on the ceiling above. The mold releases a heavy cloud of spores.

Cloud of Spores The brown mold releases spores that burst out in a cloud that fills a 15-foot cube centered on it, and the cloud lingers for one minute. Any creature that ends its turn in the cloud must make a DC 13 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save or half as much damage on a successful one. Additionally, the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Investigating A creature investigating this hallway for signs of traps would notice the boards over the pit with a successful DC 15 Intelligence (Investigation) check. A successful DC 17 Intelligence (Investigation) or Wisdom (Perception) check would reveal the presence of a rigged collection of boulders in a net as well as dangerous mold on the ceiling above. A DC 17 Intelligence (Nature) check would help identify this mold as particularly dangerous, as it releases a cloud of deadly spores when anything living comes within 5 ft. of it.

Disarming A creature that notices the boards as well as the boulders as outlined above would understand that



A BOLDER BOULDER PIT TRAP A creature triggers the trap by walking over a collection of planks covering a spiked pit trap. The boards give way and the triggering creature falls into the pit. The falling boards cause a collection of boulders to drop from above, which land in the pit and on the remaining planks in the area, launching bystanders up into the ceiling. The ceiling is covered in a dangerous mold, which releases toxic spores upon contact.

the falling boulders could potentially launch a Medium creature into the mold-covered ceiling above. Fully disarming this trap requires cutting the boulders loose from range with a well-placed attack (AC 18, 1 hit point), which sends the boulders falling into the boards without launching anyone up into the mold. The boulders fill the pit high enough to allow for traversal across them as if moving over difficult terrain.

If a creature is aware of the pit trap but not the boulders or the mold, they might attempt to avoid the pit entirely. This approach would still cause the boulders to fall into the pit, launching anyone within 15 ft. of the pit trap into the mold as outlined.

Pins and Needles

Trigger & Flavor Opening a door in an archway adorned with sharp, barbed spikes triggers the release of a linchpin, which causes the springloaded door to slam back on the creature who opened it, carrying them swiftly into the decorative spikes. Removing them from this precarious situation may prove painful for both the trapped adventurer and any who come to their aid.

> You open the door, admiring the barbs on the somewhat spiky archway that decorates the doorway as you pass through. As you push the door forward just a bit farther, you feel it stall, then immediately push back toward you. Make a Dexterity saving throw.

Result The creature that triggers the trap must succeed on a DC 17 Dexterity saving throw. On a failed save, they take 18 (4d8) piercing damage and must succeed on a DC 16 Constitution saving throw as they are smashed into the poison-tipped spikes ringing the doorway's arch. On a failed save, the creature is poisoned and stunned, taking an additional 21 (6d6) poison damage. The stunning effect of this poison lasts for one hour or until the creature takes damage.

Removing the trapped creature from their state is a challenge unto itself. Touching any of the spikes, even slightly, subjects a creature to a DC 16 Constitution saving throw to avoid the poison damage and stunned condition outlined above. The door pinning the creature to the spikes is also locked in place.

Disrupting the door's locked position can be done with a successful DC 17 Dexterity (Thieves' Tools) check or by

bashing the locking mechanisms in each of the door's hinges to pieces. The hinges each have an AC of 12 and 22 hit points. Attacking the hinges causes the door to shift and flex, dealing 9 (2d8) slashing damage to the trapped creature.

Once the door is no longer in the way, the trapped creature can attempt to climb down off the spikes on their own, but will suffer 18 (4d8) slashing damage in the process, as the barbed spikes rip back through their body. Anyone wishing to assist the trapped creature must succeed on a DC 17 Dexterity (Sleight of Hand) check or will prick themselves on one of the barbs in the process, requiring a DC 16 Constitution saving throw to avoid the poisoned and stunned conditions as previously outlined.

For every creature who offers to help remove a trapped creature off the spikes, remove 1d8 of potential slashing damage.

Investigating A creature investigating the spikes along the archway would notice they have a glint of ruby lacquer on them. A closer inspection, represented by a successful DC 17 Intelligence (Investigation) check, would reveal that this ruby-like substance is a powerful contact poison. A creature investigating the door for signs of traps would notice there are some locking mechanisms associated with the hinges with a successful DC 17 Intelligence (Investigation) check, almost as if one could lock the door in place if it was pulled toward them all the way, but from this side of the door it is difficult to ascertain the rest of their utility.

GM NOTE: SLOW AND STEADY

A creature that is suspicious of this door, perhaps by succeeding on any of the checks described in the Investigating section, would likely open the door slowly. Opening this door slowly, at GM discretion, helps bypass the springloaded aspect of the trap, effectively disarming it.

The Pain of Progress

Trigger & Flavor Walking into a chamber triggers a rune 60 ft. away that fires off a beam of negative energy. The beam does more damage the closer a creature gets to the rune creating it.

> As you continue deeper into this chamber, you see a rune spark with a dark arcane flare in the distance. Your body feels shot through with a soul-sucking energy. Make a Constitution saving throw.

Result The creature that triggers the trap must succeed on a DC 17 Constitution saving throw. On a failed save, they suffer 14 (4d6) necrotic damage or half as much on a success. This beam releases a constant stream of negative energy, and any creature that ends its turn in it is subject to the Constitution saving throw outlined above.

The rune creating this beam is 60 ft. away from the triggering area. For every 5 ft. a creature steps toward the rune creating this beam, the damage dice associated with it increase by 1. A creature 55 ft. from the beam would suffer 17 (5d6) necrotic damage on a failed save, a creature 50 ft. from the beam would suffer 21 (6d6) and so on to a maximum of 52 (15d6) from 5 ft. away.

Investigating A creature investigating the hallway for signs of traps must succeed on a DC 17 Intelligence (Investigation) saving throw to reveal the arcane glyph at the end of the hall. A *detect magic* spell would reveal a humming glow of abjuration and evocation magic emanating from the end of the hallway. At GM discretion, this investigation could trigger the rune.

Disarming A successful casting of *dispel magic* (6th level) would dispel the glyph and allow creatures to move through the hallway unharmed. The rune is vulnerable to damage, but is incredibly small. It has 1 hit point and an AC of 26. Its AC decreases by 2 for every 10 ft. closer to it a creature planning to attack it approaches, to a minimum of 15 from 5 ft. away.

Deadly Traps

The effects of traps can range from inconvenient to deadly, making use of elements such as arrows, spikes, blades, poison, toxic gas, blasts of flame and seemingly bottomless pits. While any errant arrow could kill a poor soul in the wrong place at the wrong time, not all traps are designed with death in mind. Except for these—these are the deadly kind. These devious devices and malevolent machinations are intended to directly cause physical harm, horrible dismemberment, piercing discomfort or an overwhelming feeling of being crushed. A deadly trap is intended to kill one or multiple characters. For your convenience, the following traps are presented as potentially deadly for Levels 5-10, with DCs and damage dealt appropriate for those levels (after all, a trap deadly enough to kill a 10th-level druid should do the same to a 2nd-level sprout, no?). That said, adjust the damage and DCs as appropriate based on the level of your party and whether you want them to be "mostly dead" or "all dead."

The Heavy Scythe

Trigger & Flavor A thin wire, nearly imperceptible to the eye, removes a pin that keeps a large, heavy blade suspended in the ceiling.

> As you walk ahead, you feel a slight pressure against your thigh, followed by the tinkling of a small rod falling on stone. From above you hear a sudden screech of metal against slate as a blade plummets down on you from the ceiling. Make a Dexterity saving throw.

Result The creature that triggers this trap must succeed on a DC 17 Dexterity saving throw or suffer 44 (8d10) slashing damage. The blade is so heavy it smashes the floor beneath it, revealing a 40 ft. deep pit. Each creature within 5 ft. of the point of impact must succeed on a DC 15 Dexterity saving throw or fall to the bottom of the shaft, suffering 14 (4d6) bludgeoning damage. If the creature that triggered the trap fails their initial save, they automatically fail this saving throw.

Investigating A creature succeeding on a DC 16 Intelligence (Investigation) check while searching for signs of traps would notice the translucent trip wire leading to a hole in the wall as well as the slit in the ceiling with a glint of sharpened steel peeking through it.

Disarming If a creature knows the location of the trip wire, they can avoid setting it off by succeeding on a DC 12 Dexterity (Acrobatics) check to step over it. If the wire is cut, the trap is not triggered.

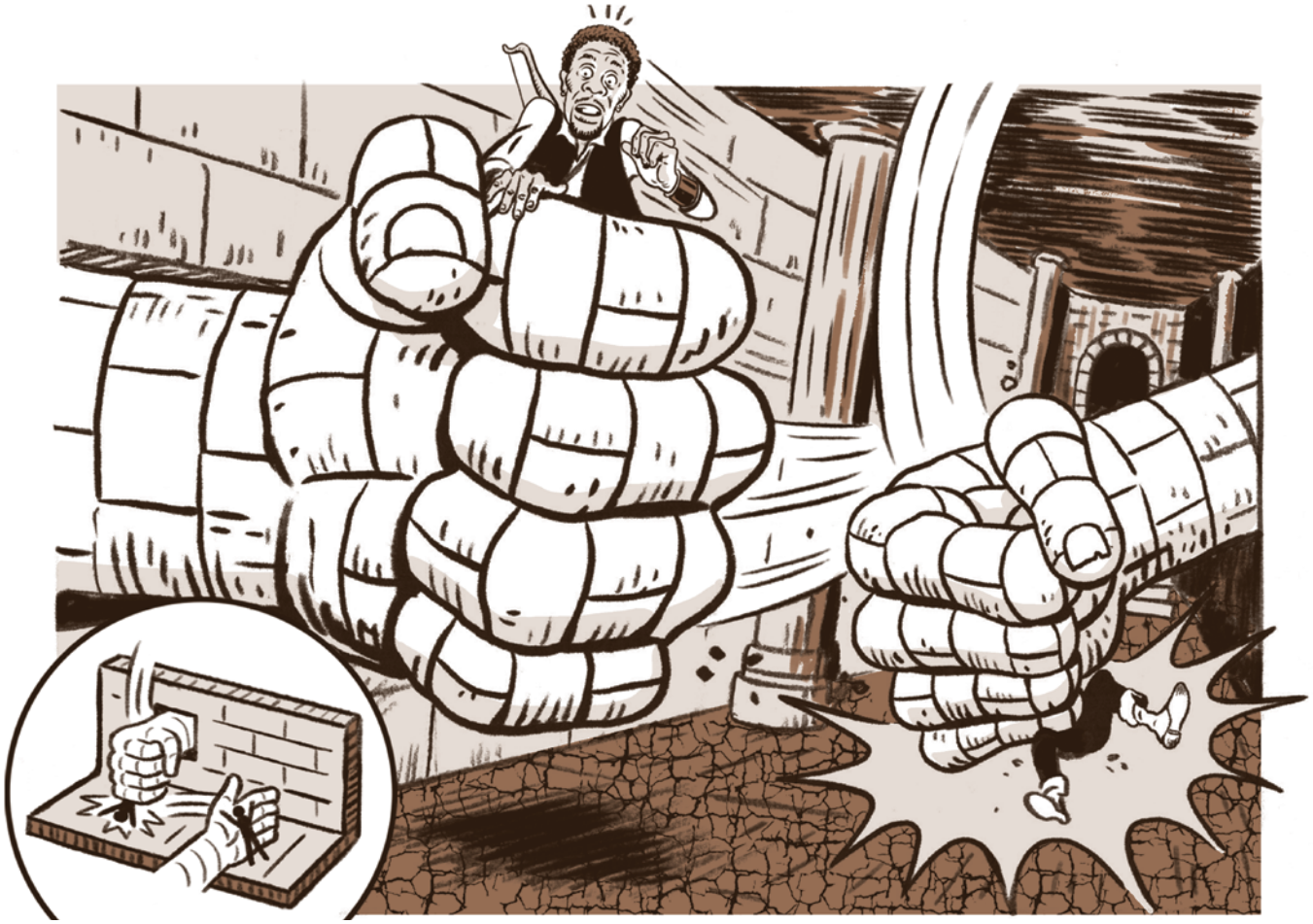
Elemental Disaster

Trigger & Flavor A series of imperceptible magical glyphs ring the entry (door, window, weird hallway) of this space. They explode with elemental arcane power when a creature moves past them.

> As you move ahead, there is an immediate burst of arcane energy all around you, as a series of hidden glyphs fire off one by one. Make a Dexterity saving throw.

Result The creature that triggers this trap must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature takes 23 (5d8) bludgeoning damage as the earth erupts from beneath their feet, slamming them into the ceiling. They then suffer 18 (4d8) cold damage as a gust of chilling wind freezes their flesh. The creature suffers 14 (4d6) fire damage as a gout of flame blasts either side of their head (momentarily lighting their hair ablaze at GM discretion) followed by 11 (3d6) bludgeoning damage as a crashing wave douses the flames but pummels them into the floor, knocking them prone. If the creature is still alive, they must succeed on a DC 15 Constitution saving throw or take 7 (2d6) psychic damage as their heart beats rapidly from onset shock.

Investigating The glyphs that constitute this trap would be easily noticed by anyone using the *detect magic* spell or with a successful DC 17 Intelligence (Investigation) check. Otherwise. they are imperceptible. The runes give off an aura of abjuration and elemental magic.



SMASH AND GRAB A creature triggers the trap by stepping forward onto a trigger plate. Once triggered, a giant hand made of solid brick emerges from the wall, slamming down on them. A second hand from the opposite side of the wall swoops in an arc, attempting to grapple any creature that wasn't smashed by the first hand.

Disarming These runes can be safely destroyed using the *dispel magic* spell.

GM NOTE: DISPEL DISMAY

Perhaps no one in your party has access to the *dispel magic* spell, but they really need to get past this trap. A DC 15 Intelligence (Investigation) check would reveal a few rats crawling around this location—perhaps they could catch one and tempt it to run past the trap on their behalf? Other clever solutions are acceptable at GM discretion.

Smash and Grab

Trigger & Flavor A creature steps on a floor tile connected to this trap.

> As you take one more step, you feel the floor beneath you give under your foot, followed by a loud *sproinnnnng* as bricks in the walls on either side of you, both in the shape of giant hands, spring toward where you stand. Make a Dexterity saving throw.

Result The creature that triggers this trap as well as any creature within 5 ft. of them must succeed on a DC 17 Dexterity saving throw, suffering 55 (10d10) bludgeoning damage on a failed save as a giant brick hand emerges from the wall on the right and slams directly down. Immediately following this save, any creatures within 10 ft. of the triggering tile (in a straight line, at GM discretion) must succeed on a DC 15 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) bludgeoning damage and is grappled as another brick hand emerges from the wall on the left-hand side, swooping around and clutching anything in its path in one swift motion. A grappled creature can attempt to escape by using its action to make a DC 18 Strength (Athletics) check, freeing itself on a success.

Investigating A creature succeeding on a DC 16 Intelligence (Investigation) check to uncover this trap would notice some of the mortar on either side of the wall is slightly discolored, and the discolored bricks form the rough outline of a massive hand. Additionally, the tile that triggers this puzzle is slightly elevated, suggesting it might have a trigger underneath.

Disarming The trap can be disarmed with a successful DC 16 Dexterity (Thieves' Tools) check (or another solution at GM discretion). On a successful save, the tile is lifted just enough to shimmy a stop between it and the trigger, allowing for safe passage over it. On a failed check, the trap is triggered.

A Cursed Thirst

Trigger & Flavor A creature notices a tankard of ale on a nearby table, triggering a curse that may force them to drink themselves to death.

> As you continue forward, you notice a small empty table featuring a few large covered steins dripping with condensation. Make a Wisdom saving throw.

Result Any creature that notices these delicious-looking mugs of ale and is within 30 ft. of them triggers the trap and must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature is compelled to grab the mug of ale and take a sip. The beer contained within is delicious. But the mug itself feels heavy and drags the player toward the table upon which it sat. The creature must then succeed on a DC 17 Strength (Athletics) check to pry itself away from the table. On a success, the creature summons all of its strength and is able to wrench itself free. On a failed save, the tankard of ale triples in size and magically refills itself. The trapped creature can attempt the same Strength check at disadvantage. On a failed save, the tankard forces itself to their mouth and upends itself, dealing 36 (8d8) poison damage. The mug then refills and the process repeats until the creature is free or has drunk themselves to death, at GM discretion.

Investigating An active *detect magic* or similar spell would reveal an aura of nefarious enchantment magic radiating off the tankards.

Disarming Casting *dispel magic* at 6th level would disarm this trap.

Blades of Gory

Trigger & Flavor Opening a barred door causes swinging ax blades to hurtle forward toward the party. Dodging these blades puts the party in danger of being burned alive as the axes cut the ropes holding cauldrons of flesh-searing acid aloft.

> As you walk through the door, you hear a series of snapping sounds as two large axes swing down toward you. Make a Dexterity saving throw.

Result The creature that triggers this trap and any creature within 5 ft. of them at GM discretion must succeed on a DC 17 Dexterity saving throw, suffering 14 (4d6) slashing damage on a failed save. On a successful save, each creature affected by this trap must choose a direction to dive (ahead, behind, left or right). Unless otherwise noted, creatures cannot occupy the same space. After each affected creature has determined their dive destination, roll 1d4. The trap's secondary effect, a falling cauldron of flesh-searing acid, will impact the area outlined on the Dive Destination table below as the axes that swung toward the party sliced the ropes keeping the two cauldrons aloft on their way toward the door.

Dive Destination Table

1d4	The cauldron of acid drops...
1	...ahead of the doorway.
2	...behind the doorway.
3	...left of the doorway.
4	...right of the doorway.

If a creature is in the area affected by these falling cauldrons, they suffer 42 (12d6) acid damage as the cauldron's contents sear their flesh.

Investigating Upon close inspection, the door looks as if it has tension in its hinges, a sign that something heavy might be suspended and pulling against its opposite side. A creature that succeeds on a DC 18 Intelligence (Investigation) check would notice this tension and would know the door is trapped.

Disarming This trap can be disarmed by rotating its door pull to the left twice, creating enough tension to trigger the trap while still remaining safely on the other side of the door.

A Sticky Situation

Trigger & Flavor A pressure plate in the floor activates a mechanism that causes the floor beneath the trigger to drop down onto a honey-slick chute, which leads to a den of hungry brown bears.

> As you walk ahead, you feel something ever so slightly shift beneath your foot. Suddenly, the floor beneath you drops and you tumble onto an angled chute that feels sticky and slick. From the dark below emanates the low growling of at least two bears. Make a Strength check.

Result The creature that triggers this trap as well as any creature within 5 ft. of them must succeed on a DC 17 Strength (Athletics) check to avoid sliding farther down the chute. On a success, the creature is able to shimmy and press their way out of the chute. On a failed save, the creature slides down 30 ft., coating themselves in honey in the process. They can repeat

A STICKY SITUATION A creature triggers the trap by stepping forward onto a trigger plate. Once triggered, the floor gives way beneath them and they drop onto a chute covered in honey. As gravity drops them farther down the chute, they find themselves in the den of a group of hungry brown bears. Unfortunately for the adventurer who triggered this trap, these bears aren't currently hibernating.

this Strength check at disadvantage. On a failed save, they slide another 30 ft., landing in the dusty, rank den of 2d4 + 1 hungry brown bears.

Investigating A creature succeeding on a DC 17 Intelligence (Investigation) check while searching for signs of traps would notice the pressure plate leading that activates a mechanism uncovering a hole in the floor. Creatures with a particularly keen sense of smell might also notice the sweet smell of honey in the area.

Disarming This trap cannot be disarmed, but if a creature knows the location of the pressure plate, they can avoid setting it off by succeeding on a DC 12 Dexterity (Acrobatics) check to jump over the plate and triggering tiles.

GM NOTE: GRIN AND BEAR IT

The creature that triggers this trap may have access to spells or skills necessary to immediately become friends with these growling grizzlies. At GM discretion, the bears in this den can be warded off with a successful DC 17 Charisma (Intimidation) check or convinced to back off with a successful DC 17 Wisdom (Animal Handling) check. The bears are incredibly hungry, however—so much so that they're not beyond snacking on a friend, meaning charm-based spells may not prove effective.

Lava Landing

Trigger & Flavor Jumping across a small lava flow reveals that the landing on its opposite side is illusory and that this lava creek is more of a lava river.

> You come upon a small lava flow, a creek of molten rock, that flows from one side of this chamber to the other. The heat radiating off its surface is almost unbearable. It's a 5 ft. jump to the other side.

Result A creature attempting to make this jump should determine their max jump distance (a number of feet up to their Strength score if they move at least 10 ft. on foot immediately before the jump or half that distance if they jump from standing). Any creature who leaps across this lava flow but has a max jump distance of less than 15 ft. plunges through the landing on the opposite side of the lava flow and suffers 55 (10d10) fire damage. If a creature starts its turn in the lava, they suffer 55 (10d10) fire damage.

Investigating A creature investigating the landing on the opposite side of the lava flow and succeeding on a DC 16 Intelligence (Investigation) check would notice the landing shimmering a bit, as if it's not quite there. A *detect magic* spell would also indicate a distinct aura of illusion magic extending 10 ft. deep and 150 ft. long, hugging the lava flow.

Disarming Casting *dispel magic* on the landing on the opposite side of the lava flow would reveal the lava flow is actually 15 ft. wide as opposed to 5. The lava flow cannot be disarmed or dispelled.

The Lightning Rod

Trigger & Flavor A creature steps into a field of hidden arcane energy, becoming a conductor for potential electricity. As lightning surges through their bodies, it jumps to any creature wearing or carrying conductive gear.

> As you journey farther into this space, you see a pair of runes on the walls around you flare with a hazy blue surge and your body suddenly seizes. You feel a mighty flow of energy coursing through your veins—it does not feel pleasant. Make a Dexterity saving throw.

Result The creature that triggers the trap and any creature within 5 ft. must succeed on a DC 17 Dexterity saving throw. On a failed save, they take 55 (10d10) lightning damage, or half as much on a success. At GM discretion, any creature within 100 ft. of the creature initially triggering this trap must succeed on a DC 17 Dexterity saving throw. Creatures wearing or carrying metal gear make this save at disadvantage. On a failed save, the creature takes 44 (8d10) lightning damage, or half as much on a success.

If more than three creatures fail this saving throw, the arcane current coursing through the creature that originally triggered this trap becomes overwhelming. The triggering creature must succeed on a DC 17 Constitution saving throw. On a failed save, they suffer 44 (8d10) lightning damage and 44 (8d10) necrotic damage as their core is charred from the inside out by overloaded arcane energy. If this damage drops a creature's hit points to 0, they are reduced to ash.

Investigating The runes that power this arcane trap can be located through the use of the *detect magic* spell. A successful DC 17 Intelligence (Investigation) check would reveal there are subtle runic carvings in key positions on the walls in this chamber. A successful DC 17 Intelligence (Arcana) check would reveal that the runes are connected to the *chain lightning* spell and seem to target a specific point in the room with a radius of approximately 15 ft. Avoiding this area would be advisable (though at GM discretion, the area in question could encompass the area the party needs to access in order to exit this chamber, i.e., a doorway, window, hallway, etc.).

Disarming The runes can be dispelled with a successful casting of *dispel magic* (7th level).

Burying Treasure

Trigger & Flavor A creature opens this treasure chest hoping to find some loot but instead triggers a series of runes that cast several *wall of sand* spells in quick succession.

> Lifting the lid off this chest, you are met with a warm yellow glow illuminating the immediate area with a dim golden hue. Suddenly, there is a burst of arcane energy as sand erupts from the trunk and starts to swirl, rapidly filling this chamber.

Result A dome of swirling sand 60 ft. high and 60 ft. wide now fills this chamber. Each creature within 60 ft. of the treasure chest is blinded, and their movement is hindered—moving 1 ft. in this sand requires 3 ft. of movement. The sand is swirling steadily and settling rapidly. Sand will completely fill the chamber in 2d4 rounds per initiative. Once the chamber is full of sand, the creatures within it will no longer be able to breathe, at GM discretion. The sand will remain in the chamber for 10 minutes, at which point the spell ends and the sand dissipates.

The *wall of sand* spells affecting this area can be dispelled but only if the creature casting *dispel magic* is within 5 ft. of the chest.

Investigating A creature checking this chest for signs of traps would not see any; however, a creature that casts *detect magic* would sense a strong aura of abjuration and evocation magic emanating from within the chest.

Disarming The runes that create the walls of sand can be dispelled (5th level), but only if the creature is within 5 ft. of the chest.

GM NOTE: SAND WITCHES

If you feel your party is in need of a more robust challenge within the confines of this trapped space, the Burying Treasure trap, when triggered, could also release a hag coven. These three hags—a **green hag**, a **night hag** and a **sea hag**—all possess a 30 ft. burrow speed in addition to their unique abilities.

Drums of Doom

Trigger & Flavor Walking over the pressure-plate stones of a hallway lined with thin fabric that hides a number of oversized drums releases an equal number of massive mallets, which strike the taught surfaces of these gargantuan percussive devices, sending powerful soundwaves at each creature within the hall.

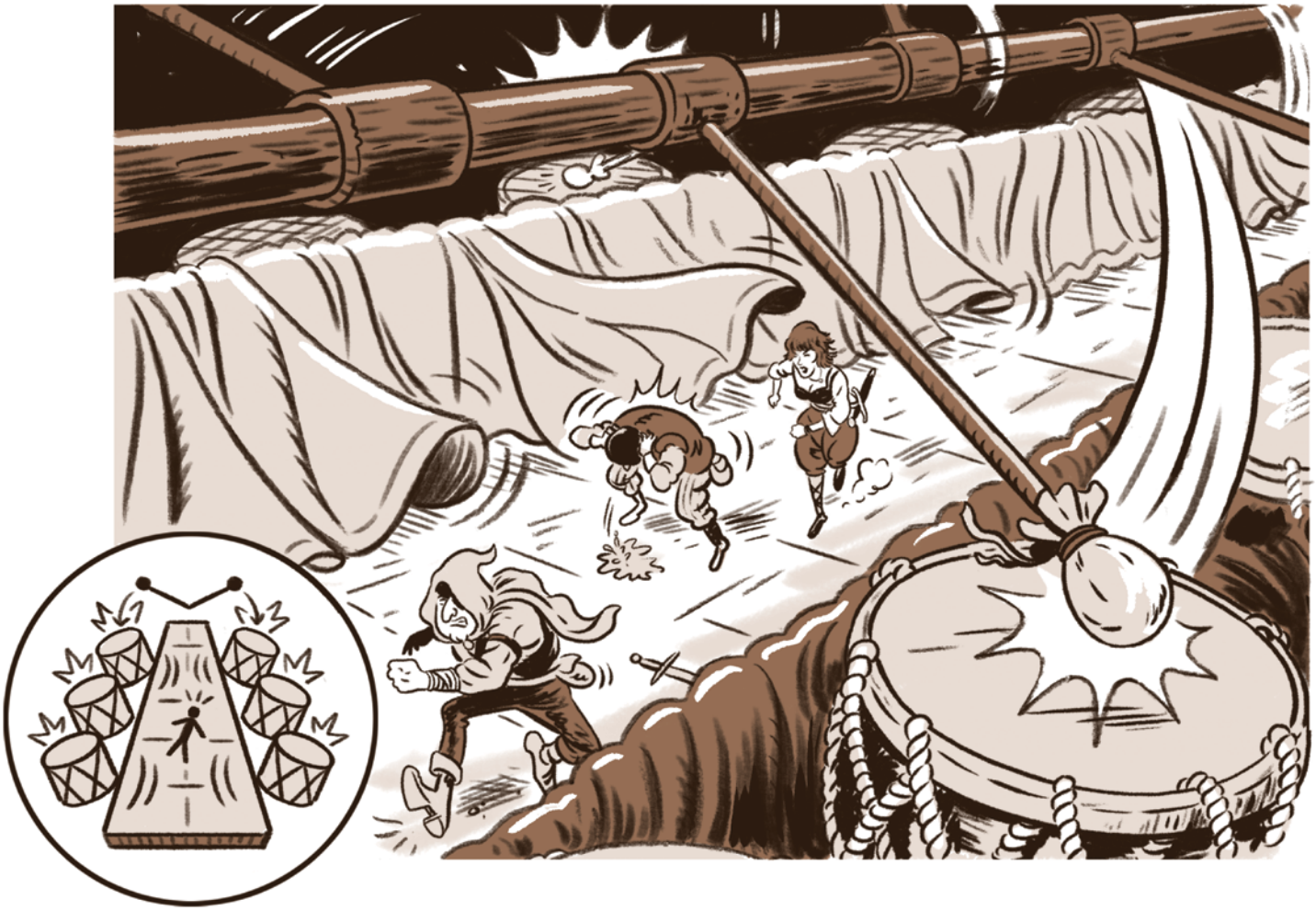
GM NOTE: CHOOSE YOUR DECOR

The fabric detailed as part of this trap is aesthetic, meant only to hide the drums that will soon sound off on the unsuspected creature(s) in the hall. It can be swapped out for thin tapestries hanging on the walls of a great hall or an illusory brick surface meant to hide the mechanics beyond it. If adjusting in this way, augment the flavor text below at your discretion.

> As you walk deeper into this hallway, its walls lined with a thin fabric, your foot drops lower than the walkway you've been traversing as you step on a pressure plate. Above you hear a sudden *clunk* followed by the sound of something heavy cutting through air. Make a Constitution saving throw.

Result The creature that triggers the trap, as well as any creature in the hallway (at GM discretion), must succeed on a DC 17 Constitution saving throw. On a failed save, they take 54 (12d8) thunder damage, or half as much on a success, as a series of mallets from a set of oversized drums lining this hallway drop on their drum skins and blast the hallway with a powerful concussive force. A creature that fails this save is stunned for one minute unless the creature takes any damage or someone else uses an action to shake the creature out of its stupor. At the top of the next round per initiative, each creature remaining in the hallway must succeed on a DC 16 Constitution saving throw as the mallets bounce off the drum skins and then drop back down to hit them again (and again and again) until gravity runs its course following the 6th round per initiative. The Constitution save DCs and damage on failed saves (or half damage on a success) for each of these drum beats reduces each round as outlined below, but the stunning effect on a failed save still applies.

Round 2: DC 16, 45 (10d8) bludgeoning damage
Round 3: DC 15, 36 (8d8) bludgeoning damage
Round 4: DC 14, 27 (6d8) bludgeoning damage
Round 5: DC 13, 18 (4d8) bludgeoning damage
Round 6: DC 12, 9 (2d8) bludgeoning damage



DRUMS OF DOOM A creature triggers the trap by traipsing over a pressure plate that releases a series of oversized mallets from a massive beam above. These mallets swing down and strike a set of large drums, creating a violent soundwave that cascades over any who are standing in the hall. The mallets repeatedly hit the drums with decreasing, but still dangerous, force.

Investigating A creature investigating the fabric on the wall would notice that there is nothing but air behind it, as if it is covering a vast open space (the interior of a gargantuan drum). A DC 17 Intelligence (Investigation) check from a creature with at least 100 ft. of dark vision would reveal that there seems to be a flat, smooth surface just out of view.

A creature investigating the hallway for signs of traps would notice a few pressure plates along the stone floor with a successful DC 21 Intelligence (Investigation) check.

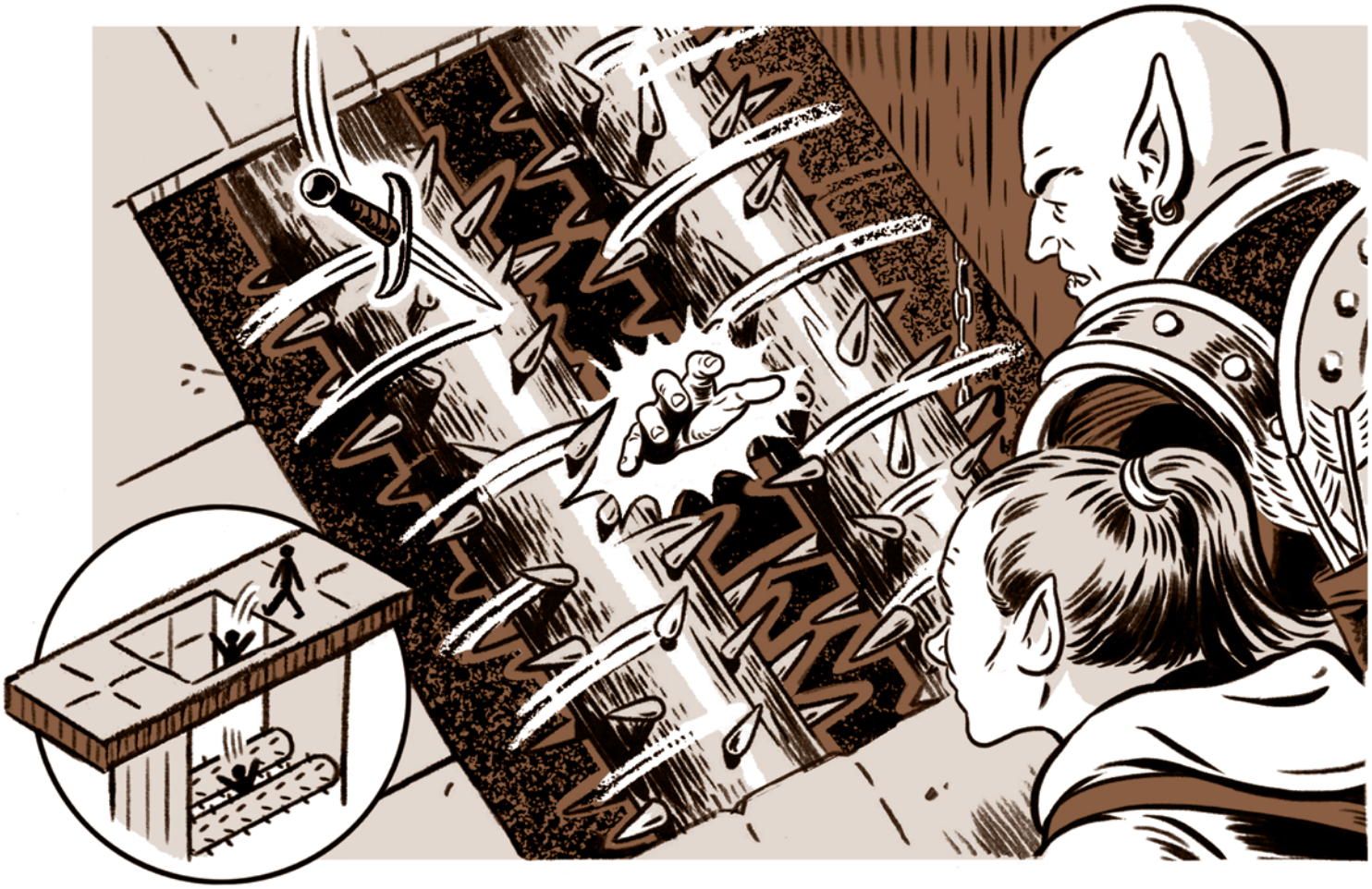
Disarming If a creature is aware of the location of the pressure plates in the hallway, they can be avoided. If, at GM discretion, the door at the end of this hallway is also trapped, with the end result of that trap being the same as if a creature had triggered the pressure plates, the trapped door can be disarmed with a successful DC 21 Dexterity (Thieves' Tools) check.

The Tight Squeeze

Trigger & Flavor A creature walks over a trigger plate that opens a trap door beneath which are two rapidly rotating cylinders that grip the creature's foot.

> You take another step forward and the tile beneath your foot gives way, gripping your foot between two heavy cylinders covered in spikes. Make a Strength check.

Result The creature that triggered this trap is grappled and must succeed on a DC 18 Strength (Athletics) check to escape. On a failed save, the cylinders begin to spin, dealing 27 (5d10) bludgeoning damage as they tug the creature deeper into the floor. If the creature is still grappled at the end of each of their turns per initiative, the cylinders tug them deeper, dealing 27 (5d10) bludgeoning damage. A creature suffering more than 100 damage from this trap is effectively squished and dies at GM discretion.



THE TIGHT SQUEEZE A creature triggers the trap by stepping onto a trigger plate that gives way beneath their foot, revealing a set of spiked cylinders that spin toward one another. The creature's foot would immediately be grappled by these spinning cylinders, which would continue their churning regardless of whether or not the creature has escaped.

Their remains are scattered underneath the cylinders.

The grappled creature can attempt to escape at the start of each of their turns, making the Strength check at disadvantage. A creature can assist the trapped creature and attempt to pull them out as an action. Pulling the creature free requires a successful DC 18 Strength (Athletics) check. On a success, the grappled creature suffers 16 (3d10) bludgeoning damage and suffers a mangled foot as outlined below.

GM NOTE: LASTING DAMAGE

This trap can severely damage the limbs of a creature caught in it, especially if another creature tugs them loose. At GM discretion, any creature that doesn't escape this trap by themselves suffers a mangled limb. Their movement speed is halved and they make all Dexterity saving throws at disadvantage. This effect can be removed following two months of downtime or through magical means (the *regeneration* spell, or similar), or another solution at GM discretion.

Investigating A creature checking this area for signs of traps might notice a subtle whirring emanating from beneath the trapped floor tile. A successful DC 17 Intelligence (Investigation) check would help them discern the sound from any others in the chamber.

Disarming This trap cannot be disarmed, only avoided. The cylinders are susceptible to damage, however. They have an AC of 10 and 100HP. If one or both of these cylinders are destroyed, the grapple ends.

Ray of Blight

Trigger & Flavor Turning a corner in a corridor reveals eight distinct runes and sigils formed from inlaid jewels at the opposite end of the hallway, glowing with a sickening dark energy and producing a beam of magical darkness.

> As you turn the corner, you see that the wall at the opposite end of this chamber, about 60 ft. away, is marked with a series of eight runes and sigils formed from inlaid jewels, which begin to pulse then fade into a surging magical darkness, which now envelops you. Make a Constitution saving throw.

Result The creature that triggered this trap must succeed on a DC 17 Constitution saving throw, suffering 36 (8d8) necrotic damage on a failed save or half as much damage on a successful one. Plant-based lifeforms take double damage. The entire corridor is now engulfed in magical darkness (as in the *darkness* spell) emanating in a beam from the runes at the end of the hall. The effect is only active within the corridor—creatures that have not yet turned the corner are unaffected. Any creature entering this darkness for the first time or ending its turn there must succeed on a DC 17 Constitution saving throw or suffer 36 (8d8) necrotic damage on a failed save or half as much damage on a successful one.

Investigating The runes associated with the Ray of Blight are triggered the moment a living creature steps into the hall, so in many ways, seeing this trap will trigger it. Constructs or undead would not trigger this trap, nor would a spell such as *arcane eye*.

Disarming Once triggered, the Ray of Blight will continue to radiate necrotic energy and dark shadow for one hour. Then, it resets for 10 minutes, at which point it could be triggered again. The key to disarming this trap is to destroy or dispel the eight runes creating the ray. Each rune is a separate effect and has an AC of 14 and 30 hit points. The runes can be dispelled (4th level). Destroying a rune reduces the damage the Ray of Blight can create by 1d8 per rune destroyed (example: if six runes remain, the damage associated with a failed Constitution saving throw would be 27 (6d8).

Spells that illuminate magical darkness can be utilized to help visualize the space and also add protection from the damage the runes inflict on any creatures entering or moving through the beam, reducing any damage taken by half, provided the creature is bathed in magical light (at GM discretion).

Additionally, if four or more runes are destroyed or dispelled, the magical darkness created by the beam becomes regular darkness.

Dropping Acid

Trigger & Flavor A creature enters a chamber that has an exit on its opposite wall. Upon interacting with the door, however, a gout of acid descends from above like a heavy mist, dissolving armor, robes and (unless the creature manages to escape) their flesh and bones.

> As you attempt to open the door, you hear a sickening *chunk* followed by a simmering hiss from above as a thick violet mist pours out of the ceiling above you. The moment it makes contact, you hear it eating through your outerwear and each droplet that collects on your skin bubbles and burns more than open flame.

Result Every creature in this chamber suffers 7 (2d6) acid damage at the start of each round per initiative. Doors in and out of this chamber are sealed. There is no saving throw to avoid damage from this trap, as an acidic mist now permeates the entire room.

Vision is obscured unless the mist is dispersed, at GM discretion. If dispersed, the mist will fill the room again after 1d4 round(s) per initiative.

The acidic mist also damages gear. Non-magical weapons and armor receive a -1 penalty to attack rolls and AC at the start of each round per initiative and are destroyed after six rounds of exposure to the mist.

Investigating If a creature inspects this door before opening it, a DC 17 Intelligence (Investigation) check would reveal a tiny trigger built into the latch that keeps this door closed. Attempting to open the latch triggers the trap, rather than opening the door—which upon further investigation seems like a false exit.

Disarming Once triggered, this trap cannot be disarmed—only escaped. However, a keen observer that notices the trap's trigger is connected to a false door might be inclined to seek out another means of escape. A DC 19 Intelligence (Investigation) or DC 19 Wisdom (Perception) check would reveal that a portion of the stone wall near the door isn't taking any damage from the acidic mist. Investigating further reveals this is because these stones are illusory, conjured by a 6th level *major image* spell. This false wall can be walked through by any creature that knows where it is.

A NEW HAT A creature triggers this trap by stepping through a door outfitted with a special shelf, upon which sits a cauldron of molten iron. When the creature walks through the door, the shelf tips forward then resets, dropping the cauldron of iron as well as the flames beneath it onto the unsuspecting intruder. The iron begins to seize as it starts to cool.

A New Hat

Trigger & Flavor A creature opening this door causes a shelf holding a pot of molten iron above the door jamb to tip, dropping the pot on their head.

> As the door swings open and you step through, you hear a clattering above you. You stare mouth agog in horror as hot coals and a massive cauldron tip down on you from above. Make a Dexterity saving throw.

Result The creature that opened this door must succeed on a DC 16 Dexterity saving throw or suffer 42 (12d6) fire damage and 11 (3d6) bludgeoning damage as hot coals land on their shoulders and a cauldron of molten iron drops directly onto their head. The cauldron can be removed with a successful DC 14 Strength (Athletics) check. If the cauldron is not removed within one minute, the iron within begins to seize and harden, securing the cauldron to the creature's head indefinitely. This cauldron can be removed by a top tier blacksmith, the *greater restoration* (or similar) spell or by other means at GM discretion.

Investigating If a creature inspects this door before opening it, a DC 16 Intelligence (Investigation) check would reveal a small set of steel plates affixed to the top of the frame, suggesting something might be hanging above the door on the opposite side.

Disarming This trap cannot be disarmed, but a creature that suspects the door is trapped could avoid it by opening the door from a safe distance (roughly

5 ft.) and waiting six seconds before walking through it—at which point the cauldron and its contents would clatter to the floor.

GM NOTE: LASTING WOUNDS

A molten iron shower is bound to leave lingering scars. At GM discretion, any creature who falls victim to this trap but manages to survive is severely disfigured, suffering second and third degree burns all over their face. As a result, they make Charisma checks at disadvantage, with the exception of Intimidation checks, which they make with advantage.

The Room That's Not There

Trigger & Flavor A creature perceives a chamber filled with items at GM discretion. The chamber is illusory, created using an advanced casting of the *hallucinatory terrain* spell and hiding a significant number of spikes at the bottom of a large pit.

GM NOTE: DESCRIPTION MAY VARY

If using this trap in conjunction with one of the dungeon chambers in this book, read the flavor text associated with that chamber, removing any reference to creatures that might occupy the space. Otherwise use the flavor text below.

> You see a large chamber spread out before you, with six cave-like exits on the opposite side. A natural pond that appears to be collecting runoff water from the dripping walls glows with dull turquoise phosphorescence. There is a large tree bent over the far side of the pond, its boughs barely grazing the surface.

Result Any creature stepping forward toward the pond must succeed on a DC 20 Dexterity saving throw. On a success, the creature realizes they are about to step onto illusory terrain and is able to catch themselves. On a failed save, the creature drops beneath the surface of the illusory stone floor, falling 200 ft. and suffering 70 (20d6) bludgeoning damage and 36 (8d8) piercing damage should they reach the barbed spears at the bottom of this hidden pit trap.

Investigating If a creature inspects this chamber before exploring it, at GM discretion, it's clear something is not quite right. A DC 18 Intelligence (Investigation) check, or simply reaching out to touch the stone floor ahead, would reveal that nearly everything about it is an illusion. A *detect magic* spell would also reveal a strong illusory glow emanating from the entire chamber. A creature with true sight would also be able to perceive this illusion.

Disarming The hallucinatory terrain of this chamber can be dispelled using *dispel magic (*4th level*)*. Dispelling this terrain would reveal the dangerous pit trap 200 ft. below, as well as a narrow walkway that runs along the outer rim of the pit. Walking around the pit to the opposite side allows access to an exit.

One Big Spear

Trigger & Flavor When more than one creature walks through this hallway at a time, they activate dual pressure plates along the floor, 15 ft. apart, releasing a massive spear from the wall ahead, which drives through the entire hall and anything in its path.

> As you walk ahead, you turn to see the rest of your party following behind and it seems as though they're all slightly taller than usual as you feel your foot sink slightly into the floor. Make a Dexterity saving throw.

Result Every creature in the hallway must succeed on a DC 16 Dexterity saving throw or suffer 44 (8d10) piercing damage (or half as much on a success) as a giant spear erupts from the wall at the end of the hallway and plunges straight ahead, piercing any creature in its path.

Investigating If a creature inspects this hallway for traps, they would notice the first trigger plate with a successful DC 17 Intelligence (Investigation) check. They would notice the second trigger plate, 15 ft. away from the first, with a successful DC 15 Intelligence (Investigation) check. Both of these trigger plates are built into the stonework that lines the hallway, making them difficult to avoid if one doesn't know their location.

Disarming Once discovered, these trigger plates can be disarmed with a successful DC 17 Dexterity (Thieves' Tools) check. Disarming one plate effectively disarms the trap, as it only fires when both plates are tripped, an aspect of its design meant to keep costs down (big spears are expensive and should only be used when dealing with two or more intruders).

Disruptive Traps

Most of the snares, sword pits and sterilizing acid baths in this series of chambers are meant to slow would-be intruders by either maiming or murdering them. Occasionally, however, a trap's intention is not to halt the march of incoming pawns but rather remove them from the game board altogether. This series of slides, trap doors and portals to elsewhere are designed to significantly disrupt and/or reduce the volume of incoming parties rather than deal damage (though some still deal quite a bit).

The Wrong Lever

Trigger & Flavor Pulling a harmless-looking lever to supposedly open a gated doorway immediately teleports the creature that pulled it to another chamber in this dungeon.

> As you pull the lever near this doorway, you feel all the hairs on your skin stand on end, as if jolted by a low level buzz of electricity. Make a Charisma saving throw.

Result The creature that triggers this trap must succeed on a DC 16 Charisma saving throw. On a failed save, the creature is immediately teleported to another chamber within this dungeon or to another location at GM discretion. If selecting a chamber at random, roll on the Random Dungeon table on pg. 250.

Investigating With a successful DC 16 Intelligence (Investigation) check, a creature could discern that this lever does not connect to the door as it's barely connected to the wall. A *detect magic* spell would reveal that the lever seems to be emitting an aura of conjuration magic.

Disarming This trap can be dispelled or avoided entirely by discovering the real way to open this gated door, which is to simply grab the gate from its base and lift. Acquiring this information requires a successful DC 14 Intelligence (Investigation) check of the gate itself. The gate can be lifted with a successful DC 16 Strength (Athletics) check.

False Exit

Trigger & Flavor Walking through a false doorway toward an illusory version of the next chamber causes a heavy stone panel to shift over the door frame, trapping the creature who entered inside the wall (but revealing the real door).

> The doorway out of this chamber is about 2 ft. deep, the wall it cuts through made of dense, heavy stone. You can see the next chamber beyond you, though it's a bit dark. As you step into the doorway, you hear the sudden shifting of rock on stone as the wall behind you starts to slide, closing off the way you entered and you realize the empty chamber ahead of you is solid as a rock—you've been walking toward an illusion. Make a Dexterity saving throw.

Result The creature that triggers this trap must succeed on a DC 16 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) bludgeoning damage and is trapped within a secret chamber of this wall. A creature that succeeds on the saving throw suffers half damage and has their arm or leg lodged between the shifting wall and the surrounding stone.

The shifting stone door utilized as part of this trap has an AC of 10 and 150 hit points.

Investigating With a successful DC 16 Intelligence (Investigation) check, a creature that investigates this long doorway for signs of traps would notice a tiny pressure plate on the floor between the two chambers. A *detect magic* spell or successful DC 16 Intelligence (Arcana) check would reveal that the chamber on the opposite side of this doorway is illusory.

Disarming This trap cannot be disarmed. Triggering the pressure plate reveals the actual exit as the wall covering it slides into place and exposes the true doorway.

FALSE EXIT A creature triggers the trap by stepping forward into what they believe is a doorway to the next chamber. This vision proves to be illusory, however, as the second chamber quickly reveals itself as a solid wall affected by the *minor illusion* spell and the creature hears the wall behind them sliding across the entry they just strolled through, effectively sealing them in a small stone closet.

Mirror, Mirror

Trigger & Flavor Walking across a shimmering puddle sends a creature hurtling into a distorted, watery mirror dimension as their reflection tries to mimic them for as long as it can.

> As you walk farther into this chamber, you notice a few puddles, collected water seeping from cracks in the walls. As you continue forward and step on one of the pools, you feel compelled to admire your own reflection in this puddle. Make a Wisdom saving throw.

Result The creature that triggers this trap must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature's perception of reality shifts as they swap places with their reflection in the pool, creating a mirror golem. A mirror golem has the same statistics, racial features and class features as the creature it has replaced. At GM discretion, this creature's goal is to replace its reflection in the prime material plane and, if possible, subvert any who would attempt to continue through the dungeons here. It will do anything it can to conceal its true identity.

The trapped creature is now bound to the plane of mirrors and can only perceive the prime material plane through reflections created by the mirror golem when it looks into a reflective surface (at GM discretion). Otherwise, the trapped creature moves through space as if stumbling in the dark. Any time the mirror golem observes its reflection or takes a long rest, the creature trapped in the plane of mirrors can attempt to swap places with it again by succeeding on a DC 17 Wisdom saving throw.

Investigating A creature that takes a closer look at the puddles before walking through them can attempt a DC 17 Intelligence (Investigation) check. On a success, the creature can confirm that one of these puddles is not like the others. At GM discretion, a creature that fails this Intelligence (Investigation) check catches a glimpse of their own reflection and must succeed on a DC 17 Wisdom saving throw as if they have triggered the trap. If a creature is curious about the potentially magical nature of the puddles, a *detect magic* spell would reveal that one of the puddles has a particularly powerful aura of conjuration magic.

Disarming This trap cannot be disarmed. The only way to avoid this trap is to bypass the puddles without looking at them. The puddle cannot be dispelled.

Slippery Stairs

Trigger & Flavor Stepping on a cobblestone built into this staircase sends the entire flight of stairs folding forward at an extreme angle, creating a slide that leads to a dangerous gap.

> As you journey down these stairs, your foot hits an exposed brick and suddenly all the stairs rotate forward, creating a sort of slide leading directly to an open hole. Make a Dexterity saving throw.

Result The creature that triggers this trap and any creature within 10 ft. must succeed on a DC 17 Dexterity saving throw. On a failed save, a creature slides down 50 ft. to an open pit. Roll on the Perilous Pit table below to determine the nature of this pit.

Perilous Pit Table

1d6	This pit leads to...
1	...another chamber in this dungeon determined by rolling on the Random Dungeon table on pg. 250 or at GM discretion.
2	...a nest of 10d6 **flying snakes**.
3	...a pool of acid that deals 14 (4d6) acid damage to any creature that starts its turn there.
4	...a **gelatinous cube**.
5	...a portal to the abyss.
6	...a lake of liquid flame that deals 28 (8d6) fire damage to any creature that enters it or starts its turn there.

Investigating With a successful DC 16 Intelligence (Investigation) check, a creature searching for signs of traps along this staircase would notice a stone that seems conspicuous compared to the others as well as small pivot points and gears at the sides of all the stairs.

Disarming This trap cannot be disarmed, but it can be avoided if one knows the location of the triggering stone.

The Swap Meat

Trigger & Flavor A creature attempting to exit this chamber pulls the lever that appears connected to the door, magically swapping places with a **kobold** who tends to a dragon in its lair nearby.

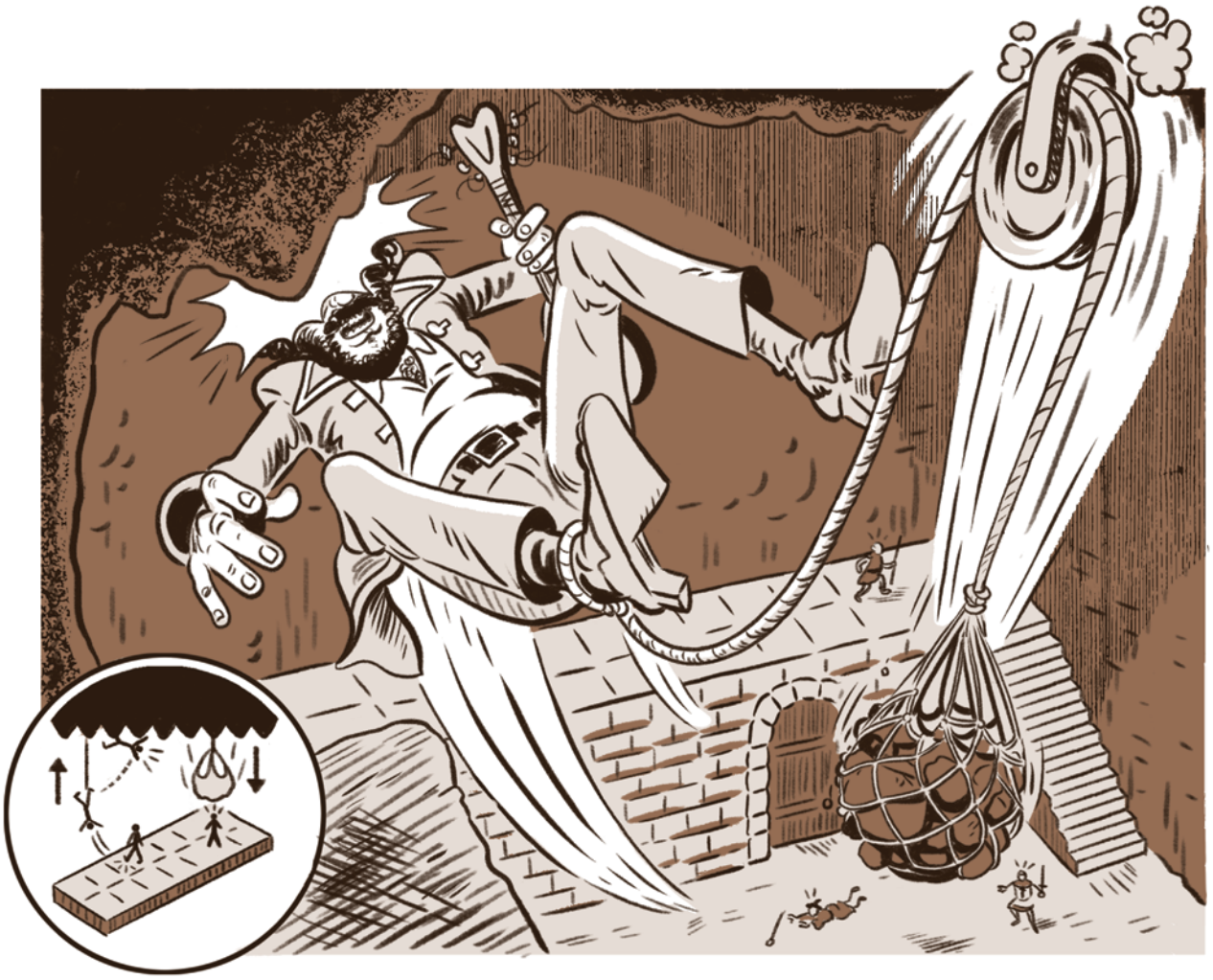
> As you pull the lever, you feel your body wrench, your feet suddenly levitate and your vision go cross-eyed for a moment. You see a dragon's lair and a group of kobolds. You feel for a moment as if you are one of them. Make a Charisma saving throw.

Result On a failed DC 15 Charisma saving throw, the creature that pulled the lever swaps places in space with a kobold named Derilax. Derilax just wants to get back to his home, the lair of his master—an **adult blue dragon** named Doomtooth—but is too short to pull the lever and also doesn't know if or when the lever could transport him back from whence he came. The creature that pulled the lever would find itself surrounded by 2d4 + 1 kobolds in Doomtooth's lair. They would regard this new arrival with trepidation ("It's just like the last one...just leave it alone and let Doomtooth eat it!"), but would share that from time to time, their friends and family turn into armed warriors or wizards with no explanation as to why or how. Doomtooth often eats these new arrivals, who always claim they "pulled a lever and shouldn't be here!"

At GM discretion, the lever that caused this displacement resets every hour (meaning that Derilax could pull the lever in an hour and swap places with the creature that initially swapped places with him), but can be used by as many creatures as there are kobolds in Doomtooth's lair. If your party so chooses, they can attempt to pull the lever and join their lost comrade as they hide from, attack or parlay with a dangerous (though occasionally playful) dragon.

Investigating A *detect magic* spell would reveal this lever features a strong aura of conjuration magic. A successful DC 15 Intelligence (Investigation) check of the lever would reveal that it features a small button on the end of its handle, which seems connected to an arcane device embedded in the lever. Whatever arcane effect is associated with the lever, depressing this button would circumvent it.

Disarming The lever's transportive effects can be dispelled (7th level) or avoided by depressing the button on the end of the lever.



THE SNARE DRUM A creature triggers the trap by stepping forward onto a loose collection of sticks covering a snare, which quickly hoists the creature upward. As they ascend, battering and bashing numerous craggy outcroppings on their way up, a large cargo net full of heavy boulders drops down, forcing those remaining on the ground marveling at the sight and sound of their ally smashing into stone to dive out of the way.

The Snare Drum

Trigger & Flavor Stepping into the loop of a snare hoists a creature up nearly 200 ft., bashing them against various surfaces on their way upward and sending a large pile of boulders dropping down to the floor below.

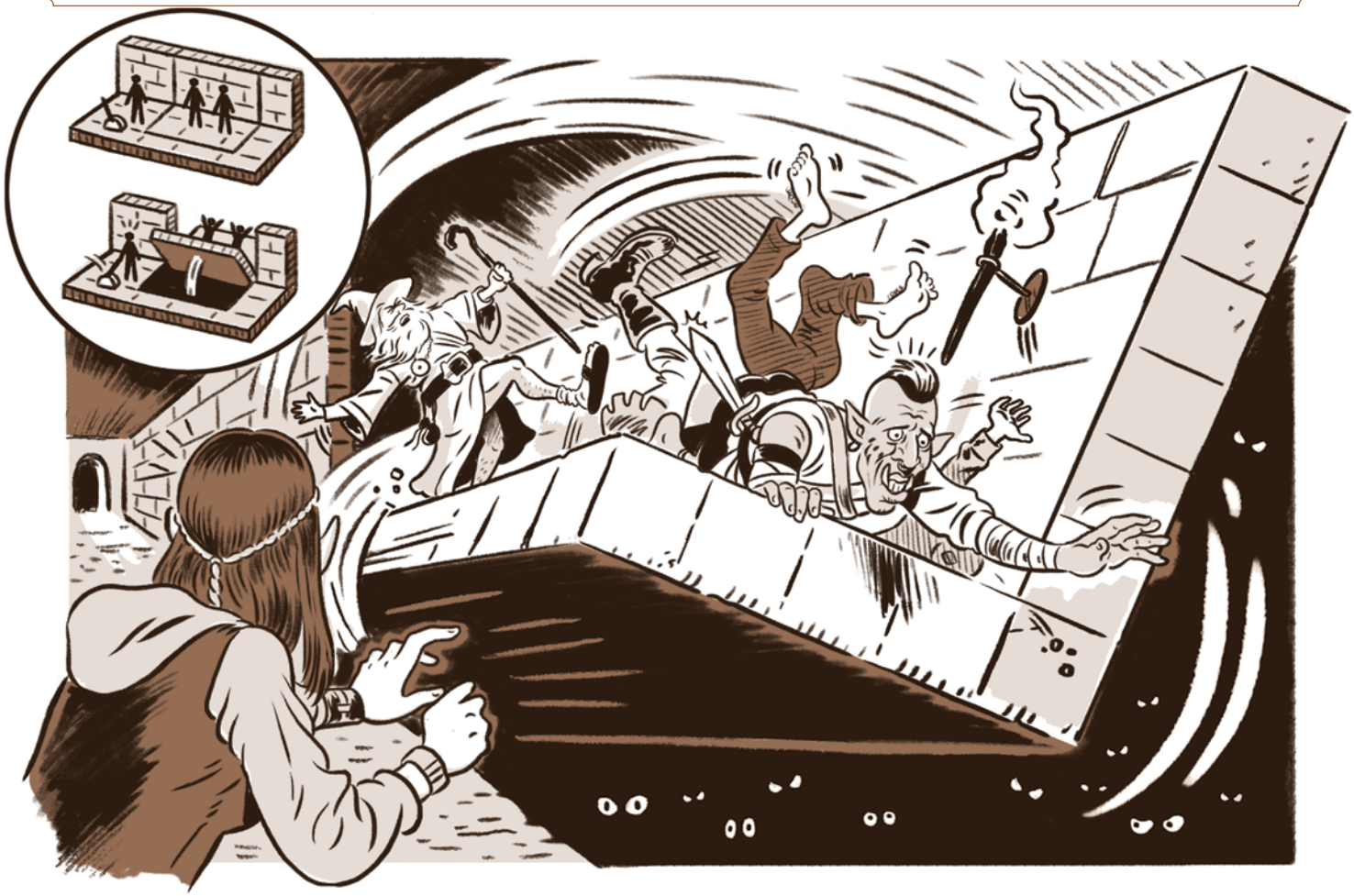
> As you walk ahead, you hear the quick cracking of a twig snapping then feel a sudden tightening around your ankle. Make a Dexterity saving throw.

Result The creature that triggers this trap must succeed on a DC 16 Dexterity saving throw. On a failed save, the creature soars upward a total of 200 ft. as a bundle of boulders in a net drops down. The creature that triggered this trap suffers 35 (10d6) bludgeoning damage as they slam into several rocky outcroppings on their way up. Any creature within 15 ft. of the point at which this trap was triggered (at GM discretion) must make a DC 16 Dexterity saving throw. Each creature suffers 35 (10d6) bludgeoning damage on a failed save or half as much on a success as a cargo net full of boulders slams down onto the ground. The suspended creature would remain 200 ft. above the ground until the snare holding them up is removed or destroyed.

If the creature that triggers this trap succeeds on their initial Dexterity saving throw, each creature within 15 ft. of the triggering creature (including the triggering creature) must still succeed on a DC 16 Dexterity saving throw as the cargo net full of boulders drops from overhead. Each creature suffers 35 (10d6) bludgeoning damage on a failed save or half as much on a success as the boulders make impact from above.

Investigating With a successful DC 16 Intelligence (Investigation) check, a creature searching for signs of traps would notice a length of rope hidden among the shadows of this part of the chamber, as well as a small trigger made of tiny sticks in the path ahead.

Disarming Disarming this trap requires a simple DC 12 Dexterity (Thieves' Tools) check, but drops the boulders as outlined in the Result portion of this trap's description. A creature that knows the location of the trap's trigger, at GM discretion, could simply walk around it. Creatures who attempt to dismantle the trap would have an easier time of dodging the incoming boulders at GM discretion.



THE TILE TURNER A creature triggers the trap by turning a doorknob. A nearby portion of the wall, the floor as well as any creatures standing on it are flipped 180 degrees, as if inside a rolling barrel. The force of this transition is so violent that the affected creatures are tossed into the chamber adjacent to the first one.

The Tile Turner

Trigger & Flavor Turning the door handle downward in this chamber causes a portion of the wall and floors to roll rapidly, flipping 90 degrees and sending any creatures standing on the floor careening into a chamber nearby.

> The door of this chamber stretches all the way to the ceiling and features an ornate, lever-like handle. As you turn the handle, it doesn't move at first, then gives with a sudden *CLUNK* and you feel a strong vibration beneath your feet as if a collection of potential energy has just been unleashed. You see the door and wall ahead of you start to quickly fall away as the ground beneath you rises. Make a Dexterity saving throw.

Result The creature that triggers this trap along with any creature within 10 ft. of the wall the door is connected to must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature is tossed into the next chamber as the floor upon which they are standing rotates 90 degrees, launching them forward 60 ft. The chamber in which they land can be determined by rolling on the Random Dungeon table on pg. 250 or at GM discretion. If the walls in the chamber are less than 60 ft. wide or long (whichever is longer, at GM discretion), the creature suffers 21 (6d6) bludgeoning damage as they collide with the opposite wall in the new chamber. If the second chamber features something solid (an interior wall, a statue, etc.), the bludgeoning damage associated with a creature's violent trip into this chamber would be lessened by 1d6 per 10 ft. away from the wall.

At GM discretion, any creatures that may have been waiting in the second chamber are trapped beneath the rotating floor but could escape if the floor is rotated again by triggering the trap using the door handle in a similar manner.

Investigating With a successful DC 17 Intelligence (Investigation) check, a creature searching for signs of traps would notice a hard line along the floor tiles, indicating that a portion of this chamber is not like the rest. Additionally, a creature checking the door for any revealing information and succeeding on a DC 17 Intelligence (Investigation) check would notice a

small arrow indicating that the door's handle should be pulled up rather than pressed down in order to prevent the trap from being triggered.

Disarming This trap cannot be disarmed, but it can be avoided by lifting the door's handle upward as opposed to pressing it down.

Unfree Gold

Trigger & Flavor Grabbing a gold piece off the floor reveals it to be a powerful stunning trap that locks the triggering creature in place until they start to crack into gold pieces.

> You see a small pile of gold, likely more than 1,000gp-worth, near the door. As you reach for the gold, you feel your forearm seize the moment you make contact with it. Make a Wisdom saving throw.

Result The creature that triggers this trap must succeed on a DC 17 Wisdom saving throw or become stunned for one minute. A creature that fails this saving throw can attempt this save again at the end of this minute. On a success, the creature is freed but watches as the gold in the pile turns to worthless pyrite. On a failed save, the creature's skin starts to glow, radiating with gold luminescence, and they are stunned for one hour. At the end of this hour (and every subsequent hour that they remain stunned), the creature can attempt the saving throw once more. On a success, the creature is freed, but no longer values gold. On a failed save, the creature remains stunned and begins to crumble into gold coins, taking 36 (8d8) necrotic damage every hour they are stunned as their body wastes away.

Investigating A *detect magic* spell would reveal something off, possibly cursed, about this pile of gold.

Disarming This trap cannot be disarmed, but if the *remove curse* spell is cast on it, the treasure would no longer be tainted, turning it into harmless gold (well, as harmless as gold can be, anyway).

Mind the Gap

Trigger & Flavor Stepping on a small crack reveals it to be much larger than originally observed and the triggering creature drops directly into a narrow fissure up to their forehead. The rocks trapping them start to shift somewhat, smashing them even more the longer they stay trapped.

> As you walk ahead, your foot lands on a crack in the tile, which suddenly gives way. You plunge immediately down, your knees scraping as your body drops into a you-sized hole.

Result The creature that triggers this trap is grappled by the ground. Escaping this unfortunate predicament requires a successful DC 22 Strength (Athletics) check. This check is made at disadvantage if the creature is struggling to escape on their own. If two non-trapped creatures attempt to pull the stuck creature free, their check is made with advantage.

At the end of each of their turns per initiative, a trapped creature must succeed on a DC 18 Constitution saving throw, suffering 18 (4d8) bludgeoning damage on a failed save or half as much on a success.

Investigating A creature searching for signs of traps in this chamber would notice something suspicious about this particular crack with a successful DC 17 Intelligence (Investigation) check—enough to know they should avoid stepping on it.

Disarming This trap cannot be disarmed, but it can be avoided if one knows the location of the fissure.

The Roc's Roost

> **GM NOTE: OPEN CHAMBER**
> If using this trap underground or indoors, you may need to alter aspects of its setup to reference a ceiling of more than 300 ft.

Trigger & Flavor In an open clearing covered in sticks, stepping on a single twig signals a powerful trained **roc** to swoop down and snatch as many creatures as it can get its claws around.

> As you walk farther, you hear a twig snap under your foot. The crack echoes, and you hear the heavy beating of wings that unsettle the dust on the floor beneath you. Make a Dexterity saving throw.

Result A roc, somewhat undersized for its species, swoops down on the party. Each creature within 10 ft. of the one who stepped on the twig must succeed on a DC 16 Dexterity saving throw to avoid its grasping claws. On a failed save, the roc grabs the creature, and it is grappled. Roll initiative. On its next turn, per

initiative, the roc will soar upward to its roost 300 ft. above the ground, depositing any creatures it is still carrying into its nest as potential food for one of its 1d4 + 1 hatchlings (these hatchlings use **giant eagle** statistics, at GM discretion).

A creature in the roc's talons can make an opposed Strength (Athletics) check to escape the roc's grasp. The roc is primarily interested in protecting its young but has been trained to scout this portion of the area for easy food. If its young are threatened, it will retaliate as necessary. It can be convinced the party is not easy prey with a successful DC 16 Charisma (Intimidation) check or through other means at GM discretion.

Investigating A creature looking for signs of traps would not discover anything amiss. A successful DC 17 Wisdom (Perception) check would reveal a strong sense of being watched from above. Any creature that makes a DC 12 Wisdom (Survival) check in this area would recognize the sticks in the pathway ahead should be avoided at all costs if stealth is preferred.

Disarming One cannot disarm a roc, but the *speak with animals* spell would allow for advantage on all Charisma checks to intimidate or persuade the creature from attacking.

Going Down

Trigger & Flavor A cramped elevator-like device transports up to two creatures at a time from one level of this dungeon to the next—assuming you pull the right levers. After depositing you in a new space it swiftly shifts back from whence it came.

GM NOTE: THE TWO LEVERS

To incorporate this trap into your adventures, imagine the door leading out of the current chamber leads to a cramped space, not unlike a modern elevator car, featuring two levers. Two Medium creatures can fit snugly inside the space but would have a difficult time pulling the levers. Pulling the lever on the left makes the car rise, and pulling the lever on the right makes it descend. The levers then swap functionality, with the right lever going up and the left lever leading down. The "trap" aspect of this device is it serves as a means of separating individuals from their group, as the first and second individuals to use the levers are likely to end up in different places, at GM discretion.

Adjust the text at your discretion to suit the situation at your table.

You step inside this cramped car, and as you pull the lever, the door closes behind you, and you feel the car begin to shift. As it (rises/descends), you feel it thud into place. The door opens and you feel a steady push from behind as the wall at your back presses you out of the tiny space and into another chamber.

Result The creature(s) that rode on this car are in a new chamber at GM discretion. The car returns to where the party first encountered it with a pleasant "ding" as the doors open back up for the next passengers. The next creature(s) to use this contraption will end up in a different chamber than the creature(s) that just used it, at GM discretion, unless they pull the opposite lever from the one initially pulled. This scenario will play out again for all subsequent rides, but would send the next rider(s) to the chamber it transported the first rider to, presuming the party does not learn that the levers' functionality continues to switch.

Investigating A creature investigating the levers would determine that they are connected to a small elevator car. A successful DC 17 Intelligence (Investigation) or Wisdom (Perception) check would reveal the handles of the levers feature small arrows underneath their handles, indicating the direction they move the car when either lever is pulled. These arrows swap directions when either lever is pulled, meaning that to discern the ploy at play, the party would need to investigate the levers twice. With a DC 21 Intelligence (Investigation) check of the levers, a meticulously observant creature would notice that the arrows under the handles are on tiny discs that appear as if they can shift, flipping their orientation.

Investigating the back wall of this car would reveal that it has the ability to shift forward the entire length of the space. The tiny grooves it creates on the car floor are a giveaway that could be discerned with a successful DC 15 Intelligence (Investigation) check.

Disarming This trap cannot be disarmed, only understood.

THE DOUBLE SHRINK Creatures trigger the trap by walking past a series of arcane runes. These runes are warded against intruders and when a creature walks past will fire off their stored spell, in this case augmented versions of the *enlarge/reduce* spell. Creatures affected by these spells would shrink, growing smaller and smaller with each failure against the spells.

The Double Shrink

Trigger & Flavor Walking past a series of hidden runes blasts creatures with a powerful double dose of the reduce portion of the *enlarge/reduce* spell, shrinking them down dramatically—an effect that will take some significant trial and error to dispel.

> Stepping through this chamber sends a surge of arcane energy pulsing through you from your toes out your nose as runes suddenly begin to spark and crackle all around you. Make a Constitution saving throw.

Result The creature that triggers this trap as well as any creature within 15 ft. of them must succeed on three DC 16 Constitution saving throws. On a failed save, the creature shifts in size, rapidly shrinking until they are one size category smaller than their baseline. If a creature fails two saves, they become Tiny. If a creature fails all three saves, they should be considered Teeny-Tiny, about the size of a small mouse, at GM discretion.

A target that falls victim to any of these glyphs is affected for one hour. The glyphs' longevity is boosted if more than one spell is active. If affected by two glyphs, the first wears off after one hour, the second after two. A third glyph would wear off after three hours. The effects of these glyphs can be dispelled, but only one at a time, once per day. A creature that turns Teeny-Tiny would slowly return to their normal size over the course of three hours as each of the three spells affecting them wears off.

Investigating The *detect magic* spell would reveal this hallway pulses with abjuration and transmutation magic. A creature succeeding on a DC 16 Intelligence (Investigation) check while searching for signs of traps would notice a faint shimmer along the floor, ceiling and walls of this chamber, a giveaway that some form of glyph magic is in place.

Disarming Three successful *dispel magic* spells (4th level) disrupt all the runes in this space, at GM discretion. Two successful *dispel magic* spells (4th level) would diminish the number of creatures affected by the spell down to a 5 ft. radius from the creature who initially triggered the spell. One successful *dispel magic* spell (4th level) would decrease the range and effectiveness of the spell, and the triggering creature would only be subjected to one DC 16 Constitution saving throw. On a failed save, the creature would reduce in size by one category, as outlined in the spell's description.

The Prism of Imprisonment

Trigger & Flavor Walking past a prism embedded in a wall of otherwise unremarkable gems causes a creature to disappear from the prime material plane, shepherded into a demi-plane contained within the prism.

> The walls of this particular corridor feature carvings of soldiers at war marching forward toward the doors you're approaching. Many of the soldiers' eyes are marked with gemstones of varying size—rubies, emeralds, sapphires and more—though you can see some of the statues are missing their eyes. As you walk a little farther, you suddenly feel as if your body is weightless. Make a Wisdom saving throw.

Result On a failed DC 17 Wisdom saving throw, the creature that triggered this trap (at GM discretion) vanishes from the chamber and is immediately transported into one of the gems on the wall. They will remain trapped in this prison until the gem is destroyed.

The prism of imprisonment has 22 hit points and an AC of 20. It is immune to non-magical damage, fire damage and other damage types at GM discretion.

From within the prism, a creature can see the hall it was just standing in, but its view is refracted, as if staring at the world through an expertly cut gemstone.

Investigating A creature searching for traps in this area would not find any. A *detect magic* spell would reveal an aura of necromancy within the hallway, concentrated near one of the gemstone eyes. Searching for magic in this manner would trigger the prism to activate, at GM discretion.

For creatures searching this room for signs of a missing ally who has been imprisoned within the prism, a successful DC 17 Intelligence (Investigation) check would reveal a very small shimmering silhouette similar in shape to their ally fading in and out of one of the gems embedded in the wall.

Disarming This trap cannot be disarmed. If a creature successfully casts *dispel magic* (6th level) within the hallway, any creatures trapped within the prism of imprisonment would be free to leave.

GM NOTE: MISERY AND COMPANY

The prism of imprisonment can hold up to three creatures at a time. At GM discretion, more than one member of your party can be forced to save against the prism's transportive effects. It's also entirely possible the prism already has a prisoner held within. Their identity, goals, alignment and attributes are at GM discretion.

The Winding Vines

Trigger & Flavor Walking through a dense, wall-like thicket of overgrown vines proves incredibly disorienting, as the vines' thorns and spores deliver a toxin that disrupts a creature's sense of direction and survival.

> Hanging before you in this hallway is a massive collection of thorny vines blocking your path. A dense fog of spores seems to be drifting around them. Cutting them away would take ages, and the sap seeping out of them suggests they'd be highly resistant to flame.

Result Any creature that chooses to walk through these vines would find themselves completely surrounded by them after moving forward just a few feet. Once within the vines, a creature is subject to three checks, each at GM discretion.

- **Poisonous Fumes.** Any creature walking through the Winding Vines must succeed on a DC 15 Constitution saving throw or suffer 7 (2d6) poison damage and become poisoned for 24 hours.
- **Toxic Thorns.** Any creature walking through the Winding Vines must succeed on a DC 15 Wisdom saving throw, as the numerous thorns covering these vines prick the skin, releasing a neurotoxin that assaults the senses. A creature that fails this save is under the effect of the *confusion* spell and automatically fails any Wisdom (Survival) checks to escape the Winding Vines.
- **A Sense of Aimlessness.** The Winding Vines block out most of the defining characteristics of this space, and it's very easy to get turned around while walking through them. A creature must succeed on three successive DC 15 Wisdom (Survival) checks to make it through to the other side. On a failed save, at GM discretion, if a creature is not under the effects of the Poisonous Fumes or Toxic Thorns, they must reroll against those effects. If a creature is under the effect of either (or both) these conditions or has failed two attempts to escape (three successive Survival checks), they will fall pretty to the Madness of the Vines and will begin thrashing about wildly, hoping to find a way out, as outlined below.
- **Madness of the Vines.** On their turn, per initiative, a creature suffering from the Madness of the Vines must use their action to dash through the vines in a direction at GM discretion. The vines are difficult terrain. Dashing through the vines causes 35 (10d6) piercing damage.

Investigating A creature that succeeds on a DC 16 Intelligence (Investigation) or Wisdom (Survival) check would recognize that navigating these vines will be potentially treacherous and might suggest sticking close together (using rope, if available) to move through them.

Disarming This trap cannot be disarmed.

Teleporterrible

Trigger & Flavor Walking through this chamber that hums with teleportation magic without avoiding the trip lines set up throughout could send the entire party on an unexpected—and potentially quite painful—journey.

GM NOTE: GOING SOMEWHERE?

This trap features a modified version of the *teleportation circle* spell. Small crystals within a series of clay lanterns are used to activate the *teleportation circle*, which spans the entire room. When a clay lantern breaks, any creature within 30 ft. of it is subject to the teleportation effect if one of them fails the saving throw. At GM discretion, any player that fails the Charisma saving throw should be asked to have their character name the first place they can think of. If more than one member of the party fails the save, determine which of them thought of their location "first" by having them roll 1d20—the highest number, including their Intelligence modifier, is the "winner" and their chosen location will be the party's destination.

> Walking through this chamber illuminated by clay lanterns suspended from the ceiling by frayed cord, you start to notice a similar pattern carved into the stone floor. As you start to look around, you feel a tug at your foot as your toes drag a length of cord. This feeling is followed by a crash, as one of the clay lanterns bursts as it falls 10 ft. from you. Make a Charisma saving throw.

Result Any creature within 30 ft. of the falling lantern must succeed on a DC 15 Charisma saving throw. On a failed save, at GM discretion, any creature within 30 ft. of the falling lantern *teleports* to a location determined by one of the creatures that failed the saving throw. Unexpected teleportation is a common source of teleportation-related mishaps, at GM discretion. The teleportation from this location to the new location lasts for one minute unless the creatures teleported make physical contact with any corporeal creature in the new location.

A creature can teleport back to this circle of their own volition, using any available means of travel.

If teleported back into this space, each creature must make a DC 15 Dexterity saving throw to avoid the remaining trip wires that zigzag throughout this chamber. On a failed save, another lantern falls, starting the teleportation cycle over again.

Investigating An active *detect magic* or similar spell would reveal the entire room glows with an aura of conjuration magic, as do each of the lanterns. A creature investigating the chamber for signs of traps would be able to see the trip wires that cover the area with a successful DC 15 Intelligence (Investigation) check.

Disarming Cutting the trip wires would cause a lantern to fall, at GM discretion, meaning the trip wires cannot be disarmed, only avoided. Avoiding the trip wires requires a DC 15 Dexterity (Acrobatics) check for every 10 ft. traveled, at GM discretion.

The teleportation chamber can be temporarily dispelled with a successful casting of *dispel magic* (5th level). This momentary pause in the teleportation circle's efficacy lasts one hour.

The Window Treatment

Trigger & Flavor Walking over a pressure plate near a window releases a powerful piston that shoves the triggering creature through the glass.

> As you walk past what appears to be a window, your foot depresses the stone tile and you suddenly see a portion of the wall opposite the window hurtling toward you.

Result The creature that triggers this trap must succeed on a DC 16 Dexterity saving throw. On a failed save, the creature is pushed through the window suffering 14 (4d6) bludgeoning damage. The length of the fall from this window is at GM discretion. If the adventure in which you've placed this trap takes place underground, the window can peer into another chamber or can exist as a stone wall, at GM discretion.

Investigating If checking the floor for signs of traps, a creature would notice the pressure plate on the tile floor with a successful DC 16 Intelligence (Investigation) check. A similar check while examining the wall opposite the window would reveal cut stone in a circular pattern about 5 ft. in diameter.

Disarming The pressure plate associated with this trap can be tinkered with if a creature were so inclined, and its function could be disarmed with a successful DC 16 Dexterity (Thieves' Tools) check. The plate can also be avoided entirely if a creature leaps over it.

Complex Traps

Most of the traps presented in this book are simple: Trip over wire, blade swings to slice your face, the end (for either your players or the trap). But the realm has experienced a bit of an arms race as far as defense mechanisms go, and the better its denizens have gotten at disarming them, the more complicated traps have become. Complex traps can feature more than one trigger or require more than one creature to disarm. Sometimes the very act of disarming them is the trigger, and making it out alive becomes a test of one's mettle, grace under pressure or ability to absorb a significant amount of damage. The traps that follow are meant to challenge your party in the same way a legendary creature might and feature different effects that kick in over the course of several rounds of initiative. Use at your discretion.

The Brass Dragon's Maw

Complex trap (level 5–10, deadly threat)

Dungeon delvers and adventurous locksmiths alike speak of the Brass Dragon's Maw with hushed reverence, as if discussing it might somehow force them to attempt breaching it in their dreams—well, nightmares. A vault door with a series of countermeasures built into its locking mechanisms, its construction forces any who would hope to open it without a combination and key to get up close and extremely personal with it. Those who have attempted to open this vault and lived to tell the tale all have one thing in common: a lack of hands. Experienced infiltrators know it's nice to work alone, but when it comes to the Brass Dragon's Maw, it's much safer to bring someone handy with an ax along, just in case you don't have the strength to rip your hands out of the dragon's grip.

Trigger & Flavor This trap activates as soon as a creature attempts to pick the locks that keep it closed, which can only be accessed by inserting two hands into the nostrils of the ornate brass dragon that serves as the vault door's primary decor. Manacles lock them in place. Escape requires a successful DC 22 Dexterity (Sleight of Hand) check. The locks cannot be picked unless a creature's hands are in these manacles.

> Observing the ornate dragon's head sculpted out of the brass that covers this vault door, it occurs to you that the only way to access the locking mechanisms is to place your hands inside the gaping nostrils of the decorative dragon. As you take out your tools and steadily insert your wrists into the nostrils of the dragon, you can hear—and feel—the cuffing of manacles locking you into place.

INITIATIVE

The trap acts on initiative counts 20 and 10.

ACTIVE ELEMENTS

The Brass Dragon's Maw features a Breath of Flame, which torches those who haven't dismantled its fuel reserves, as well as the Acidic Tongue, a pool of acid beneath the vault door, revealed at the feet of any who are near the door.

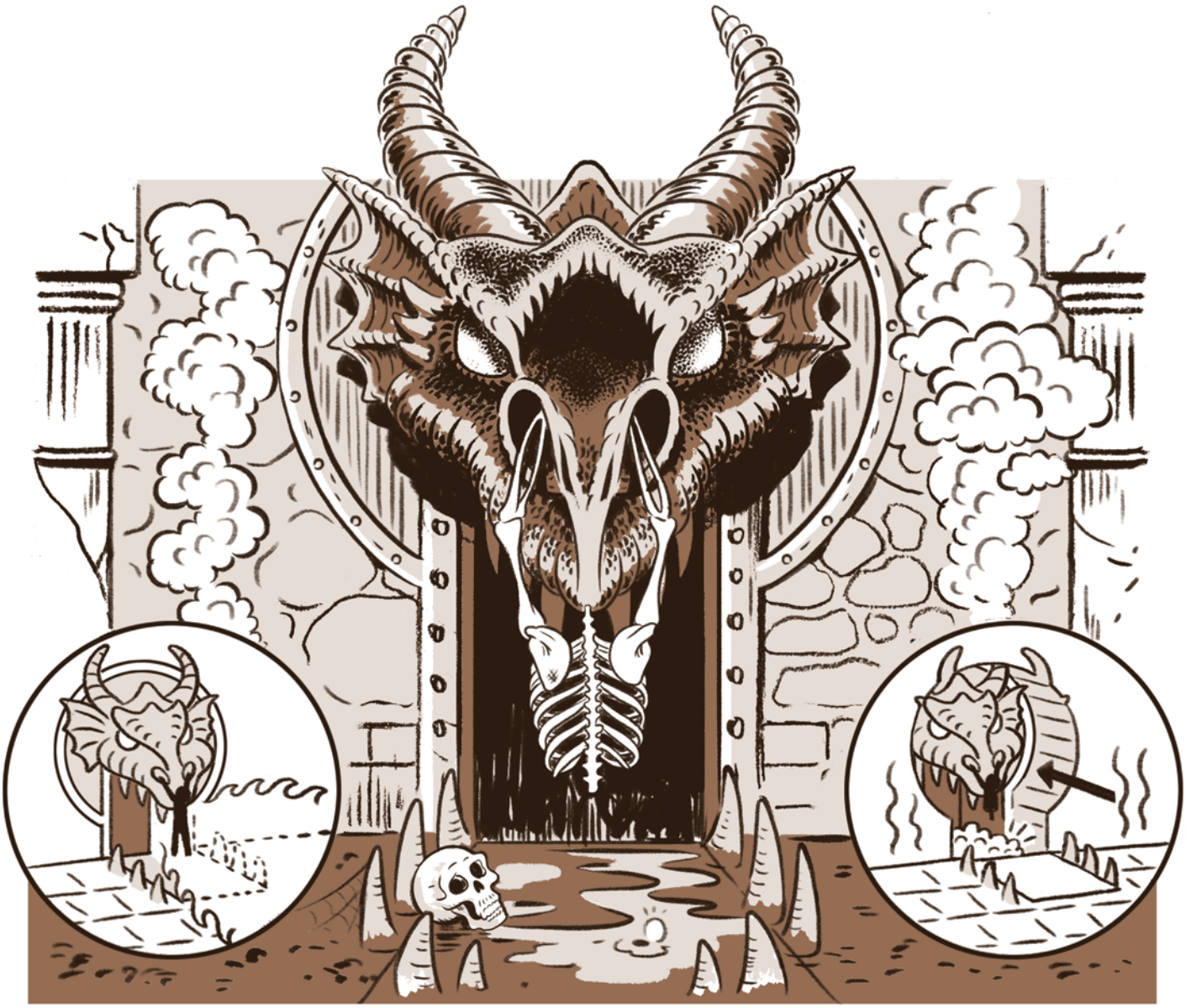
Breath of Flame (initiative 20, recharge 4–6) The mouth of the dragon opens slightly and sprays a gout of fire in a 60-ft. cone. Any creature in the area of effect must succeed on a DC 18 Dexterity saving throw. On a failed save, the creature takes 35 (10d6) fire damage or half as much on a success. The creature attempting to disarm the Brass Dragon's Maw makes this save at disadvantage. Once expelled, roll 1d6. On a 4–6, the Breath of Flame is recharged and can fire again on its next turn per initiative.

Acidic Tongue (initiative 10) The vault door recedes 5 ft., revealing a pool of acid shaped like a tongue emanating from the dragon's mouth. Any creature within 5 ft. of the vault must succeed on a DC 18 Dexterity saving throw or suffer 27 (6d8) acid damage. The creature attempting to disarm the Brass Dragon's Maw automatically fails this save. if their hands are still in the nostrils.

DYNAMIC ELEMENT

The Acidic Tongue becomes more dangerous the longer the trap remains active.

Acid Splash Following the initial reveal of the Acidic Tongue, on the following round per initiative, the vault door will shift back another 5 ft., revealing two acidic



THE BRASS DRAGON'S MAW A creature triggers the trap by inserting their hands into the dragon's nostrils in an attempt to disarm it. The nostril's manacles cinch around the wrists of the triggering creature, locking them in place. The dragon's mouth spews a gout of flame as the vault door recedes into the wall, dragging its would-be assailant through a pool of acid. Jets connected to this pool spurt acid at any creatures within range.

artillery jets. The jets can target a creature within 120 ft. of the vault door and fire a globule of acid. Each jet can make a ranged spell attack (+10). On a hit, the target takes 20 (8d4) acid damage immediately and 10 (4d4) acid damage at the end of its next turn. On a miss, the globule splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn. Any creature within 5 ft. of the targeted creature must succeed on a DC 16 Dexterity saving throw or suffer half of the initial damage.

Each time the vault door moves back 5 ft., two more artillery jets reveal themselves. At Round 2, there are two jets. By Round 3, there are four. By Round 4, there are six, and so on, to a maximum of 10 jets by Round 6, when the vault door stops moving back and the pool of acid in front of the vault door is 30 ft. long.

CONSTANT ELEMENTS

The Breath of Flame can be used once per round if it has been recharged. The Acidic Tongue is further exposed by 5 ft. per round, affecting any creature within 5 ft. of the vault door or in the tongue, at GM discretion. Each Acid Splash jet fires once per round.

DISARMING

Each of the trap's active elements can be disarmed.

Breath of Flame The Breath of Flame can be disconnected from the trap with three successive Dexterity (Thieves' Tools) checks performed by the creature whose hands are within the dragon's nostrils (at GM discretion), each rising in difficulty (DC 14, DC 16, DC 18). A failure on one check raises the DC for all checks to disarm the Breath of Flame by 1 as the device goes into self-preservation mode. Once the Breath of Flame has been disarmed, the vault door locking mechanism can be accessed and picked. This lock has a DC of 20.

Acidic Tongue The Acid Splash jets can be destroyed. They have an AC of 12 and 30 HP. They are immune to acid damage and vulnerable to bludgeoning damage.

The Ossuary of Unkindness

Complex trap (level 10–15, deadly threat)

Those who commit to serving a god of the underworld in life are often utilized to further their god's aims long after death, a fact exemplified through arcane ossuaries like this one. Sealed with an inscrutable divine energy, this final resting place of one such god's more dedicated followers serves a dual purpose: protecting the arcane artifacts the paladin used in service and collecting the memories (and, more often than not, mortal strength) of any who would deign to disturb the paladin's final rest. The ossuary is 8 ft. long, 5 ft. wide and 4 ft. deep and features two lids. The top lid is incredibly heavy. The second lid, which conceals a compartment storing the artifacts buried here, is obscured by the remains of the body interred within. Discovering and removing this second lid while the top lid remains open allows access to the artifacts buried with the deceased.

Trigger & Flavor This trap activates as soon as a corporeal creature lifts its uppermost lid, which requires a successful DC 17 Strength (Athletics) check, a check which must be repeated on each round per initiative. The trap remains active as long as the upper lid is raised.

> As you attempt to lift the lid of this dusty but gleaming black ossuary, you feel as if it will require all your strength to get it to budge. You put your back into it and as you slide the lid just a bit you are immediately shrouded in darkness as an unkindness of shadowy black ravens flaps out of the ossuary and fills much of the room around you. You feel a voice within your mind. Make a Charisma saving throw.

INITIATIVE

The trap acts on initiative counts 20 and 10.

ACTIVE ELEMENTS

The Ossuary of Unkindness features a Crystal of Consciousness, which can trap a soul alongside the memories and vitality of any who attempt to access the ossuary's hidden compartment and a Flock of Shadows, which obscures the ossuary and rips away the strength of those who seek to breach it. Both elements affect corporeal creatures within 30 ft. of the ossuary.

Crystal of Consciousness (Initiative 20) This crystal first targets any creature within 100 ft. of the ossuary. That creature must succeed on a DC 25 Charisma saving throw. On a failed save, their soul is trapped within the crystal as in the *magic jar* spell. Their soul is swapped with that of the deceased, who uses the new creature's body to act in the interest of their deity (at GM discretion) on its own initiative, protecting the ossuary from intruders. The crystal can only hold one soul at a time. The crystal then targets each creature within 30 ft. of the ossuary. Each creature must succeed on a DC 17 Intelligence saving throw against the crystal's Memory Siphon. On a failed save, the creature suffers a crushing sense of loss and takes 14 (4d6) psychic damage as their most cherished memory is ripped away and transferred to the crystal.

Flock of Shadows (Initiative 10) An unkindness of shadowy, spectral ravens erupts from within the ossuary's hidden chamber, obscuring the area within 30 ft. of the ossuary in magical darkness. The Flock of Shadows attacks each creature within 30 ft. of the ossuary, with a +6 bonus to the attack roll (made at advantage provided there are no magical light sources illuminating the target) and dealing 10 (2d6 + 3) necrotic damage. On a hit, the target's Strength score is reduced by 1d4. If this damage reduces its Strength to 0, the target dies. Otherwise this reduction lasts until the target finishes a short or long rest.

Any corporeal creature that ends its turn within the Flock of Shadows suffers 14 (4d6) cold damage.

A body inhabited by the entombed paladin is unaffected by this flock and can see through its darkness.

DYNAMIC ELEMENTS

The Crystal of Consciousness becomes more dangerous the longer the trap remains active.

Memory Siphon If a creature has already lost memories to the Crystal of Consciousness, on a failed save against the crystal, that creature loses an additional memory (adding 3 (1d6) psychic damage for each memory lost) and ages 1d6 x 10 years, as its life force is siphoned into the crystal alongside its past experiences. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

CONSTANT ELEMENTS

The Crystal of Consciousness and the Flock of Shadows affect each creature that ends its turn in an area affected by those elements.

Crystal of Consciousness Each creature that ends its turn within 30 ft. of the ossuary must succeed on a DC 17 Intelligence saving throw or be affected by the Memory Siphon.

Flock of Shadows Each creature that ends its turn in the Flock of Shadows is targeted by its attacks as outlined above.

THE OSSUARY OF UNKINDNESS A creature triggers the trap by lifting the lid of the ossuary, which releases the soul of the entombed as well as an unkindness of spectral ravens. The entombed soul attempts to possess the body of a creature within range while the ossuary's Crystal of Consciousness collects the memories of any living creature in the area. The ravens sap the strength and will of all who tarry here.

DISARMING

Each of the trap's active elements can be thwarted by particular countermeasures.

Crystal of Consciousness The crystal is hidden in the ossuary's secondary chamber, beneath the remains of the interred paladin. This chamber can be discovered with a successful DC 17 Intelligence (Investigation) check. The crystal has 50 hit points and AC 10. The crystal can be dispelled with three successful castings of *dispel magic* (4th level). If the crystal is dispelled, the soul within is free to return to its body (provided the body is alive) and the memories it collected return to those from whom they were siphoned. If the crystal is physically destroyed but not dispelled, the trapped soul is free to return to its body (if alive) but the memories the crystal collected remain trapped within the shattered shards, trinkets that are now the cherished property of the god served by the paladin.

Flock of Shadows The Flock of Shadows disperses in areas impacted by magical light. The shadow ravens attack at disadvantage and can no longer drain the strength of a target that is magically illuminated. A successful casting of *dispel magic* (4th level) permanently protects an area with a radius of 10 ft. from the Flock of Shadows.

Intelligence (Religion), DC 17 As an action, a creature can discern the function of this ossuary: to collect memories for the dedicated deity. A successful check would reveal the soul of the paladin from the crystal seeks to serve its deity in a more corporeal form, but would return to the afterlife (and free the soul within the Crystal of Consciousness) if a creature pledges an unbreakable oath to serve their god.

The Ice-olation Booth

Complex trap (level 8–12, deadly threat)

The hallway that leads out of this chamber is long and clearly trapped, outfitted with a series of jets that disperse a cooling agent that can freeze even the hardiest of heroes in moments. The large access panel near the doorway that leads to the hall looks promising, but without a runic key to disable this chilling defense system, it's clear the only option is to dismantle the mechanisms that keep this device operational. And that...looks complicated. A lever near the panel is marked with symbols that suggest the cooling core can be removed, which starts by raising it up from the floor using the lever. The engineer behind this device installed several fail-safes in case someone got wise to his trap's only weakness, and while disrupting the cooling engine might feel like a group exercise, at the end of the day, the person tasked with taking down this device will come to know how alone they truly are.

Trigger & Flavor This trap is triggered when a creature uses the lever to raise the cooling engine from the floor, which simple observation would suggest is only large enough to grant one Medium or smaller creature access to its inner workings.

> As you pull the lever, you hear a whirring, as a cylinder built from several interconnected tubes and vials, each containing a rich blue plasma, rises from the floor and slowly starts to rotate. Immediately the room feels 10 degrees cooler, and you can tell the source of the rapid temperature shift is this collection of raw arcane material. Frost begins to collect on some of the vials, and your breath becomes visible as you examine this cooling engine. There are several connected components that can be dismantled, but doing so will require climbing inside this device. And just looking at it is chilling you to the bone.

INITIATIVE

The trap acts on initiative counts 20 and 10.

ACTIVE ELEMENTS

The Ice-olation Booth features a Cooling Engine, which powers the device the party is trying to dismantle, and an Elemental Focus, which can utilize some of the Cooling Engine's arcane power to summon a frost elemental (pg. 103). The Cooling Engine affects any creature within 10 ft., while a frost elemental summoned by the Elemental Focus acts on its own initiative and can impact any creature within the space at GM discretion. The Cooling Engine is powered by four separate Power Cells, each of which must be disabled in order to disrupt the device. Destroying rather than disconnecting these Power Cells will have disastrous consequences.

Cooling Engine (Initiative 20) The Cooling Engine creates an Aura of Cold, forcing any creature within it to succeed on a DC 16 Constitution saving throw. On a success, the creature suffers 7 (2d6) cold damage. On a failed save, the creature suffers 14 (4d6) cold damage as they begin to turn to ice. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature suffers 36 (8d8) cold damage and is frozen solid until freed by the *greater restoration* spell or other solutions at GM discretion.

Elemental Focus (Initiative 10) The Cooling Engine's Elemental Focus, which rests at the top of the risen cylinder, surges with a bright light. A frost elemental appears within 30 ft. of the Cooling Engine. This creature acts immediately and on initiative count 10 on subsequent turns and will do everything within its power to defend the Cooling Engine, at GM discretion.

Power Cells The Cooling Engine's Power Cells are extremely volatile components. They have an AC of 20 and 8 hit points. If they are destroyed, they emit a concussive blast of cold and flame, affecting each creature within a 200 ft. radius, dealing 35 (10d6) fire damage and 66 (12d10) cold damage. This fact would be apparent with a successful DC 12 Intelligence check.

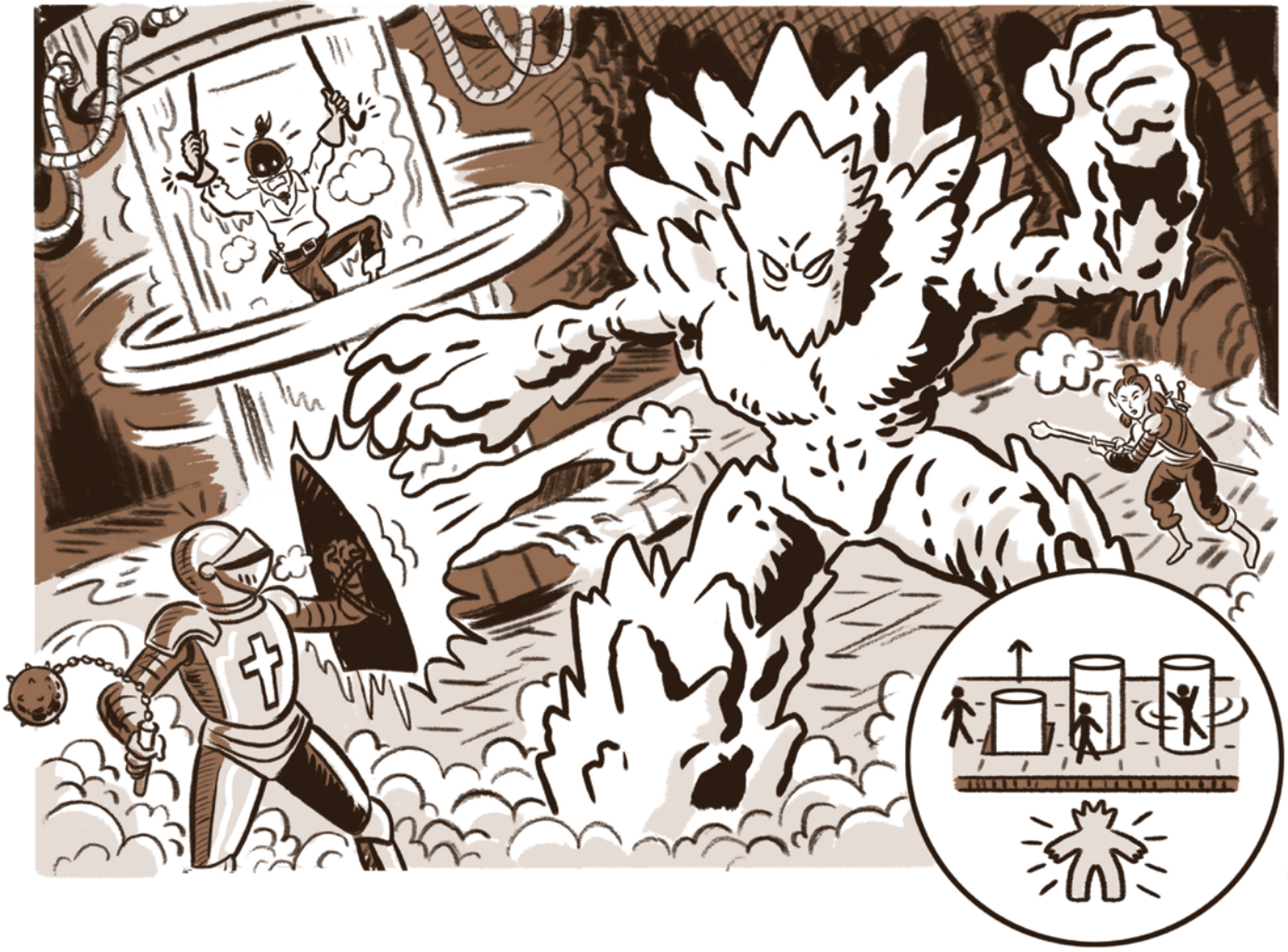
DYNAMIC ELEMENT

The Cooling Engine is designed to be serviced only by its creator, and any attempt to dismantle or destroy it without the proper equipment would be the only catalyst necessary for it to skip into self-preservation mode, activating the Frostbite Centrifuge.

Cooling Engine If a creature dismantles or disrupts one of the Cooling Engine's four Power Cells, it would rapidly sink back into the floor and begin to spin, isolating the creature attempting to destroy it and subjecting them to rotation at high speed—a function its creator dubbed the Frostbite Centrifuge. A creature trapped inside the Frostbite Centrifuge makes all Dexterity, Wisdom and Intelligence checks at disadvantage, as the fervent spinning motion completely disorients them.

CONSTANT ELEMENTS

The Cooling Engine's Aura of Cold affects each creature that ends its turn in an area affected by it. If the Cooling Engine has activated its Frostbite Centrifuge, the only creature the aura can affect is the one within the engine. The Elemental Focus and the elementals it summons remain active until the Cooling Engine's Power Cells are disconnected or the Elemental Focus is destroyed.



THE ICE-OLATION BOOTH A creature triggers the trap by attempting to disarm it, stepping inside the frigid cooling engine to disconnect its Power Cells. The engine's Elemental Focus summons a frost elemental, which will do all it can to protect the Cooling Engine from harm. As further attempts to disrupt the cooling engine's Power Cells are made, the booth begins to spin rapidly, disorienting the freezing creature within it.

Cooling Engine Each creature that ends its turn within 10 ft. of the Cooling Engine's cylinder must succeed on a DC 16 Constitution saving throw and is subject to its freezing effects as outlined.

Elemental Focus The Elemental Focus summons a frost elemental.

DISARMING

Each of the trap's active elements can be thwarted by particular countermeasures.

Cooling Engine The Cooling Engine features four Power Cells, each of which must be carefully disconnected from the device. Disconnecting a Power Cell requires a successful DC 17 Dexterity (Thieves' Tools/ Tinker's Tools) check.

Elemental Focus The Elemental Focus can be destroyed or disrupted, either through arcane means or by pulverizing it with repeated blows. Casting *dispel magic* on the Elemental Focus prevents it from summoning a frost elemental on its turn for two rounds per initiative.

The Elemental Focus has an AC of 18 and 131 hit points.

Intelligence (Arcana/Investigation), DC 17 As an action, a creature can discern that the Cooling Engine and Elemental Focus can be disrupted using gouts of arcane flame. This activity must be specific and continual. As an action, a creature can choose to use a fire-based spell to either prevent the Cooling Engine from freezing any creature in its aura or can choose to prevent the Elemental Focus from summoning a frost elemental by making a ranged or melee spell attack against its AC. At GM discretion, if a fire-based spell misses its target or causes uncontrolled damage to the Cooling Engine, roll 1d20. On a 5 or lower, one of the Power Cells is destroyed, as outlined.

Frost Elemental

Large elemental, neutral

Armor Class 16 (Natural Armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities poison
Damage Vulnerabilities fire
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive perception 10
Languages Aquan
Challenge 5 (1,800 XP)

Icy Form. The area around the elemental is slick ice. Any time a creature comes within 5 ft. of the elemental or starts its turn there, it must succeed on a DC 16 Dexterity saving throw or fall prone.

Actions
Multiattack. The elemental makes two slam attacks.
Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage.
Brisk Exhalation (Recharge 4–6). The elemental releases a gust of frigid air. Each creature in a 60-ft. cone must make a DC 16 Constitution saving throw. A creature takes 36 (8d8) cold damage on a failed save or half as much damage on a successful one. A creature killed by this gust becomes a frozen statue until it thaws.

The Windy Blade

Complex trap (level 10–15, deadly threat)

While many of the doors in dungeons throughout the realm are trapped, in rare instances, the trap is the door itself. Such is the case with the Windy Blade, a violently spinning collection of sharpened steel that rotates at such alarming speed that it creates a powerful surge of wind in the chamber in which adventurers encounter it. The Windy Blade's nine arms, each 10 ft. in length, are warded against damage, and the housing that hosts the mechanisms that keep it spinning sits in a cramped, 15-by-15-ft. chamber beneath this one, accessible by lifting two grate-like plates. The 10 ft. deep housing chamber is flooded with flowing water, and a spinning blade churns just beneath the grate, blocking immediate access to the gearbox. A stout, athletic creature could likely hold this lesser blade in place for a time, but would need to climb inside the cramped chamber to keep it stalled while another individual crawls farther into the chamber to access the gearbox. Easy peasy. Except, oh yeah, the gearbox itself is trapped.

Trigger & Flavor There are two main elements of this trap, operating in tandem with one another: the Windy Blade and the Gearbox Chamber. Destroying or disconnecting portions of the Gearbox Chamber affects the Windy Blade.

> As you open the door to exit this chamber, you feel a sudden surge of wind. The door blows off its hinges and you are pushed back 5 ft., as directly ahead of you is a massive collection of spinning blades 20 ft. in diameter blocking your path.

INITIATIVE

The Windy Blade acts on initiative count 20 and the Gearbox Chamber acts on initiative count 10.

The Windy Blades These nine whirring blades have an AC of 20 and each has 100 hit points. They are warded against incoming attacks and resistant to all damage. A creature that comes into contact with these blades, at GM discretion, suffers 58 (9d12) slashing damage.

Ranged and melee attacks against the Windy Blades are made at disadvantage. If an attack misses, the powerful wind produced by the blades sends the incoming attack back at the attacker or another target at GM discretion with a +10 attack modifier.

Intelligence (Investigation) A successful DC 15 Intelligence (Investigation) check would reveal that

near the Windy Blades are a pair of access panels in the floor. The panels open like cellar doors, revealing a 15-by-15-ft. chamber beneath. Access to the chamber is blocked by a rapidly rotating fan of steel blades, a smaller version of the one blocking the party's path through the passage. The chamber beyond appears to be flooded with churning water.

The Gearbox Chamber The spiraling, spinning blade bisecting the access to the Gearbox Chamber and churning the water within deals 14 (4d8) slashing damage to any creature that enters the chamber or starts its turn there. This blade can be stalled through a feat of strength. A creature attempting to stall this blade can make a DC 17 Strength (Athletics) check. Any creature attempting this check suffers 18 (4d8) slashing damage, at GM discretion. This check is made at disadvantage if a creature chooses to attempt it without entering the Gearbox Chamber. A creature holding this blade in place must succeed on subsequent Strength checks on each of its turns to keep the blade from rotating again.

ACTIVE ELEMENTS

The Windy Blade continues to spin and blow a powerful gust of air into the main chamber. The Gearbox Chamber's countermeasure, a Gearbox Surge, sends a jolt of electricity outward to protect the mechanics within.

Windy Blades (Initiative 20) A powerful gust of wind blows through this chamber. Each creature in the chamber must succeed on a DC 15 Strength saving throw or be pushed 5 ft. Pieces of debris from the next chamber are sucked out and blown into the main chamber. Each creature within 30 ft. of the Windy Blade, at GM discretion, must succeed on a DC 15 Dexterity saving throw or suffer 36 (8d8) bludgeoning damage as chunks of debris slam into them.

Gearbox Surge (Initiative 10) A jolt of electricity fires off from the gearbox within the Gearbox Chamber. Any creature within the Gearbox Chamber must succeed on a DC 15 Constitution saving throw or suffer 15 (6d4) lightning damage or half damage on a successful save. A creature that fails this save is stunned until the end of their next turn. At GM discretion, a stunned creature would not be able to stop the blade within this chamber from spinning, but can attempt to do so with its next available action. If the blade resumes spinning, any creature within the Gearbox Chamber would be subject to its damage as outlined.

DYNAMIC ELEMENT

The Windy Blade becomes more dangerous when the gearbox controlling it is tampered with.

Reversing Blades If the gearbox is tampered with in any way, at GM discretion, the Windy Blade will immediately surge into reverse mode. After one round in reverse mode, moving away from the Windy Blade requires twice as much movement. On initiative count 20, any creature within 60 ft. of the Windy Blade must succeed on a DC 20 Strength saving throw or be pulled 20 ft. closer to it. A creature coming into contact with the Windy Blade when the Reversing Blades are active suffers 117 (18d12) slashing damage.

Windy Blade The Windy Blade will continue to spin, blowing air and debris into the chamber or pulling creatures toward it, at GM discretion, until the gearbox is disrupted or destroyed.

Gearbox Chamber The blades protecting the gearbox within the Gearbox Chamber will churn unless stalled by a creature who succeeds on the requisite skill checks necessary to keep it still. The Gearbox Surge will continue to pulse on its turn per initiative unless the gearbox is destroyed.

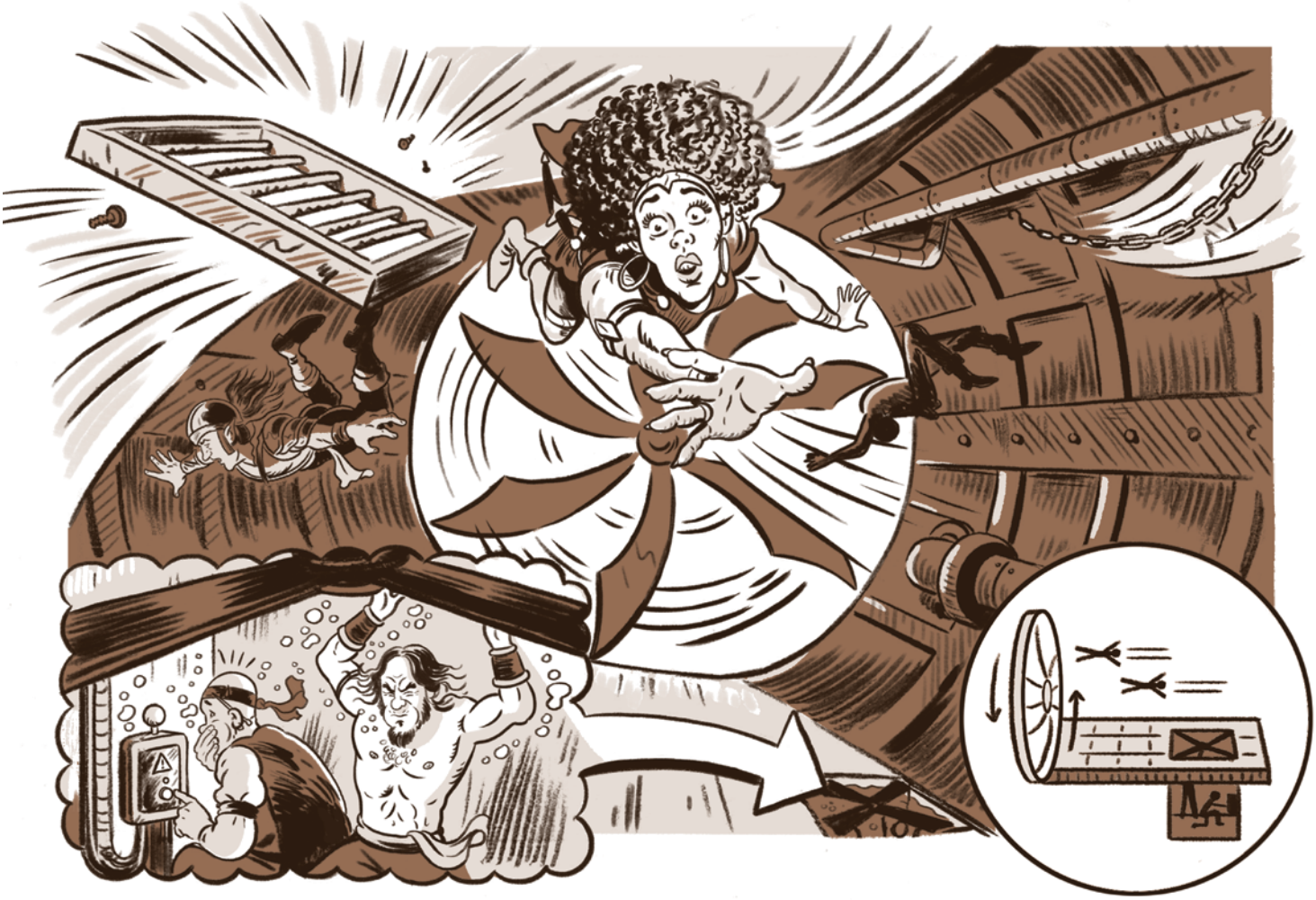
DISARMING

Each of the trap's active elements can be thwarted by particular countermeasures.

Windy Blade The Windy Blade can be rendered useless if half its blades are destroyed or if the gearbox is disrupted or destroyed, as outlined below.

Gearbox The Windy Blade's gearbox, protected in the Gearbox Chamber, can be destroyed or disrupted by a creature either through brains or brawn. The gearbox has an AC of 18 and 90 hit points. Because it is underwater, ranged attacks against the gearbox automatically fail. Most melee attacks are at disadvantage (exception: dagger, javelin, shortsword, spear or trident). Damaging the gearbox activates the Reverse Blades as outlined above.

Dexterity (Thieves' Tools; Tinker's Tools), DC 17 As an action, a creature can try to disconnect the gearbox from the aspects of the Windy Blade it powers. Because it is underwater, checks made to tinker with the gearbox are made at disadvantage. It takes three successful checks to stop the Windy Blade: one to open the complex system of locks that keeps the gears protected from subterfuge, one to redirect the energy required to power it and a final check to stop it from spinning. Attempting this check activates the Reverse Blades as outlined above.



THE WINDY BLADE This trap is activated when a creature attempts to access the hallway blocked by nine spinning blades. Disrupting these blades can be attempted by disconnecting their power source in a small subterranean chamber, but this chamber is blocked by another set of spinning blades. Damaging the power source in the small chamber causes the Windy Blade to reverse course, pulling unsuspecting adventurers into its dangerous whirl.

GM NOTE: BLADE STOPS, DOORS CLOSE

As a final protective measure to prevent subterfuge, the engineers who created this gargantuan trap built in a failsafe that closes the access doors to the Gearbox Chamber. If the Windy Blade stops spinning, the access doors to the Gearbox Chamber immediately begin to close. Any creature within the Gearbox Chamber when the doors begin to close must succeed on a DC 15 Dexterity saving throw or will be trapped in the waterlogged chamber with no access to oxygen. Opening the Gearbox Chamber doors requires a successful DC 22 Strength (Athletics) check or another solution at GM discretion.

The Path of Most Resistance

Complex trap (level 5–10, deadly threat)

Conversations about deadly traps within a dungeon are always about the spleen-splitting pendulums or vats of acid obscured by illusory stone tiles. "But what if the trap *was the journey itself, man*? You know, the traps we meet along the way?" These were the mead-soaked ramblings of the odd but brilliant mind behind the Path of Most Resistance, a turntable-based trap that shifts in danger as creatures attempt to traverse it.

Trigger & Flavor Walking through this narrow hallway and its trigger beam activates the turntable built underneath it, spinning the pathway rapidly beneath the party's feet. A shining surge of purple light, a no longer invisible trigger beam, emanates from the ceiling, blocking the path forward. Each creature that walks through this beam will shift the turntable again.

> As you walk further into this hallway, a steady beam of purple light suddenly shines brightly from the ceiling 10 ft. ahead of you and over your shoulder, illuminating the area directly behind you. The floor beneath your feet begins to spin rapidly, and the bricks you were once standing on begin to rotate to your left as a trough of flame appears to shift under the wall to your right, aligning with the hallway as you try to scamper away.

INITIATIVE

The trap acts on initiative counts 20 and 10.

ACTIVE ELEMENTS

The Path of Most Resistance features two distinct elements: its Trigger Beam and its Turntable of Paths. These separate components affect each other in different ways.

Trigger Beam (Initiative 20) This ray of purple light is dormant and invisible until a creature walks into its path. Once a creature passes through the beam, it turns a brilliant shade of purple, illuminating a 10 ft. area of the path. When the beam's trajectory to the pathway is broken by a creature, a signal is sent to the Turntable of Paths, which spins at GM discretion as outlined on the Possible Path table below, revealing a new path.

On initiative count 20, the beam can target any creature within 120 ft. of the beam and fire a *ray of sickness* (+9 to hit). On a hit, the creature suffers 18 (4d8) poison damage and must make a DC 16 Constitution saving throw. On a failed save, they are also poisoned until the end of their next turn.

Path Table

Each time the Trigger Beam breaks contact with the Turntable of Paths, at GM discretion (ex: a creature walks through it) roll 1d4. This roll reveals the new pathway that will spin into place as the Turntable of Paths rotates.

1d4	Path of...
1	...No Resistance
2	...Fire and Blood
3	...Storm and Steel
4	...Oozes and Bruises

Turntable of Paths The Turntable of Paths has four paths that are each 100 ft. long. They all feature different obstacles as detailed below.

- **Path of No Resistance.** This path is clear of impediments.

- **Path of Fire and Blood.** This path is a raging flame. Any creature that ends its turn on this path suffers 55 (10d10) fire damage. This path features evolved forms, as outlined in the dynamic elements section.

- **Path of Storm and Steel.** This path is a trench of continuous lightning. Any creature that enters the path or ends its turn there suffers 36 (8d8) lightning damage and must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn. This path features evolved forms, as outlined in the dynamic elements section.

- **Path of Oozes and Bruises.** This path is a living organism with the properties of a **gelatinous cube**. It acts on Initiative 10. The path is 5 ft. deep and is difficult terrain. Any creature that ends its turn on this path suffers 21 (6d6) acid damage. A creature on this path when the Turntable of Paths rotates is knocked prone, is blinded and has no access to breathable air. These conditions end when the path rotates back into the chamber. This portion of the path has 230 hit points and AC 10. This path features evolved forms, as outlined in the dynamic elements section.

DYNAMIC ELEMENTS

The Turntable of Paths becomes more dangerous the longer the trap remains active.

Turntable of Paths (Initiative 10) This turntable spins each time the Trigger Beam ceases to shine upon the path. On initiative 10, the path undergoes a transformation if not exposed to the beam. If a path has already transformed but shifts again, it enters its final form.

- **Path of No Resistance.** This path is clear ofimpediments.

THE PATH OF MORE RESISTANCE This trap is triggered when a creature walks through this hallways and passes through its Trigger Beam, which turns purple and shifts the Turntable of Paths beneath the feet of any in the hallway. The walls of the hall remain fixed in place as four distinct paths move into place and are affected by the Trigger Beam. The paths become more dangerous the more they are exposed to the beam.

• **Path of Fire and Blood.** This path is a raging flame that begins to summon **fire elementals**. Any creature that ends its turn on this path suffers 55 (10d10) fire damage. On initiative count 10, two fire elementals spring forth and seek to drag any creatures they can into the flames.
Final Form. The path itself seems to breathe and flings fireballs at any creature with a pulse. On initiative count 10, this path can cast *fireball* (5th level).

• **Path of Storm and Steel.** This path is a trench of continuous lightning and **flying swords**. Any creature that enters the path or ends its turn there suffers 36 (8d8) lightning damage and must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn. On initiative count 10, two flying swords formed of steel and electricity rise from the path and menace any they can.
Final Form. The flying swords gain the ability to cast *thunderous smite*.

• **Path of Oozes and Bruises.** This path is a living organism with the properties of a gelatinous cube with a Strength of 20, and its pseudopod attacks are now +7 to hit. They deal an additional 10 (3d6) bludgeoning damage on a hit. The path acts on Initiative 10. The path is difficult terrain. Any creature that ends its turn on this path suffers 21 (6d6) acid damage. This portion of the path has 230 hit points and AC 10.
Final Form. This living path can move beyond the confines of the turntable up to 40 ft. per turn. It can use its engulf feature on up to three creatures at a time.

CONSTANT ELEMENTS

The Trigger Beam and Turntable of Paths (including any creatures summoned by the Trigger Beam) remain active until the Trigger Beam is destroyed or bypassed.

DISARMING

The Trigger Beam can be destroyed. The beam's housing mechanism has an AC of 15 and 200 hit points. The Trigger Beam can also be commandeered. If a creature were able to access its arcane controls, they could disable the beam as well as automatically trigger the turntable to spin itself until their desired pathway becomes visible. This would require three successful DC 17 Dexterity (Thieves' Tools/Artificer Tools) checks, one to remove the plate hiding the controls, one to remove the lock mechanism that keeps undesirables from fussing with it and a final check to gain complete control over the Turntable of Paths.

PUZZLES

A series of challenging prompts for your party to solve, these puzzles present opportunities for you to engage your players (as well as their PCs) in a dynamic, rewarding way.

110
RHYMES & RIDDLES
What's easy to ask but difficult to answer? These riddles.

117
CIPHERS
Coded messages and the mechanics behind them.

122
GATEWAY PUZZLES
The way is shut, but not if you can solve these puzzles.

Rhymes & Riddles

There are cryptic creatures throughout the realm, many of whom enjoy a playful battle of wits with any who may cross their path. Whether posed to your party by sphinxes or satyrs or simply a savvy saloon owner who's passing the time by quipping to her customers, these riddles can be the end of a challenge or the start of one. While many of the puzzles your party may encounter during their adventures involve complex mechanics and magic, some might be as simple as a few veiled words. But simple doesn't necessarily mean easy, as any sphinx would tell you (a sphinx would tell you very little about anything, but you get the idea). These riddles and brainteasers can be presented however you wish; they could be carved on a sealed door or presented by the bouncer standing in front of it. Stating the answer could stall a trap or reveal the item necessary to keep it from destroying everybody nearby. As you read each riddle, you're likely to imagine a dozen scenarios into which you could place them, but just in case you have other things on your mind, there's a suggested story scenario for each. And remember: Just because your players might not be bright enough to solve a riddle, doesn't mean their characters can't figure it out. If your party is stuck, their characters can always roll an Intelligence check to gain a hint with DCs established at GM discretion.

1 **We guards can be short**
We guards can be tall
And without guards like me
The whole city would fall.

Answer: *Walls*
Scenario: The walls in this room are illusory and can be walked directly through. Most of these fake walls are covering actual walls, but in one corner is a crumbling bit of wall the party could walk right through into another part of this dungeon, temple or castle.

2 **I can help you to rest**
Or to block out the sun
But unless you're a cyclops
You'll need more than one.

Answer: *Eyelids*
Scenario: In order to pass through the forthcoming hallway, you must walk through it with your eyes closed—otherwise you'll be doomed to suffer a terrible curse as you witness the ghosts that haunt these halls.

3 **I flow like the ocean**
Splashing in a red cave
Swap me to show your passion
Release me to show hate.

Answer: *Saliva*
Scenario: A patron at the local tavern offers 4gp to serve the answer to his riddle to a disorderly orc while he's distracted.

4 **My skin has been stretched**
My body beaten
Time and time again
To keep the time.

Answer: *A drum*
Scenario: A performer at the town market requests this item, promising that if you bring it to him, he can use it to cast a spell of good fortune.

5 **A castle made of brick and stone**
Takes twenty years to make
The bricks I need to finish it
How many does it take?

Answer: *One (only one brick is required to* complete *a building)*
Scenario: After being presented with this riddle and divining its answer, the party might notice that the blocked archway through which they need to pass is missing a single brick. A DC 15 Intelligence (Investigation) check reveals the missing piece among a pile of other cast off stones. Placing the brick in the archway triggers the wall at the other end of the arch to slide aside, opening the next chamber.

6 **I start the day and end the end**
And do the same for your dear friend.

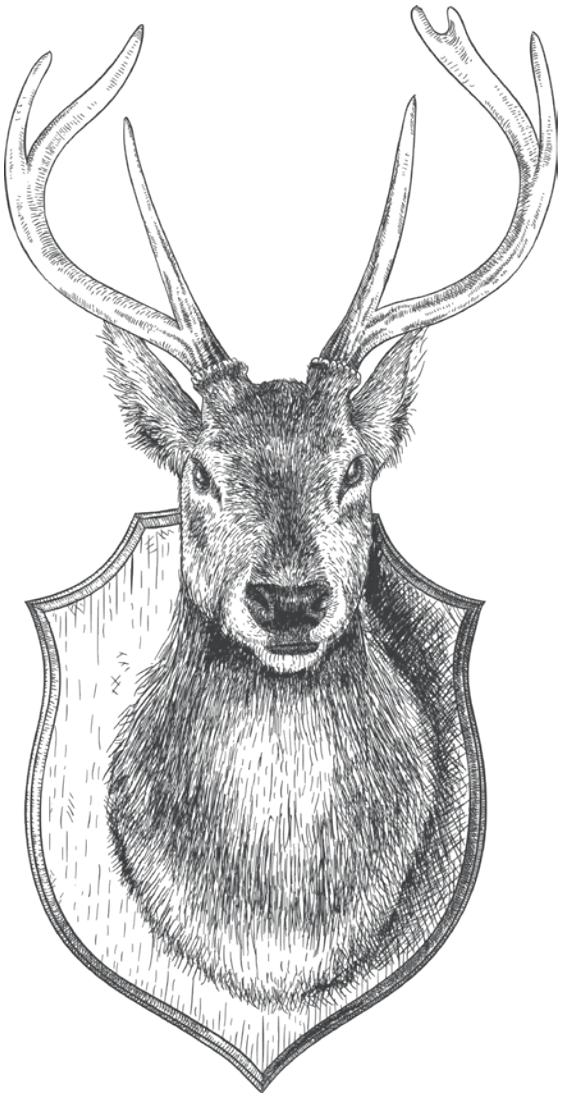
Answer: *The letter D*
Scenario: Beside the dungeon room door upon which this poem appears is a table featuring a chess set, a dice bag containing a six-sided die and a playing card with the number 4 on it (the number that corresponds to the letter D in the alphabet). "Card" ends with D. Dice begins with D. When the number 4 is rolled on the dice, the door opens.

7 **I'm always moving just a bit,**
until I am sky high.
I never lie down even once,
that is, until I die.

Answer: *A tree*
Scenario: The door that leads to a druid's temple is locked with a particularly special mechanism. Though a ring with two dozen iron keys hangs next to the door, none of these keys open the lock. Only a twig from the nearby oak tree will do the trick.

8 **I'm difficult for you to hear**
Say my name and I disappear.

Answer: *Silence*
Scenario: When this chamber is completely silent for one full minute, the spirit of an elven queen reveals itself. Unfortunately, the slow, steady drip of a nearby leak in the ceiling prevents total silence.



9 **This crude crown of sorts**
My dear friend is donning
Bucking the trends
And attracting some fawning.

Answer: *Antlers*
Scenario: A playful merchant says if you can bring her an exquisite example of the answer to this riddle, she will sell up to half her wares at a quarter of their price.

10 **Once living, now I'm empty**
Though it's not so bad it seems,
For I can hold a thousand worlds
And even all your dreams.

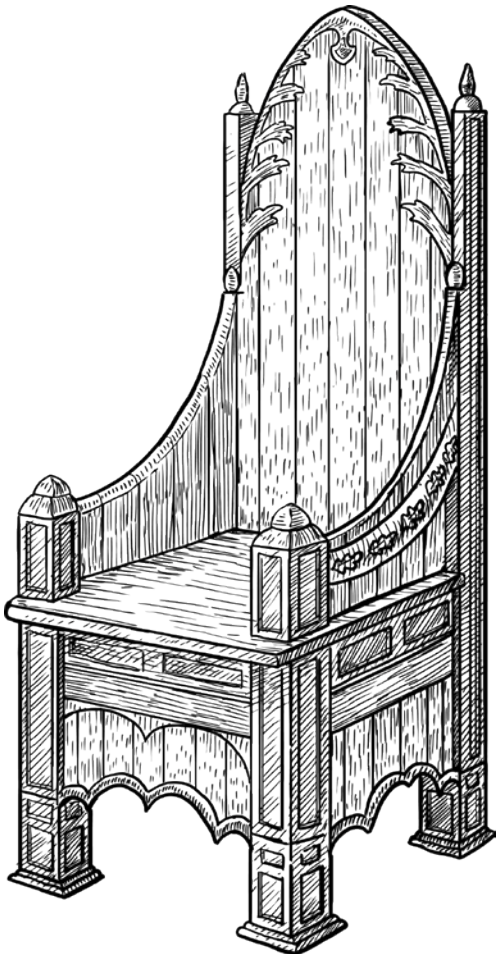
Answer: *A blank page*
Scenario: The bard that guards the door to the Underlings' hideout has asked the party for something to inspire him. He offers this riddle as a clue. If given a blank sheet of parchment, he will stand aside or offer to compose a poem detailing their exploits.

11 **I've a face for all but Sunday;**
fortunes and debts I've cast away.
If you twin me as a pair,
my wink turns to a serpent's glare.

Answer: *A die*
Scenario: A burly, intimidating fellow holding an empty cup refuses to let anyone enter the back room he's guarding unless they solve his riddle and beat him in a roll of the dice. His dice are loaded, so he rolls at advantage.

12 **In a place with rules demanding,**
If you sit you must have standing.
If you wait to use me, fine:
There is but a single line.

Answer: *A throne*
Scenario: The satyr who shares this rhyme explains that he is eager to acquire an item, but only gives this riddle as a clue to his desires. If the party gets the riddle correct, one interpretation of his request might be "I wish to become king." But it's entirely possible he wants the players to steal the physical throne for him instead—it's very fancy and looks particularly comfortable. Plus, the look on the king's face...haha! What a lark!



13 **No answers if you question me;**
I'll question you instead.
But if you shout I'll answer thee,
to say what thou hadst said.

Answer: *An echo*
Scenario: The only way to get the door marked with this passpoem to open is to shout loud enough for your voice to echo throughout the dungeons. Unfortunately, shouting does have a tendency to alert the undead who stalk its halls.

14 **I aim to flatten out the round,**
And reveal the nature of the ground
Should you lose your way (or worse)
It's likely that you lost me first.

Answer: *A map*
Scenario: The court jester who poses this riddle is also an amateur cartographer and would be willing to give a copy of his latest draft of the realm to any who guess the answer to his riddle. It's worth noting, however, that his maps are not very good.

15 **I can make houses**
Or I can make men
I'm dust when you stop moving
But I thrive beneath your skin.

Answer: *Bones*
Scenario: The party has found the secret door in this chamber, marked with this riddle in an ancient tongue. There's a pile of bones in a darkened corner. Perhaps the lock requires a literal skeleton key?

16 **My feathers give the gift of flight;**
And yet I never nest.
My landings turn men ghostly white
And swiftly end their quests.

Answer: *An arrow*
Scenario: You stumble across a massive oak tree with this riddle carved into it in elvish. If you speak the riddle's solution, a knot on the tree creaks open, revealing a hidden compartment at its base. Inside are three ***arrows of slaying***. The creature type associated with these arrows is at GM discretion.

17 **I am no artist's model, and yet you have to draw me.**
I'm truly awful solo: I need a partner sorely.
I like violence. Or is it violins?
Depends on where you saw me.

Answer: *A bow*
Scenario: This riddle is written in halfling at the base of a statue of a halfling adventuring party in action: A cleric with his ax drawn, a ranger with her bow notched and a bard playing a violin. The bard is playing the violin without a bow, while the ranger's bow lacks an arrow. Placing an arrow in the ranger's bow would open a hidden compartment in the statue revealing an ***oathbow***, while placing an instrument's bow in the bard's fingertips opens a hidden compartment revealing an ***Instrument of the Bards***.

18 **Though my size**
Is quite immense
I'm light as a feather
Because I'm not dense.

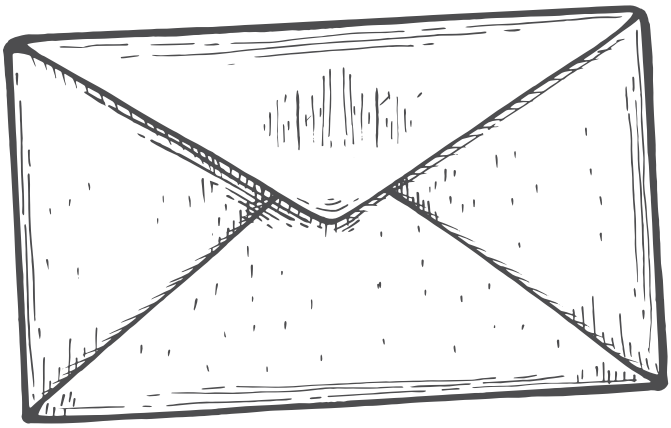
Answer: *A cloud*
Scenario: A cloistered prince offers a prize of 500gp to the first person who solves this riddle by bringing an example of the answer to him in a small trunk.

19 **I sprout from roots above the ground**
In every town I can be found
The more I die the more I grow
You'll lose me when you start to slow.

Answer: *Hair*
Scenario: A small bowl with a bit of ash in the basin sits on a plinth next to a sealed steel door, with this riddle written in dwarven around it. When a lock of dwarven beard hair is set on fire inside the bowl, the door opens (mostly to let the smell escape).

20 **Everyone gathers when I start to dance**
My name evokes danger, or is it romance?
I can end hunger and I can end lives
And when I die out, I still may survive.

Answer: *Fire*
Scenario: Your party comes across a mysterious sculpture in the woods with these words etched into the ground around it. The statue is made of a sturdy wax that, when melted down by the flame of a torch, reveals a collection of 400gp in rubies and topaz.



21 **I start and end with letter "e"**
And yet contain one letter.
And when you're holding onto me
You will feel worse or better.

Answer: *Envelope*
Scenario: This riddle, which arrives in an envelope marked with the duke's seal, is a clue: His actual message to the party, a treasure map noting the location of a nearby dungeon, can be found by holding the watermarked envelope up to a source of light. This hidden message can be discovered with a successful DC 18 Intelligence (Investigation) check or at GM discretion.

22 **Four friends tightly o'er the bridge they cling.**
They do not scream.
But when their fifth friend joins, they sing.

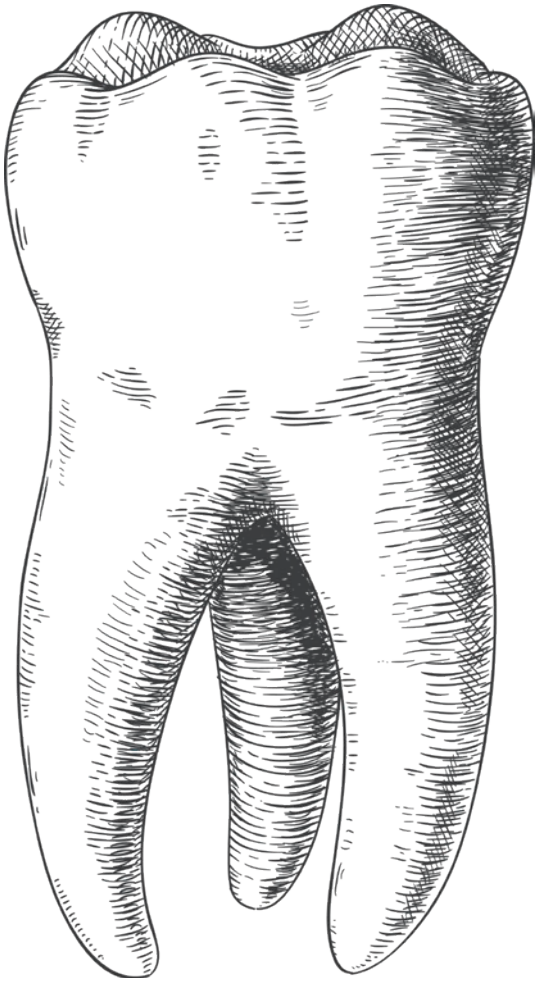
Answer: *A violin*
Scenario: The elf guarding the entrance to a rare library requests the answer to her riddle as well as a tune played on a violin before she'll let your party pass.

23 **We've been down this road**
Running in circles each day
We are better together, wouldn't you say?

Answer: *Wheel*
Scenario: A merchant tells your party that if they bring him a wheel to repair his collapsed cart, they are welcome to take six items from it.

24 **Find me down below**
Empty, though to some,
Full of possibilities.

Answer: *Hole*
Scenario: An elf sitting in a large oak requests the answer to the riddle be placed at the tree's base. If a member of the party digs for more than one hour, they can add +1 to their Strength modifier, to a maximum of +6.



25 **Sometimes I am yellow**
But start my days in white
My allies often are aligned
Although we tend to bite.

Answer: *A tooth*
Scenario: The guard at the gate to this backwater causeway requests the answer to this riddle as well as an example of it from one party member, at GM discretion. If two members are willing to part with a tooth, she'll throw in a bonus—one from her private collection.

26 **I have no legs or arms or torso**
No head or neck or feet below,
Yet I stand straight and tall in youth,
Getting shorter when I'm long in the tooth.

Answer: *A candle*
Scenario: On the side of a small rock face, you find a miniature cave, about 2 ft. tall and 7-10 ft. deep. You notice runes carved into the cave's wall, moving inward. They spell out the above riddle. If you are able to solve the riddle, a ***candle of invocation*** appears at the cave's back wall.

27 **I can soar through the air with ease**
But I'm not something you'll want to seize
My namesakes are scattered across the sky
If I catch your eye, it's lights out—goodbye.

Answer: *A throwing star*
Scenario: A maiden in the nearby town will train an adventurer to become proficient at wielding this if they can guess what it is.

28 **A bone in the throat,**
A sliver in the boat,
I'll get under your skin
Lest your gloves be too thin.

Answer: *A splinter*
Scenario: A shady character at a tavern surreptitiously pricked you with a poison-tipped splinter. If you guess the answer to his riddle, he'll leave you the antidote, then offer you a job.

29 **I am the one that shifts between worlds**
and hinders all who follow
To name me is to speak of love
Though what I block is hollow.

Answer: *A door*
Scenario: The party enters a chamber with no other signs of egress. This riddle is presented by a nasty ghost. If they state the answer plainly, another door will appear. If they do not, the ghost may try to exit this chamber by embodying one of their forms.

30 **I don't bite my nails**
But I like to attack them
Headfirst and mouthless and clawing when required.

Answer: *Hammer*
Scenario: If you bring a swordsmith the answer to this riddle, he will sharpen and improve any of your party's blades free of charge.

31 **Two and two again**
will always equal four
unless you pair them in a way that
equals 18 more.

Answer: *22*
Scenario: The farmer who presents this riddle needs the answer in order to remove the curse that's been ruining his crops. The imp that cursed him won't be pleased that he's sought help.

32 **Among 12 crowned comrades**
my time alone has come.
Kings, Queens and Knaves, ironclad
watch my sword find the side of my dome.

Answer: *The King of Hearts*
Scenario: You notice this riddle above the bar in a tavern, carved into a small brass plate with a Joker playing card hammered into the corner. If you solve it, the barkeep will offer you the chance to draw cards against him for 50 percent of the coin in your pocket, putting up a ***corpse slayer*** blade as his side of the bet. High card wins.

33 **I cover your front better than a fine coat**
and when I am wooden, I also can float.
If someone attacks you then I'll take the lead
as you carry me forward to do a good deed.

Answer: *A shield*
Scenario: At a tourney ground in an unassuming town square, you find a statue of an archery champion taking aim. His arrow points to a small fountain across the square, where you find the above riddle carved into the base. If you solve the riddle, a small platform rises from the fountain. Resting on it is an ***arrow-catching shield***.

34 **When I sleep I lay like you**
but I do not take off my shoes.
I may have 15 extra hands
and I'll show you new, exotic lands.

Answer: *A horse*
Scenario: You take shelter in a deep cavern at the foot of a granite hill. As your eyes adjust to the darkness, you notice this riddle carved into the stone. If you solve the riddle you notice something shining in the rock just below the riddle. You pull and twist, revealing three hidden spell scrolls for the *phantom steed* spell.

35 **Upside-down sunrise**
Or am I a crescent moon?
I'll make you squint
And remove all your gloom.

Answer: *Smile*
Scenario: An angry orc refuses you to let you into a chamber unless you greet him with the non-verbal password.

36 **I'm torn from my home and trampled**
Then locked in the dark and sampled
Trapped in glass and sold for gold
My strength grows as I grow old.

Answer: *Wine*
Scenario: A drowsy, shady innkeep is hesitant to give the party information about how to enter a nearby castle undetected unless they bring him what he treasures above all else.

37 **Alive, but I don't breathe air**
I'm known as vibrant and fair
I prick when held
I soothe when smelled
And my musk is quite debonair.

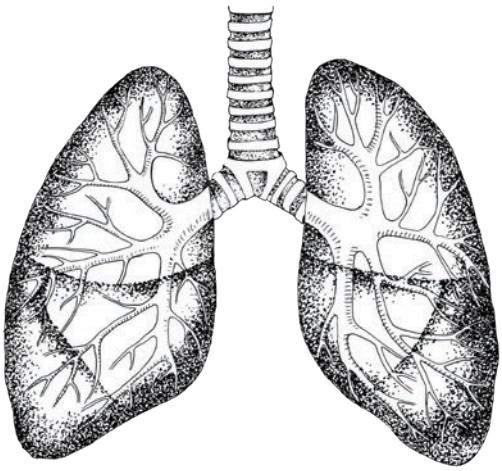
Answer: *A rose*
Scenario: If the party manages to bring the alchemist this ingredient, he will give each of them a ***potion of greater healing***.

38 **Some call me seedy, of me man was forewarned**
Still, he got too greedy, and rotted his own core.

Answer: *An apple*
Scenario: Within an apple in a nearby fruit bowl is a slip of paper containing another riddle, at GM discretion. The answer leads to a treasure worth 500gp.

39 **I stay hidden in your breast,**
and move a bit when you're at rest.
Fill me up so you can laugh,
I'll be drained in your epitaph.

Answer: *Lungs*
Scenario: The archduchess has something the charming assassin wants. The riddle is all he provides as a clue for what he desires, in exchange for 2,000gp.



40 **Everybody understands**
That time flows but one way.
Yet I'm the only place where today
Comes fore yesterday.

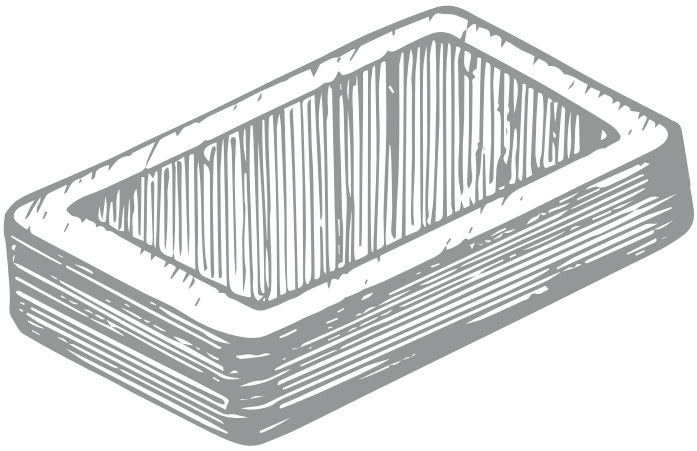
Answer: *A dictionary*
Scenario: A wizened scholar has lost his edition and is seeking a replacement in exchange for knowledge that can lead to the equivalent of five ritual spell scrolls (one level 5, five level 1s, etc.).

41 **I go up and down all over town**
And yet I never move
If you look real hard at me
I'll change my meaning too.

Answer: *Stairs/Stares*
Scenario: The dashing alley cat smiles broadly then states that the party need only find the location of the largest version of this in town. The hidden entrance to a local fight club is beneath them.

42 **You cut me on a table**
But you never take a bite
And draw me when you're ready
For an evening of delight.

Answer: *A deck of cards/cards*
Scenario: The queen wants to play hearts. She can't expressly say so. But if one of her guests produced a deck, well, the laws of hospitality would require she at least indulge in one game. Or several. Playing hearts with the queen is the key to beginning an alliance.



43 **Forward I am heavy, yet backward I am not.**
And if you add a guess to me I help you talk a lots.

Answer: *Ton*
Scenario: This riddle, which appears at the base of a statue of a colossal elephant holding a platter in its trunk, is a clue that placing an exact ton of material on its platter is the key to unlocking a secret staircase beneath it.

44 **I know for sure that I am odd.**
Of that I am believin'
But if you steal just once from me,
I suddenly am even.

Answer: *Seven*
Scenario: A door blocked with 100 locks is decorated with a carving of a fish that seems to sing this rhyme repeatedly. The statue features 100 keys hanging beneath it. Seven keys in the locks would open the door.

45 **Many keys I do possess,**
But can't open a lock
Your feet will move in time
As all your fingers take a walk.

Answer: *A piano*
Scenario: An ailing bard delivers this riddle in the hopes that the party will "find one" he can use. If they deliver it, he'll share a secret or three about the prince and her brother. Oops, said too much.

46 **I'm lighter than a feather**
And rise to water's top.
But hold me for a bit too long
And you'll begin to drop.

Answer: *Breath*
Scenario: An enterprising (if eccentric) wizard thinks this is the secret ingredient to his single-use *fly* potion. Give him five jars of it, and he'll make the swap.

47 **I can touch earth**
and also the sky
but if I touch you
you'll probably die.

Answer: *Lightning*
Scenario: When the answer to this riddle is revealed, the secretive sorcerer who posed it would bow, then share a small ring—which can cast *call lightning* 1d6 times before it vanishes with a crack of thunder.

Ciphers

If your players enjoy cracking codes as much as they do skulls, throw a real-world puzzle their way in the form of a cipher—basically a jumble that multiclassed into rogue. Ciphers have a long history in the realm of espionage, but they're right at home in a dungeon or crypt if that fits with your design.

To start, write the message you intend to obscure. Maybe it's a clue for where to search for a key that unlocks a chest or the information they'll need to ensure they spot an assassin at the state dinner. Your message can be whatever you like. As an example, perhaps it's a passphrase to a well-known criminal haunt that presents a front as a dive bar with no food:

"ASK FOR THE HOT SOUP"

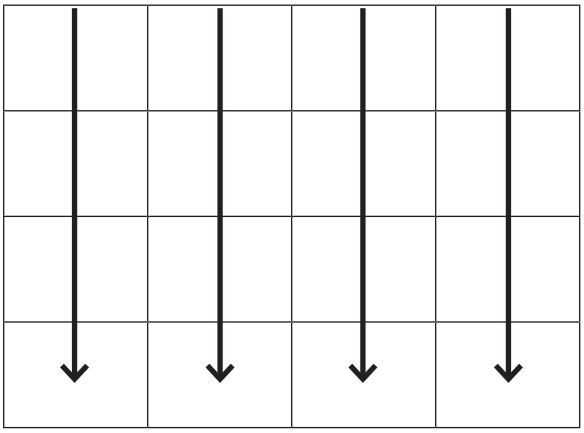
Once you have your phrase in place, count the total number of letters. Divide your letters into an easily sorted box made of rows and columns. In this case, with 16 letters, you can use a 4x4 grid:

If you have a message with a number of characters that doesn't conform to an easy grid (meaning 3x3, 3x4, 4x4, 4x5, 5x5, 5x6, etc.), add a few X's as "nulls" to fill out the rest of the necessary characters to get the number you need. From here, fill in the letters in a way that makes sense to you. Here are some examples of how to input your letters and determine your code.

Horizontal to Vertical

In this example, start with the upper left corner and input your message one letter at a time across each row. Once complete, your coded outputs are the jumbled letters in the columns as you read them top to bottom. Write them out as they appear in the columns to complete your code.

A	S	K	F
O	R	T	H
E	H	O	T
S	O	U	P

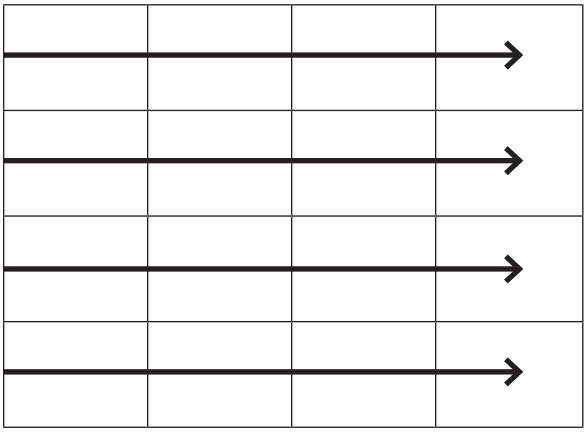


AOES SRHO KTOU FHTP

Vertical to Horizontal

In this example, start with the upper left corner and input your message one letter at a time down each column. Once complete, your coded outputs are the jumbled letters in the rows as you read them top to bottom. Write them out as they appear in the columns to complete your code.

A	O	E	S
S	R	H	O
K	T	O	U
F	H	T	P

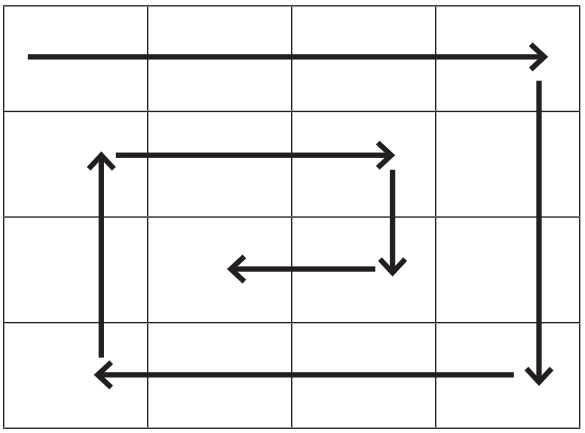


AOES SRHO KTOU FHTP

You might have noticed this coded output is the same as when the code was created using the horizontal to vertical method. That's because the grid has an equal number of rows and columns (4x4). If the grid had more or less rows than columns (ex: 4x6 or 5x4), the outputs would vary when input horizontal to vertical vs. vertical to horizontal.

Clockwise to Horizontal

Start by inputting your message in a clockwise manner beginning with the top left corner, working your way to the center. Once completed, use the letters as they appear in rows to present a code that's harder to crack.



A	S	K	F
T	S	O	O
O	P	U	R
H	E	H	T

ASKF TSOO OPUR HEHT

Using Ciphers

Now that you have your outputs, consider how you could present them to your party. Maybe your coded message is carved into the top of the bar or written in Thieves' Cant on the back of an inn's menu. Perhaps the party discovered a spare piece of parchment featuring the coded message on an NPC they intercepted on the way to the space where they need to use the code. You can hide the coded words in the room's architecture or furnishings (maybe the 16 bottles on the bar are labeled in order with the letters you need them to know).

Once your party sees the letters, they may start to piece things together—but they might not know they're trying to solve a cipher unless you give them an extra nudge.

Four four-letter words fit nicely in a 4x4 grid, so perhaps all the windows in the space are conspicuously made of 4x4 grids, or the logo for the bar is 16 squares—maybe the name of the tavern in question, the Sixteen Squares, is a clue unto itself.

Put your mind to work and you'll no doubt find a series of hints that works for you (and more importantly, your party).

Once the party determines they need to place the letters in a grid, they're in the home stretch of solving the cipher. You can offer other clues within the space that might speak to solving the puzzle, however. As an example, perhaps there are four columns in the room, hinting that the code is meant to be deciphered by reading the columns in the grid. Perhaps there is a set of oars on the wall, suggesting "rows" are the way to go. A clock that runs backward might be a telltale giveaway that a cipher is meant to be decoded in counterclockwise fashion.

Alternatively, you could hide a symbol that speaks to your cipher's solution within the space as well.

The following are some examples of ciphers in action, as well as ways to shift their difficulty within your game.

An Answer Key

The message decoded by a cipher can reveal the clues necessary to unlock another code or puzzle within a space.

> There are six small flower beds surrounding a flaming cauldron on the floor in this room, each with uniquely colored flowers—you see yellow daisies, white poppies, purple tulips, red roses, blue irises and black orchids. Each flower is planted in six rows of four flowers each.
>
> The cauldron, which bubbles with arcane energy, is embossed with the phrase "Four blooms, five petals."

The Puzzle The intention is for your party to drop five petals into the cauldron. Which ones? The clue is a cipher, which can be found by doing an investigation check on the cauldron. A DC 12 Intelligence (Investigation) check would reveal four distinct words also carved into the pot:

GBKPOH OLPLLI LAUEDT DCRGWE

Solution The specific layout of the flowerbeds is a 6x4 grid. Arranging the words in a 6x4 grid reveals the following:

G	B	K	P	O	H
O	L	P	L	L	I
L	A	U	E	D	T
D	C	R	G	W	E

If players look closely they'll see the word "gold" spring out right away, and from there, it's a matter of following the letters from the top down and writing out the words:

GOLD BLACK PURPLE GOLD WHITE

Placing one petal of each described flower inside the cauldron in the order expressed above would solve the puzzle, which could open a door or reveal a magic item or start the ritual necessary to raise the Summer Druid from her never-ending slumber.

A Coded Riddle

What's harder to crack than a cipher? A cipher that conceals a riddle. Here's one you can try in a room an NPC wishes to keep locked:

> The exit to this room is locked—there's no keyhole and the doorknob won't give. On each of the room's five walls are random letters, which give off a faint glow every few seconds. In clockwise order starting with the door:
>
> **TURNT UPSIH BWNDE OODED NKROO**

It's possible some party members might assume they're seeing a language they don't understand. The reality is they're looking at a coded message. From there, the party should surmise they're dealing with a cipher.

The Puzzle The five sides of the room plus five five-letter words might lead them to stack the words in the following grid:

T	U	R	N	T
U	P	S	I	H
B	W	N	D	E
O	O	D	E	D
N	K	R	O	O

If they get this far, they will likely come close to the answer, but maybe they need a little push.

Hint There's a small breeze blowing that's kicking dust around on the floor in a clockwise direction, but there are no windows in this room.

Solution Reading the cipher from the top left in a clockwise direction yields:

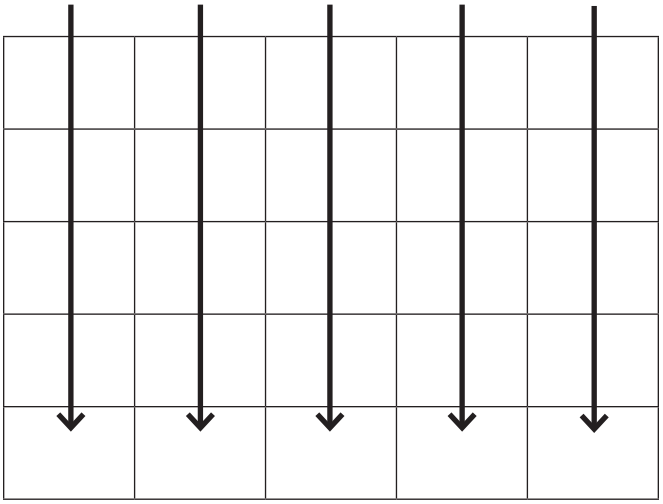
TURNTHEDOORKNOBUPSIDEDOWN which becomes **TURN THE DOORKNOB UPSIDE DOWN** when split apart. That's the answer—but what does it mean? In this case, it's a riddle—the intention is for the individual who wishes to open the door to be "upside down" when they twist it.

The Plot Hook

If you're looking to offer a little intrigue to your next adventure but aren't sure exactly where to start, buy yourself some time by including a vague (but still compelling) message for your party to decode. During your next encounter, leave slips of paper containing the coded words below within the pockets or attached to the fur or embedded in the ooze of whatever creature(s) you choose to throw at the party:

SEWIU
EAINH
ENLDE
KDLYR
MIFOE

When placed in the order above, a top down cipher solution emerges:



SEEK ME AND I WILL FIND YOU HERE

That's the message, but what does it mean? That's entirely up to you. Perhaps a wealthy benefactor wanted to test the party's ability to solve a cryptic message since she has a particularly puzzling job on offer. Or the entity that sent this message could be pulling the strings in one of the lower planes and is seeking mortals to do some of its dark bidding. Whatever you decide, you'll be amazed where a phrase as open-ended as this one will lead your party (as well as how much planning time it can buy you).

What's more, the puzzle's difficulty depends on the order in which your party finds each separate piece. And since you're the one sharing each piece, you can choose the order in which to present them. You can go with

the sequence that keeps the cipher's solution clearly in order or mix things up and present each coded word in a random order, as below.

EAINH
SEWIU
MIFOE
ENLDE
KDLYR

Further Questions

If you're truly invested in sending your party on a quest for answers, start by asking more questions. The following cipher includes a few of the techniques discussed thus far in order to send your party on a proper goose chase where the answer leads them on a path toward solving another mystery/puzzle.

WHERE IS THE KING'S GOOSE?

Twenty letters means we can use a 4x5 grid. For an added challenge, we'll do a clockwise input, followed by a horizontal output:

W	H	E	R
G	S	G	E
N	E	O	I
I	S	O	S
K	E	H	T

WHER
GSGE
NEOI
ISOS
KEHT

These individual collections of letters can be shared with your party in any order you choose over the course of several sessions, perhaps by a deft-handed putpocket or by post at every inn in which they lay their heads. A final clue, a 4x5 grid with empty squares, can be shared when you're ready for them to put the pieces together.

What does this clue mean? That's entirely up to you, but an example is provided for ease of use:

The king's goose, of course, is in his kitchen, ready to be served—which is to say, "the king's goose is cooked," a roundabout way of saying it's too late for him, as he's being slowly poisoned by his head chef. Perhaps if the party works quickly, they can stop this meal from being served.

Other Ciphers

Looking for more ways to puzzle your party? Try these simple cipher styles at your next session.

Caesar Cipher

A form of code worthy of the Roman Legion, this cipher starts with shifting the entire alphabet by any number of letters you wish. You then rewrite the phrase with the new alphabet.

"YOUR PALADIN WILL BETRAY ALL OF YOU. I WON'T."

A → G, a six-letter shift creates a coded message:

EUAX VGRGJOT CORR HKZXGE GRR UL EUA. O CUTZ.

In general, Caesar ciphers are easier to solve when they include a word with one letter (a, I).

Rail Fence Cipher

Another transposition cipher, the rail fence cipher starts by inputting your intended message diagonally up and down a series of imaginary rails on fence. In this example, we'll input the following message on a fence with three rails (you can use as many rails as you like).

"THE QUEEN'S MAGE-SLAYER WEARS RED."

T . . . U . . . S . . . E . . . Y . . . E . . . R . . .
. H . Q . E . N . M . G . S . A . E . W . A . S . E .
. . E . . . E . . . A . . . L . . . R . . . R . . . D

That input leads to the following coded output:

TUSEYER
HQENMGSAEWASE
EEALRRD
Which becomes: **TUSEYERHQENMGSAEWASEEEALRRD**

A helpful NPC could mention they know that some members of the queen's court use rail ciphers to send messages. Since this message was shared with a sketch of a three-railed fence, that should help get the party going.

Gateway Puzzles

A pair of corresponding statues guarding a sealed door, a locked chest surrounded by scales and balances, a hidden entrance revealed after aligning a series of mirrors to shed sunlight on a darkened wall. These varied puzzles have one thing in common: They block access to something the party wants, and the only way to get it is to solve them. Most of the gateway puzzles presented in this section are framed as barring access to an exit, meaning the goals will be phrased as "to open the door," but you can easily reskin the "door" as a locked treasure chest or secret passageway or any other gateway from here to there. Gateway puzzles are a way to challenge your party to use their brains as opposed to their brute strength or arcane abilities and should prove as vexing to the players at your table as they do the PCs they bring to life during the session. That said, in many cases, a PC could theoretically be smarter than the person holding their character sheet, so at GM discretion, feel free to allow players to roll Intelligence checks for clues to the puzzles' solutions.

Nine Lives

The party must determine the connection between a simple deck of cards, an unlit brazier and the charred corpse of a cat.

> In the middle of this room is an unlit bronze brazier. As you look within it, you see the burnt-black corpse of a cat. Under one of its paws is a small package about the size of your hand, wrapped in leather and knotted with twine.

Mechanics

A character who unties the twine to open the package finds a standard deck of playing cards inside. The deck is complete though organized randomly, containing 13 cards of each suit (hearts, clubs, diamonds, spades) as well as two joker cards. All the face cards feature regal-looking felines, while the two jokers are dogs.

Scrawled on to the inside of the leather wrapping is a short poem, which would be noticed with a successful DC 15 Intelligence (Investigation) check of the leather wrapping:

> **Our small feline friends,**
> **Their wit most distinguished,**
> **Pushed to great ends,**
> ***Their chances extinguished.***

To open the door, the characters must light a fire in the brazier and then cast the ace through nine of hearts into the fire, thus "extinguishing" them.

Each time a correct card is cast into the fire, characters actively looking at the cat's corpse (or who have a passive Perception of 13 or higher) notice the corpse twitch slightly. The order of the cards does not matter, only that ace through nine of hearts are eventually burned.

Once all nine cards have been burned (signifying the nine lives of the cat), the corpse of the cat magically regenerates itself and the cat returns to life, meowing as if nothing is the matter. After a few moments, the cat begins to retch before vomiting up a key to the exit door. The cat then immediately immolates, leaving behind nothing but a pile of ash.

Countermeasures

Casting any cards other than the ace through nine of hearts into the fire spawns a large feline-like **wraith** that attacks the characters until it is destroyed.

> **GM NOTE: FROM BAD TO WORSE**
>
> If the characters throw multiple incorrect cards into the fire at once, consider spawning an appropriate number of **specters** instead of wraiths to avoid disastrous consequences.

Find Your Nose

The party discovers the location of the key they seek is as plain as...well...

This room is jam-packed with rows of shelves and piles of open crates, all of them filled with all manner of assorted mundane household objects—coils of rope; candles; dinner plates; taxidermied beasts including a raccoon, a badger, a fox and a fawn; gardening tools; and the like. A single leather-bound book lies open in a small circular clearing in the middle of the room, as if it were deliberately placed there.

Mechanics

Inspecting the book reveals just a few lines of text written neatly on its open pages:

The key you seek is here somewhere.
Do not be so hasty, or look past what's right there.
We all have one.
Some big, some small, some long and tall,
and even when it's stuffed it can run.

All other pages of the book are empty, and its cover is blank. The answer to the riddle in the book is "your nose." As soon as anyone states that the answer to the riddle is their nose, they will feel a slightly painful, itchy sensation in one of their nostrils. Forcing a sneeze or reaching into their nose reveals a tiny brass key that unlocks the exit door.

Everything else in the room is a non-magical red herring and, as such, can be manipulated or taken from the room at GM discretion. If searching for something specific, the party can find any and all objects from the various equipment packs described in the core rules.

Two Halves

The party must determine how to make a whole in order to leave this space intact.

The door is sealed. In the middle of the room is a simple wooden table, and atop the table is a hand saw.

Mechanics

This room is enchanted. The use of *detect magic* reveals illusion magic emanating from every portion of the walls and door and transfiguration magic emanating from the table and hand saw. This magic cannot be dispelled.

Characters who inspect the hand saw and succeed on a DC 15 Intelligence (Investigation) check find that the flat of its blade is engraved with the words "make a whole again."

The secret to finding the exit lies, predictably, in the table and hand saw, where the characters are instructed to make a "whole." They can reach the exit by first sawing the table into two halves and then joining the two halves together to make the table "whole" again. When this is completed, the door opens.

Alternatively, creating a "whole" through any other means will also unseal the door: a roll of bread split and then rejoined, two pieces of rope tied together with a knot and so on, at GM discretion. If the party decides to saw a circular hole in the table, this alone does not reveal the door. If, however, they fill that hole with the wood they just cut out, the door would open.

GM NOTE: AN ADDED CHALLENGE

If you wish to add a combat encounter to this puzzle, the saw is somewhat sentient and does not want to be used to create a whole unless it has been defeated in combat by a worthy foe. It has the properties of a **flying sword**, with 55 hit points and the following additional feature:

musical saw A haunting, vibration-fueled tune begins emanating from the saw. Each creature within 30 ft. of the saw must succeed on a DC 15 Charisma saving throw or be charmed by the saw. A creature charmed in this way wants nothing more than to protect the saw from harm and will go to any lengths necessary to ensure its safety. This charm lasts for one hour or until the creature takes damage, after which it cannot be charmed by the musical saw for 24 hours. A creature that succeeds on its saving throw against the saw's tune is immune to this effect for 24 hours.

The Soldier, the Cleric and the Hag

The party must identify a horrible hag masquerading in a puppet town.

A dozen stone pews arranged into two equal rows of six face a stage decorated to resemble a colorful town. Behind the thin, painted scenery is a purple curtain backdrop. Three life-sized puppets of wood and fabric in mismatched costumes yell obscenities at each other and grapple on the stage. A fourth puppet, wearing a king's crown and cape, stands to the side with its hands on its head and a frustrated look on its face. As you approach the stage, the crowned puppet turns toward you and shouts, "Please! You must help! The costumes have become jumbled, but we must finish our performance! The hag lurks among us!"

Mechanics

The backdrop of the stage in this room conceals the exit door beyond, which is locked and requires a key to open.

Characters with a passive Perception of 12 or higher will notice a theme to the garments that the three feuding puppets are wearing—they each are wearing the mismatched pieces of three different costumes, specifically a soldier, a cleric and a hag.

One puppet wears a black pointy hat but wields a sword, another is dressed in a flowing white robe while holding a gnarled broomstick and the third is dressed in wooden armor painted to resemble chain mail while wielding a cleric's scepter.

Until the party has spoken to the king, these puppets mostly ignore the characters while shouting obscenities at each other. A casting of *detect magic* reveals strong auras of conjuration and illusion magic emanating from the puppets. Dispelling a puppet's magic reduces it to a lifeless piece of wood; this can be accomplished with a successful casting of *dispel magic* (5th level).

When the characters approach the king, he explains the following while the upper and lower halves of his face bump around together to simulate a working mouth:

The costumes are mixed up! I've no idea which puppet is the soldier, which puppet is the cleric and which puppet is the hag! The puppets refuse to listen to my demands for quiet so we can talk things through. The real cleric always tells the truth, the real soldier always lies and the hag either lies or tells the truth. The hag must be dispatched as quickly as possible so the performance can be finished!

The king provides little other information than this. If the characters press him for more, he repeats the same talking points, suggesting a clear limit to his cognitive function.

The details of the performance are nonsense, and the room is designed to frustrate and bewilder those who enter it. When the party addresses the puppets after speaking to the king, they immediately cease their bickering, turn towards the characters, and speak in turn.

The puppet in the white robe says: "The one in the chain mail is the soldier."

The puppet wearing the pointy hat says: "The one in the white robe is the cleric."

The puppet in the chain mail says: "I'm the hag! Kill me!"

GM NOTE: LOGIC OR FORCE

This riddle is a logic puzzle and its solution can be determined through the process of elimination. The pointy hat puppet cannot be the cleric (who always tells the truth) because if it were, then the puppet in the white robe would also be the cleric. Likewise, the chain mail puppet cannot be the cleric because its statement would be a lie. This means the white robe puppet is the cleric and the puppet in the chain mail is the soldier (who always lies and is lying about being the hag). That means the puppet in the pointy hat is the hag.

Each puppet uses **gladiator** statistics. If the correct puppet is engaged in combat, the other puppets stand by and do not intervene. If the incorrect puppet is engaged in combat, the three bickering puppets all attack the party at once, fighting until they are all destroyed.

When the puppet in the pointy hat is reduced to 0 hit points, a small brass key is ejected from a spring-loaded compartment in its chest, and all other puppets immediately become lifeless and fall to the floor.

Sphinx of Black Quartz

Cracking a cryptic code is the key to unlocking what the party seeks.

> The floor of this room is constructed of large flagstones. Seven of these flagstones are carved with individual runic markings; the rest are bare. An engraving in runic script, similar to the symbols on some of the flagstones, covers much of the west wall.

Mechanics

The seven marked flagstones are arranged in no discernible pattern around the room. Each flagstone bears one of the seven symbols from the following group:

ᚢᚾᚴᚾᛟᚱᚾ

Each of the marked flagstones is a pressure plate that activates when subjected to at least 30 lb. of force. The party will feel these pressure plates activate when they step on the flagstones, or they can identify the flagstones as pressure plates with a successful DC 15 Intelligence (Investigation) check.

A casting of *detect magic* reveals an aura of evocation magic emanating from the runes on the flagstones. Each flagstone is enchanted with a *glyph of warding* spell that can be identified with a successful DC 18 Intelligence (Investigation) check. Each of these glyphs can be dispelled with a casting of *dispel magic* (4th level).

When the pressure plates are activated sequentially in the correct order, the exit door unlocks. The key to determining the correct order of the pressure plates can be found in the inscription on the west wall. The inscription looks like this:

ᛚᛟ ᚴᚾᛟᚱ ᛚᚺᛖ ᚾᚠᛗᛖ ᛟᚹ ᚠ ᚷᛟᛞ ᛗᚨᚾ ᛗᚢᚺᛚ ᛗᚢᚱᚺᛚ ᛒᛖ ᛊᚢᛞᚷᛖᛞ ᛒᚩ ᛚᚺᛖ ᚺᛈᚺᛁᚾᛏ

ᚺᛟ ᚺᚠᚩᚺ ᛚᚺᛖ ᛗᚨᚾ

ᚺᛈᚺᛁᚾᛏ ᛟᚹ ᛒᛚᚨᚠᚲᚴ ᛋᚢᚠᚱᛚᛉ ᛊᚢᛞᚷᛖ ᛗᚩ ᚹᛟᚱ

ᛚᚺᛖ ᚺᛈᚺᛁᚾᛏ ᛊᚢᛞᚷᛖᚺ ᛚᚺᛖ ᚹᛟᚱ ᛈᚢᚱᛖ

ᛒᚢᛚ ᛚᚺᛖ ᚾᚠᛗᛖ ᛟᚹ ᚠ ᚷᛟᛞ ᛁᚺ ᚢᚾᚴᚾᛟᚱᚾ

This is a substitution cipher. Each runic marking corresponds to a letter of the alphabet. The inscription reads:

To know the name of a god man must first be judged by the sphinx.
So says the man
"Sphinx of black quartz judge my vow."
The sphinx judges the vow pure
But the name of a god is unknown.

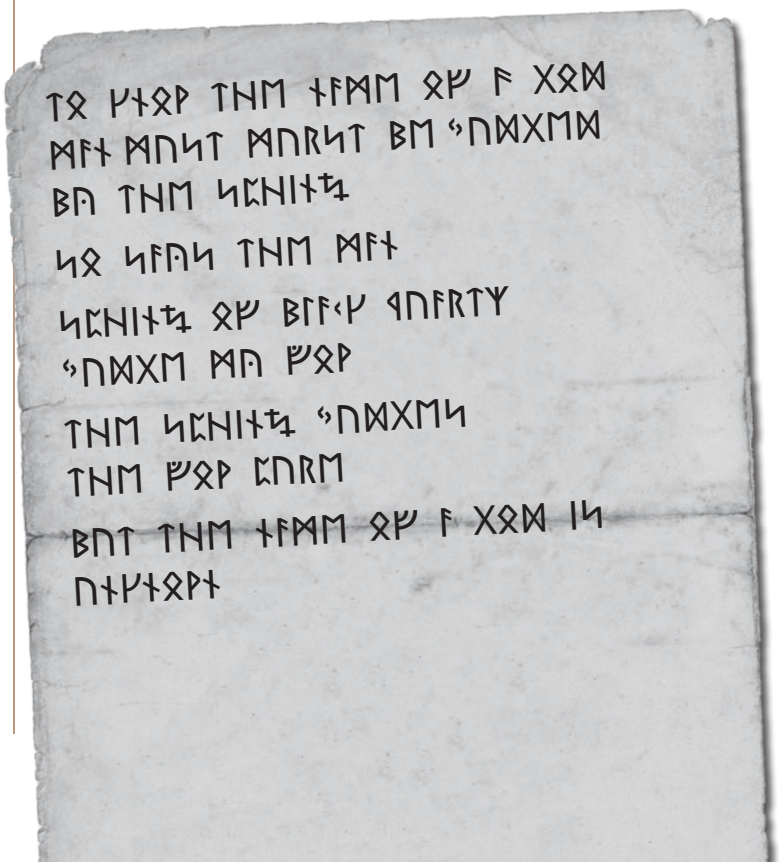
The characters must first translate the runes before they can attempt to identify the correct pattern of the flagstones. Once they've translated the runes, they'll know that each letter of the alphabet corresponds to its own rune. A second examination of the runes on the flagstones reveals they correspond to the following letters of the alphabet:

N, O, W, N, N, K, U

The correct flagstone pattern spells out the only possible word that uses all available letters. That word is the name of a god—"unknown." Each time a character steps on a flagstone in an incorrect pattern, its *glyph of warding* triggers and then resets. Characters within a 20-ft.-radius sphere centered on the glyph must make a DC 16 Dexterity saving throw, taking 20 (5d8) lightning damage on a failed save, or half that amount on a successful one. For example, if the first flagstone a character steps on is marked with the letter K, a discharge is triggered. Stepping on U, the beginning of the pattern, triggers no charge, but instead lights it up a bright marigold color, illuminating the space. Stepping on U and then anything other than N will trigger a charge.

Unlocking the puzzle requires stepping on each flagstone in an order that spells the word "unknown."

> **GM NOTE: JUST N CASE**
> The N tiles can be triggered in any order as part of this puzzle. The same N flagstone cannot be used more than once.



The Manufactory of Mad Babfnaf

The party must build a construct one layer at a time in order to send it through a gauntlet of dangerous devices and reach the emergency shut-off valve. If the layers are out of order, the construct is destroyed.

> You have entered what appears to be some kind of arcane manufacturing space. Rune-carved gears and machinery glow all around you. You see partial humanoid shapes in various states of assembly, some of the machinery still frozen in the act of production. A large glass panel and console dominate one of the nearby walls. A plain stool sits in front of it. There are two nearly completed constructs on the table, each one a rune-carved skeletal frame lit by a pulsing red arcane core. Each is partially coated in a different material: One with a crackling coat of malleable glass and another with dark, dull iron. The bodies are humanoid, but the heads look strangely ursine. On the far side of the room is a gargantuan waste bin full of half-destroyed constructs. The room's only other exit appears to be a faintly shimmering doorway that opens into a chamber filled with green gas. Beyond the gas, you can barely make out another such doorway. The edges of the first doorway are covered in signs that read "danger" and "warning" in a variety of languages, and above the door in Common is a sign that reads "Extreme Environment Testing Chambers."

The only way through this chamber is to walk through the Extreme Environment Testing Chambers, a feat that will prove difficult for any creature that has skin or isn't immune to flame or acid. Fortunately for the party, constructs check all those boxes—they just have to build one that can pass through each room in the testing chamber without falling apart. Each room features a hazard that will destroy every material coating except for one. The party must build a construct using the scrap at their disposal, layering the coating so that the construct can withstand each chamber's environment.

Mechanics

A DC 15 Intelligence (Investigation) check will reveal melted glass, rusted iron and lightning-blasted crystal as well as fragments of stone and a flesh-colored goo in the various receptacles in this laboratory.

A DC 10 Intelligence (Arcana) or DC 13 Intelligence (Investigation) check will activate the glass screen, revealing a magical display detailing the construction of golems using up to five layers of various materials. The options are glass, flesh, stone, iron and crystal. The interface is simple and easy enough that any literate character can operate it. The screen also displays live visuals of each of the testing chambers, and its clear a construct can perform simple tasks (open a door, pull a lever) if directed to do so using this interface.

Beyond the shimmering doorway are five environmental testing chambers for the constructs, each approximately 30 ft. square.

- The first chamber is filled with acidic mist that deals 35 (10d6) acid damage. The glass layer of a construct is immune to this acid.
- The second chamber is entirely filled with swirling water, equivalent to the Whirlpool effect of the *control water* spell with a DC 15 Strength save. The stone layer of a construct is too heavy to be affected by this whirlpool, and is immune to rust.
- The third chamber sprays continuous gouts of flame that deal 55 (10d10) fire damage. The iron layer of a construct is immune to fire damage.
- The fourth chamber is covered in highly conductive shimmering metal that deals 55 (10d10) lightning damage. The flesh layer of a construct absorbs this lightning without suffering any damage.
- The final chamber is covered in cursed runes that summon deadly shadows that deal 55 (10d10) necrotic damage. The crystal layer of a construct converts these shadows into radiant energy, creating an immunity to necrotic damage.

The final chamber contains an emergency shut-off valve for all five chambers, as well as a maintenance door that can allow the party to exit.

Nothing prevents the players from passing through the doorway, but each room causes immediate damage the first time a creature enters it and at the start of each subsequent turn. A creature that succeeds on a DC 15 Dexterity saving throw can realize they are about to experience hazardous environs and abort entry into the room, taking only half damage (or avoiding the whirlpool).

Attempts to teleport through the chambers can be blocked by a perpetual *forbiddance* spell, at GM discretion.

Players can create a construct with layers in the correct order to survive the chambers in sequence. The correct sequence from base layer to outermost layer is:

Crystal
Flesh
Iron
Stone
Glass

The construct has 25 hit points and is assembled on the tables in the room by various appendages and apparatuses. As soon as it is activated, it stands and begins to attempt to progress through the chambers, accepting basic commands in Common (though it will

not leave the chamber voluntarily). As the construct passes through each successive chamber, resolve any damage. If any layer but the correct one is on the exterior, that layer is destroyed. If there are no more layers, the golem is destroyed.

Countermeasures

On each failed attempt, an alarm blares as the system registers an operator error. This triggers the manufactory's countermeasure feature.

On each failed attempt, each creature in the manufactory must succeed on a DC 15 Dexterity saving throw or suffer 28 (8d6) bludgeoning damage on a failed save or half as much on a success as the various construct parts lash out and attack any creatures in the room. The parts then revert back to their dormant state.

The Crown and the Dagger

The party must pair six items with six statues in the proper order; otherwise, they may have to face the ghost of a murdered ruler.

Six towering statues are set in alcoves around the room, each depicting nearly identical hooded figures. Each statue is facing a central table covered with ragged cloth atop which sits an assortment of oversized items carved out of the same stone as the statues: a book, a scythe, a dagger, a spear, a hammer and a crown. A large circular door blocks the exit.

The party must place the correct stone offering in the hands of their respective statue to unlock the door. The statues, items and door all have faint traces of Enchantment magic.

Mechanics

A DC 15 Wisdom (Perception) or Intelligence (Investigation) check reveals the statues are all slightly different:

- The first statue's fingertips are stained black and drip with ink. It pairs with the book.
- The second statue has mud-crusted shoes and pairs with the scythe.
- The third statue has blood-stained hands and pairs with the dagger.
- The fourth statue's hands drip seawater. It pairs with the spear.
- The fifth statue's hands are covered in soot. It pairs with the hammer.
- The sixth statue is spotlessly clean. It pairs with the crown.

Directly interacting with any of the substances associated with these statues is enough to reveal what they are, at GM discretion.

The stone book and stone hammer are quite heavy, requiring a DC 13 Strength (Athletics) check to move into position unaided.

As the statues receive the correct items, the stone hands close over them.

If a statue is offered the incorrect item, it and all the other statues drop the items they are holding.

If the crown is already paired with the sixth statue when the dagger is offered to the third statue, the dagger disappears momentarily then reappears in the chest of the spotless statue, unleashing a torrent of blood and causing any statue holding an item to drop it to the floor. A **wraith** then emerges from the statue and immediately attacks.

Regardless of the order, when the last item is placed, all the statues except for the sixth kneel, raising their items as if in service to the spotless statue holding the crown. The statue holding the crown slowly raises its other arm, pointing toward the door, which then opens.

The Doors Without Traps

The party must make their way through a series of doors that certainly seem trapped, but in actuality are just meant to slow them down. Except for the final door—that one's a mimic.

GM NOTE: APPEARANCES ARE DECEIVING

Less a puzzle and more of a prank, this series of three doors is meant to vex your party as they determine how best to deal with the information they're given and benefits from the tension caused by their potential to be trapped. The first two doors are elaborately adorned with buttons or glyphs—neither of which do anything. The final door is a **mimic**, hoping to catch a few party members who have let their guard down.

DOOR 1

At the end of a straight, narrow hallway, you see a large double door covered in an indecipherable sequence of gears, cogs and various mechanisms. It gleams with an oily sheen and occasionally discharges a small hiss of steam.

A DC 10 Intelligence (Investigation) check reveals three red buttons hidden on this door's surface. Each button pressed causes the gears to whir and clank with increasingly alarming volume. When all three buttons

have been pressed, the door releases a jarring but harmless burst of steam and opens without issue.

A DC 25 Intelligence (Investigation) check reveals the door is entirely harmless.

DOOR 2
Roughly 30 ft. ahead of you in this narrow hallway is another door, carved with arcane ritual markings and inlaid with runes, circles and magical formulas. As you step slightly closer, the door begins to hum, and the arcane markings begin to glow.

This door's humming increases in volume as a creature approaches.

A DC 10 Intelligence (Arcana) check helps identify a sequence of three glyphs that must be traced by the players, while a result of DC 25 Intelligence (Arcana) check also reveals the door is entirely harmless.

As each glyph is completed, the door seems to charge and crackle with greater intensity. When all three glyphs have been traced, the door flares brightly and releases a thunderous sound before opening without incident.

DOOR 3
The door opens into another hallway, this one nearly 50 ft. long but only 10 ft. wide. At the end of this hallway is another door, which from this distance appears to be made of wood and iron.

This door is, in actuality, a giant mimic. It has all the standard properties of a mimic and 106 hit points.

Wands and Keys

A locked door requires one of four seemingly identical keys held behind magical barriers. The party must discern the correct key using only a set of special wands.

Your way is blocked by a massive door with a heavy lock. Around the door are small cube-shaped alcoves blocked with wavering barriers of magical energy. Inside each, you can see an identical gold key. Beneath each alcove sits a wand resting on two hooks. A glowing rune is marked into the stone by each alcove, and the word "open" is written above them in Common.

To open the door, the party must determine the correct key from several copies by using the provided wands. Touching any of the four runes would cause its respective alcove's barrier to open, however, opening any alcove other than Alcove 4 (which holds the real key) causes the keys to reset, magically swapping properties and placement, at GM discretion.

Mechanics

The barrier blocking each alcove is entirely impassible except for the effects of the four wands. *Detect magic* would reveal only that a powerful arcane effect is protecting the keys, as well as the ability to determine if any of the keys are magical. This effect cannot be dispelled.

The first wand deals 1 point of poison damage, the second wand deals 1 point of acid damage, the third wand casts *mage hand* and the fourth wand casts a bright light from its tip. Each wand is labeled with an inscription in common detailing its effect and command word.

Alcove 1

This key is an illusion. It cannot be damaged. The *mage hand* will pass through it and a DC 15 Perception (Wisdom) check will reveal that unlike other keys, its shadow doesn't change even if the lighting changes. If this alcove is opened and the key is revealed as an illusion, it would snap back into place, its barrier would reset. The keys would then shuffle placement, as outlined above.

Alcove 2

This key is an adolescent mimic. The mimic will reveal itself only if it takes damage from the poison wand. It is immune to acid damage. If it is removed, it makes an attack against the nearest creature with a +7 attack bonus. On a hit, it deals 11 (2d8 + 2) piercing damage and 4 (1d8) acid damage. The barrier and key would then reset and shuffle as outlined above.

Alcove 3

This key is an explosive construct. The construct will only reveal itself if it takes damage from the acid wand. It is immune to poison damage. If it is removed, it explodes, requiring every creature within 10 ft. of the alcove to succeed on a DC 15 Dexterity saving throw. On a failed save, a creature takes 4 (1d8) piercing damage and 4 (1d8) fire damage. The barrier and key would then reset and shuffle as outlined above.

Alcove 4

This is the actual key. It is immune to poison and acid damage, casts a normal shadow and can be manipulated with the *mage hand* wand.

The actual key smoothly opens the lock and allows the party to progress. The wands do not function more than 30 ft. from the door.

The Barbarian's Brilliance

A door is locked, and opening it will require a seemingly impossible series of Intelligence-based skill checks. But every melee attack against the door temporarily raises a creature's Intelligence.

> Before you stands one of the most complex-looking doors you have ever seen. A series of profoundly complicated locks covers an otherwise fragile-looking door. You see patterns of arcane runes, complex logarithmic patterns, matrices of spellcraft and incantation and incomprehensible blocks of glowing text, each covering some kind of locking mechanism.

To open the door, the party must overcome a series of increasingly difficult Intelligence checks that are almost impossible to solve unaided. But the door has an ironic magic: Whenever a creature strikes it with a melee attack, their Intelligence score increases.

GM NOTE: TAKE A STAB AT IT

If the party is reluctant to strike the door, consider utilizing a creature or NPC to demonstrate: a party pet, familiar or hireling are excellent choices.

Mechanics

The door has an AC of 5 and immunity to all damage and effects. Any time a creature makes a melee attack against the door, their Intelligence score increases by 2 until the door is successfully opened or they move more than 30 ft. away from the door. The door has four puzzle locks, each solvable by an Intelligence check. Any member of the party can attempt to pick these locks, but if all four party members fail, the locks will fire off their countermeasures, delivering a DC 17 version of the *cone of cold* spell. Once this spell is triggered, the entire trap resets and players can attempt to solve it once more.

Lock 1

A complex logarithmic sequence. DC 20 Intelligence (Investigation).

Lock 2

A series of arcane formulas. DC 25 Intelligence (Arcana).

Lock 3

A fiendish multilayered word cipher. DC 30 Intelligence (History).

Lock 4

An incomprehensible, unspeakable sigil that seems to be arcane, divine, aberrant and mathematical at once. DC 35 Intelligence (Arcana, History or Investigation).

When the final lock is solved the door dissolves completely, the Intelligence of all affected creatures returns to normal. At GM discretion, if a player rolls a natural 20 attacking the door or attempting to open one of its locks, allow the Intelligence boost granted to any (or all) PCs to last through the next three long rests.

GM NOTE: TEMPORARY GENIUS

While the door's Intelligence-increasing magic can be a quick and simple solution, it can also be a fun roleplaying opportunity for players to reimagine their characters at much higher levels of Intelligence. If you want to lean into this aspect, consider asking players how their character is changing at various levels of Intelligence.

The Five Elements

The party must fend off dangerous creatures as they align a series of lenses to channel energy to destroy a magical barrier.

> You find yourselves in a large chamber shrouded in mist. A swirling purple-black void blocks an open doorway on the far side of the room. Immediately to your right is a gently glowing white crystal on a tall stand. Five colorful lenses encircled with frames covered in runes are placed in equal distances around the room.

The party must angle the lenses to direct the light from the glowing crystal through each of the five lenses in an order reflecting the cycle of elements.

Mechanics

Activating or deactivating the crystal is an action.

Activating the glowing crystal creates a coherent beam of light that can be angled toward any of the room's lenses.

Each colorful lens represents an element, and the beam they create deals its own damage type:

Lens	Element	Damage Type
Blue	Water	Cold
Grey	Metal	Radiant
Red	Fire	Fire
Brown	Wood	Piercing
Green	Earth	Bludgeoning

A lens that is lit by the crystal's light is refracted by that lens and generates a beam of light that can be directed elsewhere.

When initially activated, the crystal will fire to the left of the Wood crystal. The light becomes visibly brighter as it passes through each lens and is refracted. It will not pass through an incorrect lens. Any beam that hasn't correctly passed through all five lenses will cause the barrier to flicker but not be destroyed.

The final arrangement should pass through all five mirrors in the following cycle:

Wood, Fire, Earth, Metal, Water

With a successful DC 15 History (Intelligence) or Arcana (Intelligence) check, a member of the party would recall the following:

"Some philosophies of magic believe that all energy can be broken into five elements that exist in a cycle of flux with one another. When energy changes in the correct cycle, it can be amplified or destroyed."

A creature who specifically examines the walls or succeeds on a DC 17 Wisdom (Perception) or Investigation (Intelligence) check can find traces of the correct beam on the wall behind each lens (burn marks behind the Earth lens, water erosion behind the Wood panel, etc.)

Light from the crystal or refracted light from one of the lenses creates a dangerous magical beam.

The stationary beam between the crystal and a lens or between two lenses deals 9 (2d8) damage of that beam's type to creatures that pass through it or begin their turn in it. A player can use their action to align the crystal or a lit lens to make a beam attack. All creatures in a 5-ft.-wide line along the beam's path must make a DC 15 Dexterity saving throw. On a failed save, they take 9 (2d8) radiant damage if the beam was directed from the crystal itself, or 18 (4d8) damage if the beam was directed through a lens, with the damage type determined by using the table to the left.

At the beginning of each round in which the crystal is active, roll 1d100 on the table below. The resulting creature will be released into the area at GM discretion.

1d100	The crystal creates...
1-20	...a fire **mephit**.
21-40	...an **ice mephit**.
41-60	...a **gargoyle**.
61-80	...**animated armor.**
81-100	...a **shambling mound**.

When all five lenses are correctly aligned, the beam becomes bright and white again and can be directed at the shadowy barrier, destroying it and allowing the party to escape.

The Lich's Libram

The party must answer the riddles of a devious magical tome and defeat its guardians to escape its pages.

The Lich's Libram is the phylactery of a disembodied lich. To escape, the party must correctly name a series of undead monsters described by the **lich**'s rhymes. After each successful guess, the named monster appears in the space and the party must defeat them. When they successfully identify the lich, it does not appear and instead the room clears and a door appears on one of the walls.

GM NOTE: OPTIONAL SKILL CHECKS

This puzzle relies heavily on player knowledge over character knowledge. If your party is struggling, consider allowing Intelligence (Religion) checks to recall the correct undead. Use the following DCs:

DC 8: Skeleton
DC 10: Zombie
DC 13: Wight
DC 17: Lich

An ancient book rests on a wooden stand in the center of a 30-by-30-ft. room. The room is bare stone and as you enter the door behind you winks out of existence. The book opens and the room fills with a whirlwind of loose pages and dark mist.

A rasping voice begins to speak in lilting Common out of the mist.

Your way is barred by rhyme and word,
now demonstrate what you have learned.
Name the dead and find the door,
or join them here forevermore.
Stripped of life beneath the soil,
the scant reward of life's long toil.
No courage in these rattling bones,
no lungs to make our wretched moans.
Flesh long gone to worm and age,
our hearts long gone but still we rage.

Answer: *A skeleton*

1d4 + 2 **skeletons** appear and immediately engage the party.

Upon defeating these skeletons, the voice would return, sounding closer:

Rotting frames, cursed and slow,
we stand beneath the final blow.
Our shambling gait, our mindless ire
is quite unfond of holy fire.

Answer: *A zombie*

1d4 + 2 **zombies** appear and immediately engage the party.

Upon defeating these zombies, the voice continues, the speaker seemingly just out of sight...

Barrow man, buried deep,
Laid beneath the earth to sleep.
I fear the sun and steal your breath,
join us in our waking death.

Answer: *A wight*

2 **wights** appear and immediately engage the party.

The voice whispers over your shoulder, and you feel dry breath on your neck

My heart I hid in ancient page,
to buck the bonds of life's cruel cage.
By sword and spell my bones were stilled
and even still I am not killed.
Now you've come and fueled the rite
that will at last restore my might.
Speak my name, prepare my way
or in this tome forever stay.

Answer: *A lich*

There is a long, awful pause. Then the voice begins to laugh loudly and close by before moving off into the distance. Then the mist and pages vanish. The book is gone and the door now stands open.

GM NOTE: ONGOING ENEMY

The Lich of the Libram could make for a fun ongoing NPC or adversary for your campaign or simply be an ominous and disturbing one-off appearance. Perhaps he is on a deadline.

The Frostgrave

The party must hack their way through a regenerating block of ice that contains restless undead.

> The dark stone hallway is appointed like a burial chamber with murals, statues and religious symbols. The air sends a chill through your armor and you can see your breath hanging in front of you after every exhalation. About 30 ft. down the hallway, you see a massive wall of ice gently illuminated from within, completely blocking the way. A frigid mist continuously rolls off of it. Within you can see the silhouettes of humanoid shapes.

The party must smash their way through a 50- by 10-ft. stretch of hallway completely blocked by magic-infused ice to reach the opposite side. The ice is a burial chamber for restless undead and every 10 ft. destroyed releases undead to attack the party.

Mechanics

The block of ice has 100 hit points for every 10 ft. layer of ice. The ice has an AC of 13, vulnerability to fire damage, resistance to non-magical bludgeoning, piercing and slashing damage, and immunity to psychic and poison damage and all conditions. Cold damage causes it to regain hit points instead. On initiative count 20, the outermost section of ice regains 10 hit points. If the remaining outermost layer is at full health, the most recently destroyed layer regains 10 hit points and all creatures and objects in its path are pushed back 10 feet. The first time a section of ice is destroyed, it releases 1d4+1 **skeletons**. Only the outermost section can be damaged or affected, at GM discretion.

Each time the party drops an undead to 0 hit points, it will drop into a pile of bones. A DC 15 Wisdom (Perception) check would reveal that one of these bones, a lower rib, is icy blue.

Wielding one of these icy blue bones like a dagger and stabbing at the ice will immediately destroy one layer of ice and destroy the undead lurking within it.

> **GM NOTE: IMPLACABLE COLD**
>
> Let the players plan out of turn order but start initiative as soon as the ice takes damage so the slow regeneration serves as a ticking clock. If skeletons are too weak of a challenge for your players, mix in stronger undead including **mummies**, **wights** or **ghasts**.

The Gravity Pillar

The party must find the right combination of control crystals to traverse a gravity-altered space.

> The space ahead of you is dominated by a large cylindrical column of open air approximately 100 ft. across, up and down. At the precipice sits a console with a glowing purple sphere wired into its center. A small opening sits to either side. A dim red sphere with the number 1 carved into it and a bright blue sphere with the number -3 carved into it are already in the openings. A small readout screen displays "-2." Directly across from the console on the other side of the empty chamber is an open door. Within the column, you see several floating crystals, some blue, some red, at different elevations above and below you.

The party must place the correct power crystals into the gravity-manipulating console to balance the upward and downward forces in the column so they can pass to the other side. Additional crystals can be discovered at various heights and depths within the space that are reachable by combinations of the various crystals. Only one red and one blue crystal can be placed at a time. Removing both crystals causes an impassable distortion to fill the entire space.

Mechanics

The console controls the gravity in the space ahead. Red crystals add upward force and blue crystals add downward force. The number on each crystal is the relative force it adds or subtracts. Each point is equivalent to 10 ft. up or down. To traverse to the other side, the party must zero out the console using the Blue - 10 and Red +10 crystals, which creates a navigable path of opposing force. Additional crystals are found at the elevations in the table below. When the party initially encounters this puzzle, walking into the column would result in a fall of 20 ft. Unless the red and blue forces are equalized, a creature attempting to cross the column would find themselves pushed or pulled to the set elevation level, and would float at that level as if under the influence of the *levitate* spell.

Elevation changes occur as soon as a crystal is swapped or removed and pulls every object or creature in the column to the new height. Coming to a stop from motion is treated as falling from a height equal to the total elevation change. Clever use of rope, *feather fall* or other abilities can reduce or negate falling damage. *Telekinesis*, *dimension door* or *mage hand* can radically alter this puzzle and might be negated at GM discretion.

Elevation	Crystal	Elevation	Crystal
10		-10	Red +10
9	Blue -2	-9	
8	Blue -10	-8	

7		-7	
6	Red +3	-6	
5		-5	Red +8
4		-4	
3		-3	
2		-2	Red +6
1	Blue -5	-1	

The Corridor of the Taboo Word

The party must make their way through a corridor covered in auditory traps. Every time they say "trap," an additional trap is triggered.

GM NOTE: SILENCE IS GOLDEN

This puzzle has a devious twist that takes advantage of players' usual dungeon delving instincts. The more deeply they investigate and discuss the trapped corridor, the more traps they will trigger. Consider approaching this puzzle in initiative order and asking the party to communicate in character to ramp up the tension and make the player actions manageable. Saying "trap" to the GM as part of their actions does not trigger a trap but any communication between players that uses the word triggers a trap.

A long, dark corridor unfolds before you. It runs straight for 200 ft. to a sturdy looking door. At seemingly random intervals along the corridor's walls, gleaming words in a variety of languages flicker then disappear.

The party must traverse the length of the trapped hallway. Every time they speak the word "trap" a trap is triggered. The door on the far side locks as soon as the word "trap" is spoken but will unlock after five minutes if the word isn't spoken again within that time.

Mechanics

Any cursory investigation will reveal that the glimmering words are in a variety of languages, but are flashing so fast it's difficult to know which. A closer investigation will be required. A creature can discern the language and the word that's written in it with a successful DC 12 Intelligence (Investigation) check.

Every time a player investigates a word, roll 1d8 to select a random language from the table. If the creature is fluent in that language, they will know the word written is "trap."

Every time a character says the word "trap," roll 1d8 on the table below to see which random trap they trigger.

1d8 Roll	Language	Trap
1	Common	A hail of arrows bursts from the wall in a 10-ft. radius circle centered on the triggering creature. All creatures within the radius must make a DC 10 Dexterity saving throw. On a failure, they take 9 (2d8) piercing damage or half as much damage on a successful save.
2	Elvish	Lashing vines spring from the wall and attempt to ensnare the triggering creature. The creature must make a DC 13 Strength saving throw. On a failure, they are restrained. On each turn, they can use their action to repeat the saving throw but they take 3 (1d6) piercing damage as the thorns tear into them.
3	Dwarven	One of the triggering creatures' items is affected by the *heat metal* spell for the next minute (if applicable).
4	Celestial	The triggering creature must succeed on a DC 13 Charisma saving throw or be blinded for the next minute.
5	Draconic	Billowing flames sweep in a 10-ft. radius circle centered on the triggering creature. All creatures within the radius must make a DC 15 Dexterity saving throw. On a failure, they take 13 (3d8) fire damage or half as much damage on a successful save.
6	Goblin	A 5-ft.-square, 10-ft.-deep pit trap opens beneath the triggering creature. The creature must make a DC 15 Dexterity saving throw. On a failure, they fall and take falling damage as usual. The sides of the pit are mostly smooth and the creature will need to make a DC 13 Dexterity (Acrobatics) check to climb out without assistance.
7	Orc	A massive blade swings down from the wall and makes an attack targeting the triggering creature. The blade has a +7 attack modifier and deals 13 (2d8+4) slashing damage.
8	Gnomish	A 10-ft.-square patch of slick grease covers the triggering creature and their surroundings. Any creature passing through the grease must succeed on a DC 13 Dexterity saving throw or fall prone. Moving at half speed grants advantage on the saving throw.

Cipher of Severed Heads

The party must crack a code and avoid being led astray to ensure they don't join the two corpses in this room in the afterlife.

Thirteen desiccated, severed heads are mounted on 4-ft.-tall wooden pikes to create a circular formation with a 15-ft. diameter in the middle of this room. The heads are partially rotted and bear varying facial features, though each of them appears to have had its mouth sewn shut. Two corpses are slumped within the circle of heads; one wears a rusted suit of chain mail armor and holds a shield, and the other is partially concealed by a dark hooded robe. A single piece of parchment rests on a 3-ft.-high stone pedestal in the middle of the circle.

Mechanics

The parchment pedestal. The piece of parchment on the pedestal is worn and faded and is inscribed with the following text in black ink:

Vul vm aolzl zlclylk olhkz ovskz aol jvyylja rlf.
Aol vaolyz dpss klzayvf fvb.
Zlhyjo ilopuk aol allao vm aol thu dpao vusf vul lfl.

The text features Common letters arranged into unreadable gibberish. The text is a shift cipher where each letter in the text has been replaced by another letter 7 positions down the alphabet (A becomes H, Z becomes G, etc.). A successful DC 15 Intelligence (History) check on the parchment would reveal it as a cipher. This check is made with advantage if the party has acquired the cipher key on the cloaked corpse (see Cloaked Corpse section). The cipher can be cracked without knowing the key, though it will be more difficult. At GM discretion, the cipher can also be decoded if a member of the party knows Thieves' Cant. The decoded cipher reads:

One of these severed heads holds the correct key.
The others will destroy you.
Search behind the teeth of the man with only one eye.

This key can unlock the exit, a treasure chest or another item at GM discretion.

The severed heads. The severed heads have varying features and range in sex and age; for example, one has long black hair, another has a bent nose and one is completely bald. One head, the only head with one eye, holds the key to the exit door in its sewn-up mouth. A casting of *detect magic* reveals an aura of abjuration magic emanating from each of the heads. Each head is enchanted with a modified glyph of warding that stores a *finger of death* spell (save DC 17). Disturbing any of the heads that do not hold the key activates the associated *glyph of warding* against the nearest target in the room.

The cloaked corpse. This corpse belongs to a former adventurer who held the key to the cipher but was led astray by the planted distraction in this room (see Sir Red Herring section). He was killed when he disturbed one of the incorrect heads. On his person is a silvered dagger worth 100gp, a hand crossbow and an adventurer's pack. A successful DC 15 (Intelligence) Investigation check would reveal a small piece of parchment hidden in the cloak, inscribed with the following:

A → H

Sir Red Herring. This corpse was planted deliberately by the creator of this room to confuse would-be trespassers. A closer inspection of the body reveals a red-painted fish on the nearby shield. It is much older than the other cloaked corpse in the room. A DC 12 Wisdom (Nature or Survival) check identifies the species of fish as a herring. The corpse also holds a rusted longsword, an explorer's pack and a small piece of parchment inscribed with the following (incorrect) information:

The bald head holds the key.

Singing Urns

A little music is the key to advancing past this locked door.

Eight decorative marble urns are arranged a foot apart from each other to form a horizontal line in front of you, from left to right. Hovering above the center of the line, 1 ft. below the 16-ft.-high vaulted ceiling, is a small metal key within a sphere of glass.

Mechanics

Suspended key. The sphere of glass holds the key that unlocks the exit door. A casting of *detect magic* reveals an aura of abjuration magic emanating from the sphere. The sphere cannot be moved, broken or manipulated in any way. The orb shatters, and the key drops to the floor after the party completes the major scale that corresponds with the eight urns.

Marble urns. A casting of *detect magic* reveals auras of enchantment magic emanating from each of the urns. The first seven urns are enchanted with a *magic mouth* spell that triggers when they are opened. From left to right, these urns sing seven of the eight notes of the major scale: do, re, mi, fa, so, la and ti. The eighth on the far right is silent when opened. However, if a character (using their voice or an instrument) completes the final note of the scale (do) after the first seven urns have been opened in the correct sequence, the key is released from the glass orb above.

Noon Mark Puzzle

Understanding the riddle at the heart of this puzzle is the first step to advancing, but the answer may require some time.

This room is lit by a single chandelier that hangs above a cylindrical, 7-ft obelisk of plain stone. Arranged in a circular pattern around the obelisk are 24 enclosed claw-foot braziers, positioned so that their openings face the obelisk. The obelisk is marked with a brief inscription that wraps around its circumference. The floor of the chamber is marked with patterns and images carved into the stone, including a smiling sun, a frowning moon and floral accents.

Mechanics

Inspection of the inscription on the obelisk reveals the following words in Common:

Forward, backward, upside down,
given time, same is the sound.

The inscription is a riddle; the answer to the riddle is "NOON" because it reads the same (and can be pronounced the same, hence "the sound") backward, forward and when you flip the letters upside down. Solving the puzzle requires lighting the single brazier marked with the number 1 to cast a long shadow using the obelisk over the brazier marked with the number 12 at the top of the circle.

The braziers. Carved into the floor in front of each brazier are the numbers 1 through 24 in sequence. The number 1 is at the bottom of the circle closest to the entry door, while the number 12 is at the opposite end of the circle closest to the exit door. Inside each brazier is kindling, tinder and enough wood to build a strong fire.

Once the shadows are in place, the exit to this chamber opens.

Purple Teapot Anagram Puzzle

The party must realize that this tea party is missing its most important component if they want to make any sense of these ramblings.

This chamber is set up as a fancy dining room. In the middle of the room, three canvas dolls in colorful dresses are seated around a table that has been set for tea with cups, plates and a platter of scones. Glass-doored cupboards and shelving units full of more plates, cutlery and other table settings line the east wall. There is a locked exit door on the wall opposite the one you came in.

A casting of *detect magic* reveals auras of conjuration magic emanating from the dolls. The scones on the table are also a product of conjuration magic, though they are edible. Each doll is enchanted with a magic mouth spell that triggers one after the other, starting with the left-most doll and following clockwise.

The first doll exclaims: "We're missing what we need."
The second doll says: "You can use a perpetual top or a treetop pulp."
The third doll says: "We need to repopulate PT!"

The dolls are missing their purple teapot, which they need to complete their tea party. The second and third dolls give anagram clues that suggest the solution (purple teapot). Characters who survey the table set for tea and who make a successful DC 18 Wisdom (Perception or Insight) check notice that a teapot is missing. The purple teapot is located within one of the cupboards along the walls, along with other dishware—including teapots—of various colors. When the purple teapot is placed on the table, the right-most doll reaches for a scone and cracks it open to reveal a door key that falls onto the table.

Planning For War Puzzle

The party gets a few lessons on tactics and strategy.

A sprawling, decorated overland map is laid out across an elaborate desk of polished mahogany. Small tokens and figurines painted in different colors are scattered about on the map. The walls are covered in well-stocked bookshelves. Sitting alone on an end table beside a velvet wingback chair is a thick, leather-bound tome fitted with a bronze clasp.

Mechanics

The map depicts an overhead view of various territory borders and a few surrounding bodies of water. There are 12 distinct territory borders in total. Wooden pieces are scattered across the table, each half an inch tall and sculpted to resemble soldiers and painted one of five different colors: red, blue, green, white or black. Upon closer inspection, there is an equal number of pieces of each color.

The stocked bookshelves contain texts on an encyclopedic range of topics. The lone book on the end table is the only one relevant to the puzzle. Its first interior page is marked with its title: *The Science of War*. Its pages are filled with brief musings and pieces of advice on warfare and its associated complexities. In the middle of the book is a large foldout map marked with scrawled handwritten notes. The borders of five distinct territories on the map have been bolded with black ink. The center of each territory is marked with an "X."Solving the puzzle requires sorting all the wooden pieces into groups of matching colors and then placing each of those groups in one of the territories highlighted on the interior map. The arrangement of colors to territories is irrelevant. Once complete groupings of colors occupy each of the five marked territories, a bookshelf against the wall slowly swings outward to reveal the exit door.

Sunrise/Sunset

Charting the path of the bright star illuminating the realm is the key to unlocking more of this dark chamber.

In this otherwise spare space, you notice an ornately carved stone table against one wall. As you approach, you can see two palm prints on the surface.

Mechanics

A *detect magic* spell would reveal evocation and illusion magic emanating from the wall behind the stone table. A successful *dispel magic* spell (5th level) would cause the wall behind the table to dissipate completely, revealing the chamber behind it, as described below.

When a creature places their hands on the two palms, an illusory wall on the other side of the table will disappear, revealing a recess with an intricately carved 9-inch-wide arching lintel that has seven equally spaced round gaps along its path. As the arch appears, the following phrases flare to life below the arch in glowing letters.

In darkness it starts and in darkness it ends.
It burns as it rises and as it descends.
The in-between places glow warmly, you know,
But not like the apex, the highest it goes.
Follow its path as it travels above,
From start until finish, all colors thereof.

As the words finish flashing, 11 crystal orbs appear on the table.

When placed in front of a light source, at GM discretion, the crystals appear as different colors: two dark purple, two red, two orange, two green, two blue and one yellow.

Placing the crystals in the openings in the arch in a pattern mimicking the sun's path from dawn until dusk (dark purple, red, orange, yellow, orange, red, dark purple) will open a passage underneath the arch.

Follow the Steps

Fixing a broken shadowbox is the start of this complex and musical puzzle.

> You enter a long, narrow stone hallway, its plain walls adorned with rich tapestries. Each tapestry depicts scenes of musicians playing in front of various crowds and in numerous venues, from open-air markets to elegant ballrooms. At the end of this hallway is a plinth upon which sits a demolished wooden box, its frame nearly 2 ft. long, 18 in. tall and 1 ft. wide. Beyond the plinth is an archway that leads to narrow chamber that has no obvious exits or adjoining passageways, simply a plain stone wall at the end. The walls leading up to the plain stone wall are carved with scenes of merrymaking and revelry that all feature musical instruments, singing and dancing in some fashion. This room is also in disarray, with broken furniture, smashed instruments and other detritus litter the floor.

A successful DC 12 Intelligence (History or Investigation) would reveal that atop the plinth is a broken shadowbox.

The interior of this shadow box contains numerous pieces of small mannequins, broken instruments and small pieces of furniture in shambles. A *detect magic* spell would reveal an aura of conjuration magic.

The party can fix the shadowbox with a successful DC 16 Dexterity (Tinker's Tools) check, with the mending spell or with another solution at GM discretion.

The party must fix the shadow box to proceed any further. Trying to return in the direction they came will result in the hallway with tapestries seeming to stretch on forever.

When the box is fixed, a small handle will appear on the side of it. Turning the handle will cause a haunting and discordant melody to play, and the small figures in the shadow box will animate and begin playing their miniature instruments. As soon as this music begins to play, the party will see that the room beyond has also been repaired. All through the room are spectral figures dancing with one another to the melody of the shadow box.

If a character is in the room with the spectral figures and the music from the shadow box stops, that character will take 7 (2d6) psychic damage for every round they are in the room as the spectral figures cry out in anguish and lash out at the creature with discordant screams.

The shadow box can be lifted from the plinth and carried.

A DC 12 Intelligence (Investigation) or Wisdom (Perception) check will reveal that each of the musical instruments in the carvings on the wall is missing a string, key or hole that would allow it to play the note "C." Playing this note is the key to the next phase of this puzzle.

A character with proficiency in a stringed or woodwind instrument can play this note as long as they are carrying it. A DC 10 Charisma (Performance) check will allow a character to sing the note. Alternatively, a DC 14 Wisdom (Perception) check will reveal a carving of a musician holding a tuning fork. The tuning fork can be removed from the wall and struck to play the "C."

Once the "C" has been played, read the flavor text below:

> As the sound of the "C" rings out, the music from the shadow box seems to come into tune and become more pleasant. A glowing circle of words appears right in front of the doorway through which you entered the chamber, as do a series of intricate markings on the flagstones of the floor. The words read: "Ask for a partner, and they shall appear. Follow the music to find your way clear."

If the party asks for a partner, an attractive illusion—one for each member—will appear opposite them in regal dress fit for a royal ball. The illusion will bow, hold out its hand and wait.

The party must discern that the markings on the floor are dance steps they must follow with their illusory partner. A total of three DC 8 Charisma (Performance) checks are required for any creature to leave this space, at GM discretion.

With each successful check, the illusory partner dances elegantly in time with the party member, smiling and mimicking their movements.

If a party member attacks any of these creatures, it would suddenly turn into a violent **banshee**.

Dancing successfully or killing all of the illusions would cause the music to stop. The shadowbox would then project a door onto the nearest wall.

Walking through this door leads to the next chamber, at GM discretion.

Of Gears and Gadgets

Piecing together a group of gears in the proper order is the key to bypassing this door.

Before you is a sturdy door with a row of four heavy iron pegs sticking out of its surface. There is no obvious locking mechanism or handle. Next to the door, in an alcove, is a wooden crate full of gears of various sizes and numbers of teeth. There is a small brass plaque on the crate that reads:

Four in one and three in four,
Two needs all that came before.
Three seems last, but with only half
Of one and two and also four.

Mechanics

If the party places the right gear with the appropriate number of teeth on the right peg, a handle will appear in the center of the fourth gear, allowing the party to turn the mechanism and open the door.

The correct pattern is:

Peg 1= gear with 4 teeth
Peg 2= gear with 7 teeth
Peg 3= gear with 7 teeth
Peg 4= gear with 3 teeth

A Musical Interlude

The party must play a tune on a makeshift instrument to impress an avatar of death.

You enter a room that has seven goblets and a font filled with wine. Standing over the goblets is a spectral, robed figure holding a large scythe. As you approach, he speaks, his voice a rattling wind:

My heart is cold
Cold as my bones
But I could be moved by the proper tones

Mechanics

The spectral figure blocks the way forward. In order to pass, the players will need to fill all seven goblets to varying levels, aligned with the proper notes of the musical scale, A through G.

A quick examination of the goblets would reveal two of them already contain a bit of wine. If tapped, the goblets play a pleasant tone, and any creature proficient with at least one musical instrument would recognize the tones as matching with "A" or "B" on a traditional scale.

A successful DC 15 Charisma (Performance) check from a creature with proficiency with one or more musical instruments would reveal the level to which each glass should be filled to complete the other notes in the scale. Otherwise, trial and error will have to suffice. If they play a wrong note, they suffer 3 (1d4 + 1) psychic damage.

Once they have completed the scale and all the notes are correct, the grim reaper will speak again, offering another riddle:

You've done quite well
You've mastered the scale.
But there's still one more test
I pray you don't fail.
You know the notes
Now play the tune.
And tell me with whom I commune.

The answer to the spectral figure's riddle is "the dead." Spelling out the word by playing the D, E, A and D goblets in order causes the spectral figure to disappear, clearing a path forward.

If the party cannot solve this riddle, the spectral figure would put up a fight using the statistics of a **revenant**. If the party defeats this creature or simply steps past it, it will continue to pursue one of them, at GM discretion, until the song it originally demanded is properly played.

Mirror, Mirror, Revealing All

Players find themselves confronted by a series of strange mirrors that offer riddles instead of reflections.

> You enter a room filled with assorted random objects. It seems to be a room for storage of some kind. Items are heaped on top of each other in no discernible order. There is no door, save for the one you have just come through. On the far wall are five mirrors. Over the mirrors is written an inscription: "Bring me that which I seek, and you may pass."

When each member of your party looks at the mirror, they see a reflection of themselves. But it is not an exact reflection. The person looking back at them has a mischievous grin and is holding a piece of parchment. On each piece of parchment is written a riddle:

MIRROR 1:
I am not a hand, but I can reach out and strike you. I have five fingers, but I cannot touch anything until you allow me to.

Answer: *A glove*

MIRROR 2:
Only one can possess it, but two are bound by it.

Answer: *A wedding ring*

MIRROR 3:
My life lasts but a few hours. If the wind is strong, however, perhaps my life can be extended or even spared.

Answer: *A candle*

MIRROR 4:
I must eat to live, but I can never drink.

Answer: *Fire*

MIRROR 5:
When you need me the most, you must throw me away.

Answer: *An anchor*

These reflections seek specific items. If the party knows what they are looking for in the pile of random items, they can find it with a successful DC 15 (Intelligence) Investigation check.

If a party member brings the wrong object, the mirror will show them a reflection of themselves in old age, forever trapped in this room.

Once presented with the right object, the mirror will function properly and show them an accurate reflection. Once all five mirrors have been delivered their respective objects, they each show a reflection of an open door behind the party.

If the party turns, they will not see a door. The door can be approached only by looking at it in the mirror and walking backward.

Name in Footsteps

The party can only leave this place by making a name for themselves.

> The entire floor of this room is covered in a layer of sand that feels comfortably warm around your feet. Near the north wall of the room is an empty 4-ft.-high stone pedestal decorated with script engraved along its base.

Mechanics

The sand is approximately 5 inches deep. The floor beneath is solid stone. Inspecting the pedestal would reveal that it is inscribed in Elvish with the words "Take these and leave your name."

A casting of *detect magic* reveals that the sand and the exit door emanate strong auras of enchantment magic. This magic cannot be dispelled.

The empty pedestal, which seems to suggest the use of some sort of object as an offering, is a red herring. To solve the puzzle, a creature leaves their names in the sand by taking deliberate steps (you both take and leave steps).

All markings left in the sand disappear after a few moments as the sand reforms. Anyone with a passive Perception of 14 or higher would notice that any footsteps left in the sand slowly fill in with sand. With a successful DC 15 Intelligence (Investigation) check, a creature taking a closer look at the sand might determine that by drawing in the sand with their hand, the sand fills any grooves left within much faster than it does footsteps.

When one character writes their name using only their footsteps, the exit unlocks.

Any sand from this room disappears the moment it is removed from the room.

Measuring Priests

The party must ensure that humility is memorialized appropriately.

Five sarcophagi lie askew on the cold stone floor of this chamber. In the east wall are five empty crypts; chipped stone and surrounding rubble suggest that the sarcophagi have been pulled free from their resting places. Bas-reliefs decorate the wall surrounding each crypt — from east to west, the bas reliefs around each crypt grow more and more elaborate. The easternmost crypt is flanked by a pair of small doves, while the westernmost crypt is flanked by doves, various flowers and a chorus of singing angels. As you explore this space, you are suddenly visited by a spectral figure in bardic attire, plucking a lute.

Mechanics

The lamenting ghost. Characters who enter this room can soon hear soft, spectral moans echoing off the walls. After a few moments, the specter of a sullen bard appears and begins to pluck at a lute while calling out in a mixture of phrases that fall between spoken word and a song:

Oh, how the trappings of wealth infect even the most faithful amongst us. Such a shame that those who remain humble are forgotten quicker than those who have surrounded themselves by gold. Some of these priests deserved a better fate.

Goswin was more humble than Alfonso, but less humble than Jorden.

Samara was less humble than Alfonso, but more humble than Gayle.

Jorden was less humble than Emory.

And yet they were laid to rest in discordance.

The ghost will repeat himself if asked, but otherwise offers nothing else to the party and does not engage in conversation beyond recalling random memories from his former life that have no bearing on the present ("I very much miss the flavor of pie.").

Each sarcophagus is decorated with a carved portrait of the interred and their name on its lid. Previous flooding of the chamber pulled the sarcophagi free from their crypts and shifted them around so that they are no longer directly in front of the crypts they once filled.

Solving the puzzle requires putting the sarcophagi back into the crypts, but in the reverse order in which they were buried originally, which pleases the bard, who believes that the priests should be honored based on how humble they were at the time of their deaths. The level of humility can be assessed by solving the thinly disguised logic puzzle presented by the bard. The priests, in order from most to least humble, are Emory, Jorden, Goswin, Alfonso, Samara and Gayle. Therefore, Emory must be placed in the most decorated crypt and Gayle in the least.

Moving a sarcophagus from one spot to another requires a successful DC 15 Strength (Athletics) check, at GM discretion.

The puzzle can also be solved by opening the sarcophagi and calculating the treasure each priest was buried with. Opening a sarcophagus summons a **wraith** that attacks until it is destroyed or until the sarcophagi are placed in their proper order, at GM discretion.

Each sarcophagus contains a withered corpse surrounded by the wealth they were buried with; this level of wealth corresponds to how humble they were in life. The least humble of them all, Gayle, has been buried with a cumulative 300gp worth of coins and treasure items. The most humble, Emory, has been buried with just a single gold piece. The priests in between are buried with wealth between these values in 50gp increments, according to their level of humility.

The Trickster's Coin

A trickster deity demands an offering of a counterfeit coin. The party must use a scale to determine the counterfeit from among 10 seemingly identical coins.

Ahead of you is a 20-by-20-ft. chamber dominated by a central altar. On the altar sit a gold offering bowl, a small leather pouch and a small set of golden scales. An intimidating door looms behind the altar with no visible lock.

To open the door, the party must place the counterfeit coin in the offering bowl. The coin appears identical but weighs slightly less than the nine standard coins. A set of scales will allow the party to compare the coins.

Mechanics

A DC 10 Religion (Intelligence) check will reveal that the altar is for a deity of trickery and theft and that such deities often value offerings of wit and deception. The bowl has the silhouette of a single coin painted in its center. The table also has religious text carved into it in thieves' cant that will be immediately recognizable to any speaker and convey the same information.

Number the coins 1 through 10 for ease of tracking. The counterfeit coin is 6. If there is an even number of coins on both sides and one of the groups includes 6, it will be slightly lighter, causing that side of the scale to rise.

Every time the party places the wrong coin in the offering bowl, there is a dramatic puff of smoke, and one member of the party loses 1d20 gold, at GM discretion.

When the correct coin is placed, the door, altar, bag, bowl and scales dissolve into mist, sending the nine regular coins scattering into the next chamber.

GM NOTE: HANDS-ON

This is a great puzzle for a physical element. Number 10 cardboard discs or dry erase tokens and let the party physically arrange them as they solve the puzzle.

A Sequence of Unfortunate Events

The party must make sense of the numbers before a set of blades cuts them into fractions.

You find yourselves in a room with a single door on the far side. As you enter, the door behind you shuts and locks. The door on the far side of the room is locked as well, effectively trapping you inside. You can all see that the door is filled with keyholes, all lined up in rows, each row ending with a doorknob. The room itself is lined with thousands and thousands of keys hanging on hooks all over the walls. On the floor is this inscription:

How will you escape?
Perhaps you can count the ways
The keys must be inserted in proper succession
Or you'll lose your head, forgive the expression.

I'm not without mercy, so I offer this hint
You see the solution, if merely a glint:
In nature, you see it, always within reach
In storms, and in flowers, and shells on the beach.
In order to leave here, you must do the math
If you do not, you'll soon feel my wrath...

You hear a bell chime as a single ax on a chain drops from the ceiling.

Mechanics

As the party deliberates, a chime tolls and an ax on a chain will fall out of the ceiling. At GM discretion, one creature in the space must succeed on a DC 15 Dexterity saving throw to avoid 9 (2d8) slashing damage.

Axes will continue to fall every 30 seconds, increasing in number, following the pattern below. For each ax that falls, have an appropriate number of creatures make a DC 15 Dexterity saving throw. If there are more axes than party members, choose a party member at random to automatically fail one saving throw for every ax above the number of party members.

This pattern of axes is also a clue to the puzzle's solution. The axes are falling in a Fibonacci Sequence, a mathematical formula in which each succeeding number is the sum of the two numbers that preceded it:

Round	Number of Axes
1	1
2	1
3	2
4	3
5	5
6	8
7	13
8	21
9	34
10	55

The keyholes in the wall present as a grid of eight rows, each with 21 key holes.

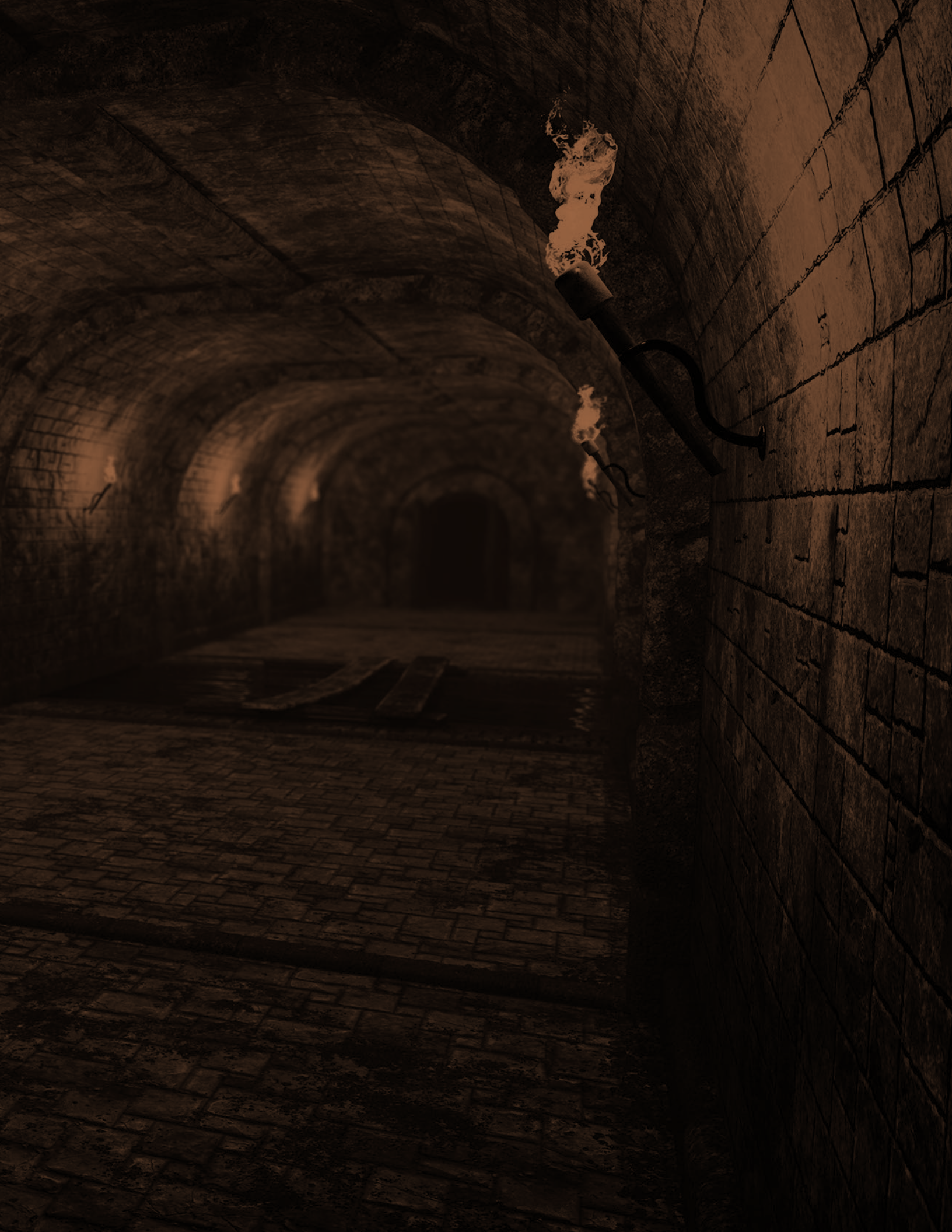
A DC 10 Intelligence (Investigation) check would reveal that all the keys lining the walls are the same, suggesting that there is another solution beyond finding the right key.

Inserting keys into the wall in the Fibonacci Sequence unlocks each row.

Row	Keys
1	1
2	1
3	2
4	3
5	5
6	8
7	13
8	21

DUNGEON CHAMBERS

50 unique rooms guaranteed to terrorize and taunt your party long after they leave the table. Proceed with caution.



A WORD ABOUT DUNGEONS

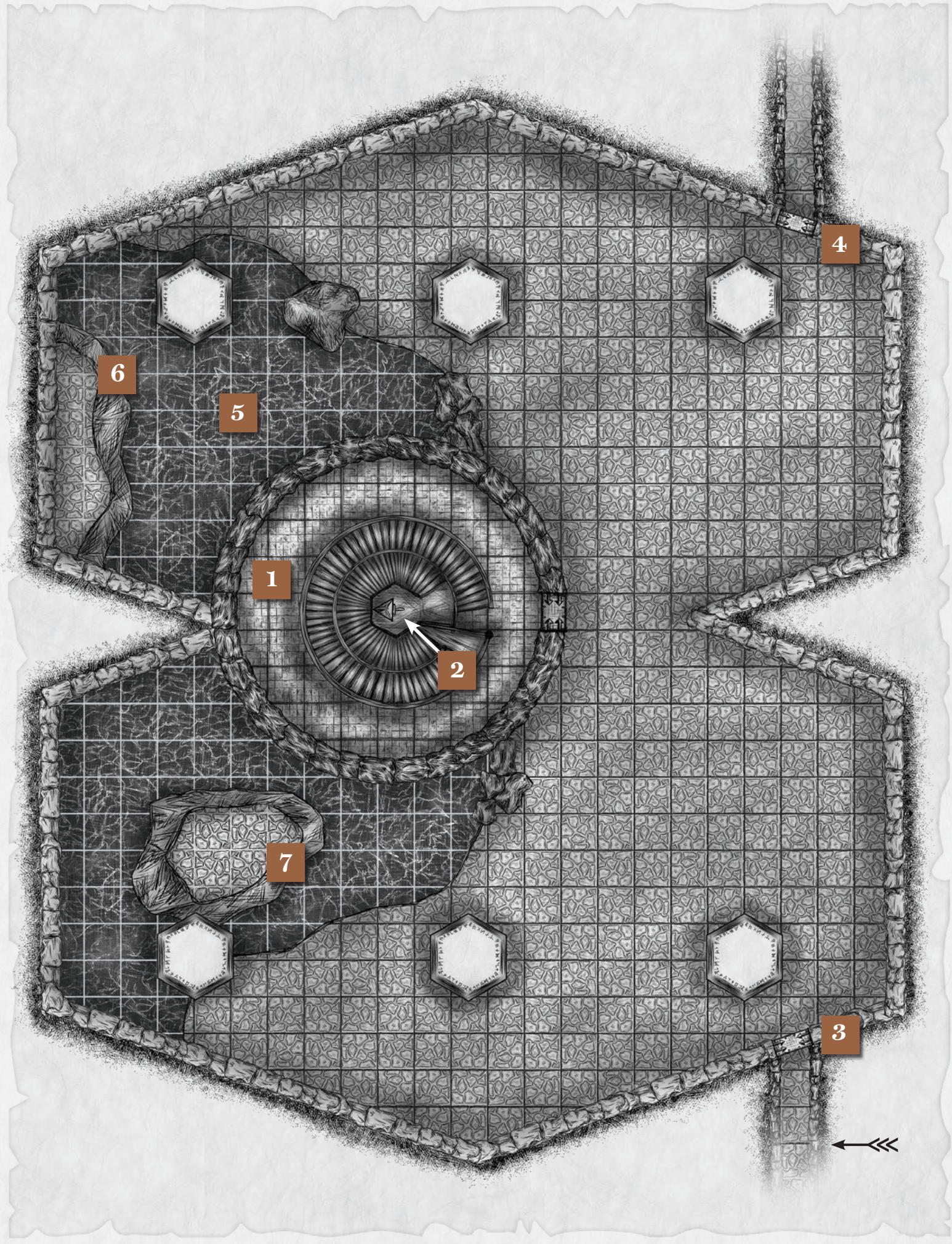
A cursed dwarven mine. A crypt beneath an otherwise impenetrable keep. An abandoned temple that is definitely not abandoned.

What these and other dungeon crawl locations have in common is not the presumption of certain death at every turn (although that's a quality guess)—it's that behind every door or hidden passage, around every darkened corner, danger is the only certainty. The forms that danger will take—imperceptible traps, impossible puzzles, impertinent enemies—are part of why dungeon crawls have been a fixture of TTRPGs since their inception.

What follows in this section is a series of 50 fully realized dungeon chambers designed to be slotted in wherever you need them. There are abandoned laboratories, construct factories, fortified positions, summoning spaces, makeshift menageries and a host of mysteries for your party to explore. Each of these chambers includes a Variant Encounter table you can use at your discretion to give your party a challenge beyond "walking from this side of the room to the other" (although in some cases this will prove challenging enough). Some chambers feature doors that are locked in a way that's specific to the room in question, requiring a bit of exploration and/or trial and error on the part of your party if they wish to escape. Other rooms are simply full of oozes to fight or walls to climb or undead hordes to smite into oblivion. If you wish to add more challenges to these rooms, feel free to insert any of the traps or puzzles from elsewhere in this book by using the tables starting on pg. 246.

While each chamber in this section is inspired by the dungeon crawl aesthetic, you may discover that some rooms don't flow logically into others quite as easily as rooms you might have created yourself. This is by design. Instead of assuming every stone, statue or set piece is vital to the space presented, choose the aspects of the chamber you like and reskin them to fit your terrible temple, undercity carnival or cavern of the damned.

And, if your party gets lost or confused navigating these spaces, well, maybe they shouldn't have entered your dungeon in the first place?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The Tower of Hope

A series of cobblestone stairs in the center of this sharp-edged, angular chamber jut out of a grotto and wrap around themselves to form a tower extending 90 ft. above you. Pillars vaulting the ceiling extend even higher. Water trickles from the ceiling and down the tower into the pool below. A few large rocks break the water's surface from beneath. A single iron plate with no discernable locks or latches can be seen on the wall opposite you. An iron plate drops behind you, covering the door you've entered.

GM NOTE: GETTING OUT

This room's central tower also features a lever that activates the iron plates covering the doors that lead into or out of the chamber.

The winged architects of this chamber assumed a fear of heights might be enough to keep the rabble at bay, secreting the lever that operates the doors at the top of a high tower, requiring a daring leap to escape from those who lack the ability to fly. The room's central tower (***1***) is its most imposing, and important, feature as climbing its spiral staircase is the only non-magical means of escaping this chamber. At the top of this 90-ft. spire is a lever (***2***), which lifts the iron barricades blocking the chamber doors (***3, 4***). This lever is only visible from a height of at least 85 ft.

The small body of water (***5***) around the tower is nearly 30 ft. deep at all points. The rocks (***6, 7***) that breach its surface are stable and sturdy and can provide ½, ¾ or full cover at GM discretion to creatures in the water.

The pillars in this space support the ceiling and likewise can be used by medium or smaller creatures to supply various levels of cover at GM discretion.

Mechanics

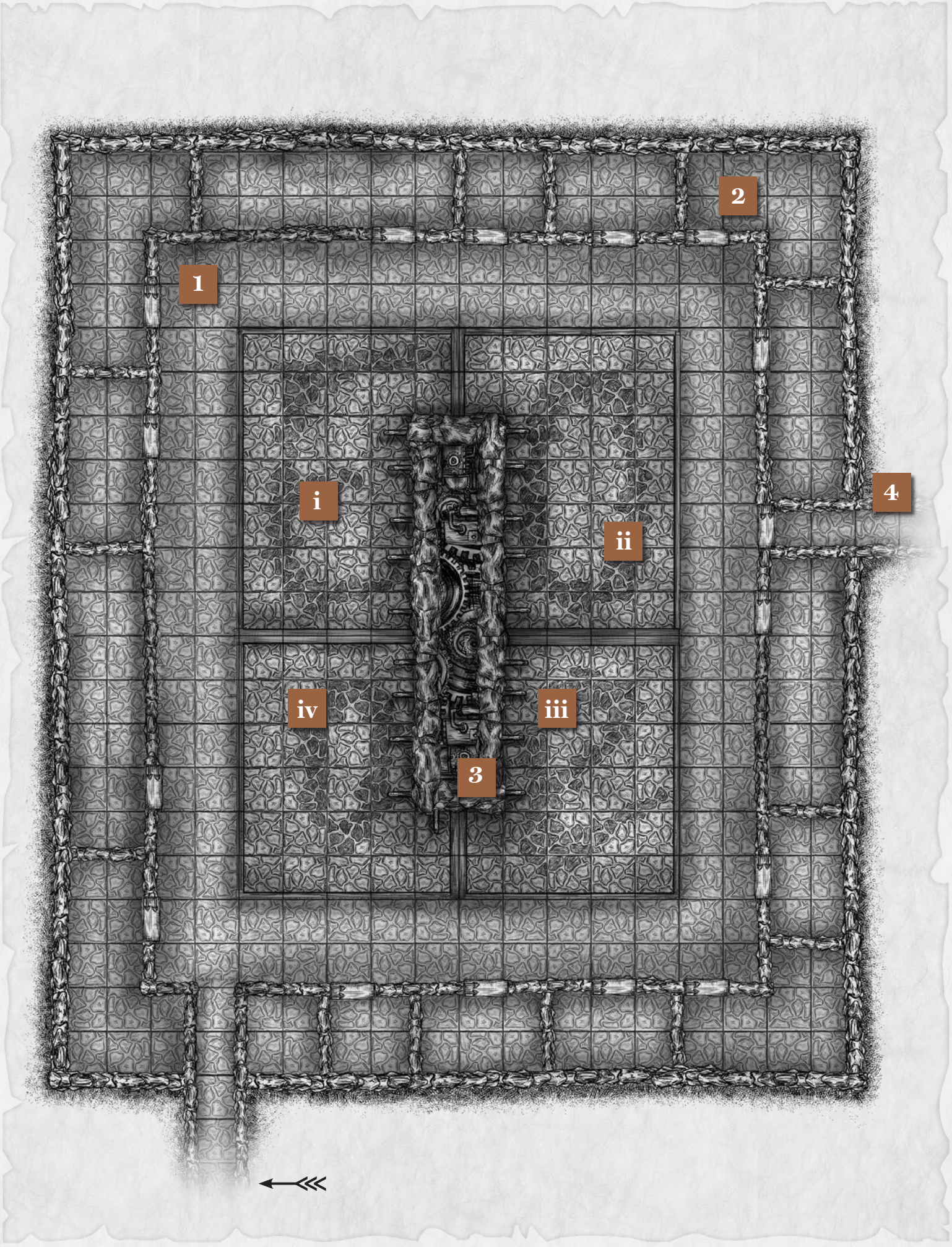
Stairs. Climbing what amounts to nine flights of stairs is no small task, as they are narrow in places, slippery in others and in some spots missing steps entirely. Any creature wishing to reach the top of the tower must travel a total of 120 ft. along the spiral staircase. At GM discretion, any creature traversing these stairs must succeed on a DC 12 Dexterity (Acrobatics) check to avoid a loose cobblestone at the 45-ft mark. On a failed save, they slip and fall. They must also make a DC 10 Dexterity (Acrobatics) check at the 75-ft. mark to avoid slipping on the slick, moss-covered stairs where water pools toward the top of the tower. Falling from either height results in falling damage, at GM discretion.

Lever and barricades. The lever at the top of the tower activates the iron barricades barring the doors in and out of this chamber. Pulling this lever is a free action. Once pulled, the barricades will rise for five seconds, hold for two seconds, then fall for five seconds, giving a creature roughly two rounds per initiative to get from the top of the tower to the other side of one of the barricades.

Pool. The pool is 30 ft. deep and, at GM discretion, is deep enough to accommodate the fall of a creature from 120 ft. A creature falling into the pool must first succeed on a DC 15 Dexterity (Acrobatics) check to avoid hazards and maintain proper form. A creature failing this check must succeed on a DC 15 Constitution saving throw or suffer 21 (6d6) bludgeoning damage. A creature failing the initial Dexterity saving throw by more than 5 misses their mark and hits one of the pool's rocks or the surrounding area, suffering 42 (12d6) bludgeoning damage.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a **water elemental** within the pool that attempts to whelm any creature that enters its territory.
2	...a halfling named Derryl Donavan hopelessly hanging from the side of the stairs on the tower nearly 60 ft. up. He plummets 55 ft. toward the pool after waving hello to the party. He seeks whatever the party is after and will split it with them if they are able to keep him alive.
3	...two starving **bandits** arguing about which of them should climb the tower—it seems they've been arguing for roughly three days.
4	...a single **wraith** doomed to haunt this chamber, who asks the entire party if one among them would be willing to take his place. Should none oblige, he will retaliate.
5	...a grumpy **troll** repeatedly slamming its head against the iron barricade on the far side of the chamber. Should it attack the party, it must do so at disadvantage.
6	...a pair of pigeons roosting at the top of the tower that will defiantly protect their nest (and, by default, the lever), forcing any who touch the lever to succeed on a DC 15 Dexterity saving throw or fall off the side of the tower.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iii
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The Holding Cells

The passageway into this space is about 10 ft. in length. You can see a central bank of switches and levers, and beyond it a series of doors on the opposite wall. As you walk a little farther into the space you count 16 doors, four to a wall, all of them closed save the one you just entered through. There appear to be 19 levers around the bank in the center. The floor around the bank of levers is covered in a set of tiles smaller than those you stand on now. If you listen carefully, you can hear breathing, shuffling and scratching, as if a dozen or more hungry horrors are hiding behind the numerous doors here.

GM NOTE: HIDDEN CLUES

Each of these levers activates either a cell door or a trap door in the floor. The fact that there are more levers than doors might seem curious to some players. If players investigate the levers, a DC 15 Intelligence (Investigation) check would reveal a small letter engraved on the end of each handle, as follows from the top leftmost handle and rotating counterclockwise.

g n i h t o N r O g n i h t y r e v E

The capital letters might help some players recognize where to begin. When read clockwise starting with the capital E, the levers present a simple clue: Everything Or Nothing.

The intention is for players to pull all the levers simultaneously in order to unlock the exit. Doing so opens only the exit door.

This large chamber is actually a room within a room (***1***). Its outer walls create the inner walls of a series of cells (***2, of many***), each host to a different monster or beast determined by using the table at right (or at GM discretion). Each lever on the bank of levers (***3***) will open one of these cell doors, except for the levers marked with Es or Os. Those levers release one of four trap doors in the floor, as marked on the map (***i, ii, iii, iv***). The room's exit (***4***) is barred unless every lever is pulled at the same time.

Mechanics

The floor levers. The levers marked E, e, O and o release specific trap doors in the floor around the banks. These spaces, roughly 25 ft. x 25 ft. and labeled on the map, correspond to their lever. Any creature standing on these tiles when their respective lever is pulled must succeed on a DC 18 Dexterity saving throw or fall 20 ft. into the spear traps below, suffering 7 (2d6) bludgeoning and 7 (2d6) piercing damage on a failed save. On a success, the creature lands on a safe tile near the trap (at GM discretion). Escaping these pits requires a successful DC 15 Strength (Athletics) check.

The door levers. Pulling one of the 15 door levers will open one of the 15 cell doors. When one of these levers is pulled, a cell door swings open, revealing its inhabitant as detailed on the Cell Door Dangers table.

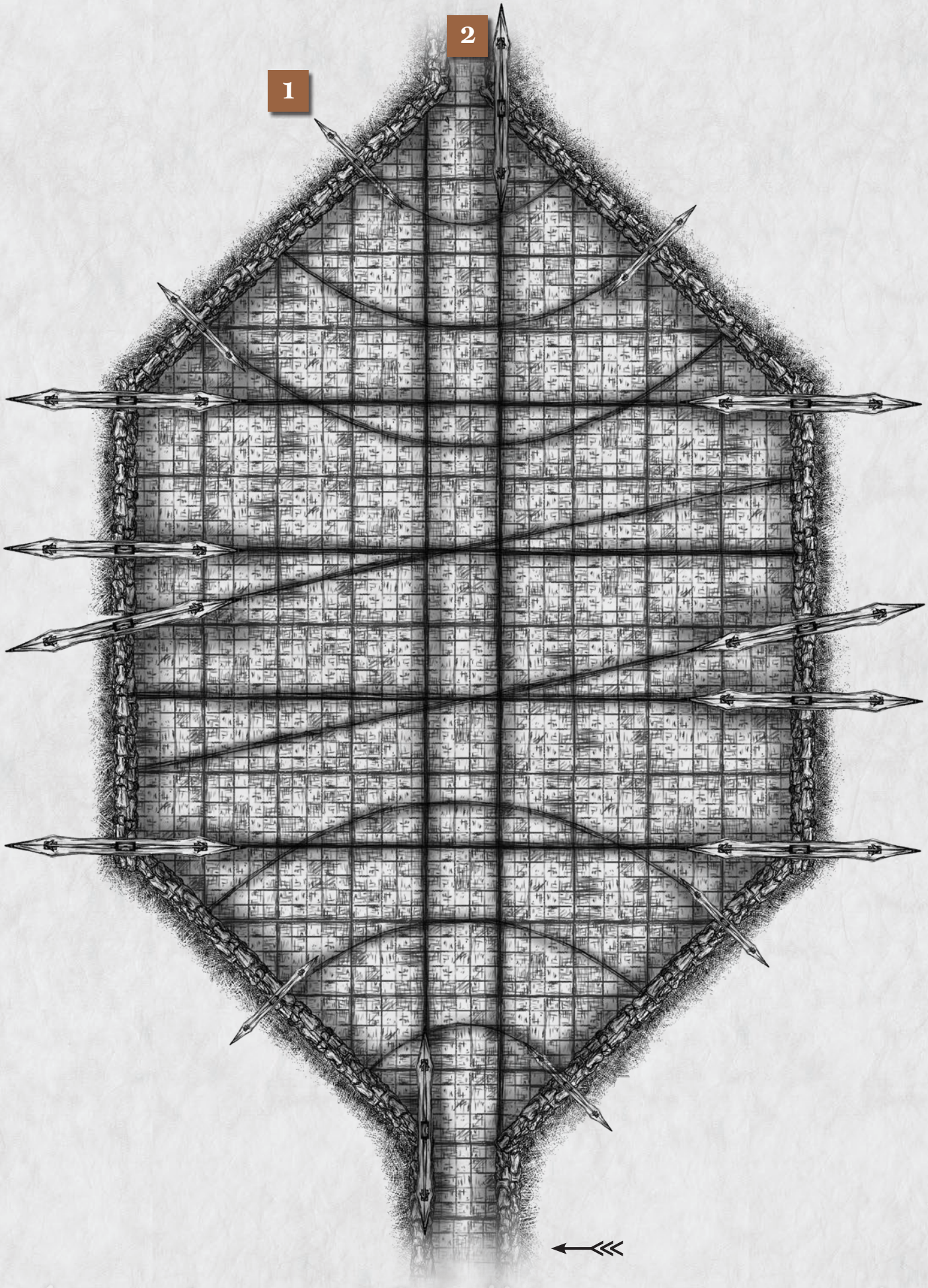
The floor tiles. The central floor surrounding the bank of levers features notably smaller tiles than those on the floor surrounding it. A DC 15 Intelligence (Investigation) check would reveal that some of these tiles are slightly discolored. If viewed from a height of 10 ft. or more, the tiles situated over the pits would reveal themselves as a bit of a mosaic, featuring a stylized hint at the lever that corresponds to each trap door—a large E, a slightly smaller e, a large O and a slightly smaller o, respectively.

The cells. These cells open randomly at GM discretion when any lever other than those marked E, e, O, or o are pulled. The creature/beast being held within each cell can be determined by rolling on the table below each time one of these cells is opened. Regardless of their type, these creatures/beasts haven't fed in ages and will attack anything that looks like easy prey. At GM discretion, these creatures could attack other creatures that have been released in the space.

Encounter Variant (Optional)
Cell Door Dangers

Roll 1d10 to determine which creature or beast lurks behind the cell door.

1d10	The door opens to reveal...
1	...an aggressive **zombie**.
2	...a famished **owl bear**.
3	...a mad cow.
4	...a two-headed **hydra**.
5	...a headless **skeleton**.
6	...a small pack of 1d4 +1 **wolves**.
7	...the angriest cat.
8	...a swarm of rabid mice.
9	...a blind **minotaur**.
10	...a **giant spider**.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The Pit of Pendulums

As you enter this room you see a few stairs descending into the larger chamber, through which several sharp blades swing at varying intervals. As you watch them sway back and forth, to and fro, you get the sense that there may be a bit of a pattern—but you'll need to step carefully and with precision in order to make it to the other side of this space unscathed.

GM NOTE: TIMING IS EVERYTHING

There do not appear to be any visible switches to halt the movement of these pendulums (although creative solutions to navigating this room can be utilized at GM discretion). The most straightforward way through, which is to say the safest route, is to feel the rhythm of the pendulums' swings and navigate accordingly, making a series of Wisdom (Perception) checks followed by Dexterity (Acrobatics) checks as outlined on the Pendulum Pass table.

This room features 16 (***1, of 16***) separately swinging pendulums that cut through the space at different intervals in a consistent pattern. The exit on the opposite side of the room is not blocked (although it could lead to a locked door at GM discretion depending on the nature of the room beyond this one). A single tile at the far end of the room (***17***) features a pressure plate that causes the pendulums to descend somewhat, slowing their movement.

Mechanics

Pendulums. These pendulums swing with a steady, ruthless efficiency and seem to be generating momentum from one another. A creature that fails to avoid a pendulum either by failing their Wisdom (Perception) or Dexterity (Acrobatics) checks as outlined in the Pendulum Pass table is subject to 11 (3d6) slashing damage and forfeits the remainder of their movement on their turn. After failing this save the creature can reroll their Perception and Dexterity checks in order to progress away from the pendulum.

Pendulum slow. The tile at the far end of the room (***2***) features a pressure plate that, once stood upon, lowers the pendulums slightly, extending their arcs and the time a creature has to avoid them. If a creature makes it through the room and stands on this tile, the overall DC for any check to make it across the room as dictated by the Pendulum Pass table is lowered by 2.

Pendulum Pass Table

Navigating this room of swinging blades requires a Wisdom (Perception) and a Dexterity (Acrobatics) check.

Wisdom (Perception): To perceive the timing of the blades' motion.

DC 25+	The creature understands the precise rhythm of the blades and how they interact. They can add +2 to the Dexterity (Acrobatics) check to pass through the room, a check they roll with advantage.
DC 20-24	The creature has a strong sense of the precise rhythm of the blades as they swing, and can make their Dexterity (Acrobatics) check to pass through the room with advantage.
DC 15-19	The creature has a fair sense of the blades' rhythm, and feels they can navigate through them if they move carefully.
DC 10-14	The creature thinks they understand the blades' rhythm but knows they'll need to be incredibly careful crossing through the room. They have a -2 to their Dexterity (Acrobatics) check to cross.
Less than 10	The creature feels confident in their understanding of the blades' rhythm but in reality they've severely misjudged an element of the motion. They have a -2 to their Dexterity (Acrobatics) check to cross, which they make at disadvantage.

Dexterity (Acrobatics): To make it safely through the swinging blades.

DC 21+	The creature makes it clear across the room to the other side.
DC 15-20	The creature makes it safely to one of the halfway points in the room, but must roll both checks over again to make it through to the other side safely.
Less than 14	The creature is hit by one of the pendulums, suffering 11 (3d6) slashing damage, and ceasing their movement. The DCs for both perceiving the pendulums' motion and progressing through them are all increased by 1.

Variant Encounter (Optional)

1d6	The door opens to reveal...
1	...a dead adventurer in ***+1 armor*** stuck to one of the pendulums as it swings.
2	...a **skeleton** that keeps getting cut in half and then reforms, only to be cut in half again.
3	...a terrified **goblin** named Gass screaming as it passes back and forth across this room, clinging to one of the pendulums.
4	...a floor covered in writhing insects. All Dexterity checks are at disadvantage while they remain.
5	...a chest containing 200gp that would require three consecutive Dexterity checks to access.
6	...a loose pendulum blade that slams into the wall at a bad angle, revealing an entryway into another dungeon room at GM discretion.

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The Open Chasm

As you enter this space the air is noticeably cooler and the floor is practically non-existent. A few scattered platforms float suspended in air, perhaps by arcane means, and you see ledges on either side of this room, though none are accessible without a bold leap. The exit lingers roughly 90 ft. across this expansive hole.

GM NOTE: JUMP, FLY OR FAKE IT

The obstacle is simple: Jump from platform to platform, fly across or die trying. Other methods of traversing this space are acceptable at GM discretion. A creature can jump a number of feet equal to its Strength score with a 10 ft. running start, or half that distance if jumping without a running start. Every foot cleared is equal to 1 ft. of the creature's movement.

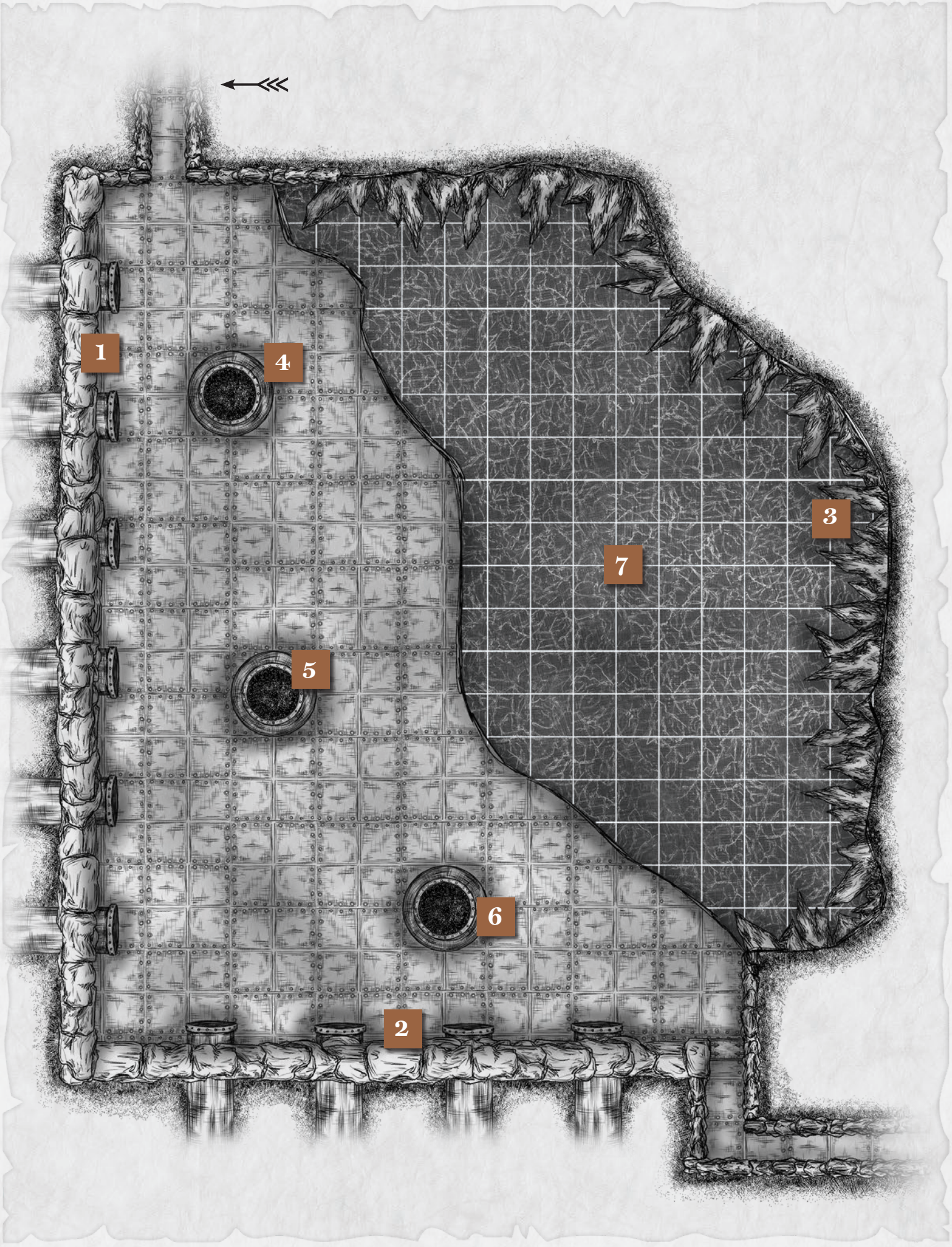
While there are some denizens of the dark dungeons throughout the realm who believe imposing walls and a garrison of goblin troops are all you need to secure any location, others take the notion of the simple moat to extreme depths. As an example, this chamber is effectively an open chasm with no discernible bottom. Platforms made up of the room's former floor are scattered across the 90 ft. expanse from one side to the other. One of these platforms (***1***) is illusory. There are two narrow ledges on either side of the chasm (***2, 3***). A staircase (***4***)—a relic from this room's former state—floats near the space's center, and rises roughly 20 ft. higher from its bottom (***5***) to its top (***6***).

Mechanics

The Missing Platform. The magic that suspends these platforms is tricky—and one of the platforms (***1***) isn't truly there. This platform can be discerned as illusory using the *detect magic* spell. Additionally, if a creature is about to leap toward this specific platform, have them make a DC 15 Wisdom (Perception) check as they jump. On a success, the creature sees the illusion just as their feet leave the platform as part of the jump, and they can reach back toward solid ground and catch themselves, provided they succeed on a DC 15 Dexterity (Acrobatics) check (at GM discretion).

Variant Encounter (Optional)

1d6	The party encounters...
1	...a group of 2d4 + 1 **goblins** on the far right ledge, who assail the party with arrows as they attempt to navigate the space.
2	...an enterprising **pixie** that will levitate any creature who falls in this space for 50gp.
3	...a second illusory platform, at GM discretion.
4	...a **ghost** haunting the free-floating staircase.
5	...a baby **troll** tossing small boulders at any who would dare attempt to cross.
6	...a swarm of 3d4 **stirges** buzzing about just above the top of the stairs.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The Wave Pool

As you make your way through a narrow corridor it turns to reveal a room with flooded floors and water flowing toward a large pool along a natural wall peppered with sharp outcroppings. On the walls opposite the pool, huge pipes jut out every 10 ft. The moment you notice these pipes all of them release a surge of water, which careens across the room and settles into the other side. These pipes continue to release water, causing a series of small then occasionally large waves to form within the room.

GM NOTE: SURF'S UP

The baseline level of water in this room is approximately 2 ft., making the area difficult terrain. Waves rise and fall sporadically here, which you can simulate by randomly selecting one creature per round to navigate a swell. At the start of their turn the creature must succeed on a DC 16 Strength (Athletics) check or find themselves knocked prone. If they fail this check by more than 5 they are pulled under the surface and must spend their action attempting to come back up for air.

Additionally at the start of each round per initiative, roll 1d6. On an even number (or at GM discretion) a massive wave pushes through the entire room, as outlined in the Mechanics section.

An outflow area or the confluence of several underground tributaries, this chamber has been engineered to regulate the flow of water and simulate the unpredictability of a stormy sea. Pipes along the room's two larger walls (***1, 2***), each 5 ft. in diameter, release water in a coordinated manner, which causes a miniature approximation of a rough tide within the confines of this space. Manufactured waves can knock a creature to their knees or sweep them briskly into the sharp, reeflike surface of the opposing wall (***3***). Three pipes (***4, 5, 6***), with openings roughly 8 ft. above the floor, rise from the floor as the waves flow toward a 3 ft. deep collecting pool (***7***). The exit is barred, but a lever to open the door can be found inside one of the three pipes in the center of the room (at GM discretion).

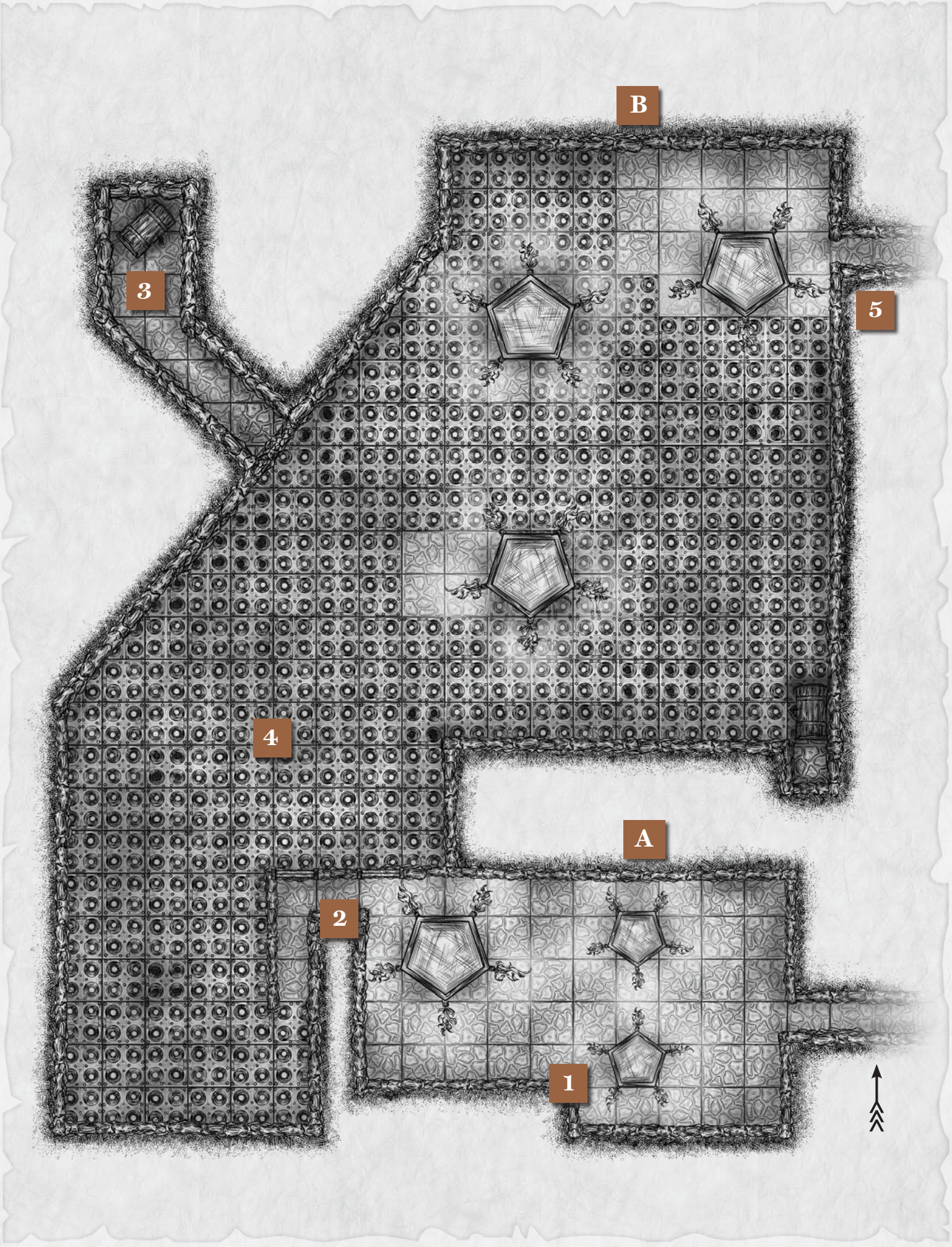
Mechanics

Exit lever. The door is locked, but an escape lever can be found within one of the drain pipes in the center of the room. These pipes connect roughly 15 ft. below the floor, but are typically a bit damp inside from the waves that occasionally crash overhead. At GM discretion, the connected pipes beneath the surface are full of 3 ft. of water. The lever to unlock the door can be discovered by exploring these pipes and succeeding on a DC 12 Intelligence (Investigation) check.

Waves and walls. The waves that surge through this space are strong enough to knock even the sturdiest adventurers off their feet. In addition to the random swells detailed in the GM note, at initiative count 20 roll 1d4. On an even number a 15 ft. wave surges from the western wall of the chamber, while on an odd number the wave surges from the southern wall. Any time a massive wave surges through this space (at GM discretion), any creature in its path must succeed on a DC 16 Strength saving throw or be swept 50 ft. toward the wall with the reef-like spires. If this motion causes a creature to collide with the wall they suffer 11 (3d6) bludgeoning damage and are knocked prone.

Variant Encounter (Optional)

1d6	The party encounters...
1	...1d4 angry **merfolk** who are stuck here and would love to get back to the ocean.
2	...a black **kobold**, agile as a fish, traversing the waves with reckless abandon. He challenges the party to a bodysurfing competition in exchange for information on how to get out of here (he knows about the lever).
3	...a **giant octopus** blocking one of the jets until the pressure becomes too great and it spills violently out into the chamber.
4	...a **swarm of quippers** in the collecting pool.
5	...a waterlogged **wight** crawling out of the drainage pipes.
6	...3d4 **rat swarms** screeching their way out of jets, trying to evade a **gray ooze**.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The Firevault

CHAMBER A

The moment you enter this chamber the heat is almost overwhelming. Three columns spin slowly ahead of you, spraying gouts of flame in an alternating pattern. You think you can navigate and move between them if you get the timing right.

CHAMBER B

A narrow corridor featuring barred windows provides you with a view into a massive chamber ahead. Most of the floor tiles appear pocked with tiny vents, and there are more flaming columns spinning at the opposite end of the chamber. You can see a small door directly across the chamber as well as another, larger door obscured by the flaming columns on the far side. As you observe this scene you hear a series of six clicks, and then watch as moments later a wave of flame erupts from the floor at the near end of the chamber and grows into a massive wall of fire as it rushes across the floor toward the opposite end of the chamber. Once it reaches the far side of this space, it dissipates.

GM NOTE: FIERY FLOOR

The floors in this space are designed to create a rolling wave of flame that spreads from one end of the room to the other. The devices that create this effect have a telltale clicking sound before they ignite, allowing those who hear the sound roughly six seconds (one round per initiative) to find safety. Once the floor ignites, resolve any damage as detailed below, then roll 1d6. The floor's triggering sound can be heard again after that number of rounds, indicating that the fiery floor will activate again the following round.

The Firevault, originally conceived by enterprising fire giants to keep pesky intruders away from their loot, has been iterated upon ever since its conception, and this model is a fine example of the form. The initial entry features three swirling fire columns (***1, one of several***) which must be navigated in order to enter the windowed hallway (***2***) that leads to the secondary chamber (***B***). The floors of the second chamber are outfitted with powerful fire jets, which spurt flame in a synchronized manner emulating a rising wave. The flaming floor's wave of fire erupts and travels the full length of the chamber, burning anything in its path. This is typically enough of a deterrent to keep any would-be thieves from accessing the vault room (***3***), allowing for safe storage of any number of valuable items. The floor's jets haven't been serviced in quite some time, however, so there are a few tiles that do not spurt flame (***4, one of several***), a useful tidbit that only the most observant of intruders would notice. The exit to the chamber (***5***) requires moving past a similar collection of flaming columns, which must be navigated in the same way as the first: carefully.

Mechanics

Doors. The main entrances in and out of this space are unlocked, however the door to the vault room is locked. The lock can be picked with a successful DC 17 Dexterity (Thieves' Tools) check.

Fire columns. In order to safely navigate the motion of the fire columns, a creature must succeed on a DC 12 Wisdom (Perception) check to track their movement and timing, as well as a DC 15 Dexterity (Acrobatics) check to apply that knowledge in a way that prevents them from being singed. A player that succeeds on these checks moves past the columns unscathed. A player that fails either or both checks still moves through them but suffers fire damage equal to 1d6 x the number they failed each check by. As an example, a player who rolls an 11 on their Perception check (missed by 1) and a 13 on their Dexterity check (missed by 2) would suffer 11 (3d6) fire damage.

Flaming floor. A series of six pronounced clicks herald the eruption of a wave of flame, which starts at one end of the chamber and moves swiftly toward the other over the course of two rounds (at GM discretion). Any creature caught in this wave of flame suffers 23 (5d8) fire damage. While most of the floor in the second chamber is outfitted with powerful flaming jets, a few of the tiles appear non-functional (like ***4***), a fact that can be observed with a DC 16 Wisdom (Perception) or Intelligence (Investigation) check.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a **fire elemental** that seems quite content to be floating around this space.
2	...a trio of **bandits** attempting to revive their "lock guy," who is charred to a crisp in front of the vault door.
3	...a **fire giant** that can't seem to find the key to the vault door.
4	...a **cockatrice** doing its best to avoid the flames.
5	...1d4 + 1 **imps** flitting around the fire columns in the second chamber like moths to...a column of flame.
6	...a **bugbear** with singed fur doing its darnedest to navigate the fire columns.

The Switchback

As you venture around the doorway you find yourself in a corridor that looks as if it veers left after 40 ft....

...as you peer around the corner you notice another corridor that extends roughly 70 ft. ahead of you, but back in the direction you came.

GM NOTE: SECRET PASSAGEWAYS

Many of this room's hallway walls feature doors that can be opened by triggering a discreet lever along the floor. The levers to open these doors can be located with a successful DC 18 Intelligence (Investigation) check, or at GM discretion. The creature(s) that stalk these halls are aware of these passages, and would use them as the situation and strategy dictate.

Devised as a means of slowing intruders from reaching rooms beyond this one, the Switchback is not so much a room as it is one long serpentine hallway that doubles back on itself over and over again. This construction reduces small or even large groups of intruders to a single-file line, greatly reducing their combat efficiency. Hidden passages within the dividing walls offer a means of sneaking up on would-be assailants from behind.

Mechanics

Hidden doors. The doors in this space can each be opened using a free action by creatures that know where the operating levers are located. Discovering the levers to operate the doors takes an action to perform a DC 18 Intelligence (Investigation) check, at GM discretion. Levers are located near the floor on either side of each doorway. The doors are similar to pocket doors, and slide into the walls in which they are hidden.

Encounter Variant (Optional)

Hallway Traps

Each third hallway the party encounters in this space is trapped, using traps generated on the Random Trap table on pg. 246, at GM discretion. The triggers for the traps are isolated to a tile of the GM's choice.

Variant Encounter (Optional)

1d6	The party encounters...
1	...1d6 + 1 **orcs** patrolling these hallways.
2	...a single **gelatinous cube** sloughing itself from one end of the Switchback to the other.
3	...a **hobgoblin** and 1d4 **goblins** who aren't paid nearly enough to guard this chamber.
4	...2d4 **rat swarms** fleeing a fire that's growing at the opposite end of the Switchback.
5	...an **ogre** named Bore tasked with guarding the opposite entrance, but who is currently stuck in one of the hallways.
6	...a group of 1d4 + 1 **bandits** who know every inch of this space and how to use its halls and passages to their advantage.

1

The Titan's Trap

There's a shadow looming over you as you enter this space, its source the absolutely towering statue of an armored titan standing nearly 50 ft. high. In one hand it carries a greatclub and in the other a flaming torch. Its eyes, staring out from beneath an open helm, seem transfixed on the doorway, but as you move you get the sense that they are tracking your movement. Beyond this statue, on the opposite wall, is what appears to be an exit.

GM NOTE: TOWERING TRAP

The statue is not a construct or animated object, but rather a skillfully crafted trap. Several tiles in the room activate the statue's different mechanics. Few who enter this space do so without having to dodge at least one of its effects. Each time a creature ends its turn on a tile in this space roll 1d4 on the Titan's Trap table.

An ode to a titan from another age, this carefully crafted statue (*1*) is also an elaborate defense mechanism, forcing any who enter this area to dodge, duck or dive out of its dangerous mechanical motions.

Mechanics

Doors. The entry to this space remains unlocked. The exit door is magically sealed. Primitive scratches on the door reveal an image of the titan without its torch lit. Intelligent or otherwise inquisitive creatures, at GM discretion, might deduce that the secret to opening the door is extinguishing the torch's flame.

The Titan's Trap. The massive statue in this space is a giant mechanical trap. At the end of a creature's turn, if it is standing on any of the room's floor tiles, roll 1d4 on the Titan's Trap table and resolve the outcome for that creature. The statue can rotate in its space to assail floor tiles throughout the room. The trap can be disarmed by climbing to the top of the titan and pulling down the faceplate of its helm, which requires a successful DC 15 Strength (Athletics) check, or another solution at GM discretion.

Titan's Trap Table

1d4	The titan...
1	**...swings its torch down.** A creature targeted by the torch swing must succeed on a DC 15 Dexterity saving throw or suffer 11 (3d6) fire damage, or half as much on a success.
2	**...swings its club down.** A creature targeted by this club must succeed on a DC 15 Dexterity saving throw or suffer 11 (2d10) bludgeoning damage and fall prone.
3	**...steps and stomps.** A creature targeted by this stomp must succeed on a DC 15 Dexterity saving throw or suffer 10 (4d4) bludgeoning damage. Whether or not the creature succeeds, each tile within 5 ft. of the targeted creature is difficult terrain as the stomp dislodges tiles and rock.
4	**...stares with its stunning gaze.** A creature targeted by the titan's gaze must succeed on a DC 15 Wisdom saving throw or is stunned for one minute. The creature can repeat this saving throw at the end of each of their turns, ending the effect on a success. This save takes place before any relevant roll on the Titan's Trap table for that creature. A stunned creature returns to consciousness if they take damage, or through other means at GM discretion.

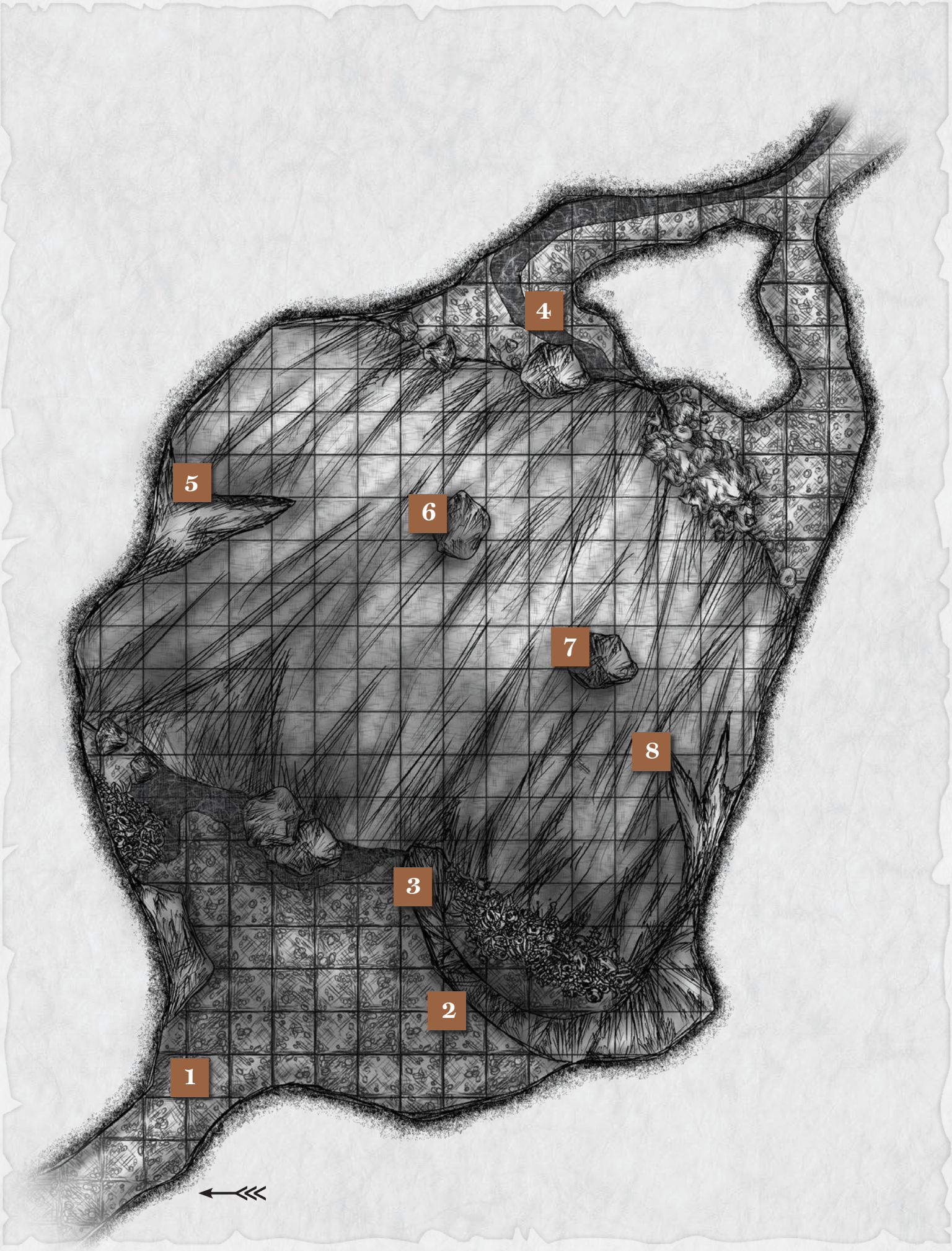
Encounter Variant (Optional)

Riddle Me This

The exit door at the top of this chamber will open if the party can answer the titan's riddle, carved into tiles adjacent to the ceiling and encircling the room. The riddle can be determined by rolling on the Random Riddles table on pg. 248.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **bats** lingering in the cavernous ceiling.
2	...1d4 + 1 **goblins** that seem to be worshipping the statue of the titan by kissing its feet.
3	...1d4 + 1 **will-o'-wisps** swirling around the titan's torso.
4	...a **succubus** flying around the room dancing romantically with a corpse, but eyeing something new to play with.
5	...2d4 **crawling claws** that scurry around the space and attempt to hinder any who would leave or climb the titan.
6	...a dungeon delving **spy** named Trixy LeFou who is bouncing around this room making saves against the trap as if she's training for something (she seeks whatever the party is after, though she'd likely keep this to herself).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The Mossy Hill

As you enter this chamber you immediately notice a steep incline 20 ft. ahead of you. It appears to rise at a 65 degree angle, to a height of 45 ft. The majority of the incline appears to be covered in a slick moss with a bit of water trickling from the upper level. There are a few outcroppings halfway up the surface, but for the most part it looks like the only way up is a particularly dismal climb.

GM NOTE: SLIP AND SLIDE

The incline is covered in damp moss and is extremely slick. It's difficult terrain for any creature without a climb speed. Creatures without a climb speed who attempt to climb this surface must succeed on a DC 16 Strength (Athletics) check to maneuver themselves 15 ft. up the surface. Any creature, including those with a climb speed, who attempt to climb it must succeed on a DC 15 Dexterity saving throw at the end of each of their turns, or slide 10 ft. down as the slick surface proves difficult to grip. The only damage associated with sliding down this surface is to one's pride (at GM discretion, of course).

A natural obstacle, this particular incline proves that sometimes the simplest deterrents are the most effective. A small subterranean stream (***1***) trickles water all along the surface of this steep, moss-covered incline (***2***), which makes navigating from its bottom (***3***) to the top (***4***) a difficult endeavor. A few rocky outcroppings (***5, 6, 7, 8***) can be leveraged for those who wish to take the climb in shifts, but it's wise not to tarry—those who know the advantage afforded by the high ground often lie in wait for any who dare to trek to the pinnacle of this simple, slippery slope.

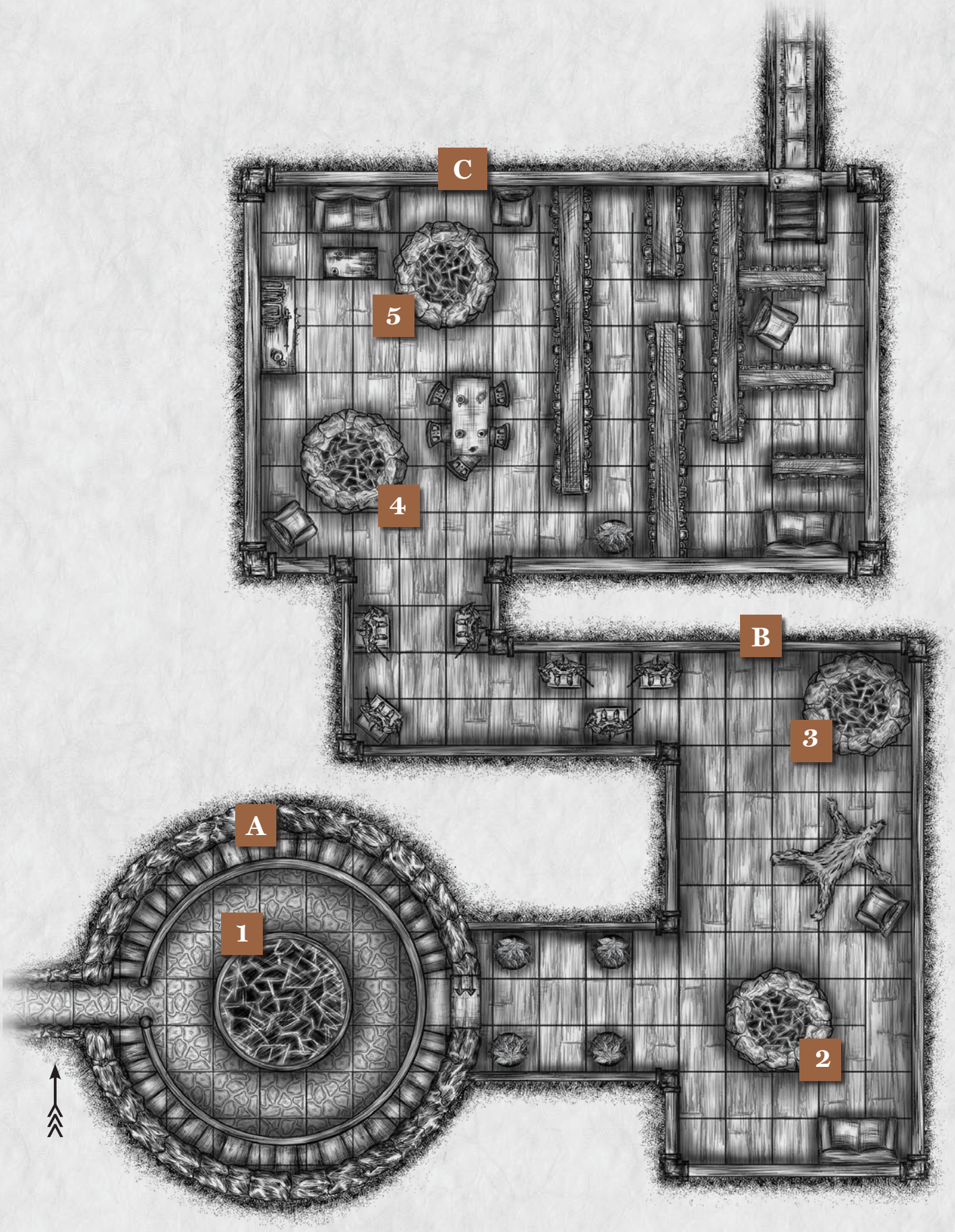
Mechanics

Incline. The surface of this incline is covered in moss. The moss is resistant to fire damage, but could be charred away with powerful enough flame at GM discretion. The moss makes climbing this incline quite a challenge, represented by a DC 15 Dexterity saving throw at the end of the respective turn of any creature attempting to climb it. On a failed save, the creature slides 10 ft.

Outcroppings. The rocky outcroppings roughly halfway up the incline are relatively dry and far less slick than the incline itself. Creatures who make it high enough to see the tops of these inclines can attempt to slide onto them if they fall from above by succeeding on a DC 15 Dexterity (Acrobatics) check.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **goblins** defending the top of the incline from advantageous positions above.
2	...a **grick** that's disguised itself as one of the central rock outcroppings.
3	...an **ogre** with terrible depth perception who will attempt to drop rocks on any creature climbing up the incline. He makes these attacks at disadvantage, but any creature hit by a rock must succeed on a DC 15 Strength saving throw, or be knocked back to the bottom of the incline.
4	...a bit of moss that is sticky rather than slick, which reveals itself as a gloppy **ochre jelly**.
5	...a hand reaching down from the top of the ledge to offer assistance is that of a rotting undead. It is one of 1d4 + 1 **zombies** trapped at the top of this area.
6	...1d4 **shadows** that stalk the surface of the incline, slipping in and out of gaps in the rocks to menace their prey.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The Lava Floor

CHAMBER A
You walk into this space and notice a large well that is radiating heat—it appears to be full of molten rock. About 8 ft. above you along the stone wall you can see singe marks in a rich ring. A large iron plate drops behind you, sealing the door through which you entered.

CHAMBER B
This portion of the chamber is outfitted with a few fine ficus trees, a comfy chair and a bearskin rug—as well as two more lava wells. As you walk a little deeper into the space you hear sizzling behind you. It seems the large well you passed upon entering has started to overflow.

CHAMBER C
Passing a hallway of suits of armor you enter what seems to be an airy study—there are more lava wells, and they are also overflowing. It seems that soon the entire floor will be lava.

GM NOTE: THE FLOOR IS LAVA
The wells in each of this chamber's three main rooms overflow when intruders are perceived by the area's arcane defenses. The overflow is not arcane in nature, but the wards protecting the rooms' furnishings from the extreme heat are. Unless the party is immune to fire damage, their best course of action is to use the furniture to navigate this space safely. Once the lava begins to flow it will rise to a height of 8 ft. before beginning to recede. This chamber has 10 ft. ceilings.

The invention of an arcane architect who grew tired of the typical "bottomless pit" or "room of flying swords" dungeon defenses, this chamber was devised after a particularly inspiring play session with his toddling daughter. Upon entry, intruders would notice that the chambers' lava wells (***1, 2, 3, 4, 5***) suddenly begin to overflow, spilling onto the floor and leaving the only safe means of conveyance to be the rooms' various bits of flame-proof furniture.

Mechanics

Lava flow. Once the lava begins to flow (at GM discretion) it will cover the entire floor in a thin layer of molten rock after two rounds per initiative. Any creature that ends its turn touching the lava suffers 55 (10d10) fire damage. A creature submerged in the lava (at GM discretion) suffers 99 (18d10) fire damage at the end of its turn. After the first two rounds of initial flow, the lava rises 1 ft. per round.

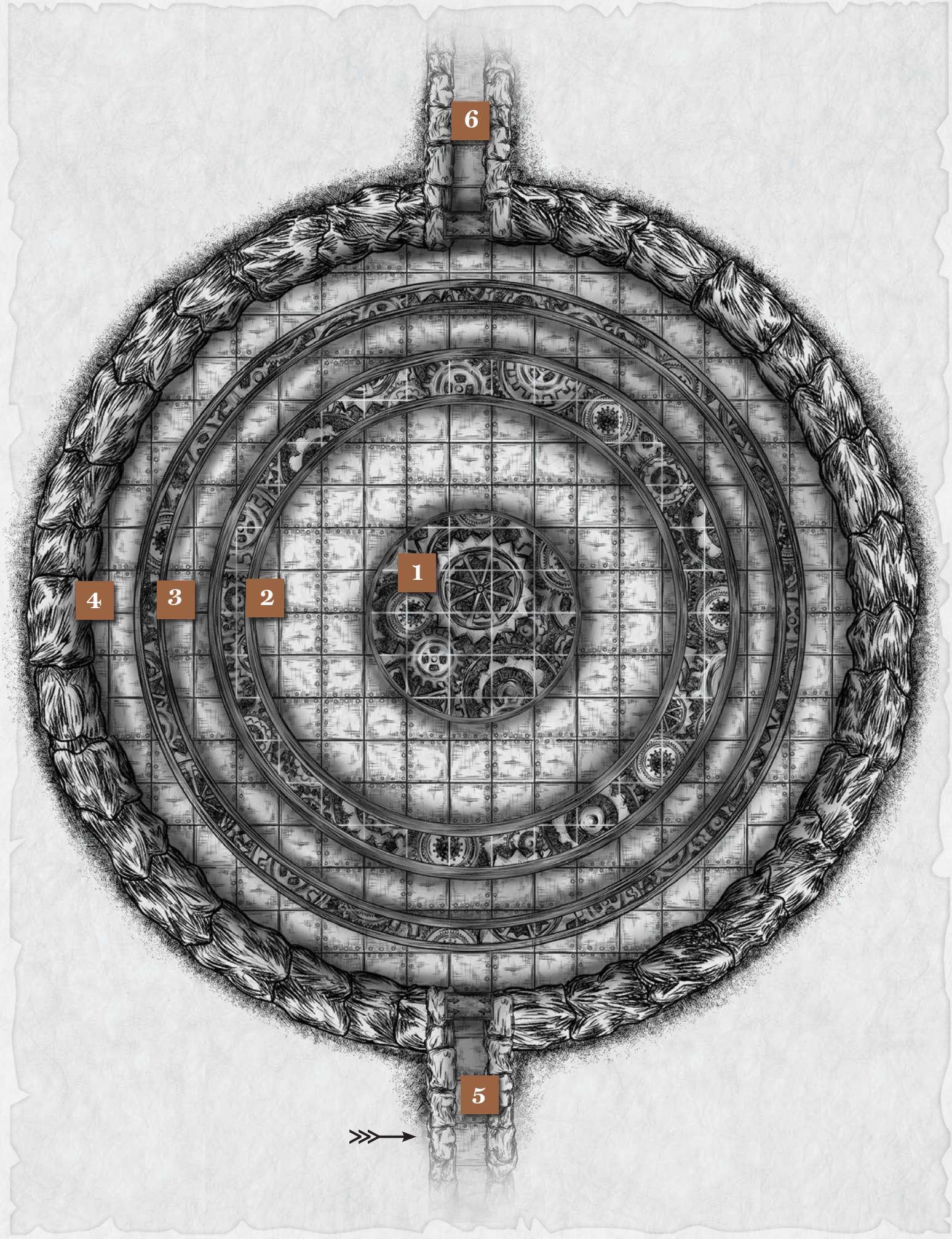
Exits. The doorway through which the party entered is sealed, and the other door is locked. The lock can be picked with a successful DC 17 Dexterity (Thieves' Tools) check, presuming it is not submerged in lava (and it would be after six rounds). Both doors will open if a creature pulls a trick book—*Burning Desires, Open Doors*—off the bookshelf. The title would be noticed with a successful DC 17 Intelligence (Investigation) check of the bookshelves.

Furniture. The furnishings in this space are of varying heights, making some unsuitable for safe harbor from the rising lava flow over time, as outlined on the table below. Jumping from one piece of furniture to another is at GM discretion, but for distances more than 10 ft., a creature must succeed on a DC 12 Strength (Athletics) check and must succeed on a DC 10 Dexterity (Acrobatics) check to maintain balance once arriving at their destination.

Furnishings	Submerged After
Bearskin Rug	Round 2
Chairs/Sofas	Round 3
Ficus Tree	Round 4
Desks	Round 5
Dining Table	Round 5
Suits of Armor	Round 6
Bookcases	Round 7

Variant Encounter (Optional)

1d6	The party encounters...
1	...a suit of **animated armor** hiding in plain sight among the other decorative pieces.
2	...a tiny and shy capuchin monkey gnawing on a key...a key they can use to unlock the door and escape.
3	...2d4 animated books flapping in a flurry to hinder any who attempt to climb on their bookcases. Creatures attempting to balance on the bookcases must do so at disadvantage unless these books are dealt with. These books have 1 hp.
4	...a **salamander** climbing out of the first lava well that seems hungry enough to menace any creatures it can sink its teeth into.
5	...a cat that hates lava more than they do, and is desperate to be at the highest possible level it can be, even if that's a party member's head.
6	...a **water elemental** that has wandered into the wrong room at the wrong time and starts to panic in Aquan before slowly shifting into steam.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The Turntable

You hear the grinding of stone against stone as well as the groaning of heavy equipment as a steel panel rises and falls ahead of you. Each time the panel opens you can see a circular chamber, a large set of gears in its center, with portions of the floor around it spinning both clockwise and counterclockwise. Beyond the gears you can see another door on the opposite side of this chamber, a steel panel rising and falling in front of it as the gears turn.

GM NOTE: STOPPING THE GEARS

The floor in this chamber features sections that rotate both clockwise and counterclockwise. The exit to this chamber is blocked by a continuously rising and falling steel plate, which makes any attempt to pick the lock impossible without endangering one's arms. The secret to escaping lies in stopping the motion of the gears. The gears have 100 hit points, an AC of 12 and can be held in place for one round with a successful DC 25 Strength (Athletics) check. A creature attempting to keep the gears held in place must repeat this check at the start of each round, suffering 11 (3d6) bludgeoning damage on a failure as the gears grind their way forward.

A circular chamber with a roughly 45-ft. radius, the floors here are divided into three concentric circles. A large stack of gears (***1***) drives the motion of this continuously spinning space. The innermost circle (***2***) rotates slowly in a counterclockwise direction, the middle circle (***3***) shifts swiftly in a clockwise direction and the outer circle (***4***) moves fastest of all in a counterclockwise direction. Steel plates that rise and fall serve as obstacles to accessing the doors for both points of egress (***5, 6***).

Mechanics

Innermost circle. This portion of the floor rotates counterclockwise, finishing a full rotation every 18 seconds.

Middle circle. This portion of the floor rotates clockwise, finishing a full rotation every 12 seconds. Creatures ending their turn on this circle will shift their location relative to the outer walls of the room by moving to the opposite side of this circle.

Outer circle. This portion of the floor rotates counterclockwise, finishing a full rotation every six seconds. A creature that starts its turn on this circle can choose to step off at any time, but would rotate around the entire chamber if they stand on it for the full turn.

Doors. The doors to this space are locked but can be picked with a successful DC 18 Dexterity (Thieves' Tools) check. The issue is getting to the locks themselves, which are obstructed by steel plates that repeatedly rise and fall in front of the doors that lead into and out of this space. These steel plates rise and fall at a pace of three seconds for each motion, making the action required to pick a lock an impossibility as long as these plates are in motion. The plates' motion can be halted by disrupting the gears that cause them to move or via another solution at GM discretion.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **goblins** tinkering with the gears and attempting to make them move even faster.
2	...a **flesh golem** chained to the gears, charged with their safe-keeping.
3	...a group of 2d4 **modrons** connected to some of the gears that do not take kindly to being attacked or kept from their duty.
4	...a **roper** suspended from the chamber's 50-ft. ceiling.
5	...seemingly sentient walls—the circumference of this room shifts 10 ft. closer at the end of each round until infiltrating creatures are ground into the room's central gears after five rounds (at GM discretion). This motion ends if the gears are halted or destroyed.
6	...a **satyr** named Carl that will happily help the party slow the gears if they correctly answer his riddle (determined by rolling on the Random Riddles table on pg. 248).

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The Perilous Crossing

A rush of cooler air greets you as you enter this space. You see a long, narrow land bridge stretch out before you, spanning what appears to be a nearly 50-ft. gap.

GM NOTE: NAVIGATING THE BRIDGE

The land bridge across the chasm in this space is covered in trigger plates that activate the defenses embedded in the walls on either side of this room, as detailed on the Bridge Defense table at right. A creature choosing to cross this bridge must succeed on a DC 12 Dexterity (Acrobatics) check to maintain their balance while walking its narrow surface. A creature can choose to forgo this check by moving at half their speed. A creature that falls off the bridge can use their reaction to attempt a DC 16 Strength saving throw to grip the edge of the bridge and pull themselves up.

This room is divided into two portions by a deep chasm (***1***) spanned by a narrow land bridge (***2***). A small hidden chamber (***3***) is covered by an illusory piece of wall.

Mechanics

Chasm. This gap is twice as deep as it is wide and any creature that falls risks suffering 55 (10d6) bludgeoning damage if they aren't able to slow their tumble.

Bridge. This land bridge features a small rope that runs its length as a safety mechanism as well as hidden pressure plates, which can be observed with a successful DC 18 Intelligence (Investigation) check. The plates cannot be disarmed. Each time a creature steps on one of the plates, they trigger an effect from the Bridge Defense table, or another effect, at GM discretion. Note: These effects stack.

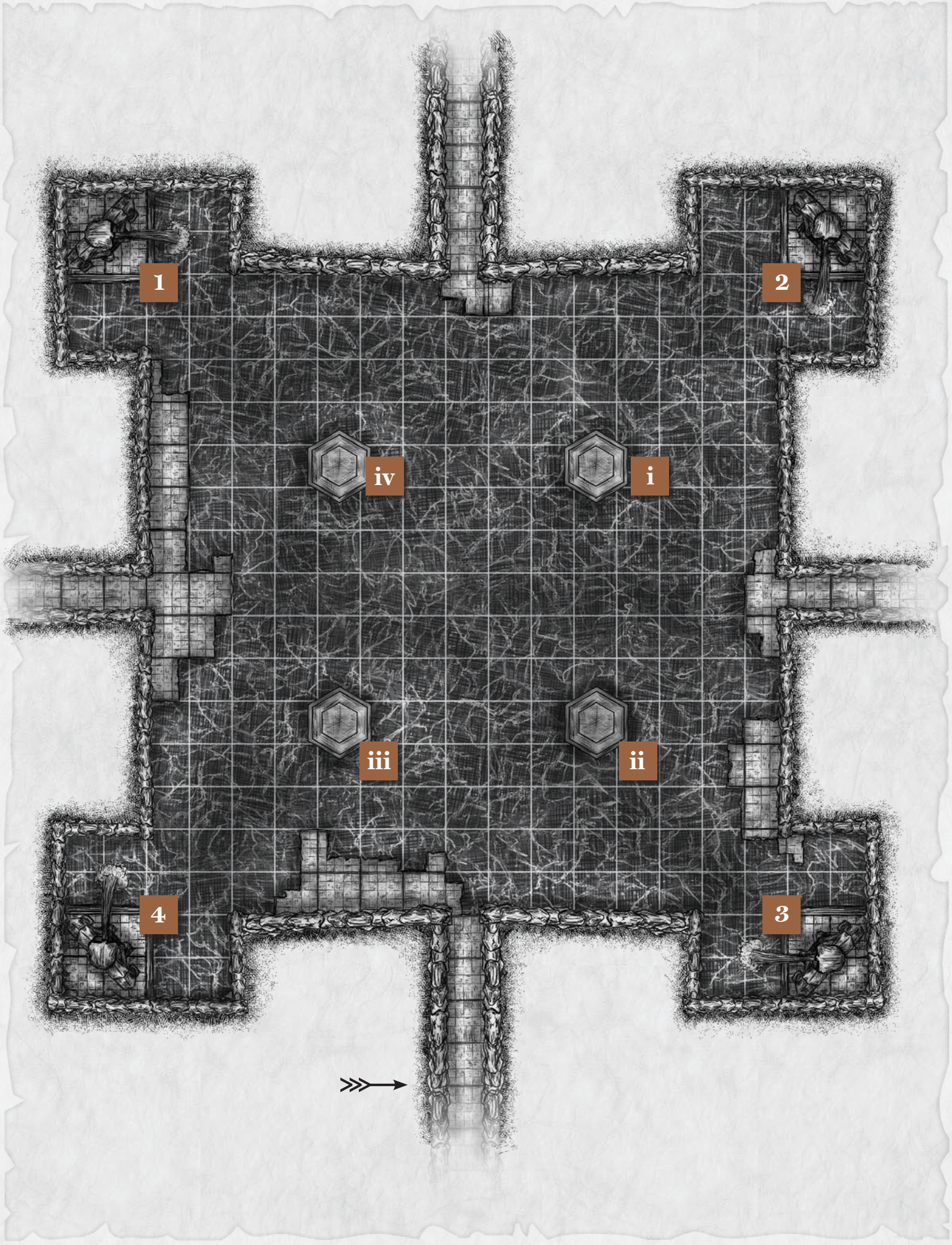
Hidden chamber. A bit of illusory magic obscures the entrance to a smaller room. A *detect magic* spell would reveal the false nature of the rock wall masking entry into the room, and a DC 15 Intelligence (Investigation) check would reveal something not quite right about the rocks in this section of the chamber. If a creature were knocked into this portion of the wall they would immediately pass through it.

Bridge Defense Table

1d6	The trap triggers the following effect:
1	**Gusts of wind.** Powerful turbines on either side of this chamber send a surge of wind in the direction of the bridge. Any creature standing on the bridge must succeed on a DC 16 Dexterity saving throw to keep from falling off.
2	**Bludgeon bags.** Small sacks are pelted at the creature that triggers this trap, making three ranged attacks (+6) against the creature's AC. On a hit, the creature must succeed on a DC 13 Strength saving throw or be pushed off the bridge.
3	**Grease sprays.** The entire bridge is showered with a steady stream of slick grease. This grease makes the bridge difficult terrain and any creature on the bridge or walking on the grease must succeed on a DC 17 Dexterity saving throw or slide off the bridge.
4	**Bridge collapse.** The tile the creature was standing on gives out and drops into the chasm below. The other tiles remain, as if suspended by some combination of geology and arcane crafting. The creature that triggers this tile must succeed on a DC 15 Dexterity saving throw to dive for remaining tiles of the bridge as the ground gives way beneath them.
5	**Dragon's breath.** A gout of flame from the ceiling surges down on the land bridge. Any creature on the bridge must succeed on a DC 15 Dexterity saving throw or take 28 (8d6) fire damage or half as much on a success.
6	**Mind waves.** A ray of energy cascades down onto the land bridge, targeting the creature that triggered this trap. The creature must succeed on a DC 15 Wisdom saving throw or casually turn and hop off the side of the bridge, as a voice in their mind tells them this is the best course of action in the moment.

Variant Encounter (Optional)

1d6	The door opens to reveal...
1	...a **pixie** strapped to one of the far walls. He explains he'd be happy to help the party cross the chasm if one of them could set him free.
2	...a band of 2d4 + 1 **orcs** plotting against their master in the hidden chamber.
3	...a **cloaker** obscured among the rocks in the ceiling above.
4	...1d4 + 1 **giant bats**, one of which is under the effects of a *speak with animals* spell.
5	...2d4 + 1 **bandits**, all of them hanging precariously from the bridge having fallen victim to a few of its traps.
6	...a rogue **wyvern** who tossed its rider and is roaming this chamber looking for an easy meal.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The Swimming Statues

As you enter this space, you notice quite a bit of water covering a somewhat sunken floor ahead of you. There are four pedestals within the space, each 5 ft. tall, as well as four statues representing scions of the seasons—winter, spring, summer and fall—one in each corner of the room. These statues appear to be spitting water out of their mouths. In addition to the four statues, there are four points of entry—as you step further into the space you realize all of them are now sealed. And the statues are spilling much more water into this room than before. The water seems to be moving in a clockwise whirlpool and picking up speed.

GM NOTE: GETTING OUT

Water from sources hidden throughout this space rapidly fills this 10-ft. high room, rising 1 ft. every six seconds and swirling steadily in a clockwise direction. The doors will open once the room's puzzle has been solved. The secret to solving this puzzle lies underwater—carved in Elvish in the stone surrounded by the four pedestals is the phrase "Seasons Change, One to the Next, But We Remain Steadfast." To unlock the doors, the statues must be moved from their current positions to the pedestal to their left. Once all four statues have been moved to their respective pedestals (representing the changing of the seasons) the water will drain to its original location and the doors will open. The statues will then slowly rise and levitate to their original positions.

This grotto-like chamber was created as a way to celebrate the changing seasons while ensuring that only those who are worthy may exit. Each season is represented by a statue (***winter, 1; spring, 2; summer, 3; fall, 4***). Four pedestals (***i, ii, iii, iv***), central to the veneration of the seasons, also function as triggers for unlocking the chamber as detailed below.

Mechanics

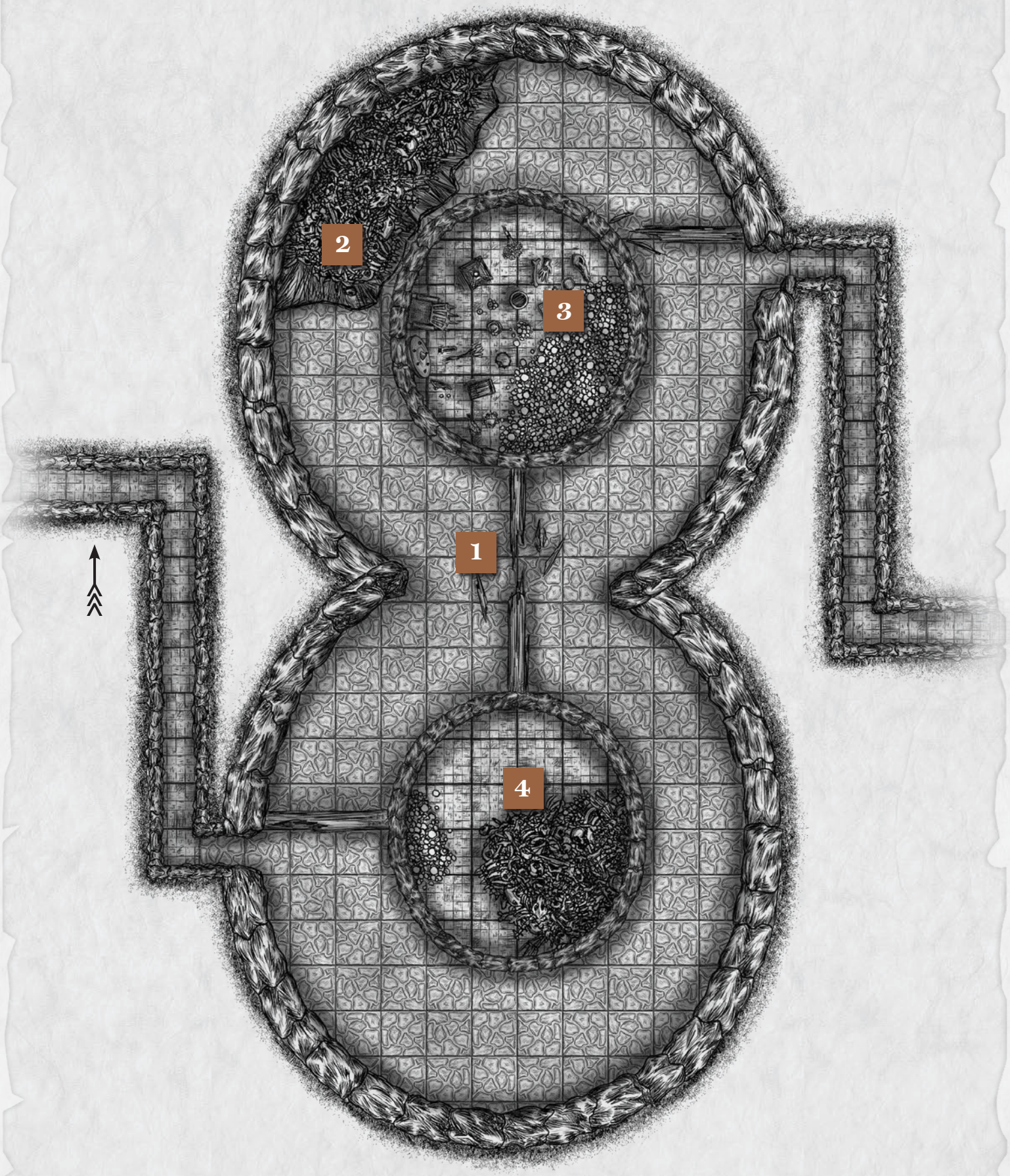
Water. The surging water here is difficult terrain for creatures that lack a swim speed. After eight rounds per initiative, most creatures will be fully submerged. Swimming with the motion of the whirlpool offers a creature double its movement or swimming speed. Fighting this current has the opposite effect, reducing a creature's underwater movement by half. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier.

Statues. These statues' bodies are each facing toward the center of the chamber but their heads are all turned to the left, spitting water into the chamber. The statues are relatively heavy and require a DC 15 Strength (Athletics) check to carry. If the statues are fully submerged, these checks can be made with advantage.

The statues should be moved to the following pedestals:
1. Winter → pedestal i.
2. Spring → pedestal ii.
3. Summer → pedestal iii.
4. Fall → pedestal iv.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a **water elemental** surging under the surface, seeking only to prevent the successful placement of the statues.
2	...a quartet of sentient season statues (with **noble** statistics) that are loath to be relocated.
3	...a water-bound **medusa** rising from the depths of this space to menace any who enter the chamber (and perhaps create a few new statues in the process).
4	...1d4 + 1 **sahuagin** that guard the pedestals with their lives.
5	...a **shambling mound** masquerading as a massive clump of watergrass beneath the surface.
6	...two **chuul** that seem dead set on feeding on the first creature they can get their claws around.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The Octogenarium

As you take a peek around the corner of the hallway that leads into this next chamber, you find a somewhat curved wall that terminates in a brick wall to your left but spans around to the right to another circular chamber. The floor is crumbling in certain spaces and has deep holes in others.

GM NOTE: HIDDEN CHAMBERS

This room features two hidden chambers, accessible by succeeding on a DC 17 Intelligence (Investigation) check to reveal the triggers that open their doors. The placement for each trigger and each door is at GM discretion. These rooms should each contain treasure and at least one magic item, also at GM discretion. A creature can teleport from one of these chambers to the other by tugging on a lever that's centered on the wall within each room.

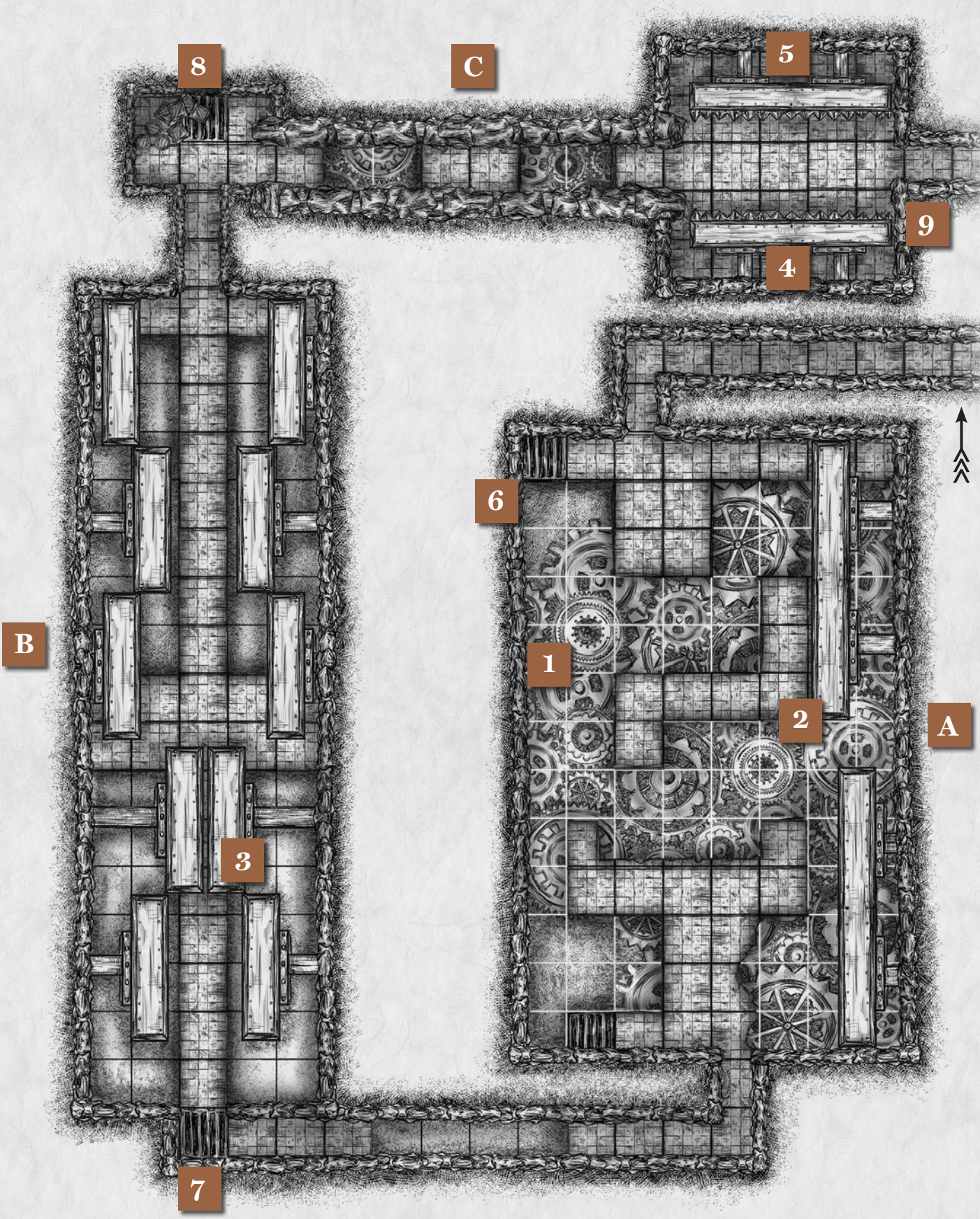
This room was once used for arcane experiments built around the perceived harmony of the number 8, but its primary function is now storage. It features an untrustworthy floor and a few crumbling walls (***1, of three***) as well as a gaping hole that leads to a 40 ft. drop-off (***2***). Hidden away within the swirling hallways are two teleportation chambers (***3, 4***). They connect only to one another, swapping the matter from one chamber with the matter from the other. These chambers contain notes on teleportation magic, the persistent beauty of the number 8 and, as this laboratory has been shuttered for quite some time, a fair amount of dust (as well as loot determined at GM discretion).

Mechanics

Teleportation chambers. If discovered, a creature examining one or both of the teleportation chambers would find whatever treasure they behold as well as a series of strange knobs and levers. The largest lever seems as if it is begging to be pulled. If this lever is pulled in either chamber, it teleports the entire contents of the chamber, swapping it with the contents of the opposite chamber, at GM discretion. The artificer who devised these chambers may have gotten their wires crossed, however. When a creature pulls either lever, roll 1d20. On a 5 or lower, there is a teleportation mishap, swapping the consciousness of one creature in the space into the body of another creature within the chamber, at GM discretion. This transition can be reversed by pulling the lever, but there is a 50 percent chance that it is permanent.

Variant Encounter (Optional)

1d6	The party encounters...
1	...the **ghost** of the tinkering mage that created this now-defunct laboratory and wanders its halls, hoping to find a body it can hitchhike on.
2	...1d4 + 1 meddling **quasits** that remain invisible but will attempt to turn the party against one another in any way they can.
3	...a **bearded devil**, trapped within one of the teleportation chambers, that will take any chance it can to escape.
4	...a **doppelganger** that will attempt to subdue and then use its shapechange ability to replace a member of the party.
5	...a **gorgon** charged with running this 8-shaped loop over and over again, clearing out any rabble who might attempt to learn its secrets.
6	...2d4 **goblins** carrying detailed notes on how to break into the internal chambers of this space.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The Piston Palace

CHAMBER A

As you pass through the narrow hallway, the sound of roiling machinery and the constant clanging of hammering pistons shakes the walls. You see a space about 40 ft. wide, the floor a mix of walkable platforms and exposed gears. The platforms are separated by distances of 10 ft. A narrow catwalk hangs roughly 20 ft. above you.

CHAMBER B

Entering this room, it's clear you've found the source of the hammering sound you heard in the previous space: five pairs of massive pistons, each nearly 15 ft. long, slamming into each other.

CHAMBER C

This hallway features a few exposed gears and small platforms, as well as what can only be described as a kill room—walls on either side covered in spikes move toward each other with violent speed, the floor slick with gore from an untold number of adventurous types or lurking monsters that underestimated its speed and power.

GM NOTE: SUBTERRANEAN SECRETS

While each of these chambers features an imposing series of challenges a party must navigate, they are all connected by a small service tunnel that can be discovered with a successful DC 18 Intelligence (Investigation) check. This tunnel leads off the entry platform in the first chamber and down beneath the gearworks to the second and third chambers. A creature that is medium or larger navigates this space as difficult terrain. The tunnel leads past the gearworks of the third chamber and beneath its kill room, opening within the hallway that leads to the chamber's exit. Entrances are at **6**, **7**, **8** and **9**.

The Piston Palace is a ridiculous name for a ridiculous space that still stuck, like the blood of so many smashed bodies to the chamber's titular pistons. This chamber generates much of the mechanical might required to power some of the larger non-arcane doors and traps within this dungeon. The fact that adventurers have a tough time navigating it without losing an arm or the pleasantly round shape of their heads is seen as a defensive bonus. Its first chamber houses the main collection of gearworks (***1***), as well as a few small access platforms (***2***). The entire space is visible from the catwalks above (***at GM discretion***). The second chamber is home to the palace's powerful pistons (***3, of many***), which slam into each other with enough force to shake adjacent rooms. The final chamber contains gears and platforms between them as well as a kill room featuring two spiked walls (***4, 5***) that continuously collide with one another.

Mechanics

Gears. The gears in this space are as dangerous as they are numerous. A creature that ends its turn on a space occupied by these gears must succeed on a DC 16 Dexterity saving throw. On a failed save, the creature is pulled into the gears, suffers 11 (3d6) bludgeoning damage and is restrained. A creature restrained by the gears can use an action to free itself by succeeding on a DC 16 Strength (Athletics) check. If a creature restrained by the gears ends a second turn restrained by the gears, they suffer 22 (6d6) bludgeoning damage. This damage continues to double for each round a creature is restrained by the gears. If a particular gearbox takes 45 damage in a single round, the pistons and kill room in the chambers beyond will stop working for five rounds until the gears' force cranks them back into operation.

Pistons. The pistons in this chamber slam into each other in an alternating fashion, allowing for a creature with a strong sense of rhythm and light feet to maneuver through them unscathed. Moving through this 90-ft. chamber is not for the cowardly. A creature must succeed on a DC 16 Intelligence (Investigation) or Charisma (Performance) check to follow the pistons' rhythm and a DC 16 Dexterity (Acrobatics) check to navigate through the pistons without taking damage. On a success, the creature is able to use their full movement to navigate the space safely. A creature failing either of these saves is hit by a piston, causing 13 (3d8) bludgeoning damage and halting their movement. A halted creature must reroll both saving throws to try to continue successfully maneuvering this space. When a creature is halted, roll 1d4. The creature proceeds as far as their maximum speed divided by the number rolled until the start of their next turn.

Kill room. The kill room has no rhythm or perceptible pattern and offers no mercy. Any time a creature seeks to cross through this area while the walls are still active, roll 1d100. On a 25 or lower, the creature is smashed by the wall, suffering 26 (4d12) piercing damage.

Secret passage and gearworks. The hidden tunnel that runs directly under Chamber B is 5 ft. high and wide at its most broad space and passes around and under numerous rotating gears. Any creature wishing to navigate the tunnel must succeed on a DC 16 Dexterity saving throw each time they enter a new chamber. On a failed save, the creature is caught in a gear as outlined in gear mechanics.

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A Miniature Fortress

As you make your way into this dank, open room you see a stone tower about 30 ft. high in the center of the chamber, its walls peppered with strategically placed arrow slits. A narrow, rushing river divides the area, with the tower on the opposite side. A small pit obstructs your path to the river, one of a few deep holes in this chamber.

GM NOTE: PARLAY?

The creatures within this tower may be willing to parlay with approaching outsiders, particularly if they feel they are at a disadvantage in terms of numbers, strength or skills. If the creatures determine they are at a strategic advantage, they would likely try to pick off members of the party one by one.

A fortified position within an already considerably impregnable area, this chamber's central feature is its small, tower-like fortress, which acts as a fallback position or rallying point for some of the creatures that lurk or linger here. The fortress (***1***) features a small landing roughly 15 ft. up within its interior, as well as a platform along its parapets 30 ft. above the ground. A river (***2***) runs through this space, flowing right to left. The area on this side of the river features two elevated platforms, one 15 ft. (***3***) and another that's 30 ft. (***4***). A pit 15 ft. deep (***5***) presents an obstacle to entering this space. On the other side of the river, a few rock outcroppings (***6, 7, 8***), each 15 ft. high, offer elevated positions from which to attack the tower. Entrances and exits (***9, 10***) to this space appear to be locked, at GM discretion. Keys to these locks would be found on the creatures within the fortress.

Mechanics

Doors. The door to the fortress (***11***) is made of sturdy oak and is barricaded from the inside. The door has 85 hit points. The doors that lead out of this space are locked, but the locking mechanisms can be compromised with a successful DC 20 Dexterity (Thieves' Tools) check.

Tar pots. A small porthole 20 ft. above the tower door allows a creature within to attack anyone foolhardy enough to attempt breaking down the door. As an action, the creature releases the tar pots above the door. Any creature within 10 ft. of it must succeed on a DC 16 Dexterity saving throw. On a failed save, the creature suffers 18 (4d8) fire damage as hot tar clings to their flesh and armor for one minute. At the start of its turn, a creature covered in hot tar suffers 9 (2d8) fire damage. A creature can use an action to scrape tar off of themselves or another creature.

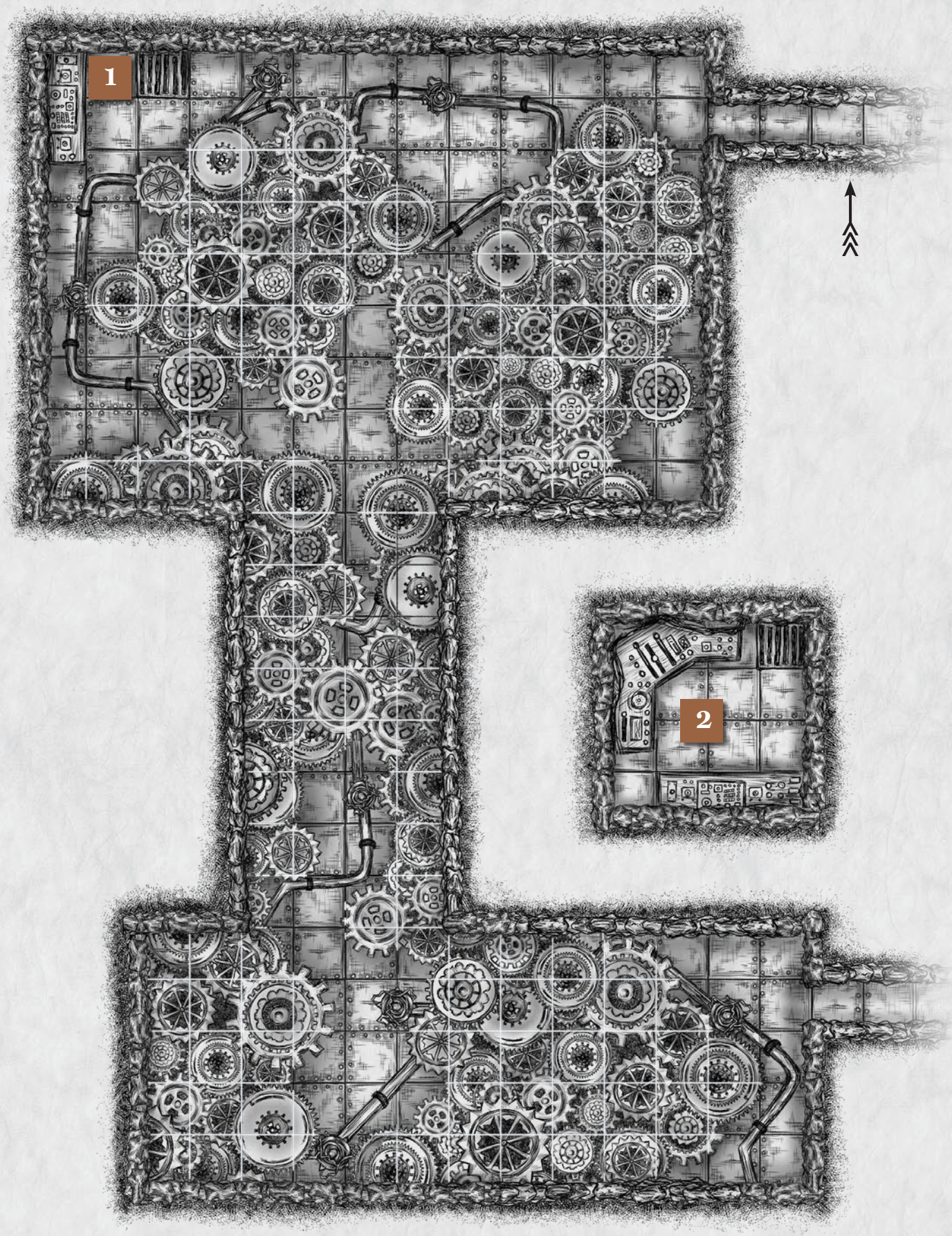
Arrow slits. The fortress's walls feature arrow slits at various heights from top to bottom, allowing creatures within to fire ranged attacks from full cover, at GM discretion.

Acid cannon. As an action, a creature within the fortress can use the acid cannon on the uppermost floor of the fortress. The cannon fires in a 60-ft. cone. Any creature within the cone must succeed on a DC 16 Dexterity saving throw, suffering 28 (8d6) acid damage on a failed save, or half as much damage on a success. Creatures within 10 ft. of the fortress are unaffected by the cone due to the angle at which it is fired.

River. The river, roughly 5 ft. deep between the banks, flows right to left and is difficult terrain for any creature that lacks a swim speed. A creature that ends its turn in the river must succeed on a DC 15 Strength saving throw or be pushed 10 ft. downriver and be knocked prone. The river flows out of this chamber to another location at GM discretion.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a single **goblin** who pretends to be several and has been defending this position for months.
2	...a surly crew of 2d4 **orcs** that will hold this post with their lives.
3	...a **bandit captain** and her 1d6 + 1 **bandits**, who are happy to stand down for the right price.
4	...a lonely **scout** possessed by a **ghost**.
5	...an open, unsecured fortress, as the 2d6 **hobgoblins** responsible for guarding this post are about to enter from the next chamber.
6	...2d4 **bugbears**, at least one of which is hiding outside the fortress walls.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The Gear Box

The smell of oil and the sounds of groaning mechanisms assault your senses as you enter this room, and you nearly lose your footing on the floor, which appears to be covered in a slick, greasy film. The room itself seems to be more gears than navigable space.

GM NOTE: HIDDEN CONTROL PANEL

These gears (as well as 2d4 traps in subsequent rooms, at GM discretion) can be switched off by utilizing a series of levers located on a control panel in a small room behind the walls and gears in the main chamber. This hidden room can be accessed through an easy-to-miss tunnel, the entrance to which can be noticed with a successful DC 18 Intelligence (Investigation) check.

An artificer's paradise, The Gear Box is a collection of interlocking devices that power larger traps and mechanisms throughout this location. The entire space is full of gears of varying sizes, and each set of interlocking teeth seems to be leaking a form of grease onto the stone floor. A small access door (***1***) is obscured from view, and leads to a room (***2***) housing the control panel for these gears.

Mechanics

Grease. The entire floor in this space is covered in slick grease. A creature moving across the floor must succeed on a DC 15 Dexterity saving throw or slide in a random direction (at GM discretion), falling prone. If a creature ends its turn on a square occupied by a gear, they are in danger of being pulled into them, as outlined at right. A creature can avoid slipping in the grease by moving at half speed.

Gears. The gears in this space are as dangerous as they are numerous. A creature that ends its turn in a space occupied by these gears must succeed on a DC 15 Dexterity saving throw. On a failed save, the creature is pulled into the gears, suffers 7 (2d6) bludgeoning damage and is restrained. A creature restrained by the gears can use an action to free itself by succeeding on a DC 15 Strength (Athletics) check. If a creature restrained by the gears ends a second turn restrained by the gears, they suffer 14 (4d6) bludgeoning damage. This damage continues to double for each round a creature is restrained by the gears. The gears are susceptible to sabotage. Each gear has an AC of 10, 25 hit points and a damage threshold of 15. If an attack on any gear deals less than 15 damage it takes no damage. Once a gear has taken more than 25 damage, it snaps free of its housing, freeing any creature it might have pinned in its mechanical teeth.

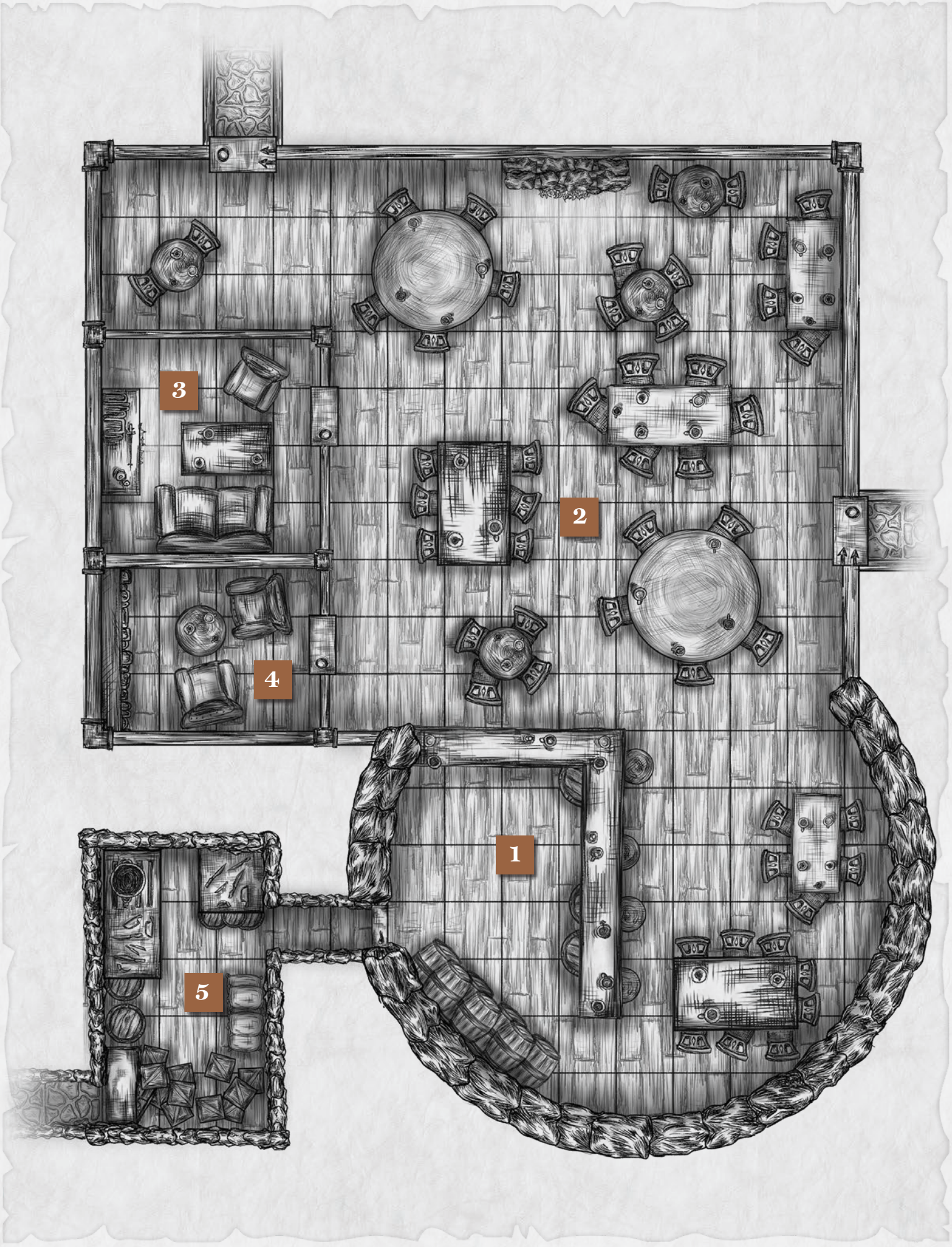
Encounter Variant (Optional)

Traps

Each fourth tile the party encounters in this space is trapped, using traps generated on the Random Trap table on pg. 246, at GM discretion. The triggers for the traps are isolated to a tile of the GM's choice.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a wild-eyed halfling trying to collect as much of the floor grease as possible and who is concerned the party is trying to move in on his "secret slicky stash."
2	...2d4 **kobolds** that easily navigate the slick floor as if born in this environment.
3	...an injured **troll** trapped by a series of gears in the back half of the chamber that is continually regenerating its arms and legs only to find them trapped in more gears.
4	...a tinkering **goblin** wearing a ***headlamp of telekinesis*** and trying to fix a split gear.
5	...a nest of 1d4 **phase spiders**.
6	...a **black pudding** disguised as a bit of dark black grease on the floor that seems like it's... maybe...moving their way?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The Dungeoneer

You hear the din of rowdy conversation echoing through the hallway as you enter this space, cluttered with tables and chairs and illuminated by a small fireplace to your immediate left. A polished stone bar beneath a wooden sign that reads "THE DUNGEONEER" is the room's central feature, and its low ceilings and snug side rooms make for a cozy—if incongruous—subterranean stomping ground.

GM NOTE: FRIENDS OR FOES

This bar functions as an after-hours hot spot for the creatures that patrol the dungeons/caves/caverns in which it exists. Whether these creatures are off the clock (and therefore less likely to attack a group of strangers in their midst) is entirely at GM discretion.

The scofflaws, outlaws, scoundrels and mongrels that mill about the muck and tarry in the tunnels of this labyrinthine series of chambers enjoy their work, but still need to take a break from the rending of flesh and ripping of limbs that occupy the majority of their time on the clock. So when their respective shifts end (or, in the case of most ogres, when they randomly wander into the area by mistake), most of the creatures that ply their trade in these halls make their way to The Dungeoneer for a shift drink or three and to trade stories of adventurers they've thwarted, traps they've laid or treasure they've stored safely away. The Dungeoneer features a central bar (***1***) and a number of tavern tables in its main seating area (***2***) as well as two small side snug rooms for private conversations (***3, 4***). The Dungeoneer's kitchens (***5***) feature as many knives as one could need but, curiously, no signs of food being cooked here—a giveaway that the kitchens actually function as a secret entrance/exit to the bar from other parts of the dungeon.

Mechanics

Ale barrels. The ale on offer at The Dungeoneer is powerful stuff, offering a fortifying effect to any who can keep it down. A creature consuming a mug of ale must succeed on a DC 16 Constitution saving throw. On a failed save, the creature vomits in spectacular fashion and has disadvantage on all skill checks, attack rolls and saving throws for one hour. On a success, the creature gains 15 temporary hit points. The barrels that hold this robust ale are particularly sturdy, and the bartenders who pour the stuff have a habit of throwing full barrels of ale at rowdier patrons. As an action, a creature can make a DC 16 Strength (Athletics) check to lift and throw a barrel up to 30 ft. On a success, any creature within 10 ft. of the thrown barrel must succeed on a DC 16 Dexterity saving throw or suffer 11 (3d6) bludgeoning damage as the barrel careens into them. The ale-soaked area then becomes difficult terrain for one minute.

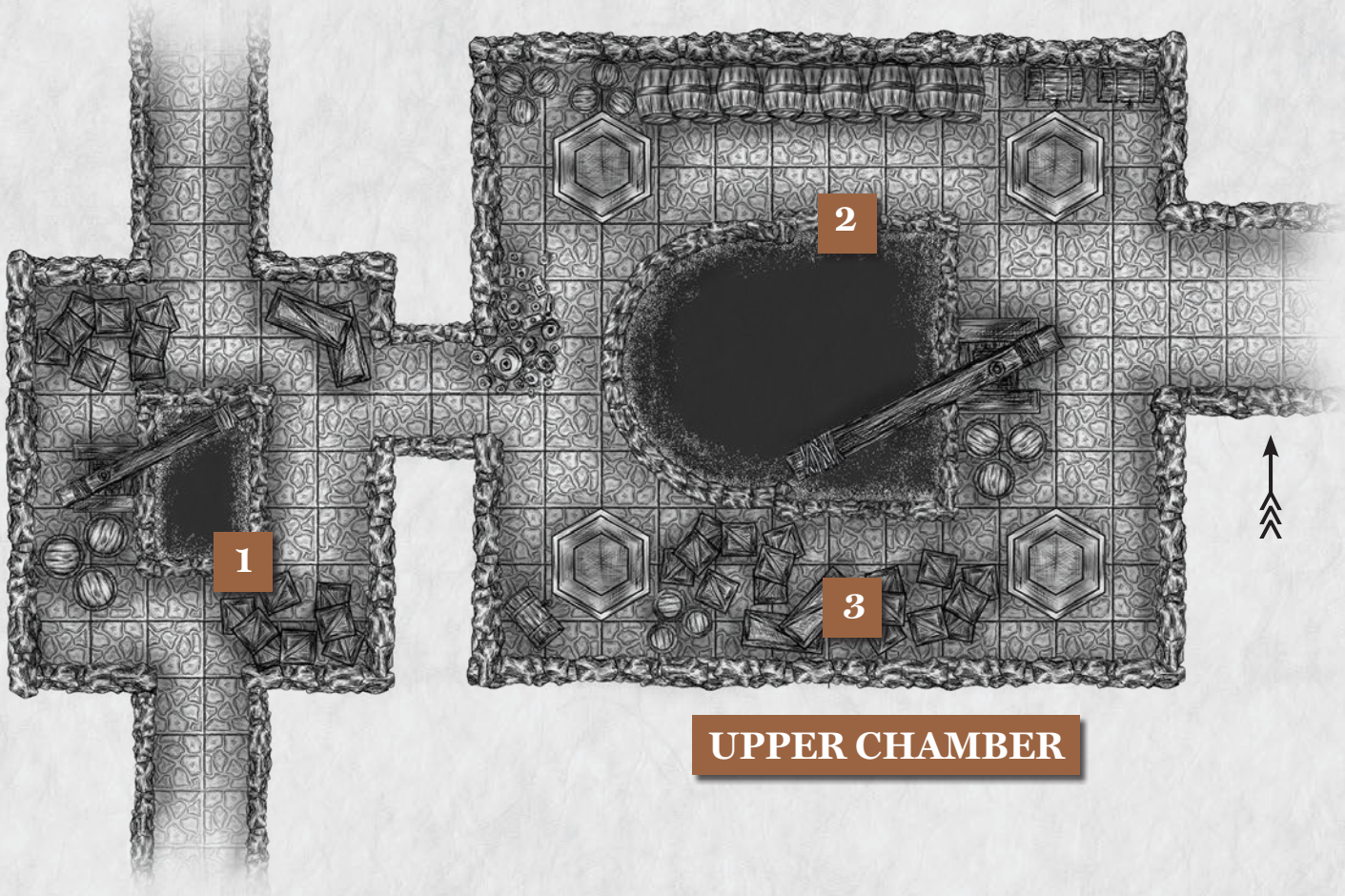
Hidden entrance. The Dungeoneer's kitchen is a front, hiding a secret entrance to the bar proper from other areas within the dungeons. A successful DC 15 Intelligence (Investigation) check would reveal a notable lack of food or prep items in this kitchen and a noticeably cooler space, as if a draft is blowing through. The empty cupboard can be pushed a bit along the back to reveal a tunnel entrance. This tunnel could lead to another room in this book, determined by rolling on the table on pg. 250 or a different space at GM discretion.

Encounter Variant (Optional)

1d4	The Dungeoneer is...
1	...packed with patrons who merely want to have a good time.
2	...moderately busy, and every customer is well into their cups, so intoxicated that any roll they make is at disadvantage.
3	...eerily empty, save for one lone bartender who explains The Dungeoneer isn't open for another few minutes but that a dozen regulars usually show up right on time.
4	...full of rowdy, brawling patrons who barely notice the party entering.

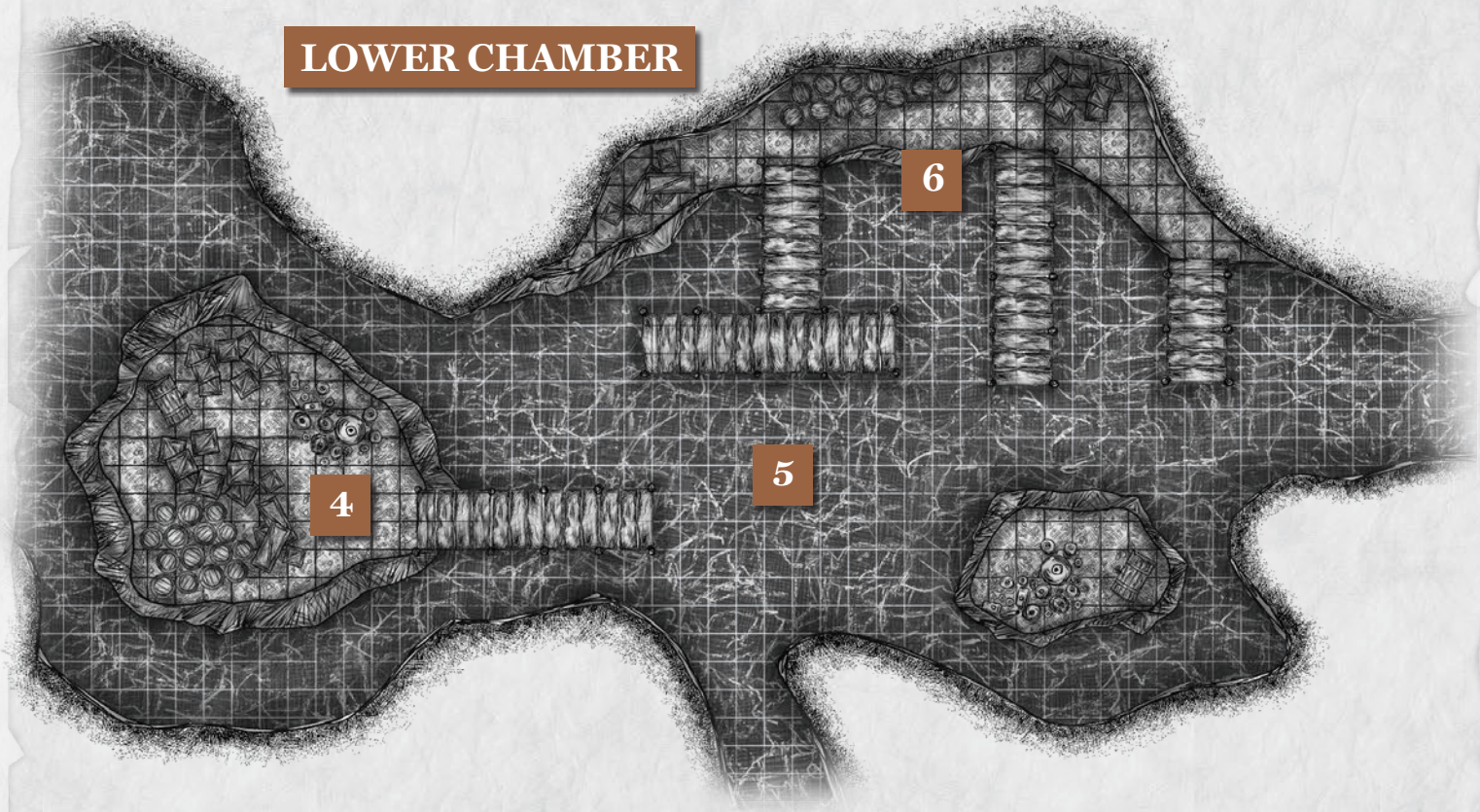
Variant Encounter (Optional)

1d6	The party encounters...
1	...a group of 2d4 **goblins** complaining to any who will listen that they "need more troops in the east wing."
2	...a band of 2d4 **orc** pirates on shore leave that heard this was the most happening date spot in the realm. It is not.
3	...3d4 acrobatic **bandits** wearing parts of a dragon costume that appears as if it could create a convincing facsimile of an actual dragon were they to align themselves appropriately.
4	...3d4 **hobgoblins** that realize too late that two of the tables they're sitting at are **mimics**.
5	...a devious **mage** that keeps using minor illusion to win a drinking contest against a surly crew of 1d4 + 1 **bugbears**.
6	...a trio of **hags** that are reading fortunes for the rest of the patrons in exchange for vital organs.



UPPER CHAMBER

LOWER CHAMBER



The Underport

UPPER CHAMBER

You enter a dimly lit space cluttered with boxes, crates and barrels arranged around a large hole featuring a makeshift crane and hoist system. A smaller hole and similar hoist system are the primary features of a room just off the main chamber. You hear the sound of rapidly rushing water echoing up from below.

LOWER CHAMBER

A landing cut through by a pitch black river, with a few docks jutting out into the rapids. A large stack of barrels looks as if it's either ready to be shipped out on a pallet or was recently dropped here.

GM NOTE: BEYOND THE UNDERPORT

It's entirely possible the party may choose to explore the river that flows into and out of this subterranean dock. The river could lead deeper into the unknowable darkness of the under realms, or simply to a cove that meets the sea. Alternatively, the river could lead directly to a series of portals that, if you aren't accustomed to navigating them, would pop you into one of the other rooms in this dungeon (at GM discretion or by rolling on the table on pg. 250).

Dungeons such as this one require a steady flow of troops, trap components, supplies and more—and most who make their hay delivering goods are loath to take the stairs. Makeshift ports such as this allow for all manner of goods to flow into the dungeon itself but also offer a quick means of escape should an adventuring party find themselves overmatched midway through an exploratory mission. The upper chamber features two large holes (***1, 2***) that lead to the lower chamber some 50 ft. below. Boxes of sundry supplies (***3, 4***) offer decent cover on the upper and lower levels. The river in the lower level (***5***) flows swiftly past a small grouping of supply docks (***6***), and can be followed to a destination beyond these dungeons at GM discretion.

Mechanics

Hoists. The hoist and pulley systems feature long ropes that drop 50 ft. to the water's surface for ease of use when deliveries need to happen fast. As an action, a creature can raise or lower a box roughly 30 ft. by succeeding on a DC 15 Strength (Athletics) check.

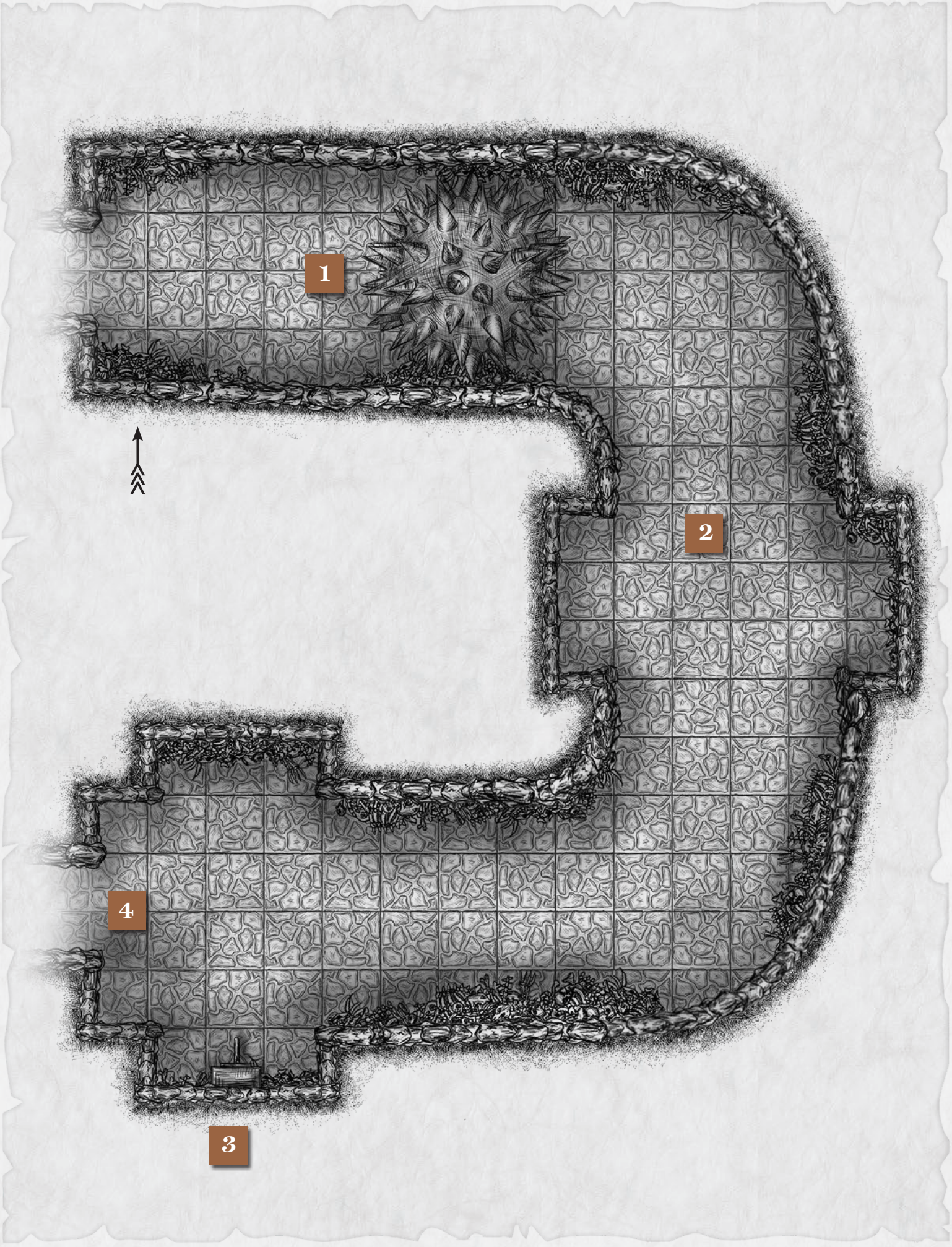
Crates. The crates and boxes in these chambers contain a wide variety of goods at GM discretion or defined by rolling on the Crate Contents table.

Crate Contents Table (Optional)

1d10	This crate contains...
1	...an assortment of uncut gems worth 1d100 x 100gp and weighing 1d20 x 20 lb.
2	...a spool of heavy chain.
3	...a plethora of antique lamps, one of which contains a **djinn**.
4	...a collection of 2d4 sets of heavy plate, one of which is ***demon armor***.
5	...10d4 **flumphs**, all hoping to be set free.
6	...another crate, which contains a smaller crate and within that an even smaller crate, which contains a locked box, which holds an ***iron flask***.
7	...javelins, spears, quarterstaffs and one ***immovable rod***.
8	...enough alchemy supplies to create 3d4 potions of *haste* and 2d4 ***potions of fire resistance***.
9	...a half-ton of dragonscale, all of it cursed. The next creature to touch it will be pursued by Grimcore Soulripper, an **ancient black dragon**.
10	...a *wand of* ***magic missiles***, a ***staff of power*** and the Twilight Sphere, a **lich**'s long lost phylactery.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a group of 2d4 **goblins** on the upper level struggling to raise a large crate containing a sedated **yeti** to the upper level.
2	...a pack of 1d4 + 2 **gnolls** attempting to sabotage the hoists on the upper level.
3	...1d4 + 1 **imps** trapped in an arcane cage on the lower level that offer a dark blessing (at GM discretion) to any creatures willing to free them from their captors, a duo of heavyset **hobgoblins**.
4	...a group of 2d4 **scouts** tasked with delivering a few barrels to the upper level are below, hiding from the two **shadow demons** they saw lurking on the upper level.
5	...an elite team of 2d6 monster slayers (**thugs**) that have a young **vampire** bound to the docks and are letting the rushing water do their dirty work for them.
6	...a **cloaker** trapped on the upper level that can't seem to figure out how to fly back downriver.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The Ball Pit

A long corridor seems to terminate against a rounded, spike-covered surface nearly 70 ft. ahead of you. As you move farther in, you hear the doors bolt shut behind you as the round spiked shape that seemed like a convex wall reveals itself to be a large ball that's slowly rolling your way.

GM NOTE: HAVE A BALL

This chamber acts as a sort of minigame. The ball itself is being pushed by a force from the opposite side, and the party can either choose to be crushed by the spiked ball or push back and hope to slow its momentum. The game functions like a building tug of war—if one group or the other succeeds on three consecutive Strength (Athletics) checks, the ball is put into full motion and will crush the creatures on the opposite side. For an added challenge, the floor beneath the ball and creatures pushing it shifts its angles depending on who is in control of a lever in the second portion of the room.

The guardians of this particular space grew tired of watching the massive spiked ball smash into potential intruders time after time after time. Where was the challenge? Where was the sportsmanship? Beyond watching a wild-eyed wizard or cocky elven archer be smashed by a high-speed ball of spikes, where was the fun? They devised this trap, disconnected from its automated components, as a more equitable and entertaining alternative. When creatures enter the space, they are immediately menaced by the spiked ball (***1***), which is being pushed by the room's full-time staff from the other side. A few gaps in the hallway (***2***) offer a chance to duck out of the way of the ball's path and possibly sneak behind the opposing side. Pulling the lever (***3***) on the wall nearest the other exit (***4***) adjusts the pitch of the floor beneath the spike ball.

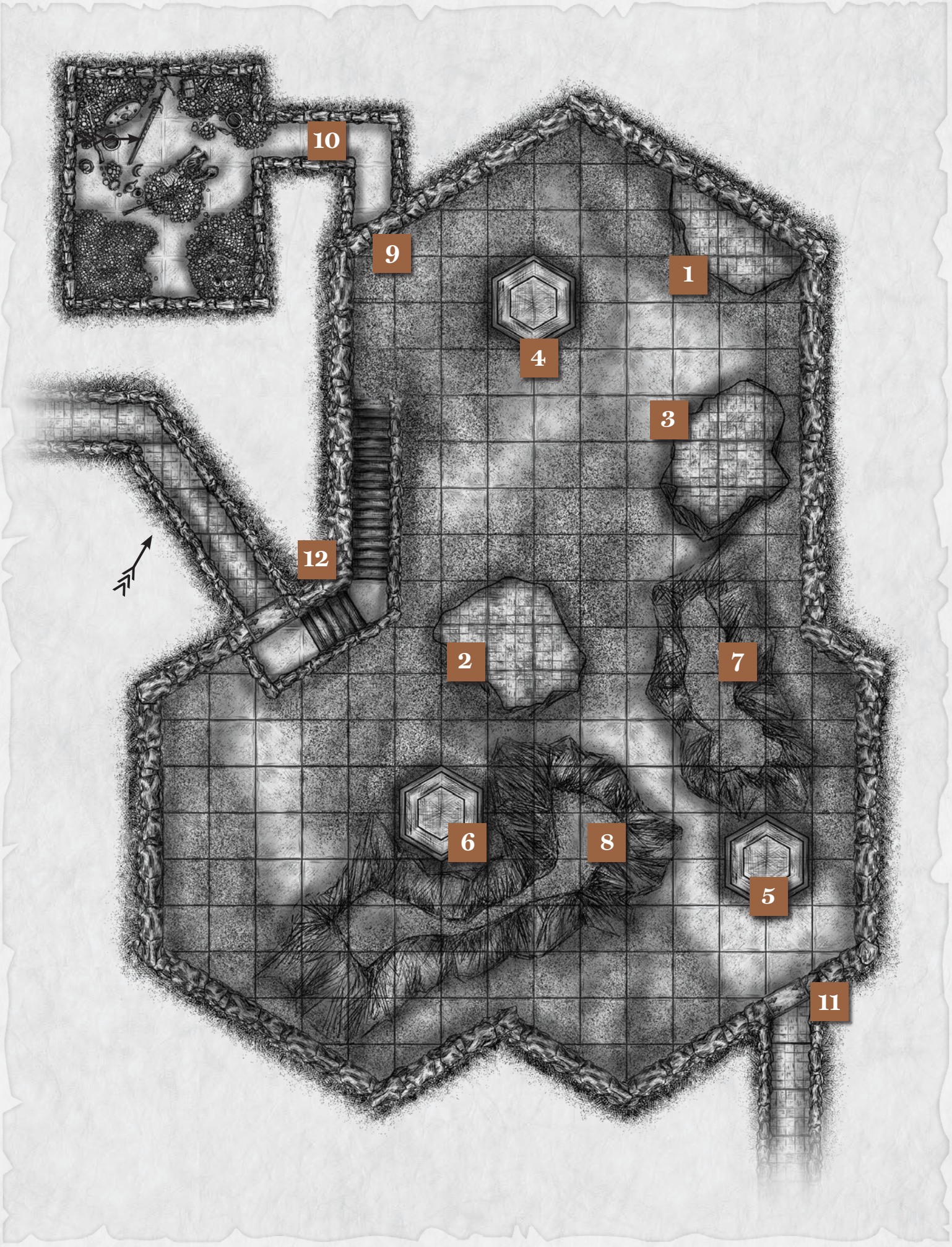
Mechanics

Spike ball. This enormous, incredibly heavy steel ball is covered in spikes but takes a while to get moving in a manner that's life threatening. To push the ball, a creature must succeed on a DC 15 Strength (Athletics) check. If an opposing force is pushing the ball from the opposite side, they make the same check. The higher check wins. If more than one creature is pushing, each creature rolls a separate check and the combined total of the rolls becomes the number to beat. When the spiked ball is successfully pushed in one direction a total of three times in a row, the ball reaches critical speed and on the next round per initiative moves forward 10 ft. Any creature within the spiked ball's path suffers 35 (10d6) piercing damage and 28 (8d6) bludgeoning damage as the ball rolls over them or smashes them into the surrounding surfaces. On the following round(s) per initiative, the ball will continue its path forward, moving ahead 10 ft. and dealing the same damage each round until it reaches the end of the hallway.

Lever. This lever controls the floor beneath the spiked ball. As an action, a creature can pull this lever to adjust the angle of the floor (GM Note: the floor starts in neutral, and the lever can move it at an angle in either direction). When a creature or group of creatures push the spiked ball downhill, they make their checks to push it at advantage. A creature or group of creatures pushing the ball uphill make their checks at disadvantage.

Variant Encounter (Optional)

1d6	The party encounters...
1	...1d4 +1 **ogres** that call themselves the Ballers and that take great pride in pushing this "lil spikey rock."
2	...4d4 **kobolds** that are filling in for the **fire giant** that usually manages this post.
3	...2d4 **orcs**, one of which lost both arms in battle and is just pushing with his forehead.
4	...2d4 **goblins** and a **hobgoblin captain** that uses a whip to keep the goblins motivated.
5	...a **hill giant** chained to the wall that pushes the boulder at the behest of the **imp** on her shoulder.
6	...a hideous **fomorian** that hopes that by crushing precisely 100 bodies, its curse will be lifted.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The Sand Pit

You can feel the sharp sting of windblown sand swirling against your face as you enter this chamber and step out onto a platform overlooking a collection of sand dunes of varying sizes. A few smaller platforms—one about 15 ft. high, another at 20 and one at 30, about level with where you stand as well as three pillars that stretch to the ceiling above—rise up from the sand below. Broken statues litter the arena here, and it appears there is an exit on the opposite side of the space, which is rapidly filling with sand.

GM NOTE: SHIFTING SANDS & SINKHOLES

As it's covered in sand, the majority of the Sand Pit is difficult terrain, save for a few elevated platforms. Because of the nature of this space, as well as the constant shifting of the sands, any time a creature ends its turn standing in sand, there's a chance they'll plunge much deeper into it, as outlined under the Mechanics section. The heights of the platforms and outcroppings outlined as follows are set in place relative to the height of the sand when the players enter. As an example, if the level of the sand drops 10 ft., the platforms as outlined would feel 10 ft. higher.

The continually shifting sand of this chamber are an arcane effect far older than the walls around it—it rises and falls in a manner that has confounded druids and magi-geologists for centuries. Featuring platforms of 15 (***1***), 20 (***2***) and 30 (***3***) ft. that predate much of the other architecture in this space, as well as a few large support pillars (***4, 5, 6***) and plateau-like outcroppings (**7, 8**) that are roughly 5 ft. higher than the sand, the chamber also features a buried entryway (***9***) that leads to a hidden room (***10***) undisturbed by the shifting sands, a solid place to store treasure or build a nest, at GM discretion. One ground level exit (***11***), typically covered by steadily rising sand, is opposite the staircase (***12***) that leads to the chamber through which the party just entered.

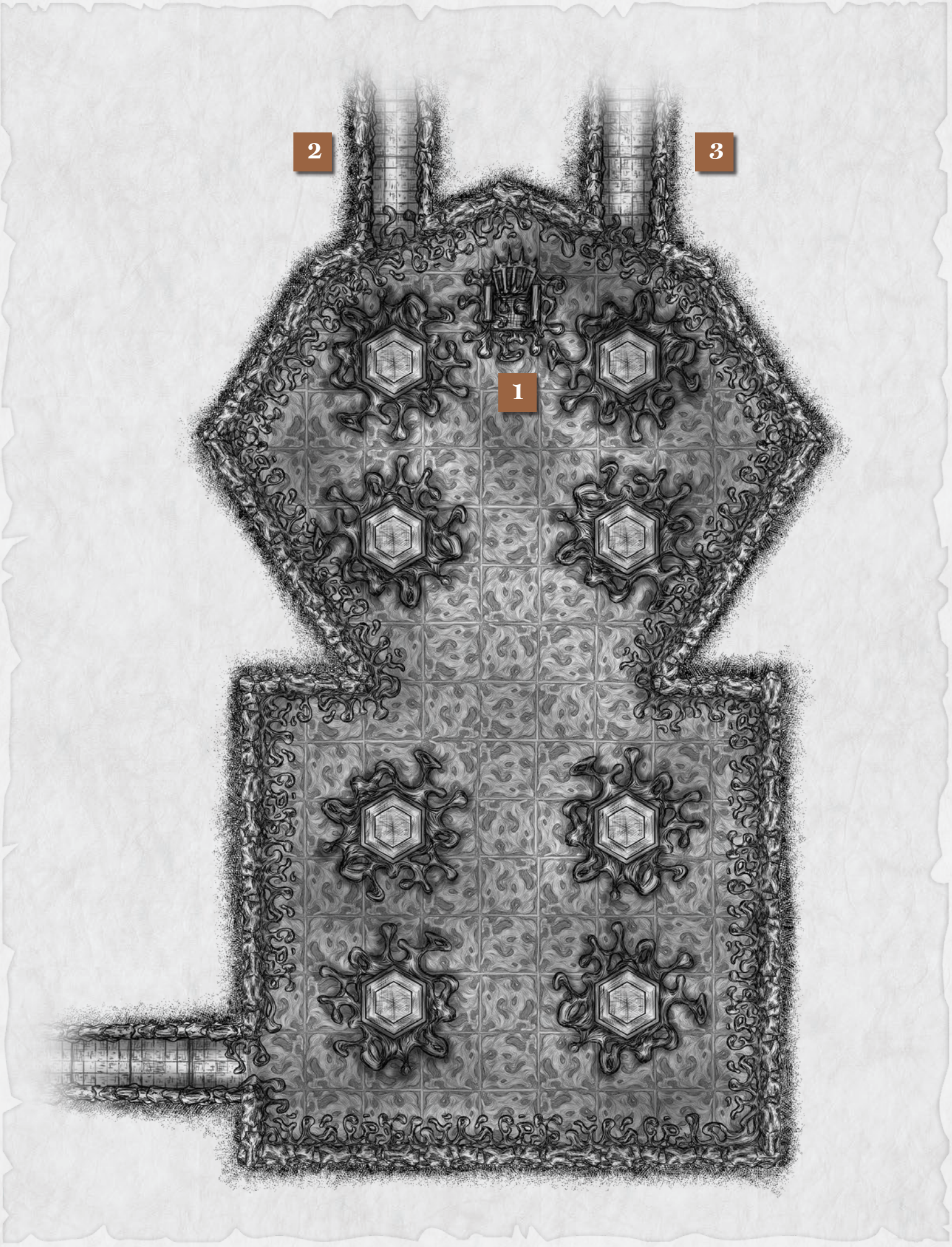
Mechanics

Shifting sands. The sand in this room can rise or fall on a whim. At GM discretion, at the top of each round per initiative, roll 1d20. On an odd number, the sand rises. On an even number, it falls. The number on the d20 dictates the number of feet the sand shifts in the determined direction. If a creature is in the sand as it rises, they are somewhat lifted by the sand, but will sink a number of feet equal to the rate of rising divided by 1d4.

Sinkholes. The sand in this room has a tendency to shift beneath itself, opening up large sinkholes that are invisible to those on the surface. At GM discretion, if a creature ends its turn standing in the sand, roll 1d10. On an even number, the creature sinks a number of feet equal to the number rolled and is restrained. A restrained creature can spend its action to escape by succeeding on a DC 12 Strength (Athletics) check. If a creature is fully buried (at GM discretion) they are blinded and deafened until their head is above the sand. Another creature can use its action to free a creature trapped by the sand by succeeding on a DC 12 Strength (Athletics) check, or offer them the help action.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a **giant constrictor** keeping watch over its nest in the hidden room.
2	...a pair of **basilisks** burrowed just beneath the sand's surface, hoping to surprise unsuspecting prey.
3	...1d4 + 1 **giant scorpions** nestled into the sand dunes behind the pillars near the doorway opposite the stairs.
4	...1d4 + 1 **xorn** enticed by the smell of any gems the party might be carrying.
5	...2d4 territorial **ankhegs** in the midst of a mating ritual.
6	...a very sleepy, but still very large, **young blue dragon**.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The Oozing Throne

The floor is slick beneath your feet as you look farther into this space, an entire room covered in what seems to be a dense and jiggling gelatin. The walls and support columns are dripping with it, as is an otherwise ornate throne in the center of a dais at the opposite end of the chamber. On either side of the chamber are two hallways, each of which appears to be blocked by walls of ooze. The entire room smells like mildew and burnt hair.

GM NOTE: A HYBRID HORROR

The Oozing Throne is alive—a sentient ooze that merged with a mimic masquerading as a throne and has since evolved to further populate this space with denser, richer versions of itself. At GM discretion, every surface in this space can act and react as if alive, using the features available to both a **gray ooze** or a **mimic**. Escape will require reducing its hit points by half.

Mimics love to lurk in dark corners such as this, lying in wait for unsuspecting prey to open a chest, walk over a rug or, in this case, sit on a throne. But they are not the only creatures that stalk these halls—oozes need to eat, and sometimes thrones look delicious. Instead of destroying the mimic in this case, however, the ooze formed a sort of symbiotic bond with it, replicating itself repeatedly until it fully fused with the very walls and pillars that make up this chamber. The throne (***1***) serves as something resembling a mouth, but that's not really important when the entirety of your being can dissolve and absorb prey in a matter of minutes. The room itself is both a mimic and an ooze, and it will relentlessly glom onto any creature it can. Two exit tunnels (***2, 3***) are revealed when this living room's hit points are reduced by half.

Mechanics

This entire room is effectively a living thing, with an AC of 10 and 232 hit points. It acts on Initiative counts 20 and 10 and has four reactions, which it can use to make opportunity attacks when a creature it has previously attacked tries to flee. It has the following features and actions:

Corrode metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in one round.

Engulf. As an action, the ooze can overwhelm Large or smaller creatures' spaces. Whenever the ooze uses its Engulf feature on a creature, the target must make a DC 12 Dexterity saving throw.

On a successful save, the creature is not affected.

On a failed save, the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained and takes 21 (6d6) acid damage at the start of each of its next turns. The ooze can use its action on subsequent turns to shift the engulfed creature up to 30 ft.

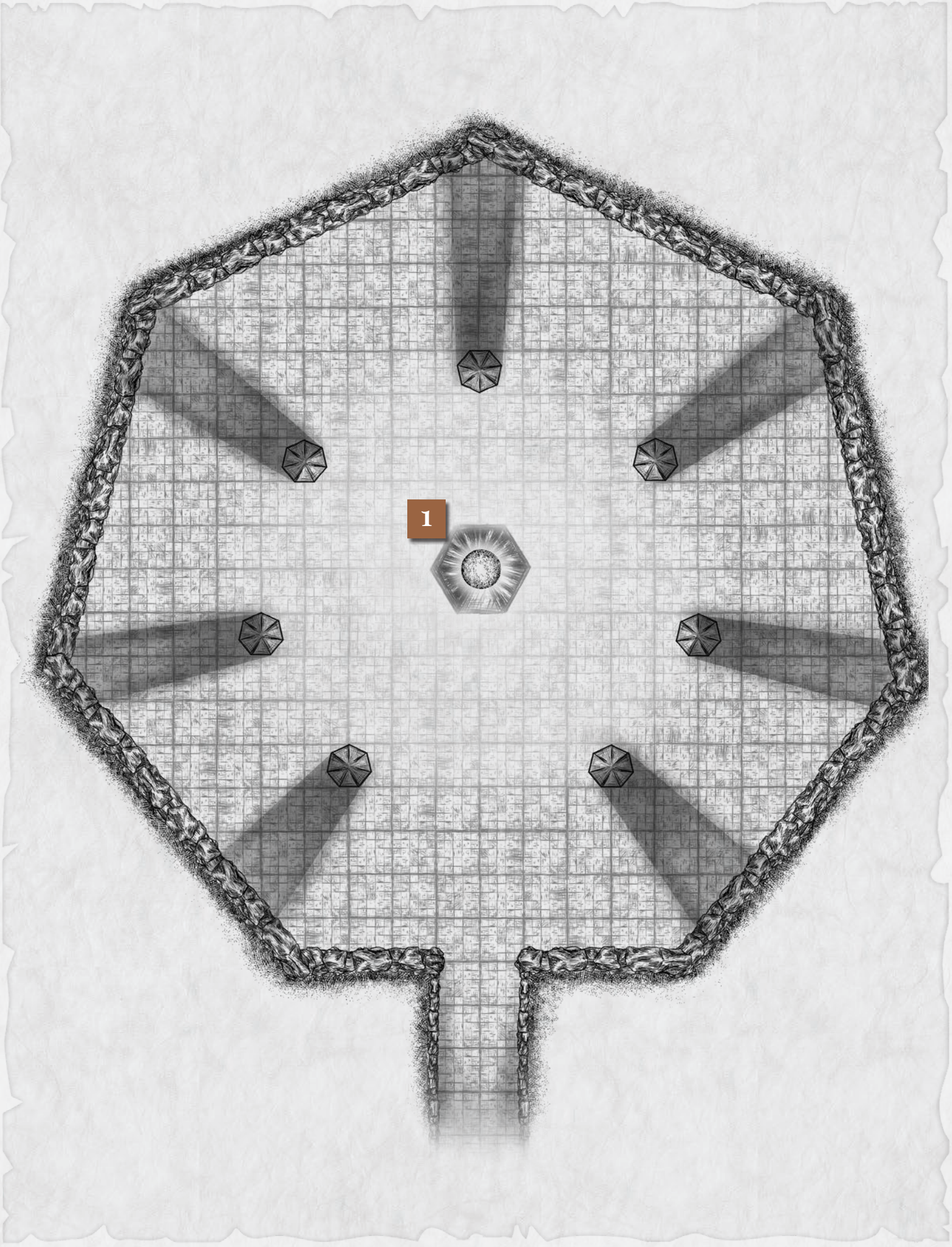
An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 ft. of where it was prior to its escape.

Pseudopod. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **zombies** stuck in the ooze like flies on tar paper.
2	...a **troll** that wandered into the chamber and immediately regretted it.
3	...a telepathic voice echoing in their heads demanding a barrel of ale. (It's the ooze. It's thirsty.)
4	...the **ghost** of a mighty warrior named Brentano who died here covered in goo and who hopes to possess the body of a powerful creature in order to get his revenge on the ooze.
5	...a **swarm of bats** that keep avoiding the columns here.
6	...a **shadow demon** lurking in the dark of this gooey locale.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Shadow's End

A bright, staggering light emanates from an orb on a central pillar in this heptagonal space. Seven narrow columns around the orb create dense shadows on the walls beyond them. As you take a step toward the light, you feel slightly lethargic, as if your own shadow is pulling you away from the light.

GM NOTE: THE ILLUMINATING ORB

The orb at the center of this room cannot be dispelled, illuminates magical darkness and generates a powerful radiant energy bright enough to burn a creature's eyes if they stare at it too long. Unless lit from behind, each step closer to the orb reduces a creature's movement speed by half until they can barely move. The trick to escaping this space lies in adding more light to the chamber. By illuminating themselves from behind, a creature disperses their own shadow somewhat, which stalls the pull of their clinging shadow and allows them to progress forward.

A celebration of light that also pays homage to the power of darkness and shadow, this sparse temple chamber no longer functions as a space for worship but nonetheless maintains a transfixing hold on any who find themselves within its seven walls. Featuring a central illuminating orb (***1***) that sheds a powerful, nearly blinding light at all times, the room also features seven columns that span to the ceiling 20 ft. above and cast dense shadows on the walls behind them. At the foot of the large pillar on which the orb rests, hidden from view by the radiant light from the orb, is a staircase that leads out of the chamber.

Mechanics

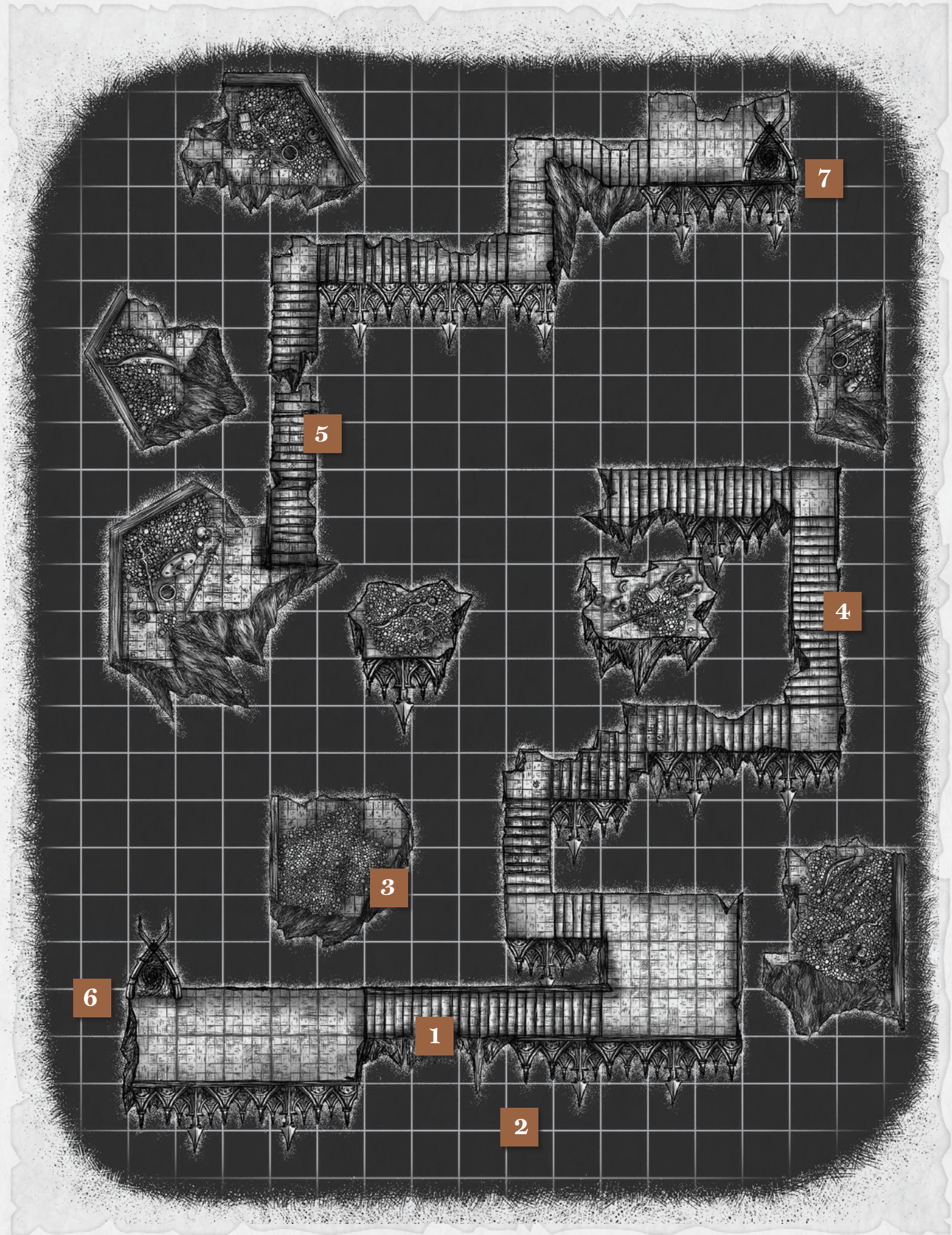
Illuminating orb. This orb sends light in all directions. The light is so bright it obscures the area around it, hiding the stairs that lead to this chamber's exit. A creature that stares at the orb for longer than six seconds suffers 7 (2d6) radiant damage. For every 5 ft. a creature moves toward the orb, they lose half their movement speed. A creature with a movement of less than 1 ft. cannot leave its space. This reduction in movement is negated if the creature is lit from behind by a secondary light source at GM discretion (example: a torch or the *dancing lights* cantrip). A creature can move toward the illuminating orb if they are lit from behind and would be able to locate the stairs leading out with a successful DC 14 Intelligence (Investigation) check, which must be made at disadvantage.

Additionally, any creature moving away from the illuminating orb does so as if they are being pulled away from it by their own shadow. At GM discretion, any creature moving away from the illuminating orb has double their movement.

If a creature moves behind one of the columns, they can move at normal speed as long as they stay in the shadows (as outlined on the map), otherwise the mechanics of this room with regard to movement are fully in effect.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a pile of bones, the remains of adventurers who wasted away attempting to walk toward the orb. These bones would erupt as 3d4 + 1 **skeletons** the first time any creature adds a secondary light source to this chamber.
2	...two **orcs** staggering slowly toward the orb.
3	...2d4 + 1 **shadows**, which hide among the seven columns in the room. These shadows will target one member of the party, at GM discretion, and work to relieve that party member of their shadow by ending their life.
4	...1d4 + 1 **cultists** and one **cult fanatic**, who are painting a ritual circle around the orb and hoping to summon their lord, an avenging demon with the form of a **planetar**.
5	...1d4 **bandits** and an **assassin**, hired to try to steal the orb.
6	...a **hill giant**, now blind, who stomps around the room looking for "the big light!"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The Cursed Treasury

As you enter the chamber, you find yourself on a narrow stairway winding through a dark void. The door you entered through seems to have vanished, replaced by a swirl within an archway. Across the void, on a floating pillar barely connected to the rest by a set of stairs, is another archway corralling a swirling portal. From this distance you can't quite read it, but there appears to be an Elvish inscription featured on the arch. Floating roughly 10–15 ft. away from the stairway are a few platforms, barely close enough to jump to, laden with gold, jewels and priceless art.

GM NOTE: EMPTY HANDS REQUIRED

The Elvish inscription on the exit archway reads: *The hand that always takes leaves no room to accept another's when they need it most*. This is a subtle clue that the treasure within this chamber is not to be removed. At GM discretion, a creature that attempts to leave this chamber with any of the treasure contained within it must succeed on a DC 18 Wisdom saving throw or suffer the Curse of Greed, outlined in the mechanics section.

An enchanted chamber within the heart of this labyrinth, the Cursed Treasury is a vault that requires no locks or keys. The staircase (***1***) cutting through the abyssal void below (***2***) leads past a handful of treasure platforms (***3, one of many***) littered with gold, silver, gems and other valuables at GM discretion. The stairs are narrow and treacherous: One portion (***4***) is prone to crumbling beneath heavy footfall while another (***5***) might give way altogether. There is an entry portal (***6***) that leads into the space as well as an exit portal (***7***) that allows for creatures to leave this enchanted chamber but also functions as another deterrent to theft, as outlined in the mechanics section.

Mechanics

Exit portal. When a creature attempts to exit through this portal, they will find they cannot do so unless they are holding the hands of another creature. A creature entering the portal alone would feel one of their hands trailing back, still in the chamber, as if reaching for another hand to hold.

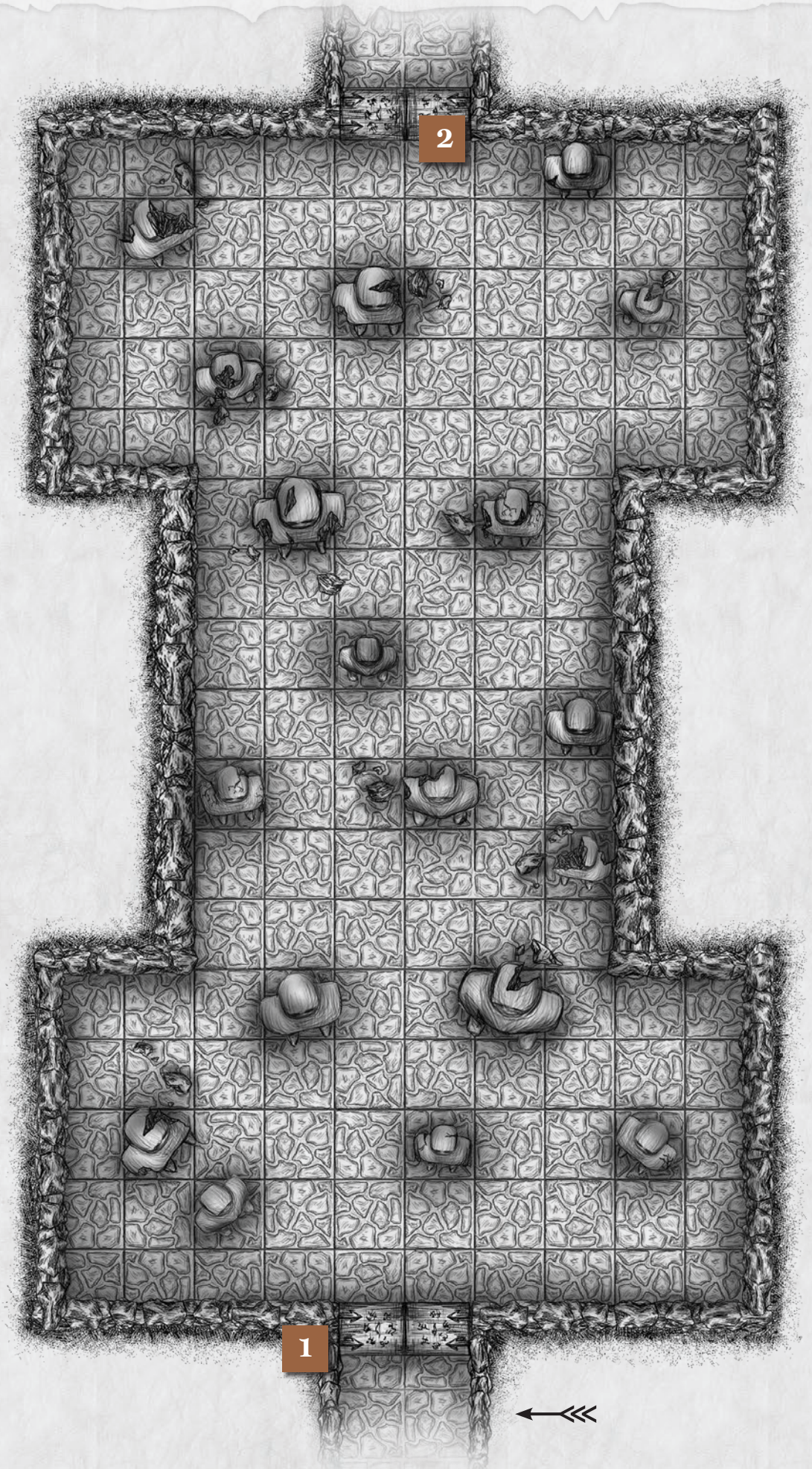
Curse of Greed. Any creature that attempts to leave this chamber with any of the treasure contained within it must succeed on a DC 18 Wisdom saving throw. On a failure, the creature's alignment changes to chaotic evil and their bond changes to "I must do all within my power to surround myself with as much wealth as I can see." This curse has led a number of would-be thieves to simply bury themselves among the coins and chalices in this space, never to be seen or heard from again a fact that would be revealed if the party chooses to investigate some of the gold piles.

Crumbling stairs. The staircase here (***4***) starts to crumble after being stepped on by a third creature, at GM discretion. When a third creature steps on this portion of the staircase, have them make a DC 15 Dexterity saving throw. On a failed save, the creature falls as the steps give way beneath them. A falling creature can use its reaction to make a DC 12 Strength saving throw to try to grab the stairs as they fall. On a failed save, the creature falls into the gaping abyss below. A DC 15 Wisdom (Perception) check would reveal the damaged section of the stairs.

Toppling stairs. At GM discretion, after half the party has moved past this portion of the stairs (***5***), the entire staircase begins to topple and give way. The remaining creatures in this space have approximately 12 seconds to navigate the falling staircase or lose access to it altogether as it falls into the abyss below.

Variant Encounter (Optional)

1d6	The party encounters...
1	...an emaciated **orc** at the end of the staircase. It has figured out the riddle and knows how to escape (by holding another's hand), but does not speak Common.
2	...2d4 **skeletons**, the undead bodies of thieves trapped by the Curse of Greed.
3	...a collection of items on some of the treasure platforms that would seemingly solve each of their problems (at GM discretion).
4	...a **rug of smothering** among the treasure on one of the platforms in the center of the chamber.
5	...a **minotaur** that calmly guards the treasure here—and, if subdued, pauses the effects of the Curse of Greed for one minute.
6	...2d4 swarms of gold coins (as in the *animated objects* spell) that are displeased with the presence of humanoids in their home.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The Garden of Reflection

As you journey into this relatively quiet space, you immediately notice several statues reflected in the mirrored walls of this chamber. A seemingly sealed exit on the opposite side of the chamber is marked with a phrase carved in dwarven. When you look at these clay statues, they seem eerily familiar, and the closer you get, the more obvious it becomes that the statues resemble you.

GM NOTE: KNOW THYSELF

The number of golems in this chamber is at GM discretion and should equal the number of individuals that enter the space for this encounter. The dwarven phrase carved on the archway over the exit reads: *The heart of a warrior is still when faced with themselves*. This maxim is meant as a clue for how to leave this space unharmed—by truly looking at yourself and not attacking.

A collection of mirror golems—enchanted statues that replicate the feel, form and fighting styles of any who enter—the Garden of Reflection is a holdover from the ancient order that first constructed these halls and was meant as a testing ground for would-be adherents of the faith. Any who enter must face themselves in order to leave. The entrance to the Garden of Reflection (***1***) blends in with the chamber's mirrored walls as a creature enters, and the exit (***2***) will not reveal itself until the mirror golems are defeated, at GM discretion.

Mechanics

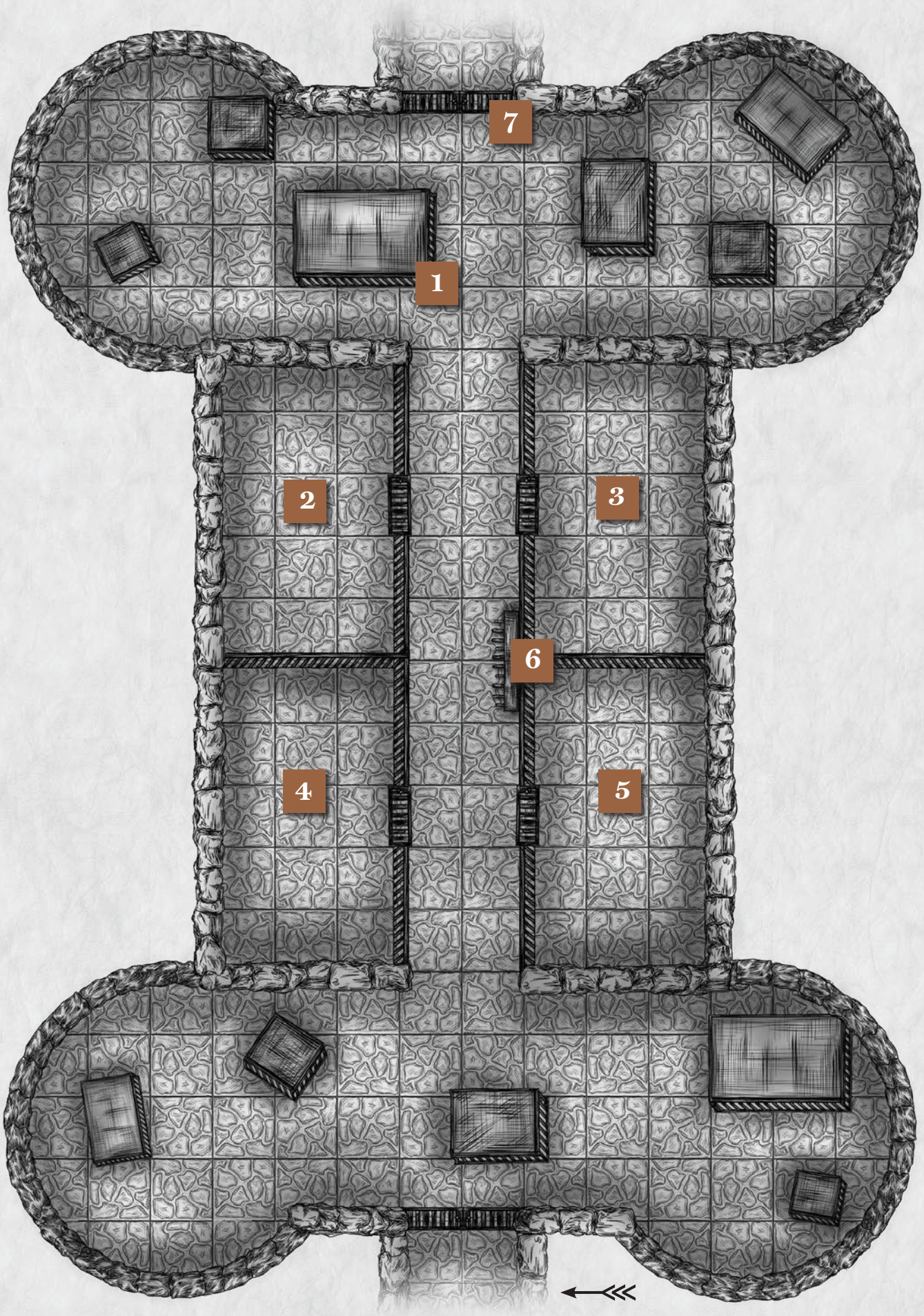
Mirror golems. Once the entire party is in the room, the golems activate, with each member of the party represented by a unique golem. Roll initiative. The golems act on the initiative of their counterpart just before the party member they represent. At GM discretion, these mirror golems use their counterpart's most basic attack—for martial characters this might be a melee or ranged attack while for spellcasters it would be a cantrip. If their counterpart benefits from multiattack or melee-weapon-based cantrips, the mirror golems would use them. If their counterparts benefit from the power of a wondrous item, the mirror golems would as well. The mirror golems have the same AC and HP as their respective counterparts. If a golem is destroyed by dropping it to 0 HP, another forms in its place elsewhere in the chamber and will pursue its counterpart on its next turn per initiative. In order to escape this chamber, a creature must stand still in front of its mirror golem and not attack it. A mirror golem will only attack after the first round in initiative if it was attacked in the previous round or if its counterpart isn't standing still and facing it.

Variant Encounter (Optional)

Mirror Mechanics

The reflective surfaces in this chamber are enchanted in a way that could change encounters here considerably. On initiative count 20, roll 1d6 to trigger one of the following effects.

1d6	On initiative count 20...
1	...one of the golems, at GM discretion, casts *shatter* as a third-level spell, destroying all the reflections in the mirrored walls. The mirrors will restore themselves at the top of the next round per initiative.
2	...one of the creatures reflected in the mirrored walls steps out of the mirror and into the chamber. It has 50 hit points, and an AC of 10. This creature will attack the closest creature to it at GM discretion and will not stop attacking until it is destroyed.
3	...all the reflected creatures reach out and attack. Any creature next to one of the walls in this chamber must succeed on a DC 15 Dexterity saving throw or suffer 18 (4d8) bludgeoning damage or half as much on a success. On a failed save, the creature is stunned until the end of its next turn.
4	...the golems begin to radiate heat. Any creature within 5 ft. of a mirror golem, at GM discretion, must succeed on a DC 15 Constitution saving throw or suffer 14 (4d6) fire damage and 1 point of exhaustion.
5	...three of the golems morph into one. Any melee attack made by this giant golem is made with advantage and deals triple the amount of damage on a hit.
6	...each active golem splits in two, duplicating itself. All new golems have the same number of hit points as the originals at the time of duplication.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The Cavern of Cages

As you step farther into this space, the smell is nearly tactile, and the hungry groans of various malnourished monstrosities echo off the cavern-like walls ahead of you. A collection of cages are suspended from above, each containing a creature or two, though from this angle it's hard to see exactly what they are.

GM NOTE: CAGED THREATS

The creatures in these cages and cells can be determined at GM discretion or by rolling on the Collected Creatures table. If any of these creatures make their way out of their cages, they will act on their own initiative and out of self-preservation. They are starving, angry and as likely to lash out at their captors as they are someone who may have set them free. Populate as many of these cages as you wish based on your encounter needs or the size and level of your party.

Dungeons such as this are organically populated by any number of foul beasts and wretched creatures—but that doesn't mean the powers that be are afraid of a little outsourcing. This space serves as a holding room for any number of deadly monstrosities that may be shuttled to other areas of the dungeons as a means of defense. Cages (***1, one of many***) are suspended from the ceiling at either end of the chamber, while cells (***2, 3, 4, 5***) for humanoids (and monsters or beasts as space requires) line the hallway from one side of the chamber to the other. A series of levers (***6***) within this hallway activate release mechanisms for the doors of these cells and the barred exit (***7***) as well as the suspended cages.

Mechanics

Levers. These levers activate the locked doors within this chamber and lower or raise the suspended cages. The levers require a key to activate, but the key can be replicated by a deft hand. A successful DC 18 Dexterity (Thieves' Tools) check unlocks all the levers and makes them available to use. A DC 18 Wisdom (Perception) or Intelligence (Investigation) check is required to know which levers do what, at GM discretion.

Cell doors. The doors of these cells are locked. Bolts controlled by levers keep them shut. They cannot be opened unless their respective levers are pulled. The levers are locked in place as outlined above.

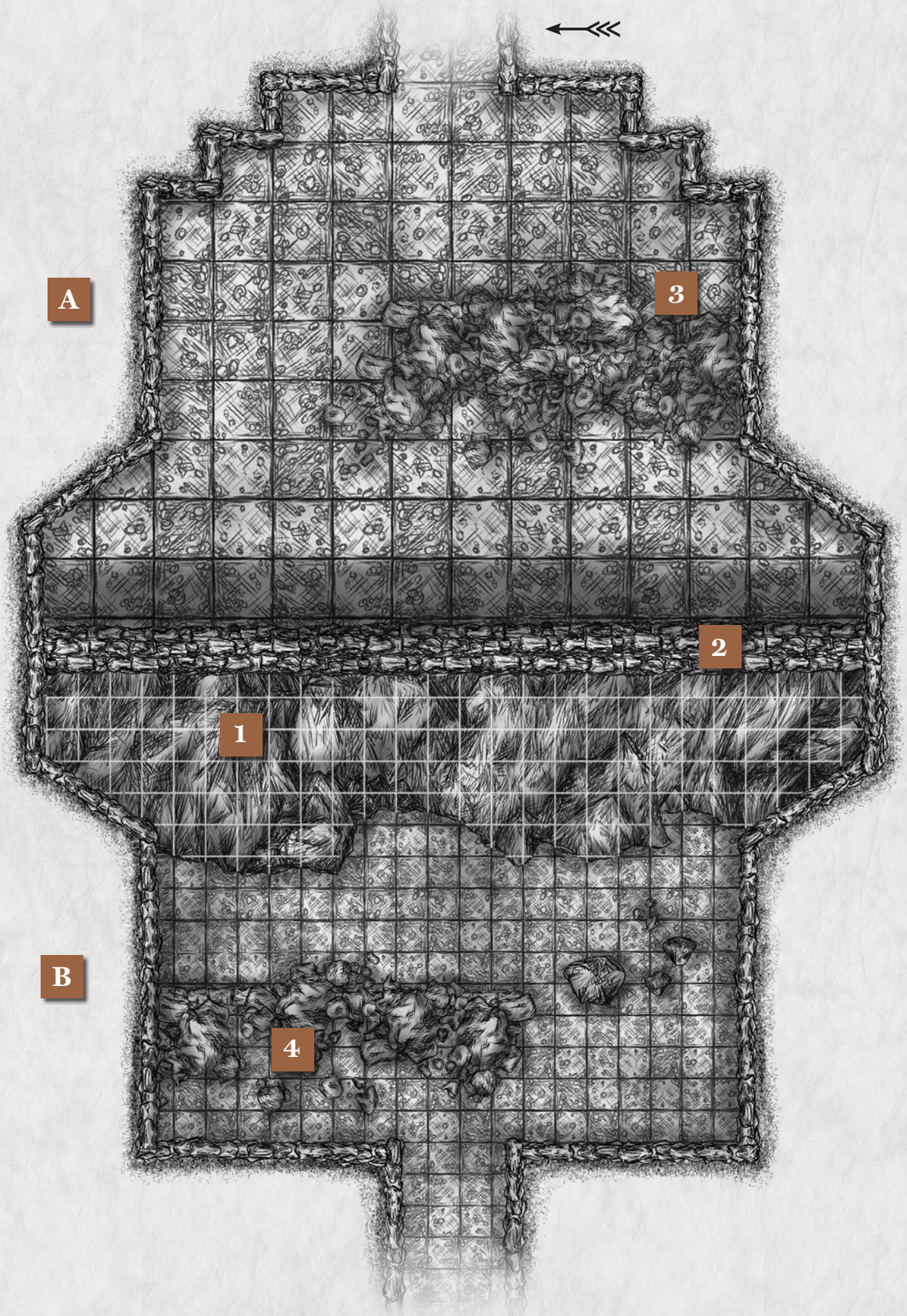
Encounter Variant (Optional)
Collected Creatures

These beasts and monstrosities have been held against their will in various cages throughout this space. At GM discretion, when a cage is opened or actively observed, roll on the table to determine what lurks inside.

1d10	This cage contains...
1	...a **shambling mound**.
2	...two **hyenas**.
3	...a **pteranodon**.
4	...a **chimera**.
5	...1d4 **scarecrows**.
6	...a **hippogriff**.
7	...a **gorgon**.
8	...2d4 **chuuls**.
9	...1d4 **gibbering mouthers**.
10	...2d4 **quaggoths**.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **thugs** keeping guard over the 1d4 halflings trapped in the cells here.
2	...a **goblin boss** and his 2d4 **goblins** shooting dice a little too close to one of the cells.
3	...an adventurer who died in one of the cells and is still wearing their ***+1 studded leather armor***.
4	...a **barlgura** that's broken free from its cage and is trying to devour the 2d4 **bandits** hired to guard this room.
5	...a **hobgoblin captain** and her three **hobgoblin** associates, who are teasing the 1d4 +1 commoners (one of which is a **couatl** in human form) trapped in the cells.
6	...a **Tyrannosaurus rex** loose in the chamber and covered in gore.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The Wall of Despair

CHAMBER A

As you enter this space, you're immediately aware of the imposing wall ahead of you, which rises roughly 20 ft. up. The top appears marked with spikes, while the surface of the wall itself features a few arrow slits here and there, perfect for creatures hoping to spring an ambush. This wall features no door, and its surface, save for the slits, appears to be incredibly smooth.

CHAMBER B

As you reach the top of the wall and peer over, you see that the ground beneath you is 60 ft. down. About 15 ft. down, there appears to be a collection of earth that hugs the wall and could possibly be used to get to the bottom.

GM NOTE: DURABLE, NOT INVINCIBLE

This wall looks well constructed but is not impervious to damage. It has an AC of 10 and the equivalent of 500 hit points of damage if focused on a particular point. Should a creature at ground level on the shorter side of the wall punch a hole through it, they'd run into the top 5 ft. of the pile of dirt on the other side, which can be navigated to reach the bottom of the wall's other side.

A thick fortification in an otherwise underwhelmingly adorned space, the wall in this chamber blocks the view of the drop-off behind it, dividing the area into high (***A***) and low (***B***) battle spaces. The wall features arrow slits that face the higher side, which are accessible via a collection of packed earth (***1***) that leads to the ground level of the lower side. The drop from the top of the wall to the high side is 20 ft., while the drop from the top of the wall to the low side is 60 ft. The top of the wall (***2***) is lined with spikes and also features a few countermeasures to slow the ascent of any who attempt to climb it. There are small piles of rubble and dirt (***3, 4***) left over from the wall's construction, on either side of it, which can be used for half cover at GM discretion.

Mechanics

Arrow slits. These small slits, which can be utilized to make ranged attacks, offer total cover to any creature within 5 ft. of the wall on either side.

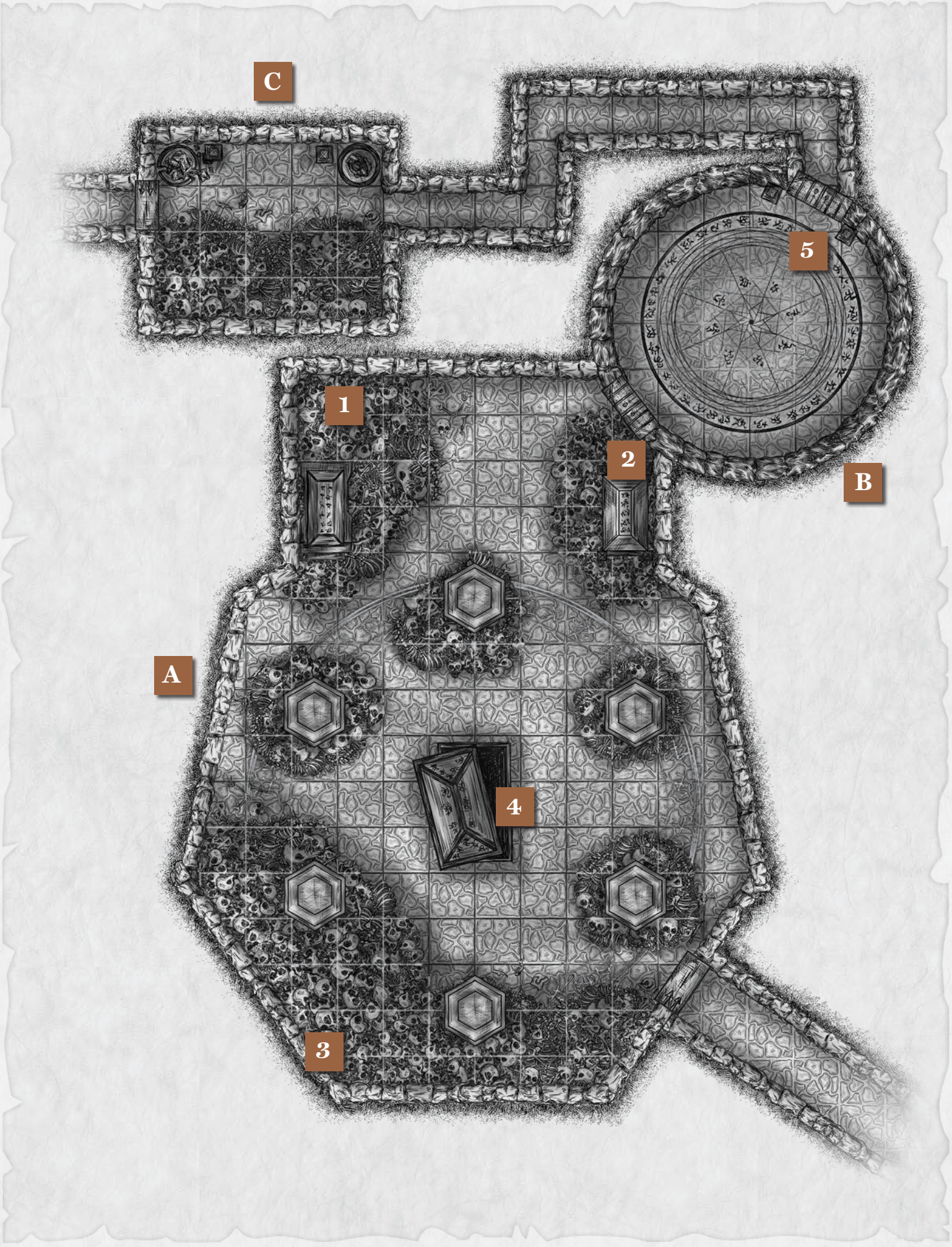
Spiked top. The top of this wall is lined with spikes. Any creature attempting to climb over the spikes without taking other precautions (at GM discretion) must make a DC 16 Dexterity saving throw, suffering 11 (3d6) piercing damage on a failed save or half as much on a success.

Boxes of maces. There are several boxes of maces installed along the top of the wall just beneath the spikes, one every 10 ft. As an action, a creature on the low side of the wall can pull a lever to empty a box on the high side, dumping maces down on approaching creatures below. At GM discretion, a creature beneath the maces when they fall must succeed on a DC 16 Dexterity saving throw. On a success, the creature dodges the maces and is able to remain on the wall. On a failed save, the creature takes 18 (4d8) bludgeoning damage and is knocked prone, suffering falling damage at GM discretion.

Creatures unfamiliar with this space would notice the somewhat obscured boxes on the wall with a successful DC 16 Wisdom (Perception) check.

Variant Encounter (Optional)

1d6	The party encounters...
1	...1d4 + 1 **gnolls** eager to prove their battlefield prowess by defending this position.
2	...2d4 **bugbears**, at least one of which is hiding on the high side of the wall.
3	...1d4 + 1 **bandits**, one of whom is possessed by a **ghost**, trying to hold the line.
4	...2d4 **hobgoblins**, each wielding a different weapon.
5	...two **cloakers** hiding along the ceiling, in addition to another group of foes from this list, at GM discretion. The cloakers are equal opportunity devourers.
6	...2d4 **thugs** under assault from a nest of 2d4 **ankhegs** on the low side.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Tomb of the Forgotten

CHAMBER A

A strong necrotic scent hangs in the air, and dense clouds of dust whirl in the darkness ahead. The floor cracks and crunches with each footfall—a busted skull here, a wrist bone there—and you get the distinct impression the entire room is littered with long-dead corpses. Some areas of the floor look hollowed out: deep trenches you instinctively sense you should avoid. A central dais ringed with six columns supports an ornate onyx box, nearly 8 ft. wide and twice as long, which glistens as if covered in moisture. The room itself is as dry as the bones you're standing on. Beyond this chamber, a faint red glow emanates from a smaller room to the side.

CHAMBER B

You enter this intimate room off the main chamber and feel colder, your breath visible with each exhalation. The floor is covered in ancient runes forming a circle, glowing with a crimson radiance illuminating the skeletons that cling to the walls here. A small door leads to a narrow corridor.

CHAMBER C

The corridor leads to a small room full of skeletal debris. A pile of bones and desiccated corpses about 25 ft. across rises out of what you can tell is a sunken floor, two isolated statues looking into it from the right. You can just make out a doorway on the opposite side.

GM NOTE: MYSTERIES AND MAYHEM

The tomb and the ritual circle in this space could easily create campaign-shifting encounters if you are so inclined. Or they could be nothing. The variant encounters in this chamber presume you'd prefer the former, but if your preference is the latter, use your discretion and keep your party safe from harm, shenanigans or outright death: The tomb (untrapped) contains a bloated snake feasting on a corpse that never quite fully rots, and the ritual circle summons 1d4 +1 **imps** the moment a player steps inside the smaller chamber. If you are interested in getting weird, use the onyx tomb and ritual circle mechanics as well as the Variant Encounter table to conjure creative problems for your party to solve.

A sacred burial chamber for an ancient evil, this crypt is a common haunt for cultists hoping to harness a fraction of the power the Tomb of the Forgotten is rumored to contain (presuming they can wade through the undead that seem continually drawn to its central chamber). The floors of both chambers are covered with bones, but have given way to erosion over the centuries, leading to a few large, bone-filled holes in the area (***1, 2, 3***), each nearly 40 ft. deep. The onyx tomb (***4***) has an aura of necromancy surrounding it, while the ritual circle (***5***) gives off an aura of conjuration.

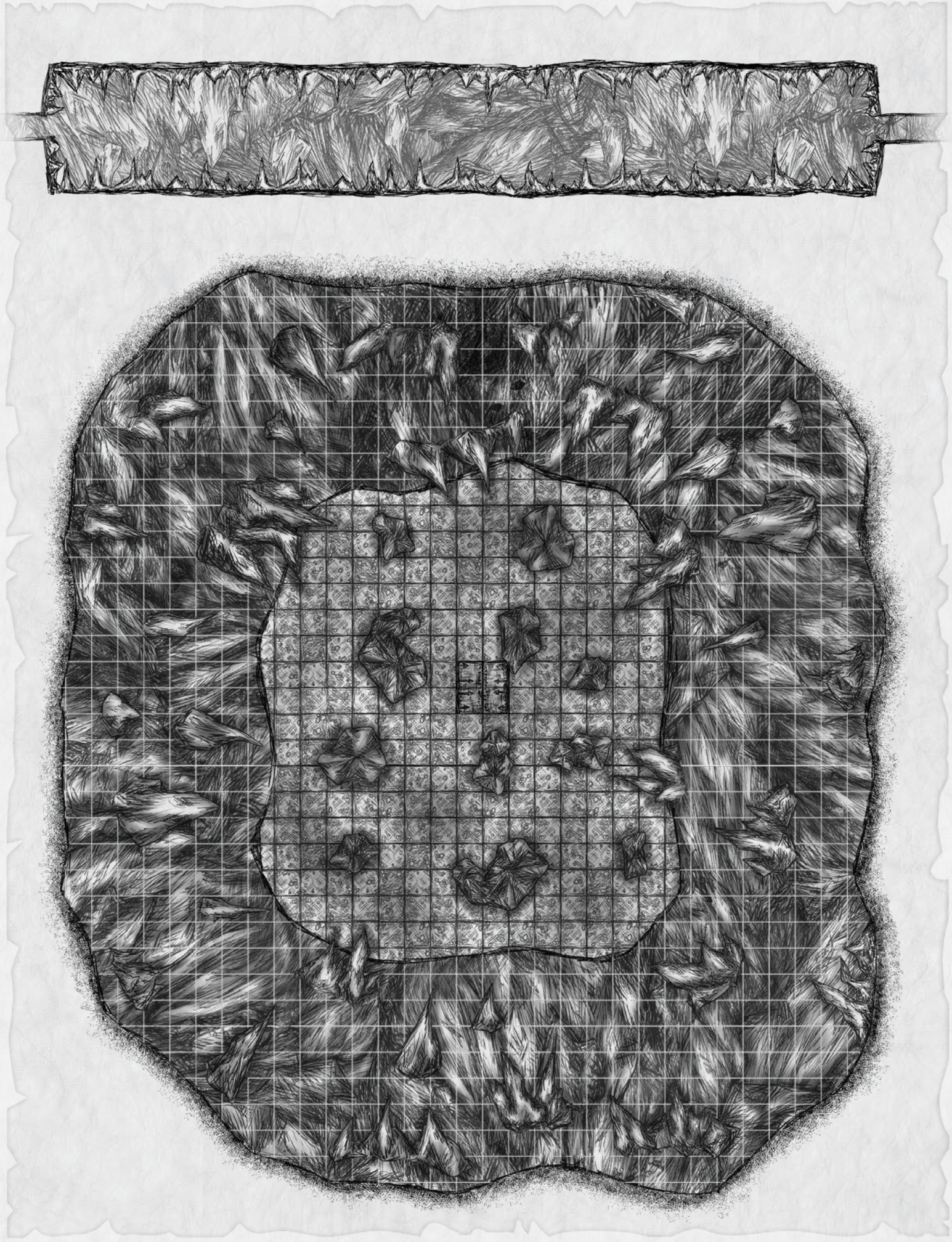
Mechanics

The onyx tomb. This large coffin has a heavy lid. The lid is trapped. Any living creature that attempts to lift the lid must succeed on a DC 15 Constitution saving throw, taking 61 (7d8 + 30) necrotic damage on a failed save or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, it dies, rising as a zombie under the control of the onyx tomb's inhabitant should you choose to use the variant encounter table below. The creature within the onyx tomb will not rise of its own accord, but if another creature chooses to disturb its slumber, it may retaliate.

The ritual circle. When a creature first views this circle, they must succeed on a DC 15 Charisma saving throw. On a failed save, the target is replaced by a nalfeshnee and transported to the abyssal plane, where they are encased in a block of ice with 400 hit points. The transported creature will remain trapped there until the **nalfeshnee** is banished or killed, at GM discretion. Dispelling the circle at seventh level would banish the nalfeshnee. GM Note: This mechanic does not trigger in the event of the ritual circle being used as a teleportation device.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **mummies** guarding the onyx tomb, which contains a **mummy lord**.
2	...2d4 + 1 **zombies** shambling by the onyx tomb, which contains an amnesiac **lich** that can't remember any of its spells.
3	...a group of 2d4 **cultists** and one **cult fanatic** that arrive via the ritual circle to check in on their leader, a **mage** they buried alive in the onyx tomb.
4	...2d4 +1 **cultists** battling a **nalfeshnee**, hoping to control it (and bring back Carl, their comrade who just vanished). This does not sit well with the **vampire** in the tomb.
5	...5d4 **skeletons** that rise from the bones collected here and aim to pull any intruders down into the bone pits on behalf of their necromancer overlord at rest in the tomb.
6	...3d10 **zombies**, all dead cultists attempting to revive an **incubus** and **succubus** duo within the tomb. They will succeed in 2d4 rounds per initiative.



The Tumbler

As you proceed through the entryway into this chamber, you feel unsettled, and each step forward feels like a lurch to the side. Large stalactites hanging 100 ft. above you, sturdy stalagmites and similar outcroppings on the natural walls stretch toward each other all around you as if striving to reach the central point in the chamber. As you get your bearings, the feeling of motion under your feet increases, as this entire chamber seems to spin around itself more rapidly. If you want to make it to the other side, you should hurry.

GM NOTE: SPINNING ROOM

This chamber spins at a rate of speed determined by a roll of the dice at the top of each round per initiative as outlined in the mechanics section. Creatures within the space can use any of the skills available to them to try to navigate the constantly shifting floor beneath them, but if they don't possess a fly or climb speed they are likely to have a bad time, and clinging to one of the chamber's numerous rock outcroppings might be their best bet. Falling damage can be as dangerous as any other, and the distance from the ceiling to the floor is 150 ft.

The Tumbler, as the arcane geologists who once tried to study this chamber named it, is a naturally occurring vortex of rock. A strange gravitational anomaly causes the entire space to spin around itself like a barrel of ale rolling down a hill, and while it's not impossible to get from one side to the other on foot, it's helpful if you have a fair amount of rope or the ability to fly. Because the vortex causes the room to spin at varying speeds, it's difficult to know when the floor will be the ceiling, sending would-be explorers plummeting to their doom. The chamber is a nearly 200-ft.-long cylinder with a 150 ft. diameter, and its walls are curved and covered with jagged rocky outcroppings. The Tumbler has two primary means of entry at either end of its rotating chamber. Though the Tumbler has attracted quite a bit of attention over the years, very few who have come here to study it have been able to escape its particular pull. If the long falls don't get you, the powerful force that causes the vortex likely will.

Mechanics

Steady spin. The entire chamber churns and rotates counterclockwise, rolling like a barrel in a phenomenon that has stupefied scholars and mages for generations. To simulate this effect, at the top of each round per initiative, roll 1d4 and describe the shifting motion as outlined below.

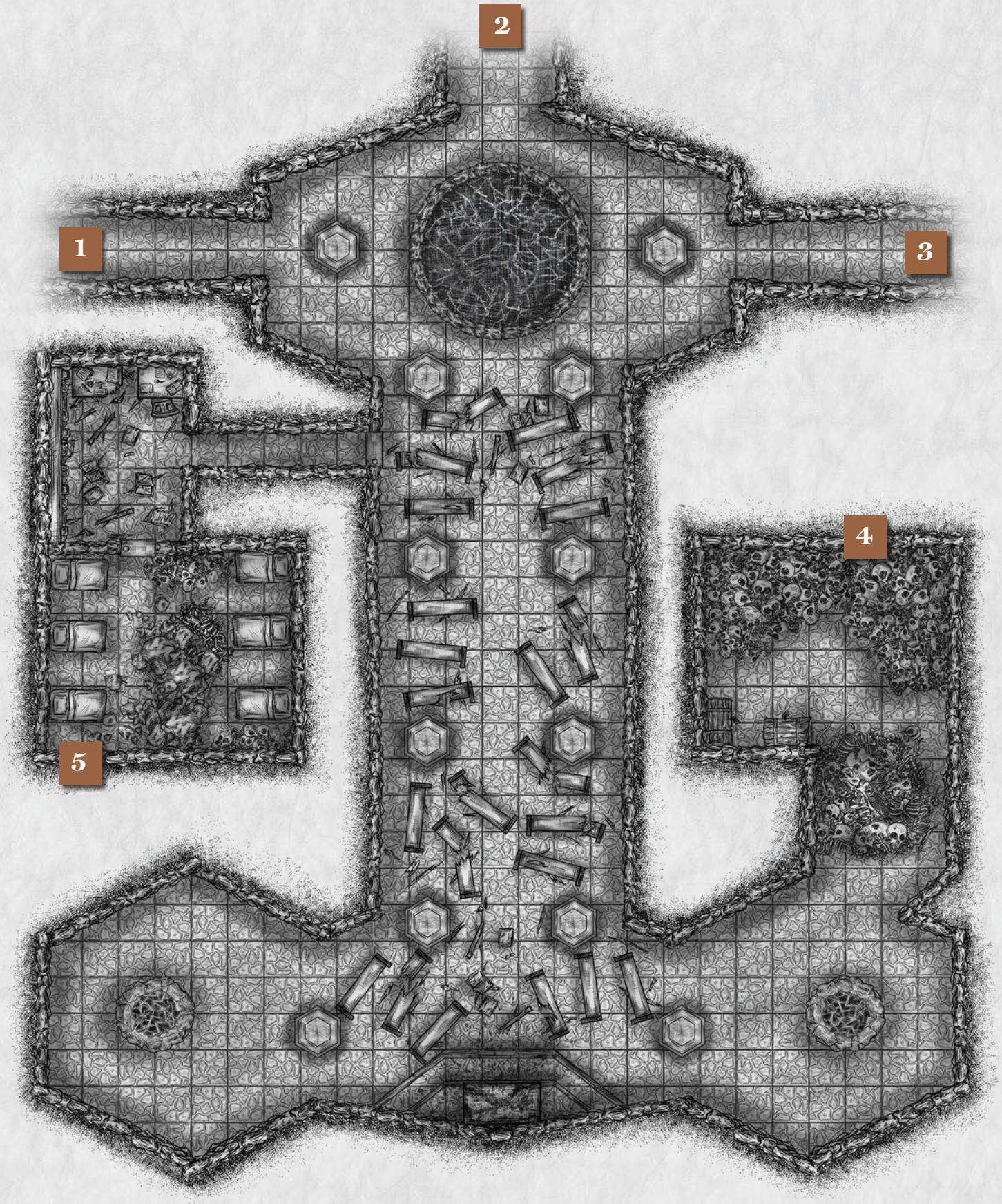
1d4	The chamber rolls...
1	...90 degrees
2	...180 degrees
3	...270 degrees
4	...360 degrees

Clinging and falling. If a creature that was on the ground finds themselves on a wall or the ceiling (at GM discretion) they must succeed on a DC 16 Strength (Athletics) check to keep from tumbling or falling. On a failed save, a creature on the wall falls back to the floor and lands prone while a creature on the ceiling that fails this save drops 150 ft., suffering 52 (15d6) bludgeoning damage. On a success, the creature can cling to a rocky outcropping nearby for one round. Due to the continuous motion of the Tumbler, it's not uncommon for a creature to feel the need to cling to the same outcropping for a significant period of time.

Gravity heart. At the center of the Tumbler is a phenomenon that isn't fully understood—a gravity heart. At GM discretion, any creature seeking to learn more about why the Tumbler is spinning must succeed on a DC 15 Wisdom saving throw. On a failed save, they would be drawn to the very center of this chamber, equidistant to the walls and either end, forsaking any who attempt to prevent them from reaching their goal. If a creature reaches this point, they suffer 45 (10d8) psychic damage as knowledge from an elder aberration warps their worldview.

Variant Encounter (Optional)

1d6	The party encounters...
1	...two **ropers** disguised as outcroppings.
2	...2d4 + 1 **darkmantles** lurking in the shadows.
3	...a **cloaker** hoping to make any adventurers foolish enough to explore this chamber part of its next meal.
4	...a group of 2d4 **drow** suspended in air, unconscious, circling around the chamber's invisible gravity heart.
5	...the bodies of 2d4 + 1 **bandits** continuously dropping and wrecking against the jagged rocks.
6	...an eerie silence, followed by the arrival of a planeshifting **nalfeshnee** chasme.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The Rotten Temple

Even your whispers seem to echo in this cathedral-like space, its walls and pillars crumbling with each step you take. A large reflecting pool at the entry of this space appears empty, and a massive ritual table at the opposite end of this temple-like chamber looks as if it hasn't seen use in millennia. Though this area is clearly abandoned, something, somewhere is stirring—and you feel as if you're being watched.

GM NOTE: INTERACTIVE ENVIRONMENT

This temple is falling apart, a fact that can be reflected as the party explores the space. A DC 15 Intelligence (Investigation) or Wisdom (Perception) check would reveal the structural integrity of the entire chamber is suspect and that the slightest bit of blunt force on a wall or column could bring the whole ceiling crashing down. Crumbling mechanics are outlined as part of the mechanics section.

A glorious physical tribute created to honor and exalt the darkly divine, this temple saw ritual sacrifice, theocratically ordained mutilation and enough unspeakable hexes placed upon it by immolated heretics to make anyone think twice about exploring it without a full brigade of clerics on hand to fend off the curses that may yet remain. The three main points of entry (***1, 2, 3***) allow any adventuring party a chance to skirt by the entire space unscathed, but the artifacts that are rumored to rest in its reliquary (***4***) often prove too tempting to pass up—which might explain why there are so many bodies in this otherwise abandoned and dilapidated temple. A small living quarters (***5***) that once housed the clerics who maintained this temple is as empty as the rest of it—which is to say "mostly empty." Magic items and legendary artifacts that reside in the reliquary are at GM discretion, but should be of a level consistent with the treasures found in a hoard one tier above your party's current level.

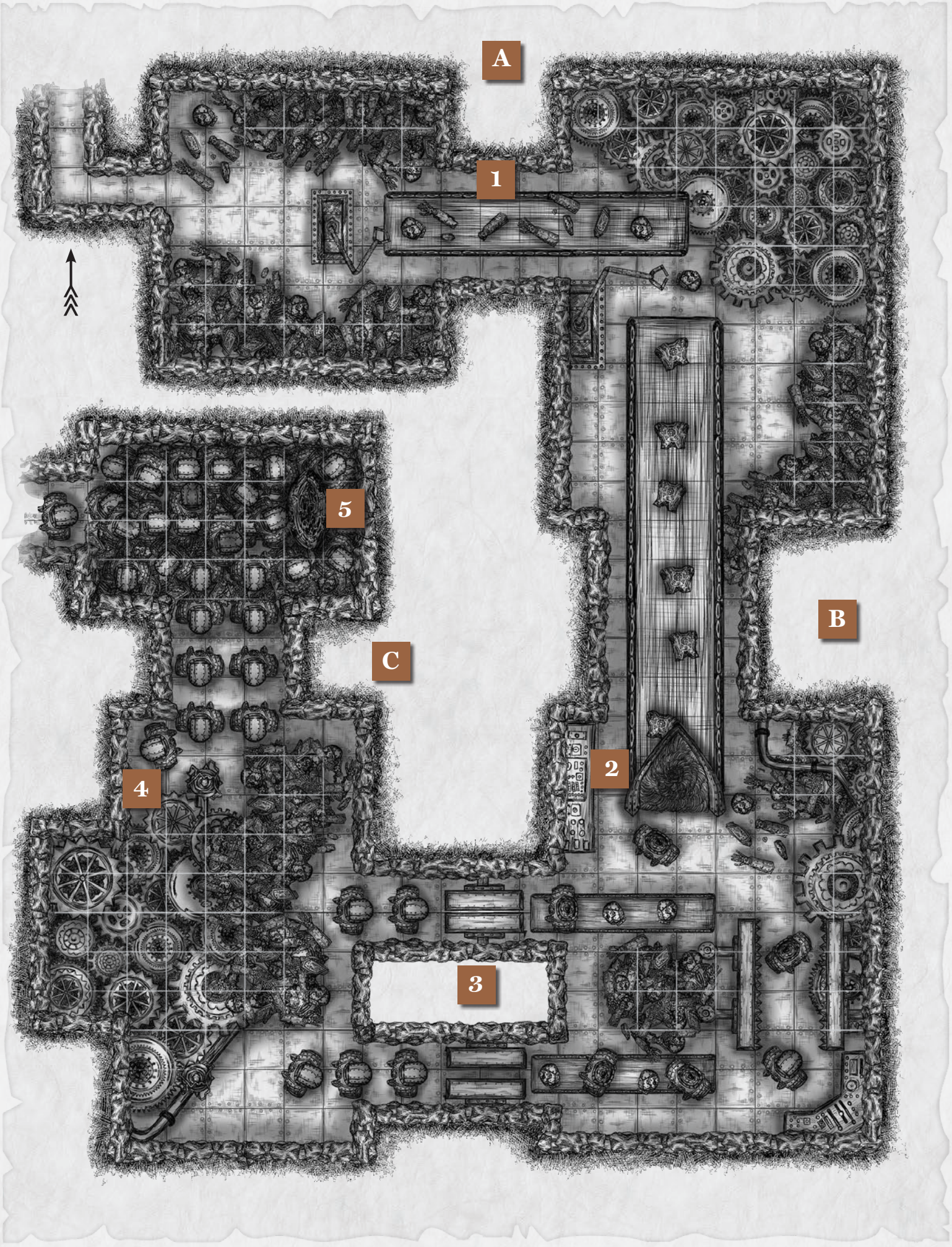
Mechanics

Crumbling temple. This entire temple is falling apart and could collapse at any moment. Any time a creature deals damage to, or is pushed against, a wall or pillar in this space, or if a creature fails an attack by more than five, thereby striking the ground or a wall (or at GM discretion), roll 1d4 on the Crumbling Effect table.

1d4	Crumbling Effect
1	The floor gives way, opening a 20-ft.-long, 10-ft.-wide, 40-ft.-deep chasm beneath the creature that caused the damage to the structure. All creatures within 5 ft. of this chasm must succeed on a DC 15 Dexterity saving throw or fall into the chasm.
2	A pillar collapses, falling in a line that affects a 5 ft. x 30 ft. space at GM discretion. Any creature in that line must succeed on a DC 15 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much on a success.
3	A piece of ceiling crumbles onto the creature who caused the damage to the structure. That creature must succeed on a DC 12 Dexterity saving throw, or suffer 36 (8d8) bludgeoning damage.
4	A portion of one of the temple's walls collapses, causing each of the above effects to take place at GM discretion.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a **planetar** defending this space who refuses to let the party pass her by unless they answer one of her 3 riddles (at GM discretion or determined using the table on pg. 248).
2	...1d4 + 1 **dretches** hiding amongst the broken pews of the temple.
3	...a **hezrou** that erupts from the central fountain in the temple's entryway and tries to drag a member of the party into the fountain (and back to the abyss) with it.
4	...2d4 **quasits**, who will wait until the party has acquired any of the artifacts hidden here before launching a surprise attack.
5	...a collection of dead priests in the living quarters who rise and form into 1d4 + 1 **flesh golems** when disturbed.
6	...1d4 + 1 **invisible stalkers** who will menace any creature attempting to leave the temple with the artifacts hidden here.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Construct Loop

CHAMBER A

The sounds of a factory in full force ring out in your ears, nearly deafening, and you see piles of mechanical arms, legs and torsos dropping out of a chute in the ceiling above, moving away from you on a continuously moving belt powered by small rotors.

CHAMBER B

The parts continue moving away from you, but as they pass under a series of rings, they mold and form into humanoid figures. They shift off the tables and then walk between a series of pistons, where they each receive a head, before moving into the next chamber.

CHAMBER C

This entire space seems to be overflowing with constructs in what might best be described as sleep mode. Crammed in between unmerciful gears and packed by the exit, it seems their current directive is "be in the way." Beyond the crowd of constructs you can see a tube that occasionally sucks one up into the ceiling, presumably to start to process all over again.

GM NOTE: POWERFUL PROPS

Unless otherwise noted, the constructs populating this space are non-functional, unless you decide to animate them. If the story you're telling in this space seems to lend itself to giving these creatures actions, for lower level parties it may be appropriate to swap out a typical construct's statistics for that of a skeleton (unless of course the party is controlling them in some way, in which case, give them whatever stats you like).

Carrying out a process set in motion by arcane means perhaps not of this realm, this continuous construct creation machine has been running so long it's possible it's the source of half the constructs on the prime material plane—though given the state of its exit it appears a large portion of that number are still in the chamber. A series of conveyor belts (***1***) shift parts into place, where they pass through an assembly ring (***2***), a magic field that forms them into a semblance of a humanoid form before moving through a series of pistons (***3***) that bolt their joints into place and add a head. The constructs then gather in any spot they can find in a storage space (***4***) just beyond the pistons, where one is occasionally whisked away by a phantom field (***5***) to be utilized elsewhere, or scrapped for parts. At GM discretion, this field could lead directly to the conveyor belt in the first chamber, creating a sort of perpetual loop.

Mechanics

Conveyor belts. These belts move forward roughly 10 ft. every six seconds. A creature spending its turn walking along the conveyor belt can add 10 ft. to their movement speed.

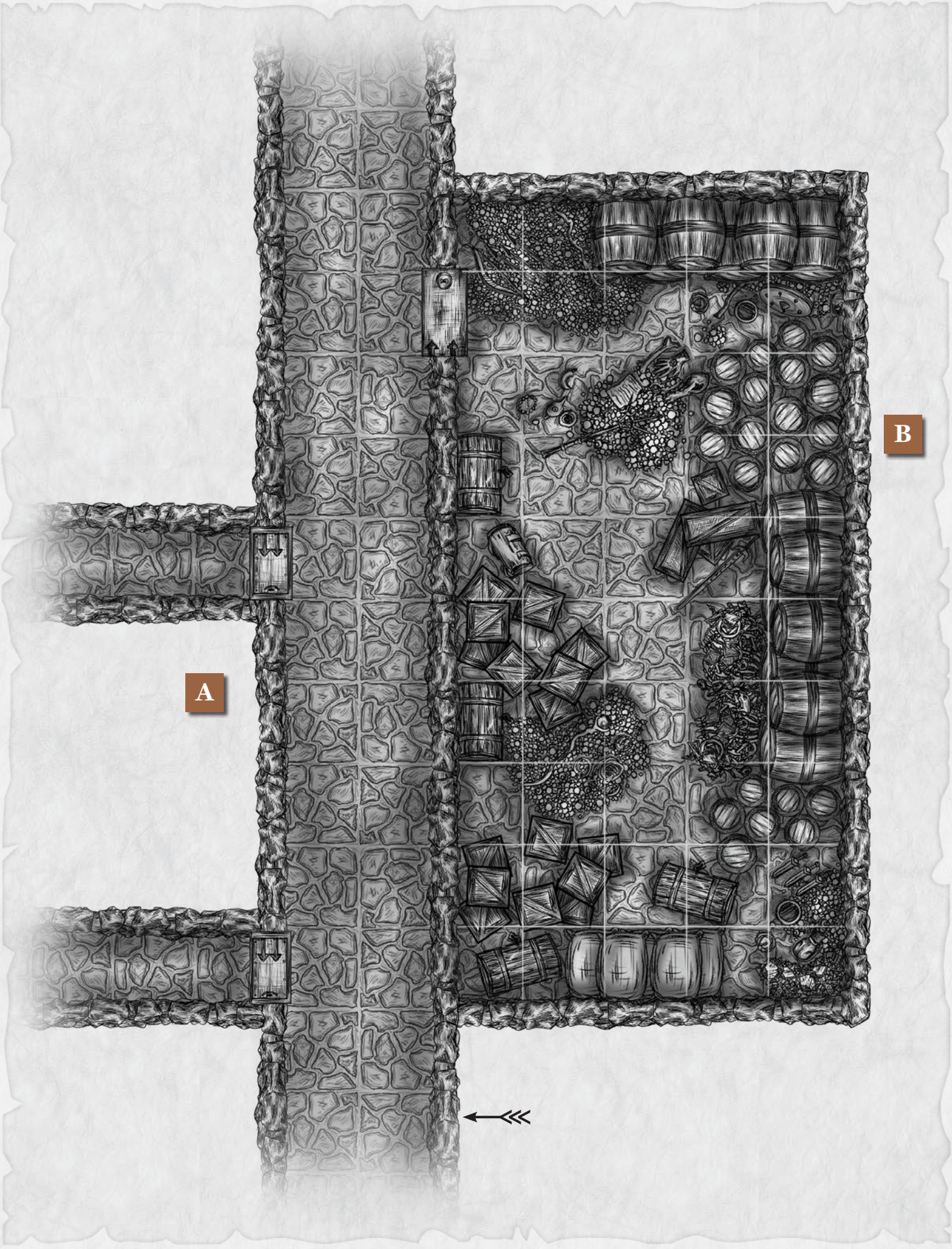
Assembly ring. This powerful arcane artifact serves a singular purpose: to assemble that which is separate, a sort of hyper-powered iteration of the *mending* cantrip. A living creature that passes through this ring must succeed on a DC 16 Constitution saving throw, or be fused with 1d6 of the items they are wearing, at GM discretion suffering 1d6 force damage for each item fused. A small creature can avoid walking through this ring's field without a check. A medium or larger creature must succeed on a DC 16 Dexterity (Acrobatics) check to wind their way through the gaps along the wall to avoid it.

Pistons. These pistons slam against the nearly completed constructs, locking their joints into place. Any creature passing through this series of pistons must succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check to catch their rhythm. On a failed save, a creature takes 14 (4d6) bludgeoning damage as they pass through.

Storage room. This room is stuffed with constructs and the gears that seem to power aspects of this chamber's equipment. The entire room is difficult terrain.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a dilapidated construct in the second chamber expressing its desire to die.
2	...a **cultist** trapped in the third chamber who disguises himself as a construct if he hears the party coming.
3	...a collection of 4d4 **rust monsters** who are so full they're barely able to move.
4	...two puppy dog heads sticking out of one of the soon-to-be constructs in the second chamber. It is a **death dog** puppy.
5	...an **iron golem** in the third chamber that is currently powered down, but could be tinkered to life with a successful DC 18 Intelligence check.
6	...2d4 seemingly active constructs that are actually just **animated armor** haunting this room.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The Monstrous Closet

CHAMBER A

As you enter this space, you see a long corridor ahead that terminates in a dead end. Two doors to your left and one to your right are the only notable features in this hall. The door on the right is marked with a sign that reads "Keys inside. Don't forget the secret knock."

GM NOTE: LOCKS AND KNOCKS

The doors on the left-hand side of the wall are both locked, and a DC 12 Intelligence (Investigation) check from someone even vaguely familiar with picking locks would reveal that the locks are extremely well made (DC 30). The single door on the right is also locked, but with a lock that's much easier to pick, requiring a DC 15 Dexterity (Thieves' Tools) check. A secret knock, revealed to players at GM discretion, is required to avoid any unpleasant surprises on the other side of the door.

CHAMBER B

This room is piled high with a mountain of clutter from every corner of the realm. Crates and carpets, barrels and boxes, gloves, swords, staves, trunks, full suits of rusty plate and dozens of other miscellaneous mercenary supplies are placed in piles throughout this space. If there are keys in here, they're going to be tough to find.

While some chambers within this collection of horrid halls and dangerous dungeons appear as if they haven't experienced renovations since the last stone was set in place, others have been freshened up from time to time (those floor spikes go dull after a while). The bulk of the cast-off material from these overhauls ends up in this massive storage closet where it, like most clutter elsewhere in the realm, takes on a life of its own. Except in this case, the life is literal—and monstrous. Guards found they could soothe the beastly pile of junk with a series of patterned knocks and the occasional sock and use it to guard the keys to the two doors that lead to the tunnels beyond this hall. Should a creature employ the secret knock before opening the door, they'd find an open trunk containing the keys within the room on the other side. If the door is opened willy nilly, they'd find the trunk is closed. But not for long...

Mechanics

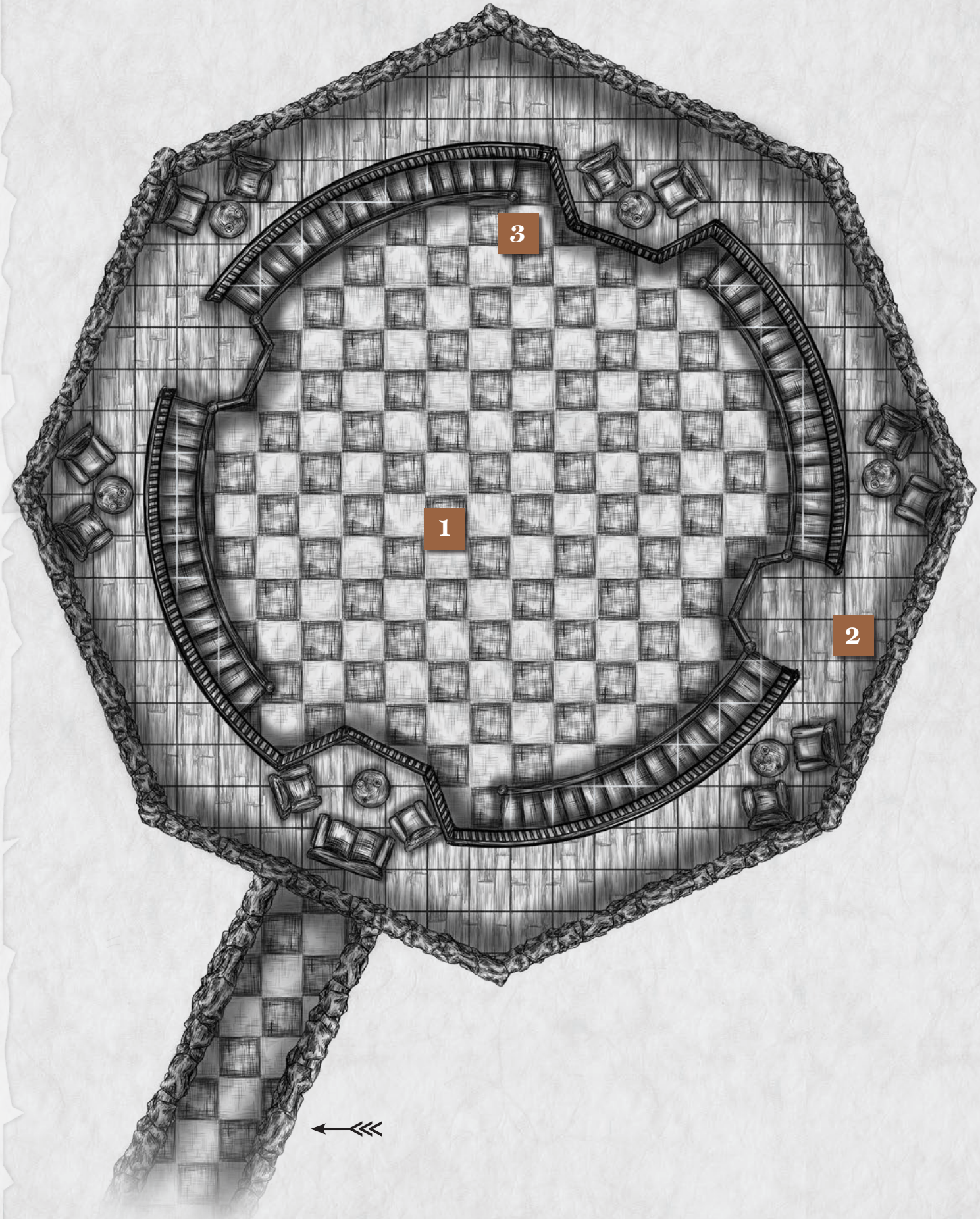
Monstrous mimic. The entire supply closet is, effectively, a mimic with a singular purpose: to collect more junk. It does so by ingesting the occasional guard or lost adventurer. It cannot be killed, only subdued, and its statistics are at GM discretion. It has the following features:

- ***Adhesive.*** The monstrous mimic can choose to adhere to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.
- ***False Appearance.*** While the monstrous mimic remains motionless, it is indistinguishable from a closet full of junk.
- ***Multiattack.*** The monstrous mimic can make two pseudopod attacks and one bite attack. If a creature is grappled by the monstrous mimic, it makes these attacks against that creature with advantage.
- ***Pseudopod.*** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d8 + 4) bludgeoning damage. If the attack is successful, a creature is also subjected to the monstrous mimic's Adhesive trait.
- ***Bite.*** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d8 + 4) piercing damage plus 5 (1d8) acid damage.

Keys. Within a trunk that functions as a sort of mouth for the monstrous mimic, there are two keys. These keys open the other two doors in the hallway. These keys can be located by succeeding on a DC 17 Intelligence (Investigation) or Wisdom (Perception) check, revealing the large keyring that hangs like a piercing in the tongue of the monstrous mimic.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a lone **guard** using the aforementioned secret knock to enter the large storage closet.
2	...2d4 + 1 **kobolds** trying to gain access to the storage closet at the behest of their draconic liege—but none of them can remember how to use a lockpick.
3	...1d4 + 2 **cultists** searching the storage closet for an ancient artifact, unaware of the mimic's particular fondness for the flavor of a quality robe.
4	...a **green hag**, disguised as a guard, leaving the storage closet with a ***wand of webs***.
5	...two **guards** discussing how they use dirty socks to calm the "monster in the closet."
6	...2d4 + 1 **berserkers** killing time by racing from one end of this hallway to the other to see which of them is the fastest.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The Final Ballroom

As you enter this space, you see an open marble dance floor ringed by staircases that lead to a second-floor balcony about 30 ft. overhead. A pair of banquet tables with plush seating is covered in an expected layer of dust. You hear the strums and slow rising thrum of a harp you cannot see. Its chords linger and resonate within you. If you weren't so preoccupied with exploring this series of dangerous chambers, you'd feel compelled to dance. Well…maybe just one quick waltz. Make a Wisdom saving throw.

GM NOTE: CHARMING TUNES

An Invisible Harpist floating through this ballroom plays a continuous tune any time a creature enters the chamber. It compels any creature with an Intelligence of 5 or higher to dance. As creatures enter, have them make a DC 18 Wisdom saving throw. On a failed save, they are charmed to participate in the Ghastly Waltz, as outlined in the mechanics section.

Whether originally conceived as a dance hall or a ritual summoning chamber tied to realms where rhythm is life and life is rhythm, this particularly posh setting has nonetheless claimed the mortal souls of hundreds of wayward adventurers over the centuries. A single hallway, flooded with beautiful music, leads into the main chamber of the ballroom (***1***). The balcony (***2***) overlooking the dance floor is nearly 30 ft. above the main floor. It includes numerous spaces to sit, chat and rest your legs and can be accessed via one of the four staircases (***3, one of four***) encircling the dance floor. Upon entering the ballroom, it becomes clear other doors aren't necessary. After all, who would want to leave? The ballroom is haunted by an Invisible Harpist, and she'll play for you whether you're living or dead. Due to the nature of her playing, if you're the former, there's a significant chance you'll end up as the latter, but a creature cursed to dance the Ghastly Waltz can at least take comfort in knowing their final moments will be filled with song.

Mechanics

Invisible Harpist. A bard lost in her music and trapped on the ethereal plane, this creature plays music that breaches the border between the realms of the living and the dead. The Invisible Harpist has the statistics of a **ghost**, with the following additional abilities:

- ***Transplanar tunes.*** The Invisible Harpist can play music in the ethereal plane that affects creatures in the prime material and vice versa.
- ***Ghastly Waltz.*** The Invisible Harpist plays a sorrowful, driving tune that invades the very souls of all who can hear it. Any creature within 60 ft. of the Invisible Harpist must succeed on a DC 18 Wisdom saving throw or become charmed. When charmed in this way, a creature feels compelled to dance and will do so for one minute. At the end of one minute, the creature can repeat the saving throw against the Ghastly Waltz. On a success, the creature can stop dancing and cannot be charmed by the Ghastly Waltz for 24 hours. On a failed save, the creature is charmed for one hour and continues to dance unabated. At the end of the hour, the creature can attempt to break free from this charm again. On a success, the charm is broken.

  On a failed save, the creature must continue dancing until the end of the following day, when they can repeat the saving throw one last time. If the creature fails this saving throw, they will dance in this ballroom until they die, and their soul joins the Harpist's on the Ethereal Plane. A creature that dances the Ghastly Waltz for more than an hour gains a new flaw: "I dig music, and will stop whatever I'm doing to dance when I hear it."

Variant Encounter (Optional)

1d6	The party encounters…
1	…a pair of **wraiths** so wrapped up in dancing with one another they barely notice the party's arrival.
2	…a trio of tap-dancing **troglodytes**.
3	…2d4 + 1 **drow**, doing their best to convince one of their own to stop dancing.
4	…a burly **bugbear** engaged in a dance-off against a **hobgoblin captain**.
5	…a lost prince long forgotten and dancing at death's door. He will reward the party handsomely if they can save him (and if he can figure out where he left his shirt).
6	…more **kobolds** than anyone in the party has ever seen in one place, all of them dancing in perfect unison, exhaling their final breaths in syncopated rhythm.

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Goblin Gully

The rich smell of tilled earth hits your nostrils as you enter this dimly lit cavern. Several mounds of dirt piled high like stalagmites are the chamber's most eye-catching feature. Each small tower features several holes.

GM NOTE: HIDDEN TUNNELS

Each of the towers in this area is connected by a series of subterranean tunnels (in faded gray), which allow those who know their layout to travel stealthily between all the towers as if they were moving above ground. Any non-goblin creatures attempting to use the tunnels will find they are a tight, confusing fit, as explained in the mechanics section.

Some of the denizens of this dank, dungeon-like space have been here so long they've had time to put down roots. Or, in the case of the goblins who dwell in this particular chamber, build towers. These spires (***1, one of several***) constructed of dirt and a little elbow grease (plus other excretions) serve a dual purpose: They ensure the goblins who live here have a place to raise their young and simultaneously offer useful cover in the event of an intrusion. While it's possible for a creature to slip across this somewhat open expanse undetected by those above, the goblins who lurk in the tunnels below hear nearly everything occurring on the ground above and are crafty enough to place themselves in the spires they think might give them the best shot at an ambush—while laying low as necessary if it seems they are particularly overmatched. The goblins that dwell here will do all they can to protect their towers but are more interested in ensuring the safety of their young in the small nursery beneath one of the towers (at GM discretion).

This space should be considered a small goblin community, with 20 x 1d8 goblins packed inside its narrow passages and subterranean chambers.

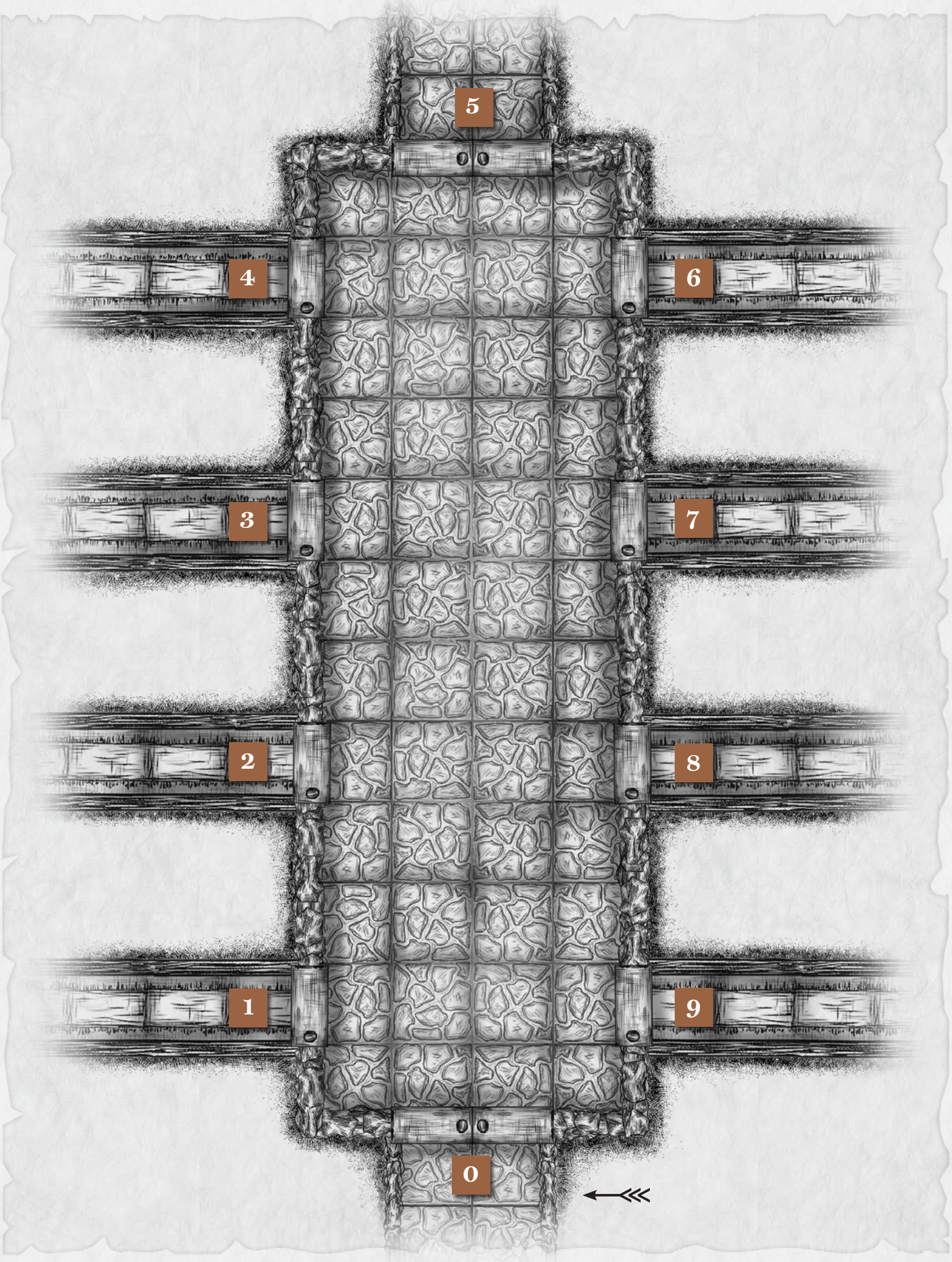
Mechanics

Goblin towers. These small towers contain numerous holes, which can be used as arrow slits for the goblins hiding within to hamper and harry those without. The towers offer ¾ cover, giving any creature within one of them +5 to AC and advantage on Dexterity saving throws. Goblins have advantage on Dexterity (Stealth) checks to hide in these towers. The towers all have 112 hit points and are primarily made of dirt. If a tower is toppled or destroyed, roll 1d10. On a 3 or lower, all other towers fall, as the complex system of makeshift engineering that helped erect them collapses in a chain reaction affecting the rest of the spires in this space.

Goblin tunnels. At GM discretion, any goblin that starts its turn in a tower or tunnel can use the tunnels as if traversing above ground at the cost of 5 ft. of movement. These tunnels are difficult terrain for Medium creatures (creatures larger than Medium cannot fit at all), and any creature not native to this cavern hoping to use the tunnels to traverse the space from one tower to another must first succeed on a DC 16 Wisdom (Perception or Survival) check to find their way. On a failure, the creature arrives at a different tower than they intended, at GM discretion.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a marital dispute between two **goblins**, one who wants to go out and pillage with the ol' goblin gang, the other who insists they've got 47 kids to feed.
2	...a cruel, dangerous **hobgoblin** who has started pouring an accelerant into one of the towers, intending to set the whole thing on fire after one of the area residents called him tall.
3	...an eruption of earth as a burly **bullette** bursts forth from beneath this community. It seems the goblin king's favorite pet is on the loose again.
4	...an **earth elemental**, totally out of its element, trying to make small talk with one of the goblin towers and getting frustrated that it's playing hard to get.
5	...a rival group of 6d4 **goblins** trying to infiltrate the community, laying siege to its towers and causing quite a commotion—all over a blood feud that ended seven generations ago (word travels slowly underground).
6	...a group of 3d6 **goblins** admiring their hero, the famed goblin inventor Glurk Goblicarus, as he tests out his winged whirlygig device and soars throughout the cavern. The celebration is short-lived, however, as the device rapidly begins losing altitude and seems as if it will crash without intervention. The gathered goblins would be quick to blame the arrival of any non-goblins for this treachery.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The Doors to Elsewhere

You find yourself in what amounts to a narrow room or a wide hallway, depending on your perspective. There is a large door directly ahead of you, as well as four on either side. The floor looks highly trafficked. Each door is emblazoned with a number, 1–9. The door you just stepped through features a 0.

GM NOTE: LEAVING UNCHANGED

This entire hallway radiates with transmutation and conjuration magic. The only way to avoid its particular features is to exit the way you came in, through Door 0.

In cramped, continuous confines like those of a temple ruin or underlair's dungeon, it's easy to get turned around and lose all sense of how you got to where you are. The Doors to Elsewhere (***1-9***) solve that problem for the creatures authorized to use them (for those who are not, a cavalcade of confusion will ensue if they choose to use the doors without an understanding of how they work). Each door is enchanted with a powerful conjuration spell that can effectively teleport a creature carrying a transport key from one door to any other door in this dungeon—all the creature needs to do is specify where they want to go. A creature without a key that walks through any door other than Door 0 will experience a different type of transportation—arriving back in the hallway, but with added guests, as outlined in the mechanics section. Opening any of these doors reveals a black, starry void similar to that of the astral plane. As a creature steps into the void, they arrive back in the hallway via a different door. As they arrive, other creatures will step into the hallway through the door the first creature originally stepped through, in what some arcanologists refer to as a "scoob-loop."

Mechanics

Transport key. This small crystal, typically suspended from a bit of cord and worn like a necklace, allows the creature carrying it to use the Doors to Elsewhere to travel to any location within this dungeon, at GM discretion. The transport key senses where the creature wants to travel and, when the creature walks through one of the doors in this chamber, the key transports them to that space—as if they were walking through one of its doors.

There is a set of transport keys in this chamber, hidden behind a loose brick in case of emergency. This secret hiding place can be discovered with a successful DC 20 Intelligence (Investigation) check. It contains a number of transport keys equal to the size of the party, at GM discretion.

Doors to Elsewhere. Any time a creature enters one of these doors without a transport key, roll 1d10. The number on the die corresponds to the number of the door they will re-enter this chamber through. As they re-enter, creatures as outlined on the More the Merrier table will enter the space through the door the first creature used to attempt to exit.

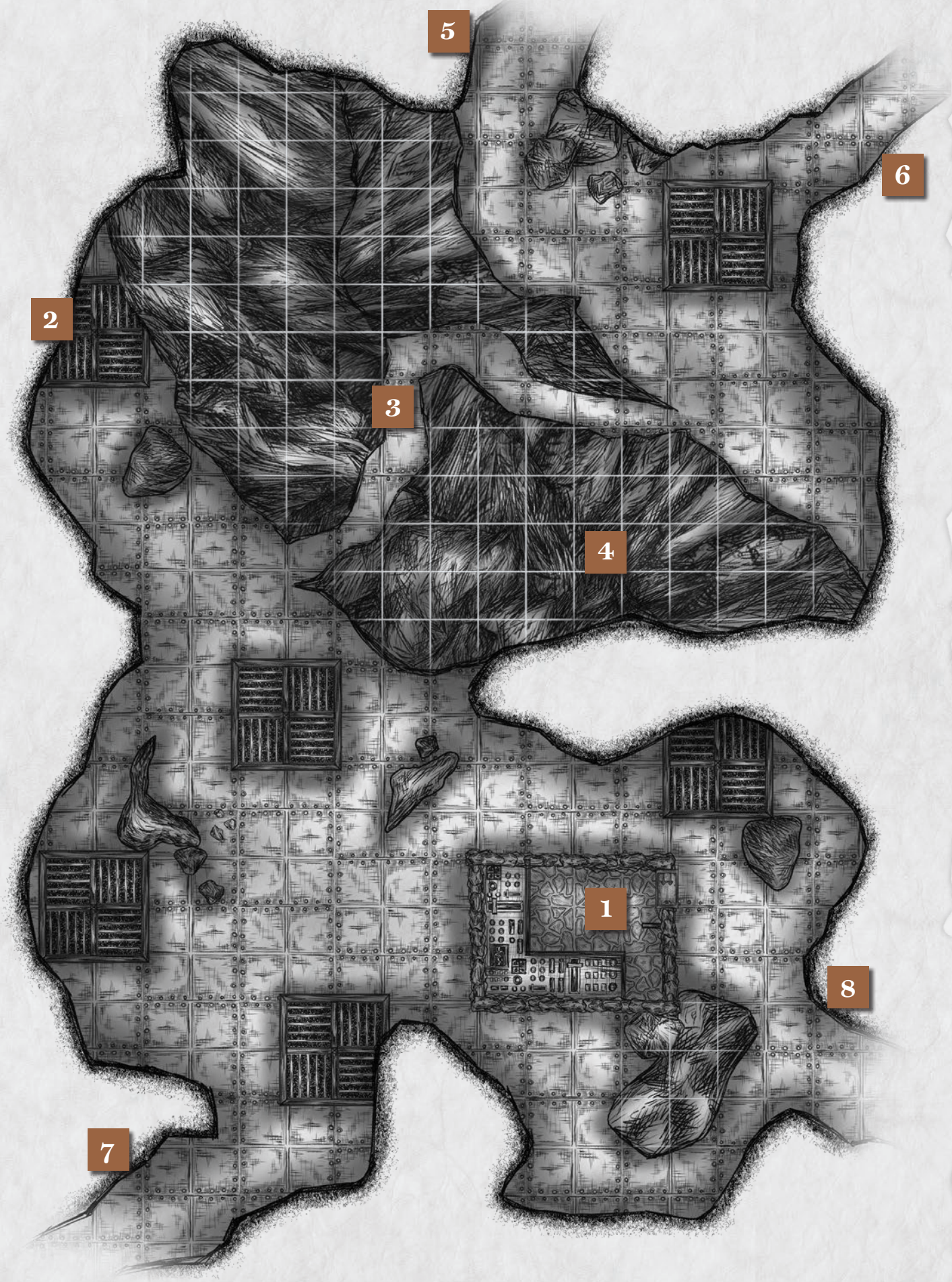
More the merrier. When one or more creatures try to exit through one of the Doors to Elsewhere (other than Door 0) without a transport key, determine which door they walked through, then multiply the number of creatures who exited by the number on the door. As an example: two creatures try to exit the room through Door 4. A d10 is rolled, producing a 7. These two creatures will then re-enter the chamber through Door 7, as determined by the roll. Meanwhile eight (somewhat confused) creatures enter the space through Door 4, as determined by the number of creatures who first exited the space multiplied by the door they left from (2 x 4 = 8). Creature type is determined on the table below (hobgoblins, in this case).

The More the Merrier (Optional)

Door	Delivers...
1	...**trolls**.
2	...**giant wolves**.
3	...**gnolls**.
4	...**hobgoblins**.
5	...**mephits**.
6	...**mules**.
7	...**flying snakes**.
8	...**skeletons**.
9	...**flumphs**.

Variant Encounter (Optional)

1d6	The party encounters...
1	...an absent-minded but very dangerous **mage** who cannot remember where he left his transport key.
2	...two **guards** wearing their transport keys under their armor. They are guarding Door 5.
3	...a lone **basilisk** lumbering around this corridor.
4	...a **giant spider** that has set up a web here hoping to catch any creatures who might arrive through the doors.
5	...12 **mules** covered in gore following a transportation mishap that left two dimwitted **orcs** on the wrong end of a stampede.
6	...a terrified dwarf (who is hiding it well) who entered Door 9 and popped out of Door 8 holding back Door 9 for fear that the nine **flumphs** he just shoved back inside it will return. He doesn't know they're all about to emerge from Door 2, followed by an astonishing 81 of them from Door 9.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The Elemental Laboratory

Rapidly melting dirt-caked snow crunches beneath your feet and a steady wind whips warm air around you. Ahead, you see a small booth with thick windows and, beyond that, the edge of a chasm with a narrow land bridge across it. All around this space, elementals from various planes appear to be warring with one another.

GM NOTE: ELEMENTAL CHAOS

Descriptions of this room's climate should shift based on the number and type of elemental creatures present. If there are multiple **air elementals**, for example, the room might feel overwhelmingly gusty. If there are a dozen **magmen** in the area, the room would feel significantly warmer. There are also mechanisms and trapped runes in the area that can, at GM discretion, add more elemental creatures to the mix at any given time, which could change the feel of the room in an instant.

A subterranean space suitable for all manner of elemental-based experimentation, this large laboratory was set in motion long before the current inhabitants of these connected chambers took up residence here. Most know to steer clear. The control chamber (***1***) has been malfunctioning for months, drawing forth all manner of creatures from the elemental planes from one of six portal nodes (***2, one of six***) with chaotic, and often violent, consequences. A narrow land bridge (***3***) over a 200 ft. deep chasm (***4***) connects the lab proper to a few alternate exits (***5, 6***), which are sealed to prevent the sentient elemental hazards battling in this space from escaping. Corridors (***7, 8***) off the main area are also blocked off, at GM discretion.

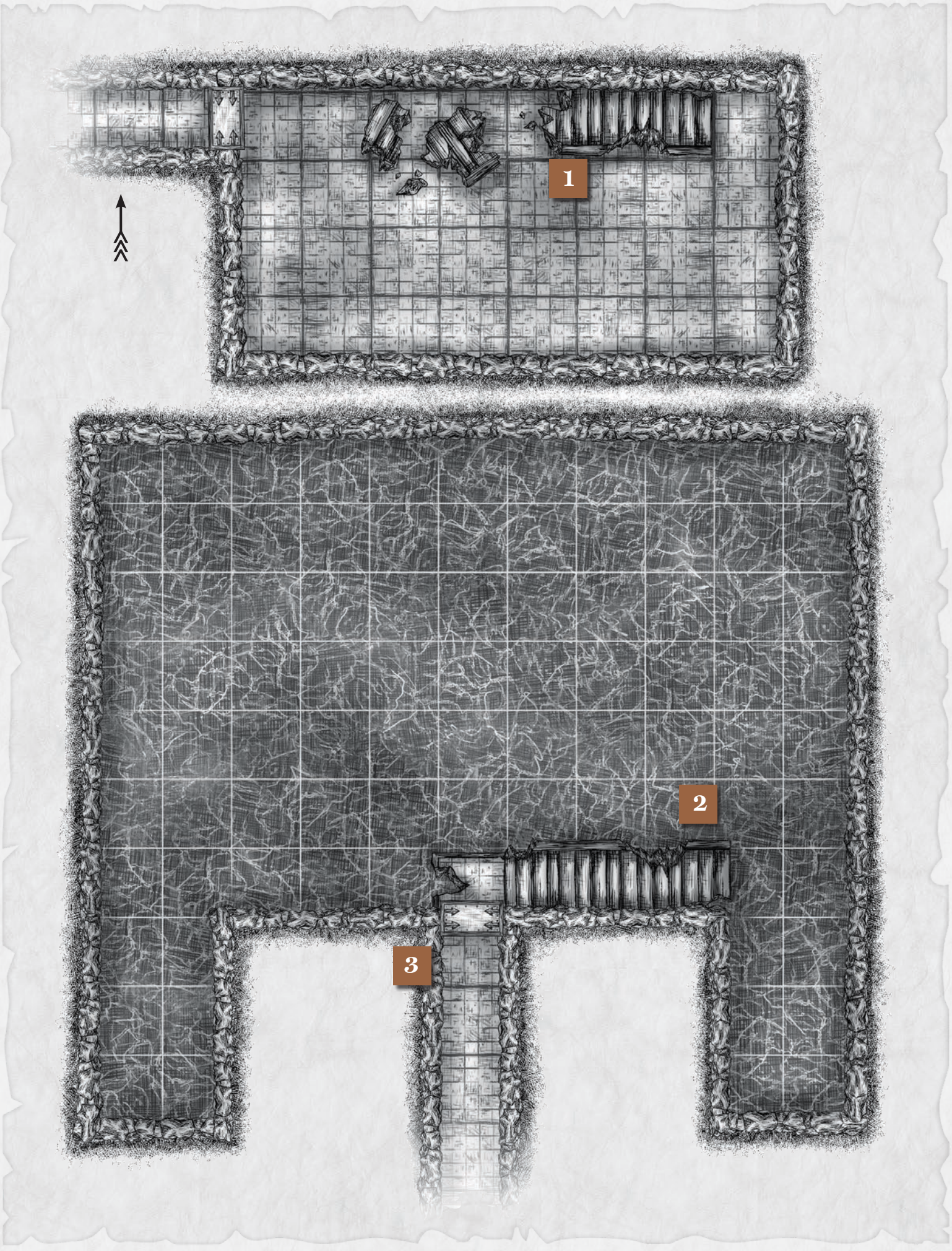
Mechanics

Control chamber. The doors to the control room are locked but can be opened with a successful DC 16 Dexterity (Thieves' Tools) check. The control panels in this room, long since corroded, still function, but are practically locked in place from years of disuse. Using the lever to open the sealed chamber doors requires a successful DC 20 Strength (Athletics) check. There are dials and controls that can impact the presence of the elementals here, but determining their function first requires a successful DC 20 Intelligence check. Following a successful check, a creature would know the kill switch sequence necessary to send every elemental creature back to their respective plane. If a creature attempts to use the control panel without first succeeding on this check, roll 1d20. On a 15 or lower, an incorrect sequence is triggered, leading to an influx of elementals, doubling the number currently in the room, at GM discretion.

Elemental runes. At GM discretion, the door to the control chamber as well as the areas on either side of the land bridge have been marked with elemental runes. These runes are visible with a successful DC 17 Intelligence (Investigation) check or through the use of the *detect magic* spell. Unless dispelled, these runes are triggered when a creature walks within 5 ft. of them. The runes summon one elemental of any challenge rating, at GM discretion.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **magmen** battling a **water elemental.**
2	...1d4 + 1 **fire salamanders** being tossed around the room by an ornery **air elemental**, one of two in the lab.
3	...an **earth elemental**, a **water elemental** and an **air elemental** tussling around and creating a slush tornado.
4	...one of every type of **mephit**, at GM discretion.
5	...a **fire elemental** and a **water elemental** harassing a **marid** named Gus that can't seem to figure out how to get back to its native plane.
6	...two **invisible stalkers**, summoned by the mad genius behind this laboratory that are attempting to pick off three **fire elementals** by attacking systematically.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The Hanging Pool

ENTERING THE ROOM

As you enter this chamber you immediately notice the slick wet floor and cool, misty air. The sound of water is all around you, and as you look up, its source becomes clear. Nearly 20 ft. above your head is a body of water spanning to all sides of the room, its water an array of colors. A busted staircase leading up about 10 ft. is the only other visible feature in this space.

GM NOTE: AN ARCANE ACQUARIUM

The water here is suspended by magic, but creatures that can manage to get at least half of their bodies into the water, at GM discretion, can pass through it by succeeding on a DC 12 Strength (Athletics) check, propelling themselves forward. Within the water, a creature would be susceptible to the color currents that flow within the Hanging Pool and would also see the bottom of a set of broken stairs roughly 500 ft. above them.

ONCE IN THE WATER

As your head is submerged in this body of water you're able to make out rich green, vibrant orange and royal purple hues shifting in the otherwise blue pool. Roughly 200 ft. straight up and toward the far corner of this space is what appears to be a solid block of slate. You could likely get there if you swim for it.

The Hanging Pool is an enchanted chamber in this dungeon, created long ago by an aspirational mage with a curious streak. Convinced he could create a sea suspended in air, he began workshopping the idea in this small chamber. Though he succeeded at the premise, the execution was a bit off as creating the enchantment that holds this massive amount of liquid at bay took quite a bit out of him and he realized all too late that he lacked the ability to swim. Drowning in a pool of his own creation, his natural arcane abilities sputtered and surged, leaving traces of powerful spells lingering in this body of water. The lower staircase (***1***) leads up just close enough to the underside of this suspended pool for a rather tall individual to reach up and wet their hands, while a secondary staircase (***2***) at the top of the pool allows for access to the exit (***3***).

Mechanics

Hanging Pool. The water in the Hanging Pool is, for all intents and purposes, water. Creatures attempting to move through it without a swim speed do so at the cost of half their movement, and ranged attacks all have disadvantage. The Hanging Pool also crackles with arcane currents, as detailed below. The depth of the pool is at GM discretion, but can be as shallow as a pond or as deep as a subterranean sea. Recommended height is 500 ft. from the bottom of the pool to the top, where the exit is accessible, via a staircase that starts to make its way upward roughly halfway between the two entryways into this chamber.

Additionally, the magic maintaining this pool's suspended nature makes it so that the width of the pool feels infinite. Swimming up is the only way to escape.

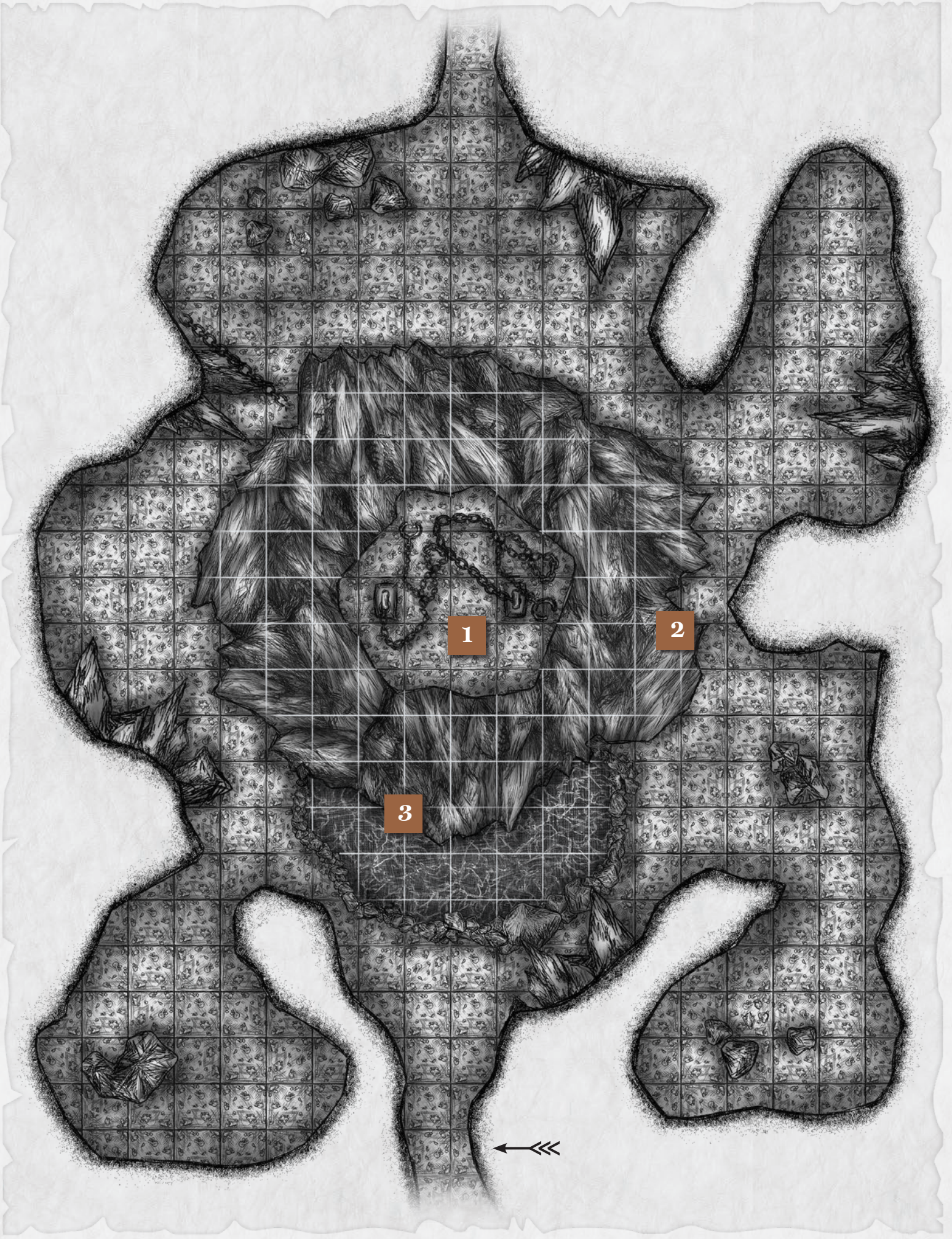
Arcane currents. At the top of each round per initiative, roll 1d20 for each creature in the water. The shifting color of the water indicates a magical effect that changes the creature's circumstances as outlined in the Arcane Current table.

Arcane Current

1d20	Current color	Effect
1-10	Blue	The creature is in open water and is not affected by any of the arcane currents.
11-15	Orange	The creature feels the wind knocked out of them as a powerful force pummels their body for 9 (2d8) bludgeoning damage. They are out of air, and stunned until the end of their next turn. If they don't surface in three rounds per initiative they will begin to drown.
16-20	Purple	A creature that starts their turn in a purple current gains a swim speed of 30 ft. until the start of their next turn.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **sahuagin**, who attempt to drag party members away from their goal.
2	...a single **aboleth** who is bemused by their arrival.
3	...a floating shipwreck containing a hoard of treasure at GM discretion (as well as 4d4 **skeletons**, all that remains of the ship's crew).
4	...a **banshee** with a 40 ft. swim speed.
5	...a **giant octopus** that just wants to be left alone.
6	...a series of radiant blobs, not unlike jellyfish, which deal 45 (8d10) lightning damage if touched by a creature.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The Chained Champion

This chamber is utterly silent, and you notice a central, elevated hill. On top of this position is a hulking mass of flesh, hunched over and so gray that it appears part of the terrain. As you take another step forward, it rises as if on instinct, and a flurry of boulders begins soaring in your direction.

GM NOTE: DEFEATING THE CHAMPION

The Chained Champion is part giant, part construct and is cursed to stand sentry over this room from his elevated position. The party can attempt to slip past him, but if they make a single sound, they'll be subject to his attacks.

Tired of exhausting the supply chain and in need of soldiers to secure other areas of the dungeons, the leaders responsible for this space chose to invest long term in a solution to their problems. A necromancer and artificer joined forces, creating a sightless, sleepless abomination with hearing as sharp as the boulders it throws are heavy. It's been chained to this hilltop ever since and lobs a flurry of stone in the direction of any creature it can hear—which has proven to be most of them. The champion is chained at the top of a hill (***1***) in the center of this chamber, but it can roam 15 ft. to the edge of it. The boulders it throws are also a feat of engineering, rolling around the terrain here until they find a natural gully (***2***) or sink to the bottom of the 15 ft. deep pond (***3***), which sends them into a series of chutes, only to be teleported back up to the top of the hill.

Mechanics

The Chained Champion. The Chained Champion has 200 hit points, an AC of 20 and a passive Perception of 20. It makes every save at +5 and has advantage on all saves against magical effects. Three times per round, if it hears a creature, it can immediately make a boulder attack, regardless of initiative order. The attacks have a range of 120 ft. and are made with +8 to hit. On a hit, a creature suffers 21 (6d6) bludgeoning damage and is knocked prone.

Boulder portal. The boulders thrown by the chained champion return to the top of the hill via an arcane retrieval system. As the boulders roll back to the base of the hill, they land in a gully or in the pond, transitioning into a portal that sends them directly to the top of the hill. Whether the mages who created this system did so with the assumption that non-boulderlike entities might benefit from traveling through it (or survive to share the experience) is at GM discretion.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a summoned collection of 2d4 **shadows** that emerge from the darker corners of this chamber.
2	...a **goblin** mother that holds a newborn baby tight against her chest, moving incredibly slowly toward the entry to the next chamber as if attempting to avoid even the sound of shifting sand beneath her feet. Upon closer inspection, the baby appears to be human.
3	...a trio of **giant spiders** skittering silently in their webs above, unnoticed by the Chained Champion—and likely the party.
4	...a **roper** masquerading as a rock outcropping near the Chained Champion.
5	...the smashed body of a sneak thief who was carrying a pair of ***+1 daggers*** and who was ultimately not as sneaky as he'd assumed.
6	...a **chasme** that appears through a black and oozing crack in the wall nearest the exit.

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The Pixies' Palace

As you step into this somewhat still chamber, the first thing you notice is a small town—tiny, really—makes up the majority of the space. There are miniature inns, a wee tavern, a few modest municipal buildings and a petite surrounding forest. You hear an excitable voice suddenly shout, "Halt intruders!"

GM NOTE: TRAPPED BUT TRICKSY

This small town is populated by 4d4 + 1 **pixies**, who are all trapped in this plane but doing their best to make it work. They hold information about how to leave this chamber, but won't give it up lightly—they need guarantees that a creature they assist will ultimately help them get back to the fey wild. They prefer to remain invisible, but if they feel threatened, they are likely to *polymorph* themselves into either significantly larger versions of themselves or into massive monstrosities outlined in the Polymorphin' Pixies table, at GM discretion.

After being transported to the prime material plane during a series of arcane experiments, this batch of pixies—the Periwinkle Platoon, if you care to ask—panicked and destroyed the mage who summoned them here to populate his "tiny town," only to discover they were unable to return to the fey wild. They've been trapped in this chamber ever since and have seen enough to know exactly how to leave. Industrious creatures, the pixies pass most of their days adding little flourishes to their adopted home, a model town the mage who conjured them here built as a hobby. There are two sets of doors into and out of this space: the one the party entered through, and another set of doors (***1***), which are heavy, iron and barred on the outside. A small switch that operates the large iron door is hidden at the bottom of a wishing well in the tiny town square (***2***). The location of this switch can only be perceived by a Tiny or smaller creature investigating the well from within, at GM discretion. This check has a DC of 17.

Mechanics

Shuttered doors. The barred iron doors can be unlocked by flicking a switch inside the well. The pixies know this and would be willing to share it with a successful DC 25 Charisma (Persuasion) check or if a creature promises to do all within its power to return the Periwinkle Platoon to the fey wild. The switch could also be uncovered by searching the town and succeeding on a DC 25 Intelligence (Investigation) check. Creatures that are Small or Tiny make this check at advantage.

Polymorphin' Pixies

The Periwinkle Platoon doesn't take kindly to intruders and doesn't take guff from anyone, no matter how large. If the pixies are threatened in any way or feel as if they are being disrespected or talked down to, they will use their ability to cast *polymorph* to transform into significantly larger creatures. These creatures would attack the offending entities using non-lethal damage unless the pixies felt their lives were on the line. The pixies will likely damage aspects of the model town they dwell in as part of this transformation. Whether this act reveals or destroys the switch that opens the exit doors is at GM discretion.

1d6	The pixies polymorph into...
1	...**giant apes**.
2	...**Tyrannosaurus rexes**.
3	...**woolly mammoths**.
4	...Large pixies with 50 hit points.
5	...**giant octopuses**.
6	...one of each of the above, at GM discretion.

Variant Encounter (Optional)

1d6	The party encounters...
1	...1d4 + 1 **orcs** arguing about who can smash the most buildings in the township by hurling stones at it from a short distance.
2	...a **cockatrice** that is incredibly lost, incredibly panicked and incredibly hungry.
3	...a drowsy **wyvern** that's been slumbering on a small cliff high above this model town.
4	...a **grey ooze** that bubbles up through the model town's streets and begins dissolving some of the buildings.
5	...a **ghost**, a **ghast** and a **ghoul**.
6	...1d4 + 1 **ankhegs** that climb out of small cracks in the walls and seem drawn to the center of the model town where they know the pixies like to hide their sugary snacks.

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The Hive

The temperature is mildly warmer and there's a steady humming, a low buzz, echoing off the walls. The natural walls in this chamber create a bit of a maze, and it's hard to know if any of the paths ahead will lead to a dead end, another antechamber or a way out. The ground beneath you has a bit of filmy residue that glistens with phosphorescent light. And you can't shake the feeling that you're being watched.

GM NOTE: A NASTY NEST

This entire chamber has been overtaken by an infestation. The creature type should be determined by rolling on the Variant Encounter table. The party may not know it yet, but there are many more creatures slinking in the shadows and within the walls of this chamber. At GM discretion, the extent to which the party is outnumbered may reveal itself. Regardless of the creature type selected, this chamber features workers and a queen. The queen has the same statistics as the base creature, but with the following changes:

- The queen has twice the number of hit points as the base creature.
- The queen has advantage on all Wisdom and Constitution saving throws.
- Whenever the queen takes the attack action she can attack three times using the base creature's attacks and statistics.
- The queen can use a bonus action to issue a command to any creature under her control, including all her allies as well as any creature subjected to the Hive Mind feature. The creature must immediately use its reaction to perform the queen's request to the best of its ability.

A quiet cavern system off the beaten path is the perfect place to raise a family, or in this case, a brood, which is why the queen chose this series of nooks and crannies to start a new colony. Since taking up residence here, the colony has grown in size, strength and sophistication to the point where most of the other occupants of this dungeon know to avoid it entirely, lest they end up as part of a growing community's meal plan. Occasionally, the workers here will branch out and drag potential prey back to their queen, but on fortuitous days, unsuspecting clumps of food will wander in, swords drawn, just waiting to be meat. The cavern features a number of hatchling hideaways (***1, 2, 3***), where larval creatures have a chance to feed and grow, as well as corners perfect for hosting the queen's egg sacs (***4, as an example***), some of which are on the verge of hatching. A natural wall (***5***) divides the main chamber into two, rising nearly 25 ft. high but not touching the ceiling, which stretches another 25 ft. above. Fully grown creatures patrol the chamber or tend to the young or the queen herself. The queen hides in her perch within the ceiling of this chamber, but will drop in to feed or protect her brood at GM discretion.

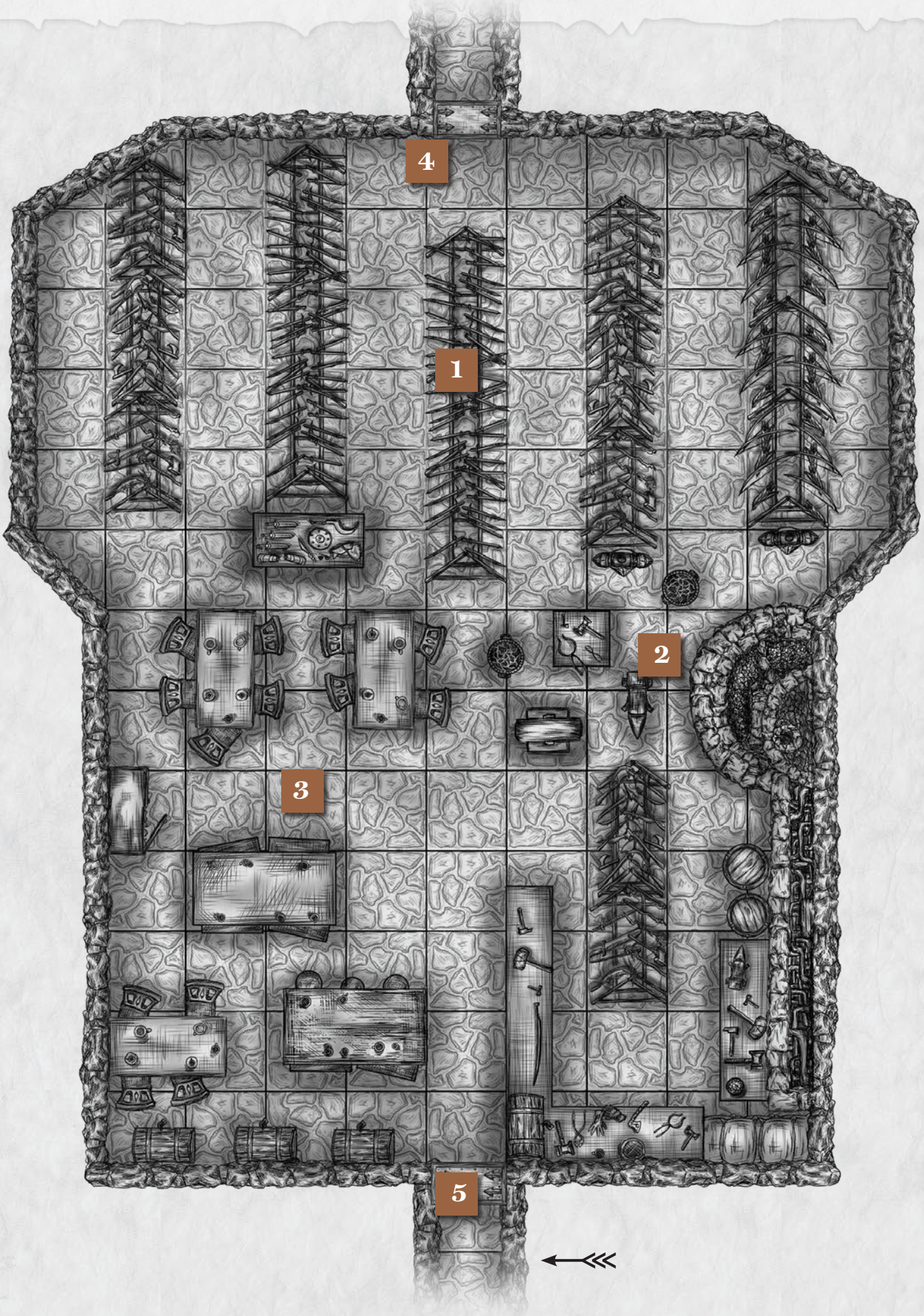
Mechanics

Egg sacs. A creature that ends its turn within 5 ft. of these egg sacs must succeed on a DC 15 Dexterity saving throw or suffer 11 (3d6) piercing damage as larval young spring forward and latch on to a potential source of food.

Hive Mind. The creatures in this space are under the influence of the queen. If a creature spends more than one minute within this chamber, they must succeed on a DC 15 Wisdom saving throw or become connected to the queen's Hive Mind, becoming subject to her whims as if under the influence of the *dominate monster* spell. A creature can repeat this saving throw after they take damage, or after 24 hours, whichever comes first. On a failed save, the creature remains under the queen's control. On a success, the creature cannot be affected by the Hive Mind for 24 hours.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a colony of **ankhegs**.
2	...a room full of **rust monsters**.
3	...a full cavern of **fire beetles**.
4	...a hive of **giant wasps**.
5	...a gathering of **giant centipedes**.
6	...a nest of **giant spiders**.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The Armory

As you step into this chamber, you see a series of racks and shelves containing all manner of martial weaponry—whips, maces, glaives, glaives with maces attached to them—pretty much any weapon you can imagine. A few torches and a modest-sized forge are the main sources of light, illuminating a few tables and collected steel.

GM NOTE: WEAPONS OF WAR

If you'd been looking for an organic way to improve your party's weaponry, this is as good a time as any. That said, while it's possible a +1 or +2 weapon might be stored somewhere in this chamber, it's more likely weapons of that caliber are in use somewhere else. If the party is hoping to add an attack and damage bonus to their existing weaponry, they might have better luck investigating this room's arcane forge.

A patrolling force as large as the one that stalks the halls of this space requires a considerable amount of weaponry, and so a chamber once used for ritual sacrifices was thoroughly scrubbed to make room for custom weapon racks and shelving (***1***), and a forge (***2***) was installed over the spot where the summoning circle used to be (due to space constraints). A small seating area (***3***) is perfect for those needing to rest their feet. The entrances and exits (***4, 5***) are often locked due to the violent valuables stored inside this chamber, but the locks can be picked by any thief worth the title (had to make cutbacks somewhere).

Mechanics

Locked doors. The locks on the doors into and out of the Armory can be picked with a successful DC 14 Dexterity (Thieves' Tools) check.

Arms and armor racks. A creature seeking a specific non-magical weapon, piece of armor or type of ammo should search these racks and shelves. On a successful DC 16 Intelligence (Investigation) check, or at GM discretion, the item is in stock.

Arcane forge. The forge in this armory was built on an old ritual summoning circle and can imbue items with a particular arcane energy. A creature proficient in smith's tools can use the forge to craft or improve any weapon or piece of armor as outlined on the Arcane Forge Improvements table. As the forge is built on a former summoning circle, some side effects may occur. At GM discretion, any time a creature uses the forge to enhance weapons or armor, roll on the Side Effects table.

Arcane Forge Improvement

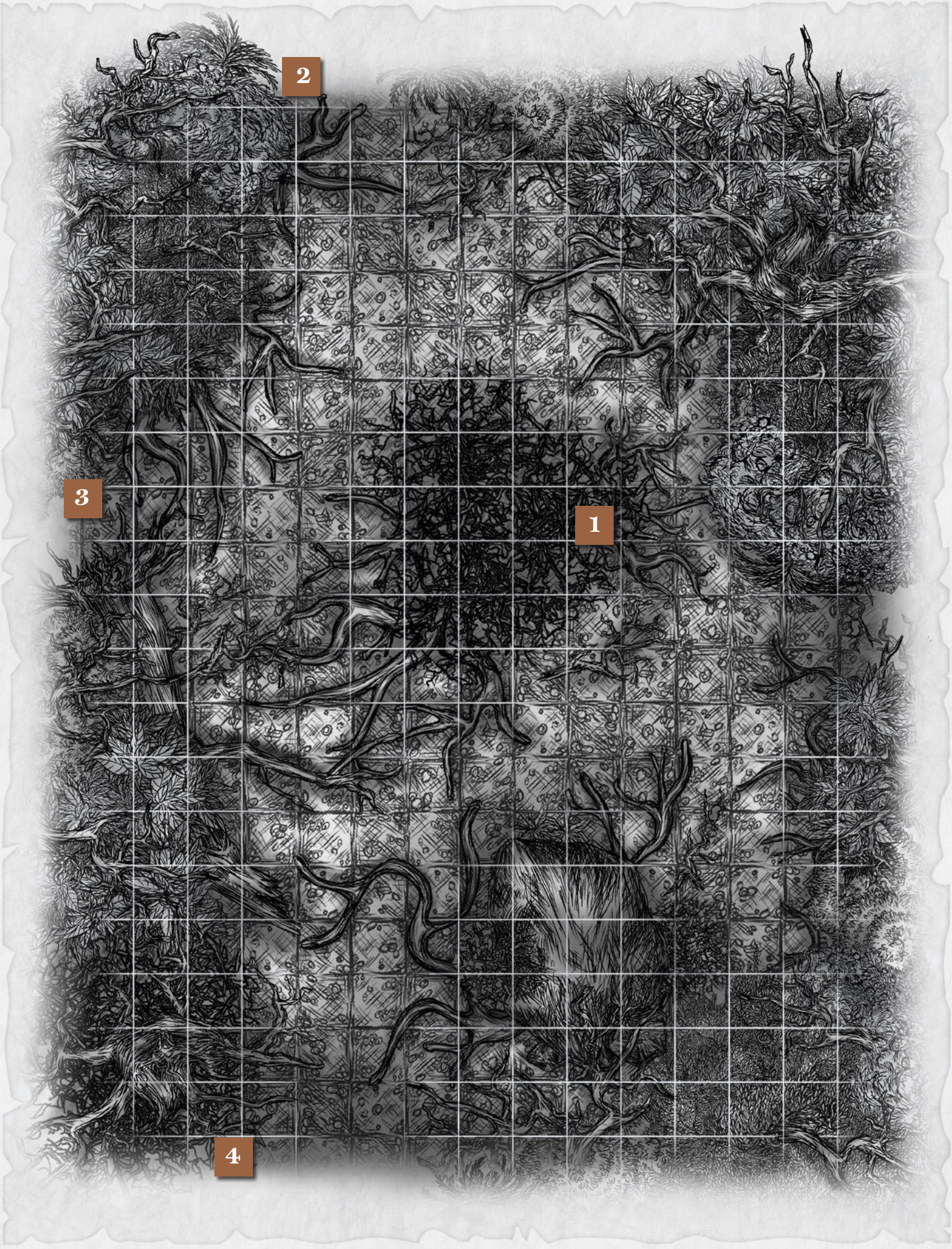
DC	Weapon/Armor Enhancement
20	+1
25	+2
30	+3

Side Effects

1d100	The smithing creates...
1–50	**...no side effect.**
51–60	**...a cursed item.** On a hit, a creature attuned to this item can add 1d6 necrotic damage to any damage roll. They are also subject to a new bond: "I must defile the souls of my enemies, which starts by drinking their blood."
61–70	**...a sentient item.** The item has a personality in conflict with the first creature to wield it. When first wielding this item and at the start of each day while using it, the creature must succeed on a DC 16 Wisdom saving throw. On a failed save, the item is in control of the creature, at GM discretion.
71–80	**...a demonic item**. This item is infused with demonic energy. Once per long rest, this item can be used to cast *summon lesser demon*. Each time this feature is used, there is a 10 percent chance the creature using the item will transform into the demon it attempted to summon.
81–90	**...a devil's item.** This item is infused with devilish energy. Any time the creature wielding it makes an attack roll and hits, they can add 1d6 fire damage to the damage roll. The creature has a new bond: "I must disrupt the current power structure to place myself at the top."
91–100	**...a subversive item.** This item possesses the power to cast the *simulacrum* spell as if from a spell scroll. On a success, the creature wielding the item creates an imperfect simulacrum of themselves. The simulacrum follows orders and works to benefit the creature that created it, but at GM discretion would work to undermine and undercut its master in as many ways as it can without being caught. If its desire for subterfuges is uncovered, it would immediately become hostile and fight to the death.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 + 1 **bandits** on break.
2	...1d4 + 1 **thugs** changing armor.
3	...3d4 fat and happy **rust monsters**.
4	...a **rakshasa** disguised as a blacksmith.
5	...4d4 **goblins** who immediately try to hide.
6	...an **elephant** that seems angry and lost.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The Bramble

The smell of moss and tilled earth surrounds you as you enter this overgrown, almost forest-like chamber. Massive thorns jut out of even larger branches, and vines as thick as your torso hug the walls. There may be a path through this plethora of plant life, but it's going to be a tough slog.

GM NOTE: FEY TRAVEL

This chamber is under the influence of a portal that once offered access to the fey wild. Whether that portal still functions is an open question, and its answer is at GM discretion.

The dense root systems that expand underground typically grow around unnatural structures but occasionally will push through them, creating unique ecosystems that are a dream for subterranean creatures and a nightmare for stonemasons. While a few roots in your foundation is a problem that should be taken seriously, it's nowhere near as dire a circumstance as having a full-blown fey wild incursion occurring in your cellar or basement. The root system that broke through the brick walls of this particular chamber has since evolved through contact with the fey wild, and the plants that now thrive here are more alive than most above the surface. The central feature of the Bramble is a thorny collection of continuously writhing wood and vine known as the Evernest (***1***) that seems to beckon all who enter here to stay a little longer and linger among its leaves and limbs. Exits exist (**2, 3, 4**) but are difficult to find, requiring a successful DC 17 Intelligence (Investigation) check.

Mechanics

Pathways. Due to the overgrown nature of this area, moving through its overwhelming span of thorns and vines requires more effort than walking along a traditional street. The entire chamber is difficult terrain unless a creature creates a circumstance that clears the plant life out of their path, at GM discretion.

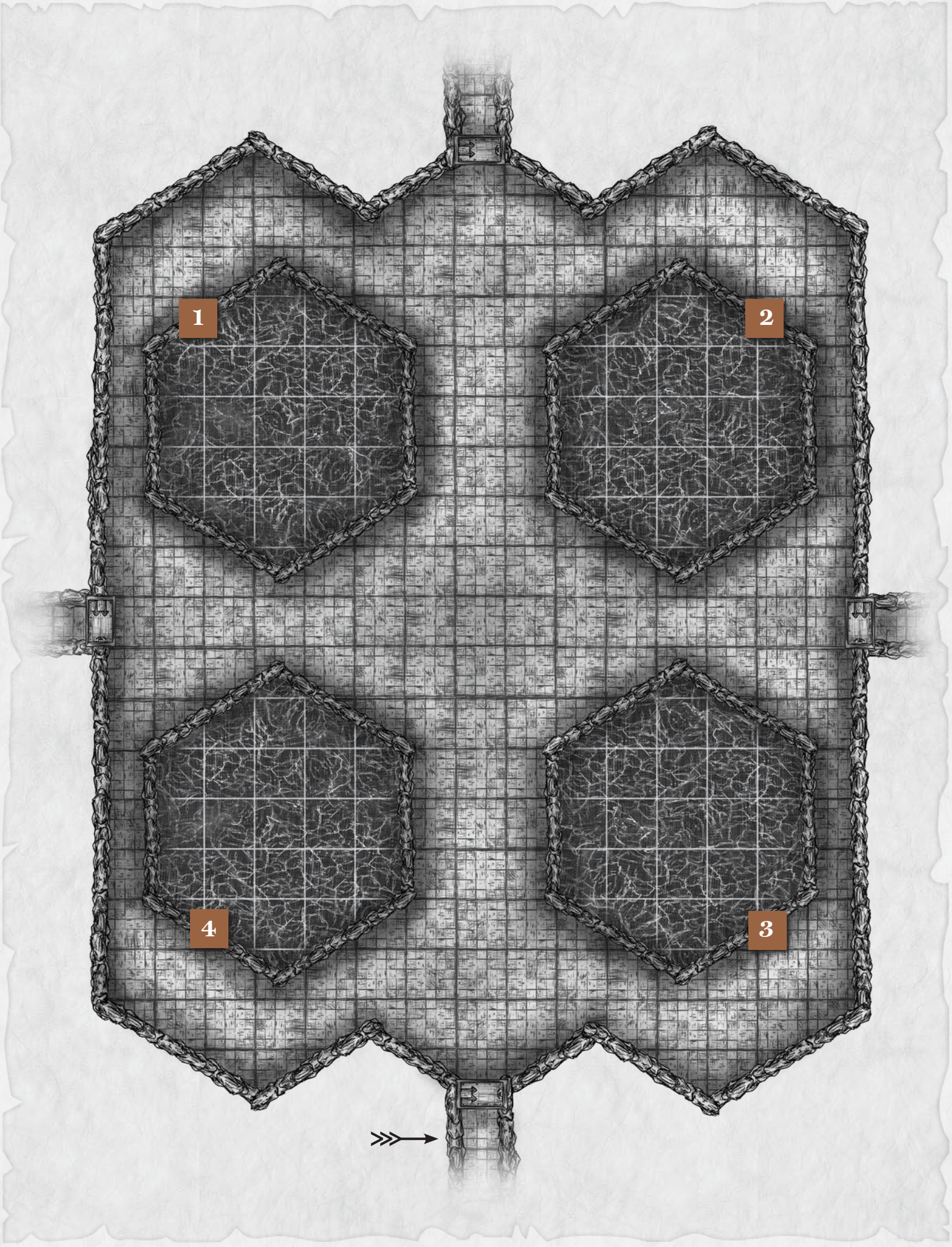
Grappling vines. The plant life in this chamber doesn't encounter many humanoids, but it knows enough to understand when a creature is causing it harm. If a creature attempts to damage the plant life in this chamber, at GM discretion, that creature would immediately find themselves assailed by grappling vines. The vines attack with +12 to hit. On a hit, the creature takes 7 (2d6) piercing damage and is grappled. The creature can use an action to try and escape this grapple by succeeding on a DC 18 Strength (Athletics) check.

Pollen pulse. The few flowering vines in this chamber can impact creatures walking past in an effort to further propagate their species. At GM discretion or on initiative count 20, these flowers would pulse and release their pollen pods, filling the room with a dense cloud of pollen. Each creature in the chamber must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature wanders around the chamber, spreading the flower's pollen, as if under the effects of the *confusion* spell.

The Evernest. A dark collection of powerful plant life, the Evernest is the portion of this chamber that is most connected to the fey wild. Any creature coming within 10 ft. of the Evernest (at GM discretion) must succeed on a DC 17 Wisdom saving throw or become hypnotized by the swirling, unknowable nature of its writhing vines. On a failed save, a creature is stunned for one minute, automatically failing any checks against the plant life in this chamber. At the end of this initial stun, a creature can repeat the saving throw. On a success, the creature feels their faculties return to them but will think twice about eating plants each time they ready themselves for a meal. On a failed save, the target has a new bond: "I must expand the reach of the fey wild at any cost."

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **pixies** flitting about in the brambly undergrowth.
2	...two **shambling mounds**, hoping to blend in with the rest of the plant life here.
3	...a lonely **hag** who was separated from her coven and is trapped on this side of the fey wild portal.
4	...a **dryad** and a **druid**, arguing about which of them cares more about nature.
5	...4d4 **awakened shrubs**, incensed that any creature would dare to stroll over their limbs.
6	...10d4 **vine blights**, shifting and growing at the behest of a single **treant**.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Those Four Pools

The air is cool and damp as you enter this open chamber. Four hexagonal pools are its primary feature, along with its four doors (including the one through which you just entered). The doors appear to be made of heavy iron. The pools are completely still and placid, as if suspended in time.

GM NOTE: CLEVER LEVERS

At the bottom of each of the four pools are two levers obscured by bones and other remains. One lever in each pool immediately activates that pool's disruptive device. The other lever is a door lever. When all four door levers are pulled simultaneously, all four doors open. If the door levers are pulled individually, at GM discretion, they activate the pool's disruptive devices at one quarter of their power, as detailed in the Mechanics section. The lever also emits a unique tone that would create a harmonic chord when all four levers are pulled. When a creature pulls a lever in the pool for the first time, roll 1d4. On an even number, they've pulled a door lever. On an odd number, they've activated that pool's disruptive device. This establishes which lever is which for the duration of this encounter.

This chamber, known colloquially as "Those Four Pools," was originally devised as a means of preventing a notorious trio of thieves from entering the chambers beyond, but since its inception, it has gained notoriety as a suitable setting for serene acts of torture. Once closed, the doors of the chamber do not open from the inside unless all four of the levers operating them are pulled at the same time (making the chamber one to avoid for guards working solo routes). When left to their own devices in this space, many creatures pull the wrong lever and are forced to reckon with the pain of their mistake. The Four Pools, each 50 ft. deep and numbered clockwise from top left, seem calm on the surface—but the moment you dive into the water you'll see piles of what remains of those who have perished here.

Mechanics

Pool 1. The skeletal remains at the bottom of this pool are 3 ft. thick, obscuring its levers. The levers can be located with a successful DC 15 Intelligence (Investigation) check. Pulling the disruptive lever for this pool creates an immediate whirlpool that sucks a creature down to the bottom with powerful force. Escaping the whirlpool or swimming through it in order to reach one of its levers requires a successful DC 18 Strength (Athletics) check. If activated by the door lever, the DC is 12.

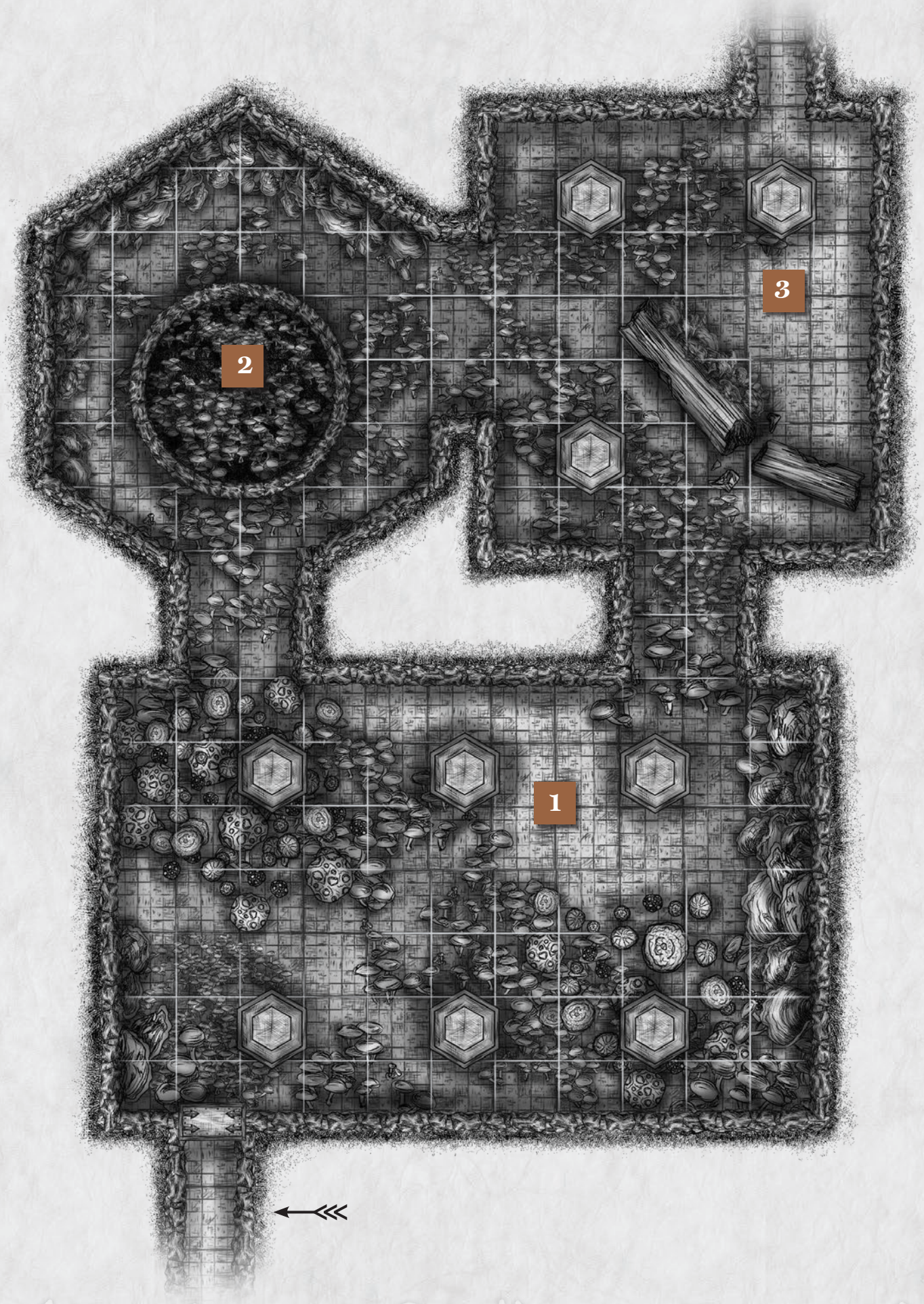
Pool 2. The skeletal remains in this pool are 2 ft. thick, obscuring its levers. The levers can be located with a successful DC 13 Intelligence (Investigation) check. Pulling the disruptive lever for this pool activates a series of mechanisms that send electricity surging through the water. Any creature in the water during this surge must make a DC 16 Constitution saving throw, suffering 28 (8d6) lightning damage on a failed save or half as much on a success. If activated by the door lever, the lightning causes 7 (2d6) damage to a creature on a failed save and half as much on a success.

Pool 3. The skeletal remains in this pool are 5 ft. thick, obscuring its levers. The levers can be located with a successful DC 16 Intelligence (Investigation) check. Pulling the disruptive lever for this pool activates an arcane effect that freezes the water's surface instantly, as in the *frozen sphere* spell. Any creature in the water is trapped under 6 inches of solid ice and must roll a DC 14 Constitution saving throw, suffering 35 (10d6) cold damage on a failed save or half as much on a success. As long as the surface is frozen, any creature in the water suffers 3 (1d6) cold damage at the end of each of their turns. Breaking through the ice requires a successful DC 16 Strength (Athletics) check. If activated by the door lever, the frozen sphere causes 10 (3d6) cold damage on a failed save or half as much on a success. The surface is not frozen by the door lever.

Pool 4. The skeletal remains in this pool are 1 ft. thick and its levers are clearly visible. Pulling the disruptive lever for this pool casts *animate dead* at 6th level. Seven **skeletons** rise from the pile of bones at the bottom of this pool and are hostile to any creature in the water. If the door lever is activated, only one skeleton rises from the pile of bones.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a lone dwarf named Tag who hasn't eaten in weeks, but knows how to escape.
2	...a **guard** who accidentally walked into this chamber and knows how to get out, but lacks the means to pull all four levers at once.
3	...a **faerie dragon** who would agree to explain which levers are door levers for a fee of 500gp.
4	...1d4 + 1 **hobgoblins** who are debating about which pool does what. One of them is correct.
5	...a **satyr** leaping from pool to pool, impervious to their dangerous effects. He can help.
6	...four adventurers haplessly struggling to get the doors to open, randomly pulling any lever they can find. They'll tell the party what they know.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The Fungal Sanctuary

You enter a quiet and cool cavernous chamber that looks like the remains of an abandoned chapel. Phosphorescent sparks surge every now and again, illuminating the entire terrain in a rich, neon blue. Massive toadstools tower above you. The air is thick with spore clouds that catch the light and dance on a breeze. You see fungi of all shapes and sizes in every direction, their colors a menagerie of pigments, their surfaces as varied in texture as your own armor. Some are tall and slender, others short and stout, some thin flat discs that span out in a fan and some look like large orbs ready to burst. Beyond this first chamber are two others, one with what appears to be a small reflecting pool, and a second in disrepair. Beneath your feet is a slick patina of green and grey with thick patches of black, as mold seems to be covering any surface not rooting a larger mushroom. As you take in your surroundings, you get the impression that you're being watched by the entire room.

GM NOTE: SPORE TO LOVE

This chamber is filled with microscopic spores. Once the party has entered the chamber, any creature that needs air to breathe will be subjected to the Fungal Kiss, as outlined in the Mechanics below.

Mushrooms and molds like the damp and the dark, things that these chambers all feature in some form or another. Molds and fungi also replicate fairly quickly, so when you get a bit of infestation, it only takes a few weeks for a full-blown colony to rise out of the dark. This chamber is packed with mushrooms of all shapes and sizes as well as molds and clouds of spores that can have a profound effect on non-fungal creatures. This chamber is divided into three main sections, the first a chapel-like space practically overflowing with fungi (***1***). The second chamber features a small reflecting pool (***2***) as well as mushrooms growing out of its many walls. The third chamber is a bit more run-down, with felled pillars and crumbling walls, and features a mix of slimes, molds and more fungi (***3***).

Mechanics

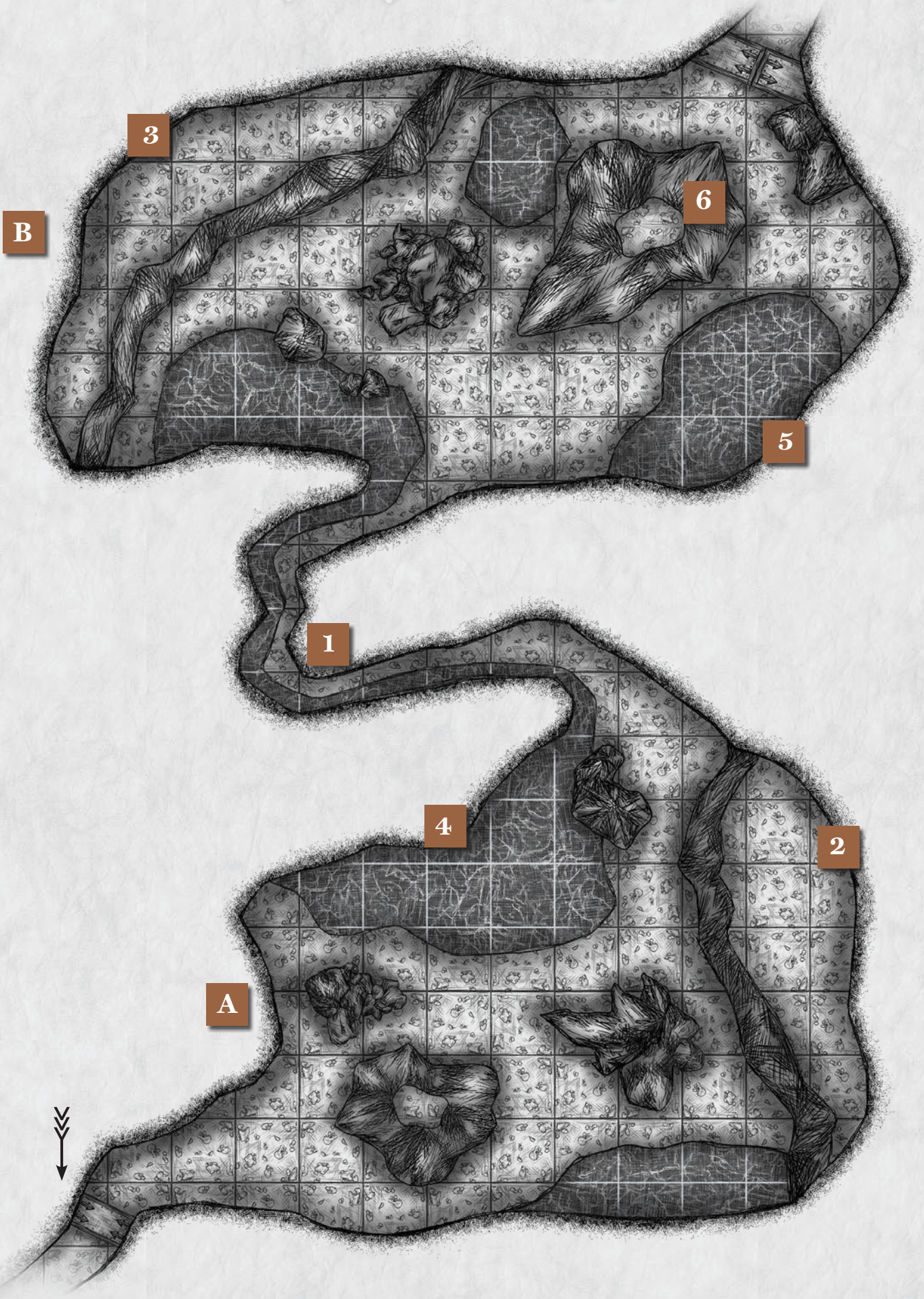
Slick floor. The molds and slimes that cover the floors of each of the Fungal Sanctuary's chambers give the stone floor a very slick surface. Creatures that attempt to use more than half their movement speed on a turn must succeed on a DC 16 Dexterity saving throw or slip and fall prone. On a successful save, the creature can use all of its movement. If a creature treats the floor as difficult terrain, they can avoid this saving throw entirely.

Fungal Kiss. After entering this chamber, each creature that requires air to breathe must succeed on a DC 16 Constitution saving throw. On a failed save, the creature is charmed by the mushrooms in this chamber and feels compelled to stay here to care for them. A creature affected by the Fungal Kiss becomes compelled to drown itself in the reflecting pool so that the molds and fungal forms in this chamber will have enough to eat. This effect lasts for 24 hours or until this condition is removed by a spell such as *lesser restoration* or at GM discretion.

Reflecting pool. This pool, once a site of quiet contemplation, is now full of the bleached bones of creatures that fell victim to the Fungal Kiss. The water in this pool is highly acidic, a metabolic acid created by the fungi here. A creature exposed to the water in this pool suffers 7 (2d6) acid damage for every six seconds of exposure.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a **vrock**, immune to this chamber's Fungal Kiss, feasting on mushrooms in the run-down chamber.
2	...3d4 **shriekers**, who alert the adult mushrooms in this chamber to the party's presence.
3	...4d4 **violet fungi**, hoping to spur rot and decay on at least 1 member of the party.
4	...2d4 **bandits** who seem to be enamored with and enthralled by the mushrooms here.
5	...a mushroom-shaped **treant**.
6	...a **giant pig** that used to be a bard, but that's another story. He loves truffles. His name is Tart. Oink.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The Narrows

CHAMBER A

The sound of gently rushing water greets you as it echoes off the rounded cave-like walls of this chamber. Ahead of you, a small creek flows through a slender gap in the wall. There doesn't appear to be any light emanating through the crack, though it does seem like the only way forward through this chamber is to see where this crack leads.

GM NOTE: MARCHING ORDER

The Narrows feature a slim gap that acts as a means of conveyance between the first and second chambers. This gap in the rocks is less than 2 ft. wide in many places, and Medium creatures will have a difficult time passing through without turning and shuffling sideways through the gaps. As a result, if your party is attempting to get from the first to the second chamber, it's best to establish the order in which they're moving through the gap, as they won't be able to stand side by side.

CHAMBER B

The tight quarters of this crack finally give way to a larger open space. A massive door, closed and ominous, is the only architectural feature of note. You can still hear the creek running beneath your feet. You also hear something that sounds like breathing.

A naturally occurring choke point that has since been utilized to great effect by those who defend and stalk these dungeons, the slim crack (***1***) that connects the two chambers of this space is as easy to defend as it is difficult to navigate. Regardless of the number of creatures trying to slip from the first chamber to the second, those defending the mighty door from intruders need only pick off one interloper at a time. The fact that the lever that opens the door is hidden in the first chamber adds insult to injury to any who manage to survive the first wave of defensive maneuvers. Elevated rocky platforms (***2, 3***) are present in both chambers, rising roughly 15 ft. above the base level of each of the chambers. A hidden passage created by water flow from one chamber to the other can be accessed from the 25 ft. deep collecting pools (***4, 5***). Other bodies of water in these chambers are 10 ft. deep. Rocky crags (***6, one of several***) in each chamber are suitable for cover at GM discretion.

Mechanics

Door locks. The small switch that opens the massive iron doors in the second chamber is hidden in the first chamber, but is easy enough to find if you know what you're looking for. At GM discretion, any creature searching for a hidden switch in the first chamber would find one by the tunnel through which they entered the Narrows with a successful DC 16 Intelligence (Investigation) check.

Hidden passage. The submerged tunnel that connects the two pools in the Narrows's separate chambers can be located with a successful DC 16 Intelligence (Investigation) check, made at disadvantage due to the murkiness of the collected water in both chambers. This tunnel is roughly 10 ft. wide and a Medium or smaller creature can navigate it with ease.

Variant Encounter (Optional)

1d6	The party encounters...
1	...3d4 **goblins** hiding in the second chamber with orders to kill any who seek entry to the room behind the iron door.
2	...a **hobgoblin captain** and her 2d4 + 1 **hobgoblins**, shooting dice and half watching their post.
3	...2d4 + 1 **bandits** and their **bandit captain**, who learned the hard way how tough this chamber can be to infiltrate (there used to be 30 of them).
4	...a **young red dragon** asleep at the iron door.
5	...a **medusa** lurking in the middle of the gap between chambers.
6	...a **thug**, an **assassin** and a **scout** who are tactically sound but easily spooked by magic.

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The Horrible Maw

The air in this chamber feels wet and putrid, like hot breath against your entire body. As you step a little farther inside, you can see a wide chasm between you and what appear to be three different exits. The landing nearly 40 ft. on the other side of the chasm looks a bit cracked and damaged. And, though it sounds crazy, the chasm looks like it just...yawned?

GM NOTE: THE BETTER TO BITE YOU WITH

The horrible maw is certainly that—a terrifying mouth. A tarrasque's mouth, to be more precise. The legendary creature is dozing, mostly, as part of a centuries-long hibernation, but the scent from a creature that drops against its jagged teeth would undoubtedly cause its jaws to creak open just enough to swallow the morsel whole. The tarrasque is far too large to fit into this chamber, but it can still open and close its mouth or possibly even roll its massive tongue around, at GM discretion.

There are ancient monstrosities that stalk the prime material plane only in the stories of yore. That doesn't mean they're gone—it could just mean they're hibernating. The **tarrasque**, a legendary creature that requires no introduction, is one such monstrosity and it just so happens to be taking a centuries-long nap beneath the crumbling floor of this chamber. The gargantuan maw of this foul beast is the only aspect of it that is visible, and to the untrained eye, its teeth (***1***) might simply seem to be a series of interconnected jagged rocks. The creature's incredibly humid breath (and the saliva that occasionally erupts from its flared nostrils) has eroded some of the ground surrounding the gap where the creature's teeth can be seen (***2***), creating a treacherous landing for any who hope to leap from one side of the chasm to the other. The three exits leading out of this space (***3, 4, 5***) are open tunnels that lead to other parts of this dungeon, at GM discretion.

Mechanics

The crumbling landing. The ground here is slick and falling apart. At GM discretion, any time a creature ends its turn on this surface, roll 1d4. On a 1, the ground crumbles beneath the creature and they tumble into the jaws of the tarrasque.

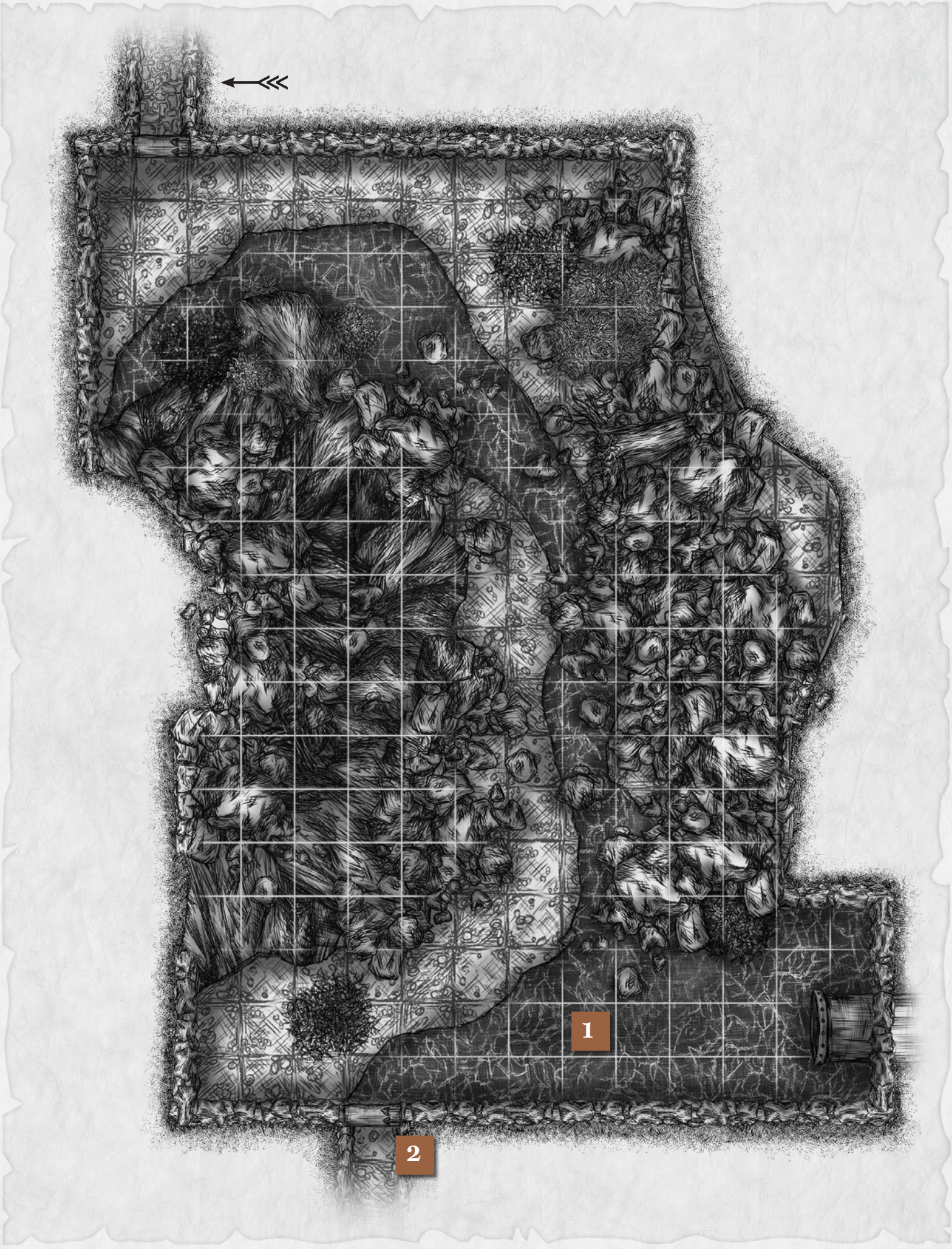
The tarrasque's jaws. The tarrasque is asleep but can still use its mouth, as instinct kicks in at the first scent of prey. At GM discretion, if a creature falls into the chasm, roll 1d20. On a 10 or higher, the tarrasque will make a bite attack at initiative count 20, affecting any creature currently in its jaws. Each creature must succeed on a DC 18 Dexterity saving throw to avoid being bitten by the tarrasque. On a failed save, the creature suffers 36 (4d12 + 10) piercing damage and is grappled. Escaping this grapple takes an action and requires succeeding on a DC 25 Strength (Athletics) check. A creature that is grappled is in danger of being swallowed, as outlined below.

Swallow. At initiative count 20, if the tarrasque is grappling one or more creatures, roll 1d20. On a 10 or higher, any creature in the tarrasque's jaws is swallowed. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the tarrasque, and takes 56 (16d6) acid damage at the top of each round per initiative.

If the tarrasque takes 60 damage or more on a single turn from the creatures inside it, the tarrasque regurgitates all swallowed creatures, which land prone in a space within 10 ft. of the tarrasque's mouth.

Variant Encounter (Optional)

1d6	The party encounters...
1	...two orcish children, Kap and Slash, hanging on to the edge of the crumbling landing, their arms nearly tired out.
2	...1d4 + 1 **gnolls** patrolling either side of the tarrasque's mouth.
3	...three **pseudodragons** arguing about which of them has the most right to raise the tarrasque from its slumber.
4	...2d4 + 1 **specters**, all victims of the tarrasque in a past life, trying to pull a few mortals into the creature's maw out of spite.
5	...1d4 + 1 **bandits** who can't figure out how best to cross this chasm. One decides he can make the leap. Spoiler: He can't.
6	...a **rug of smothering** desperate to find its original owner. If the party agrees to help, this rug will reveal itself as a ***carpet of flying***. Unfortunately for the rug, most creatures don't speak carpet.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The Bogmuck

You feel as if you've somehow stumbled into a swamp, with high seagrass and dense marshland mud sucking at your feet with each step. The fetid air invades your nostrils as tiny insects zip and buzz all around you. You see a narrow pipe from which a brown, unpleasant ooze is trickling into the chamber. There is a barred door leading out of this space (you hope), but it appears to need a lever to operate and you don't see one handy.

GM NOTE: GETTING OUT

This particular room features a lever that opens all the doors—it's just buried beneath quite a bit of foul mud. Players may stumble over it while exploring or can go digging in the grime of this disgusting space. They may also opt to try to slip out of the room via the pipe that's depositing wastewater here. The pipe would be an acceptable exit strategy at GM discretion, but looking for the lever is bound to be more pleasant.

The drains and pipes that populate the in-between spaces of this dungeon all direct the water and excrement they collect to a final destination—but not before passing through the Bogmuck. This chamber, a simple cut-through long fertilized by the foul water surging through it, is now home to creatures that thrive on filth as well as a wide variety of equally disgusting plant life. Navigating through the Bogmuck on foot is a slog, as the entire area is difficult terrain. The floor lever (***1***) that opens the exit door (***2***) was once easily accessible but has since been buried by nearly 3 ft. of mud.

Mechanics

Foul stench. The Bogmuck has a memorable odor and few who have smelled it have been able to remove the grotesque scent from their minds, to say nothing of their soft goods. Any creature entering this space for the first time must succeed on a DC 15 Constitution saving throw. On a failed save, the creature is poisoned.

Draining swarms. The clouds of flies in the Bogmuck are so thick in some places that you choke on them as you try to breathe. And they bite. At the top of each round per initiative, select one creature foreign to this place. The creature must succeed on a DC 17 Constitution saving throw or suffer 1 point of exhaustion as the flies' bites leave their victims with a feeling of lethargy.

Buried lever. The lever that opens the door allowing one to leave this chamber is covered in nearly 3 ft. of disgusting filth and a dense root from a large bogbush has grown over it, locking it into place. The lever can be located following a successful DC 18 Intelligence (Investigation) check performed on the mud itself. Each failed check imposes one level of exhaustion as digging through the heavy mud in search of a single lever is physically taxing. Once located, a DC 20 Strength (Athletics) check is required to move the lever unless the root locking it in place has been destroyed, in which case a DC 12 Strength (Athletics) check is all that's required. The root that has grown over the lever has an AC of 10 and 5 hit points.

Variant Encounter (Optional)

1d6	The party encounters...
1	...a group of **troglodytes** as numerous as the party. These creatures want nothing more than to wear the party's clothes. And possibly skin.
2	...two lumbering **otyughs** feeding off the filth here.
3	...3d4 + 1 **stirges**, each carrying a blood-borne disease. If a stirge successfully attacks a creature with its Blood Drain feature, that creature must succeed on a DC 16 Constitution saving throw or become infected with wasting sickness. A creature with wasting sickness rises after each long rest with their hit point maximum halved. If a creature with wasting sickness goes to sleep with 1 hit point, they will not wake up. This disease can be cured with the *lesser restoration* spell or through other means at GM discretion.
4	...a **troll** that quite enjoys throwing its own excrement.
5	...a pack of 20 pigs, one of whom was once a feudal lord named Mortimer Dawes who found himself on the wrong end of a hag's curse. He has taught these pigs all he can about the noble system under which he flourished and they have all staked out plots within the Bogmuck to root for special treats to share with their de facto king.
6	...the most disgusting **earth elemental** the world has ever known.

2
1
3
4

The Chow Line

A rowdy din carries beyond this chamber as a dozen or more creatures carry on over tables of chow. Beyond them, in what looks like a buffet line, stands a group of surly looking guards, goblins and other hungry humanoids hoping to sate their appetites before heading back to work.

GM NOTE: A LUCKY BREAK

At GM discretion, the creatures in this space are all enjoying the small modicum of personal time they are afforded while defending their respective posts in the halls of this dungeon. Though some might attack or accost intruders, others are just as likely to leave them alone. At least until they've finished eating. After all, if you flog someone immediately after a big meal, you could develop a cramp.

Though some of the battle-ready beasts that guard this position are able to sustain themselves on the bodies of those they best in combat, the majority of the creatures who spend significant time here require a hot meal in order to keep their wits about them while toiling away at their tasks. The Chow Line, so called because it supplies food and there's typically a wait, developed organically out of the need to feed the hungry masses. Enterprising orcish chefs constructed this space and while the original proprietors no longer run it, there is a brutish efficiency with which dollops of slop are shared with the population through the kitchen's small pass-through (***1***). The dining area (***2***) is usually full of guards on break, while the kitchens themselves (***3***) are nearly always packed with purveyors of the finest gruel you can stomach. The exit to this area (***4***) is directly through the kitchens, but getting there without waiting in line is the fastest way to turn this room full of guards on break into a chamber full of on-duty death dealers.

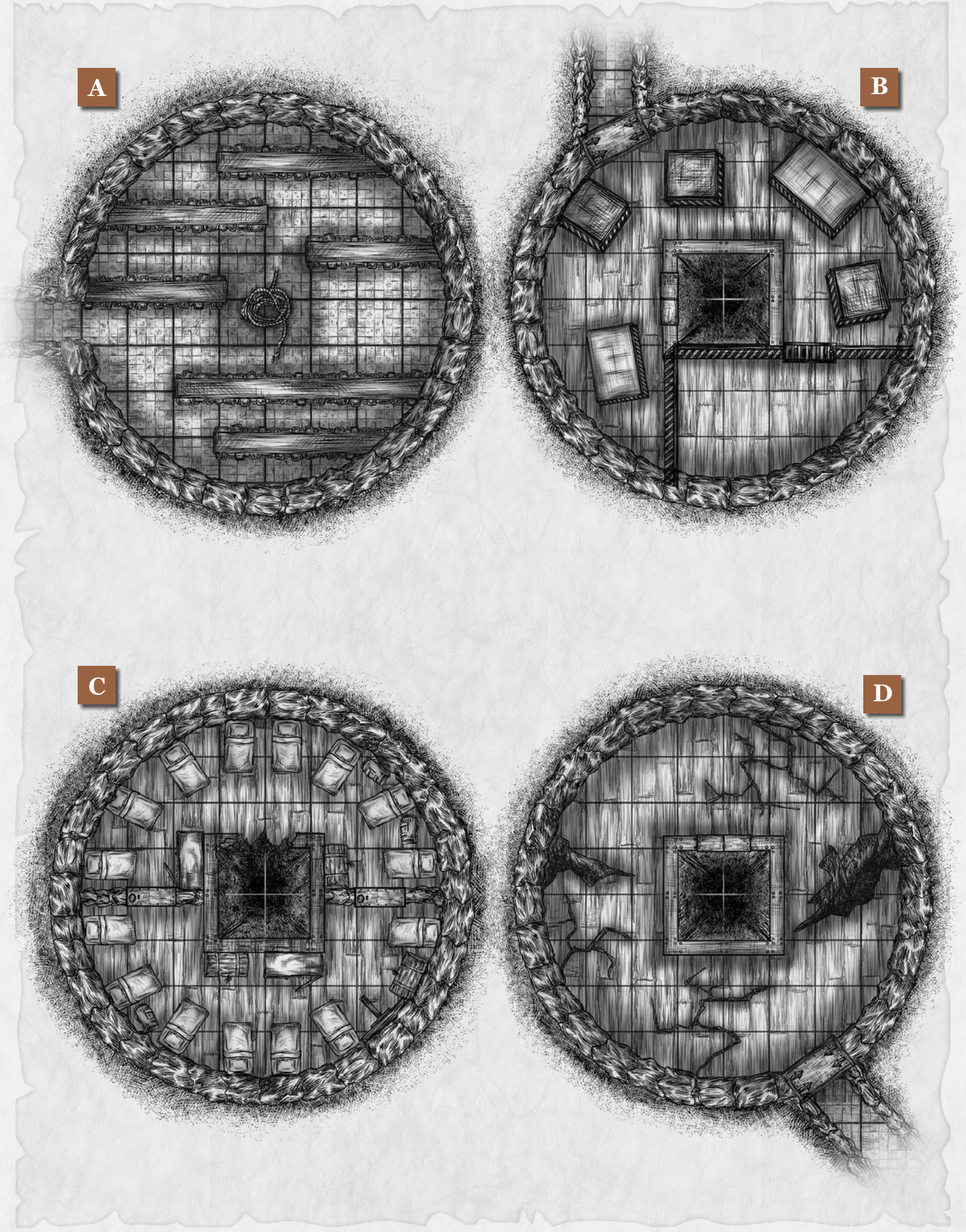
Mechanics

No cuts. If any creature tries to break in line, at GM discretion, the other individuals waiting in line will violently retaliate, starting a food fight, as detailed below.

Food fight. Every creature in the dining area must succeed on four consecutive Dexterity saving throws (DC 12, 14, 16 and 18) to avoid getting hit by the food that will start flying around the dining area. A creature hit with food takes 2 (1d4) bludgeoning damage. A creature that fails all four checks is blinded for one minute, or until using an action to wipe the food out of their eyes. After this initial barrage of food, if a creature wishes to continue throwing food, they can do so by making a ranged improvised weapon attack against another creature's AC. A creature can aim for another's head and blind them with food if they take disadvantage on the attack roll.

Variant Encounter (Optional)

1d6	The party encounters...
1	...an **assassin** offering them a hefty sum to poison the stew to ensure most of the creatures here rot from the inside out.
2	...a very impatient **berserker** who cuts the line in front of a band of unpredictable kobolds.
3	...a mysophobic **ogre** that finds a **bugbear** hair in his chow.
4	...a **priest** in disguise as a bandit who is following up on rumors that one of his acolytes was "taken for meat."
5	...a group of 2d4 **thugs** who are desperate to play cards but lack enough players for the game. They would be willing to lead a player from outside through a few of this dungeon's secret tunnels... if, of course, they win the game.
6	...a **rakshasa** disguised as a chef, hoping to learn more about the organization in charge of this dungeon.


A
B
C
D

The Ascent

CHAMBER A
You are in a somewhat circular chamber, with numerous shelves full of dusty books. In the center of the ceiling above you is a small hole from which dangles a thick rope. From this angle you can see the rope rises up through at least one more chamber, and it appears the only way out is up.

GM NOTE: LEVELS OF PERIL
The Ascent is technically four rooms in one, each stacked on top of one another and connected by a sturdy climbing rope. The chamber descriptions are detailed as if a creature (or creatures) were climbing the rope to enter each space, but if your party is using a different means of exploring these rooms, you should adjust the text at GM discretion.

CHAMBER B
As you enter this second tier of the chamber you can hear a bit of snarling and shuffling coming from a large cage crackling with energy in the corner. A door opposite the cage looks heavy, and appears barred.

CHAMBER C
The ceiling in this chamber seems to be cracked and crumbling in places. The room is bisected by a thin wall. Opposite the wall, curving around the chamber, is a row of makeshift beds.

CHAMBER D
The floors here are crumbling and look as if they might give way with the slightest bit of pressure. You also see a series of levers along the wall by the door.

What was once a massive rough shaft running up through the natural rock in this area has since been outfitted with practical and aesthetically pleasing bits of architecture that complement the space while maintaining its original feeling as "a deep hole." The room those in the know refer to as "The Ascent" is also a popular spot for the more athletic among the guard class to test their brawn against one another in a race to the top. The lowest tier (***A***) features a tight entryway and a series of books on shelves. The second tier (***B***) holds a modest menagerie, creatures with long limbs and a bottomless appetite who are known to menace any who attempt to climb from beneath. The third tier (***C***), doubles as a small guards' quarters. The uppermost tier (***D***) features an exit that leads to other chambers in this dungeon. Unfortunately, the floors are in such bad shape that any attempting to walk over them may land themselves in the guards' quarters—or worse, plummet through to their original starting place.

Mechanics

The rope. Climbing the rope from one tier to the next requires a successful DC 13 Strength (Acrobatics) check. If climbing from the lowest tier to one of the higher tiers and not taking a break on each tier, the DC rises by 2 for each tier (example: Climbing from the first tier directly to the third tier requires succeeding on a DC 17 Strength (Athletics) check. Resting for 30 seconds between tiers resets the DC to 13, at GM discretion.

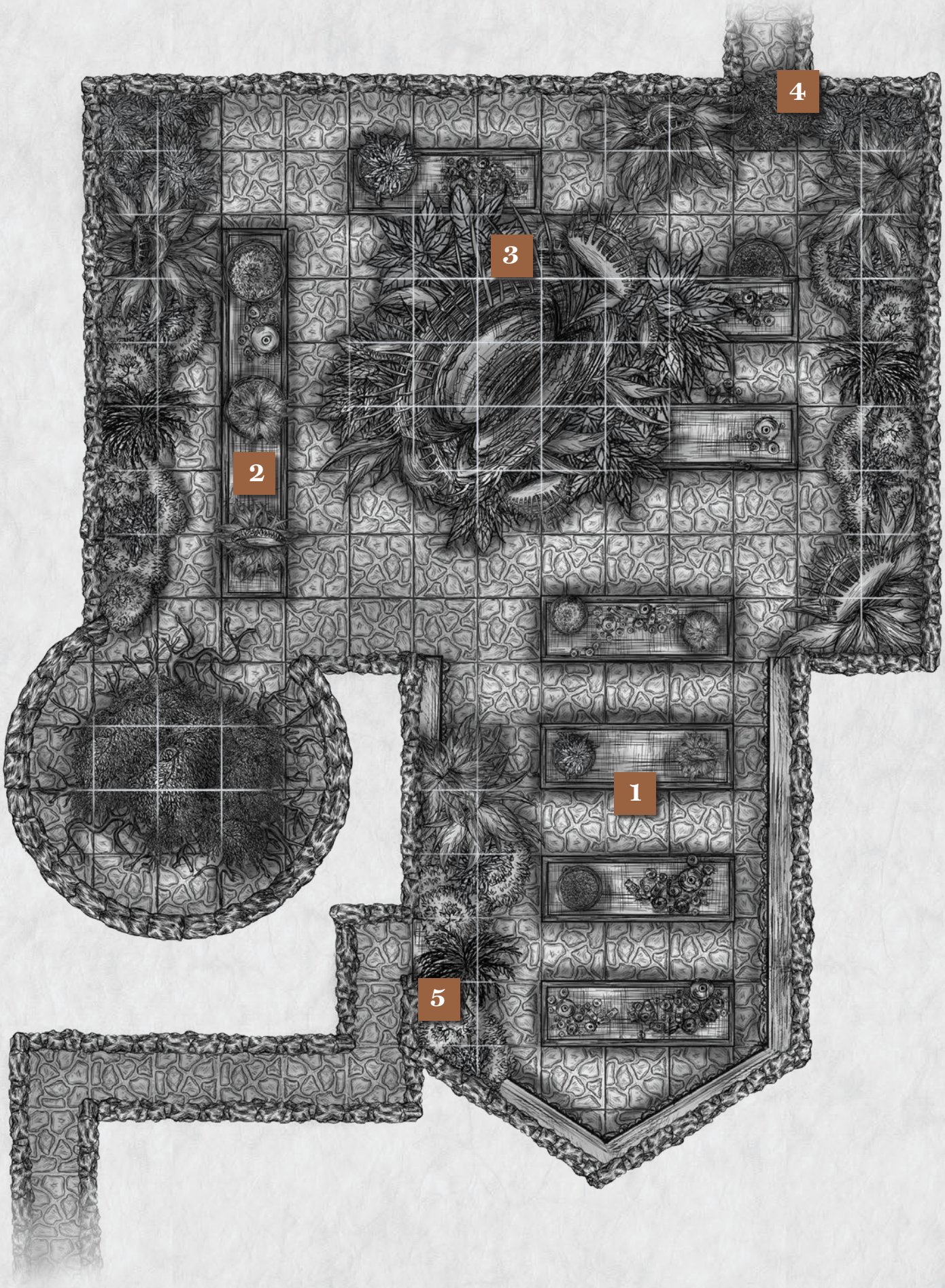
The doors. There are three doors that allow access, one each in Chambers A, B and D. The party entered through the door in Chamber A. The door in Chamber B is barred from the opposite side and cannot be unlocked from within, at GM discretion. The door in Chamber D is unlocked, but the floor on that chamber is treacherous.

The cages. The cages on the second tier are electrified and should be populated by rolling on the Variant Encounter table, or at GM discretion. A creature making contact with the cage suffers 9 (2d8) lightning damage and loses its reaction until the start of its next turn.

The crumbling floor. The floor of the fourth tier is extremely fragile and could fall apart at the slightest pressure. At GM discretion, any time a creature comes into contact with this floor, roll 1d20. On a 10 or higher, a tile next to the creature falls away. On a roll of less than 10, the creature falls to the next tier, suffering 11 (3d6) bludgeoning damage.

Variant Encounter (Optional)

1d6	The party encounters...
1	...2d4 **guards** engaged in a race from the bottom to the top as the **owlbear** in the menagerie looks on hungrily.
2	...an **oni** trapped in the menagerie. It offers the party a wish if they help it escape. It is lying.
3	...1d4 + 1 **quaggoths** in the menagerie, who are systematically testing the cages for weaknesses.
4	...a **satyr** and a **minotaur**, both malnourished, who vow to assist the party if they are freed from the menagerie. One of them is lying.
5	...a surly **guard** taking bets with 1d4 + 1 local **bandits** as two **cockatrices** duke it out in the menagerie.
6	...2d4 + 1 **lizardfolk** breaking free of the cages.


4
3
2
1
5

The Herbalist's Greenhouse

As you enter the chamber, you see what looks like a small laboratory teeming with greenery and flora of all shapes and sizes. A row of tables with various potted specimens makes up a large portion of the space, while on the far side, shelves and platforms are filled with plant life that stretches toward the glass ceiling. A central plant, nearly 30 ft. in diameter, shifts slightly, as if cocking its head to investigate your entrance.

GM NOTE: BOTANICAL BATTLE

The plants in this greenhouse are as dangerous as they are beautiful and will strike against any creatures they view as hostile, at GM discretion.

An outpost founded by one of the realm's more experimental botanists, this now-abandoned greenhouse was utilized to cultivate new species by splicing together some of the more exciting and rare plants growing around it. The lab tables (***1***) feature small sprouts and cuttings in pots and jars, while the shelves (***2***) host medium-sized plants that have all started to bloom. The central plant (***3***) is a massive iteration of the smaller species here and as the alpha in the room can bend the others to its will. The doors (***4, 5***) are not trapped, but are difficult to open due to overgrowth.

Mechanics

Small sprouts. These tiny pods release a toxin that's nearly imperceptible. A creature that ends its turn within 5 ft. of these sprouts must succeed on a DC 15 Constitution saving throw or suffer 14 (4d6) poison damage and the poisoned condition on a failed save or half as much damage on a success.

Medium plants. These medium-sized plants have the statistics of a **twig blight**. They have no movement speed.

Alpha bloom. The alpha bloom has the statistics of a **shambling mound**, with the following additional properties:

> **Pollen burst** (**recharge 5-6**). The alpha bloom fires off a large cloud of pollen that functions like the *cloudkill* spell. This cloud of pollen dissipates after four rounds per initiative.
> **Command plants.** As a bonus action, the alpha bloom can command any plant within 30 ft. to attack. The plant can use its reaction to make one attack.

Variant Encounter (Optional)

1d6	The party encounters...
1	...1d4 + 1 **treants** who seem to be carrying some kind of parasite. If a creature deals melee damage to these treants, that creature suffers 5 (1d6 +2) psychic damage.
2	...3d4 + 1 **twig blights**, each having developed a taste for blood.
3	...a **druid** fully under the influence of the alpha bloom, serving as its mouthpiece. All the bloom wants is peace. By destroying all non-plant matter. Will you help their order grow?
4	...a sack of ***magic beans***.
5	...a talking plant named Gregot that just wants to get the nine hells out of here. Gregot can cast *healing word* 2d4 + 1 times per long rest and has the statistics of an **awakened shrub**. If given enough food and water, he may grow into a plant-based humanoid, at GM discretion.
6	...2d4 **duergar**, each fighting an **awakened shrub** or **awakened tree** following an argument about the best plants to make paper out of.

Random Selectors

With so many traps, puzzles and dungeons to choose from in this book, sometimes it's better to let fate decide.* The tables that follow are meant to help you present pure chaos in a more organized way. As always, use your discretion.

Random Trap Selector

Roll on the Trap Type table below, then roll again on the resulting trap table to determine which trap your players must attempt to avoid next. Note: Complex traps are not advised for any party below Level 5. Even Level 10s should beware.

Trap Type Table

1d8	Roll on...
1	...Painful Traps 1
2	...Painful Traps 2
3	...Deadly Traps 1
4	...Deadly Traps 2
5	...Disruptive Traps 1
6	...Disruptive Traps 2
7	...Complex Traps
8	...roll again

Painful Traps 1

1d8	The party encounters...	
1	...A Toothache	pg. 64
2	...Molotov Goblin	pg. 64
3	...A Real Slog	pg. 66
4	...Dangerous Decorations	pg. 67
5	...The Jump Scare	pg. 67
6	...Hellfire Whiplash	pg. 68
7	...The Bee's Knees	pg. 68
8	...The Launchpad	pg. 69

Painful Traps 2

1d8	The party encounters...	
1	...The Reverse Knock	pg. 70
2	...The Automated Archers	pg. 71
3	...Basilisk Bait	pg. 71
4	...The Nightmare Pool	pg. 72
5	...A Bolder Boulder Pit Trap	pg. 72
6	...Pins and Needles	pg. 73
7	...The Pain of Progress	pg. 74
8	...roll again	

*GM Note: Letting fate decide is a pretty easy way to kill low-level players, so use these tables at your discretion or have plenty of blank character sheets handy.

Deadly Traps 1

1d8	The party encounters...	
1	...The Heavy Scythe	pg. 75
2	...Elemental Disaster	pg. 75
3	...Smash and Grab	pg. 76
4	...A Cursed Thirst	pg. 77
5	...Blades of Gory	pg. 77
6	...A Sticky Situation	pg. 77
7	...Lava Landing	pg. 79
8	...The Lightning Rod	pg. 79

Deadly Traps 2

1d8	The party encounters...	
1	...Burying Treasure	pg. 80
2	...Drums of Doom	pg. 80
3	...The Tight Squeeze	pg. 81
4	...Ray of Blight	pg. 83
5	...Dropping Acid	pg. 83
6	...A New Hat	pg. 84
7	...The Room That's Not There	pg. 85
8	...One Big Spear	pg. 85

Disruptive Traps 1

1d8	The party encounters...	
1	...The Wrong Lever	pg. 86
2	...False Exit	pg. 86
3	...Mirror, Mirror	pg. 87
4	...Slippery Stairs	pg. 88
5	...The Swap Meat	pg. 88
6	...The Snare Drum	pg. 89
7	...The Tile Turner	pg. 90
8	...Unfree Gold	pg. 91

Disruptive Traps 2

1d8	The party encounters...	
1	...Mind the Gap	pg. 91
2	...The Roc's Roost	pg. 91
3	...Going Down	pg. 92
4	...The Double Shrink	pg. 93
5	...The Prism of Imprisonment	pg. 94
6	...The Winding Vines	pg. 95
7	...Teleporterrible	pg. 95
8	...The Window Treatment	pg. 96

Complex Traps

1d6	The party encounters...	
1	...The Brass Dragon's Maw	pg. 97
2	...The Ossuary of Unkindness	pg. 99
3	...The Ice-olation Booth	pg. 101
4	...The Windy Blade	pg. 103
5	...The Path of Most Resistance	pg. 106
6	...roll again	

Random Puzzle Producer

With so many mind-bending puzzles from which to choose, you can be forgiven for allowing the dice to do the work. When you need a riddle or puzzle, roll 1d4 on the Puzzle Type table, then roll again on the resulting table to select your puzzle.

Puzzle Type Table

1d8	Roll on...
1	...Rhymes & Riddles 1
2	...Rhymes & Riddles 2
3	...Rhymes & Riddles 3
4	...Rhymes & Riddles 4
5	...Gateway Puzzles 1
6	...Gateway Puzzles 2
7	...Gateway Puzzles 3
8	...roll again

Rhymes & Riddles 1

1d12	Rhyme or Riddle...	
1	...1	pg. 110
2	...2	pg. 110
3	...3	pg. 110
4	...4	pg. 110
5	...5	pg. 111
6	...6	pg. 111
7	...7	pg. 111
8	...8	pg. 111
9	...9	pg. 111
10	...10	pg. 111
11	...11	pg. 112
12	...12	pg. 112

Rhymes & Riddles 2

1d12	Rhyme or Riddle...	
1	...13	pg. 112
2	...14	pg. 112
3	...15	pg. 112
4	...16	pg. 112
5	...17	pg. 113
6	...18	pg. 113
7	...19	pg. 113
8	...20	pg. 113
9	...21	pg. 113
10	...22	pg. 113
11	...23	pg. 113
12	...24	pg. 113

Rhymes & Riddles 3

1d12	Rhyme or Riddle...	
1	...25	pg. 114
2	...26	pg. 114
3	...27	pg. 114
4	...28	pg. 114
5	...29	pg. 114
6	...30	pg. 114
7	...31	pg. 114
8	...32	pg. 115
9	...33	pg. 115
10	...34	pg. 115
11	...35	pg. 115
12	...36	pg. 115

Rhymes & Riddles 4

1d12	Rhyme or Riddle...	
1	...37	pg. 115
2	...38	pg. 115
3	...39	pg. 115
4	...40	pg. 116
5	...41	pg. 116
6	...42	pg. 116
7	...43	pg. 116
8	...44	pg. 116
9	...45	pg. 116
10	...46	pg. 116
11	...47	pg. 116
12	...roll again	

Gateway Puzzles 1

1d10	Puzzle	
1	Nine Lives	pg. 122
2	Find Your Nose	pg. 123
3	Two Halves	pg. 123
4	The Soldier, the Cleric and the Hag	pg. 124
5	Sphinx of Black Quartz	pg. 125
6	The Manufactory of Mad Babfnaf	pg. 126
7	The Crown and the Dagger	pg. 127
8	The Door Without Traps	pg. 127
9	Wands and Keys	pg. 128
10	The Barbarian's Brilliance	pg. 129

Gateway Puzzles 2

1d10	Puzzle	
1	The Five Elements	pg. 130
2	The Lich's Libram	pg. 131
3	The Frostgrave	pg. 132
4	The Gravity Pillar	pg. 132
5	The Corridor of the Taboo Word	pg. 133
6	Cipher of Severed Heads	pg. 134
7	Singing Urns	pg. 134
8	Noon Mark Puzzle	pg. 135
9	Purple Teapot Anagram Puzzle	pg. 135
10	Planning for War Puzzle	pg. 136

Gateway Puzzles 3

1d10	Puzzle	
1	Sunrise/Sunset	pg. 136
2	Follow the Steps	pg. 137
3	Of Gears and Gadgets	pg. 138
4	A Musical Interlude	pg. 138
5	Mirror, Mirror, Revealing All	pg. 139
6	Name in Footsteps	pg. 139
7	Measuring Priests	pg. 140
8	The Trickster's Coin	pg. 140
9	A Sequence of Unfortunate Events	pg. 141
10	roll again	

RANDOM DUNGEON CHAMBER GENERATOR

To select a random room from the Dungeon Chambers section, start by rolling 1d6.
Choose the appropriate table as outlined on the first table, then roll 1d10 to select a chamber.

1d6	Roll On...
1	Table 1
2	Table 2
3	Table 3
4	Table 4
5	Table 5
6	Roll Again

Table 1

1d10	The party encounters...	
1	...The Tower of Hope	pg. 146
2	...The Holding Cells	pg. 148
3	...The Pit of Pendulums	pg. 150
4	...The Open Chasm	pg. 152
5	...The Wave Pool	pg. 154
6	...The Firevault	pg. 156
7	...The Switchback	pg. 158
8	...The Titan's Trap	pg. 160
9	...The Mossy Hill	pg. 162
10	...The Lava Floor	pg. 164

Table 2

1d10	The party encounters...	
1	...The Turntable	pg. 166
2	...The Perilous Crossing	pg. 168
3	...The Swimming Statues	pg. 170
4	...The Octogenarium	pg. 172
5	...The Piston Palace	pg. 174
6	...A Miniature Fortress	pg. 176
7	...The Gear Box	pg. 178
8	...The Dungeoneer	pg. 180
9	...The Underport	pg. 182
10	...The Ball Pit	pg. 184

Table 3

1d10	The party encounters...	
1	...The Sand Pit	pg. 186
2	...The Oozing Throne	pg. 188
3	...Shadow's End	pg. 190
4	...The Cursed Treasury	pg. 192
5	...The Garden of Reflection	pg. 194
6	...The Cavern of Cages	pg. 196
7	...The Wall of Despair	pg. 198
8	...Tomb of the Forgotten	pg. 200
9	...The Tumbler	pg. 202
10	...The Rotten Temple	pg. 204

Table 4

1d10	The party encounters...	
1	...Construct Loop	pg. 206
2	...The Monstrous Closet	pg. 208
3	...The Final Ballroom	pg. 210
4	...Goblin Gully	pg. 212
5	...The Doors to Elsewhere	pg. 214
6	...The Elemental Laboratory	pg. 216
7	...The Hanging Pool	pg. 218
8	...The Chained Champion	pg. 220
9	...The Pixies' Palace	pg. 222
10	...The Hive	pg. 224

Table 5

1d10	The party encounters...	
1	...The Armory	pg. 226
2	...The Bramble	pg. 228
3	...Those Four Pools	pg. 230
4	...The Fungal Sanctuary	pg. 232
5	...The Narrows	pg. 234
6	...The Horrible Maw	pg. 236
7	...The Bogmuck	pg. 238
8	...The Chow Line	pg. 240
9	...The Ascent	pg. 242
10	...The Herbalist's Greenhouse	pg. 244

Connecting the Chambers

While these individual spaces are meant to serve as supplements to other established spaces in your own adventures, you can also present them as part of a continuous dungeon crawl you create on the fly (assuming your players enjoy chaos and the significant possibility of a TPK). If you want to create a connecting series of chambers, start by using the entrance table below, then roll on the Random Dungeon Chamber Generator to select the first room in the dungeon. Once your party leaves this room, roll on the Halls and Walls table to describe the path to the next chamber—at the end of this path, roll again on the Random Dungeon Chamber Generator. Repeat as necessary until you're ready for the party to reach a finale, at which point sub out a roll on the Random Dungeon Chamber Generator for one on the Big Finish table.

Entrance Table

1d6	The party arrives at...
1	...a massive stone door blocked by one of this book's gateway puzzles (roll on the table on pg. 248).
2	...a gateway shaped like the face of a long dead king. The gateway can be unlocked if the party pull his rotten tooth (the backmost bottom left molar). The tooth smells of decay even though it is made of marble, and its rot could be discovered with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check.
3	...a large iron door surrounded by three dead highwaymen. The door is trapped with one of the painful traps in this book (determined by rolling on the table on pg. 246).
4	...a door shaped like an ancient dragon's egg. A DC 15 Wisdom (Nature) or Intelligence (History) check would reveal that most eggs hatch after experiencing a bit of heat. At GM discretion, if the door is heated (through the use of flame, spells or other means), it would open.
5	...a portal that swirls and crackles with arcane power. When a creature enters this portal, roll twice on the tables on pg. 250 to select two random chambers. Number these chambers 1 and 2. Any creature that enters this portal must roll 1d10, arriving in chamber 1 on an odd roll and chamber 2 on an even roll.
6	...the entry to an abandoned crypt, its doorway sealed with a random puzzle (pg. 248) and a random disruptive trap (pg. 247).

Halls and Walls Table

1d6	Halls and Walls Table
1	A curved corridor with two doors on the left and one at the end.
2	A narrow, 5-ft. corridor that stretches longer than is comfortable, with a door at the end.
3	A crossroads-like hallway that features a door at the end of three other halls.
4	A hall that seems to dead-end, but features an illusory wall.
5	A hallway that features a random trap and leads to two doors.
6	A corridor that circles back on itself with three doors along the right and one on the left, barred with a random gateway puzzle.

Big Finish Table

1d12	The party encounters...
1	...an **adult green dragon**'s lair.
2	...a grotto where a clever **aboleth** lies in wait.
3	...a **mummy lord**'s resting chamber.
4	...a **hag coven**'s cavernous hut.
5	...a **death knight** guarding a secret.
6	...a portal to elsewhere haunted by a cursed **archdruid**.
7	...a **behir** couple's nest.
8	...a gathering of 8d10 **zombies**.
9	...a **young black dragon**'s swampy lair.
10	...the roost of 2d4 + 1 **wyverns**.
11	...a **marilith** ready for battle.
12	...a powerful **purple worm**.

Legal Information

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Author's Acknowledgments

CREATING AN ENTIRE BOOK OF TRAPS, PUZZLES AND DUNGEONS IS A LOT LIKE A CLASSIC DUNGEON CRAWL—you can certainly try to do it by yourself, but you'll very likely end up a hollowed-out corpse before you reach the end. As such, the following individuals served as this title's adventuring party, and I couldn't have made it through this complex crucible without their aid.

To Jasmine Kalle, who often took ideas as vague as "a dungeon chamber that seems like a mini-game designed by the team from *American Gladiators*" and somehow came up with 50 cleverly conceived encounter spaces as well as the maps associated with this title's three one-shot adventures, and to Kyle Hilton, whose illustrations accompany some of the traps in this title, the quality of your work speaks for itself, but I like to tell people anyway: You're awesome.

To one-shot contributors Jasmine Bhullar ("The Spire and the Scab") and Jasper William Cartwright, Jeremy Cobb and Luyanda Unati Lewis-Nyawo of *Three Black Halflings* ("Skhalhammer Manor"), it was an absolute blast to work with you on these adventures and I'm certain players will enjoy experiencing your work as much as I have.

To puzzle contributors Jeremy Brown, Ben Egloff, Alexander LeFort and Colby Whittaker, your creations kept me guessing even as I was scanning the solutions copy, so I'm certain each of your puzzles will find permanent homes in the nightmares of players who encounter them for years to come. As well they should.

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Finally, to my wife, who endured her own dungeon crawl during the course of this book's production but somehow managed to find time to listen to me kvetch about whether or not my traps were deadly enough or my puzzles difficult enough or my dungeon rooms weird enough (or, in at least a few cases, perhaps too weird): I love you endlessly.

Your GMs

JEFF ASHWORTH is a writer, editor and storyteller whose credits include *The Game Master's Book of Random Encounters, The Game Master's Book of Non-Player Characters* and work for Disney, Hasbro, Nickelodeon and World Wrestling Entertainment. When he isn't working on special projects for Media Lab Books, he enjoys playing and designing RPGs with his friends. He and his wife live on the East Coast with their dogs, Zelda and Lincoln.

JASMINE KALLE is a writer, illustrator and editor with a Master of Arts (Writing, Editing and Publishing) from the University of Queensland. She has over half a decade of TTRPG experience and her credits include *The Game Master's Book of Random Encounters* and *The Game Master's Book of Non-Player Characters*. She spends most of her days trying to survive the Canberra winters while working for the government, and her nights dreaming up all kinds of fun and painful encounters to put her parties through next.

JASMINE BHULLAR is an actress, internet personality and content creator best known for her daily livestreams at *twitch.tv/thatbronzegirl* as well as the many RPG productions she's been part of. She's not only an experienced tabletop RPG player but a skilled game master as well. She got her start on Geek & Sundry, which led her to play the infamous Beryl the Brutal on *Relics and Rarities*. She's also the creator, host and GM of *Shikar*, a new D&D 5th Edition game on Twitch. When she's not reading science fiction novels, Jasmine enjoys creating video game, RPG and comic book content.

THREE BLACK HALFLINGS is a podcast by Jasper William Cartwright, Luyanda Unati Lewis-Nyawo (but everybody calls her Unati) and Jeremy Cobb: three nerdy friends with strong opinions and even stronger Charisma scores. Join them in their quest to explore diversity in the incredible worlds of D&D and pop culture while doling out DM tips, thought-provoking conversations, a band of guests and good times!

KYLE HILTON is a recent role playing convert and illustrator whose work regularly appears in *The New York Times*, *Entertainment Weekly* and others. He lives in Jackson, Mississippi, with his wife and daughter.

JIM DAVIS AND JONATHAN PRUITT are the founders of the popular YouTube channel Web DM. Since 2015, Web DM's mission has been to inspire gamers to play emergent and player-driven TTRPGs. Through professionally produced, carefully researched videos about all aspects of tabletop gaming, deep topic podcast dives and heartfelt actual play streaming, Web DM helps hundreds of thousands of people play better games every month.

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