

NERZUGAL'S DUNGEON MASTER TOOLKIT



A D&D 5E Supplement

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This Toolkit contains a collection of generic set pieces I have created in my time as a dungeon master. It includes an assortment of dungeon maps, puzzles, fully detailed dungeons, random encounters, entire one-shot adventures, and tables to create hundreds of fun magic items. Most of these are able to be dropped in any campaign setting with just a small amount of work by the DM. All of this is created for Dungeons and Dragon 5th Edition and assumes you have the Monster Manual. With just the dungeons and one-shots, this toolkit can provide at least thirty hours of entertainment and has additional resources to bring fresh excitement to any campaign setting.

Keep in mind that all of these encounters are merely guidelines. Do not be afraid to deviate if see an opportunity to improve upon your player's experience. Add more monsters if your players are slicing their way through without effort or take out encounters if your players are tapped on resources. These are merely a way to give guidance and inspiration to a session, but making it fun still falls on the shoulders of the DM.

These beautiful layouts were created with The Homebrewery on naturalcrit.com so a huge shoutout to the developer!

CONTENTS

[SECTION A] - RANDOM TABLES

A d100 table for encounters while traveling and eight d100 tables that can be used to create a variety of magic items. Over 300 beneficial effects and 300 detrimental effects that can be rolled and applied to armor or weapons to create a unique creation every time.

[SECTION B] - PUZZLES

A dozen puzzles to challenge your players. Most can be dropped into any dungeon with little to no effort on the Dungeon Master's part, but all are unique puzzles that should hopefully catch your players off guard and give them a nice challenge beyond fighting creatures.

[SECTION C] - ONE-SHOTS

Six one-shot adventures that take players from town, to dungeon, and back. All of the monsters, locations, and puzzles are fully detailed, but it is up to you to give these adventures life! All of these have been tested and have each led to a fun night that wraps up nicely in 3-5 hours (depending on play speed.)

[SECTION D] - DUNGEON MAPS

Eleven custom dungeon maps. Simply sketches I have created and have used in my own campaigns. Some are detailed with traps and monsters, while others leave it open to your own ideas. Either way, a useful resource if you are looking to create a dungeon but aren't sure where to start.

[SECTION E] - COMPLETE DUNGEONS

These four dungeons have full details for every step along the way. Three of these can be dropped into just about any scenario while the fourth requires minimal setup. Each comes with their own puzzles, monster, loot, and step through for everything you will need to run these dungeons successfully.

[SECTION A] - RANDOM TABLES

RANDOM TABLES CONTENTS

[SECTION A.1] - RANDOM ENCOUNTERS

[SECTION A.2] - RANDOM ITEM ENCHANTMENTS

[SECTION A.1] - RANDOM ENCOUNTERS

d100 ... Encounter

- 1 Party stumbles upon a dragon's lair (Age appropriate).
- 2 Hard Monster Encounter.
- 3 A 150 ft. sheer cliff with a spear sticking out of its side halfway up and a banner hanging from it.
- 4 Party finds hints of a rare ore or tree nearby.
- 5 Medium Difficulty Monster Encounter.
- 6 Party finds airship wreckage.
- 7 It's your lucky day! A rainbow appears in the sky. A leprechaun awaits at its end guarding a pot of gold.
- 8 Find a great chasm leading deep into the ground. At least a few miles long and a hundred feet across.
- 9 A large group of low CR monsters ambush the party.
- 10 A swift, powerful rainstorm blows in through the area, knocking down trees and flooding rivers.
- 11 Find evidence of an Orc encampment nearby.
- 12 Stumble upon a series of caves leading deep into the ground.
- 13 Bad Luck! Incredibly Difficult Monster Encounter.
- 14 There is a wanted criminal with a bounty on their head in the area. Desperate to not get caught.
- 15 Medium Difficulty Monster Encounter.
- 16 Find a piece of alien technology (i.e. pistol, dynamite) in some wreckage.
- 17 Find a group of fairies riding squirrels as their mounts. They are hunting pixies.
- 18 Find a lost diary with many entries inside written in an unknown language.
- 19 A ladder ascends the side of a large tree all the way into the canopy 100ft. up. Glowing fruit await at the top.
- 20 Discover ruins (Inhabited by nagas / formerly inhabited by naga depending on party level).
- 21 Easy Monster Encounter [Avoidable].
- 22 Stumble upon evidence of a bandit encampment.
- 23 Find an ogre trap. It is a large hole with a sign out front that reads "FUD" and points down.
- 24 Find a traveling bard. Tells a legend of nearby powerful creatures / ruins / etc...
- 25 Medium Difficulty Monster Encounter.
- 26 Find a crazy old Githzerai apothecary in a wooden hut out in the woods.
- 27 Find a thin stream of lava that has broken through to the surface. Lava mephits abound.
- 28 Stumble upon the carcass of a massive, dead sea creature, even if there is no water nearby.
- 29 Hard Monster Encounter.
- 30 Amulet rolled from the Random Item Enchantments table lays in the middle of the path. (Good and Bad Attributes).
- 31 Find a strange stone well. There is a bucket attached which holds a skull and a single sapphire. Interesting.
- 32 Spot an exotic animal (A deer with emerald antlers, a squirrel with wings of a dragon, etc...).
- 33 Find evidence of an Ogre encampment nearby. Wreckage from another party nearby.
- 34 Find a paladin out in the wilds, searching for a nearby demon that he must vanquish.

d100 ... Encounter

- 35 Medium Difficulty Monster Encounter.
- 36 Find an outcast ogre. The "smartest" of his clan and often abused because of this. (7 Intelligence)
- 37 Find a bloodstained bit of parchment. Written upon it is a confession of love for a woman in a nearby town.
- 38 Wild Magic Zone (Roll on Sorcerer table after each spell cast while here).
- 39 Meteor strikes the ground a few hundreds yards off. Xorn unconscious amongst the debris.
- 40 Find a field of vibrantly glowing fireflies. Caused by a nearby magical source that can be used to dye gear.
- 41 Easy monster encounter [Avoidable].
- 42 Hard monster encounter.
- 43 Find a lovely garden out in the forest that appears to be unattended. A dryad will appear should they disturb it.
- 44 Find the home of a friendly Oni. He is wearing clothes that appears stitched together by those of other adventurers.
- 45 Medium Difficulty Monster Encounter.
- 46 Find a patch of trees knocked down and destroyed. Evidence a massive creature has moved through recently.
- 47 Find a pile of goblin corpses stacked up with a banner impaled through the center.
- 48 Find a Power Gem. Can be used to give life to constructs or sold for a good price to the right buyer.
- 49 Find an archway of stone with symbols etched all around its border. It appears to be some sort of doorway.
- 50 A powerful natural disaster strikes the area: tornado, earthquake, tsunami, etc...
- 51 Party discovers a potential pet (psuedodragon, a large rat, a business of ferrets).
- 52 Party comes across a river. Seems normal except for the fact that the water is purple. As are the fish.
- 53 Party discovers a small treasure chest with no discernable way to open it. No key slot.
- 54 The party will be attacked by a were-creature in the night.
- 55 Medium Difficulty Monster Encounter.
- 56 Find a beautiful home out in the wilds with a Medusa living inside (Sedissa Liventhia) with a task for the party.
- 57 A beautiful gemstone is embedded in the center of the path. It glows a vibrantly with some strange magic.
- 58 Easy Monster Encounter [Avoidable].
- 59 Hard Monster Encounter.
- 60 Armor rolled from the Random Item Enchantments table lays in the middle of the path. (Good and Bad Attributes)
- 61 Find a hidden slaver's camp.
- 62 Find a large bushel of highly deadly berries. Can be used to make potent poisons.
- 63 Find evidence of a Goblin encampment nearby.
- 64 Find the lost crown of a local bullywug king. Made from a large seashell.
- 65 Medium Difficulty Monster Encounter.
- 66 Find a cockatrice breeder's farm out in the wild. Has a valuable, prized cockatrice as his pet.
- 67 Stumble upon a small family of Fairie Dragons.
- 68 A mysterious snowstorm blows through. A powerful gnoll shaman is controlling the weather from a nearby location.
- 69 Easy Monster Encounter [Avoidable].
- 70 Nearby bog infested with zombies. Bloodied man runs up to the party asking them to save his companions.
- 71 Find a strange stone. History/Arcana check will find it is a "Blight Stone". Best be careful.
- 72 Spot an exotic animal (A noble stag wearing gilded armor, a panther with a strange red pattern).
- 73 Stumble upon a gnoll tribe preparing a massive bonfire to sacrifice locally kidnapped citizens to Yeenoghu.
- 74 Party hears beautiful singing. Local peasant woman who is forbidden to sing practices out here.
- 75 Medium Difficulty Monster Encounter.
- 76 Party finds evidence of a unicorn nearby.
- 77 Find a massive stash of fake gold coins. Some are clearly wooden but others are decent counterfeits.

d100 ... Encounter

- 78 Find evidence of a Roc nest nearby. Three eggs within.
- 79 Party overhears the cries of a pair of baby manticores. Their mother was killed.
- 80 Find a pool of blood in the middle of the path with a large, still pulsing heart at its center.
- 81 Easy Monster Encounter [Avoidable].
- 82 Hard Monster Encounter.
- 83 Find evidence of a nearby lizardfolk encampment.
- 84 Party discovers a potential pet (A colorful peacock, a large curious rabbit, a friendly owl).
- 85 Medium Difficulty Monster Encounter.
- 86 Evidence of gemstone mine nearby.
- 87 Small village of Satyrs. Massive hedonists and will make requests for fragrant flowers, beautiful art, or lovely poems.
- 88 Find a small hedron is found on the ground. A perfect eight-sided structure a foot high and a four inches wide.
- 89 Spot a small band of goblins struggling with a stolen Wyvern egg.
- 90 Weapon rolled from the Random Item Enchantments table lays in the middle of the path. (Good and Bad Attributes).
- 91 Discover a random dungeon (From Section E).
- 92 Find a treasure map found in the dirt leading to a nearby area of interest.
- 93 An airship is seen soaring overhead. It is crewed by a group of bandits and has been harassing local villages.
- 94 Easy Monster Encounter [Avoidable]
- 95 Medium Difficulty Monster Encounter.
- 96 Find a cultist summoning circle. Looks to have been recently used and lingering magics are still detectable.
- 97 Hard Monster Encounter.
- 98 You find a young woman lost in the forest. Tells you her family is wealthy. Actually a Doppelganger.
- 99 Incredibly Difficult Monster Encounter!
- 100 Discover a massive ruined city/dungeon [Large dungeon + Valuable Treasure].

[SECTION A.2] - RANDOM ITEM ENCHANTMENTS

LESSER BENEFICIAL EFFECTS

d100 Effect (Lesser Beneficial)

- 1 This item glows when within 100 ft of demons.
- 2 This item glows when within 100 ft of elementals.
- 3 This item glows when within 100 ft of devils.
- 4 This item glows when within 100 ft of aberrations.
- 5 This item glows when within 100 ft of fey.
- 6 While attuned to this item, whenever you make an Acrobatics check, roll an additional d4 and add that value to your result.
- 7 While attuned to this item, whenever you make an Athletics check, roll an additional d4 and add that value to your result.
- 8 While attuned to this item, whenever you make a Deception check, roll an additional d4 and add that value to your result.
- 9 While attuned to this item, whenever you make a History check, roll an additional d4 and add that value to your result.
- 10 While attuned to this item, whenever you make an Insight check, roll an additional d4 and add that value to your result.
- 11 While attuned to this item, whenever you make an Intimidation check, roll an additional d4 and add that value to your result.
- 12 While attuned to this item, whenever you make an Investigation check, roll an additional d4 and add that value to your result.
- 13 While attuned to this item, whenever you make a Medicine check, roll an additional d4 and add that value to your result.
- 14 While attuned to this item, whenever you make a Nature check, roll an additional d4 and add that value to your result.
- 15 While attuned to this item, whenever you make a Perception check, roll an additional d4 and add that value to your result.
- 16 While attuned to this item, whenever you make a Performance check, roll an additional d4 and add that value to your result.
- 17 While attuned to this item, whenever you make a Persuasion check, roll an additional d4 and add that value to your result.
- 18 While attuned to this item, whenever you make a Religion check, roll an additional d4 and add that value to your result.
- 19 While attuned to this item, whenever you make a Sleight of Hand check, roll an additional d4 and add that value to your result.
- 20 While attuned to this item, whenever you make a Stealth check, roll an additional d4 and add that value to your result.
- 21 While attuned to this item, whenever you make a Survival check, roll an additional d4 and add that value to your result.
- 22 While attuned to this item, you gain proficiency in Stealth. If you are already proficient in this skill, you gain expertise in it instead.
- 23 While attuned to this item, you gain proficiency in Survival. If you are already proficient in this skill, you gain expertise in it instead.
- 24 While attuned to this item, you can't be charmed. Small ethereal hearts float above your head.
- 25 While attuned to this item, you can't be frightened. Small ethereal skulls float above your head.
- 26 While attuned to this item, you can't be poisoned. Small vials of poison float over your head.
- 27 While attuned to this item, you have resistance to thunder damage. A tiny air elemental follows you around.
- 28 While attuned to this item, you have resistance to lightning damage. A small storm cloud follows you around.
- 29 While attuned to this item, you have resistance to fire damage. A tiny fire elemental follows you around.
- 30 While attuned to this item, you have resistance to cold damage. A tiny ice elemental follows you around.
- 31 While attuned to this item, you have resistance to poison damage. A tiny poison cloud hovers over your head.
- 32 While attuned to this item, you have resistance to acid damage. A small ooze creature follows you around.
- 33 While attuned to this item, you have resistance to force damage. A small mana wyrm follows you around.
- 34 While attuned to this item, you have resistance to psychic damage. A flumph follows you around.
- 35 While attuned to this item, you have resistance to radiant damage. A tiny angelic creature follows you around.
- 36 While attuned to this item, you have resistance to necrotic damage. A tiny skeleton follows you around.
- 37 While attuned to this item, you can cast Prestidigitation at will.
- 38 While attuned to this item, you can cast Mage Hand at will.
- 39 While attuned to this item, you can cast Dancing Lights at will.
- 40 While attuned to this item, you can cast Message at will.
- 41 While attuned to this item, a pint of beer has the same effect as a minor healing potion for you.

d100 Effect (Lesser Beneficial)

- 42 While attuned to this item, add an additional 1d10 lightning damage to any critical hit. This item crackles with electricity.
- 43 While attuned to this item, add an additional 1d10 fire damage to any critical hit. This item occasionally sends off licks of flame.
- 44 While attuned to this item, add an additional 1d10 cold damage to any critical hit. This item appears to be frozen.
- 45 While attuned to this item, add an additional 1d10 poison damage to any critical hit. This item exudes black fumes.
- 46 While attuned to this item, add an additional 1d10 acid damage to any critical hit. This item drips acid.
- 47 While attuned to this item, add an additional 1d10 force damage to any critical hit. Small ethereal lights swirl around this item.
- 48 While attuned to this item, add an additional 1d10 psychic damage to any critical hit. This item whispers thoughts to you on occasion.
- 49 While attuned to this item, add an additional 1d10 radiant damage to any critical hit. You grow a set of ethereal wings.
- 50 While attuned to this item, add an additional 1d10 necrotic damage to any critical hit. This item appears to be decaying.
- 51 While attuned to this item, add an additional 1d10 thunder damage to any critical hit. This item generates extra noise when hitting or when hit.
- 52 While attuned to this item, you feel at home in the forest. Your proficiency bonus increases by 1 while in this area. This item is decorated with trees.
- 53 While attuned to this item, you feel at home in the desert. Your proficiency bonus increases by 1 while in this area. This item is decorated with cacti and tumbleweeds.
- 54 While attuned to this item, you feel at home in the mountains. Your proficiency bonus increases by 1 while in this area. This item is decorated with mountains.
- 55 While attuned to this item, you feel at home when on the coastline. Your proficiency bonus increases by 1 while in this area. This item is decorated with crashing waves.
- 56 While attuned to this item, you feel at home in the plains. Your proficiency bonus increases by 1 while in this area. This item is decorated with small rolling hills and plantlife.
- 57 While attuned to this item, whenever an enemy critically hits you, roll a d20. On a result of 11-20, the critical hit is negated and only normal damage is dealt. This item is decorated with shields.
- 58 While attuned to this item, whenever you drink a full potion roll a d20. On a result of 16-20, you manage to save enough for a second use.

d100 Effect (Lesser Beneficial)

- 59 While attuned to this item, whenever you take a short rest, roll a d20. On a result of 16-20, your next attack is a guaranteed critical hit.
- 60 While attuned to this item, whenever you kill an enemy, roll a d20. On a result of 19-20, you gain a surge of energy and may immediately take another full turn.
- 61 While attuned to this item, one piece of silver explodes out of this item for every point of damage you deal against enemies of at least CR 1.
- 62 While attuned to this item, this item plays battle music for you in combat that can be heard in a 30 ft. area.
- 63 While attuned to this item, you may use your inspiration to make your next attack into a critical hit. You may use this ability after your attack has confirmed to hit, but before damage is rolled.
- 64 This item is covered in vines. Every morning it grows a batch of 10 Goodberries that can be consumed.
- 65 While attuned to this item, you may store up to two charges of inspiration.
- 66 While attuned to this item, it is invisible to all enemies, making it impossible to see what you are wielding or wearing.
- 67 While attuned to this item, rain cannot fall upon you. It diverts around the edges of an ethereal bubble of energy instead.
- 68 While attuned to this item, once per day you may speak to a small critter for 10 minutes.
- 69 While attuned to this item, you cannot be surprised for any reason.
- 70 While attuned to this item, add +2 to your initiative rolls.
- 71 While attuned to this item, enemies roll their attacks of opportunity against you with disadvantage.
- 72 While attuned to this item, healing potions restore an additional 50% health.
- 73 While attuned to this item, your minimum health regained from a hit die during a short rest is equal to 4 + your Con Modifier.
- 74 While attuned to this item, ethereal butterflies flutter around your head. All healing spells that cast on you heal for an additional amount equal to your proficiency bonus.
- 75 While attuned to this item, you have darkvision up to 30 ft. and your eyes glow brightly at night.
- 76 While attuned to this item, plants spring to life around you. You get a +5 to Survival checks when looking for food.
- 77 While attuned to this item, you can detect any sources of water within 1000 ft.
- 78 While attuned to this item, you can walk on water for up to 5 minutes a day.
- 79 While attuned to this item, you can breath underwater for up to 5 minutes a day.
- 80 While attuned to this item, you have tremorsense up to 10 ft.

d100 Effect (Lesser Beneficial)

- 81 While attuned to this item, you find a bag containing 2d6 + 2 chocolates under your pillow every morning when you wake up. They restore 1 hp when eaten.
- 82 While attuned to this item, you take only half damage from any fall. This item is decorated with feathers.
- 83 While attuned to this item, you always know its location, no matter how far from you it is taken.
- 84 While attuned to this item, you can emit a fog cloud with radius of 20 ft centered on your self once per day. It persists for one minute.
- 85 While attuned to this item, you can call upon this item to summon a noble elk steed for you to ride.
- 86 While attuned to this item, enemies that fall below twenty health begin to glow red for you.
- 87 While attuned to this item, speak a command word to make this item exude bright light in a ten foot radius and dim light another five feet.
- 88 While attuned to this item, whenever you take a short rest, roll a d20. On a result of 16-20, you automatically pass your next saving throw.
- 89 While attuned to this item, whenever you take a short rest, you gain temporary health equal to your level + your Con mod. This does not stack and lasts up to 8 hours.
- 90 While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 1 gem to burst forth worth 10g. Whenever you kill an enemy with a critical hit, 4 gems burst forth instead.
- 91 While attuned to this item, once per day you may reroll an attack roll. You must take the second result.
- 92 While attuned to this item, you give off a lovely aroma that makes others attracted to you. Add +5 to any roll when persuading someone who may be attracted to you.
- 93 While attuned to this item, you learn to speak the language of the next creature you encounter.
- 94 While attuned to this item, you always know which way is North.
- 95 While attuned to this item, you only need to eat half the normal amount of food on a given day.
- 96 While attuned to this item, fireflies are drawn to you at night. They will light your camps and flash brightly when something approaches.
- 97 While attuned to this item, a small sprite follows you around and will occasionally point out hidden objects.
- 98 This only weighs a third of its typical weight.
- 99 Reroll on this table twice, excluding this result.
- 100 This item is +1, reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon it instead grants +1 to your spell attack bonus and spell save DC instead.

MEDIUM BENEFICIAL EFFECTS

d100 Effect (Medium Beneficial)

- 1-15 This item is +1. Reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon it instead grants +1 to your spell attack bonus and spell save DC instead.
- 16 While attuned to this item, you deal 1 additional damage with all attacks and spells.
- 17 While attuned to this item, you can use an attack of opportunity even against enemies who are disengaging.
- 18 While attuned to this item, when you are within 5 feet of at least two enemies, you may disengage as a bonus action.
- 19 While attuned to this item, you cannot be critically hit.
- 20 While attuned to this item, your Intelligence becomes 17.
- 21 While attuned to this item, your Dexterity becomes 17.
- 22 While attuned to this item, your Constitution becomes 17.
- 23 While attuned to this item, your Strength becomes 17.
- 24 While attuned to this item, your Charisma becomes 17.
- 25 While attuned to this item, your Wisdom becomes 17.
- 26 There is a small flask attached to this item. The contents of the flask can be consumed to heal for 2d4 + 2 hit points and cure any poisons or diseases, but only to the creature attuned to this item. The flask magically refills at dawn each day.
- 27 While attuned to this item, you feel lucky. Once per day you can reroll an attack, saving throw, or ability check. Take the higher of the two results.
- 28 While attuned to this item, you enter a state of pure calm while asleep. You only need to rest for 2 hours a day to become completely refreshed, but you may still only rest once every 24 hours.
- 29 While attuned to this item, whenever you are critically hit, you gain resistance to the damage type of that attack until you are hit by another critical strike.
- 30 While attuned to this item, you gain +1 to all saving throws.
- 31 While attuned to this item, you gain +2 to all saving throws in which you are not proficient.
- 32 While attuned to this item, you gain proficiency in Acrobatics. If you are already proficient in this skill, you gain expertise in it instead.
- 33 While attuned to this item, you gain proficiency in Animal Handling. If you are already proficient in this skill, you gain expertise in it instead.

d100 Effect (Medium Beneficial)

- 34 While attuned to this item, you gain proficiency in Athletics. If you are already proficient in this skill, you gain expertise in it instead.
- 35 While attuned to this item, you gain proficiency in Deception. If you are already proficient in this skill, you gain expertise in it instead.
- 36 While attuned to this item, you gain proficiency in History. If you are already proficient in this skill, you gain expertise in it instead.
- 37 While attuned to this item, you gain proficiency in Insight. If you are already proficient in this skill, you gain expertise in it instead.
- 38 While attuned to this item, you gain proficiency in Intimidation. If you are already proficient in this skill, you gain expertise in it instead.
- 39 While attuned to this item, you gain proficiency in Investigation. If you are already proficient in this skill, you gain expertise in it instead.
- 40 While attuned to this item, you gain proficiency in Medicine. If you are already proficient in this skill, you gain expertise in it instead.
- 41 While attuned to this item, you gain proficiency in Nature. If you are already proficient in this skill, you gain expertise in it instead.
- 42 While attuned to this item, you gain proficiency in Perception. If you are already proficient in this skill, you gain expertise in it instead.
- 43 While attuned to this item, you gain proficiency in Performance. If you are already proficient in this skill, you gain expertise in it instead.
- 44 While attuned to this item, you gain proficiency in Persuasion. If you are already proficient in this skill, you gain expertise in it instead.
- 45 While attuned to this item, you gain proficiency in Religion. If you are already proficient in this skill, you gain expertise in it instead.
- 46 While attuned to this item, you gain proficiency in Sleight of Hand. If you are already proficient in this skill, you gain expertise in it instead.
- 47 While attuned to this item, you gain proficiency in Stealth. If you are already proficient in this skill, you gain expertise in it instead.
- 48 While attuned to this item, you gain proficiency in Survival. If you are already proficient in this skill, you gain expertise in it instead.
- 49 While attuned to this item, you cannot be deafened.
- 50 While attuned to this item, you cannot be stunned.
- 51 While attuned to this item, you cannot be petrified.
- 52 While attuned to this item, you cannot be paralyzed.
- 53 While attuned to this item, you can cast Charm Person once per day. The DC for this spell is 13
- 54 While attuned to this item, you can cast Detect Magic once per day.
- 55 While attuned to this item, you can cast Shield once per day.

d100 Effect (Medium Beneficial)

- 56 While attuned to this item, you can cast Fairie Fire once per day. The DC for this spell is 13.
- 57 While attuned to this item, you can cast Animal Friendship once per day.
- 58 While attuned to this item, you can cast Zone of Truth once per day.
- 59 While attuned to this item, you can cast Pass Without Trace once per day.
- 60 While attuned to this item, you can cast See Invisibility once per day.
- 61 While attuned to this item, you can cast Gust of Wind once per day. The DC for this spell is 13 .
- 62 While attuned to this item, you can cast Enlarge on yourself once per day.
- 63 While attuned to this item, you can cast Tongues once per day.
- 64 While attuned to this item, you can cast Daylight once per day
- 65 While attuned to this item, you can cast Dispel Magic once per day
- 66 While attuned to this item, you can cast Fireball at third level once per day. The DC for this spell is 13.
- 67 While attuned to this item, you can cast Lightning Bolt at third level once per day. The DC for this spell is 13.
- 68 While attuned to this item, your deal 1 additional lightning damage on all attacks. Add an additional 2d10 lightning damage to any critical hit. This item crackles with electricity.
- 69 While attuned to this item, your deal 1 additional fire damage on all attacks. Add an additional 2d10 fire damage to any critical hit. This item occasionally sends off licks of flame.
- 70 While attuned to this item, your deal 1 additional cold damage on all attacks. Add an additional 2d10 cold damage to any critical hit. This item appears to be frozen.
- 71 While attuned to this item, your deal 1 additional poison damage on all attacks. Add an additional 2d10 poison damage to any critical hit. This item exudes black fumes.
- 72 While attuned to this item, your deal 1 additional acid damage on all attacks. Add an additional 2d10 acid damage to any critical hit. This item drips acid.
- 73 While attuned to this item, your deal 1 additional force damage on all attacks. Add an additional 2d10 force damage to any critical hit. Small ethereal lights twirl around this item.
- 74 While attuned to this item, your deal 1 additional psychic damage on all attacks. Add an additional 2d10 psychic damage to any critical hit. This item whispers thoughts to you on occasion.
- 75 While attuned to this item, your deal 1 additional radiant damage on all attacks. Add an additional 2d10 radiant damage to any critical hit. You grow a set of ethereal wings.

d100 Effect (Medium Beneficial)

- 76 While attuned to this item, your deal 1 additional necrotic damage on all attacks. Add an additional 2d10 necrotic damage to any critical hit. This item appears to be decaying.
- 77 While attuned to this item, your deal 1 additional thunder damage on all attacks. Add an additional 2d10 thunder damage to any critical hit. This item generates extra noise when hitting or when hit.
- 78 While attuned to this item, whenever you drink a full potion roll a d20. On a result of 11-20, you manage to save enough for a second use.
- 79 While attuned to this item, whenever you drink a full potion roll a d20. On a result of 11-20, you gain a charge of inspiration.
- 80 While attuned to this item, whenever you take a short rest, roll a d20. On a result of 11-20, your next attack is a guaranteed critical hit.
- 81 While attuned to this item, whenever you kill an enemy, roll a d20. On a result of 17-20, you may immediately take another full turn.
- 82 While attuned to this item, whenever you score a critical hit, roll an additional d20. If the result of the second die is an 17 or higher, the enemy instantly dies if its current health is less than 100.
- 83 While attuned to this item, whenever you roll a natural 16-20 for your initiative roll, you may select any ally and raise their initiative result by 5.
- 84 While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 1d4 gems to burst forth, each worth 10g. Whenever you kill an enemy with a critical hit, roll 4d4 instead.
- 85 While attuned to this item, increase your movement speed by 5 ft.
- 86-90 While attuned to this item, you gain resistance to a random element.
- 91 While attuned to this item, when you deal a killing blow against an enemy, heal for d8 + your Proficiency Bonus
- 92 While attuned to this item, when an enemy misses you while you are dodging, you may use your reaction to make an attack against them.
- 93 While attuned to this item, you can store up to 3 charges of inspiration.
- 94 While attuned to this item, you can store up to 2 charges of inspiration. Whenever you gain inspiration you gain two charges instead of 1.
- 95 While attuned to this item, add +3 to your initiative rolls.
- 96 While attuned to this item, healing potions restore double health to you.
- 97 While attuned to this item, you have advantage on initiative rolls.
- 98 While attuned to this item, if you would die, this item shatters and you are returned to life with 1 hit point.
- 99 This item has a map inscribed upon it. This map leads to a powerful magic item.
- 100 Reroll on this table twice, ignoring this result.

MAJOR BENEFICIAL EFFECTS

d100 Effect (Major Beneficial)

- 1-15 This item is +2, reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon it instead grants +2 to your spell attack bonus and spell save DC instead.
- 16 This item has 5 charges. You may expend up to any number of charges to increase a stat of your choice by that value plus 1 for an hour up to a maximum of 20. This item restores 1d4 + 1 charges each morning.
- 17 This item has 5 gems embedded in it (a ruby, jade, emerald, diamond, and topaz). These may be pried off and thrown at an enemy at a +7 bonus. When thrown, these act as a Level 1 Chromatic orb of an element matching the gem. (Ruby - Fire, Jade - Acid, Emerald - Poison, Diamond - Cold, Topaz - Lightning). These gems are restored at dawn and have no monetary value.
- 18 While attuned to this item, you may use your bonus action to launch an ethereal hook and chain at an enemy within 20 ft. Make an attack roll at +7. On a hit, the target takes 1d6 piercing damage and you may have them make a Strength saving throw with DC 13. On a fail, the target is ripped to you.
- 19 This item has 5 charges. You may expend one of these charges to leap 20 ft. in any direction and attack with a deadly strike. Roll using your primary stat + your proficiency mod. On a hit, deal your lvl x d6 damage to that target. On a critical hit, all enemies within 15 feet must make a DC 15 Constitution saving throw or be knocked back 15 feet and fall prone.
- 20 While attuned to this item, whenever you roll minimum damage on your attack roll, your opponent is Frightened until the start of your next turn.
- 21 While attuned to this item, whenever you are hit be a projectile spell or ranged attack, you may use your reaction to roll a d4. On a result of 4, that projectile phases through you harmlessly.
- 22 While attuned to this item, enemies you hit become Hunter's Marked for one hour.
- 23 While attuned to this item, your initiative bonus is increased by 2. Whenever you roll initiative higher than 20, you move so swift that you get an extra edge up on your opponents. On the first round of combat, you act at your normal Initiative value and get a second turn at your Initiative value minus 20.
- 24 While attuned to this item, you may cast the Jump spell at will. Additionally, whenever you jump at an enemy more than ten feet away, you may make your first attack against that creature this turn with advantage. If you jump away from an enemy, they make their attack of opportunity with disadvantage.
- 25 While attuned to this item, you have a small ethereal chain that floats around your body. You may use your action to launch this chain at an enemy within 30 ft. That creature makes a Athletics or Acrobatics check with DC 15 or becomes restrained. While restrained, enemies make their attacks with disadvantage. They may repeat this save at the end of their turn.

d100 Effect (Major Beneficial)

- 26 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you feel a stroke of luck sweep over you. During this encounter, your critical hit threshold become 18-20.
- 27 While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a surge of power sweep over you. During this encounter, you sprout a set of powerful wings. You have a flight speed of 50 ft. and gain the Flyby Attack feature.
- 28 While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a surge of power sweep over you. During this encounter, whenever you hit an enemy with an attack, they always become critically maimed. (Loss of limb, eye, broken bones, etc...)
- 29 While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a surge of power sweep over you. During this encounter, at the beginning of each of your turns you regain 10 hit points.
- 30 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you feel a stroke of luck sweep over you. You have advantage on all attacks and saving throws during this encounter.
- 31 This item comes with two slots that each store a marble, one blue and one orange. These can be thrown at any non-magical surface where they will stick. Once both have been placed, a transdimensional space opens between the two allowing for quick passage as long as they are within 120 ft. of each other. Speaking the word "Return" will close the portals and force both marbles to return to the item.
- 32 While attuned to this item, you can launch a tether of magical string from your wrist up to 50 ft. The end of this tether will stick to nearly any surface and can be used to retrieve objects from a distance, to climb, or to swing from.
- 33 While attuned to this item, you have the ability to charge mundane objects with explosive capabilities. You may use your bonus action to infuse an object with this energy. For the next minute, you may throw this item and it will detonate upon impact. This deals 2d6 + (half your level) fire damage to any creature hit. Throwing any object larger than a 4 inches in diameter will cause an explosion of 4d6 + (your level) fire damage to enemies in a 10 foot diameter area, but you will have disadvantage to successfully throw the object at the target.
- 34 While attuned to this item, you may speak the command word "Scatter" and cause your weapon to explode into a thousand shards of metal. You may mentally control these shards to attack enemies up to 50 ft. away. While your weapon is in this state, you may use your action perform a Shard Storm attack to hit all enemies in a 10 ft. diameter area. They must make on a DC 15 Dexterity saving throw or take 4d6 + (half your level) slashing damage, or half as much on a success.

d100 Effect (Major Beneficial)

- 35-39 When you attune to this item, choose a skill. While attuned to this item, all checks you make using that skill are made with advantage.
- 40 While attuned to this item you may cast Hurling Hand at will. This spell functions as Mage Hand but has its range increased to 60 ft., can lift items up to 60 pounds, and can be used to strike an enemy for 2d4 Force damage. This ethereal hand glows a faint green. Once per day you can unleash a wave of rage and increase the Hand's potency. For the next minute it can lift objects up to 500 pounds and can strike enemies for 8d4 Force damage.
- 41 While attuned to this item, whenever you hit an enemy with an attack, you may use your inspiration to turn that attack into a critical hit that rolls triple dice rather than double.
- 42 While attuned to this item, rather than rolling hit dice to regain health, you regain health equal to the max value on that dice plus your Con mod. Additionally, health potions always heal you for max value.
- 43 While attuned to this item, your weapons gains a thrown property with range 20/60 and will return to you at the end of the turn. You may also deliver touch attacks through your thrown weapon.
- 44 While attuned to this item, you may use your reaction to cause this item to flash brightly when you are hit with a melee attack. All creatures within 5 ft. of you must make a DC 10 Constitution saving throw or become blinded until the start of their next turn.
- 45 While attuned to this item, you gain a fly speed of 20 ft.
- 46 While attuned to this item, you can store up to 5 total spell slots worth of spells in it. This can be a single 5th level spell, five 1st level spells, or any other combination. Anyone can cast the spells into this item and it uses the caster's DC and bonus to hit when unleashed.
- 47 While attuned to this item, you become soulbound to the next party member you touch. As long as you two are within 30 feet of one another, you each get +1 to your proficiency bonus and AC. You can spend an hour to sever this bond, at which time the next person you touch will become your new soulbonded target.
- 48 While attuned to this item, whenever you kill an enemy, a blast of energy released from their body. All enemies within 10 feet must make a DC 13 Constitution save or be stunned until the end of your next turn.
- 49 While attuned to this item, you are not affected by non-magical difficult terrain. Additionally, whenever you make a Dexterity check to reduce the damage of a spell or ability, if you pass you instead take no damage.
- 50 While attuned to this item, your hit point maximum increases by an amount equal to your Constitution score and your maximum health can not be reduced by any effect.

d100 Effect (Major Beneficial)

- 51 While attuned to this item, whenever you miss with an attack, you get advantage on your first attack next turn.
- 52 While attuned to this item, you can choose to infuse your an attack or spell with additional power by draining your own resources. You may expend any number of Hit Dice and add those dice as damage of the same type to this attack. You regain health equal to the total of these dice.
- 53 While attuned to this item, the first time you critically hit while attuned to this item it explodes into a shower of gems. Ten marble sized diamonds clatter to the ground in front of you. The total value of these is equal to 150% of the item's value. Keep this property a secret.
- 54 A 4th level fighter appears in a space within 30 feet of you. He is the same race as you and serves you loyally until death or until you become unattuned to the item, at which point he fades away. You control this character.
- 55 This item has 3 charges. When you fail a Dexterity saving throw while it is attuned to you, you may expend a charge to pass that save instead. This item regains 1 charge each dawn.
- 56 While attuned to this item, increase your Dexterity by 2 to a mamimum of 20.
- 57 While attuned to this item, increase your Constitution by 2 to a mamimum of 20.
- 58 While attuned to this item, increase your Strength by 2 to a mamimum of 20.
- 59 While attuned to this item, increase your Charisma by 2 to a mamimum of 20.
- 60 While attuned to this item, increase your Wisdom by 2 to a mamimum of 20.
- 61 While attuned to this item, increase your Intelligence by 2 to a mamimum of 20.
- 62 While attuned to this item, your melee attacks and spells deal an additional 1d6 lightning damage. You also deal an additional 3d10 lightning damage on any critical hit. This item crackles with electricity.
- 63 While attuned to this item, your melee attacks and spells deal an additional 1d6 fire damage. You also deal an additional 3d10 fire damage on any critical hit. This item occasionally sends off licks of flame.
- 64 While attuned to this item, your melee attacks and spells deal an additional 1d6 cold damage. You also deal an additional 3d10 cold damage on any critical hit. This item appears to be frozen.
- 65 While attuned to this item, your melee attacks and spells deal an additional 1d6 poison damage. You also deal an additional 3d10 poison damage on any critical hit.. This item exudes toxic fumes to enemies.
- 66 While attuned to this item, your melee attacks and spells deal an additional 1d6 acid damage. You also deal an additional 3d10 acid damage on any critical hit. This item drips acid.

d100 Effect (Major Beneficial)

- 67 While attuned to this item, your melee attacks and spells deal an additional 1d6 force damage. You also deal an additional 3d10 force damage on any critical hit. Small ethereal lights twirl around this item.
- 68 While attuned to this item, your melee attacks and spells deal an additional 1d6 psychic damage. You also deal an additional 3d10 psychic damage on any critical hit. This item whispers thoughts to you on occasion.
- 69 While attuned to this item, your melee attacks and spells deal an additional 1d6 radiant damage. You also deal an additional 3d10 radiant damage on any critical hit. You grow a set of ethereal wings.
- 70 While attuned to this item, your melee attacks and spells deal an additional 1d6 necrotic damage. You also deal an additional 3d10 necrotic damage on any critical hit. This item appears to be decaying
- 71 While attuned to this item, your melee attacks and spells deal an additional 1d6 thunder damage. You also deal an additional 3d10 thunder damage on any critical hit. This item generates extra noise when hitting or when hit.
- 72 This item has 7 charges. You may use 1 charge to cast Burning Hands (DC 15) at first level. You may use 3 charges to cast Fireball at third level (DC 15). This item regains 1d6+1 charges each dawn.
- 73 This item has 7 charges. You may use 1 charge to cast Thunderwave (DC 15) at first level. You may use 3 charges to cast Lightning Bolt (DC 15) at third level. This item regains 1d6+1 charges each dawn.
- 74 This item has 7 charges. You may use 1 charges to cast Color Spray (DC 15) at first level. You may expend additional charges to increase the power of this spell. You may use 2 charges to cast Mirror Image. You may use 3 charges to cast Slow at third level (DC 15). This item regains 1d6+1 charges each dawn.
- 75 This item has 7 charges. You may use 1 charge to cast Fairie Fire (DC 15). You may use 4 charges to cast Confusion at fourth level (DC 15). This item regains 1d6+1 charges each dawn.
- 76 This item has 7 charges. You may use 1 charge to cast Bane at first level (DC 15). You may use 1 charge to cast Bless at first level (DC15). You may expend 4 charges to cast both Bless and Bane as a single action (DC 15). This item regains 1d6+1 charges each dawn.
- 77 This item has 9 charges. You may use 1 charge to cast Cure Wounds. You can increase the spell slot level by 1 for each additional charge you use. You may use 1 charges to cast Healing Word. You can increase the spell slot level by 1 for each additional charge you use. This item regains 2d4+1 charges each dawn.
- 78 This item has 9 charges. You may use 2 charges to cast Invisibility. You may use 5 charges to cast Greater Invisibility. This item regains 2d4+1 charges each dawn.
- 79 This item has 9 charges. You may use 1 charges to cast Shield. You may use 2 charges to cast Blur. You may use 3 charges to cast Haste. This item regains 2d4+1 charges each dawn.

d100 Effect (Major Beneficial)

- 80 This item has 9 charges. You may use 1 charges to cast Jump. You may use 2 charges to cast Misty Step. You may use 4 charges to cast Dimension Door. This item regains 2d4+1 charges each dawn.
- 81 This item has 9 charges. You may use 1 charge to cast Frost Blast (Burning Hands but cold. DC 15). You may use 3 charges to cast Sleet Storm (DC 15). You may use 5 charges to cast Cone of Cold at 5th level. You can increase the spell slot level by 1 for each additional charge you use. This item regains 2d4+1 charges each dawn.
- 82 This item has a small vial attached to it filled with a bright purple liquid. When the person this item is attuned to drinks the contents of this vial, they are filled with a primordial power. For the next minute, enemy's weak spots glow a vibrant purple, allowing them to strike with deadly precision for maximum damage. Their critical strike threshold becomes 16-20 while this effect is active. The contents of this vial refill at dawn.
- 83 This item has a small vial attached to it filled with a neon green liquid. When the person this item is attuned to drinks the contents of this vial, their eyes begin to lightly glow. They gain Truesight up to 120ft. for the next hour. Additionally while under this effect, the player cannot be blinded by any means and hidden passageways glow faintly. The contents of this vial refill at dawn.
- 84 This item has a small vial attached to it filled with a dark blue liquid. When the person this item is attuned to drinks the contents of this vial, they are filled with unnatural levels of enlightenment and strength. Their body and mind both work on levels far exceeding their normal bounds. For the next minute, their proficiency bonus is increased by 3. The contents of this vial refill at dawn.
- 85 This item has a small vial attached to it filled with a deep shimmering white liquid. When the person this item is attuned to drinks the contents of this vial, the user can see through an opponent's defenses. Whenever you roll for damage with an attack or spell, roll twice and take the highest of the two rolls. The contents of this vial refill at dawn.
- 86 This item has a small vial attached to it filled with a deep blood red liquid. When the person this item is attuned to drinks the contents of this vial, their flesh becomes as hard as steel. For the next minute, if they would take non-psychic damage, reduce the amount taken by 5. The contents of this vial refill at dawn.
- 87 While attuned to this item, you can get two uses from any potion.
- 88 While attuned to this item, all allies within 50 ft. of you get an additional +3 to their Initiative results at the start of combat.
- 89 While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 2d4 gems to burst forth, each worth 10g. Whenever you kill an enemy with a critical hit, roll 8d4 instead.

d100 Effect (Major Beneficial)

- 90 While attuned to this item, whenever you kill an enemy, roll a d20. On a result of 12-20, you gain a surge of energy and may immediately take another full turn.
- 91 While attuned to this item, whenever you are in the sunlight, your proficiency bonus is increased by 1. You may also cast Daylight once per day which also activates this effect.
- 92 While attuned to this item, after 6 consecutive non-critical hits, your seventh attack is guaranteed to be a critical hit.
- 93 While attuned to this item, after missing two attacks in a row, your third attack hits automatically.
- 94 While attuned to this item, you inspire nearby allies in combat. All friendly creatures within 100 ft have their movement speed increased by 10 feet.
- 95 While attuned to this item, you inspire nearby allies in combat. Whenever you kill an enemy, all allies within 50 feet gain temporary hit points equal to your Charisma modifier plus your proficiency bonus.
- 96 While attuned to this item, one piece of gold explodes out of this item for every point of damage you deal against enemies of at least CR 1.
- 97 While attuned to this item, your critical strike range increases by 1.
- 98 While attuned to this item, your lowest ability score is increased by 4.
- 99 This item does not count towards your maximum attunement count for magic items.
- 100 Reroll on this table twice, ignoring this result.

LEGENDARY BENEFICIAL EFFECTS

d100 Effect (Legendary Beneficial)

- 1-15 This item is +3, reroll if it already has an enhancement of equivalent or higher level. If this item is a spellcaster weapon, it instead grants +3 to your spell attack bonus and spell save DC instead.
- 16 While attuned to this item, your melee attacks and spells deal an additional 2d6 lightning damage. You also deal an additional 6d10 lightning damage on any critical hit. This item crackles with electricity and your critical strikes cause a bolt of lightning to strike from the skies and into your opponent.
- 17 While attuned to this item, your melee attacks and spells deal an additional 2d6 fire damage. You also deal an additional 6d10 fire damage on any critical hit. This item is constantly ablaze and your critical strikes cause your target to become completely enshrouded in a pillar of flame.
- 18 While attuned to this item, your melee attacks and spells deal an additional 2d6 cold damage. You also deal an additional 6d10 cold damage on any critical hit. This item appears to be frozen solid and any rainfall turns to snow in its presence. When you critically strike an enemy they are enveloped in a block of ice that soon thereafter shatters and sends shards exploding in all directions.
- 19 While attuned to this item, your melee attacks and spells deal an additional 2d6 poison damage. You also deal an additional 6d10 poison damage on any critical hit. This item exudes toxic fumes into the air that drift around you in the shape of a snake. On a critical hit, this snake launches itself at the foe and forces its way into their lungs.
- 20 While attuned to this item, your melee attacks and spells deal an additional 2d6 acid damage. You also deal an additional 6d10 acid damage on any critical hit. This item drips acid that can melt through thin metals on command. On a critical hit, a wave of acid erupts out of the ground and sweeps over your enemy.
- 21 While attuned to this item, your melee attacks and spells deal an additional 2d6 force damage. You also deal an additional 6d10 force damage on any critical hit. Small ethereal lights swirl around this item and dance around your head in the form of small comets. On a critical hit, a dozen magic missiles burst from this item and strike the victim.
- 22 While attuned to this item, your melee attacks and spells deal an additional 2d6 psychic damage. You also deal an additional 6d10 psychic damage on any critical hit. This item whispers thoughts to you on occasion and allows you to pick up on telepathic conversations. On a critical hit, a blast of visible psychic energy flies at your enemy in the form of their greatest fear.

d100 Effect (Legendary Beneficial)

- 23 While attuned to this item, your melee attacks and spells deal an additional 2d6 radiant damage. You also deal an additional 6d10 radiant damage on any critical hit. You grow a set of brilliantly glowing ethereal wings that extend ten feet on either side of you. On a critical hit, an angel temporarily passes into this plane and strikes the enemy with their own divine weapon.
- 24 While attuned to this item, your melee attacks and spells deal an additional 2d6 necrotic damage. You also deal an additional 6d10 necrotic damage on any critical hit. This item appears to be decaying and on command you can cause plantlife beneath your feet to rot away. On a critical hit, a monstrosity of corpses and rotted flesh rips out of the ground and strikes your foe.
- 25 While attuned to this item, your melee attacks and spells deal an additional 2d6 thunder damage. You also deal an additional 6d10 thunder damage on any critical hit. This item generates extra noise when hitting or when hit and rocks crumble in your wake. On a critical hit, a blast of sound so loud that it can shatter full sized boulders erupts from this item in a concentrated blast and strikes your foe.
- 26 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you may summon a Fire Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
- 27 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you may summon a Air Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
- 28 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you may summon a Water Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
- 29 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you may summon a Earth Elemental in a free spot within 60 feet. On your turn you can use your bonus action to control this elemental. It disappears when combat ends.
- 30 This item has 5 charges. Whenever you hit an enemy with a damaging attack, you may expend one of those charges to force the target to make a Charisma save with DC 17. On a failed save, that target is teleported to a point you can see within 100 ft and takes 5d8 Psychic damage. On a success, the target takes half that much damage and remains in place. This item regains all of its charges at dawn.
- 31 While attuned to this item you can move through stone as you could water and have Tremorsense up to 30 ft. As a bonus action, you may grant these abilities to a willing creature you are touching for 10 minutes. You may also give this ability to a creature by force if they fail a DC 14 Wisdom saving throw. You may end this effect on a creature at any time.

d100 Effect (Legendary Beneficial)

- 32 This item has 7 charges. Whenever you hit an enemy with a melee or spell attack, you may use your bonus action and expend one of these charges to attempt to envelop the target in ice. The target must succeed on a DC 16 Constitution saving throw or be frozen for 1 minute. While frozen, the enemy is considered paralyzed. Attempting to freeze the same target multiple times increases the saving throw by 4 each time. Any damage dealt will cause the ice to shatter and free the target. These charges are restored at dawn.
- 33 This item has 3 charges. Whenever you slay an enemy, you may expend one of these charges to bring them back as a zombie to fight on your behalf for one minute. The zombie is arisen with half of its normal max hit points. After one minute or whenever the creature is reduced to zero hit points, it crumbles to dust. These charges are restored at dawn.
- 34 This item has 5 charges. You may use your action to summon a trap into existence at a location you can see within 120 ft. You may create a 10 ft. by 10 ft. spike trap in the ground. Any enemies in this area must make a DC 16 Dexterity saving throw or fall ten feet, taking 3d10 piercing damage. You may summon a 10 ft. x 10 ft. Poison Dart Wall. Any enemy within 30 ft. of this wall must make a DC 16 Dexterity saving throw or take 2d6 piercing damage and 2d10 poison damage as darts impale them. You may summon a 10 ft. x 10 ft. wide boulder. Enemies caught in the line of the boulder must make a DC 16 Dexterity saving throw or take 3d10 bludgeoning damage and be knocked prone.
- 35 Once per day you may spend 10 minutes to summon up to a dozen Large sized flying creatures. These can be Griffons, Wyverns, Eagles, etc... These creatures follow your orders for travel but will not aid in combat. After ten hours, or when dismissed, the creatures will slowly fade away over one minute.
- 36 While attuned to this item, increase two random attributes by 2. These values can exceed 20.
- 37 While attuned to this item, you have advantage on all saving throws against spells and magical effects.
- 38 While attuned to this item, you gain resistance to all elemental damage. If you already have resistance to an element, you become immune instead.
- 39 While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a stroke of luck sweep over you. During this encounter, your damage dice with melee and ranged weapon attacks are maximized this combat. You roll an additional 50% damage dice for all of your spells.
- 40 While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a stroke of luck sweep over you. During this encounter, your critical hit threshold become 15-20.

d100 Effect (Legendary Beneficial)

- 41 While attuned to this item, roll an additional d4 whenever you roll for initiative. On a result of 4 you feel a stroke of luck sweep over you. During this encounter, you have resistance to all damage and may use up to two bonus actions and reactions on each of your turns.
- 42 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you feel a stroke of luck sweep over you. You have advantage on all attacks and saving throws during this encounter.
- 43 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to heal yourself or any ally up to 60 ft away for an amount equal to your level.
- 44 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to throw your weapon at an enemy within 60 ft. Make an attack roll using your primary stat. On a hit, you deal 4d10 damage + half your level damage to that enemy of the appropriate damage type and your weapon instantly returns to your hand.
- 45 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to inspire yourself or an ally within 60 ft. with power. That creature has advantage on any actions they take on their next turn.
- 46 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, the legendary power of this item fills you with unnatural strength. During this encounter, you may use your bonus action to curse an enemy within 60 ft. using the power of this item. That target has disadvantage on any actions they take on their next turn.
- 47 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, your highest stat is increased to 30.
- 48 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, all of your attributes become 20 unless they are already higher.
- 49 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, you gain a flight speed of 60 ft, you gain the FlyBy feature, and all of your attacks have their damage increased by half your level.

d100 Effect (Legendary Beneficial)

- 50 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, you become an avatar of this item's power. It melds with your body and you gain physical characteristics that match its type. During this encounter, your armor and flesh becomes hard as diamond. Your AC is set to 22 and you gain proficiency in all saving throws.
- 51 While attuned to this item, you have a fly speed of 40 ft. and a swim speed of 40 ft.
- 52 While attuned to this item, whenever you roll for initiative, you may gain temporary hit points equal to the difference between your maximum and current hit points or equal to your level, whichever is higher.
- 53 While attuned to this item, you may use your action to launch an ethereal chain at a foe within 30 ft. You choose "At bay" or "At my mercy". If you choose At Bay, that target must pass a DC 20 Strength check to move closer to you and any movement they make is considered difficult terrain. If you choose At My Mercy, the opponent cannot move more than 30 ft. from you and any movement they make will drag you along with them. You may dismiss the chain at any time.
- 54 While attuned to this item, you may use your bonus action to mark an enemy for 1 minute. While marked, you have advantage on all attacks against that target and your attacks deal an additional 3d6 damage. Attacks against any other enemies are made with disadvantage. This mark is only removed after 1 minute or when the marked target dies.
- 55 While attuned to this item, you may have your attacks instantly kill any enemy with hit points less than twice your level.
- 56 While attuned to this item, when enemies move within 30 ft. of you they must make a Will save or become frightened. This effect's DC is equal to 8 + Prof + Cha. A stange shadowy aura surrounds this item.
- 57 While attuned to this item, you stop aging and you no longer need food to live. You are immune to any effect that would age you and you cannot die from old age. You are also immune to petrification and disease.
- 58 While attuned to this item, you gain an additional feat of your choice.
- 59 While attuned to this item, your maximum health becomes equal to what it would be if you rolled the maximum value for each health roll.
- 60 While attuned to this item, your natural 1s are considered to be natural 20s.
- 61 When you become attuned to this item roll two d20s (Reroll on a result of 1 or 20). As long as you are attuned to this item, whenever you roll one of the displayed values it is considered a critical hit. These two numbers cannot be changed even if the item becomes attuned to someone else.
- 62 While attuned to this item, every friendly character within 100 ft. of you is considered to be under the effects of a Bless spell at all times.
- 63 While attuned to this item, you have resistance to bludgeoning, piercing, and slashing damage.

d100 Effect (Legendary Beneficial)

- 64 While attuned to this item, your walking speed increases by 30 ft. Additionally, you may use a bonus action to take a Dash or Disengage. Once you do so, you can't use this ability again until you start another encounter.
- 65 While attuned to this item, one piece of platinum explodes out of this item for every point of damage you deal to enemies of at least CR 1.
- 66 While attuned to this item, whenever you move your full speed on a turn, this item unleashes a burst of energy. You may make a ranged attack against an enemy within 50 ft as a bonus action using your primary attribute. On a hit, a blast of power bursts forth dealing 4d6 + half your level lightning damage.
- 67 While attuned to this item, if you start your turn with at least 1 hit point, you regain 1d10 hit points.
- 68 While attuned to this item, you have advantage on saving throws against spells that target you specifically. Additionally, if you roll a natural 20 for the save and the spell is of 7th level or lower, that spell is reflected back to the caster.
- 69 While attuned to this item, you may use your bonus action to infuse an enemy within 10 ft. with deadly energy. The next time that creature is dealt damage within 1 minute, the energy explodes, dealing 3d10 force damage.
- 70 This item has 9 charges. You may expend 1 charge to cast Hold Person (DC 17), 2 charges to cast Hold Monster (DC 17), 2 charges to cast the Polymorph spell (save DC 17), 4 charges to cast Dominate Person (save DC 17), and 4 to cast Geas (save DC 17). This item regains 2d4 + 1 charges each dawn.
- 71 This item has 2 charges. You may use one charge to cast Time Stop. This item regains 1 charge each dawn.
- 72 This item has 2 charges. You may expend 1 charge to cast conjure elemental from it, declaring the type of elemental at the time of casting. You may only control a single elemental at a time. This item regains all charges at dawn.
- 73 While attuned to this item, whenever you take the dodge action, you get a single counterattack against every enemy that attempts to strike you. Whenever you take the dash action, you may also make a single attack or cast a spell of third level or lower.
- 74 While attuned to this item, you overcome all enemy damage resistances. Enemies with immunities have resistance instead.
- 75 While attuned to this item, you cannot be blinded, deafened, petrified, or stunned.
- 76 While attuned to this item, whenever you score a critical hit you deal an additional 21 damage. Additionally, whenever you land a critical hit, roll an additional dice. If the result of the second die is an 17 or higher, you destroy a piece of the target's body (to be randomly determined at the time of the attack)

d100 Effect (Legendary Beneficial)

- 77 While attuned to this item, you may sprout a set of adamantine claws as a bonus action. These claws are considered a finesse weapon and deal 1d8 + Dex damage. These claws are seemingly indestructible and can pierce through most other metals. When retracted, these claws are invisible.
- 78 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Gold Dragon appears to help you in combat.
- 79 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Brass Dragon appears to help you in combat.
- 80 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Copper Dragon appears to help you in combat.
- 81 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Silver Dragon appears to help you in combat.
- 82 While attuned to this item, whenever you roll for initiative roll a d4. On a result of 4, a young Bronze Dragon appears to help you in combat.
- 83 While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 4d4 gems to burst forth, each worth 10g. Whenever you kill an enemy with a critical hit, roll 16d4 instead.
- 84 The first time you become attuned to this item, you hear a voice in your head ask: "Choose your enemy." Whenever you fight any enemy that shares a type with the chosen enemy, your attacks deal 3d6 extra damage. Additionally, this item glows whenever any creature of that type is near and you have resistance to all attacks made by creatures of that type. The chosen enemy persists even if attuned to someone else.
- 85 While attuned to this item, you are filled with the spirit of an ancient dragon. You gain the ability to use the breath weapon of a random adult dragon twice per day. You may only use this ability once per short rest.
- 86 This item contains the spirit of a creature of the DMs choosing. Once per day, you may call upon that creature to come forth and fight on your behalf for up to one minute. You may use your bonus action to give specific commands to this creature and it will execute them to the best of its ability.
- 87 While attuned to this item, you gain the effects of an Luon Stone of your choosing every morning when you wake.

d100 Effect (Legendary Beneficial)

- 88 While attuned to this item, you have resistance to damage from spells.
- 89 While attuned to this item, all of your attributes scores are increased by 1.
- 90 This item has two small vials attached to it filled with a bright red liquid. These vials act as Potions of Supreme Healing to the wielder. The contents of these vials are restored every dawn as long as this item is attuned to someone.
- 91 This item has a small vial attached to it filled with a deep yellow liquid. Consuming the contents of this potion gives the user the benefits of a Potion of Giant's Strength to the wielder. The contents of this vial are restored every dawn as long as the item is attuned to someone. The type of giant is randomly selected each morning.
- 92 This item has a small vial attached to it filled with midnight black liquid. The contents of this vial acts as Oil of Sharpness for any weapon the person this item is attuned to wields. The contents of this vial are restored every dawn as long as someone is attuned to it.
- 93 This item loses all negative detriments above the lesser tier. If this item has no detriments, roll on this table again.
- 94 While attuned to this item, you gain proficiency in three skills of your choice. This choice of skills cannot be altered even if you become unbound to this weapon.
- 95 Your proficiency bonus is increased by 1.
- 96 While attuned to this item, whenever you roll with advantage, roll three dice instead of two.
- 97 This item contains three 8th level spells. Roll on the Wizard's spell table three times. This item allows the user to cast one of the spells from that list using their highest stat as the spellcasting modifier. This ability can only be used once a day.
- 98 This item holds 1 wish.
- 99 This item holds 2 wishes.
- 100 This item holds 3 wishes.

LESSER DETRIMENTAL EFFECTS

d100 Effect (Lesser Detrimental)

- 1 While attuned to this item, during rainstorms, frogs will fall out of the sky and batter you, occasionally exploding on impact.
- 2 While attuned to this item, bartenders charge you twice as much for alcohol and rooms.
- 3 While attuned to this item, a ferret will occasionally show up at night and steal 1d4 gold from you. If you attempt to catch or harm the ferret it disappears with a poof of smoke.
- 4 While attuned to this item, no NPCs think any of your jokes are funny.
- 5 While attuned to this item, you seem to have the worst luck. You can never win at games of chance.
- 6 While attuned to this item, birds will aim for you when evacuating their bowels.
- 7 While attuned to this item, all non-magical flames within 30 feet of you are extinguished.
- 8 While attuned to this item, you have terrible nightmares every night. You require an extra hour of sleep to become fully rested.
- 9 While attuned to this item, all nearby allies have terrible nightmares when you are sleeping within 50 ft. of them. They require an extra hour of rest a night.
- 10 While attuned to this item, you somehow manage to burn any food you try to cook
- 11 While attuned to this item, all chickens stalk you with violent intentions, striking when they feel their numbers are great enough to overcome you
- 12 While attuned to this item, slugs make their way to you and crawl on your face while you sleep.
- 13 While attuned to this item, all domestic animals are terrified of you.
- 14 While attuned to this item, you snore incredibly loud every night no matter how or where you sleep.
- 15 While attuned to this item, all instruments within 50 ft. of you sound out of tune when played.
- 16 While attuned to this item, you must eat twice the normal amount of food and you always feel hungry.
- 17 While attuned to this item, you no longer trust Bartenders and always assume they are lying to you.
- 18 While attuned to this item, you no longer trust Bards and always assume they are lying to you. This does not apply to your party members.
- 19 While attuned to this item, you no longer trust Barbarians and always assume they are lying to you. This does not apply to your party members.
- 20 While attuned to this item, you no longer trust Clerics and always assume they are lying to you. This does not apply to your party members.

d100 Effect (Lesser Detrimental)

- 21 While attuned to this item, you no longer trust Fighters and always assume they are lying to you. This does not apply to your party members.
- 22 While attuned to this item, you no longer trust Rogues and always assume they are lying to you. This does not apply to your party members.
- 23 While attuned to this item, you no longer trust Paladins and always assume they are lying to you. This does not apply to your party members.
- 24 While attuned to this item, you no longer trust Sorcerers and always assume they are lying to you. This does not apply to your party members.
- 25 While attuned to this item, you no longer trust Wizards and always assume they are lying to you. This does not apply to your party members.
- 26 While attuned to this item, you no longer trust Druids and always assume they are lying to you. This does not apply to your party members.
- 27 While attuned to this item, you no longer trust Monks and always assume they are lying to you. This does not apply to your party members.
- 28 While attuned to this item, you no longer trust Warlocks and always assume they are lying to you. This does not apply to your party members.
- 29 While attuned to this item, you no longer trust Guards and always assume they are lying to you.
- 30 While attuned to this item, you no longer trust Lords and always assume they are lying to you.
- 31 While attuned to this item, you no longer trust Soldiers and always assume they are lying to you.
- 32 While attuned to this item, you gain an additional random character flaw from your background's list of options.
- 33 While attuned to this item, you constantly confuse your left from your right.
- 34 While attuned to this item, you think the sun rises in the west and sets in the east.
- 35 While attuned to this item, you think all food except the last thing you ate before becoming attuned to this item tastes vile.
- 36 While attuned to this item, you have to use the bathroom three times as often.
- 37 While attuned to this item, you fall madly in love with the next new person you meet that fits your sexual preferences.
- 38 While attuned to this item, you refuse to let it out of your sight. If it is more than ten feet from you, you have disadvantage on all rolls.
- 39 While attuned to this item, you can only sleep in the company of others. You need someone within arms length or you cannot fall asleep except through magical means.
- 40 While attuned to this item, whenever you approach a cliff, you have an overwhelming urge to jump. Make a DC 5 Wisdom check or follow through with this desire.

d100 Effect (Lesser Detrimental)

- 41 While attuned to this item, you have an overwhelming urge to throw yourself into fires. Whenever you come within 10 feet of one, make a DC 5 Wisdom save or give in to your urges.
- 42 While attuned to this item, you become colorblind.
- 43 While attuned to this item, you cannot discern your enemies weapons. Hostile enemies seem to always be wielding logs of various sizes.
- 44 While attuned to this item, all members of a randomly determined race all look the same to you.
- 45 While attuned to this item, you have an illogical fear of fish and will avoid going into the water if at all possible.
- 46 While attuned to this item, fish are strangely drawn to you when in water. They make swimming especially difficult for you and your swim speed is cut in half.
- 47 While attuned to this item, anytime there is an explosion near you, you become filled with fear. Make a DC 5 Wisdom save or spend your next turn running away terrified.
- 48 While attuned to this item, all food you eat tastes like chicken and every beverage like water.
- 49 While attuned to this item, you assume any liquid you drink has been poisoned by an unknown enemy and must be carefully examined before consumed.
- 50 Reroll on the table twice, excluding this result.
- 51 While attuned to this item, small wildlife creatures fear you.
- 52 While attuned to this item, whenever you roll a natural 1 in combat, you move down one step on the initiative list as you grow distracted by this item's beauty.
- 53 While attuned to this item, whenever you roll a natural 1 in combat, your weapon turns into a large fish for the next round. It deals 1d2 bludgeoning damage to enemies. You maintain proficiency with the weapon while in this state.
- 54 While attuned to this item, whenever you roll a natural 1 on a ranged attack, your projectile turns to confetti before reaching the target. They see this as mockery and will attempt to slay you.
- 55 While attuned to this item, whenever an enemy hits you with a critical strike, roll a DC 10 Wisdom save. On a fail, you become frightened of your target. You may repeat this save at the end of each of your turns.
- 56 While attuned to this item, whenever an enemy hits you with a critical strike, you wet yourself.
- 57 While attuned to this item, you feel homesick as soon as you leave town. You must sleep with a stuffed animal or similar reminder or you gain a level of exhaustion when you wake.
- 58 While attuned to this item, you always feel cold, even in the hottest of temperatures.
- 59 While attuned to this item, you always feel hot, even in the middle of winter.

d100 Effect (Lesser Detrimental)

- 60 While attuned to this item, you sweat profusely constantly. You have disadvantage on climb checks but advantage on escaping from grapples.
- 61 While attuned to this item, if you are a male your beard hair falls out and you can no longer grow one. If you are female, you begin growing a beard.
- 62 While attuned to this item, all coins look like copper to you.
- 63 While attuned to this item, water you drink tastes like foul wine.
- 64 While attuned to this item, you often find stray kittens that only wish they had a home. They will love you dearly, but every night when you go to bed the kitten disappears and only a furball is left in its wake.
- 65 While attuned to this item, you are absolutely convinced this is an item directly affected by divine intervention. You shall allow no harm to come to it.
- 66 While attuned to this item, on rainy days you feel as sad as the weather is gloomy.
- 67 While attuned to this item, a flumph follows you around, occasionally unleashing a spray of stench at nearby players. If you kill the flumph it will return at dawn the next day.
- 68 While attuned to this item, any food that you carry on your body goes bad at ten times the normal rate.
- 69 While attuned to this item, torches burn but produce no light while you are holding them.
- 70 While attuned to this item, your weight increases by 1d4 x 10 pounds.
- 71 While attuned to this item, you lose the ability to smell.
- 72 While attuned to this item, you now speak with a random foreign accent. Some NPCs have a hard time understanding you.
- 73 This item has a map inscribed upon it. It will lead you to a trap planted by local bandits.
- 74 While attuned to this item, you become sickened for one round after killing a creature as you are filled with disgust by what you have done.
- 75 While attuned to this item, every night when you go to bed, this item transforms into a pack of bats and flies off into the night. They return at first light and reform the item.
- 76 While attuned to this item, whenever you kill a creature, its body explodes shortly afterward.
- 77 While attuned to this item, no matter how sneaky you attempt to be, you always seem to leave footprints in your wake.
- 78 While attuned to this item, you are occasionally stuck by powerful needs to itch locations that you cannot reach.
- 79 While attuned to this item, you become convinced that the next enemy you encounter is a long, lost childhood friend.

d100 Effect (Lesser Detrimental)

- 80 While attuned to this item, you perceive the voices of everyone around you as if they were speaking in monotone.
- 81 While attuned to this item, you become convinced that you are being stalked by a ghost. You cannot sleep on your own or without a light or you will gain a level of exhaustion.
- 82 While attuned to this item, you develop an intolerant mindset towards members of a random race.
- 83 While attuned to this item, you feel incredibly generous and will give gold to anyone in need.
- 84 While attuned to this item, you are afflicted by narcolepsy. Whenever you roll a natural 1 for initiative, you fall asleep for 2 rounds, or until someone shakes you awake, or until someone strikes you.
- 85 While attuned to this item, you become convinced that everyone is trying to steal from you.
- 86 While attuned to this item, you become allergic to the next food you eat. You have horrible sneezing fits when it is nearby and become sickened for 6 hours if you eat it.
- 87 While attuned to this item, anytime you see someone having a conversation out of earshot, you just know that they are talking about you.
- 88 While attuned to this item, every morning you forget your name and have to be convinced when told what it is.
- 89 While attuned to this item, you have a powerful urge to drink the blood of anything you kill.
- 90 While attuned to this item, whenever you curse, 1 gold disappears from your bags and appears in a jar hidden away somewhere on this plane. If you have no gold, you take 1 point of psychic damage.
- 91 While attuned to this item, a small snow flurry follows you around everywhere you go.
- 92 While attuned to this item, you are afraid of lightning. Roll a DC 15 Wisdom save to see if you can work up the courage to travel on such days. On a fail, you do everything you can to stay indoors.
- 93 While attuned to this item, you have an incredible terror of frogs and toads.
- 94 While attuned to this item, all alcohol turns to water as soon as it touches your lips.
- 95 While attuned to this item, all water turns to alcohol as soon as it touches your lips.
- 96 While attuned to this item, you have hour long fits of the hiccups multiple times a day.
- 97 While attuned to this item, you are compelled to make a wager on every fight.
- 98 While attuned to this item, occasionally a live wasp will find its way into your water flask.
- 99 While attuned to this item, you become terrified at the sight of your own reflection.
- 100 While attuned to this item, all 2's on your damage die count as 1's

MEDIUM DETRIMENTAL EFFECTS

d100 Effect (Medium Detrimental)

- 1 While attuned to this item, your movement speed is reduced by 5 ft.
- 2 While attuned to this item, whenever you roll a natural 1 in combat, the target you were attacking gets an opportunity attack against you.
- 3 While attuned to this item, your maximum health is reduced by an amount equal to your level.
- 4 While attuned to this item, you regain two less hit die than normal during a long rest.
- 5 While attuned to this item, whenever you roll a natural 1 for initiative, 1d4 kobolds appear in an empty space within 30 feet of and attack you.
- 6 While attuned to this item, whenever you roll a natural 1 for initiative, 2 bugbears appear in an empty space within 30 feet of and attack you.
- 7 While attuned to this item, whenever you roll a natural 1 for initiative, 1d4 bullywugs appear in an empty space within 30 feet of and attack you.
- 8 While attuned to this item, whenever you roll a natural 1 for initiative, 2 cockatrices appear in an empty space within 30 feet of and attack you.
- 9 While attuned to this item, whenever you roll a natural 1 for initiative, 2 imps appear in an empty space within 30 feet of and attack you.
- 10 While attuned to this item, whenever you roll a natural 1 for initiative, choose a page number between 12 and 314 at random. A random monster on that page of the Monster Manual escapes this item and attacks. If the creature chosen has a CR higher than the average level of your party, choose another random creature.
- 11 While attuned to this item, your stomach is constantly in knots. When you make a Constitution saving throw, roll a an additional d4 and subtracts that amount from the result.
- 12 While attuned to this item, your limbs feel weak. When you make a Strength saving throw, roll a an additional d4 and subtracts that amount from the result.
- 13 While attuned to this item, your limbs feel numb. When you make a Agility saving throw, roll a an additional d4 and subtracts that amount from the result.
- 14 While attuned to this item, your head is constantly cloudy. When you make a Wisdom saving throw, roll a an additional d4 and subtracts that amount from the result.
- 15 While attuned to this item, your memory seems to slip. When you make a Intelligence saving throw, roll a an additional d4 and subtracts that amount from the result.
- 16 While attuned to this item, your tongue is heavy in your mouth. When you make a Charisma saving throw, roll a an additional d4 and subtracts that amount from the result.
- 17 While attuned to this item, all enemy attacks deal an additional 1 damage to you.
- 18 While attuned to this item, slashing damage deals an extra 3 damage to you.

d100 Effect (Medium Detrimental)

- 19 While attuned to this item, bludgeoning damage deals an extra 3 damage to you.
- 20 While attuned to this item, stabbing damage deals an extra 3 damage to you.
- 21 While attuned to this item, fire damage deals an extra 4 damage to you.
- 22 While attuned to this item, cold damage deals an extra 4 damage to you.
- 23 While attuned to this item, lightning damage deals an extra 4 damage to you.
- 24 While attuned to this item, thunder damage deals an extra 4 damage to you.
- 25 While attuned to this item, necrotic damage deals an extra 4 damage to you.
- 26 While attuned to this item, radiant damage deals an extra 4 damage to you.
- 27 While attuned to this item, psychic damage deals an extra 4 damage to you.
- 28 While attuned to this item, force damage deals an extra 4 damage to you.
- 29 While attuned to this item, acid damage deals an extra 4 damage to you.
- 30 While attuned to this item, poison damage deals an extra 4 damage to you.
- 31 While attuned to this item, reduce the damage of all of your critical hits by 7.
- 32 While attuned to this item, the DC for your death saving throws become 12.
- 33 While attuned to this item, whenever you roll with disadvantage, reduce the value of the lower dice by 2.
- 34 While attuned to this item, your critical hits cause backlash damage. On a critical hit you take damage equal to your proficiency bonus.
- 35 While attuned to this item, your AC is reduced by 1 when an enemy is within 5 ft of you.
- 36 While attuned to this item, when an enemy critically hits you, you take 1d10 additional damage of that type.
- 37 While attuned to this item, for the first hour after finishing a long rest, your movement speed is halved as this item drains your energy.
- 38 While attuned to this item, Whenever an enemy rolls a natural 1 against you, it is a hit rather than a miss.
- 39 While attuned to this item, you are easily frightened. You get -2 to any fear checks.
- 40 While attuned to this item, when you roll a 1 for initiative. A blue dragon wyrmling will appear and help the enemy in combat.
- 41 While attuned to this item, when you roll a 1 for initiative. A red dragon wyrmling will appear and help the enemy in combat.

d100 Effect (Medium Detrimental)

- 42 While attuned to this item, when you roll a 1 for initiative. A black dragon wyrmling will appear and help the enemy in combat.
- 43 While attuned to this item, when you roll a 1 for initiative. A green dragon wyrmling will appear and help the enemy in combat.
- 44 While attuned to this item, when you roll a 1 for initiative. A white dragon wyrmling will appear and help the enemy in combat.
- 45 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. You are under the effects of the bane spell for the first three rounds of this encounter.
- 46 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a wave of sickness. You are considered poisoned for the first three rounds of this encounter.
- 47 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you become captivated by this item. During the first round of combat you may take no actions.
- 48 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, during this encounter, whenever you deal damage roll an extra d4 and subtract that value from the total.
- 49 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. During this encounter, enemies roll an additional d4 damage whenever that successfully attack you.
- 50 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, your legs go numb with fear. For the first three rounds of combat your movement speed is halved and you cannot take the dash action.
- 51 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item gives off discharges of power this encounter. Any friendly creature within 10 ft. of you at the end of your turn takes 1d6 force damage.
- 52 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item demands power. Your highest stat to become 10 for three rounds as you feed its hunger.
- 53 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you feel the burden of this item's power take its toll on you. You cannot take reactions or bonus actions for the first three rounds of combat.
- 54 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Wall of Fire springs up around you and lasts for three rounds.
- 55 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are affected by a Reduce spell for the first three rounds of combat.
- 56 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Grease spell is cast under your feet with a radius of 10 ft.

d100 Effect (Medium Detrimental)

- 57 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. gains 4d6 temporary hit points.
- 58 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. gain +4 to their highest stat
- 59 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200ft. becomes blessed.
- 60 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200ft. comes under the effects of Mirror Image.
- 61 While attuned to this item, whenever you roll a 1 in combat, a rune appears on the ground beneath your feet. At the end of your turn this rune explodes, dealing 2d10 lightning damage to all friendly creatures adjacent to it.
- 62 While attuned to this item, whenever you are affected by a healing spell, a random enemy within 30ft. heals for that same amount.
- 63 While attuned to this item, if an enemy casts a damaging spell that would harm you, roll your saving throw with disadvantage.
- 64 While attuned to this item, whenever you make a saving throw against a spell that deals Arcane damage, roll an additional d4 and subtract that value from the result.
- 65 While attuned to this item, whenever you make a saving throw against a spell that deals Fire damage, roll an additional d4 and subtract that value from the result.
- 66 While attuned to this item, whenever you make a saving throw against a spell that deals Cold damage, roll an additional d4 and subtract that value from the result.
- 67 While attuned to this item, whenever you make a saving throw against a spell that deals Thunder damage, roll an additional d4 and subtract that value from the result.
- 68 While attuned to this item, whenever you make a saving throw against a spell that deals Lightning damage, roll an additional d4 and subtract that value from the result.
- 69 While attuned to this item, whenever you make a saving throw against a spell that deals Acid damage, roll an additional d4 and subtract that value from the result.
- 70 While attuned to this item, whenever you make a saving throw against a spell that deals Poison damage, roll an additional d4 and subtract that value from the result.

d100 Effect (Medium Detrimental)

- 71 While attuned to this item, whenever you make a saving throw against a spell that deals Necrotic damage, roll an additional d4 and subtract that value from the result.
- 72 While attuned to this item, whenever you make a saving throw against a spell that deals Radiant damage, roll an additional d4 and subtract that value from the result.
- 73 While attuned to this item, whenever you make a saving throw against a spell that deals Force damage, roll an additional d4 and subtract that value from the result.
- 74 While attuned to this item, any spell that allows you to reroll to end an effect at the end of your turn has its DC increased by 2.
- 75 While attuned to this item, whenever you make a Acrobatics check, roll an additional d4 and subtract half that value, rounded up, from your result.
- 76 While attuned to this item, whenever you make a Animal Handling check, roll an additional d4 and subtract that value from your result.
- 77 While attuned to this item, whenever you make a Athletics check, roll an additional d4 and subtract that value from your result.
- 78 While attuned to this item, whenever you make a Deception check, roll an additional d4 and subtract that value from your result.
- 79 While attuned to this item, whenever you make a History check, roll an additional d4 and subtract that value from your result.
- 80 While attuned to this item, whenever you make a Insight check, roll an additional d4 and subtract that value from your result.
- 81 While attuned to this item, whenever you make a Intimidation check, roll an additional d4 and subtract that value from your result.
- 82 While attuned to this item, whenever you make a Investigation check, roll an additional d4 and subtract that value from your result.
- 83 While attuned to this item, whenever you make a Medicine check, roll an additional d4 and subtract that value from your result.
- 84 While attuned to this item, whenever you make a Nature check, roll an additional d4 and subtract that value from your result.
- 85 While attuned to this item, whenever you make a Perception check, roll an additional d4 and subtract that value from your result.
- 86 While attuned to this item, whenever you make a Performance check, roll an additional d4 and subtract that value from your result.
- 87 While attuned to this item, whenever you make a Persuasion check, roll an additional d4 and subtract that value from your result.
- 88 While attuned to this item, whenever you make a Religion check, roll an additional d4 and subtract that value from your result.

d100 Effect (Medium Detrimental)

- 89 While attuned to this item, whenever you make a Sleight of Hand check, roll an additional d4 and subtract that value from your result.
- 90 While attuned to this item, whenever you make a Stealth check, roll an additional d4 and subtract that value from your result.
- 91 While attuned to this item, whenever you make a Survival check, roll an additional d4 and subtract half that value, rounded up, from your result.
- 92 While attuned to this item, you may not use healing potions while in combat.
- 93 While attuned to this item, whenever an enemy critically hits you, you have disadvantage on all rolls made during your next round of combat.
- 94 While attuned to this item, whenever an enemy critically hits you, you move down one step on the initiative order
- 95 While attuned to this item, whenever you roll with advantage, reduce the result of the higher dice by 2.
- 96 While attuned to this item, party members within 5 feet of you gain a penalty of -1 to their initiative rolls.
- 97 While attuned to this item, you get -2 to your initiative rolls.
- 98 While attuned to this item, you are mute for the first hour after a long rest.
- 99 While attuned to this item, if you have darkvision, you lose it. If you don't have darkvision, you are now afraid of the dark and need a light in order to sleep.
- 100 While attuned to this item, whenever you roll max damage on an attack die. Reroll that die and take the second result. Do this a maximum of once per round.

MAJOR DETRIMENTAL EFFECTS

d100 Effect (Major Detrimental)

- 1-10 This item has two additional Medium Detriments
- 11 While attuned to this item, you have vulnerability to fire damage.
- 12 While attuned to this item, you have vulnerability to cold damage.
- 13 While attuned to this item, you have vulnerability to lightning damage.
- 14 While attuned to this item, you have vulnerability to thunder damage.
- 15 While attuned to this item, you have vulnerability to force damage.
- 16 While attuned to this item, you have vulnerability to acid damage.
- 17 While attuned to this item, you have vulnerability to poison damage.
- 18 While attuned to this item, you have vulnerability to psychic damage.
- 19 While attuned to this item, you have vulnerability to radiant damage.
- 20 While attuned to this item, you have vulnerability to necrotic damage.
- 21 While attuned to this item, you have vulnerability to slashing damage.
- 22 While attuned to this item, you have vulnerability to bludgeoning damage.
- 23 While attuned to this item, you have vulnerability to piercing damage.
- 24 While attuned to this item, enemies critically hit you on a roll of 18-20
- 25 While attuned to this item, enemy attacks deal an additional 3 damage to you.
- 26 While attuned to this item, you have a chance to spontaneously combust. When you are damaged by an enemy, roll a d20. On a result of 1, you cast a level 3 Fireball spell centered on yourself.
- 27 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, pure energy erupts from this item when you. All flammable objects not being worn or carried within thirty feet of you burst into flames. Additionally, all creatures within thirty feet take 3d6 fire damage
- 28 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, ice erupts from this item. All non-living, non-carried or equipped objects in a twenty foot radius are frozen. The area becomes difficult terrain until the ice melts. All creatures within this area take 3d6 cold damage.
- 29 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item erupts with brilliant light. All creatures within ten feet of you, including yourself, must make a DC 15 Constitution save or become blinded. Repeat this save at the end of each turn. You automatically fail the first.

d100 Effect (Major Detrimental)

- 30 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, a cloud of poisonous gas erupts from this item when you. All creatures in a 20 foot radius, including you, must make a DC 15 Constitution save or become poisoned. Repeat this save at the end of each turn. You automatically fail the first.
- 31 While attuned to this item, whenever you roll a critical hit, reduce its damage by 13.
- 32 While attuned to this item, for the first hour after finishing a long rest, you are deaf.
- 33 While attuned to this item, when an enemy critically hits you, you take 2d12 additional damage of that type.
- 34 While attuned to this item, whenever you roll a natural 1 on a spell save DC, the damage is increased by 50% or the DC to save on the effect if ongoing is increased by 3
- 35 While attuned to this item, Whenever an enemy rolls a natural 1 against you, it is a hit rather than a miss.
- 36 While attuned to this item, whenever you roll max damage on a die. Reroll that die and take the second result. This detriment only applies once per turn.
- 37 While attuned to this item, your critical hits cause backlash damage. On a critical hit, you take damage equal to your level.
- 38 While attuned to this item, you regain only half of your hit dice during a long rest.
- 39 While attuned to this item, every time you take the attack action or cast a spell, you lose 2 hit points.
- 40 While attuned to this item, you get -4 to your initiative rolls.
- 41 While attuned to this item, you make your initiative rolls with disadvantage.
- 42 While attuned to this item, you must sleep for at least ten hours to become fully rested. If you do not get this rest you gain a level of exhaustion.
- 43 While attuned to this item, once you fall asleep you enter a trance and are incapable of waking up for any reason for the next six hours.
- 44 While attuned to this item, whenever you are critically hit you are stunned until the end of your next turn.
- 45 While attuned to this item, when you roll a natural 1-2 for initiative. A Bulette will appear and help the enemy in combat. If a Bulette does not fit in this area,
- 46 While attuned to this item, when you roll a natural 1-2 for initiative. A Cambion will appear and help the enemy in combat.
- 47 While attuned to this item, when you roll a natural 1-2 for initiative. A Balgura Demon will appear and help the enemy in combat. If a Balgura does not fit in this area, a Flaming Skull appears instead.
- 48 While attuned to this item, when you roll a natural 1-2 for initiative. A Barbed Devil will appear and help the enemy in combat.

d100 Effect (Major Detrimental)

- 49 While attuned to this item, when you roll a natural 1-2 for initiative. A Half-Dragon Veteran will appear and help the enemy in combat.
- 50 While attuned to this item, during your first combat of the day, you have -3 to all saving throws for this fight.
- 51 While attuned to this item, during your first combat of the day, you are filled with rage and always attack the closest enemy this fight.
- 52 While attuned to this item, during your first combat of the day, your legs go numb. Your movement speed is halved for this fight.
- 53 While attuned to this item, the contents of healing potions turn to dust as they touch your lips.
- 54 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. You are under the effects of the bane spell for this encounter.
- 55 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a wave of sickness. You are considered poisoned for the first five rounds of this encounter.
- 56 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you become captivated by this item. During the first round of combat you may take no actions and during the second you make all actions with disadvantage.
- 57 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, during this encounter, whenever you deal damage roll an extra d6 and subtract that value from the total.
- 58 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are hit by a stroke of bad luck. During this encounter, enemies roll an additional d6 damage whenever that successfully attack you.
- 59 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, your legs go numb with fear. For the first five rounds of combat your movement speed is halved and you cannot take the dash action.
- 60 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item gives off discharges of power this encounter. Any friendly creature within 10 ft. of you at the end of your turn takes 2d6 force damage.
- 61 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item demands power. Your highest stat to become 12 for five rounds as you feed its hunger.
- 62 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you feel the burden of this item's power take its toll on you. You cannot take reactions or bonus actions for the first three rounds of combat.
- 63 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Wall of Fire springs up around you and lasts for five rounds.
- 64 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, you are affected by a Reduce spell for the first five rounds of combat.

d100 Effect (Major Detrimental)

- 65 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a Grease spell is cast under your feet with a radius of 20 ft.
- 66 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. gains 4d12 temporary hit points.
- 67 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. A random enemy within 200 ft. has their highest stat increased by 6.
- 68 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. Two random enemies within 200ft. becomes blessed.
- 69 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes an uncontrollable surge of energy. Two random enemies within 200ft. comes unde the effects of Mirror Image spell.
- 70 While attuned to this item, you feel sluggish and depressed when it rains. While it is raining, make your initiative rolls with disadvantage and you make not take bonus actions.
- 71 While attuned to this item, whenever you roll a natural 19-20 for initiative, one of the random effects from the Bag of Beans occurs within ten feet of you.
- 72 While attuned to this item, a pack of 3d6 gnolls appear somewhere in the wilds, worshipping this item as their god. They will hunt you down until they are all killed or until they have retrieved the item.
- 73 While attuned to this item, the gods themselves become jealous. Each dawn roll a d4. On a result of 1, you will be struck with a bolt of lightning (8d6, DC 15 Dex save for half) at some unknown point during that day.
- 74 While attuned to this item, the gods themselves become jealous. Each dawn, roll a d4. On a result of 1, at some point during the day the ground beneath your feet will turn to quicksand. You become restrained and slowly sink into the ground. If you cannot escape or are not pulled free within three turns, you begin to suffocate. (DC 15 Strength save)
- 75 While attuned to this item, the gods themselves become jealous. Each dawn roll a d4. On a result of 1, at some unknown point during the day, one of your allies will be hit by a ray of flames from the heavens. (5d10 fire damage, DC 15 Dexterity save for half)
- 76 While attuned to this item, the gods themselves become jealous. Each dawn roll a d4. On a result of 1, at some unknown point during the day, a powerful gust of wind will bombard you and all creatures within 20 feet. Each creature affected makes a DC 15 Str save, on a fail they are thrown 30 feet, take 5d4 bludgeoning damage, and are knocked prone. On a pass, they take half damage and are not knocked prone.

d100 Effect (Major Detrimental)

- 77 While attuned to this item, you make Acrobatics checks with disadvantage.
- 78 While attuned to this item, you make Animal Handling checks with disadvantage.
- 79 While attuned to this item, you make Athletics checks with disadvantage.
- 80 While attuned to this item, you make Deception checks with disadvantage.
- 81 While attuned to this item, you make History checks with disadvantage.
- 82 While attuned to this item, you make Insight checks with disadvantage.
- 83 While attuned to this item, you make Intimidation checks with disadvantage.
- 84 While attuned to this item, you make Investigation checks with disadvantage.
- 85 While attuned to this item, you make Medicine checks with disadvantage.
- 86 While attuned to this item, you make Nature checks with disadvantage.
- 87 While attuned to this item, you make Perception checks with disadvantage.
- 88 While attuned to this item, you make Performance checks with disadvantage.
- 89 While attuned to this item, you make Persuasion checks with disadvantage.
- 90 While attuned to this item, you make Religion checks with disadvantage.
- 91 While attuned to this item, you make Sleight of Hand checks with disadvantage.
- 92 While attuned to this item, you make Stealth checks with disadvantage.
- 93 While attuned to this item, you make Survival checks with disadvantage.
- 94 While attuned to this item, you are limited to having only one other magical item attuned to you. If you are attuned to two items when you try to become attuned to this item, it fails.
- 95 While attuned to this item, your lowest attribute is reduced by 2.
- 96 While attuned to this item, your highest attribute is reduced by 2.
- 97 While attuned to this item, whenever you kill an enemy, an overwhelming guilt strikes you. Make a DC 15 Wisdom saving throw. On a fail, you are so conflicted with your actions that you cannot attack next turn.
- 98 While attuned to this item, sevens are not so lucky for you. They are always considered a 1 when rolled.
- 99 While attuned to this item, when you move through difficult terrain in combat, you must expend quadruple the movement, rather than double.
- 100 Reroll on this table twice, excluding this result.

LEGENDARY DETRIMENTAL EFFECTS

d100 Effect (Legendary Detrimental)

- 1-10 While attuned to this time, you have vulnerability to three damage types.
- 11 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a Tyrannasaurus Rex appears and fights for your opponent. If the area is too small to fit a Tyrannasaurus Rex, two Allosaurus appear instead.
- 12 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young black dragon appears and fights for your opponent.
- 13 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young red dragon appears and fights for your opponent.
- 14 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young blue dragon appears and fights for your opponent.
- 15 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young green dragon appears and fights for your opponent.
- 16 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a young white dragon appears and fights for your opponent.
- 17 While attuned to this item, whenever you roll a natural 1-3 for your initiative, two flameskulls show up and fights for your opponent.
- 18 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a frost giant shows up and fights for your opponent. If the area is too small to support a frost giant, a hobgoblin warlord appears instead.
- 19 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a hydra shows up and fights for your opponent. If the area is too small to support a hydra, a Mind Flayer is summoned instead.
- 20 While attuned to this item, whenever you roll a natural 1-3 for your initiative, a Yuan-ti Abomination shows up and fights for your opponent. If the area is too small to support an Abomination, a Green Slaad appears instead.
- 21 While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, a 5 ft. wide pit trap opens beneath your feet. You must make a DC 14 Dexterity saving throw. On a success, you manage to avoid falling. On a fail, you fall ten feet and land on sharp spikes, taking 3d10 piercing damage and are trapped in the hole. As soon as the player climbs out of the hole, it disappears and the floor is reformed.
- 22 While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, you spontaneously burst into flame. You take 2d8 fire damage at the beginning of each turn. You may spend your action on your turn to douse the flames. If this effect triggers while you are already on fire, double the number of damage dice.
- 23 While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, a meteor screeches out of the sky and strikes you for 6d6 bludgeoning damage and knocks you prone.
- d100 Effect (Legendary Detrimental)
 - 24 While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, you have a horrific vision of the future. All rolls made on your next turn are made with disadvantage as you try to overcome your fear.
 - 25 While attuned to this item, at the end of each of your turns in combat, roll a d10. On a result of 1, a random creature with CR 2 or less is added to the battle fighting for your opponent.
 - 26 While attuned to this item, whenever water touches your bare skin it burns like acid. You will take damage based on the amount of water to which you are exposed.
 - 27 While attuned to this item, your willingness to kill fades completely. You cannot strike a killing blow on an enemy by any means.
 - 28 Attached to this item is a small book labeled "Whispers of the Ancients". Each day, this item will only gain its beneficial effects if you read at least one page from this book. Doing so causes a temporary madness effect. If you fail to read from the book for multiple days, long-term madness will begin to set in.
 - 29 While attuned to this item, it seems to mock you whenever you fail. Whenever you do not pass a saving throw, this item drains 1 point of the corresponding attribute from all allies within 120 ft. These points are restored on a short or long rest.
 - 30 While attuned to this item, your bloodlust knows no bounds. If ever you try to move away from an enemy, you must pass a DC 16 Wisdom saving throw or be bound by the need to continue fighting.
 - 31 While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find berries nearby. You must feed these to at least one friendly party member before the item will activate. An ally fed by these berries will need to make a DC 16 Constitution saving throw on the first round of the next combat encounter. On a fail, they are poisoned and may repeat the save on each subsequent turns. If the party member has any indication of your tampering, you AND that player are poisoned for the entire combat instead. Tell your DM in secret which party member you poison.
 - 32 While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a strange piece of paper in your pocket. You must read the words on this page to curse an unknowing friendly party member before this item will activate. An ally cursed by this chant must make a DC 16 Charisma saving throw on the first round of the next combat encounter. On a fail, they are under the effects of the Bane spell for the duration of the fight. If the party member has any indication of your tampering, you AND that player are instead placed under the effects of the spell. Tell your DM in secret which party member you curse.

d100 Effect (Legendary Detrimental)

- 33 While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a piece of flint in your pocket. You must secretly place this in the pocket of a friendly party member before this item will activate. On the first round of your next combat encounter, that ally bursts into flames that cannot be doused by you. They take 3d6 Fire damage at the beginning of each turn until they use their action to put out the flames. If the party member is given any clue of your tampering, you will instead be the one to burst into flames that will last for 5 turns no matter how hard you try to cleanse them. Tell your DM in secret which party member was given the flint.
- 34 While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a translucent ribbon in your pocket. You must secretly fasten this ribbon to a magic item belonging to friendly party member before this item will activate. On the first round of your next combat encounter, that player must make a DC 16 Intelligence saving throw. On a fail, their magic item disappears. On a success, nothing happens. If the player is given any indication of your tampering, your magic item will disappear for the entire combat instead. They may repeat this save at the beginning of each subsequent turn. On a success, the item returns to its rightful place. Tell your DM in secret to which item this ribbon has been attached.
- 35 While attuned to this item, it has demands before activating its beneficial effects each day. Each morning you find a small pebble in your pocket. You must secretly slip this pebble into another party member's pocket before this item will activate. On the first round of your next combat encounter, the player who received the pebble must make a DC 16 Wisdom Saving Throw or be put under the effects of the Slow spell. They may repeat this save at the beginning of each subsequent turn. If the player is given any indication of your tampering, you are put under the effects of the spell for the entire combat instead. Tell your DM in secret which player the pebble was given to.
- 36 While attuned to this item, at the beginning of each of your turns roll a d10. On a result of 1, this item's will overtakes yours and forces you to attack your nearest ally this turn.
- 37 While attuned to this item, at the start of each round of combat, as long as you have at least 1 hit point, you lose 1d8 hit points.
- 38 While attuned to this item, whenever you deal a killing blow to an enemy, all allies within 30ft. of that enemy take 15 necrotic damage as this item hungers additional power.
- 39 While attuned to this item, whenever you are knocked unconscious, all allies within 30 ft. are dealt 10 necrotic damage as this item demands a sacrifice.
- 40 While attuned to this item, Whenever an enemy rolls a natural 1 against you, it is a critical hit rather than a miss.
- 41 While attuned to this item, enemy attacks deal an additional 5 damage to you.

d100 Effect (Legendary Detrimental)

- 42 While attuned to this item, your bones are as brittle as glass. Any critical hit that deals more than 20% of your maximum life breaks one of your bones
- 43 While attuned to this item, the first time you pass a saving throw to end a lasting negative effect, the effect instead persists.
- 44 While attuned to this item, all of your hit dice heal for the minimum amount possible.
- 45 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a blast of freezing ice. You and all other creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 cold damage and can only move half their speed next turn. Creatures who pass the save take half damage and do not have their movement restricted. Enemies make this saving throw with advantage.
- 46 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a blast of blinding light. You and all other creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 radiant damage and are blinded until the end of their next turn. Creatures who pass the save take half damage and are not blinded. Enemies make this saving throw with advantage.
- 47 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a blast of poison gas. You and all other creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 poison damage and are poisoned until the end of their next turn. Creatures who pass the save take half damage and are not poisoned. Enemies make this saving throw with advantage.
- 48 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, this item unleashes a wave of necrotic energy. You and all creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 necrotic damage and cannot be healed until the end of their next turn. Creatures who pass the save take half damage and can still be healed. Enemies make this saving throw with advantage.
- 49 While attuned to this item, at the end of your turn in combat, roll a d20. On a result of 1, the area around you is showered with acid. You and all creatures within 30 ft. must make a DC 17 Constitution saving throw. Each creature takes 5d8 acid damage and have their AC reduced by 3 until the end of their next turn. Creatures who pass the save take half damage and do not take an AC penalty. Enemies make this saving throw with advantage.
- 50 You gain an additional two Major detriments
- 51 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, your limbs feel as if they are freezing solid. During this encounter, you have vulnerability to bludgeoning damage and fire damage. Additionally, your movement speed is halved and you are incapable of critically striking enemies.

d100 Effect (Legendary Detrimental)

- 52 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item unleashes jolts of energy whenever you strike a foe. During this encounter, whenever you deal damage to an enemy, you take psychic damage equal to your proficiency bonus.
- 53 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item pulses with psychic energies that probe your mind. During this encounter, you make all saving throws against magical effects with disadvantage. Additionally, you have vulnerability to psychic damage and are incapable of taking a bonus action as pain overwhelms you.
- 54 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item has an overload of power and needs time to recharge. During this encounter, this item loses all beneficial effects.
- 55 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, a stroke of bad luck strikes you. During this encounter, you are under the effects of the Slow spell. This effect cannot be removed by any means until combat ends.
- 56 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item exposes a weakness in your defenses to enemies. During this encounter, any attacks you make or spells you cast provokes an attack of opportunity.
- 57 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item can no longer hold the power it contains. During this encounter, whenever you attack, this item lets loose an arc of lightning to a random ally within 60 ft. That ally makes a DC 16 Dexterity saving throw or takes 3d8 lightning damage. A successful save halves this damage.
- 58 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item can no longer hold the power it contains. During this encounter, whenever you attack, this item unleashes a small blast of flame at a random ally within 60 ft. That ally makes a DC 16 Dexterity saving throw or takes 3d8 fire damage. A successful save halves this damage.
- 59 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, this item feeds off the strength of your allies as well. During this encounter, all allies within 60 ft. get -3 to all of their saving throws.
- 60 While attuned to this item, you are followed by a strange flaming skull. The first time you hit an enemy in combat, the skull will fly to that enemy, consuming their soul and taking control of their body. That enemy becomes empowered in random, powerful ways until killed, at which point the skull will continue following you until the next combat.
- 61 This item is sentient. When it grows bored it may choose to take control of part or all of your body and cause you to perform horrible acts to keep itself entertained. The longer you use this item, the easier it is for the item to gain control.

d100 Effect (Legendary Detrimental)

- 62 While attuned to this item, your eyes become reliant on sunlight for vision. Once the sun has set, you become blinded until it rises again.
- 63 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. During this encounter, all enemies within 60 ft. add an additional d6 to any damaging roll.
- 64 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. At the start of this encounter, all enemies within 120 ft. gain temporary hp equal to three times your level.
- 65 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. During this encounter, all enemies within 60 ft. have their AC increased by 2.
- 66 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, enemies also feed off the power of this item. At the start of this encounter, all enemies within 200 ft. gain the ability to automatically turn a failed saving throw into a pass once this day.
- 67 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, all enemies within 200 ft. are considered blessed during this encounter.
- 68 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, the most powerful enemy within 200 ft. has their highest stat increased by 12 during this encounter.
- 69 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, the most powerful enemy within 200 ft. has their proficiency bonus increased by 3 during this encounter.
- 70 While attuned to this item, whenever you roll for initiative, roll a d4. On a result of 1, the most powerful enemy within 200 ft. gets an extra attack on each of their turns during this encounter.
- 71 While attuned to this item, a reaper stalks you from the shadows. If ever you are more than 100 ft. from any friendly creature, he will attempt to harvest your soul. Make a DC 15 Constitution saving throw or be reduced to 0 hit points. At the beginning of your next turn, make another Constitution saving throw. On a fail, your soul is ripped from your body and you die.
- 72 While attuned to this item, for the first hour after awakening from sleep, you are blind.
- 73 While attuned to this item, for the first hour after awakening from sleep, you are cannot cast spells above cantrips and may only take one attack per turn.
- 74 While attuned to this item, whenever you take fall damage, take 2d10 for every 10 ft. you fall rather than 1d6.
- 75 While attuned to this item, you always go last in combat despite what you roll for your initiative.

d100 Effect (Legendary Detrimental)

- 76 While attuned to this item, whenever you drink a potion you becomes poisoned for the next 10 minutes. This effect cannot be removed by any means magical or non-magical.
- 77 While attuned to this item, an enemy knocks you unconscious, this item teleports to that enemy and instantly becomes attuned to them. This item loses all detrimental effects until it becomes attuned once again.
- 78 While attuned to this item, whenever you roll a 1 on a saving throw in combat, if the effect has a duration it lasts for the maximum duration. If it deals damage, it deals maximum damage.
- 79 While attuned to this item, whenever you roll with advantage, reduce the result of the higher dice by 4.
- 80 While attuned to this item, an adult chromatic dragon is spawned somewhere in the world with a knowing that you took this item from its treasure horde. It will hunt you down, waiting until you are vulnerable and then striking to reclaim its treasure.
- 81 While attuned to this item, whenever you are reduced to 0 hit points, the enemy that performed the blow is empowered. That creature gains temporary hp equal to half of your maximum and makes all attacks with advantage for the rest of the encounter.
- 82 While attuned to this item, whenever you are reduced to 0 hit points, you gain 2 levels of exhaustion.
- 83 While attuned to this item, whenever you are reduced to 0 hit points, this item is impressed by the power of your enemies. You are instantly returned to a third of your maximum hit points, but are now fighting on behalf of your enemies. This effect persists until you are brought to 0 hit points once again.
- 84 While attuned to this item, all magic scrolls that come within 10 feet of it are erased, rendering them useless.
- 85 While attuned to this item, you and all allies within 50 ft. of you are considered to be under the effects of a Bane spell during your first encounter of the day.
- 86 While attuned to this item, you and all allies within 50 ft. of you get -4 to their initiative rolls.
- 87 When you attune to this item, a small wooden chest appears nearby. You can feel your spirit bound to this chest . . . a need to keep it near. If the chest is more than 100 ft. from you, you have disadvantage on attack rolls and ability checks. If this chest is destroyed, sent to another plane of existence, or placed into an extradimensional space, you die as your soul is ripped from your body and harvested by the demon that created this item.

d100 Effect (Legendary Detrimental)

- 88 While attuned to this item, your size category becomes one smaller and your Constitution is lowered by 2.
- 89 While attuned to this item, whispers float on the wind to a powerful creature somewhere on a random plane. This may be a demonlord, a dragon, a djinn, or some other entity of great power. These whispers tell them of this item and its power, calling them to it to retrieve it for themselves.
- 90 While attuned to this item, when you are afflicted by any status effect, roll a d4. As long as the first status effect persists, you also are afflicted by the following based on the result of the d4: 1 - You are defeated, 2 - You are blinded, 3 - You are restrained, 4 - You are poisoned.
- 91 While attuned to this item, when you are in difficult terrain your concentration is scattered. You make all actions with disadvantage.
- 92 To become attuned to this item, you must strike up a bargain with the Gods. They demand something of equivalent value be taken away for you to use this divine gift. This may be a loved one, money, or even bits of your sanity. The terms of this bargain are up to the DM.
- 93 Whenever you make a roll with disadvantage, roll 3 dice and take the lowest result.
- 94 While attuned to this item, you only regenerate a single hit dice on each long rest.
- 95 While attuned to this item, you can only regain health via hit dice and long rests.
- 96 While attuned to this item, whenever you roll a natural 1 during any encounter, roll an additional d10. If the result of that second die is also a 1, this item unleashes a wave of energy at the most powerful enemy within 200 ft. A copy of that creature appears in an adjacent tile at full health and is added to the encounter.
- 97 While attuned to this item, as you sleep, fire randomly jolts off of your body and sets fire to anything flammable nearby.
- 98 To become attuned to this item, you must sign a literal deal with a devil. It may demand your services in combat, for you to harvest the souls of innocents, or some other sinister plot. The terms of the deal are chosen by the GM.
- 99 While attuned to this item, if an enemy hits you for more than half of your max health with a single attack, you are immediately knocked unconscious.
- 100 The ancient snake god of the Yuan-Ti awakens somewhere in the world.

[SECTION B] - PUZZLES

THE SEVEN-DIGIT PUZZLE

- The number contains seven digits
- No number is repeated
- The number created by the first three is greater than that created by the last four
- The sum of the first three numbers and of the last four numbers are both 15.
- The second and sixth numbers are squares and are not 1.
- The square root of the sixth number is in the third position.
- The last number is smaller than all but one of the other numbers

Answer: 8430591

CODED LANGUAGES

Code:

- [Triangle] -> E [Square]
- [Triangle] -> [Square][Star]
- [Square] -> [Star][Circle]
- [Square] -> R
- [Star] -> [Square][Circle]
- [Star] -> N
- [Circle] -> [Triangle] R
- [Circle] -> T [Triangle]

Solution:

- [Triangle]
- E [Square]
- E [Star] [Circle]
- EN [Circle]
- ENT [Triangle]
- ENTE [Square]
- ENTER

You walk into a room with a large stone door on the opposite side. Off to the right of the door is a strange polished slab of marble with a Triangle carved on the left side and glowing lightly. Beneath this slab of marble are eight buttons also made from this same marble with the language rules (*See Above*) inscribed upon them.

There are two more buttons off to the side that read: Confirm and Reset respectively.

The players must successfully spell the word ENTER using the rules given on the buttons. When they do, they can press the 'Confirm' button and the door will swing open. When the players press the 'clear' button, the marble will reset to the initial triangle. If 'Confirm' is pressed with the wrong code in place, a wave of scalding hot water floods into the room and everyone takes 3d6 Fire damage.

Whenever a button is pressed, the displayed shape on the left will be highlighted, but the players can reach up and touch the marble to highlight another of the shapes if they'd like. Whenever a button below is pressed, a new line will appear on the marble with all of the new displayed symbols. The Solution portion above shows the input sequence required to get the desired output.

As soon as the players touch the first button, the entrance door will slam shut, forcing the players to solve the puzzle, or be scorched to death by the scalding hot waters.

THE BUCKET CONUNDRUM

Overview: Five ropes hang down from the ceiling, each of which is attached to a bucket. These buckets are all the same size and made of metal. Scattered about the room are various supplies the players can use to fill these buckets, but only the clues can give them insight as to what goes in each of them.

Room Description:

"The room is round and roughly forty feet in diameter. Right down the center of the room are five hanging buckets. The ropes holding them extend directly into the ceiling where they meld into the stone. There is a door on the far side of the room with no discernable handle. You can make out a small inscription in the stone near the door, but will need to get closer to see what it says. A wooden sign is planted firmly in the ground in front of the buckets with bold text carefully written upon it.

You also see a small pile of skeletons about fifteen feet to the left of the door. They are armored and some of them hold weapons in their hands. One of them is lying on his back with arms still bound. A few more feet to the left is another corpse that clearly belongs to a dwarf. It holds a pickaxe in its hand and the floor near the body appears to be slightly destroyed. Just to the right of the door is a skeleton clutching at what was once his heart with one hand. The other hand is laying on top of a strange wooden chest and is tightly grasping something you can't make out from this distance. Further right is a set of clay pots with some silver scattered on the floor in front of them. Just beyond those is what appears to be a basin made of smoothed stone."

The Inscription: "One thing binds each set of items upon these buckets. That item can be found within this room should you simply look hard enough and wait until the time is right."

The Buckets:

- The first bucket has a picture of a sprouting plant and a worm upon it. **Soil / dirt**
- The second bucket has a picture of a fish and a boat upon it. **Water**
- The third bucket has a picture of a finely carved ruby and a chain upon it. **An amulet**
- The fourth bucket has a picture of a bloodied dagger and a stack of coins upon it. **An assassination contract**
- The fifth bucket has a picture of a large male figure, a female figure, and a smaller humanoid figure between them upon it. **Blood**

THE ROOM

With closer inspection of each of the described items, the players can get additional details.

Dwarf - The stone floor near this dwarf is smashed to rubble. It looks like he was digging for a way out but didn't quite make it. It is clear there has been some additional collapse on the area he was working, but his fingernails are embedded with dirt and blood.

- If they dig through the stone rubble they will find a large patch of dirt that can be gathered.

Group of Skeletons - Four skeletons in total.

- The two skeletons on the left appear to be wearing identical gear of heavily rusted chainmail, light helmets, long swords, and shields. They have a royal symbol on their armor from a long forgotten kingdom. It appears that both of their spines were severed near the neck. One of them has the hilt of a dagger sticking out of his chest armor where his lungs would once be located.
- The next skeleton almost appears to be smiling, despite only having a skull to show it. He is wearing fine leather armor that seems to have survived even the abuses of this cave. Even his pants are intact. He has two empty sheaths for daggers on his waist. His right hand seems to be gripping something tightly while the left is simply sitting in his pocket.
 - If the players pry the hand open they find a gold coin.
 - If they check the left pocket they will find a contract for an assassination. It is in ancient, cryptic text but they can make out the symbol on the guard's armor and the number 5000. There is a small skull on the bottom of the page.
- The fourth body is laying on his stomach with his arms bound behind his back. He has a set of steel chainmail on that has seemed to hold up through the ages. It appears to be very finely crafted. There are fifteen gold pieces scattered around his body. His neck seemed to be snapped back at a jagged angle and his face is filled with pain. A dagger is sticking out of one of his eye sockets. You see he has a number of golden teeth in his mouth. The scattered remnants of a fine cloak are around his neck. On the ground next to him is a gold circlet with the same symbol the guards wore upon their armor.
 - If they flip over this corpse they will find a golden amulet with a missing gemstone from the center

The Clay Pots - They seem to be standard clay pots with perhaps a slightly higher quality of craftsmanship than normal. There are three of them total that are still in tact. Do you wish to open them?

- Far left pot: When the lid is taken off of this pot, an entire army of spiders begins to crawl out. They are tiny spiders less than an inch in size but the jar must be filled with thousands of them.
- The center pot: Within this pot there appears to be a few rusted gears, bolts, and spools of wire. It is impossible to see what might be below that without dumping the contents or smashing the vase.
 - If they pour out the vase they will find more of the same but also find a small, round foot-long piece of iron with a wooden handle at the end. This is used for the water basin.
- The far right pot: When the lid off this pot is opened, the air is filled with a rancid smell for within the pot is a body that has been nearly completely dissolved in acid. A few fingernails float near the surface.

The Basin - You can tell this was made to hold water, but it has been dry for a long time. Just above the lip of the basin appears to be a chute where you would expect water to be delivered. Up near the top of this chute is a smoothed stone door. A few inches to the right of the basin you see a small, clearly planned, perfectly round hole of about an inch in diameter. On the ground at the base of this you see a terribly rusted iron bar that is split in two.

- If they open the center vase and collect the rod, they can insert it into this slot to open the chute and fill the basin with water.

Lone Skeleton - This lone body is clutching onto a key that appears to be made of bone with a small skull on the end. His mouth is contorted into a terrible scream and it appears he died in horrific agony. He has on no armor but there are some scraps of cloth still clinging to his ancient bones. The chest that his arm lays upon seems to be made of simple wood but it does seem to exude an aura that makes you feel deeply uncomfortable ... almost afraid.

- If a player goes to move for the key, the skeleton's head will quickly jerk to them and scream "NO!" out loud enough to nearly deafen the party as it reverberates.
- If they choose to continue still, the skeleton will grab their wrist with his free hand if they go to the key. That player will need to make a DC 15 Constitution save or their flesh will begin to decay and they take *major* necrotic damage. "NO!" it will scream again.
- "As you move to open the chest you feel terror overwhelm you and you can feel your heart pounding as if it is trying to escape your chest. Your blood is racing and beads of sweat form on your brow." Make a WDC 15 Wisdom save to see if you can even continue without being overwhelmed by this feeling of dread.
- - If they still open it ... have fun! Punish them for their arrogance.

THE PATH OF MANY LETTERS

- **The Riddle:** Directly ahead dwells a deadly display, with letters lying about. To avoid the anguish of impending ambush, you must first find the way out.
- **The Answer:** "The Way Out"
- **The Layout:** The floor is setup as follows. The correct path is highlighted

P E S T R

G U H Y U

F W A N O

E H I E A

R T S O P

MECHANICAL MAYHEM

The party opens the door to reveal a large golem made out of shining glass on the far side of a room nearly two hundred feet long and fifty feet across. Near the players is a mechanical family of dwarves facing the golem, but they are on completely opposite sides of the room. The rest of the room appears to be some sort of workshop with all kinds of equipment and tools scattered about.

A sign along the wall reads, "**Forged from glass and specially designed; the heart of a hero, but lacking a mind. He seeks to help, but the machines protest, give him some help, and pass this test. One last thing, and it may seem cruel, there is no use of magic, only these tools.**"

The room is lit with electric torches and just behind the family is a switch with a lever beneath it that reads: "Start Simulation". When the lever is flipped the golem will spring to life and begin walking straight towards the dwarven family who throw their hands in the air and scream through a small speaker. A projector kicks on and shows the image of a dragon on the ceiling that circles the dwarves.

There is another doorway off to the side that reads "Observation Chambers". This is simply a narrow hallway that spans the entire edge of the room and allows vision of all of the obstacles without risk of being harmed.

On a failure, the entire room resets including all materials used and the health of all party members.

Tools:

- A remote control with two small levers. One adjusts the golem's speed, the other adjusts the golem's direction.
- - The golem will never come to a complete stop!
- There are many panels of thin metal leaning against one of the walls (6 panels in total. 12x2 feet.)
- A large bladed fan on wheels. May seem foreign to the party. Has a missing slot in the back where something else is clearly intended to be placed.
- A crowbar, hammer, four wagon wheels, one hundred feet of rope, four metal buckets, a set of forge tongs, a large glowing ruby, five torches, three pairs of rubber gloves, a large crystal that is sparking lightly, a small silver key, a large gold key, and a small metal scorpion.
- A large pile of coal, a massive bag of salt, a stack of six tablecloths, ten labcoats (dwarf sized),
- There is also a furnace mounted in the wall, a sink, an anvil, a few chests for storage, two large wooden cabinets, rolling lab table with some beakers on it, fifty or so books with empty pages.

Obstacles:

- Ten feet in front of the golem a metal bar rises up out of the floor about two feet high. If the golem collides with this he trips and hits the ground hard and the simulation will reset. **The players simply need to turn the golem left or right to get around this obstacle.**
- After that is a wall made of solid ice. **The salt is particularly effective against this. Also hot coals can be thrown on the ice to melt it**
- Another fifteen in front of that obstacle is a trap door that spans the entire room which opens when stepped on by the golem. It is ten feet deep. **A set of five panels can get the golem across this obstacle**
- The next ten feet of the room is coated in thick acid. One touch of this and the golem will shrink away and the simulation will reset. **The acid can eat through most items quickly. Piling some cabinets on this area and making a ramp can get the golem across this. Salt also neutralizes this acid, but there is not enough for both the ice and the acid.**
- Next is a massive set of horizontally whirling blades. **The players will need to find a way to jam these blades. The ropes placed correctly will jam the motor.**
- After that is a thick cloud of poison gas. **The players will need to use the fan or flap some sheets to clear the poison. The crystal to the fan is drained and can only be charged by touching it to one of the lightning rods once the simulation has started.**
- A gorgon (large metal bull) rises up out of the floor when the golem grows near. **The Gorgon is quick to anger and grow distracted. A player will need to attack it somehow and run it off to the side of the room. It is drawn to red items such as the crystal.**
- After that is a wall of fire. **A huge amount of water is required to extinguish these flames. They will need to fill storage chests with water and dump them on the fire, hopefully using the cart to succeed in this because if they are too slow the fire comes back.**
- After that are two strange towers that extend to the ceiling. Anyone that walks between them is blasted with electricity. **Two players can stand and take the blasts rather than the golem or it could be wrapped in something or a lightning rod could be created**
- The hologram dragon. **The projector for this image is on the other side of the simulation starting lever. Simply covering this up with their hands will end in a favorable result.**

THE CARDS OF FATE

This is not a puzzle as much as a fun mini-game. It is primarily intended for One-Shot adventures. There is no skill involved and failure happens far more often than success, but still, it is a fun way to let your players press their luck.

A strange smiling man is waiting in a room with nine cards lying face up in front of him. This man is actually an Efreeti simply looking for some entertainment. The cards show the following: **Wealth, Power, Divinity, Luck, and The Reaper.**

- There are two of each cards showing except The Reaper, of which there is only one.

He offers to the party the opportunity to play his game. The rules are simple:

- All cards are turned face down and scattered on the table.
- The player will choose two card and reveal them simultaneously.
- - If the two cards revealed match, the player wins the corresponding prize.
- - If the two cards revealed do not match, remove them and continue with the next pick.
- - If either of the cards revealed are The Reaper, the player loses.
- If all cards are picked without revealing a pair **and** without revealing The Reaper, the player wins a Grand Prize!

I am using Magic the Gathering basic land cards to represent the Cards of Fate, but you may use normal playing cards or anything else with a non-distinct back:

- Swamp - The Reaper
- Mountain - Power
- Plains - Divinity
- Island - Wealth
- Forest - Luck

Make the prizes be whatever you'd like! And remember, it is more likely you lose than win so the players are pressing their luck to partake if there is a price for a loss.

REVERSED SYLLABLES

This puzzle is as simple as decrypting messages using a pattern of reversing the letters in individual syllables, not the entire word.

Examples:

- **Betrayal** -> be-tray-al -> eb-yart-la -> **ebyartla**
- **Consequence** -> con-se-quence -> noc-es-ecneug -> **noceseceueq**
- **Determination** -> de-ter-min-a-tion -> ed-ret-nim-a-noit -> **edretnimanoit**

“Having determination is a quality virtue” becomes
“Vahgni edretnimanoit si a laugiyt rivcut”

“The orb will shatter without sunlight” becomes “eht bro
lliw tahsret htiwtuo nusthgil”

NUMERICAL CIPHERS

The players are in the room with The Keymaster. He smiled expectantly at the players and gestures to the door which has the following numbers glowing upon it: **'5612469 2 23015'** This is just gibberish for now, but the room contains clues to help them find the answer. Make sure you give in depth details of the items in the room and allow the players to explore and drive the discovery.

A small green dragon statue atop a nightstand has the numbers **'412 7142'** scrawled on the bottom of it. As soon as the players pick it up, the Keymaster will note, *"The inspiration for the cipher... where it all began. The clever Green Dragon."*

A small treasure chest sits at the foot of the bed. If they open it up they will see **'6151 8956'** written in blood. It contains a few small treasures - Frog skeletons, human flesh, bone dice - the usual. When the players open it, the Keymaster will say, *"Yes, my treasures. My collection. Please make sure they remain within my treasure chest."*

The final clue is upon a simple broom propped against the wall. The numbers **'013'** are carved along the handle.

The room also has other mundane items such as a bed, a torch, a few books - but none of these have the labels. There is also a pile of scrolls that are filled with lines of numbers that are clearly meant to represent words. It is clear that he has spent a great deal of effort coming up with his code.

CIPHER

B	R	N	M	G	S	T	D	C	H
0	1	2	3	4	5	6	7	8	9

RULES OF THE CODE:

The code is simple. It is a one-to-one mapping of letters to numbers of the objects on which they are inscribed. However, only the consonants actually map to a number and the vowels are just there for filler. See the words and their corresponding letters below for the example

CLUES TO BUILD THE CODE

Broom	Green Dragon	Treasure Chest
Brm	Grn Drgn	Trsr Chst
013	412 7142	6151 8956

ANSWER

'Strength In Numbers'

5612469 2 23015 [Strngth n nmbrs]

SOLVED

As soon as the players speak the passcode, the door will swing open and allow the group to pass. The Keymaster will clearly be pleased when the players solve his puzzle. There is a glimmer of true happiness behind the madness as the new pathway is revealed.

[HARSH DM?]

If you wish to up the difficulty of this particular puzzle, remove the spacing from the numbers on the objects. That will make it much harder to realize it is a 1-to-1 mapping.

THE COLORED ORBS

The players are given eight orbs before this puzzle begins. The color of these orbs are **Black, White, Blue, Red, Yellow, Purple, Green, Orange**. I would recommend giving them throughout a dungeon in clusters of (Black, White); (Red, Yellow, Blue); (Orange, Purple, Green) or even individually. They glow dimly and the player's shouldn't have any idea what they do.

Once the players have gathered all of the orbs, they come to the puzzle itself which consists of three triangle shaped panels with a slot at each corner (3 triangles with 3 slots in each for 9 slots in total).

	Chamber 1	Chamber 2	Chamber 3
Top Slot	Empty	Empty	Empty
Bottom-Left Slot	Empty	Empty	Empty
Bottom-Right Slot	Empty	Empty	Empty

There are three color based puzzles to solve. Give the players fairly straight forward clues to the first two. They are as follows:

- **Puzzle 1 Clues:**
- Chamber 1: Light Complex Orange
- Chamber 2: Simple Green
- Chamber 3: Dark Simple Blue
- **Solution:**
- Chamber 1 requires the white orb on top with a red and yellow orb on the bottom two slots (either order for bottom colors).
- Chamber 2 simply needs a green orb in its top slot
- Chamber 3 requires a Black orb in the top slot and a blue orb in **either** bottom slot

	Chamber 1	Chamber 2	Chamber 3
Top Slot	White	Green	Black
Bottom-Left Slot	Red	Empty	Blue
Bottom-Right Slot	Yellow	Empty	Empty

- **Puzzle 2 Clues:**
- Chamber 1: Low Gray
- Chamber 2: Red leads, Derivatives Follow
- Chamber 3: Green Leads, Components Follow

- **Solution**
- Chamber 1: White and Black orbs on the bottom level, in either order
- Chamber 2: Red on top, Orange and Purple on bottom (either order for bottom colors)
- Chamber 3: Green on top, Blue and Yellow on bottom (either order for bottom colors)

	Chamber 1	Chamber 2	Chamber 3
Top Slot	Empty	Red	Green
Bottom-Left Slot	Black	Orange	Blue
Bottom-Right Slot	White	Purple	Yellow

Puzzle 3 is much more complex. It is given in riddle form and **I would suggest it being used for bonus loot and not for the sake of progression because it can be quite tricky!**

- **Puzzle 3 Clue:**
- "We embrace the cold, which brings the snow below and the night sky above, before the warmth of spring melts it away and rainbows appear like clockwork."
- **Solution:**
- Chamber 1: Green on top, Blue bottom right, Purple bottom left
- Chamber 2: Black on top, White on bottom (either slot)
- Chamber 3: Red on top, Orange bottom right, Yellow bottom left

	Chamber 1	Chamber 2	Chamber 3
Top Slot	Green	Black	Red
Bottom-Left Slot	Purple	White	Yellow
Bottom-Right Slot	Blue	Empty	Orange

The explanation is as follows: Chamber one is filled with cool colors on the color wheel "We embrace the cold", the center is the black on top and white below "Night sky above and snow below", and finally we have the warm colors "Warmth of spring melts it away."

The specific orientation is given by the final bit of the puzzle. "Rainbows appear like clockwork" means they need to place the orbs in the same order they appear in the rainbow and in clockwork order. **Unlike with the other puzzles, exact location is important for this final challenge.**

THE LOCKED DOORS

[4 players minimum required] The setup is typically that of a secret entrance - perhaps a to a Thieves Guild or other such organization.

Each door in the puzzle has a number on it. On the wall to the right of each door is a flat stone that has inscriptions that represent the state the other doors need to be in for this one to be opened. **Each door will only open if the requirements of the stone are met perfectly.** A door does not have any requirements to be closed, but as soon as it closes the enchantment takes effect again and the prerequisites must be met to open it again. If a player attempts to open a door when the requirements are not met they will take 1d6 Psychic damage.

When the players open the first door they also notice the ground shift slightly. If they do not finish the puzzle in 10 minutes then the doors will all slam shut and lock and the floor will fall away beneath the hero's feet.

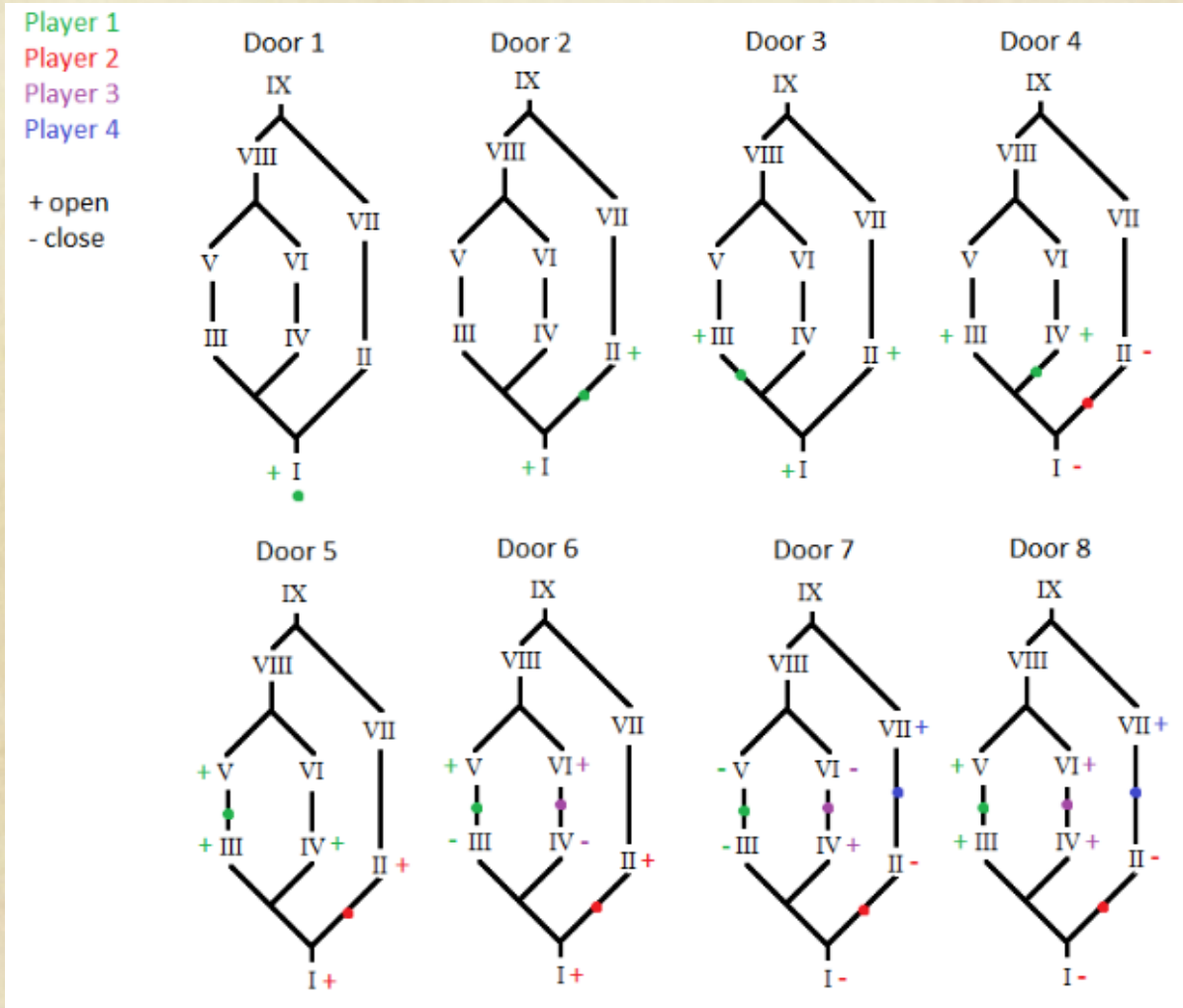
The inscriptions on the stone are as follows:

Door Requirements

I								
II	I (Open)							
III	I (Open)	II (Open)						
IV	I (Closed)	II (Closed)	III (Open)					
V	I (Open)	II (Open)	III (Open)	IV (Open)				
VI	I (Open)	II (Open)	III (Closed)	IV (Closed)	V (Open)			
VII	I (Closed)	II (Closed)	III (Closed)	IV (Open)	V (Closed)	VI (Closed)		
VIII	I (Closed)	II (Closed)	III (Open)	IV (Open)	V (Open)	VI (Open)	VII (Open)	
IX	I (Open)	II (Open)	III (Open)	IV (Open)	V (Open)	VI (Open)	VII (Open)	VIII (Open)

This chart shows the full range of requirements for a door to be opened in the tunnels. For example: Door 1 requires nothing to be opened, but door 6 (VI) requires for doors 1 and 2 to be open and doors 3, 4, and 5 to be shut.

This chart is a step-by-step of the process of opening the doors given 4 players.



THE SCRAPS OF INSTRUCTION

[5 players minimum required] As the party travels through the dungeon they fight a few scraps of paper with various clues and instructions about a mysterious device. If the same person tries to hold two of these pieces of paper, they grow incredibly hot to the point of bursting into flame. This does not harm the instructions but can harm the user. This should ensure the players each have their own separate instructions. Additionally, if anyone but the person holding the piece of paper tries to look at it, it appears blank.

At one point in your dungeon, the players encounter a door that when opened will set off a very loud sequence of clicks and groans. The doors slam and lock. In the center of the room a device rises from the floor. It is ancient and archaic, made of strange metal. There is a set of symbols on the front that are glowing and changing (*this is a timer*). Anyone holding a piece of instruction only sees the box as a smooth piece of metal with the light glowing. The player who does not have any instructions sees a mess of wires, servos, and levers covering it.

The party must use the instructions they have to solve the puzzles on the device. One player will receive a slip of paper containing the puzzles on this box, while the other players have the solutions to those puzzles. Make sure that no one gets to see someone else's instructions.

PUZZLES:

Wires: Five wires run along the side of the device. They have a number on the left side and a letter on the right side. The numbers need to be between 1 and 26 and only a single character may be used to represent the wire. These wires will need to be cut or left in tact depending on the rules below.

Example wires below:

[1]—————[C]
[4]—————[H]
[15]—————[A]
[11]—————[R]
[8]—————[X]

Levers: There are five levers on the device. Each of them is in an up or down position to begin and are each labeled with either a Star, a Circle, a Plus, or a Square.

The levers will need to be moved into an up or down position to disarm the device.

Example levers:



Gears: There are a set of three gears on the device. One small gear, one medium sized gear, and a large gear. Ensure the number of teeth on the gears is easily countable, for it matters for the solution. They will need to be removed or left in place depending on the rules to disarm the device.

Example gears:

Odd number of teeth:



Even number of teeth:



Buttons: There are four buttons on the device. Buttons are either round or square and labeled with a W, X, Y, or Z.

Example buttons:

[Y], (X), [Z], (W)

SOLUTION PAPERS

Wires:

- If the number labeling a wire is less than the position in the alphabet of the letter labeling it, cut the wire unless it fulfills one of the extra rules below.
- - (Ex: Wire labeled 4F, F is the 6th letter. 4 is less than 6. Cut!)
- DO NOT cut the First wire if its number is even and the letter is a consonant
- DO NOT cut the Second wire if its letter is the same as one of the buttons on the device
- DO NOT cut wire Three if there are at least two vowels labeling the wires
- DO NOT cut wires Four or Five if the total of all of the numbers labeling the wires is greater than 52

Levers:

- If the First lever is labeled with a Star, the Fourth lever needs to be Down
- The Second lever should be in the same position as the Fourth Lever
- The Third lever is Up unless there are more than three levers are labeled with a Circle or if there is exactly one lever labeled with a Plus
- The Fourth lever is Up unless there is exactly two levers labeled with a Square
- The Fifth lever is Down unless all other lever are also in the Down position

Gears:

- Only remove the Smallest gear from the device if it has an even number of teeth
- The Middle gear should be remain on the device unless there are more at least three round buttons or at least three square buttons
- The Large gear should remain on the device unless at least three of the levers began in an Up position

Buttons:

- If the button labeled with a W is square, press it
- Press the button labeled X if it is to the left of the button labeled W and the first button is NOT labeled Z
- If the button labeled W and the button labeled Z are both round or are both square, press the button labeled Y
- If the buttons are in alphabetical order or reverse alphabetical order, press the button labeled Z

[SECTION C] - ONE-SHOTS

CONTENTS:

DROMAR'S TOMB [LEVELS 1-2]

Journey to the tomb of an ancient hero and find the treasure that lies behind its protective walls. Pass the lurking spirit's trials of cunning, strength, selflessness, and faith to prove you are worthy of his artifact. Meant to be the introduction to a larger plot hook based around the item that lies within or just as a fun one-time adventure for an interesting item.

THE RITUAL [LEVELS 1-2]

Welcome to the town of Talos, where things are fairly peaceful aside from the ritualistic sacrifices that have been occurring lately. Have a lovely dinner that ends with your party being trapped in a cellar, bound and one member short. The clock is ticking to see if they can solve the mystery of the cult and find their missing companion before it is too late.

RUINS OF THE YUAN-TI [LEVELS 3-4]

Off in the forest is an ancient Yuan-i temple that many believe to be abandoned. Of course, a temple makes for pretty good real estate, but wealthy lords don't do the dirty work of clearing out such a place - that is what they pay adventurers to do. Fight through the halls of this temple against all kinds of Yuan-Ti and eventually destroy the false god that has taken refuge there.

BOG OF THE HAG [LEVELS 3-4]

A Halloween Special! Lead your party into the Bog of the Hag in this horror-themed one-shot, where no one leaves and terror lurks around every corner. Inspired by the Blair Witch Project, your players will be subjected to the terrors of being buried alive, the ever-so-terrifying laughter of children in the middle of the forest, and the possibility of having their jaw snapped. Some say there is a cozy little cabin in the bog with scarecrows that watch as you walk by - how quaint.

THE CULT OF THE GOL'GOROTH [LEVELS 4-5]

The second Halloween Special! Within the muck and darkness of a cave deep within the forest lies an ancient creature. A manifestation of evil and psychosis that cause even devils and demons to turn a blind eye. This monstrosity is known as The Gol'Goroth. Rumors say it has just sockets where there should be eyes, yet it sees everything in this world and in others. It pierces the veil of the mind and inflicts madness on all who come near. Of course, these are surely just rumors. Surely just an excuse to justify the actions of a twisted cult that is ravaging local villages. Surely just a manifestation of their crazed minds as they carve their own bones into weapons and slice their own flesh to ribbons... all in the name of The Gol'Goroth.

THE RUINS OF NEHK'TALOSH [LEVELS 4-5]

Off in the wilderness is the ruins of a temple that once belonged to the God of Balance, Tyr. It has long been abandoned by the normal followers, but it is certainly not empty. A few clever individuals have found a way to harness the magic that still reside deep within this holy place and are attempting to use it to give life to an Iron Golem. The party must stop them at all costs or have a powerful monstrosity in the hands of some terrible men.

DROMAR'S TOMB [LEVELS 1-2]

OVERVIEW

Dromar is a figure of power all over the realm. He is known as a legendary fighter from centuries ago. He was buried in a tomb along with an artifact of great power. (*Make up which ever kind of item you would like for this*). Those who built this tomb were afraid of grave robbers, and so his tomb was created in the frigid, ice-coated lands at the base of a mountain. The secret of this tomb's location has been passed among a select few people as the years have gone on. Most of the general public do not even believe it exists, but now the ancient relic buried alongside Dromar is needed once again.

THE JOURNEY

The journey to the Tomb takes the adventurers to the base of a mountain where the weather swiftly turns cold and harsh. At the start of this adventure, give the players opportunity to purchase gear for their trip. If they do not come equipped with appropriate cold weather clothing they will take levels of exhaustion with each day.

They are given a elf guide named Braxon Longfellow to lead the party through this vicious environment and to the Tomb. Braxon will have the stats of a basic guard and will aid the party in any encounters. Braxon has a great deal of detail about the area. Use him to develop the world for your party and draw them in. He will tell them of the legend of Dromar and what the legends have to say about his tomb. Make these details tie back into the original of the artifact they seek. Give the party a reason to question whether or not they should keep it for themselves... whether or not they should try to retrieve it at all.

FACE THE ELEMENTS

Halfway through their journey, a sudden deep chill arises and a group (2-4 depending on party size / level) of Tiny Ice Elementals rise from the frozen wastes and begin to attack. Give them the stats of a basic Goblin (**MM Pg. 166**), but change the Scimitar to attack to a Bludgeoning Fist attack and change the shortbow attack to a volley of ice shards that deals cold damage.

THE FALL

When the players defeat the elementals, they continue on their journey and eventually Braxon turns around to tell them that they are getting close. As he looks to the group, he crashes through a piece of thin ice and tumbles down into a chasm. His leg breaks as he hits the bottom and the players will need to get him out and drag him the rest of the way there. (*This wound requires Greater Restoration to mend so basic heal spells will not give him the ability to walk.*)

The players will need to use their environment and the items they have on hand to get him out of the chasm. It is over a twenty foot drop and he is injured so moving him causes severe pain. The edges of the chasm allow for climbing, but it is still difficult and icy so it is not easy by any means. Have your players perform the appropriate skill checks based on their solution to this problem and be sure to reward them for creative solutions.

ARRIVAL

After another hour or so, cold sinking into the party's flesh, they reach the Tomb. It is immediately obvious why you need a guide to find the entrance, as it is nigh invisible even with one present. Braxon warns them to be careful and pulls out a vial from his pouch. "*Good thing it didn't break on my fall,*" he will joke. He pours the contents over the tomb and the ice quickly melts away and reveals a faded gray set of double doors leading into the ground.

The smell of decay wafts out into the air and they are presented with a long tunnel that trails off into darkness. Braxon asks that they drag him out of the cold and he will stay at the entrance until they return. He lights a torch, asks someone props open the doors just a bit, and wishes the party the best of luck on their task.

THE TRIALS

The first thing the players will encounter as they head into the tomb is a spirit waiting vigilantly at a thick stone door. He is equipped in chainmail and holds a massive greataxe. As the party approaches, the spirit waves a hand and ethereal torches flash to life along the walls. "*Who dares approach the Tomb of Dromar?*" it asks in an icy voice.

The spirit will tell them that he is the doorkeeper for the worthy, but those worthy of the relic will be able to complete the Trials of the Tomb. Those who are considered unworthy will perish. The first trial is a test of cunning. The stone door slides open and reveals a larger chamber.

THE FIRST TRIAL: CUNNING

The spirit invites the party into a forty ft. by forty ft. room lined with a few stone pillars. The door shuts silently behind him once all of the party has entered. When the door closes, a new set of torches will be set ablaze and reveal a dozen bodies lying about the room. The spirit will dissipate soon after and a voice will boom through the room.

[Feel free to change any of the riddles if you find them too easy / difficult or if you wish to use your own! It is recommended to write out the final riddle for the group to see as it can be quite tricky if only read aloud]

THE RIDDLES

If you break me I won't stop working. If you can touch me, my work is done. What am I? **A Heart**

I am two-faced but bear only one, I have no legs but travel widely. Men spill much blood over me, kings leave their imprint upon me. I have greatest power when given away, yet lust for me keeps me locked away. What am I? **A Coin**

We are five entities, similar, but each unique in our own way. The first of us in glass is set; the second of us is trapped inside nets. The third you shall find in both light and in birds, while the fourth of us is the only that can be found within words. The final member of our group, should you seek it, is within us. What are we? **The Vowels of the Common Language**

Should the heroes fail, the spirit will tell them that they are unworthy and should return when they have a bit more wisdom and experience in this world. He will spare their lives out of pity for it would be a discourtesy to his axe to kill ones so weak. Only those worthy can possess the artifact.

THE SECOND TRIAL: STRENGTH

Should the players answer correctly, the spirit will congratulate them. *"You have proved yourself to be cunning. . . but are you strong? Can you take on the heroes that have failed before you and defeat them?"* Four of the bodies on the floor will begin to glow with the same ethereal blue as the spirit. Empty eye sockets become filled with blue fire as these skeletons shamble and rise. *"Oh look, one for each of you. Good luck, heroes,"* the voice of the spirit will whisper.

- 4x Skeleton (**MM Pg. 272**)
- Total XP: 200

The players will need to take on a number of skeletons equal to the size of their party. They are in a 8x8 tile room so there is not much room to move around, but there are four pillars to provide cover for the party, one of which has partially crumbled to provide extra cover down low. Ancient shields and weapons lay discarded and can be used in a pinch if needed. The skeletons each fixate on one party member, moving only for their mark and ignoring others if at all possible, even if these means being struck by attacks of opportunity to do so.

When the players are victorious, the spirit will reveal himself again. *"Very good. There is indeed strength within you! Now, on to the next test! Remember, only the brave will survive."*

THE THIRD TRIAL: SELFLESSNESS

The floor will shift under the player's feet, splitting open and revealing a massive pool of acid waiting below. As the floor slides, one of the bodies near the center of the room will collapse into the pool and be eaten away rapidly. As the players (*hopefully*) panic, the spirit will return, *"The pool demands a sacrifice. One must pay the ultimate price for the rest to survive. Who among you has the courage to sacrifice themselves for the greater good?"* The floor slides open at a constant rate, leaving only 30 seconds for a decision to be made or they all fall as one.

Whenever someone decides to jump, the spirit will suspend them in the air just inches above the acid as they are enveloped in blue light. *"Very good. You also possess selflessness."* He lifts the player from the pit, surrounding them in dancing flames. The spirit approaches and draws his axe. *"Should you pass the final trial and leave this place alive, I offer you a blessing, hero."* He will touch his weapon to the sacrifice's chest and their eyes will flash a vibrant blue for just a moment. *"Now you may call upon the Light of Dromar and he will listen."* **(Once per day, this player may call on the Light of Dromar as a Bonus Action. Their eyes spark blue with intense, ethereal flames. The next time this player would make a roll with disadvantage within the next minute, they may roll normally instead.)**

THE FINAL TRIAL: FAITH

"There is a single test left." A new door slides open behind the spirit, parting the stone where there was nothing before. All of the adventurers torches go out and the blue torches in the room are extinguished. Everything turns to darkness. The voice speaks and a crystal begins to shine in the distance. It is shining a pure white light. *"Face the terrors of the ultimate foe. Step towards your destiny."*

As the heroes step into through the doorway they are greeted with a deafening roar. They can no longer speak or cast spells. The characters must move forward based on their own drive alone.

The first of the attacks strikes them. Acid coats the bodies of the party as a wave of pain sweeps over. It stings their skin and eats into their flesh. Each player take 1d4 acid damage. Their eyes burn and well with tears. *"Step towards your destiny,"* the voice repeats. The crystal at the end of the path begins to glow black as it spins. The acid disappears in an instant, but there is only a moment's relief.

The burning of the acid stops, but now their muscles begin to spasm as electricity sparks up and down their spines, surging with energy. They each take 1d4 lightning damage. They must struggle with every step forward as their muscles want to seize up and quit. *"Step towards your future."* The crystal begins to send off blue light and the sensation ends. Now there is blue and black light dancing across the walls at the end of this corridor. The light spins faster when blue joins.

They continue on and each breath becomes difficult. They gasp for air, but none comes. Their lungs feel as if they may explode. The air is thick and pungent with fumes. They each take 1d4 poison damage. *“Step towards the truth.”* The crystal begins to send off green light and spins faster still.

Flames erupt at their feet. This burning moves up their bodies. It sears their flesh and their clothes become scorched. They can look around and see their party members dying. They each take 1d4 fire damage. At this point, you may have players collapsing. The others will need to carry them, but do not have them roll death saves. *“Step forward for peace.”* The crystal sends off red lights and the burning stops. Faster still it spins.

The crystal is directly in front of them now. Frost sets in and their bodies are chilled to their very core. Their teeth chatter and their joints go stiff. It is so cold that it burns. They each take 1d4 frost damage. *“Step forward for power!”* he shouts and the crystal explodes with brilliant white light. All of the colors dance in front of them. As soon as someone touches the gem it goes dull.

If your entire party falls, which is very possible if running this at level 1, as the last person falls to the ground, they awake in the main chamber. They pushed onwards up to their own death. True fearlessness.

The room goes alight again with torches. The party looks around and notice that the room is quite small, perhaps 10 ft. x 10 ft. and there is a pedestal with the relic sitting atop it. The spirit appears before the party and offers the artifact to them. *“I am what is left of the man that was once Dromar. You have proven yourselves cunning, strong, selfless, and fearless and you have earned the right to take this with you.”* He will then explain the full potential of the item and how it is used.

VICTORY

The heroes black out for a moment and are returned to the hallway they traversed when they first met the spirit, but there is no sign of the guardian or the doorway they entered earlier. On the ground along the wall are treasures that were not there previously. Gold and silver scattered about on the ground as well as armor, weapons, and rings. This is the equipment of the warriors who died in the trials - transformed back to their original state.

The party also feels fully refreshed. Anyone who was on the brink of death or even who died are now restored to full health. They are a bit dizzy, but besides that there is no lasting effects.

As the party walks back up to Braxon he seemed very surprised. *“You are back already? You were gone only a few minutes,”* he asks with confusion in his voice. The time the party spent during the trials has been lost, but they return with the relic and treasure safe and sound.

SAMPLE ARTIFACTS / RELICS:

THE DRAGON GLASS

A brilliantly shining prism that shines whenever a dragon is nearby. The intensity with which the crystal shines corresponds to the strength of the dragon. The crystal also shows what direction the dragon is located. It only works up to five miles, so the creature will still need to be tracked, but it can be used as an early warning system for anyone being plagued by dragon attacks.

[The lord’s town has been assaulted by kobolds as of late. They know a dragon attack is imminent and want to be prepared.]

GREATAXE OF ETHEREAL FLAMES (REQUIRES ATTUNEMENT)

The user may activate the power of this weapon as a bonus action. The blast of the axe erupts with blue flames. The next time the user takes the attack action, all successful attacks deal an additional 2d4 Fire damage. This ability recharges on a long or short rest.

[It is the only thing that can hurt a strange creature attacking the Lord’s town]

THE CHALICE OF HARMONY

A beautifully adorned cup that appears to be made of silver and laced with gold and emeralds. Any water drank from this cup has restorative properties. It can cure poisons and diseases and was responsible for ending a plague that swept the countryside many, many years ago.

[A new plague has appeared and the clerics can’t seem to stop it]

THE WAY HOME

As the players stumble out of the crypt and into the cold again, they spot a White Dragon Wyrmling (**MM Pg. 102**) off in the snow, feasting on the body of an elk. As the group approaches, the dragon will turn and challenge them with a roar and begin to take a defensive posture. The players can choose to engage or simply leave the beast to its meal.

If they choose to engage, when they hurt the wyrmling for the first time, it will let out a very loud, shrill cry. After the dragon’s cry, the player’s have only a few minutes until the mother dragon arrives. It is an Adult White Dragon (**MM Pg. 101**). They will hear the dragon roar loud and clear before it arrives. If the players try to fight it they will stand no chance and the adventure ends right here. The alternative is to run back inside the crypt and close themselves in until the dragon leaves or to hide among the ice and snow and hope the dragon cannot find them.

Make sure to give the players ample time to react to the dragon and treat the wyrmling with the mind of a child. When it becomes too injured it will attempt to fly away to its mother. The mother dragon will be furious if they kill its child and the results of such an attack will be the destruction of a nearby town by the enraged creature. Show them that there are consequences for their actions.

TOTAL SUGGESTED XP / PLAYER: 500

THE RITUAL [LEVELS 1-2]

OVERVIEW

Talos is less a city than it is a collection of small villages. It contains a large central village for the wealthiest of resident who live peacefully in this normally quiet area. This area is known as Central Talos. The houses here are all built with fine wood and carved stone. They have paved streets and crafting specialists galore. The outlying villages of North, East, West, and South Talos are less well off, but still important to keep the city operating.

Eastern Talos is primarily dedicated to farming. It has fields and fields of wheat, grapes, and corn at the ready.

The southern village raises livestock. They raise primarily chickens, cows, horses, and pigs, but there are a few farmers with more exotic creatures.

Western talos is responsible for fishing out of Moonfell Lake. It is also the primary location for all festivals and other events.

Finally, Northern Talos is where they raise their own personal military and do all of their blacksmithing and forging. The higher ups in Central Talos do not care for the uncleanliness of such trades and so they were forced to the north, but because Talos has this village, they are fairly well defended. Over the years, besides a few small incidents, they have been left alone for the most part.

Together, these villages create a nice harmony and trade system amongst everyone and they live quite happily. Happily until a strange cult sprung up in town and members of the town began disappearing. So far, seven have disappeared and the townsfolk fear for their lives.

ADVENTURE NOTE

This particular adventure can have a member of the party be captured, but that leaves one player left out from most of the fun, so the suggestion is to introduce some sort of NPC to be accompanying the party prior to reaching town. When a player is kidnapped, take the NPC. Try to have built enough of a bond with the NPC or have them be significant enough that the party will be urgent to save them.

WELCOME TO TALOS

When the party stumbles into town, a man named Jonathan invites the players into his shop. He sees that they appear to be adventurers and seems frantic for help. He tells them of the cult and gives some additional details. It seems to have been formed by some of the people of the town and they are performing these ritual sacrifices to try and appease their Gods. He wants to tell you more but cannot risk the wrong people overhearing. He asks you to join him at his home tonight for additional details and to not tell anyone else of what he has told you because he isn't sure who can be trusted anymore. Newcomers to town should be free of the cult's influence so he trusts these virtuous looking adventurers. He throws in the promise of a free meal to up the temptation.

DINNER TIME

The players arrive at Johnathon's home and are presented with a smorgasbord of delicious food. Jonathan introduces the party to his wife, Julia, and his six-year old daughter, Lilly. *"Turkey is fresh from the southern district and grapes fresh from the east. If there is one thing Talos does right, it is food."* The food is delicious . . . but it is also poisoned. Anyone who drinks the grape juice will fall unconscious shortly after. When the players wake up, one of them will be gone (*NPC or PC - your choice*). The rest will be tied up in what appears to be a wine cellar. They have no way to see what time it is on the outside. **Start a timer for three hours. This is the REAL TIME they have to save their companion. Or just pretend to set a timer and check it periodically to add suspense and a sense of urgency.**

THE CELLAR

The characters are are bound and gagged. Hands tied behind their backs and feet tied together. All of their equipment is gone. Looking around the room, they can see they are in a wine cellar. The room has two shelves that are covered from floor to ceiling in wine bottles. There is a closed door on the opposite side of the room. There are a few baskets overflowing with grapes and a table in the center of the room surrounded by six chairs. On top of one of these desks are the tools needed to bottle wine.

The traditional way to break out it to slam into one of the wine shelves until a bottle falls (DC 12 Athletics). They will then need to rub their hands against the glass to cut the ropes (DC 12 Sleight of Hand). A low roll on either will result in 1d4 points of damage as bottles fall on the players or the players cut themselves, but not a failed effort. There are of course other ways the players could get out of these binds so reward them for creativity.

Next they will then need to leave the room. The door is locked from the other side of course, so they will need to try to break it down or pick the lock. The lock is fairly basic and easy to pick (DC 10). To break it down they will need a DC 15 Athletics Check.

When the door is open, they will see a stairwell leading up to another door. If they specifically check for traps then perform a group or individual perception check with a target DC of 13. On a successful check, they will spot the crack running along the middle of the stairs that signifies that they may slide apart. When the player gets close to the top door they can make another check, if they succeed, they will see that the door has been modified and the handle is off somehow. There is no way to disarm the trap from this side, but by being prepared for the stairs, they will all be able to avoid falling.

When anyone touches the door on the far side, the stairs will slide apart. The person at the top of the stairs will need to make a DC 12 Dexterity Saving Throw and anyone else will need to make a DC 10 Dexterity Saving Throw. Anyone who fails will fall down ten feet and slam into the stone floor which is littered with broken wine bottles. They take 1d6 bludgeoning and 1d4 piercing damage or half as much on a successful saving throw. They will need to help those who fell out of the pit and then find a way across the gap to escape the dungeon. (They have rope from being tied up they can use).

INVESTIGATION

The door at the top of the stairs is not locked and will open with ease once the trap has been triggered. On the other side of the door is the interior of Jonathan's house. On the wall next to the door they see a small lever behind a flower pot that is flipped up. If they flip the lever, the stairs will slide back into place and hide the pitfall, allowing the others to cross with ease.

The house contains the kitchen where they ate dinner, a living area, three bedrooms, and a study. In the study there is a desk. If they examine the desk they will find a note folded up on the corner that says: "*Midnight. Moonfell Lake meeting spot.*"

One of these bedrooms also contains their daughter, Lilly. If the players wake her up and ask where her daddy is she will start crying immediately. "*I'm not supposed to talk to strangers!*" she sobs. The players will need to calm her down for her to tell them anything relevant. Have the players make a Persuade / Intimidate check with a DC dependent on how well the players handled the social interactions with her. If the party manages to calm her, she will tell the players that "*Mommy and daddy leave some nights and come back with their shoes all muddy.*" If they ask her where there is mud she will tell them the only place she gets muddy enough to need a bath for sure is the lake.

No one in the group should know exactly where this place is, so they will need to cautiously ask someone from the town. Of course the people of the town who are not in the cult are all terrified of the cult members and will refuse to open their doors, screaming that the party leave their families alone. The party will once again need to use Persuasion or Intimidation to get the people to open their homes up to them and tell them where the lake is located.

TAKING ON THE CULT INTO THE PIT

When they get to the lake they will see nothing. It appears to be empty. If they do some investigation they will find fresh footprints in the mud. When followed they will lead over to a hidden door. Beneath this door is a ladder that goes down into pure darkness. It is pitch black when they climb down, but when they light a torch it will reveal a doorway off to the side of a reasonably large cavernous chamber. (*Have your players make a DC 10 group stealth check as they climb down or someone will hear noises and come check.*) This room is full of book and scrolls and parchment. There are also black robes hung up along the wall, but only three of them. **[They will also find their belongings in piles along the wall.]**

This is where the timer comes into play. If midnight has already arrived, the character will have been sacrificed but the ritual will still be ongoing as the cultists drink in their blood. Otherwise, the PCs will interrupt the ritual before the character is sacrificed.

If the party listens against the door they will hear voices chanting, "*A sacrifice in deepest night, to bring our lord into the light.*" They repeat this over and over again. If the party tries to open the door they will find it is locked and need to make an additional stealth check to see if someone notices the handle rattling. They can either make intentional noise to draw someone to the door, smash through the door, or try to silently pick the lock.

Either way, the room contains five cultists. The party's companion is tied down to a large stone slab (dead or alive). **The following portions will be written under the assumption the players made it there in time. Feel free to pivot however you'd like if they were not there in time.**

DOWN WITH THE CULT

One cultist in the center of this chamber is holding a large silver knife over the sacrifice's body. The cultists will immediately charge at the party in an attempt to stop them from interrupting the ritual, but they are simply using knives as weapons. The lead cultist at the center of the room will keep looking through a hole in the ceiling, waiting for the moon to move into position so he can strike with the dagger and complete the ritual. The cultists do not threaten to kill their friend prematurely, for the ritual would already be interrupted and it would be a waste - they simply fight.

- 5x Cultist (MM Pg. 345)
- Total XP: 125

If the players do not stop him before the timer sounds, he will slash the captive's throat.

After the battle, the party can choose to kill the cultists (if they have not already) or leave them alive for the townsfolk to decide their fate. Most cultists have nothing on their bodies at the time, but if the players search the outside room they will need to roll a DC 14 Investigation Check (Or force the cultists to tell them where their treasure is through intimidation). If they pass, they will find a chest tucked away under a false stone slab beneath a table. Within this chest they will find 3 vials of poison, 120 gold, and a few healing potions.

The man who was performing the execution has a Silvered Dagger and a magically glowing ring on his finger.

RING OF SACRIFICE (UNCOMMON, REQUIRES ATTUNEMENT)

Whoever puts on this ring may not take it off until the curse is lifted (Removing the curse removes the benefits as well). While wearing the ring, the player rolls all Deception and Persuasion rolls with advantage, but if they do not perform a human sacrifice every two weeks, the ring will grow tighter on their finger. After the first failure, they get a -1 to damage and attack rolls using that hand. After two failures, they must make all combat rolls using that hand with disadvantage. After the third failure, the ring will slice their finger off clatter to the ground. This will result in a permanent loss of 1 Dexterity. The user will become aware of these requirements and detriments as soon as they become attuned to the ring.

Checking the ring before putting it on will reveal that the magic is Necromancy in nature. They can tell it will bring the wearer's Charisma to new heights, but will come at a great cost. The players will have to make a choice to put it on.

TOTAL XP: 300 PER PLAYER

RUINS OF THE YUAN-TI

[LEVELS 3-4]

OVERVIEW

There are rumors of a set of ruins off in the forest, abandoned for hundreds of years and just waiting for someone to lay claim. One wealthy store owner would love to claim this land to be used as a luxury vacation getaway for nobles. He has also heard rumors that the ruins are not abandoned and is crawling with deadly snakes, which is why he needs a group of adventurers to clear the place out. The reward will be 500 gold and whatever treasure they find is theirs to keep for making a map of the path to the temple and to clear it out of any creatures that may be found there.

The party is assigned a guide by the name of Gerbo, a Halfling who *"knows these woods better than anyone"* and *"knows exactly how to get to the ruins"*. He is very interested in wildlife and carries a small journal with him that contains drawings of many different species. He wears a backpack of equipment that is roughly the size of his own body, but does so without complaint. He cannot defend himself, but he is always in high spirits and does indeed know his way through the woods. He is also an amateur cartographer and will agree to sketch the route in exchange for payment (10 gold).

INTO THE FOREST

The party enters a dense forest off the edge of city. It is close to civilization, but these woods are still rather unexplored due to the dangerous creatures that reside there and, to be frank, no real reason for anyone to do so without payment.

After a few hours of following Gerbo through the dense foliage, the party spots a small bear-like creature stumbling along. It makes meek hook-whimpers. Upon closer inspection the party can see that it is a baby owlbear that has been attacked by some sort of slashing weapon. Its leg has been torn open and it can barely walk. It continues to whimper and will hesitantly approach the party. It is just a little bit bigger than an adult koala bear, but its claws still seem deadly.

If the party heals the owlbear it will start pulling on someone's pant leg and then go running off through the woods the way it came, hooting wildly. The party can still keep up and after just a few minutes of chasing they come to a gruesome scene...

THE YUAN-TI

The entire forest floor is coated in thick blood of an adult owlbear. Parts of its body are scattered on the ground and its eyes stare out blankly. Kneeling on the ground next to this owlbear are two female humanoid figures, they wear fine purple robes that are now covered in blood. They are taking the blood of the owlbear, rubbing it on their bodies, drinking it from their fingertips. They moan lightly as they do this, clearly enjoying this ritualistic display. They appear to be ordinary human women aside from a few patches of scales on their bodies.

Standing behind a nearby tree is a man... only his head is that of a snake. He holds a heart in his hands and his tongue flicks out to taste it before eating it in one swift bite. He then moves to licking the blood from his large curved blade. Aside from the snake head, he seems completely human. He is shirtless but wears thick metal gauntlets. He wears simple pants with snakes embroidered up their sides. He also has a longbow and quiver of arrows on his back. He has some noticeable slash marks and bites on his body that are clearly wounds inflicted by the fallen owlbear.

The baby owlbear will charge when it sees what is happening to its mother. The party will need to act fast or the baby owlbear will be slaughtered by these creatures.

- 1x Yuan-Ti Malison [Type 1] (**MM Pg. 309**) at 50% health
- 2x Yuan-Ti Pureblood (**MM Pg. 310**)
- Total XP: 900

LOOT

BLADE OF THE SERPENT LORD

Cursed Item: The user of this item will slowly develop scales on their body that become their skin and are incredibly painful to remove. Remove Curse can cleanse this item of this property.

All of your attacks with this weapon deal an additional 1 poison damage. On a critical hit, you deal an extra 1d6 poison damage.

AMULET OF SNAKE SPEAK

Allows the user to speak to Yuan-Ti and to any species of snake.

TO THE TEMPLE

Once the creatures are dead, the party can continue on their way but the baby owlbear will follow them. It has the stats of a Black Bear (CR 1/2) and will help them in fighting any other Yuan-Ti they find.

Gerbo knows they are getting close to the temple as he spots a few large stone relics. Carvings of snakes begin appearing on the trees in this area and snake skins are hanging over various branches or are nailed in with fangs. Gerbo loudly announces his nervousness but continues forward, opting to stay a few steps closer to the party than before.

Ten minutes later, as the snake skins grow larger and larger and wild snakes hiss at them from the tree branches, the party comes upon a large temple ruin in a clearing. Off to the side of this temple is a gigantic lake with eight stone carvings of snakes spaced perfectly around it.

The temple itself appears to be made of stone but is crumbling and covered in moss. A massive set of stairs leads up to a huge set of double doors that is flanked by carvings of cobras at least 10 feet high. There are empty sockets where gems obviously once displayed bright eyes for these snakes. From the outside it seems abandoned, but there are a few tracks that are fresh going up to the temple. **[Think ancient Aztec ruins but dedicated to snakes.]**

TEMPLE FEATURES

- Two nearby watch towers are visible and appear empty. The tops of two more on the opposite side of the temple are barely visible. Ancient equipment lies inside these towers, rusted to uselessness for the most part. There is a set of stairs crumbling and on the verge of collapse. Climbing the tower gives a great vantage point for the area.
- The main temple structure appears to be quite tall, but it is clearly hollow in the center. It is roughly a hundred and fifty feet across on the front side and adorned with many other snake carvings. The side of the temple is just over three hundred feet long, but its entrances are not as obvious as the main entrance.
- If the party looks around they can find a side door near the lake. Going in here will take them to the lower level of the temple which provides a shortcut to the inner courtyard which is roughly 100x200 feet.
- Within the temple walls is an enclosed outer ring. A thin corridor leads around the entire perimeter of the temple and has three floors. Off to the sides of these corridors are rooms filled primarily with rotting beds, ancient shrines, and long forgotten relics.
- There are holes over a foot in diameter all over the temple. They pop out everywhere and are in every hallway and room. This is the way snakes move through the temple uninhibited. These give the snakes quick access to whatever part of the temple at a speed that the party can't hope to rival.

TEMPLE HISTORY

(This is information for you to give the area life, but it optional for you to use). This was once a great Yuan-Ti temple. Over a hundred years ago, a massive snake that became known as The Great One was found in a passage beneath their place of worship. Some of the Yuan-Ti saw this as a sign from their gods. The Great One claimed to be their prophet and demanded a great many things of the Yuan-Ti people - gold and carvings that were never required prior to his arrival. After a week of this, the High Priest and Priestess of the Temple declared The Great One as a false prophet and set to have him killed, but many of the Yuan-Ti people had come to believe him as their savior and the clan broke out in a great war.

When the war ended, ninety percent of the Yuan-Ti had been killed, including the High Priest and Priestess. Some of the Faithful in the ancient ways left, leaving the temple for the worshippers of The Great One. A few of these still linger out in the wilds, staying hidden and performing their rituals in secret. The others remained loyal to the Great Old One in the temple, but as the years have gone on many more have perished. Their numbers dwindle on the edge of extinction and those left are fanatics.

Many of the ancient carving and scriptures have been defaced with teaching of the Great Old one and many of the old relics have been destroyed. It is clear that there was conflict in this place. You can provide this information to the party through context clues in the rooms, through a lost journal, or through one of the remaining Yuan-Ti who was preparing to leave the Temple as his faith has run dry.

Now it is up to the party to choose their approach: The main gates or the side passage.

TEMPLE OF THE YUAN-TI

Continue based on your party's method of entry. There is of course other creative solutions such as climbing up over the wall of the temple via grappling hook or perhaps blowing a hole in the temple wall. In these cases, continue using the encounters listed below as best you can.

THE MAIN ENTRANCE

The party comes up to a large platform on the third floor of the temple. It overlooks the entire courtyard below (which is roughly 100x200 ft. as noted above). This platform continues all the way around the edge, the handrails carved to be like a never ending snake, though the scaly aspects have long since worn away. A few segments of this pathway have collapsed, so the party can't go too far without finding a stairwell and descending to the second floor of the temple.

On the far end of the balcony, two hundred feet away, are two thrones that are perched up even higher. Intricate carvings surround this area and symbolize royalty. There is a glint of emerald on the far balcony that should hopefully draw the party over at some point.

THE SIDE ENTRANCE

This entrance brings the party in at the first floor of the temple after going through a long twisting stone tunnel. The path continues straight to the main courtyard and The Great One can be seen bathing in the sunlight a safe distance from the party.

TEMPLE ENCOUNTERS

Due to the nature of the temple, it is possible for the party to approach these challenges in any any order. I recommend having a list of the encounters at the ready and marking them off as the party completes them.

THE RESTING CHAMBERS

The party finds a room filled with beds. Coiled up on one of these appears to be a large man, but coming out from under the blankets is the tail of a snake, very thick in girth, that curls underneath the bed as he sleeps. Only six of these beds have blankets upon them or seem to have been used at any time in the recent past.

The party can try to sneak up and attack the snake man who will make a Perception check at disadvantage. If he wakes up, he will grab his blade that is stashed next to him and attack immediately.

- 1x Yuan-Ti Malison [Type 3] (MM Pg. 309)
- Total XP: 700

THE VENOM DRAIN CHAMBER

In this room looms a man-like figure huddling over a large basin on the far side of the chamber. Tables cover this room and nearly all of them are filled with vials containing some sort yellow liquid. Some of them are cloudy while others are clear. Some have a deeper tint of green while others have a hint of red. This is one of the only rooms that seems to have been used with any sort of frequency as of late.

The man doesn't seem to notice the party as he holds out arms that appear to be snakes rather than a traditional set of limbs. These scaled appendages also seem to have a mind of their own, twisting about and slithering along the stone. The party can attack this strange snake-person or try to speak to him. If they attack, three more constrictor snakes will attack from the various points of the room.

He will pick up a vial on the first turn and throw it at the party. It will splash out in a small area. Anyone hit by this will need to make a DC 12 Constitution Saving Throw. They take 2d8 poison damage or half on a successful save. If a player fails the save they are poisoned and repeat the save at the end of each turn for the poison to end.

If they talk to him he will be in a manic state. He is incredibly excited to hear of the party's arrival and want to swiftly introduce them to The Great One. The snake will thank his servant for the tributes and move to strike immediately if this happens. If the party does not go with the Yuan-Ti, he will grow quickly angry but with enough persuasion the party can extract some information from him. He will not betray his cause, but it is possible to leave this room without starting a fight.

- 3x Constrictor Snake (**MM Pg. 320**)
- 1x Yuan-Ti Malison [Type 2] (**MM Pg. 309**)
- Total XP: 850

THE DEVIOUS SNAKES

There is a group of two giant constrictor snakes hiding in some of the tunnels carved for them through the halls. The snakes will coil down around the party and ask them what they are doing in the temple. They tell the party that they have no chance at slaying the Great One. *"No chanccecccce! Tribute! Tribute! We can help,"* they hiss.

They will tell the party to drink the blood of a believer. The snakes claim that if they drink the blood they will become resistant to the venom of the Great One, otherwise they are doomed from the first strike. *Doomed!*

The snakes will lead the party to another chamber where there is a large basin of blood in a coiled stone snake container. The snakes will twist around and make suggestions to the party about why they need to drink the blood. If the party follows through, after about thirty seconds they will all need to make DC 13 Constitution saves. On a failed save, they are poisoned for the next ten minutes. The snakes will strike as soon as the poison takes hold. *"We will deliver you to the Great One! He will be pleased! Tributesssss!"*

- 2x Giant Constrictor Snake (**MM Pg. 324**)
- Total XP: 900

THE ROYAL THRONES

If the party manages to make it over to the thrones that they saw upon entry to the temple, they will find that the ground is covered in silver coins that have snakes carved upon them. There are also a few snake sculptures that appear to be in excellent condition and can be sold for 50g each.

Over near the edge of the balcony is an emerald colored sceptre. It is sitting on the other side of a massive crack that runs along the floor. Any character that is size medium or higher will break the floor and go crashing down to the pathway below, taking 2d6 fall damage in the process. This sceptre can be a magic item (Staff of the Python / Staff of the Adder), a simple treasure to be sold for gold, or could give clues to another plot hook going forward. The decision is yours!

OTHER GENERIC ROOMS

The Shedding Chambers - Dozens and dozens of snake skins scattered around the room. Some stored in chests, some decorating the walls, etc... Can be collected to be used in the crafting of potions or sold.

The Feeding Chamber - Room with prisons cells with very thin bars. Inside one of these is a moderately sized boar and in another are six rabbits. This is snake food.

Worship Chambers - Every few doors is a room that has decayed pillows on the floor. On the far end of the room is a giant snake carved into the wall. In some, this snake is devouring the world itself, in others a massive snake emerging from the earth, and in others still a snake eating its own tail. One of these snakes actually has an emerald eye that has not been scavenged. The value of this gem is 100g.

Some of these chambers also have numbers carved into the stone, but the party is unsure of what they mean. None of them seem to be consistent and they almost appear in a calendar like nature. If the party questions one of the remaining Yuan-ti, they will find that it is a count of the sacrifices given in the temple to bring their Gods into this world.

TRAPS

The Falling Carpet - One of the rooms the players walk into has a intricate rug on the floor that appears to be completely covered in snakes. All different colors slithering together to create massive maze. The room has some clay pots scattered around and a chest sitting on the far side of the rug that is beautifully colored with snakes curled up around the edges.

If the players walk into the center of the rug it will collapse inward. Players on the rug must make a DC 13 Dex check or fall down into a pit filled snake venom. The walls of this pit are painted with snakes just like those on the rug. The bottom of this pit is also lined with large fangs.

Any player who fails this Dexterity save takes 2d6 piercing damage and 2d6 poison damage.

The Snake Jar - One room is filled with intricate jars and ceramic pots. They are beautifully painted though this has faded a bit with time. Some contain copper coins, some contain crushed grains, but one . . . one contains a small snake that strikes out at the person that opens it up. They make a DC 13 Dexterity saving throw or take 2d8 poison damage, then immediately scurries off through one of the side tunnels.

THE SACRIFICIAL CHAMBERS

This room is opposite the entrance and takes up the entire back side of the temple. Within is a gigantic snakehead with its mouth open and a circular chamber laid out before it. The ground here has been dyed red with the blood of the thousands that have been sacrificed in the name of the Yuan-Ti gods.

It is a grim sight to behold, containing the decaying corpses of both wildlife and civilized creatures. Hearts are impaled on spikes, intestines are hung like decorations from torches, and teeth are being woven into jewelry.

Feel free to add an encounter to this area: A Flesh Golem (**MM Pg. 169**) at 50% health or perhaps an Ochre Jelly (**MM Pg. 243**) or it can simply be for aesthetics depending on how difficult of a time your players are having making their way through the temple.

THE GREAT ONE

Down in the arena, the party sees a woman similar to those they found out by the owlbear. She is nuzzling up against a massive snake, at least thirty-five feet long and nearly two feet in diameter at its widest. It is black as night except for two blood red stripes that run down its back and a pair of magnificent emerald green eyes. As the party watches, she actually coaxes the snake to bite her and falls to the ground moaning as she spasms uncontrollably in pleasure. Its fangs are the size of short swords dripping with venom.

This is the snake they call The Great One, said to be sent from the ancient serpent gods themselves. Once the woman falls, he slithers away into one of the tunnels, leaving her to the ritual.

THE GREAT ONE

Gargantuan Beast, chaotic evil

Armor Class 13

Hit Points 95 (10d8 + 50)

Speed 40 ft.

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

Condition Immunities Paralyzed, Charmed, Poisoned

Senses passive Perception 11

Languages Abyssal, Common

Challenge 4 (1100 XP)

Bite Attack. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 9 (1d4 + 6) piercing damage plus 7 (2d6) poison damage.

Constrict Attack. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is grappled (DC 14 escape). Until the grapple ends, the target is restrained and The Great One cannot constrict another target.

AFTER THE BATTLE

Once the area has been cleared of Yuan-Ti the players can claim the temple for themselves, collect their loot, and head back to town. The return trip is free of incident, but once they get back they will have to make decisions about what to do with their new baby owlbear (assuming they saved it). They are given their reward and are free to leave the cleansing of the filth in the temple for someone else.

TOTAL XP: 1350 PER PLAYER

BOG OF THE HAG

[LEVELS 3-4]

Step into the nightmarish bog where there are only two options: fight for your freedom . . . or be doomed to wander endlessly in through these dreadful wastes until your death. Do you have what it takes to defeat the vengeful hag and break free from this prison?

OVERVIEW

A bog serves as an abrupt interruption to an otherwise normal forest. At the heart of this bog is a cabin and within this cabin is a hag. Many, many years ago her loved one was killed by a creature that mercilessly ripped his bottom jaw off, leaving it hanging by a lone strand of meat. She attempted to resurrect her love by turning to dark magic, but had limited success. Unfortunately, this dark magic corrupted her once kind heart and now she does all she can to make sure every person she comes across meets the same fate as her beloved.

THE SETTING

This adventure takes place in a massive bog that extends roughly fifteen miles. The trees are covered in moss and slime. Their leaves are all dead. Their bark is black but the trees still seem to be alive once you cut through the blight. All through this area the ground is soft and squishes underfoot (*It is considered difficult terrain unless on a Haven*). Strange, dark salamanders crawl along the trees while large thorny bushes wrap around their trunks. Deformed toads sit in the waters, warts twice the size of a normal toad and seem ready to pop with disgusting pus at any moment. There is a dank and foul smell in the air of rot and mold.

In the bog, there are some small patches of high ground that provide shelter from the putrid filth of the low-ground, but these areas are far and few between. The trees on these elevated areas are still green and beautiful. These are literally a breath of fresh air whenever they can be found. The creatures that live in this area have a name for these highgrounds: Havens. They provide a place for your players to sleep in relative peace.

The bog is a twisting chaos of madness and filth and once edge of the bog is out of sight, the players are trapped here until they kill the hag. They can walk straight for an entire day and end up at the exact same spot they were that morning. They will come across the same landmarks over and over and new landmarks will spring up nearby with effectively no warning. The terrain is as alive as the creatures.

DAY ONE ENCOUNTERS

GIANT CROCODILE

At some point during travel, have the group roll a DC 15 perception check. If the party succeeds, they spot a Giant Crocodile sunk down in the mud with only dark amber eyes peeking out. If they fail, the crocodile will attack the player at the front of the group. (**MM Pg. 324**) (1800 XP)

The hide of such a creature is worth roughly 50 gold should they choose to take a few hours to remove it.

BULLYWUG AMBUSH

The party spots a small frog creature looking at them from behind a tree, but he swiftly runs away after being noticed. The group sees that he has a crown on his head made of twigs and bright berries. If the party chases him they will fall into an ambush of eight bullywugs.

- 8x Bullywug (**MM Pg. 35**)
- Total XP: 400

(Feel free to expand this into an entire encampment should you choose to make the adventure longer.)

KUURG, THE STRANDED ONI

As it is starting to get dark, the party spots a large uprooted tree lying on its side. It must be at least fifteen feet across at the base and strange carvings coat the outside of it. At the base of the tree, through all of the tangles of roots, is an opening and dim lights emanate from within. If they party approaches, they will see a heavily-muscled, blue-skinned humanoid creature. It has razor-sharp claws and stands ten feet tall. While hair tumbles down over its shoulders and its pure white eyes almost make it seem blind, yet it has no trouble sitting at an oversized table eating a roasted crocodile.

- The party can engage this creature he will tell them of their doomed fate, that they have entered the Bog of the Hag. Once the forest is out of sight, it is lost to you forever. He tells them that they might as well get comfortable.
- He also knows of the hag's origins, or at least the rumors. He will tell them the story and why they are trapped here. He will tell them of the bog's shifting nature and that they will always end up coming back.
- He has been here for forty years and was once a highly aggressive creature, but has learned a life of serenity in his time of solidarity. *"My brother attempted to slay her when we first became trapped here. He did not return and I went to check on him the next day. His body was laying out in front of her cabin with his jaw snapped and hanging against his chest."* Still, he has a short temper and will attack if pressed too far.
- If the party asks how to find the Hag, he will tell them that you do not find her, she finds you. When you see skulls start to appear then you know you are nearing her domain.
- This creature will allow them to sleep out in front of his home if they like. It has huge wood planks scattered around the front so the ground is not quite as squishy. He will require payment, however. He will ask for clothing and blankets, as such commodities are hard to come by here and gold is useless to him.
- Within the hut there is a chest in the corner. It contains six Onyx (50gp each) and a Painted Gold War Mask (500g). If he catches anyone touching his possessions he will attack, leading with a Cone of Cold.
- 1x Oni (**MM. Pg. 239**)
- Total XP: 2900

NIGHT ONE ENCOUNTERS

The first night the party sleeps in the bog, whoever is on watch will spot a glowing ball of light off in the distance. It will blink on occasion and bounces back and forth. If they wake the party to investigate it will disappear and reappear about thirty feet further away but giving off a different color. It will cycle through Yellow, Red, and Blue. This is a Will-o'-Wisp

- It will simply whisper one word: "Follow" and grow frustrated if the players do not listen, zapping them in necessary.
 - If the players follow this ball of light it will begin to lead them through the bog. After roughly ten minutes of following the light, a cave will appear in the distance. If the party move towards to the entrance to investigate, they see thick mud in the entrance and then darkness. The wisp will try to coax them inside. "Follow!" Once the whole party is inside, or as many as are going to follow are inside, 4 Mud Mephits will pop up from the floor of the cave and start to attack. On the next turn, an Intellect Devourer (**MM Pg. 191**) will run around the corner and join the fray as well.
 - The Wisp will simply watch with amusement, but as soon as any player goes down it will move over and cast *Consume Life* on them.
 - If the players manage to kill these creatures they will find two dead Bullywugs in the back of the cave. One of them has a bag with 10 gold coins in it while the other has a pair of finely carved bone dice in his pouch (25gp). Their brains are removed.
- 1x Will-o'-Wisp (**MM Pg. 301**)
 - 4x Mud Mephit (**MM Pg. 215**)
 - 1x Intellect Devourer (**MM Pg. 191**)
 - Total XP: 1100

DAY TWO ENCOUNTERS

The expectation is that the party will start looking for the hag's cabin so they can find a way out of this swampy nightmare.

THE ROAMING ETTIN

As they walk along they will hear some tree branches snapping off in the distance and what sounds like two creatures arguing. Shortly thereafter they will spot an Ettin (**MM Pg. 132**) (1100 XP). If the party does not actively try to avoid them or hide, the Ettin will spot them and move over to attack. He is stupid and can be easily bribed if the players can engage it in its native tongue. One of the heads is obsessed with shiny things while the other wants soft things, as there are few ways to obtain such items in the bog.

BLACK PUDDING POND

They continue to stumble around but find no skulls. They do however see one particularly dark pool of water. It appears to be tar-like in nature, but in reality this is a Black Pudding (**MM Pg. 240**) (1100 XP). It will not interact to anything until a player gets close enough for it to lash out at, or until a damaging spell has been cast against it. The ooze is normally slow, but moves at max speed even in this bog so depending on the player's tactics it will be able to catch up in the difficult terrain. (*Remember the bog is difficult terrain!*)

WE'RE BACK!

A few hours of wandering later with no other incidents and they will see "a large uprooted tree lying on its side. It must be at least fifteen feet across at the base and strange carvings coat the outside of it. At the base of the tree, through all of the tangles of roots, is an opening and dim lights emanate from within." This is of course the same tree they found earlier. Kuurg will be greatly amused by their misfortune and tells them that the longer it takes them to find the way to the hag, the longer they keep their lives.

NIGHT TWO ENCOUNTERS

That night as the party sets up camp again, they will hear branches snapping loudly a few hundred feet outside of camp. The sound of heavy footsteps can be heard on the ground, but nothing can be seen through the darkness. A few moments later the snapping will come from the complete opposite side of camp.

- This random smattering of sound continues for some time. If the party moves to investigate the sounds continue but always coming from another direction. Slowly the sound surrounds and grows closer.
- Eventually they will hear children's laughter from very close by. (*See bold text below*) A look around reveals nothing. Choose a player at random. They hear laughter right next to their head, almost whispering in their ear. But once again nothing is there. Then finally another player will hear the words "You'll all die here!" with a cackle and the sound all stops immediately. The bugs, the creaks of the wood - everything. The bog seems to be waiting.

(During all of this commotion, hand one of the players a note saying that have fallen asleep. Make sure a few minutes pass before the laughter stops and make the contents of the note remain secret!)

- Tell the player who fell asleep that they have woken up and are locked what appears to be a coffin. There are three narrow slits in front of their face that allows them to see the night sky above and see the fact that they are in an open grave roughly six feet deep.
- They can try to break out but will need to succeed on a DC 20 Athletics check as the coffin is made of strong wood and they can barely move their arms.
- Just seconds after waking up, the first shovelful of dirt will fall down on top of the coffin and the trapped player sees a skeleton with its bottom jaw broken off holding a spade.
- If the player screams, the others hear it immediately. There is a graveyard only a few hundred feet from camp (*when did that get there?*). Two skeletons with shovels are actively working to bury that player alive. These skeletons crumble with a single strike.
- There are a number of open graves equal to the number of players in the party at the ready. The others have open coffins within them. A closer investigation will show their names are already engraved on the headstones near these. The graves have signs of weathering and wear that would suggest they have been here for decades.

The next morning, when the party wakes up they find the gravestones with their names on them lined up in front of their camp with a skull in front of each that match their own.

DAY THREE ENCOUNTERS

A CLUE, A CLUE!

The next morning as the party starts their journey they will find the first of the skulls they are looking for. It is hanging on a tree branch by its spine and of course has its bottom jaw removed.

These skulls are scattered every few hundred feet. Some are piled up near the base of a tree. Some are simply carvings within the bark. Others are embedded deep into the wood of ancient trees. There is also one especially large skull which is perched atop a what appears to be a totem pole covered in strange symbols.

CABIN IN THE WOODS

After an hour of following this path, the party will come upon a clearing where the ground seems normal. The smell of the bog dissipates as they enter. For a moment there is relief.

In the center of this area is a cabin that is surrounded on all sides by a 50x50 ft. cornfield. The corn itself is approximately eight feet tall, so only the top of the cabin can be seen through the obscurement. Towering up over the corn as silent guardians are four scarecrows of varying levels of terrifying. All of them made in such a way that their jaws are removed. Some appear to be smiling regardless.

There is a single path through the corn that leads directly to the front door of the cabin.

If the party moves through the corn, the scarecrows will of course come to life and jump down to attack. They will not leave the corn field, however. If the party takes the path, the scarecrows will slowly turn to look at them but will not make a move to approach (*yet*).

- 4x Scarecrow (**MM Pg. 268**)
- Total XP: 800

If the players try to set the corn on fire, it will go ablaze for just a moment, then extinguish. (*The hag is invisible and watching the party's action. She is the one putting out the flames.*)

LET'S GO INSIDE!

The party finds that the cabin is unlocked and once they are all inside they will soon after find that the scarecrows are down from their perches and are staring in through the windows (if they aren't already dead). The house is fairly simple in nature: a small table, a few chairs, books on the shelf in some strange language, candles scattered around. It seems completely ordinary overall.

Off of the study is a bedroom and this is where things get strange. There is a large dresser with a mirror atop it as well as a comb crafted from rib cage. The entire room is decorated with skulls, all with their bottom jaw removed.

There is a collection of five hand-carved ravens on top of the dresser that seem to be finely crafted with small rubies for their eyes. They are worth 10g each if taken.

Off in the corner of the room is a trap door on the floor. If the players lift it up they will find it is locked. A search of the room and they will find a key in the top drawer of the dresser. It is a skeleton key, but as you guessed, the jaw is broken off. Whomever picks this up will feel their jaw muscles immediately tighten. It gets worse and worse the longer they hold onto the key and after thirty seconds their jaw will break with an incredibly loud crack.

The key opens the cellar door and when the party moves to descend the smell of blood immediately fills the room.

A wooden ladder leads down into a pitch black basement crafted from dark stone. It is wet and musky in addition to the powerful iron-like smell of blood that is so thick in the air it can actually be tasted. When the party fully descends into the cellar, the trap door will slam shut. They hear it lock and shortly after the sound of something heavy being slid over top of it (*the dresser*).

The party is trapped down here.

LOVER'S QUARREL

The roof is twelve feet tall down here and the room itself is roughly 40x40 ft. Piles of broken bones lay scattered around the edges of the room, nearly three feet in height in some places. In the center of the room is a metal coffin. Inscribed upon it are the words: *My Love*

If the party tampers with this coffin at all, bones on either side of the room begin to stir and snap together. A shape quickly forms and out of the bones a Skeletal Minotaur with no jaw and wielding a greataxe of bone appears on either side of the room. **Roll for initiative.**

- 2x Skeletal Minotaur (**MM Pg.272**)
- Total XP: 900

Once the Minotaurs are defeated, the coffin will begin to open. A man rises from it adorned in incredibly fine armor that is clearly magical in origin. He also holds a lightly glowing longsword. He seems zombified and, you guessed it, his bottom jaw is almost completely torn off. It hangs from a single bit of meat. He is a Wight (**MM Pg. 300**) but is not aggressive.

"You defeated them..." he whispers. *"Kill her... let me finally rest! Please! Kill her! Free me from this prison!"* he cries out. (*If the party attacks him he will simply rebound a bit but he does not raise his weapon to the party.*)

A few moments later the trap door will open but nothing comes down the ladder. The wight will warn them, *"She is in here! Her magics protect her from your vision!"* and at that same moment she digs her claws into the closest party member and breaks out of her invisibility.

The party sees a decrepit old woman with green tinted skin, rotting teeth, and with flowing white hair that reaches down to her knees. There is a clear madness in her eyes.

Roll for initiative

THE HAG

This is simple a Green Hag (**MM Pg. 176**) but she has one additional spell in her arsenal:

- *Tear Asunder: Target creature within 30 feet makes a DC 12 Constitution Saving Throw. On a failed save, the muscles in the target's jaw go tight and they can no longer speak. On a pass, nothing happens. At the end of that player's next turn, if they failed the first save, roll a new saving throw. On a second fail, that player's jaw breaks violently, dealing 5d8 bludgeoning damage and causing them to lose their ability to speak. On a pass, the effects of this spell ends immediately. (Greater Restoration or extensive rest can cure this wound.) This should be brutal. It will tear the skin of their cheeks and spray blood in an arc in front of the character.*
- 1x Hag of the Bog (**MM Pg. 176**)
- Total XP: 1100

When the hag falls to 0 hit points, she will collapse to the ground and the Wight will shout to the party, *"Please, let me be the one to finish this!"*

If the party agrees, he will shamle over, place his blade in her mouth, and cut her jaw off. She collapses to the ground. He will then turn to the party and manages to say the words *"Thank you"* before his body begins to decay and crumble.

LOOT!

The Wight is wearing a set of Adamantine Chainmail and holds a Sword of Light. The Hag's body has a Wand of Secrets on it. *(Feel free to adjust the loot if you prefer less magical campaigns)*

SWORD OF LIGHT, LONGSWORD, UNCOMMON (REQUIRES ATTUNEMENT)

- Allows the user to cast Light as a Cantrip.
- Can cast the Daylight spell once per day.

FOLLOW-UP

With the death of the Hag, all of the scarecrows fall if they have not already been defeated. The enchantment restricting creatures to the bog is lifted and over the next four weeks this land will return to its former glory.

On the way out, the party will once again make their way past Kuurg's encampment. He sees them approaching and will greet them, surprised that they are still alive and assuming that they gave up hope.

When the players tell him that she is dead he does not believe them but if they show them her wand he will run over and hug the front member of the party and pick them up off the ground. *"I can't believe you did it!"* He will then run into his house and run back out with his chest and offer the contents to the party. It contains six Onyx (50gp each) and a Painted Gold War Mask (500g). He will thank them and ask to stick with the party until they reach the edge of the bog at which point the adventure has come to its close and you may continue on with more exciting adventures.

Total XP varies greatly by the monsters killed, but award each player a bonus 500 XP for completing the adventure.

CULT OF THE GOL'GOROTH

[LEVELS 4-5]

OVERVIEW

Within the muck and darkness of a cave deep within the forest lies an ancient creature. A manifestation of evil and psychosis that cause even devils and demons to turn a blind eye. This monstrosity is known as The Gol'Goroth. Rumors say it has just sockets where there should be eyes, yet it sees everything in this world and in others. It pierces the veil of the mind and inflicts madness on all who come near. Of course, these are surely just rumors. Surely just an excuse to justify the actions of a twisted cult that is ravaging local villages. Surely just a manifestation of their crazed minds as they carve their own bones into weapons and slice their own flesh to ribbons... all in the name of The Gol'Goroth.

DESPERATION AND MADNESS:

WELCOME TO GOLDENLEAF VILLAGE

As the party stumbles into the town of Goldenleaf Village, it is quite a sight to behold. The streets are empty, the shutters to the homes are closed, and the carcasses of dead livestock fills the air with a putrid aroma. Beyond the rather disturbing silence, the town seems quite pleasant and beautiful. Large golden apples grow from trees scattered all around the quaint little town known for its apple based wines.

As the party continues through the town they notice eyes peeking through windows. The shadows cast across the street and under the trees seem to be deeper than they should. Flickers of movement appears in their peripheral vision, but if they turn to look there is never anything to see. If they attempt to knock on the doors of any of these homes, the people within will shout out in terror, "*Leave us alone! Please! Don't hurt my children!*" and other such pleas for mercy.

A few more minutes of drifting through the town and the party catches the first glimpse of actual movement. A man appears to be scraping against the side of one of the homes with violent intent. He wears robes of black and a white blade is protruding from one of his sleeves as it carves into the wood of the house. When the group grows near they can hear guttural, disturbing sounds coming from the man. He will not respond to any attempts to communicate, but when the party gets to close he will turn and look to them.

This adventure is intended to use Lovecraftian horror. Use descriptions and even music to set the mood as your players descend into the madness.

NOT YOUR ORDINARY CULT

It is about this time they notice the strange symbols he has been carving into the house - ancient symbols that no one recognizes as well as the head of a frog with no eyes. As the man stares, the party can see that the weapon he is using to carve into the house is actually the bone of his own arm. It appears his hand has been removed and the bone has been sharpened to a point. Higher up his arm is a bloody set of bandages. One of the man's eyes is removed, revealing an empty socket that is oozing a thick, dark-blue substance. The other eye is intact but completely bloodshot. His face is sliced as if someone attacked him with a razor, but he doesn't seem to notice the bloodstains or open wounds. His movements are jagged and violent, snapping between exaggerated motions in the blink of an eye. "Sacrifices for the Gol'Goroth!"

The cultist charges at the closest party member, thrusting his sharpened bone towards their chest. He gives out a loud, animalistic screech as he does so. Use the stats of a Cultist. After the first round of combat, the party hears more footsteps coming in the distance and three more of these fanatics come running.

- 1x Cult Fanatic (MM Pg. 345)
- 3x Cultist (MM Pg. 345)
- Total XP: 525

Each of them are just as brutalized as the original they encountered. One of them has a chain around his neck which is attached to another of the cultist's wrists. The chained man has both of his eyes removed, but sitting in one of them is a strange globule of dark-blue gel with something dark swimming within. His fingers have all been sharpened to the bone, giving him a terrifying set of claws as his weapons. The man leading the chained cultist wields a sword made from nothing but bone. Around his neck is a string of frog skeletons that have been haphazardly sewn together. He also wears a painted wooden mask that looks like a frog. The final cultist is using a bloodstained flail whose head is a skull. The skull has teeth embedded into the bone and when the man screeches it is clear who they once belonged to.

During the battle they will cry out. "*For the Gol'Goroth! Sacrifices! Flesh for his spawn!*" And other such mantras.

After the battle, the part finds that the frog mask is magically enchanted. A bit of time an examination will reveal it to be a Mask of Spirits:

MASK OF (HOLIDAY) SPIRITS

Wondrous item, uncommon (requires attunement)

This item appears to be carved from a piece of wood to give the wearer the appearance of a frog. While attuned to this item, you find a bag containing 2d4 + 2 chocolates under your pillow every morning when you wake up. They restore 1 hit point when eaten. Additionally, fireflies are drawn to you at night and will light your camps and flash brightly when potentially dangerous creatures approach.

If the party examines the strange globule in the cultist's eye socket. They can make a DC 12 Nature Check to recognize this as a frog egg. The dark object that was once swimming within the egg is now gone, however.

A few moments afterwards, the back of the cultist's head will begin to bulge. Even though he is dead, his body will begin to thrash wildly. His skull continues to swell and after a few more seconds there is a sickening crack and a frog-like creature comes bursting out of the back of his head. It has a few small tendrils on its back and its eyes are empty sockets. It is a bit smaller than a typical bullfrog at this point, but just looking at it fills the party with a feeling of dread. Immediately afterward, the door of the nearby house flies open and a man comes charging out screaming, "*Don't kill it!*"

MAYOR HAL NEELOW

A older, round-bellied man stumbles out into the streets with a washbasin in hands and runs over to the frog creature. "*We need it alive if you are going to defeat the beast!*" he cries as he throws the washbasin over the frog, preventing its escape. "*That is, assuming you are here to kill the Gol'Goroth.*" He looks at the party with desperation.

This is the mayor of Goldenleaf Village, Hal Neelow. His town has been under siege from these cultists for a few weeks now. His own people, whom he assures the party would never harm a fly, began wandering off into the woods in a daze and coming back as these savage monsters that can no longer even be called human. At first when they returned, they seemed off... but not completely mad - not slicing off their own hands... They tried to recruit others to come with them and a few actually followed. Later they returned more violently, their minds withering away. They demanded new townsfolk go with them or face the consequences.

The people of Goldenleaf fought back the first time they came... Five men were left dead and another four were dragged off into the forest. He points to the man with bone claws, "*That's one of them that was taken in the first attack. Jeremiah Merrel.*" Now the people of the town are too terrified, but he has seen this happen before to one of them. The frog hopped off into the forest, going back to its mother he assumes. If the party follows the frog, it should lead them to the root of this evil... the creature the cultists call **The Gol'Goroth**.

He gives a description of the monstrosity based on the rumors around town. A frog the size of a wagon with nothing but empty sockets where there should be eyes. Four massive tentacles extend out of its back, lashing out wildly. Spikes of bone run down the length of its spine. A beast of legends... of nightmare.

He will also tell them that the town wizard, a man named Syrith, left to try and put an end to the evil, but he never came back. He was quite strong so him not returning means the creature is powerful or perhaps the wizard is still out there needing help.

He offers the party 300 gold, a magical weapon that has been the shining honor of the town for centuries (Make this usable by one of your players), and the thanks of all of his people (at least those that remain) if the party can slay this monstrosity.

INTO THE WOODS CERTAINLY NOT A PRINCE

The party will need to release the frog creature from the wash basin. When they do, they will notice it has already grown another inch in size. It immediately takes off for the edge of town and hops into the forest. If anyone attempts to pick up the frog, the tendrils on its back will strike and attempt to pierce their flesh. It will make an attack at a +4 bonus to hit. On a hit, the victim will take 1 damage and need to make a DC 12 Wisdom Saving Throw. On a fail, that player is paralyzed.

- At the end of each subsequent turn, that player will need to make an additional DC 12 Wisdom Saving Throw.
- On a second fail, that character begins to lift the frog up in front of their face. They take 1d6 psychic damage and remain paralyzed.
- On a third fail, that character opens their eyes and the frog lashes out with a spiked tongue, rips an eye from its socket, and consumes it in one swift motion. That player takes 2d6 piercing damage and an additional 2d8 psychic damage. They are released from the frogs grasp., but must now deal with the consequences of being down an eye.

If any other player removes the frog from its victim or if the player succeeds on their saving throw, this effect ends and the frog attempts to make its escape or to latch onto a new victim.

HELP! MY PLAYERS KILLED THE FROG . . .

That's fine. Anyone with some tracking skills will be able to identify the path that the cultists take from the lair of the Gol'Goroth. In their insanity, these people are not known for their subtlety.

The frog keeps a steady path and dodges obstacles despite its lack of eyes. The tentacles on its back dance around in the air as it leaps, occasionally striking out at insects and latching on before the creature consumes them. While the town was quite pleasant, the forest quickly turns gloomy. The shadows stretch longer than they should, the flowers smell foul rather than pleasant, and woodland creatures are nowhere to be seen.

After fifteen minutes of this, the frog has nearly doubled in size. It continues on with a swift and confident determination. The party begins noticing disturbing things such as strips of human flesh nailed to trees using nails that are certainly made of bone. There are scattered fire pit remnants that contain scorched bones both animal and human in nature. Birds sit in the trees, eyeless and giving out sounds of anguish rather than a pleasant chirp - almost as if they are taunting the party.

OH DEER

A bit further onward, the party spots movement up ahead. Two cultists are hunched over what appears to be a dead deer on the forest floor. One has a needle and thread and the other holds a vicious looking saw. As the party grows near, the cultists turn their direction and draw weapons. One using an executioner's axe while the other holds what seems to be a club with rib bones shoved through the wood, forming sharp spikes.

The deer stands up as well.

This monstrosity is an insult to the gods themselves. An open wound in its side show where the ribs have been removed and are now sewn along its back forming a set of spikes. Its antlers are sharpened to jagged points and its eyes, while still in tact, appear to be bleeding. There are distinct wounds and stitches around the deer's back legs, as if they had been hacked off and hastily reattached. It is also partially covered in a dark-blue slime-like substance. Use the stats of a Giant Elk for the deer and an Orc for the two cultists. **Roll for Initiative**

- 1x Giant Elk (**MM Pg. 325**)
- 2x Orc (**MM Pg. 244**)
- Total XP: 650

During all of the commotion, the frog will continue about his business as normal, moving 15 feet per turn. The party can once again capture it if they have a container, but otherwise he will continue on his journey. If the party lets the frog get far enough away they will need to make some simple Survival checks to find him or the path to the cave.

When combat has ended, the party will find a few gold coins on the body of the cultists as well as a diary. It is filled with drawings of the Gol'Goroth. These drawings are repeated over and over and over. As the book continues, the drawings grow more and more distorted and frantic. Blood is scattered across some of the pages towards the back.

Once the party is done with the cultists, they continue their journey towards the Gol'Goroth's lair. After another twenty minutes they see their target - a massive cave entrance. Stalagmites and stalactites line the mouth of cave, giving it the appearance of a snarling maw. The skeletons of hundreds - if not thousands - of frogs litter the ground out front. The frog they are following hops towards the entrance without slowing.

CAVERN OF THE GOL'GOROTH

CAN I EAT THIS?

As the party steps towards the entrance of the cave they are met with a surprisingly alluring smell. It seems to be coming from a dark-blue slime that coats various portions of the cave entrance. They recognize it from the deer and from the cultists in town. It certainly seems like it would be delicious, perhaps it is blueberry jam! One taste certainly couldn't hurt, right? Have your players roll a DC 12 Wisdom Saving Throw. On a fail, they get the powerful urge to reach out and consume some of this slime. On a pass, the players realize this is just a trick of the tantalizing aroma and resist this primal urge to consume.

As you may have guessed, ingesting this slime is not good for the body. The party members who failed can be fairly easily snapped out of this daze if someone startles them - be this a punch or a shout.

- If no one stops them, they scoop up a nice, delicious handful of the slime and gorge themselves with it.
- Ten minutes afterwards, these players will start to feel sick and gain the poisoned status.
- Five minutes after that, they will begin retching and choking until they finally vomit up another of the frog creatures. (*If in combat, this will take 2 rounds during which the players can do nothing but double over and hold their stomach*). They are free of the poisoned status but gain a level of exhaustion as the frog attempts to hop away into the cave.
- **A player may avoid this by forcing themselves to vomit within 30 seconds of eating the slime.**

WAVES OF MADNESS

Deeper in this cavern, the Gol'Goroth waits. It goes through rapid cycles of consumption and rest. The cave alternates between waves of mania and hysteria, all based on the current state of the Gol'Goroth. At pseudo-regular intervals, the cave goes from smelling pleasant and inviting to foul and offensive. When foul, the Gol'Goroth is awake and feasting. While the air is sweet, the Gol'Goroth sleeps and digests its meal.

The behaviors of enemies and the events that occur in the cave are all based on these cycles. Make sure to describe to your players the general feelings that their characters get when the two different aromas are present.

- Happiness, optimism, and a deep level of suggestibility when the sweet smell is present.
- When the foul smell is present, they feel upset, edgy, aggressive, and are prone to violence.

Thoughts well up inside them, ready to burst during either of these transitions that strain their minds.

Feel free to run timers to shift the aroma in real time, or choose for the most interesting moments in game for the cycle to change. Whatever you feel will make for the most exciting adventure through the Lair of the Gol'Goroth.

SO CUDDLY AND CUTE

The path starts out over twenty feet wide, but appears to narrow quickly upon entering. Painted on the walls in this opening cavern are various depictions of the monstrosity - The Gol'Goroth - The bringer of madness - God. These depictions are primarily white paint, but the void where eyes should be uses blood as its medium. The pathway ahead appears to be lit by faintly glowing torches mounted along the walls and whispers seem to echo down the path with no distinguishable origin.

As the party weaves down the path, they see more of this strange slime coating the walls. Fortunately, once they get past the first room their minds have adapted and the urge to consume no longer takes hold. After traveling down a narrow path for twenty feet, the way opens up into a large room with two large pillars of stone near the center.

The party will immediately notice movement along the walls as dozens of albino squirrels scatter about, eating from various pools of the slime. They seem calm and docile, some running across the floor with large red eyes faintly glowing in the torchlight. In the center of the room is a makeshift stone sculpture of the Gol'Goroth. It is not well crafted, but the emotion that the artist was attempting to capture is clear - madness. The most notable part of this statue is two massive jet gemstones in the eye sockets for the sculpture. If the party is brave enough to take these gems, the squirrels will all turn to look at that person, but they will not attack... at least not yet.

The party can look about the room and inspect the squirrel creatures. A few will even approach the party with some hesitation and give them a quick smell or hop on a shoulder and begin digging through their hair. They seem sweet and innocent. If the players give them food of any sort they will start to close in and group up near the party, staring with wide, expecting eyes as they skitter about.

Then comes the first of the aroma transitions.

The air turns foul, the room seems to darken, and violent tendencies arise. The players feel their stomachs drop. A gut-wrenching feeling takes hold and the shadows deepen again. The light emitting from the torches seems to retreat closer to the flame.

The squirrels go mad. Use the stats of a Swarm of Rats - six of them in total. (*Or use three Swarm of Squirrels from StoneStrix's Monster-A-Day*). If the players took the gemstones from the statue, those who are holding them will be focused by the squirrel assault.

- 6x Swarm of Rats (MM Pg. 339)
- Total XP: 250

The squirrels bite, claw, and snarl as they attack the party. The once seemingly sweet creatures show no remorse and will not leave those who fall unconscious alone in favor of other threats. If the party attempts to run, the squirrels will follow until the party actually leaves the cave. Once they are past the threshold of the entrance, the squirrels will squeak and jump about in rage, but will not continue their advance.

Once all the squirrels are defeated, the party can continue. On the far side of the room is an exit roughly five feet wide and eight feet high. Immediately after they enter this tunnel, there is a solid iron door on the left and a path that disappears around the corner to the right. An attempt at the door reveals it is locked, but there is a round slot beneath the handle roughly an inch in diameter. Normal lockpicking methods are no good on this door and trying to knock it down seems impossible.

THE KEYMASTER

[HARSH DM?]

Two pesky Darkmantles (MM Pg. 46) hang from the ceiling of the path. They will fall and latch on to your poor players as they try to make their way to the Keymaster.

The party is forced to take the path to the right which follows a tunnel for another thirty feet before opening up into a medium-sized area. It almost appears to be a living area as it contains a rotting bed with a nightstand nearby and a treasure chest at its base. A little further off is a pile of mostly decayed scrolls, at least twenty of them in total. On the nightstand is a candle and a small Green Dragon statue. There is also a broom propped in the corner and scraps of cloth scattered around the room.

To the left of the entrance is a cultist sitting against the wall and gazing up at the ceiling as if it were filled with stars. He has a long, white beard and brittle hands. He does not appear to be sliced up like many of the other cultists, but there is madness behind his gaze. When the players make any sort of noise or catch his attention his head snaps down and his bloodshot eyes go wide.

[AROMAS]

SWEET

If the air is sweet, the Keymaster will greet the players with a sort of wide eyed excitement. "Guests!" he will gasp. "Here to see the master, no doubt?" he asks. "You have heard his call and seek to give yourself to him?" The man is clearly insane, but a very manic sort of insane. He has a deep love for the Gol'Goroth and often trails off about his magnificence.

FOUL

He is a bit more hostile. "New worshippers for his Lord? I smell the Primordial Ooze upon you. Good, good. The Lord will be pleased with his new pets."

Either way, his eyes are constantly open wide and occasionally licks of flame will burst from his fingertips, indicating that he was once a spellcaster.

This man will introduce himself as The Keyholder - Syrith. At first he seems perfectly normal in comparison to the others they have encountered, but as he speaks he pulls a tome out of his robes that seems to be bound by flesh. He opens it and begins to read. Relay the next bit of information to the party in a fashion that corresponds to the aroma.

There is a key to reach the inner sanctum. The Gol'Goroth has placed the Keymaster in charge of making sure only those worthy of his presence may pass. To do this he has created a puzzle of sorts to test the strength of mind of the party. The Gol'Goroth only wishes to have those who are strong of mind, those who will not crumble so easily in his glorious presence. This room contains all of the clues needed to get through the door behind him. Just say the password and it will open with ease. Down in the pit, amongst his children, is the key to the sanctum. He smiles wide and reveals sharply filed teeth.

NUMERICAL CIPHERS PUZZLE

[See Section B - Puzzles for information on this puzzle!]

[MURDER HOBOS?]

If the players would rather not deal with all of this puzzle nonsense, they can just try and murder the Keymaster. If they attack, give him the stats of a Mage (**MM Pg. 347**). As soon as he is killed, the runes stop glowing and the door audibly unlocks.

BEYOND THE DOOR

On the other side of the door is a stairwell descending another twenty feet. Once the party reaches the bottom, they find themselves on a platform but the room opens up thirty feet ahead of them. If they continue to the edge of the platform, they see a twenty foot drop into darkness. From within the pit they can hear the croaking of hundreds of frogs and the sounds of them hopping and crawling across the stone.

This is not normal darkness, however, it is magical darkness. Any torchlight or ordinary spell that attempts to pierce it is immediately extinguished. Only a Daylight spell or stronger can pierce the darkness that is in place here.

So what's in the pit? Well, frogs. Lots of frogs. And a glass eye, roughly the size of the round slot in the door. One of the players will need to go in and find it amongst the small horde of amphibians. **The party will need to wait until the air is sweet though, for if someone descends while the air is foul, the frogs will latch on and quickly take the sight from that player permanently.** When the air is sweet the frogs will roam and squirm, but they will not attack. They will still climb on the player, but they will not actively attack.

The player in the pit will need to search amongst the frogs for the glass eye. To do so they will need to make a successful Investigation check of DC 17, but each time they fail a roll it wastes a minute and the aromas grow ever closer to shifting once again.

Once the players have retrieved the key, they can move past the Keymaster and back to the locked door once again. Placing the eye in the slot results in a click, then the eye looks to each character, and the door opens just a crack. Immediately afterwards, the eye blinks and disappears, back to the possession of the Keymaster until his next guests have arrived. The players may now use this door freely.

THE INNER SANCTUM

On the other side of the door is a stairwell that descends twenty-five feet before opening into an area much larger than the others they have visited. A small lake of dark water fills the center of the room with a much smaller pool off to the left. There are two other routes out of this room, one almost directly ahead across the water, and the other off to the right. The one directly ahead is covered by a heavy iron door while the other seems to dip off into darkness.

Sitting in the central pool of water are two separate pairs of eye sockets on dark green skin. Use the stats of Giant Toads (**MM Pg. 329**) for these creatures. They appear to be much larger versions of the one they followed to the cave. When the party reaches the bottom of the stairs, one of the frogs will give a loud croak that calls the attention of a group of four nearby cultists.

A group of three cultists have a small fire going and have set up what appears to be some sort of disturbing laboratory. There are a number of frogs hopping around in an aquarium, vials filled with the dark-blue substance, human flesh and human bones soaking in the slime, and a dozen books stacked up and scattered. There is also a weapon rack filled with weapons crafted from human bone reinforced with iron.

Depending on the aroma in the air, the cultists will have drastically differing attitudes towards the players. If the aroma is foul, jump to the Combat section. If the aroma is sweet jump to Conversation.

CONVERSATION:

If the aroma is sweet, both the frogs and the cultists are far less aggressive. One of the cultists will shout out to the party, asking who they are and what their business is here. Their minds are so ravaged by the constant mood swings of the lair and from the corruption of the Gol'Goroth's presence that they are essentially under hypnosis. They will believe just about anything the party tells and will go along with most plans as long as none of them involve harming the Gol'Goroth. If the party mentions **anything** about hurting/killing the Gol'Goroth, they will immediately turn aggressive and cannot be talked down. If that happens, jump to **Combat**.

While highly suggestible, the cultists will even go so far as to harm themselves or each other if they believe it is the Gol'Goroth's wishes, but they will not dare harm his spawn (the frogs). They will also refuse to destroy their lab, as it is work they promised to the Gol'Goroth and they will not disobey a direct request unless it is from The Great One himself.

The players can ask the cultists to simply leave, to kill themselves, to take them to the Gol'Goroth, or any other number of requests, but as soon as the aroma turns foul again they will go savage and attack. They each have a bone dagger hidden on them somewhere and will draw and use them if the weapon rack is too far away.

During all of this, the frogs continue to stare out at the party silently. They give an occasional croak, but until the aroma changes or they are attacked, they remain docile.

If a player tries to enter the water, see **The Water**, below.

INFORMATION FOR POTENTIAL QUESTIONS:

How do we get into the room across the water?

The key is kept with the Gol'Goroth's most loyal servant - Speaker Kythel - who remains with the Gol'Goroth at all times unless he needs to relay messages to the others.

Where is the Gol'Goroth?

Down the stairs behind them, down in the darkness. To look upon the Gol'Goroth is too much for most to handle so they must keep him down in the dark. Speaker Kythel tends to his immediate needs. They say the Keymaster once gazed upon the Gol'Goroth as well, that his arcane magics prevented him from going mad.

What is the Gol'Goroth? / Why do you follow the Gol'Goroth?

Gol'Goroth is God. He is the way to true happiness. He has no eyes, but can see into all realms. He sees the path to enlightenment. We bow before his power and his wisdom.

What is this blue slime?

That is the Primordial Ooze of the Gol'Goroth. With it, the world shall be reborn. To consume it is to be one with the Gol'Goroth. Once they have enough, the forests, the lakes, the world will all fall under the influence of the Gol'Goroth. Speaker Kythel brings them the ooze and they have been tasked with finding ways to better utilize it in their quest. Many tests require live human subjects, however.

Can the Gol'Goroth be killed? / How do we kill it?

See **Combat**, below

COMBAT

Once the frogs give out their croaks, the cultists will immediately grab weapons from the weapon rack. The cultists will shout and demand sacrifice for the Gol'Goroth. More test subjects! The frogs will jump aggressively towards the players, their tentacles whipping around violently.

Roll for Initiative.

During combat, the cultists will yell out threats and promises to the party. *"You shall be reborn in the Gol'Goroth's cleansing pools! Give in to your urges, praise Gol'Goroth. Your eyes shall give birth to his children!"*

One of the cultists stay in the back and simply throws large glass vials filled with the dark-blue slime at the party members. He makes this attack at a +4 bonus to hit. On a successful attack, the glass shatters and coats the target with the Gol'Goroth's slime. The target makes a DC 12 Constitution Saving Throw. On a fail, that character becomes paralyzed and at the beginning of their next turn they make a DC 12 Wisdom Saving Throw. On a second fail, they begin walking towards one of the Giant Toads, offering themselves up as sacrifice without resistance. The toads have advantage on all attacks against that player.

The Giant Toads also have an additional ability called **Gaze of the Gol'Goroth (1/day)**. As an action, the frog locks onto a target with their empty eyes, staring through the void and tearing at their mind. The target makes a DC 13 Wisdom Saving Throw. On a fail, that player comes under the effects of the Confusion spell (**PHB Pg. 224**).

If the cultists manage to knock out a player, they will not kill them. They make sure to keep them alive if possible in fact. So if somehow the entire party is knocked out, they will begin to wake up to the sounds of one of their own being experimented upon - having the Primordial Ooze injected into their system or perhaps with the replacement of their eyes for the Gol'Goroth's eggs. The cultists are not adept at tying knots and they can be broken out of fairly easily if the players make an attempt to escape.

- 2x Giant Toad (**MM Pg. 329**)
- 2x Thug (**MM Pg. 350**)
- Total XP: 400

*If a player tries to enter the water at any point, see **The Water**, below.*

THE WATER

If a player enter the dark pools of water in the room they will need to make a DC 12 Wisdom Saving Throw or be afflicted by the same negative effects that the player's encountered at the beginning of the cavern upon eating the slime. [After ten minutes, the player will start to feel sick and gain the poisoned status. Five minutes after that, they will begin retching and choking until they finally vomit up another of the frog creatures (*If in combat, this will take 3 rounds in which the players can do nothing but double over and hold their stomach*). They are free of the poisoned status but gain a level of exhaustion as the frog attempts to hop away into the cave.]

[HARSH DM?]

Spike traps are fun. Put one or two of those somewhere in the room and have them be laced with slime. When a player falls they will need to make a DC 12 Constitution Saving Throw or be immediately affected by the slime and will be vomiting up frogs in no time. Also, 10 (3d6) piercing damage from those nasty spikes.

OUR LORD, THE GOL'GOROTH:

Once all of the cultists and frogs have been taken down, the party is left with their two exits. If they try the iron door they find it is locked, and none of the cultists appear to have a key on them. (*A DC 15 lockpicking check can open this one up, however*). That leaves the path leading down into the darkness - The Lair of the Gol'Goroth. Torches can be used to light the way, but they seem to only ever extend 10 ft. as some sort of magic suppresses the light. From down below some strange chants can be heard as well as a sickening, gurgling sound.

The Gol'Goroth is down in this area with Speak Kythel that keeps a Darkness spell active over the Gol'Goroth so it can rest in peace and so those who come down to not immediately go mad. This causes the Gol'Goroth to be distinguishable only through the awful sounds it makes.

Depending on the current aroma in the area, a different event will occur.

FOUL

The moment they make it to the corner in the stairwell the player up front will need to make a Saving throw as the Gol'Goroth unleashes its Gaze of Madness and the party will need to roll for initiative.

SWEET

If the air is sweet, a voice will call out. *"No visitors! The master is resting!"* It is a harsh whisper, but a whisper nonetheless. *"Remain above with the others. I will come get you when there are more instructions."* The Gol'Goroth is resting and if attacked, the players can get a surprise attack, but if they try to force their way past Speaker Kythel he will call out for the Gol'Goroth and wake it from its slumber. Additionally, the Gol'Goroth will be cast in darkness since light is dampened by the Gol'Goroth's aura. The air immediately goes foul when the Gol'Goroth awakes.

[SNEAKY, SNEAKY]

Due to the nature of the light in this area, it is possible for someone or even the entire party to sneak down into the Gol'Goroth's lair undetected, but **only if the air is sweet and the Gol'Goroth is sleeping**. They will need to make stealth checks against Kythel and the Gol'Goroth's passive perception. While asleep, the Gol'Goroth's passive perception is lowered to 6.

[SILVER TONGUE]

The players can also attempt to talk their way into the Gol'Goroth's good graces, claiming to be new followers who wished to gaze upon him (*or some other similar, but believable lie*). A DC 15 Deception/Persuasion check will be required to deceive the Speaker. He will allow the players to enter his chamber, then walk over to the Gol'Goroth's shadow and begin to speak. A few seconds pass and the Gol'Goroth performs his Gaze of Madness on each of them to test their strength of mind. Afterwards, the Gol'Goroth is satisfied and will go back to feasting or return to sleep, at which point the party can get off a sneak attack round if they are still sane.

THE LAIR

The lair is not particularly large, perhaps thirty feet across at its widest. The Gol'Goroth is tucked against the far corner, easily eight feet in width and five feet high. Corpses of animals and human lay scattered across the floor of the room, making patches of it into difficult terrain. To the side, where Kythel waits, is an altar with many small carvings of the Gol'Goroth placed atop. Next to this are many buckets and vials filled with the Primordial Ooze

As a bonus action, on the first round of combat, the Gol'Goroth gives out a loud, deep croak. This echoes throughout the entire cavern, shaking the walls and ground. It is answered by an army of higher pitched croaks from back up the tunnel. Afterwards, Kythel will shout, "*His children come! You shall suffer for your insolence!*" As the fight goes on, the croaks grow louder and louder as the pit of frogs is emptied and make their way for their master. If the Gol'Goroth is not dead within ten rounds, the frogs arrive and swarm the players, causing them to go mad in an instant!

THE GOL'GOROTH

Large Monstrosity, Chaotic Evil

Armor Class 13 (Natural Armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	12 (+1)	10 (+0)	6 (-2)

Condition Immunities charmed, frightened, blinded, prone

Senses Blindsight 30 ft., passive Perception 11

Languages Deep Speech, telepathy 120 ft.

Challenge 4 (1050 XP)

Actions

MultiAttack The Gol'Goroth makes four Tentacle attacks.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10ft., one target. **Hit:** 7 (1d6 + 3) slashing damage.

Gaze of Madness. The Gol'Goroth fixes his empty gaze on a single creature. That creature must succeed on a DC 13 Intelligence Saving Throw or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that target is afflicted by a random Short-Term Madness effect (**DMG Pg. 259**). If the target has consumed the Gol'Goroth's Primordial Ooze, they have disadvantage on the Saving Throw.

Rock Slide (Recharge 5-6). The Gol'Goroth leaps into the air and smashes down on the cave floor. Massive chunks of stone fall from the ceiling in a 40 ft. radius of the Gol'Goroth. All other creatures in that area must succeed on a DC 13 Dexterity Saving Throw. On a failure, a target takes 9 (2d8) bludgeoning damage. On a success, the target takes half the bludgeoning damage.

In addition to fighting the Gol'Goroth, the party must also face-off with Speaker Kythel. Use the stats of a Cult Fanatic (**MM Pg. 345**) for him. Should the Gol'Goroth die before he does, he will begin shrieking in agony, grabbing his head as he collapses. He is afflicted by an indefinite madness effect (**DMG Pg. 260**). Any other living follow suffers a similar fate except the Keymaster, who merely suffers from a Short-Term Madness effect. All of his frog children will explode violently, raining dark-blue slime all over the walls and ground.

- Total XP: 1550

TACTICS

The Gol'Goroth is not foolish. He will use his Gaze of Madness on the bulkiest looking target on the first round of combat along with calling for his horde of frogs. If the players try to retreat up the stairs or hide out of his line of sight, he will use his Rock Slide to drop the ceiling on their cowardly heads and draw them back to the open. Any attempts to weave in and out and fire shots at the Gol'Goroth will be met with a swarm of tentacles or a Gaze of Madness. If the players try to toss any lights into the room unattended, the Gol'Goroth will immediately extinguish them with a Tentacle attack.

Kythel does little in the way of attacking. Unless someone is in direct conflict with him, he will use **Prestidigitation** to extinguish the party's torches and cast them into blackness with the Gol'Goroth.

When the party loots Kythel's body they will find a key and a strange magical whip that appears to be made from one of the Gol'Goroth's tentacles.

GOL'GOROTH TENTACLE WHIP

Weapon (whip), uncommon (requires attunement)

Whenever you land a critical strike while holding this weapon you deal an additional 1d10 psychic damage. Additionally, on a critical hit, roll 3d6: If the total equals or exceeds the target's Intelligence score, that target is afflicted by a random Short-Term Madness effect (**DMG Pg. 259**). While holding this whip, the player's irises turn solid black.

THE TREASURE VAULT

With the key in hand, the party may open the last remaining door. There is a small room with a table in the center stacked with samples of the Primordial Ooze. Amongst this are other gruesome science experiment results such as the corpses of other creatures that they attempted to splice, a few dead albino squirrels, and categorized skeletal remains. Luckily, a tunnel extends to another room a bit further back.

In the second room there are four Potions of Healing, 100 gold pieces, 400 silver pieces, 1200 copper pieces, and a magical wand amongst a stack of ordinary armor and weapons.

WAND OF TRICKS AND TREATS

(WAND, UNCOMMON)

This wand has 5 charges. While holding it, you can use an action to expend 1 charge and speak the word "Trick" or the word "Treat" while pointing it at a target within 90 ft. If the word "Trick" was spoken, roll a d6 and consult the Trick table. If the word "Treat" was spoken, roll a d6 and consult the Treat table below. The user is unaware of which result was cast unless immediately obvious. This wand regains 1d4 + 1 expended charges daily at dawn and always fully recharges after a full moon.

TRICK

[d6] Result

- 1 A ferret shows up on the next night and steals 1d4 gold from the target and brings it to you. The ferret then disappears.
- 2 The target is cursed for the next 24 hours. While under this curse, the target is charged twice as much for alcoholic beverages.
- 3 The target is cursed for the next 24 hours. While under this curse, the target somehow manages to burn any food they try to cook.
- 4 The target is cursed for the next 24 hours. While under this curse, small wildlife creatures are afraid of the target.
- 5 The target is cursed for the next 24 hours. While under this curse, all coins look like copper to the target.
- 6 The target is cursed for the next 24 hours. While under this curse, the target is struck by the overwhelming need to itch in locations that are unreachable by them.

TREAT

[d6] Result

- 1 The target is blessed for the next 24 hours. While under this blessing, a small sprite follows the target and will occasionally point out hidden objects.
- 2 Five pieces of chocolate appear in the target's bags. When eaten they restore 1 hit point.
- 3 The target is blessed for the next 24 hours. While under this blessing, the target has battle music that accompanies them in any conflict.
- 4 The target is blessed for the next 24 hours. While under this blessing, they smell great to members of the opposite sex.
- 5 The target is blessed for the next 24 hours. While under this blessing, whenever the target deals a killing blow against an enemy, 10 silver pieces explode from the body.
- 6 The target is blessed for the next 24 hours. While under this blessing, rain cannot fall on the target, it simply glances down alongside an invisible shield and they stay nice and dry.

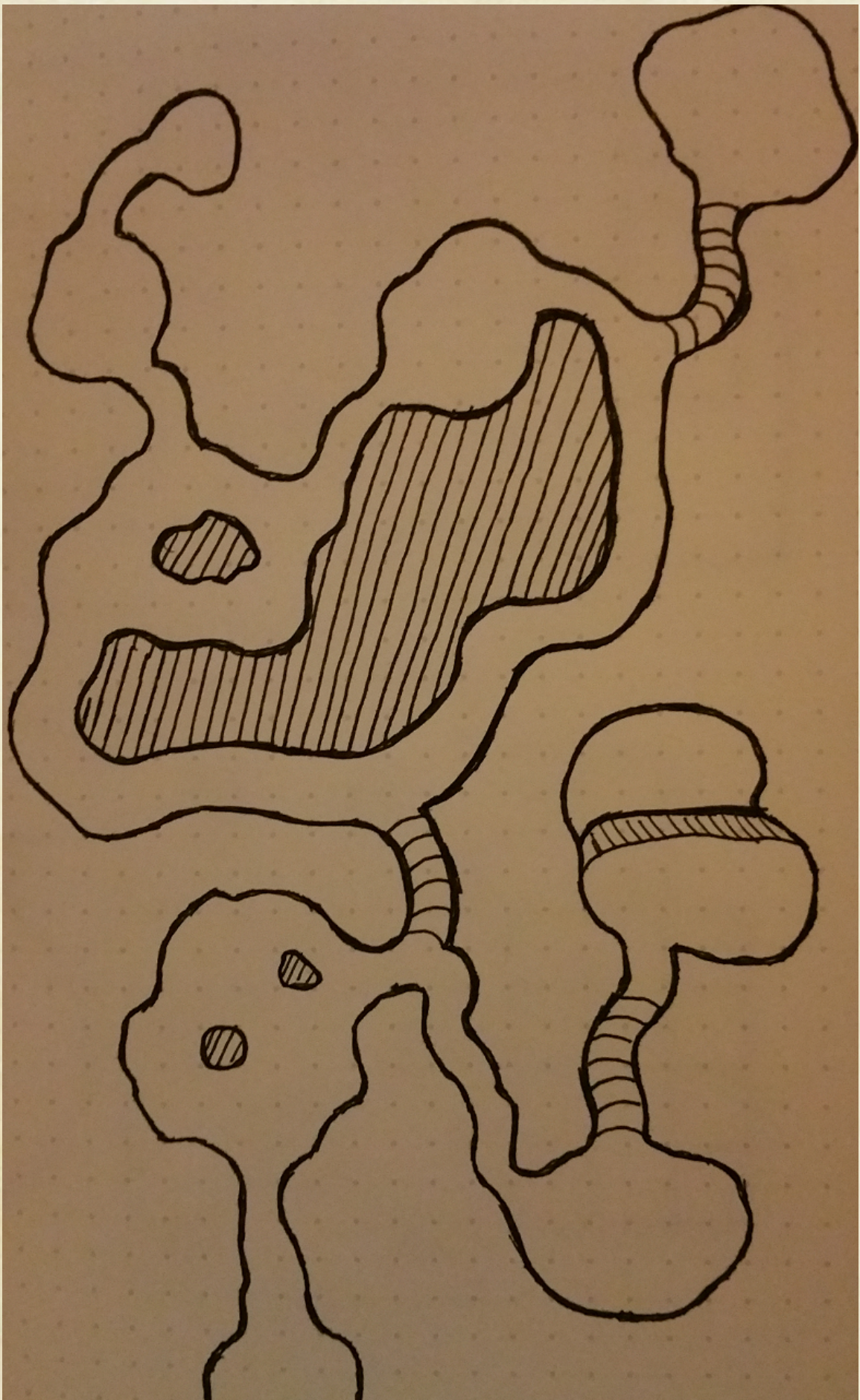
BACK TO TOWN:

The party can swing by and grab Syrith before heading back to town. He will be under the effects of a short-term madness, but will eventually recover. Mayor Hal will be eternally grateful of the party's help and offer them the reward they earned (*300 gold and a magical item of the DM's choosing*).

The last thing the party should see before closing out the one-shot is Syrith walking back to his home, and as he closes the door behind him, his sleeve falls back ever so slightly and they see a single frog latched onto his arm and black eyes stare out at the party as a smile crosses his face.

TOTAL XP: 1200 PER PLAYER. ADD ADDITIONAL XP FOR ANY OPTIONAL ENCOUNTERS THAT WERE COMPLETED!

CAVE OF THE GOL'GOROTH



THE RUINS OF NEHK'TALOSH

[LEVELS 4-5]

OVERVIEW

Deep in the forests to the north lies the ruins of a temple to Tyr, the God of Justice. Few adventurers have the opportunity to enter these fascinating holy grounds that still resonate with power even four centuries after its abandonment. Unfortunately, this residual energy also attracts the attention of many power-hungry creatures, which is why even fewer adventurers have the opportunity to leave the Temple of Tyr with their lives.

This particular ruin is known as Nehk'Talosh. Most believe this translates to "*Fields of Justice*" in an ancient language, but some still hold on to the belief that this name was given as a warning and the word Justice was mistranslated from the word Slaughter. Either way, the journey to its exotic location is enough on its own to defeat all but the most courageous and hardy of warriors.

Rumors have been spreading of disappearances lately and there is a reward for anyone willing to investigate. A local man named Harris claims that he saw two figures stalking off into the forest a few nights ago, the night of the most recent disappearance. The only thing out in those woods that any one knows of is the Ruins of Nehk'Talosh. Perhaps someone has posted up in that once holy place.

(I leave the town to you so this can be dropped in wherever you'd like. Tyr is the God I use in this One-Shot, but if your pantheon is different, simply substitute Tyr for a more appropriate god.)

THE JOURNEY

The journey to Nehk'Talosh is no simple task and should not be taken lightly. As the party grows ever closer to the ruins the trees and foliage seems to grow more and more dense. The feeling that they are being watched is a constant concern and the occasional snap of a twig can be heard through trees thick enough to leave all but the most seasoned rangers effectively blind past thirty feet.

As the party travels, they eventually come upon a clearing. In its center is a carcass of an great stag that seems to have been recently torn to pieces by a set of powerful claws. Massive chunks of flesh lay strewn about and the forest floor is coated in a fine layer of blood as the metallic smell fills the air.

- A DC 10 Survival check can reveal that this attack was clearly inflicted by an owlbear.
- A result of 15 or higher and the player can determine that multiple owlbears were likely present and that their trail is fresh.

It does not take long before a loud snap rings throughout the clearing. It sounds as if something has just toppled over a tree and a group of footsteps can be heard fast approaching. The party may choose to fight these creatures for their territory or flee as fast as they can through the thick forest and hope that their swords can cut through the brush faster than an owlbears massive body can trample through it.

CHOICE A - STAY AND FIGHT

If the players choose to fight, they roll for initiative as two owlbears come smashing through the edge of the clearing, dried blood still caked on their beaks from the recent kill. If the players choose to run, have the party make a group check for Athletics or Acrobatics (player's choice and DC 13) to see if they can adequately navigate through the forest and avoid these creatures.

- 2x Owlbear (**MM Pg. 249**) (one at 50% hp)
- Total XP: 1150

CHOICE B - FLEE!

If the players choose to run, have the party make a group check for Athletics or Acrobatics (player's choice and DC 13) to see if they can adequately navigate through the forest and avoid these creatures.

- If a majority of the party is successful on this group escape attempt, they manage to scramble away just in time as one of the owlbears gets trapped in a particularly thick cluster of vines.
- If a majority fail the attempt, the player with the lowest speed (choose randomly if multiples tied for the lowest) is attacked by one of these creatures as it smashes through a thick tree with a powerful hoot-roar. Roll for initiative with the injured owlbear being roughly twenty feet behind the first.

ARRIVAL

After the encounter with the owlbears, the rest of the journey is quite pleasant.

The temple itself is perched up on the top of a small cliff, roughly fifty feet high on all sides. The tops of the trees line up with the base of the temple and the players can choose to either climb their way to the tops of these and cross over or to climb up the rather sheer cliff face with the aid of some climbing tools. Make the appropriate dice rolls depending on the party's strategy for ascension of this cliff. The temple is approximately fifty feet from the edge of the cliff on all sides.

"Before you is a temple on a scale that none of you have ever seen. The multiple doorways look as if they were constructed with Tyr himself in mind as the top of the stone arches extend nearly seventy-five feet into the air. Some bits of stone have crumbled and most of the paint has long since worn off, leaving the entire ruin a foreboding shade of gray. All of the plant life that lives atop this cliff seems to be drawn towards this temple as if it was the entity granting them their life-force rather than the sun."

Have each member of the party make a perception check:

- On a value of 15 or higher, light footsteps can be heard from within the ruins, though nothing can be seen from this angle. They are rapid and sound light; clearly belonging to a creature of their size or smaller

A party member can also request to make a Religion check:

- A DC 10 religion check will reveal that this area is still in fact charged with holy energies. Tyr's presence is no longer powerful here, but the after-effects of his lingering gaze on this temple will take many centuries longer to fully dissipate.

GREETINGS

Once the discussion dies down amongst the party, a man steps out from behind one of these monolithic granite pillars. He is wearing a set of white robes with a gold trim. Hanging about his neck is an amulet displaying a warhammer with a balanced set of scales upon it. He is human with hair as white as the robes he wears, which somehow appear to be in pristine condition. He looks to be in his late fifties but carries himself with confidence.

“Hello adventurers, and welcome to Nehk’Tolash. My name is Rajith, high priest of this temple.” Now this should come to a surprise to the party, as up to this point, all of the information they have heard would suggest that these ruins are empty or in constant conflict from powerful creatures. To see an older man out here claiming to be high priest is something that is not expected.

“If you follow me I can show you the true power that this temple holds. On the surface it seems to be filled with energy, but what lies within its core is where you can ascend to new levels. I cannot do this alone, however, and have been waiting for a group of adventurers brave enough or strong enough to aid me in the process.” He begins to walk across the temple’s massive open floor as he finishes the speech.

He stays a few steps ahead of the party and continues spouting lore about the fall of the temple, how the followers lost faith in the idea of true justice. *“Some said that at times the punishment was too harsh for the crime, but we mortals cannot comprehend the thoughts of the gods. Tyr knows what is just and executes accordingly.”* He continues to walk until he crosses a large seal in the center of the temple that displays the symbol of Tyr (the warhammer and balanced scale). *“But you shall learn of this soon enough,”* he whispers with a smirk as the floor opens before their feet and the party falls into a chamber below.

BENEATH THE SURFACE

The party lands in a large open area made of stone. Players take 1d6 damage from the fall. They have ample space, but along the edges of the room are metal bars that hold them in place. The ceiling is at least fifteen feet high. There are a few chamberpots in the edge of this area and a large sitting statue with a massive mallet sitting over his lap. The feeling of power becomes even more overwhelming here and it is clear they are in some sort of holding cell. The floor above quickly slides back into place and leaves them in darkness as the laughter of the priest rings throughout the room.

A torch comes on from an area beyond the edge of the bars where there is another priest holding a dimly glowing candle and smiling. He is younger than the other priest with platinum blonde hair but wearing similar robes. He also seems slightly distorted and it is obvious there is some sort of magical veil over the bars. (If any spells are cast into the bars, it will be absorbed and the bars will all flash bright blue for a moment.) He speaks, *“Tyr’s justice can seem cruel at time, but just as in his symbol, the scale is always balanced. He is willing to return us into his good graces, but we cannot go unpunished for turning our backs on his power. He requires sacrifices! We have already sacrificed the creatures that were here feeding off of the magics still at play, but Tyr needs more! Perhaps you will do!”* The light that the priest was holding goes out and he fades away from view.

THE SHIELD GUARDIAN

About this time the statue on the far side of the room begins to rise. It is humanoid in form, but appears to be made of iron. As it rises to full height it is clear this construct is nearly ten feet tall. The hammer in his hands begins to glow bright white as it casts Elemental Weapon on its maul and it takes its first step towards the party. Roll for initiative.

- For this combat, use the stats of a Shield Guardian but remove its regenerative ability and lower its health to 12d10 + 60. This should lower the CR to 5 and adjust the experience gain accordingly (1,800 XP)
- This Guardian has Elemental Weapon spell stored within its body which it uses during the surprise round of combat. The details for this spell are found in **(PHB Pg. 237)** and the damage type chosen is Radiant.
- If your party has more than 4 players, feel free to keep the full health or partial regenerative capabilities to allow for a fair fight. If less than 4, lower the health further or consider choosing a different spell to be stored.
- 1x Crumbling Shield Guardian **(MM Pg. 271)**
- Total XP: 1800

When the statue’s health is reduced to 0 it will crumble to the ground, but the maul it wields manages to stay relatively in tact:

HAMMER OF JUSTICE (MAUL, UNCOMMON, REQUIRES ATTUNEMENT)

Sheds bright light in a 10-foot radius and dim light another 10 feet past that. Whenever an enemy lands critical hit against you, that target becomes marked. Your next successful melee attack against that target is a guaranteed critical.

If the players strike the bars of this jail with the maul they will shatter with ease, setting the party free and destroying the magical barrier surrounding the prison. A Dispel Magic spell will also work to dissipate this magic.

When the players leave they will find a single iron door about thirty feet from the edge of the prison. It comes open with ease and leads to a hallway going straight forward with a spiral stairwell at the end. The stairway ascends up to the surface and deeper into the heart of the temple.

THE HEART OF NEHK'TALOSH

CHOICE A - THE PATH TO FREEDOM

If the players take the stairs up, they reach a stone door that when opened allows them to stumble out at the large open area of the temple where they encountered the first priest. The door is built into one of the pillars supporting the massive structure and is nearly impossible to see when closed. At this point, the party can leave and call it a day with repercussions of leaving these people to live later on.

CHOICE B - THE PATH TO JUSTICE

If the players go down, they follow the stairs into an even deeper darkness. Fifteen feet down they find a door off to the right, but the stairs continue even further.

If the players go into this room, they find many basic supplies you might expect in a temple: empty scrolls, hundreds of candles, ink, oil, and a few spare religious texts. There is no one in here but they can take whatever goods they'd like.

- Attached to this room is another that appears to be living quarters for priests. It is quite large (roughly the size of the holding cell from the floor above), but only three of the beds seem to be actively used and the other remain dusty and decaying. There is strong stench of many years of neglect. There are a few changes of clothes in this room in bags underneath the beds currently being used.

FURTHER DOWN

As players continue down, they will descend thirty feet or so before finding another door. This one has carvings on it in the shape of Tyr's Emblem. They glow faintly when exposed to torchlight. A turn of this handle reveals this door to be open as well.

- Have the player who opens the door roll a DC 13 Stealth check to see if they can open this door quietly.
- - If a player listens through the door first they can make a DC 15 perception check to hear a few voices whispering not too far on the other side but the words are indiscernible. If the player succeeds and they open the door carefully, give them advantage on the stealth roll.

PASS THE STEALTH CHECK

The door opens without as sound and two male voices can be heard. They are the two you have encountered already, the elder (Rajith) and the younger priest (Korvoc). Rajith speaks, *"Yes, Korvoc, I believe these may be the ones that can finally put us back in our lord's good graces! As soon as the Justice Bringer is finished smashing them to pieces, the Light of Tyr will finally go ablaze once again!"*

"It shouldn't be much longer now," Korvoc responds. *"I will go check and see if any are begging for mercy as their friends are being crushed."* They both share a laugh after this and footsteps approach.

Korvoc makes his way over to the party and they can prepare a sneak attack on him before rolling for initiative as combat starts.

FAIL THE STEALTH CHECK

The player tries their best, but the door gives a slight creak as it comes open. Immediately a voice is heard, *"What was that?"* and they can hear some scrambling and rattling sounds as weapons are grabbed.

Roll for Initiative.

RAJINTH AND KORVOC

Korvoc, the younger priest, approaches first but as soon as anything is heard the elder Rajith comes running. The party is fighting in a stairwell and a hallway for the most part. The two men were discussing in a room at the end of a ten foot passage. That room opens up to be quite large, but the players will have to charge the enemy or maneuver past them to get out in the open. The two casters take advantage of this confined space the best they can as combat begins.

- Korvoc (Cult Fanatic) (MM pg. 345)
- Rajith (Priest) (MM pg. 348)
- Total XP: 900

If the players search their bodies they will find a silver key in Rajith's pocket as well as 60 gold. Korvoc has 30 gold and a potion of healing. If the players search the room thoroughly they will find two spell scrolls with a random 2nd level cleric spell on them.

When the priests are defeated or when the players push their way past, the room beyond the hall is revealed. In the center is a large sculpture of a scale which is made of solid stone. It sits upon a thirty foot wide seal on the ground that is decorated with all kinds of runes. Someone with proficiency in religion can make this out as ancient prayers to the god Tyr. Roughly eighty percent of the runes on this seal are glowing with a dim light-blue, but some still remain dark. The room is lit by a series of magically enchanted sconces that don't seem to risk burning out any time soon. The room is also filled with the smell of incense that is burning at a few stations around this place of prayer.

Roughly twenty seconds after the priests are killed, another section of runes begins to glow. Anyone standing near the body will feel a wave of chills come over them and see a distortion in the light as their spirit travels to the sculpture and is absorbed. Now, roughly ninety percent of them are glowing and all of them seem to be a bit brighter.

There is only one other door in this room and it is off on the opposite side of the door they entered. Once again, the players have the option of simply leaving, but there will be repercussions later on if they do not finish this nasty business.

CHAMBER OF TYR

If the players try to open the door on the far side of the room, they will find that it is locked. Using the silver key they found on Rajith's body will open it right up, however. When opened, it is immediately clear that this portion of the temple is newer than the others. The door is made of a finer material and the stones along the wall have not been aged like the others they have moved past. On the other side of the door is yet another stairwell that curved down and around and leads back the same way, but twenty feet down.

There is a locked door at the base of the stairs and requires the same key to open it. On the other side is a tunnel that extends forty feet before opening up to a medium sized room. *This room is directly below the statue and the emblem on the floor.* From the hall, the players can make out a massive iron structure. It is impossible to tell what it is until the players get closer, but the room is illuminated by torchlight. It is roughly 40x40 and holds a 10ft tall iron golem in the center.

As the players approach, they can hear footsteps and a male's voice talking, "Soon my precious creation. Soon I will harness the power of Tyr and give life to you! As soon as the last of those adventurers are dead, you will be with me." The man is pacing around the room and his plate-mail rings loudly through the chamber as he does so.

As the players get closer they can eventually make out that the iron structure is in fact an iron golem sitting unmoving in the center of the room. The ceiling is glowing and has many of the save runes carved upon it. Three pillars of metal surround the golem and pulse with power, occasionally shooting a small jolt of blue electricity towards the construct.

THE IRONSMITH

As soon as the Ironsmith hears someone approaching he runs to the tunnel. When he sees the party, he will slam the door shut and retreat into the room. The players have the key to enter, but by the time they make it to the door the smith has his managed to grab his flail and there are two suits of armor standing behind him and ready to fight on their own accord.

- 1x Ironsmith (Helmed Horror) (MM pg.183)
- 2x Animated Armor (MM pg. 19)
- Total XP: 1500

The Ironsmith is wearing full plate with a kiteshield and a three-chained flail. His armor is a brilliant silver color and has blue trimmings on it and displays the symbol of Tyr largely and proudly. He will do everything in his power to keep the party from harming the mechanism surrounding the Iron Golem.

The Animated Armors fight on their own, doing their best to surround the weakest of the party and take them out as quickly as possible.

PARTY MEMBER DEATH

If any member of the party dies during this fight, the Ironsmith will cry out in victory with a deep laugh. "Yes, I have won! The final sacrifice is given and now my golem shall live!" After 3 rounds, that player's soul is taken from their body as a wave of chills rushes over the party. The runes on the ceiling become complete and the pillars powering the golem spark to life. In a single jolt, the creature begins to move and fight on his master's behalf, whether that person is dead or alive. This is an Iron Golem (CR 16) (MM pg. 170). The players will need to immediately run from this place or be destroyed. Make it abundantly clear just how powerful this being is before killing the players off helplessly.

DEATH OF THE IRONSMITH

As the Ironsmith falls low on health he will cry out to the players, "You kill me and you simply bring my creation to life! Tyr will take my power and in return my precious golem will be given a life of his own. He will tear you limb from limb without even putting forth an effort!" If the party does in fact kill him, after 3 rounds the smith's soul is taken from his body and the golem sparks to life, fighting on its own accord. (see above)

In the end, the players will be forced to disable the Ironsmith but keep him alive unless they want to face the wrath of his creation. Once he is helpless, they can take their time to destroy the runes and the mechanisms providing power to the golem. If the Ironsmith is awake for this he will cry out in rage which eventually turns to tears and pleading.

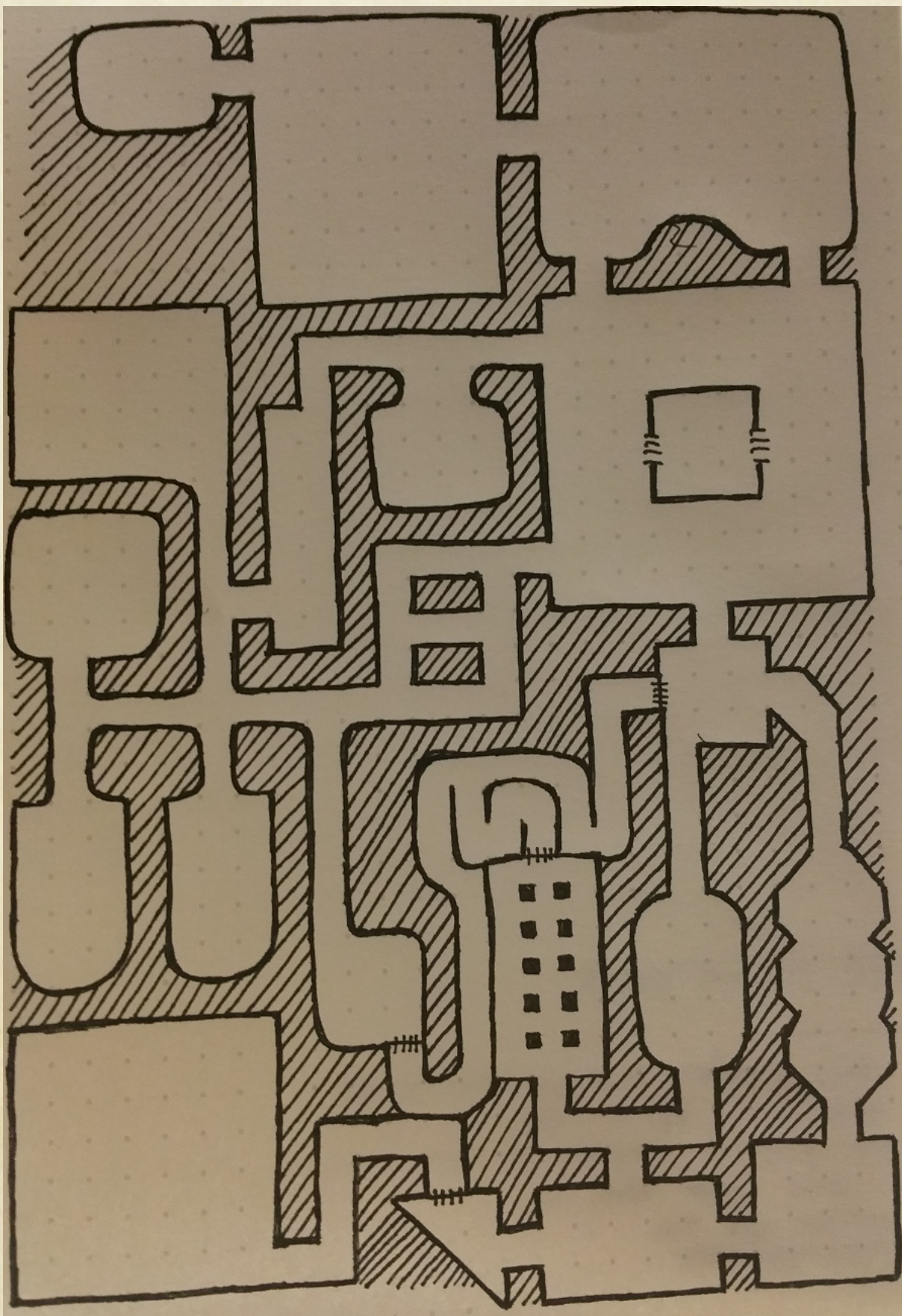
- If the players search this room and/or the Ironsmith's body they will find the following:
- **Flail of the Golem (Mace, Uncommon, Requires Attunement)**
 - While attuned to this item, you have resistance to two randomly selected types of elemental damage, but your movement speed is reduced by 10 ft.
- **Unbreakable Platemail (Platemail, Uncommon)**
 - This armor is crafted with protective runes that push its defensive capabilities to the max, but impedes your ability to stay agile in combat. While wearing this armor, your AC is increased by 1 by your attack bonus is reduced by 1.
- Three gems worth 25g a piece
- Two Potions of Healing

Once the threat of the golem returning to life has been neutralized, it is up to the players how they want to handle assuring this land can no longer be used for malicious purposes.

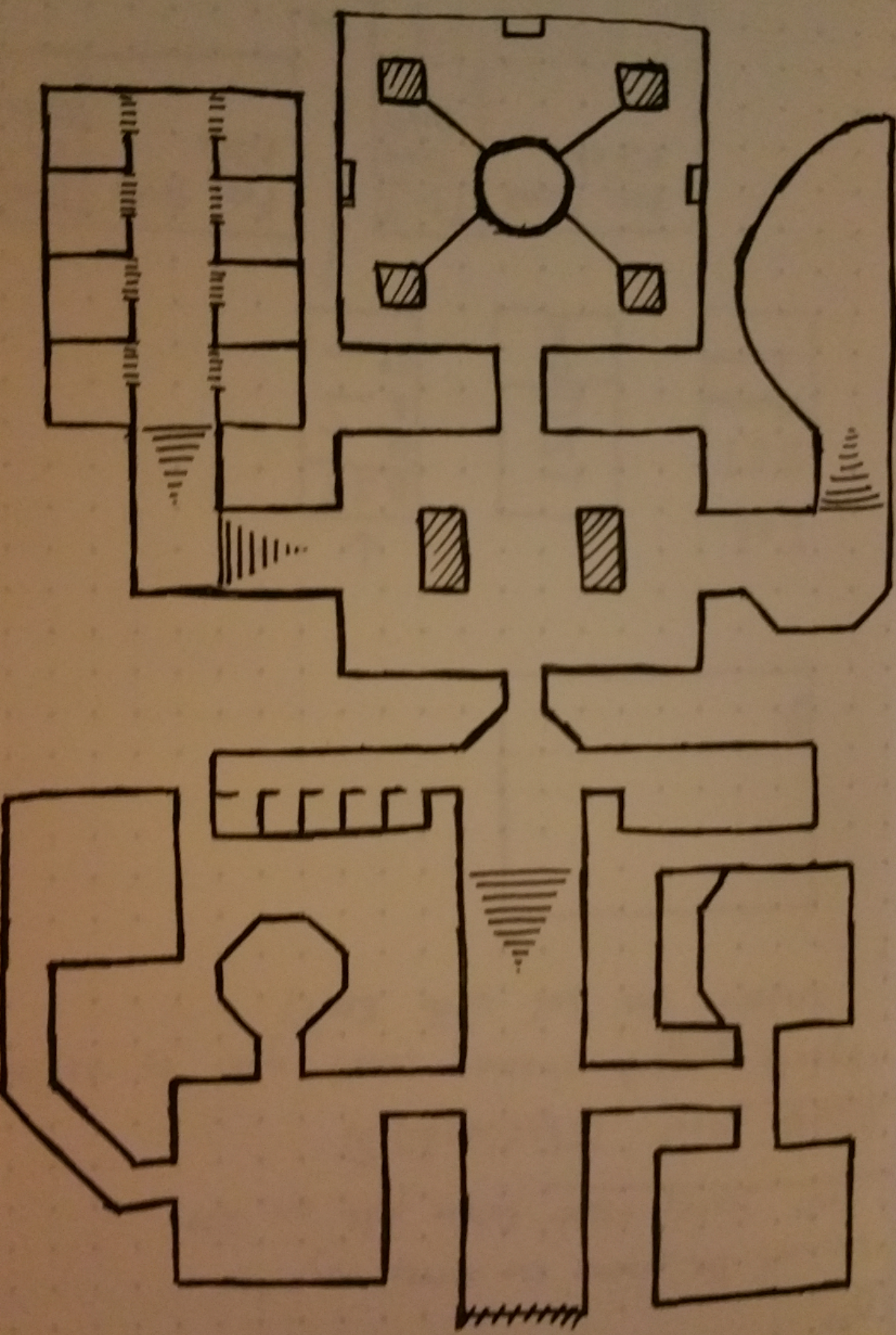
TOTAL XP: 1500 PER PLAYER

[SECTION D] - DUNGEON MAPS

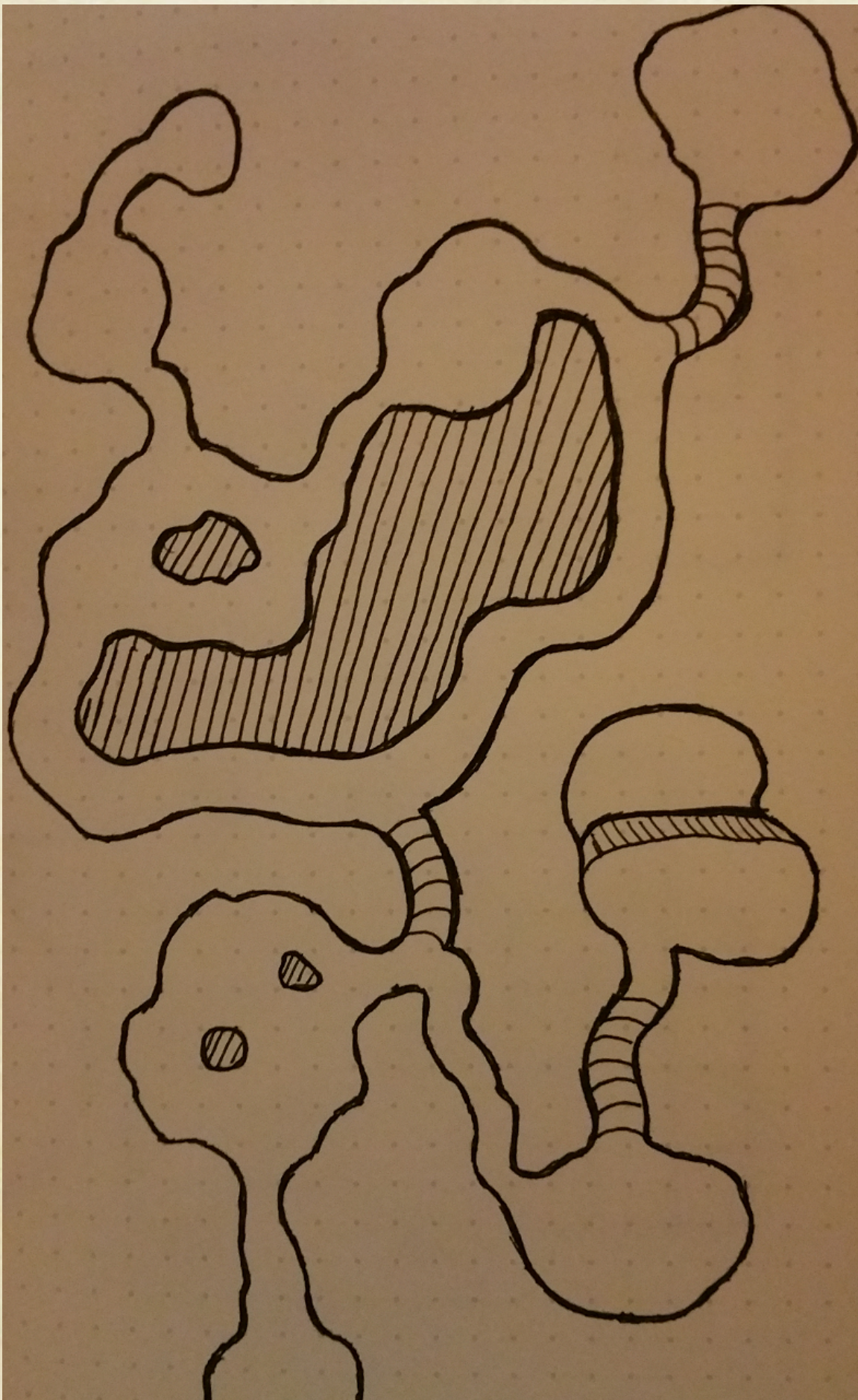
LYRITH'S FORTRESS



HYROCYTE'S HIDEOUT



CAVE OF THE GOL'GOROTH



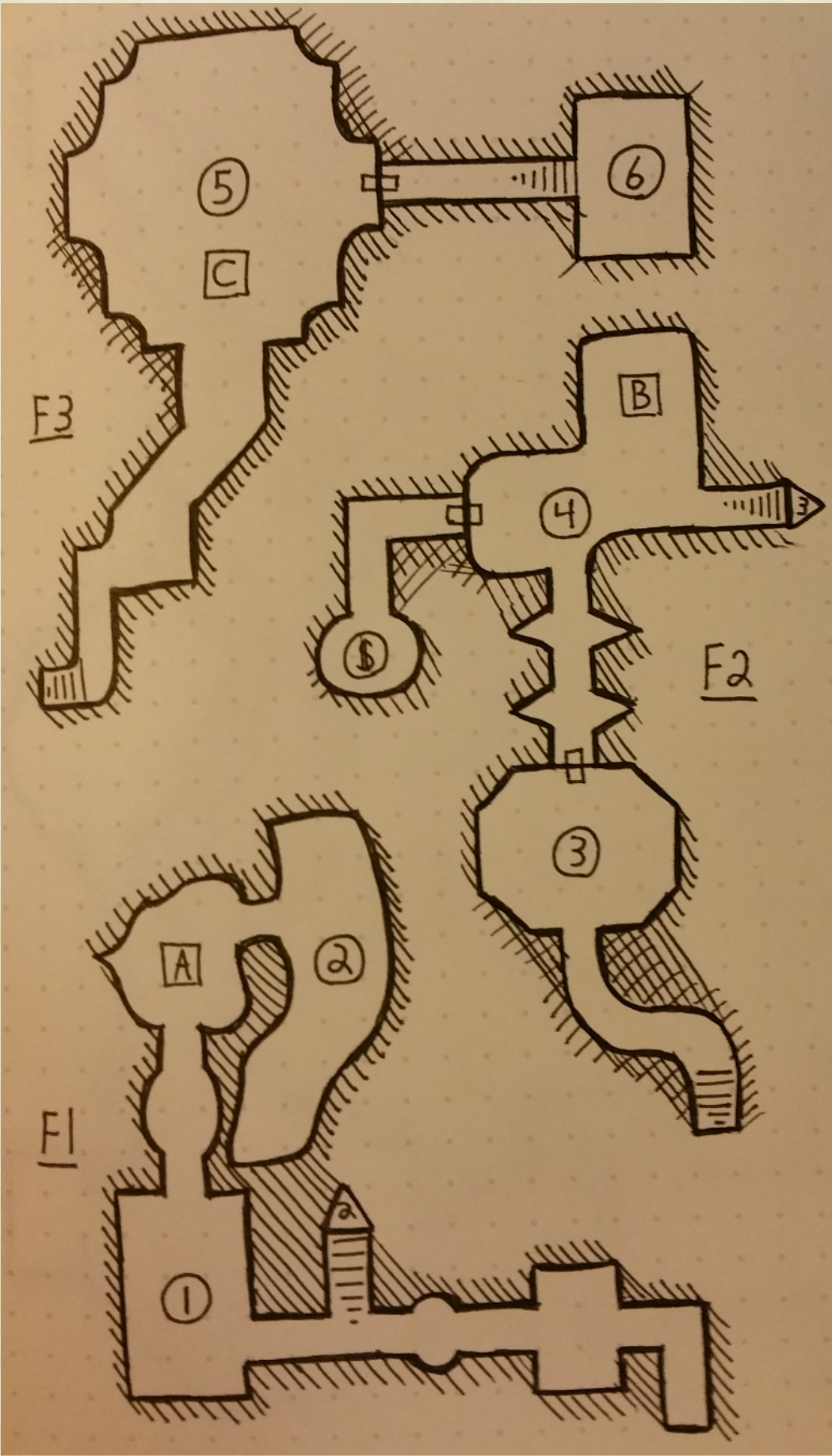
THE GEMSTONE MINES



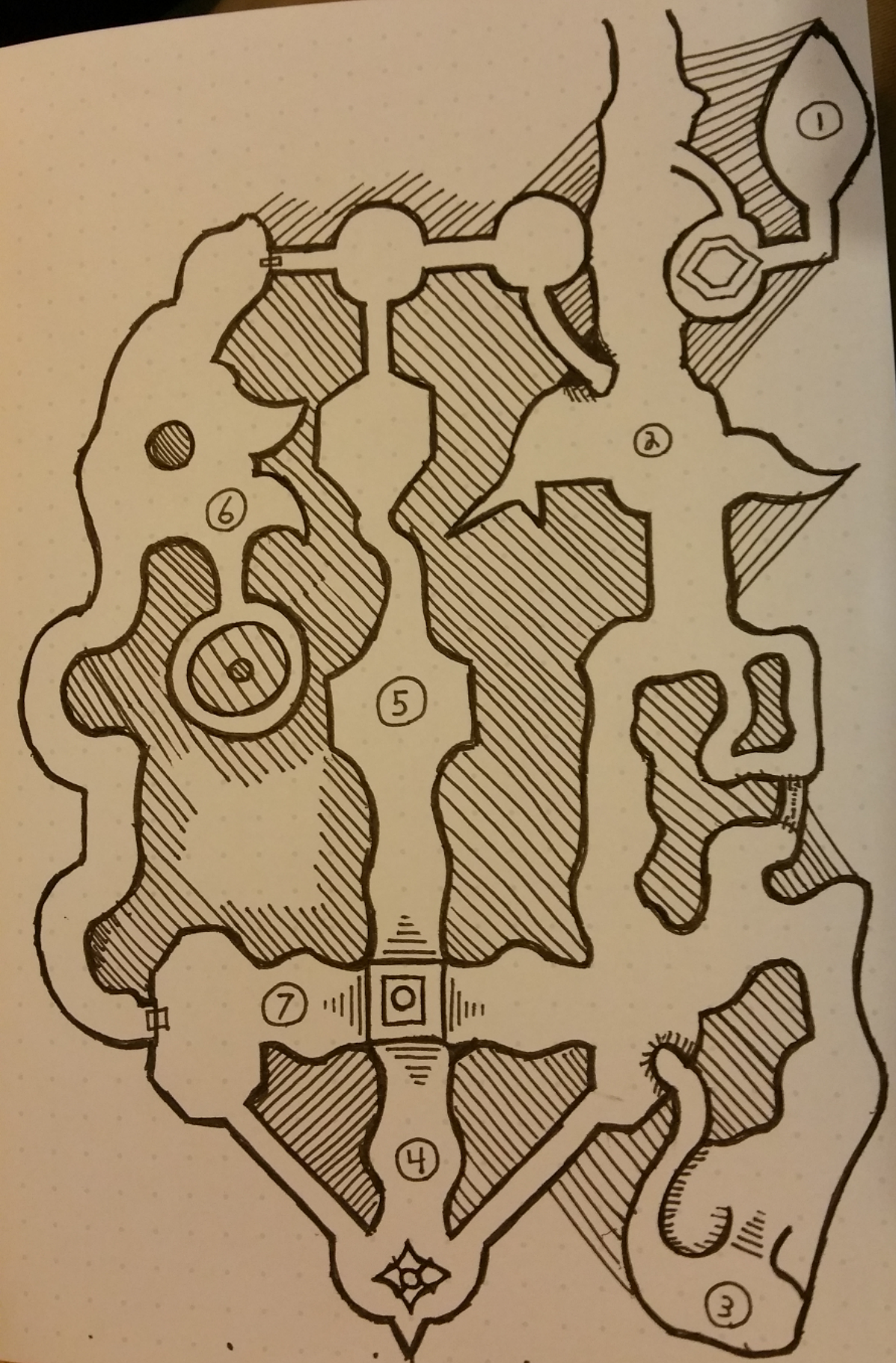
THE WYVERN CLIFFS



THE BLACK ORC FORTRESS

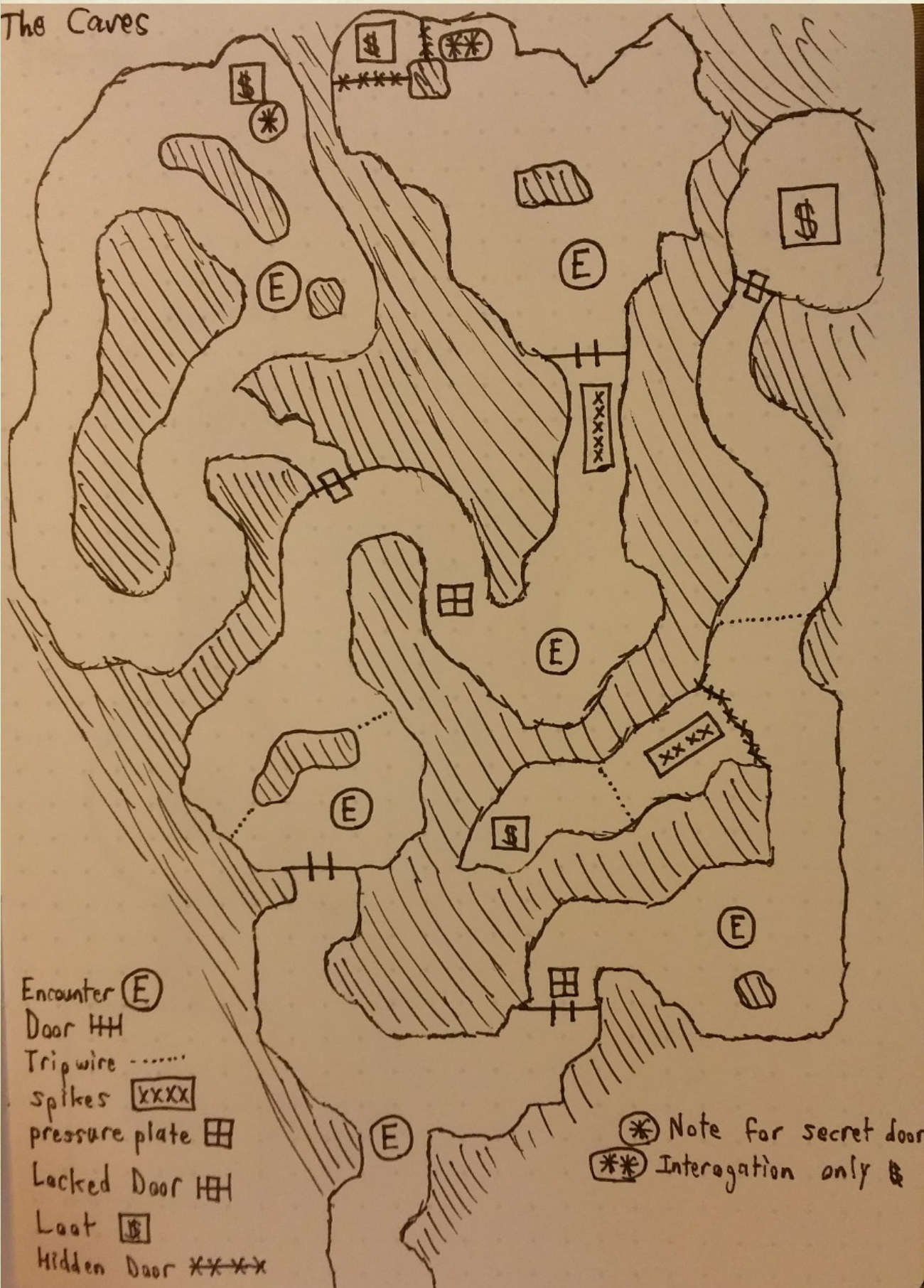


DEN OF THE SPELLWEAVERS

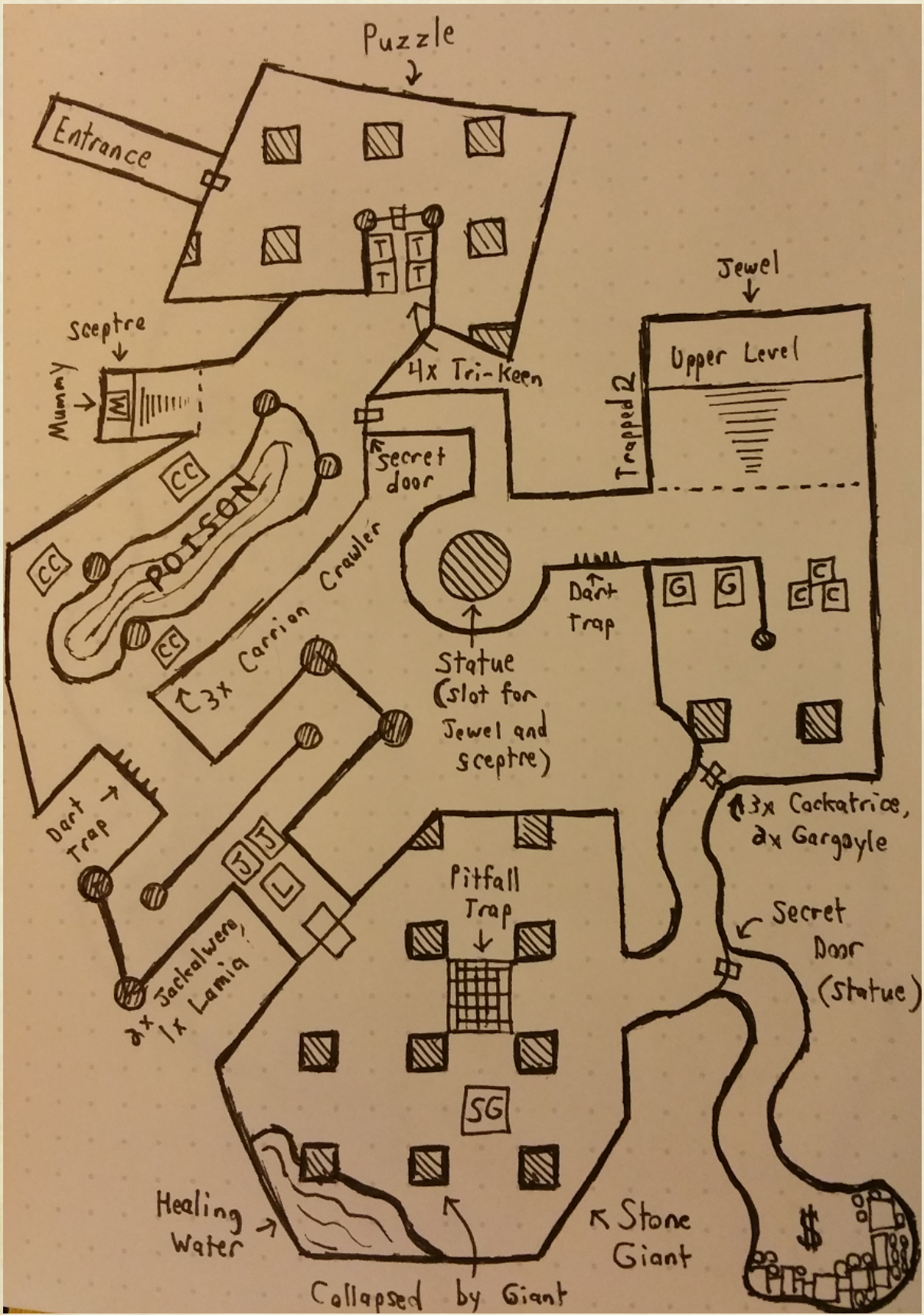


THE GOBLIN CAVERNS

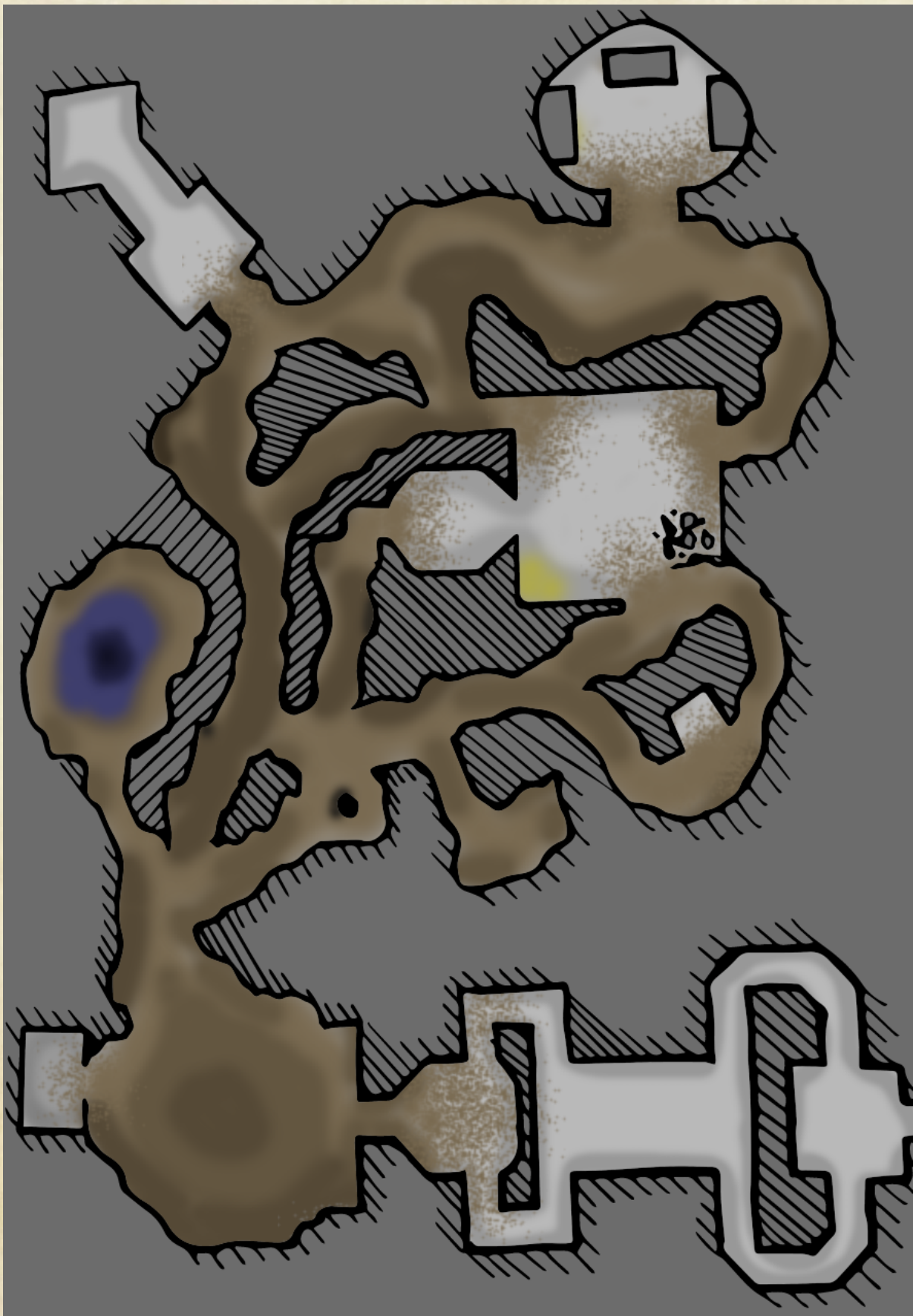
The Caves



TEMPLE OF FORBIDDEN SANDS



CAVERN OF THE COBALT DWARVES



[SECTION E] - COMPLETE DUNGEONS

CONTENTS

THE GITH FORTRESS [LEVELS 4-5]

The Githzerai and the Githyanki are constantly at war with one another, but now the Githzerai are looking for whatever help they can get to clear out one of their captured fortresses from their armor-wearing rivals. Perhaps you adopt a fairie dragon while inside or play some cards with a chaos loving Efreeti who drops by at just the right times.

THE TINKER'S LABORATORY [LEVELS 4-5]

A dwarven laboratory forgotten for many centuries has finally been rediscovered, but there is sure to be danger lurking within. It turns out some of the other machines within are still active, as are some of the traps and puzzles. Prepare your party for a blend of challenging puzzles and diverse fights in the dungeon that was home of my first player kill.

THE SUBMERGED CAVERN [LEVELS 6-7]

In a cavern lying beneath the surface of the ocean is a series of trials awaiting any heroes who think they are worthy. Come meet the ancient tortoise who wants nothing other than to try out his riddles, partake in the bullywug tournament with such exciting events as Wig-Wag-Woe, and face down the wrath of a mindflayer. Contains multiple unique puzzles and riddles to give your players a challenge beyond combat.

THE TRIAL OF HEROES [LEVELS 6-7]

Players must prove their worth in this series of trials. Face the minotaur in his own maze, resist the allure of a crafty nymph, put on a show for the crowd as you face down a incubus / succubus duo in the arena, crawl through the muck and sneak past the demons that lie in wait, and finally use all of your creativity to navigate a glass golem through a gauntlet of traps. Another exciting blend of combat and puzzle-solving.

THE GITH FORTRESS

[LEVELS 4-5]

OVERVIEW

A group of githzerai champions recently stumbled into town looking for help. A few days outside of town is a Gith Fortress that has been fought over for centuries. Quite recently the Githyanki managed to take it back after decades of Githzerai control, and they need some extra help to reclaim it. The leader of this group is a Gith by the name of Rhen'zethii.

- Rhen will explain that the others have given up on the old traditions and now use blades in battle rather than honing their natural weapons to their maximum potential. It is a disgrace to the Gith ancestry.
- They will strike at dawn, using their psionic powers to rip open the front doors and lure the others out. The Githyanki will not have expected them to find allies so quickly so they will have surprise on their side. Smaller groups will infiltrate the back and side entrances and wipe out the guards within while two Gith factions fight at the main gate.

The Githzerai will lead the volunteer warriors safely to their fortress via some well hidden paths. There are no encounters along the way (*hence the reasoning for this in the Dungeons rather than the One-Shot section, though this easily could be either. The dungeon could be dropped without backstory in the wilds with a bit of story about it being abandoned or the main force out on a mission.*)

ARRIVAL

The party is directed to a hidden entrance to the lower level of the Fortress. It leads to a tunnel that is roughly one hundred and fifty feet long before it comes to another door that seems to be locked from the other side. The team will have to break it down or lure one of the Gith on the other side into opening the door to gain entry, at which point they find themselves in what appears to be a training room of some sort. Three Githyanki warriors that were still in this room move to attack the intruders. For this fight use the following creatures:

- 2x Orc (**MM Pg. 246**)
- 1x Githyanki Warrior (**MM Pg. 160**)
- Total XP: 900

Once the warriors are dead the party can collect the spoils of their victory. The dead Gith also have 10 gold on their bodies and some basic weapons and armor. Off to the side of the room is a cache of potions that look like Potions of Healing but are in fact Potions of Poison. There are four in total.

There are two paths that lead out of this area - One directly opposite the hall they entered, the other to the right.

ENCOUNTERS TO THE LEFT

THE CARDS OF FATE

The party heads down a hallway with strange symbols carved into the walls. Many of these are of ancient Gith warriors engaged in battle. About thirty feet down the hall there is a door on the left. It is finely decorated and seems completely out of place for the area. It clashes in both color and construction with the rest of the fortress. If the players enter there will simply be a single human male standing in the center of the room with a small table in front of him. He has a large smile on his face and beckons the party to enter. His eyes are a radiant purple color and he has crimson red hair. His teeth are pristinely white and his skin is nearly as pale. This is an Efreet in disguise and he would like to play a game if the party is willing.

[See Section B - Puzzles for information on this puzzle!]

THE FAIRIE DRAGON SANCTUARY

Across the hall from the Efreeti room is a set of double doors. There is a sign written on the door that reads: "Dragon Handlers Only" in the Gith language.

As the party enters they are presented with a small hall and another set of doors directly in front of them. Hanging on the walls are a few sets of armor sized for Gith as well as a cage with a few rabbits inside.

When the party opens this second set of doors they will enter a Faerie Dragon habitat. It is covered in large trees, plants, and everything a playful Faerie Dragon might need including perches and toys. The Faeries Dragons are invisible and hesitant to these new intruders and will sit in invisibility until they produce a rabbit to eat or until they feel threatened, at which point they will all attack. (I used Violet, Yellow, and Green but choose colors and numbers according to party strength).

If the players offer food and are kind to the dragons, they can make a handle animal check (DC depending on their behavior thus far).

- On a fail, the Faerie Dragons will grow uncomfortable and begin hissing at the players. Any aggressive movement from the players after this point will lead to an attack.
- On a pass, the Faerie Dragons behave friendly and will follow the players out of the room. The players can get the creatures to come back with them if they keep them out of violent confrontations and provide more food, otherwise at the first sign of violence the dragons will fly off.

THE ELDER GITH

A bit further down the hall is a finely carved stone door. This one seems to be of incredible quality and has a detailed Gith warrior carved upon it. The eyes of this Gith carving glow brightly and appear to be crafted from Amber. There does not appear to be any handles on this door.

- The only way to open this door is to hold the eyes of a Gith up to the amber eyes of the carving. The party will need to drag a dead body over to this door and hold them up to the carving.
- Any attempt to break down the door will result in the player smashing against a psychic barrier a few inches before they actually touch the stone itself. If a player uses Dispel Magic the door will become vulnerable and can be smashed with a DC 16 Athletics check.
- If a player stands in front of the carving and looks into its eyes they will need to make a DC 13 Intelligence check or take 2d8 psychic damage. On a save they take half that amount.

Once the players unlock the door, they will find a Gith in fine armor standing over a table with a map of the area upon it. Laying on the edge of the table is a long, curved greatsword. There are two other Githyanki warriors in the room wearing fine armor laced with gold and shortswords at their side. As the party enters, the leader looks up with an arrogant smile and simply says "*Kill them*".

The room is fairly small (roughly 6x6 squares with a 2x2 table near the back) so there is not a lot of room for maneuverability. (*The players can run back into the hall to get a bit more space.*) The leader of the Gith simply stands over his map and examines the area as his guards move in to engage. He will remain disinterested until the first of his guards are killed or someone engages him directly, at which point he will grab his sword and enter the fray. For this fight use the following:

- 2x Orc (**MM Pg. 246**)
- 1x Githyanki Leader (**MM Pg. 160**)
- Total XP: 1300

The Githyanki Leader is based on a Githyanki Warrior. He is considered a CR 4 and has 61 (11d8 + 11) hit points, a Strength score of 16, and his Greatsword attacks are the following:

- Melee Weapon Attack: +5 to hit, reach 5 ft., one target
- Hit: 10 (2d6 + 3) slashing damage plus 11 (2d10) psychic damage
- He has resistance to Psychic damage.

(Loot in next column)

Loot!

- The armor on the Gith warriors are worth 100g each thanks to the gold weaved into it.
- The Githyanki leader was wielding a **Greatsword of the Chosen (Requires Attunement) (Uncommon)** - While attuned to this sword, you have resistance to Psychic damage and advantage on saving throws against Charm effects.
- One of the Gith warriors has a **Shortsword of the Hero (Requires Attunement) (Uncommon)** - As long as a party member within thirty feet of you is alive but at 0 hit points, you gain additional damage equal to your proficiency bonus on all successful attacks.
- The other Gith warrior has a **Shortsword of Windwalk (Requires Attunement) (Uncommon)** - You may Disengage as a bonus action. If you do, you have disadvantage on all attacks until the end of your next turn.
- (My campaign is high magic so feel free to cut down the loot).

Once the party has killed this boss they may leave and the mission is still considered a success.

ENCOUNTERS TO THE RIGHT

THE HELLHOUND KENNELS

The two doors on the right lead to a Hellhound Kennel. When the players enter there is a thin, nearly nude Gith man chained to the wall. He is kneeling on the ground with his head hanging as two hellhounds snarl and bark from behind cages made of some deep black stone. His body appears to be covered in severe burns. There is another Gith man leaning back in a chair between the hounds and tossing a dagger up into the air. He is fully armored and not paying much attention.

The prisoner was caught stealing and sentenced to a slow death by the hound's flames. This man's name is Jinrathi and he will help you if you save him from the hounds and set him free. In the center of the room, opposite Jinrathi, is the hound keeper whose name is Mirankh. When the hounds start barking as the door opens he will scream for them to quiet down and ask who is there? When the players enter he will panic, scramble back, and place his hand on a pull chain next to his head. If the players make any aggressive moves he will pull the chain which opens the doors to the two hellhound cages. He himself is not powerful and will hide behind a cage and yell to the hounds during combat itself (*there is a reason he is inside watching them and not outside fighting*).

When the hounds are freed, one of them will go running for Jinrathi. The players can use him as a distraction while they fight the other hound, or they can save his life. If they save his life, he will tell them the contents of the other rooms and then go running towards the nearest exit. The hounds can be bribed and or distracted if players have large chunks of meat and manage to roll some appropriate Animal Handling skills. They can also be turned against their captors.

When the hounds die, Mirankh will beg for his life and offer to show you a secret treasure stash inside the fortress if you let him live. If the players agree, he will tell them it is in the room across the hall and that will have to defeat the creatures within to get to the stash. If the players ever fully divert their attention from him, he will take off running down the hall and for the Elder Gith's chambers.

- 2x Hellhound (**MM Pg. 182**)
- 1x Orc (**MM Pg. 246**)
- Total XP: 1500

FLAMESKULL AND FRIENDS

The door to this room is made of fairly thick stone. It is different than most of the other doors they have encountered thus far which were simply made of wood. Regardless, it still opens without a huge amount of effort and reveals the room before them.

When the players enter this room they see simply a desk with a skull sitting on the center of it. On the sides of the room are a few weapon racks with spears, swords, maces, etc... upon them. There are a few unlit torches sitting in sconces around the room as well. The center of the floor has a large, finely woven rug upon it. The room itself is roughly 25ft x 25 ft.

When the players get far enough in the room to step on the rug or modify it in any way the skull upon the desk will burst into flame and a laugh will ring throughout the room as it slowly floats up. **Roll for Initiative.**

This is a Flameskull and will also be joined by two Animated Swords that fly off of the weapon racks on the side of the room and will attack the players.

- Flameskull (**MM Pg. 134**)
- Animated Swords (**MM Pg. 20**)
- Total XP: 1200

Once the fight is over, the party may search the room. A DC 15 Investigation check to spot the loose stone on the wall and find the amber eyes. If a Gith's eyes look into this a small secret door will open with some mundane robes, a spellbook, and a magical staff. Choose to populate the book with whatever spells are appropriate to your party's wants.

Staff of Cantrip Empowerment (Requires Attunement) (Uncommon) - Add your proficiency bonus to the damage of all of your damaging cantrip spells. While this item is equipped, you lose two first level spell slots.

AFTER THE BATTLE

Once the players have cleared the final room in their wing of the fortress, the door near the Elder Gith will fly open and through it will come a squad of Githzerai warriors and some of the other fighters from the encampment. They will inform you that the siege was a success.

The Githzerai leadership will set this up as their new base of operations and let the people from the encampment know that they are always welcome and that they will prevent any future Githyanki attacks on the settlement. They also ask each member of the party what they would like for their help. They will offer gems, armor, weapons, or even some fine tapestries or statues to take back home with them. They also offer to train them in the art of the psychic arts if they are willing to stay and train for a few months.

TOTAL XP: 1650 PER PLAYER

THE TINKER'S LABORATORY

[LEVELS 4-5]

OVERVIEW

Step into the laboratory of an ancient dwarven Tinker. Choose a dwarf of your choosing to be the creator of this lab, and choose a powerful item to be placed at the end. This dungeon can be quite light on combat if the players make the right choices, but otherwise it could be quite difficult.

ROOM 1 - ENTRANCE:

- Connection Rooms: 2,3

When the doors to the chamber open the entire area lights up with strange glowing tubes of light. As the players enter the room, they notice the bodies of four recently deceased dwarves on the floor, bloodied and battered. Above a door directly ahead of you is a sign that reads: "*Elektricity*" and a door on the right reads: "*Wind Power Experiment*".

The players also notice three large Clockwork Golems spaced throughout this room. When the first person enters, one of these golems will spring to life, step forward, and speak in dwarven: "*Please remain still while you are scanned.*" It will then flash lights over the player and speak, "*Unregistered organism detected. Please exit peacefully or you will be destroyed. You have ten seconds to comply before the facility goes on lockdown.*" The players must make a swift decision to enter or leave, because in ten seconds the doors slam down and all three golems will spring to life and attack.

If any player is in the doorway when it goes down, they will need to make a DC 10 Dexterity saving throw to jump out of the way or be pinned beneath it.

- 3x Gargoyle (MM Pg 140)
- Total XP: 1350

ROOM 2 - ELEKTRICITY

- Connection Rooms: 1,4

There is a large glowing orb at the center of this room (*roughly four feet in diameter*). Inside is what appears to be a small lightning storm and a black shadow dancing through storm clouds. There are many signs posted around that say things such as "*WARNING*" and have a skull and crossbones upon them. Attached to the base of this orb are hundreds of cables that disappear into the floor.

If the players look around they can see small cables feeding into the lights of this room. There is a set of double doors on the far side of the room with a sign overhead that reads: "*Mineral Workshop*". A small set of cords hang off of pylons on either side of the room with a small bit of metal at their end. (*These cords can be used to charge light sticks for later on.*)

If the players search the room they can find an "*Elektricity Handbook*." Inside of this book it will inform the players that the orb uses Fairy Power and should this Fairy die or escape, there should always be a spare in the high security supply room (*Room 7*).

The orb takes a full square in the center of the room. If a player gets too close, lightning will arc from the orb and into their body. If anyone else is nearby is within ten feet of them then the lightning will continue to arc until it runs out of targets. All players affected will take 1d6 lightning damage.

ROOM 3 - WIND POWER EXPERIMENT

- Connection Rooms: 4,6

There is a door directly across the way with a sign overhead that reads "*Tinker's Workshop*." On the left is a strange canvas wall and another canvas wall on the far side of the room near the door to the workshop. There is a strip in between these two that forms a makeshift hallway. Down this hallway are two massive structures made of metal. They are round, but appear to be formed from curved blades that connect to a central post (*they are fans*). Once the party rounds the corner, they notice that there are interlaced walls of canvas down the entire room on both sides of the path. In between the two fans is a door with a large sign that reads "*Mineral Workshop*".

[These signs will continue for all rooms in this fashion but the guide will no longer include the details.]

If the players approach the fans they will see a lever next to each of them with a dwarven label that reads "*On / Off*". Both are currently in the off state. If the players flip the switches, one of the fans will turn on and begin fluttering through the canvas, but the other will make a loud grinding sound and remain stationary. Further inspection will reveal that the fan is so rusted that it will no longer spin. [*Magic can fix this or a player can find a vial in the supply room (Room 5) labeled Rust Displacement Formula 40 (RD-40 for short)*]. Once the formula has been applied, the fan will sputter to life. [*Players could also use a grease spell for similar results*]

Once both fans are active, a portion of the far wall will begin to light up and a tray will slide out that contains four orbs. Each of these orbs are a different color: Red, Blue, Yellow, and Black. If the players touch these they will feel a slight tingle, but it is not painful. They can read a small text above the slot that reads: "*Orb Charging Station*". These are significant for a later puzzle.

ROOM 4 - MINERAL WORKSHOP

- Connection Rooms: 2,3,5

This large room is full of rocks of various shapes and sizes. They line the tables, some with labels and some without, some dull and ordinary while others are as bright and shining as gemstones. There are chisels, hand-cranked drills, magnifying lenses, and vials at each mineral station which have the following labels: *“Adamantine, Mithril, Cold Iron, Alchemical Silver, and Echoing Iron”*

When touched, the Echoing Iron causes a sound to ring throughout the entire room. There are notes scrawled next to the iron on how to give it its echoing property and involves the refined blood of a siren. **[You can take this iron to a skilled blacksmith who can create a weapon that will ring out loudly upon striking a foe. On a critical hit while using a weapon crafted from this iron, the enemy will become deafened for a round.]**

The players can also find a note next to the adamantine that reads: *“Seems to be incredibly deadly to our clockwork creations...”* which will help them later on as the creatures they fight will have damage resistance to non-adamantine and non-magical weapons.

On the wall in the back of the room is a large button that reads: *“In case of emergency”* If the players press this button, the contamination cleanup system will go into effect. The room will be filled with a gas that is meant to decontaminate all of the minerals in the room and the door slams shut violently. Everyone in the room must make a DC 12 Constitution save or fall unconscious under the effects of the gas.

When the players pass out (*or don't*), two slots along the wall will slide open and reveal two more golems (*Still use the gargoyle stats (MM Pg. 140)*). *These ones are a bit rusted out and may not be at full health depending on how many players fell asleep*). A third slot then opens and reveals a large, clear cube. The golems will drag this into the middle of the room and begin speaking in dwarven, *“disposing of contaminated organisms”* and begin tossing bodies into the box.

If any conscious players try to stop the golems, one will attack while the other continues his work. They will repeat, *“Organisms must be cleansed!”* as they fight. When the first drops below half health, the other will step in and assist. If no one stops the golems, or if the people trying to stop them are knocked unconscious, they will be thrown into the box as well. The lid will be sealed and they will slide the box back into its slot in the wall. The box will then be raised up and will be ejected from the premises down a large slide that will catch the lip of the box and dump them out onto the ground atop a pile of dwarven skeletons.

In between room 4 and 5 is a pressure plate trap. There is a hallway about ten feet long and as soon as a player steps on the trap [nearest to room 5] some of the stone in the hallway will open up and unleash lightning at the party. All players in the hallway take 3d6 lightning damage. A player can make a DC 13 Dexterity save to jump out of the hallway if no other players are blocking the way. On a success, they take half damage.

ROOM 5 - SUPPLIES

- Connection Rooms: 4,6

This supply room is filled with basic ores: copper, iron, coal, various types of rocks, and a few gemstones of each type. The boxes fill most of the space but the party can manage to fit inside. Amongst all of the boxes of ore the party spots an especially long box that reads: *“Light Sticks”*

If the players open the box with the Light Sticks they will find a pole roughly four feet long with a four inch orb on its end. If a player examines the light stick they will find a small slot in the bottom of it that matches the shape of the metal on the ends of the power cables in the Elektricity room. (*Have the players roll a DC 10 Intelligence check to see if they remember this detail*)

A high perception check or a specific search will also reveal a small box off to the side with Rust Displacement Formula 40 [RD-40] which will be used in the wind energy room.

There is also a safe with a combination lock in the back of the room that is built into the wall (5 levers, each of which can be in any of five positions. The solution for this comes later). The safe is incredibly well fortified and above it reads: *“High Clearance Materials”* **[Put some special loot in here. It could be more rare metals to use to forge weapons or armor back in town or it could be a magical item from the DMG]**

ROOM 6 - TINKERER'S WORKSHOP

- Connection Rooms: 3,5,7,8

When the party enter this room, the power is off. (*Players will need to light some torches*) Mostly there are just small tools, scrap metal, workbenches, pipes, conveyor belts, and other crafting items scattered all across this large room. Wires hang in large piles, partially rusted from years of neglect. A few stones still rest upon the conveyor belts that lead into large metal boxes.

Off to the side of the room is a large switch that is in a down position. When flipped, the lights come on and the machines come to life. The conveyor belts that go all across the room spring to life with a loud grinding sound. Numerous tubes that pop in and out of the walls and travel all along the ceiling appear to be transporting some sort of clear liquid that is filled with bubbles. An automatic slicing machine in the back of the room springs to life and slices down on the conveyor belt while another machine crushes down on the conveyor with large hammers. A slot in the wall opens and reveals a set of four glowing orbs: Orange, Purple, Green, and White. Next to a door on the far side of the room a strange green and blue glyph begins to glow on the wall with a small spherical recess the center.

In the center of the room are **three** large vats that appear to be feeding these tubes the clear liquid. If the players investigate these vats they will notice that each of them have **three** round slots that are roughly the size of the orbs that are scattered about the facility. These recesses in the vats are organized in a **Triangle** shape, **one slot on top** and **two on the bottom**. So three vats, each with three recesses organized in a triangular fashion.

(The above details are critical to the puzzle so be sure they are clear to the players.)

A quick scan of the room with the lights on and the players will find a journal labeled "*Hydro Security*" laying on the floor. When they open it up they will see a few diagrams that read: "*Mechanification Chamber*" and "*High Security Supplies*".

THE COLORED ORBS PUZZLE:

[See Section B - Puzzles for information on this puzzle!]

ROOM 7 - SECRET SUPPLY CACHE

- Connection Rooms: 6

This room is full of dusty boxes and broken equipment. Most of it is rusted away from many centuries of neglect, but there are a few chests in the back of the room that still seem to be relatively in tact. Inside of these is an adamantite morningstar and an adamantite battleaxe.

The players also find a few random potions in the room (*Feel free to pick and choose or roll for them*)

The players also find a small box (only about a foot across) with a label on top of it that says "*Heavy caution! Backup power source! Do not open without proper permission and supervision!*" It is bound by a few chains and sits on a high shelf. If someone takes the box, tell them to add a *Mysterious Box* to their inventory.

If they open the box, a tiny lightning fairy will emerge and scream "*I am free from my prison! Free to destroy! Make the things go zap!*" and immediately attack. For this creature, use the stats of a *Flameskull* but change its spell list to contain *Lightning Bolt* rather than *Fireball* and *Shatter* rather than *Flaming Sphere*. Additionally, rather than *Fire Ray*, its primary attack will be:

Lightning Blast. Ranged Spell Attack: +6 to hit, range 30 ft., one target. Hit: 4d6 (14) lightning damage.

- *Flameskull* (MM pg. 134)
- Total XP: 1100

ROOM 8 - MACHINIFICATION CHAMBER

- Connection Rooms: 6,9

This room is filled with unpowered clockwork creatures. Some of them are half taken apart and have wires exposed, while others seem to be fully constructed and stare blankly. There are a few blackboards in this room with complex equations and designs. If the players ask for details, tell them the following: "*One of these has a drawing of a clockwork scorpion in terrifying detail. There are notes scrawled next to it: Venom killed test creature with four doses. Resistant to most metals. Special project in mind if I find the time.*"

Lying on one of the tables is a dwarf... or what is left of a dwarf. Most of his body has been replaced by machine parts, but there is still quite clearly some hardy dwarven flesh that has survived. A few cables hang from the wall just behind the dwarf and he appears to be reaching out to them. Next to the dwarf is an oil-stained notebook.

Distar's Machinification Notes: (*Distar is the name I used for the head Tinker*)

- Things starting off well. I have managed to replace my left leg without issue.
- Right leg - Replaced successfully.
- Left arm - Tricky, but with the help of my equipment, successful.
- Right arm - Harder still, but I am getting closer.
- Chest Cavity - Most organs replaced hard to breathe - __
- Skull -

If they plug in the dwarf, he will wake up and begin screaming with insanity. "*Must finish my creations! Convert! Convert!*" He will charge over and grab on to some of the dangling cords. Lightning will flash through the room. Every player will need to make a DC 13 Dexterity saving throw or be hit for 2d6 lightning damage. Afterwards, all of the creatures will spring to life and attack!

ENEMIES

- The Dwarf: (Stats of a *Gnoll Pack Lord*) (MM pg. 163)
- Clockwork Wolf: *Dire Wolf* (MM pg. 321)
- Clockwork Boar: *Boar* (MM pg. 319)
- Clockwork Snake: *Constrictor Snake* (MM pg. 320)
- Clockwork Lizard: *Giant Lizard* (MM pg. 326)
- Total XP: 1200

All of these creatures have the Rampage property (found on the Gnoll Pack Lord) and take half damage from all non-magical, non-adamantine weapons.

If the players do not try to plug the dwarf in, they can skip this fight entirely.

ROOM 9 - STUDY

- Connection Rooms: 8,10

This large room is lined wall-to-wall with books. Most of them are tarnished and worn beyond recognition, but there are a few that are still in decent shape. *[You can give some history about your world through some of these books if you'd like]*

There is a sign on the far side of the room that reads, "Absolutely no uninvited guests." Under this sign is a dwarf-sized metal door. It is finely crafted with a number of intricate designs upon it. An ironwork dragon head made of gears, metal, and bars rests near where a door handle would normally be. The teeth appear razor sharp and each of them is tipped with a small ruby that makes them appear bloodied. There is an inscription in dwarven just above this dragon head that reads: "My hunger for knowledge rivals that of a dragon for treasure and flesh."

The players will need to open the dragon's mouth and reach inside. At the back of the dragon head, attached to the door, is a button. When pressed, the door will slide open and allow passage.

If someone attempts to tamper with the door *[steal the gems]* then the mouth will instantly open to its maximum width and fire a powerful blast of flame for 4d8 damage in a twenty foot line. Anyone caught in the blast must make a DC 13 Dexterity saving throw. On a success, they take half damage.

ROOM 10 - LIVING QUARTERS

- Connection Rooms: 9,11

This room contains a large bed, more books piled up, and some other half finished automatons. There are also a few schematics mounted on the wall in portraits and some other odds and ends found in any bedroom. As the party enters this room, a security system begins to sound and blast "Intruder! Intruder!" in dwarven. Panels in the wall begin slide open, and out of small side-areas come two Clockwork Scorpions. They turn to the party, slightly rusted but still quite full of life and aggression and begin to charge. Roll for initiative.

- 2x Giant Scorpion - (MM pg. 327). They also have resistance to all damage from non-magical, non-adamantine weapons, but start at 50% health due to the toll of time. If the players collected the adamantite they should be fairly easy to defeat, if not, not so much.
- Total XP: 1400

The scorpions are too big to fit through the door, but as soon as the "intruders" are gone, the scorpions will retreat into the walls where they will close and protect them from any harm. On the center of the bed will be a note that says:

"To whom it may concern,

This workshop is my legacy. I poured my heart and soul into my work and though I tried to fight off the clutches of death as best I could, I fear I may soon pass. I am giving it one more try, but I may not make it back. Behind the west bookshelf is a doorway. If you are here with good intentions, I hope you can appreciate my masterpiece. If you are here with ill intent, I hope you die before you make it out."

ROOM 11 - SECRET SUPPLY CACHE 2

- Connection Rooms: 10 The room is small, but not without value. There is a brick of solid gold sitting on a stand worth an easy 300 gold and a finely carved dagger sitting next to it that is decorated with small gemstones.

There is also find a small notebook labeled "Combinations" The book reads:

- High Clearance Metals - ML H M M L
- Self-Destruct - L ML H M H M

(L stands for low, ML for mid-low, M for mid, MH for mid-high, and H for high - These are the positions of the levers for the combination lock. Let the players figure that part out. It is pretty simple.)

The prize gem of this room is on the podium in the center. A black bag, perhaps two feet long, held closed by a long piece of rope woven around the top. Upon this bag are velvet pictures of each color of dragon, firing their breath weapons into the skies. As they approach they see a note sitting on top of this as well: "Careful, it's loaded."

[This is an artifact I created specifically for my campaign. Feel free to swap it out for some other interesting item for your campaign].

THE DRAGONBREATH BAG

Once per day, a player may open this bag as a reaction to capture a dragon's breath weapon. This stops all damage and effects of the attack as they are absorbed into the bag. The next time the bag is opened, it will unleash this breath weapon in the direction the opening of the bag is facing. The bag needs a full day to recharge before it can absorb another breath after unleashing an attack.

ONE LAST CHOICE

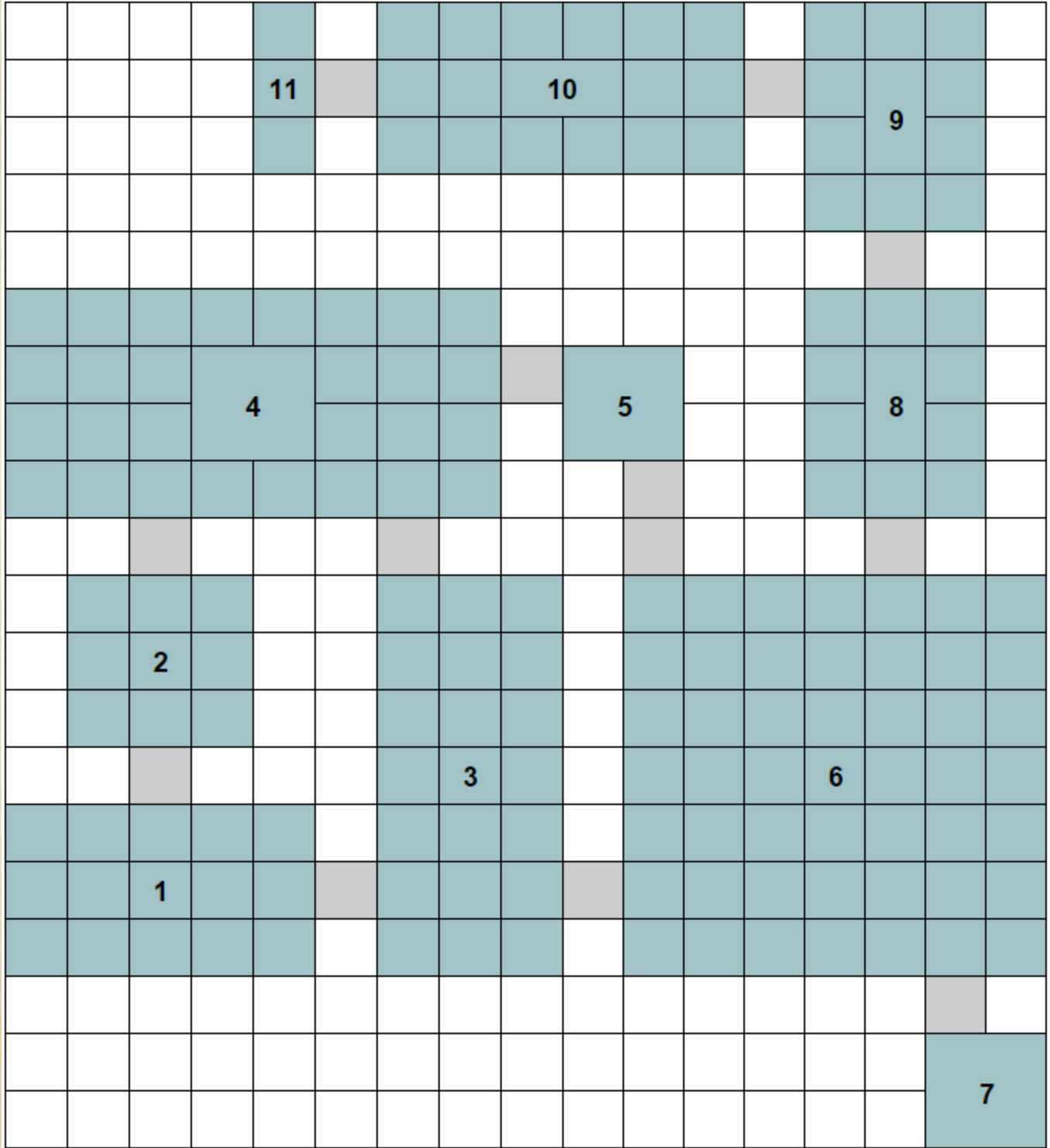
There is a set of switches on the wall painted red with no text on them and a button to the right of it. This is the self destruct sequence for the facility. It is a 5 position, 5 lever system whose code is in the book.

If the players choose to activate the self destruct, the facility will explode after 60 seconds and destroy everything within, including characters.

TOTAL XP: 1850 PER PLAYER

TINKER'S LAB MAP

This is a simple map that shows the layout of the building. Feel free to create a more detailed vision, but hopefully this gives a better idea of how the rooms are connected.



THE SUBMERGED CAVERN

[LEVELS 6-7]

Just off the shoreline to the south is said to be a cavern that holds an artifact of immense power. Beneath the waves a set of trials awaits any group that thinks themselves worthy. They will have to fight through monstrosities, use their wit, and have a bit of luck to make it through the caverns alive.

ENTRANCE TO THE CAVE

The players are required to swim underwater for at least a few hundred feet. Start them out with a few underwater breathing potions to help out with this and the trials ahead. They will need to go down under a massive rocky spire and when they do the entrance to the cave becomes visible. A large opening in the bottom of the opens up into a surprisingly massive chamber. The main chamber contains a massive pool of water in the center that as the entrance, and off of this main room, three tunnels branch off:

- The first of these tunnels is off to the left and is fifteen feet off of the ground. A weak flow of water comes out of the mouth of this tunnel which slopes steeply upward until it leads to darkness. Above this tunnel is a large carving in the stone that depicts a waterfall.
- The second pathway is directly ahead. It goes straight forward for a while before curving off to the right. Above this tunnel is a carving that depicts a wave.
- The last tunnel goes into the stone for a bit, then curves down and descends into the water once again. The water is crystal clear but it is impossible to see far because the stone dives down so sharply. Above this doorway is a symbol representing a whirlpool. Scrawled out in what appears to be blood is a message that says: *"It's their cave. We just use it!"*

In the center of this room is also a metal pedestal that still seems to be in pristine condition despite the fact that it has been in a cave for centuries without attendance. There are three slots on the top of this pedestal. The first is a cresting wave, the second is a whirlpool, and the final is a waterfall.

The sound of rushing water fills the air, the cave smells of fish, the players are soaked, but there is no time to waste. They must choose a path and begin their trials.

PATH OF THE WATERFALL

CHALLENGE 1 - THE CLIMB

The players first challenge is to find a way up into this tunnel. The water is not flowing fast, but it is enough to make it incredibly difficult to simply scale. The rocks on either side are also slippery from the dampness of the room. A player can successfully scale alongside the water with a DC 13 Athletics check. They will then need to pass a DC 13 Acrobatics check to jump into the tunnel itself. Alternatively methods are of course viable, such as shape stone or lassoing a rope to a stone at the mouth of the tunnel.

The slope of the tunnel is steep, enough so that all players will need to make a DC 5 Dexterity check to avoid falling as it curves up. Eventually the path opens up a bit to the right and reveals a stairwell along the edge of the tunnel, just above the level of the water.

As the party walks up, they come to a stair with a large seashell sitting on it. It seems to be melded with the stone itself. If the players press down on this seashell or try to pry it free, they immediately hear the sound of rushing water as down the tunnel comes a huge wall of it. Players will need to make a DC 15 Strength Saving Throw.

- On a fail, players are swept down the tunnel, tossing and turning and smashing into the rocks. Their journey ends as they launch over the fifteen foot drop and slam into rough stone floor below. Everyone who failed the save takes 4d8 bludgeoning damage and must repeat their ascension.
- On a success, the player manages to grab hold of the stairs and hold on as the waves crash over. Afterwards they hear laughter and look up to see a small humanoid frog figure (*A Bullywug*). He shakes a small spear in the air, then runs up the tunnel and out of sight.
- If the party avoids the shell altogether they see a shadow up ahead begin to jump and leap off into the darkness of the inner tunnel chambers.

CHALLENGE 2 - THE SCALDING FROGS

When the party gathers again they can continue up the path, hopefully avoiding the seashell this time. As they reach the top of these stairs, they see the entrance of the stream coming out of a small opening in the wall. They arrive at a new chamber that contains four large frog shaped statues with their mouths wide open. Two of the frog statues are immediately adjacent to an opening on the far side of the room, while the other two are on the far left and right. On the far side of the room is a small stairwell that leads up to narrow tunnel (*four feet tall*). **At the mouth of this tunnel is a bullywug. He croaks loudly and smashed his fist against the wall before hopping up the stairwell and out of sight.**

As soon as the bullywug smashes the wall, water begins spewing from the mouths of the frogs as a deadly rate. The water kicks off huge plumes of steam as the water is scalding hot, enough to cause serious burns with only a few seconds of exposure. This water covers the floor quickly and the doorway to the tunnel becomes blocked by a deadly wall of water from these spewing statues.

It will only take a few seconds for this water to reach their feet. They can stand in the entrance of the other flow of water (*the one that has been purging down the tunnel*) which is ice cold. This is just a temporary solution, however, for the scalding water will slowly start to heat that up as well. They will need to come up with some solution to fight through this water.

Every round someone stands in the scalding water they take 1d6 fire damage. If they ever fall and become fully submerged they immediately take 6d6 fire damage and take an additional 2d6 fire damage for each additional round they are submerged. The obvious solutions are the use of magic to bend the water or form a path. The statues could also be destroyed to stop the flow, as the origin of the water is magical. Another option is for someone to simply sprint through the flowing waters, take the hit, and press a button on the wall which ends the flow. There are of course other solutions but these are a few obvious choices.

When the party finds their way through, they can enter the tunnel, but any tall races will need to bend over and crouch uncomfortably as they go.

CHALLENGE 3 - ROCK CRABS

When the party reaches the top of the stairwell, they will enter another large open chamber. This one is full of small boulders scattered all across the room but there is a doorway on the far side that is closed. It has a large pool of water in the center, but it too is full of these medium sized boulders for the most part. As the party moves in, they will need to roll a group DC 15 Perception check.

- On a pass, they notice one of the rocks in the distance slowly shift to the side, giving them a heads up that these rocks may be more than they seem.

As the party reaches the center of the room they will be ambushed by a rock crab swarm. Roughly 1/3 of the boulders in the room are actually these large crabs with shells made from hollowed out boulders. Two of these are larger than the others and quite deadly.

- 2x Chuul (MM Pg. 40)
- 4x Giant Crab (MM Pg. 324) - Increase their AC to 17 to factor in the rock shell and increase their health to 25.
- Total XP: 2300

CHALLENGE 4 - THE BULLYWUG ARENA

When the players have killed off all of the rock crabs, they can move to the far side of the room and open the door. It is locked, but with a bit of force or lockpicking they can open it up and reveal yet another short tunnel. Once again, any tall races will need to hunch down to pass.

As they head down the tunnel, the party hear the sounds of croaking which grows louder and louder. They begin to see small mud huts in the distance and bullywug warriors at the ready with spears at the entrance of the tunnel. They have pet turtles on ropes that snap their jaws viciously. Two bullywugs stand at the ready with mouths full of water, ready to blast the party at a moment's notice. Beyond a row of these frog-warriors is a slightly larger bullywug that wears a crown made of coral. He yells out to the party as they move down the tunnel, "*Why you attack the Bullywug Empire? You answer King Glok or be vanquished!*"

The party will tell them of their journey and why they need the stone to which the king will respond, "*An honorable task, but the stone belongs to King Glok! Perhaps Glok let you earn the prize. You have valuable treasures, yes?*" If the party nods he will literally jump for joy. "*We shall wager your treasure against ours in a set of trials! The best of three shall win in glorious victory!*" Croaks fill the cave with excitement at the sound of this. "*The first challenge shall be a battle of wits! Select your most intelligent of champions to face off against Rol'keg, the High Shaman!*"

A TEST OF INTELLIGENCE

The scenario: *You are led over to a side arena where you see a wrinkled Bullywug steps forward with a cane in his hands. He looks at you threateningly as another set of bullywugs run through the mud with stones and carve out a grid before you. More bullywugs run over to your side and sit down a large platter of five sets of sticks that have each been tied in the shape of a cross. Before Rol'Keg they sit a platter of five perfectly round stones. He picks up one of these stones, running his hands over it lightly as he stares you down. Bullywugs crowd around excitedly.*

"The name of the game is Wug-Wag-Woe!" cries out an announcer and the bullywugs begin chanting Rol'Keg's name. "*The first to get three objects in a row upon the grid is declared victorious!*" He turns to you with a smug smile and shouts, "*As a courtesy to the challengers we shall allow them to make the first move!... And let me remind the crowd that Rol'Keg has never been defeated in this event!*"

Rol'Keg will take an incredibly long amount of time to make his moves. Speaking aloud and thinking about every outcome and the bullywugs will all murmur amongst themselves as he makes his moves. If the game ends in the tie (*as it almost certainly should*) the bullywugs will become confused and overwhelmed. King Glok pauses for a moment before declaring Rol'Keg the victor. **He declares that since the challengers moved first, they were at an advantage. They placed all five sticks on the board and Rol'Keg was only permitted four stones! If he were allowed one more stone like the challengers he would have easily won!** (*This is meant to be an automatic loss and should be seen as a bit of fun as the bullywugs are ridiculous creatures*)

The victor is clearly Rol'Keg!

A TEST OF STRENGTH

"The second event is a show of strength! Select a fighter to face off against our most mighty of bullywugs: Krowke!"

The party can select someone to fight and the bullywugs will swarm (*dozens in total plus half a dozen turtles*.) They force the group over to a 30 ft wide arena. It is sunk down in the ground and the floor is covered in slick water. Any non-bullywugs that move in this arena consider it as difficult terrain.

On the far side of the arena, a massive bullywug steps forward. He is easily twice the size of the others and holds a large two-handed maul. He croaks in a deep voice and the other bullywugs go wild. The king shouts, "Our champion, Krowke! He puts the bull in bullywug! Who is your champion, challengers?"

They will step down into the arena and the king will give a resounding croak to signal that the start has begun and both the bullywug and the player will need to roll for initiative. Use the stats of a Berserker (MM Pg. 344) for the champion.

When the Bullywug drops to below 10 health he will concede to the player. He will also offer the player the same courtesy, sparing their lives when he sees they are nearing death.

A TEST OF ENDURANCE

After this there is only one event left. The bullywugs will request council for a moment to decide on the final event, as no one has ever made it to this round. After a far-too-lengthy discussion, they turn to the party and the king announces: *"The final challenge shall be . . . (Pause for dramatic effect) . . . who can remain the longest underwater without coming up for breathe!"* The king announces that he shall be the one to compete in this competition personally. He removes his crown and puts down his scepter and flexes before the crowd. *"Who shall be your challenger for this event?"*

The bullywug king gestures to the back of the cave and a huge band of bullywugs run that way and begin to spew water into a large basin. The king walks up and nods approvingly at them while he begins doing some deep breath exercises in preparations for the competition.

The players can perform a DC 13 Nature check to see what they can find out about bullywugs. A success reveals that while most think bullywugs can breath underwater, they can't stay under forever. Most can only remain underwater for about forty-five minutes without coming up for air.

Here is where those water-breathing potions or a caster with the right set of skills will come in handy, but they will need to be discreet with their scheming or the bullywugs will take notice and disqualify the cheaters!

- If the players win, King Glok will reluctantly give up the Waterfall stone. It is a beautiful inlaid with sapphires. He will then ask the players leave his kingdom as they have received their trophy and humiliated his people.
- If the player lost, King Glok will cry out in joy and demand the players give up their treasure. Afterwards he will tell them to leave his lair unless they are in the mood for further defeat. If they ask, he is willing to have another match in the arena if they are up to the challenge. The event is turtle-back jousting.

If it comes down to the joust, the player will need to face off against a Bullywug Knight. They each mount a turtle (*which is very awkward if the party does not contain a Small sized character*) and the two will charge at each other at a **blistering** pace. The Bullywug and the Player will both make attack rolls against the other's AC. (*Use 14 for the Bullywug as he has a shield*). The first to land three hits is considered the victor.

If the players lose in this event as well . . . get creative!

PATH OF THE CRASHING WAVE

CHALLENGE 1 - THE PARTED WATERS

The party walks down a long tunnel and the sound of rushing water grows stronger and stronger. After a while, the path ahead begins to open up . . . in fact you can see that the path is in the area between two massive walls of water thirty feet high. The water continues to flow down the sides, but then pours back into itself at the bottom. The path is completely dry as it is held in stasis by some sort of magical effect. Still, the roar of this flow is deafening.

This path continues for a few hundred feet before it becomes a stairwell leading up. This stairwell continues until it touches the top of the wall of water, but from down below the players cannot discern what is going on. There are a number of objects scattered throughout the path.

As the party walks along, they see the first of these items - two small pillars near the water's edge with pearls mounted atop them. They seem to be lightly shimmering. If they grab the pearls nothing happens, but they are worth 100gp each.

The next item they see is a large ruby. It is directly in the center of the path and it sitting atop a pressure plate. If they remove the ruby, they will hear a loud click and a roar in the distance, but the waves do not falter. (*This will increase the DC of swim checks later should they happen*).

The party continues and sees a treasure chest sitting in the center of the path. It is blackened and seems to have suffered from many, many years of water damage. As the party nears the chest, they can hear the water grow louder with its churning and they begin to get splashed by water that breaks through the barrier. If they touch the chest, the water around them surges inward slightly and for a moment it seems the entire passage may collapse, but it does not. If they open up the chest, they will find it contains a dulled, but lightly glowing scimitar. This is a cursed weapon. It is a -1 weapon and cannot be dropped until the curse removed. If the user tries to draw another blade they magically draw the scimitar instead.

The next item they encounter are a set of turtle shells, about eight in total. They are just scattered all along the path. They are closed up and it appears as though the occupant of the shell is sleeping, though in reality these shells have been empty for a long time now. If they take some of these shells they may prove useful in the future as boats to navigate across the water

Once they pass the shells, the party finds themselves at the base of the stairwell. They climb them with no issue and find they are face to face with a massive, ancient tortoise.

CHALLENGE 2 - LYRRINOK, THE WAVE BREAKER

The tortoise speaks to the party, *"I am Lyrrinok, The Wave Breaker. I have waited many centuries for a new challenger to face the trials of the cavern. The first matter we must address is if you are here with pure intent, for if you are not I will be forced to destroy you. If you can convince me that you belong, I will ask you a series of riddles. The first shall be simple for a set of worthy adventurers, while the answer to the fourth riddle is as old as time itself."* As he finished his speech, the waves come crashing together and the path disappears. When the party turns around they see waves rolling across a massive lake and can see a doorway on the far side. *"Now, what is your purpose here?"*

The players will need to give the tortoise an appropriate answer and he will nod in approval, otherwise the Dragon Turtle attacks (MM Pg. 119). He knows if anyone in the party is lying to him and will grow enraged if he senses that. He will give them a second chance if they try to deceive him, but afterwards he will strike without mercy.

Lyrrinok will ask them to solve his riddles. He will give them clues to help them through the trials depending on how many they get correct. If they answer none correct, he will deem the players unworthy and ask them to leave.

They will have a single minute to answer each of these riddles.

RIDDLE 1:

*Find me floating through water or stuck in the sand,
or maybe just resting in the palm of your hand
Sometimes a treasure, sometimes a home
Sometimes a spiral, sometimes a dome
Within my walls the ocean I hold
And if you just listen, a story is told
What am I?*

A Shell

RIDDLE 2 :

*You find one half of me within the night's sky and the other
within a lake.
If we met and my arms had hands there would be many for
you to shake.*

*I may seem weak, but that isn't so.
Cut part of me off and I simply regrow.
What am I?*

A Starfish

RIDDLE 3:

*Within my shell, great secrets I hold
Open me up and the truth shall be told
I typically drift, forgotten by most
Floating along 'til I find a new coast
And if I do perish before I am found
My existence is meaningless, my purpose is drowned*
I'll wither away amongst the debris
My secret dissolved so no one shall see
What am I?*

A Message in a Bottle

RIDDLE 4:

*How old am I?
As old as time itself*

(This answer is given when he first introduces the riddles so be sure you use the correct phrasing!)

REWARDS

- **No answers correct:** The tortoise is deeply displeased and asks the players to leave. Depending on how they react, he may attack.
- **1 answer correct:** He tells them that the rune they seek is through the room across the way.
- **2 answers correct:** Same as above, but he also tells them that the door requires the pearl of a giant clam to open.
- **3 answers correct:** The tortoise tells them the information above and tells them of a secret cache off behind him. Look for a strange chunk missing from the stone and pull to reveal the chest.

In this chest is a sea of tiny sapphires. There are at least two hundred of them and they are worth roughly 3gp each. Atop these sapphires, floating on this artificial sea, is a small toy boat with a light blue potion sitting on it. In the back corner of this alcove is a trident.

- The potion gives the user permanent underwater breathing.
- The toy boat has some words inscribed on it: *"Break the Waves"*. When these words are spoken, the boat immediately grows into a medium sized row boat. This boat lasts eight hours or until the words *"Calm the Waves"* are spoken again at which time it returns to a toy and must remain that way for 24 hours before it can be deployed again.

The Trident is simply a Trident of Fish Command (DMG Pg. 209)

- **4 answers correct:** Same as above, but Lyrrinok will offer to carry the players across the lake on his back for they are truly worthy.

CHALLENGE 3 - RIDE THE WAVE

The party now needs to cross the lake which is still churning with vicious waves. Lyrrinok will still carry the players across if they can bribe him sufficiently, even if they did not get all for riddles correct. The party can also use their newfound boat if they retrieved it or the turtle shells... or simply swim though, which is quite dangerous. The players will need to make Athletics checks to make their way across. Set the DC based on the items they use to do so. Make them pass multiple checks (2-3), once again depending on their mode of transportation. On fails they are swept towards the rock walls and on enough consecutive fails they will be smashed against them and take 3d6 Bludgeoning damage.

CHALLENGE 4 - THE CLAM'S PEARL

When the party reaches the opposite side, they will see a massive set of stone double doors and in between the two doors is a large spherical indentation. Just above this is a small carving that appears to be a clam.

A quick look down into the water near the edge of the shore and the players can make out a huge, open clam down in the water with a brightly shining pearl resting within. It is a thirty foot dive, so whoever goes down will need to make a successful DC 13 Athletics check to fight the waves and stay on course. If they fail the initial Athletics check, have them make a DC 10 Constitution saving throw. If they succeed, then they resurface, being able to hold their breath long enough. If they fail the second roll as well, their lungs become filled with water and they begin to drown and will need to be saved. If the player can breathe underwater, simply let them swim down to the clam as they will get there eventually one way or another.

When the player reaches the clam, they will need to perform some Stealth and Sleight of Hand checks to grab the pearl (*depending on their approach*). If something like a Mage Hand spell begins to take the pearl, it will immediately slam shut and trap the pearl within, at which point they will need to get more creative with their approach. Solutions include prying it open with a weapon, talking to the clam with the Trident, or through traditional violence.

If a player tries to grab the pearl with their hand and fails, the clam will slam shut on them, dealing 3d10 bludgeoning damage and giving them the grappled condition. If the player is not breathing underwater magically, then they will need to make Constitution saves or begin to drown. At the end of each round, a trapped creature may roll an Athletics or Acrobatics saving throw to break free of the clam's grip.

If the players attempt to attack the clam with melee weapons they will find that it is nearly impossible to swing. They make all rolls with disadvantage and all attacks deal half damage.

When the players retrieve the pearl, they must put it in the slot between the doors which reveals the next challenge.

CHALLENGE 5 - CODED LANGUAGES

[See Section B - Puzzles for information on this puzzle!]

On completion of the puzzle, a secret panel will slide open and reveal the Stone of the Crashing Wave.

PATH OF THE WHIRLPOOL

CHALLENGE 1 - WHIRLPOOL OF SECRETS

The players must go down into the water which is ice cold. They need to make a simple swim of perhaps thirty feet through this underwater tunnel that is kept lit by glowing orbs along the wall. When they emerge, they find themselves in rather small room that is dominated by a perfectly round hole in the center. This hole is filled with water that goes down until it disappears completely into darkness. Written along the wall is a set of ancient text in the abyssal language.

When the players jump into the water, they find that it feels strange, almost slimy. They get a sense of darkness nearby. If they look around the room, they can see scrawled on a stone in the corner is some notes written in common. It says: "To enter the lair of the flayer you must speak aloud your greatest secret. You cannot lie to their magics..."

The players will then need to enter the water and prepare themselves. As each person in the party speaks, the water begins to spin in a light circle, forming a whirlpool. This effect grows stronger and stronger with each member of the party that speaks and as they say their secret and it is confirmed to be their deepest, darkest secret the water will flash blood red for just a moment.

When everyone successfully speaks their secret, the whirlpool will reach its critical point and they can no longer hold on. It will begin to pull them down into the depths and everything goes black for a moment. A few seconds go by of them tumbling along in the dark depths, water churning all around until they are thrown out into the center of a massive chamber. They land a top a group of spongy plants so they don't take damage, but as they look up they can see a mass of spiraling water suspended in place thirty feet over their heads.

CHALLENGE 2 - DARK DEPTHS

As the party recovers and begins to look around, they see a massive door along one of the walls in these large cavern. In front of this door are three pedestals that are merged with the floor. Leading from these to the door are a set of strange runes. There is also an ominous presence in the area. The players get the feeling that they are being watched. As they walk up to the pedestals they will see some inscriptions written upon them.

- The first pedestal has a bowl shaped indentation and a knife sitting within. (The price of body)
- The second pedestal has a mask sitting atop it. (The price of mind)
- The third pedestal has an amulet sitting atop it. (The price of soul)

All players must use the knife and cut themselves with the knife and bleed into the bowl. Once this is done, the runes connecting the pedestal and the door will begin glowing to signify that the price has been paid. Each player takes 1 slashing damage from this cut.

A single player must put on the mask to pay the price of mind. As soon as it is firmly in place, they will begin screaming in agony as it latches on. They will see flashes of Mindflayers in the darkness, their terrifying tentacles probing for information. They will have their Intelligence score reduced by 4 until they complete a long rest. Once the drain is complete, the mask will fall from their face and glow faintly. If it is put back in its place atop the pedestal the runes begin to glow as well.

A single player must put on the amulet as well. When they put it on, they fall to their knees as it saps the strength from their body. Their limbs go numb temporarily, they feel unable to move an inch, their own armor is crushing them to the ground. This player's Strength score is reduced by 4 until they complete a long rest. A deep pain shoots through their body for about thirty seconds and then the crushing sensation passes. Afterwards, the amulet begins glowing. When it is put back in its place the runes will begin to glow.

Once all three runes are active, the door will open and reveal the chamber beyond. What they see is a suspended wall of water before them and at the far side is a glowing light within another chamber. The water sits as if locked in place by an ethereal barrier - unmoving, but ominous. The water is incredibly dark, but as the players stare into its depths they spot a dark shadow swim by at a terrifying speed. Make a group DC 15 Perception check. If the party succeeds they spot sharks swimming out in the water. Unfortunately, the only way forward is through the water.

CHALLENGE 3 - THE SUSPENDED LAKE

Only magical light can exist in this chamber. When the players step through the doorway they are surrounded by thousands and thousands of gallons of water. There is no distinguishable edge to the water, or a ceiling, but if they go roughly one hundred feet out they will find a wall. The only thing they can see is a set of very faintly glowing runes on the floor pointing straight ahead. As the players step through the threshold of the water, they find that they can breathe somehow despite being underwater.

As the party pushes further into this passage (roughly one hundred and twenty feet total), the first shark hits them from the pack. It strikes hard and fast out of the darkness. The players will need to roll for initiative to fight a pack of Hunter Sharks.

- 3x Hunter Sharks
- Total XP: 1350

Once the sharks are down, they continue to the end of the passage where they find the tunnel that leads them out of the water. There is another door at the end of the hallway, and when the door opens they find their final enemy - a Mind Flayer.

CHALLENGE 4 - LAIR OF THE FLAYER

This cave is full of more abyssal writings along the walls. A single mind flayer sits on a throne of coral at the back side of the room. He holds his arms out to the players as they enter and speaks directly into their minds. *"Welcome to my domain. I know you seek the stone, but to obtain it you must first prove yourselves worthy. Perhaps I shall feast tonight, it has been a long, long time since I have had a good meal."* He rises from the throne and takes his first step towards the party. *"We fight!"*

- 1x Mindflayer
- Total XP: 2900

When the party lowers the Mind Flayer to 0 health, he will kneel down and pull the stone out from under his robes. He holds it out and offers it to the party and asks that they take it and leave his chambers. He points to another whirlpool off on the side of the room. *"That will take you back to the surface."*

The party may choose to give the Mindflayer mercy or to kill him. Either way, they are free to leave afterwards and receive full experience for the encounter.

THE FINAL CHAMBER

The players return to the main chamber with all of their runes and put them into their correct place on the pedestal. When they do so, the pedestal will begin to glow and sink into the floor, at which time the floor will slide open. This reveals a staircase leading down, which *should* be leading deeper into the ocean, but is surrounded by stone on all sides.

When the players reach the bottom there is a large door before them depicting a massive mural of a Kraken. When they press open the door, they will find themselves in a rather small room. There is clearly powerful magics at play here. In the very center of the room is an orb roughly a foot in diameter sitting atop a pedestal and locked tightly in place by a set of metal teeth. If the players look within this orb they can see a tiny kraken swimming around within. The kraken is only a few inches in size, but it looks fierce nonetheless.

The players may take the **Orb of the Kraken** for later use if they wish. It always feels wet and damp no matter what conditions it is in. When the orb is thrown to the ground with enough force to shatter it, the kraken is released from its prison and will go on a rampage, for it has been locked away for far too many years.

You can of course choose another item to give the players, this is merely a suggestion. This item is a powerful one time tool, so be careful.

FINAL NOTES

This dungeon is a bit lighter on creature encounters than most (3 total) since it is quite high in puzzles, so feel free to drop in a few more if that is what your group needs. My suggestions are the following:

- Some guardians at the ready when the party places all of the stones in the pedestal at the end. Scale the encounter or ignore it depending on how beat up the party is at this point.
- When the players cross the divide in the Crashing Wave portion of the dungeon have some creatures lurking amongst the turtle shells.
- Add one more section in the Crashing Wave section after the puzzle where they need to fight some creatures to get the stone.

And make sure to increase the total XP if you add more encounters!

TOTAL XP: 2500 PER PLAYER

THE TRIAL OF HEROES

[LEVELS 6-7]

OVERVIEW

This dungeon puts the party through a set of trials to retrieve an ancient artifact: a blade of incredible power. Perhaps in your campaign this will slay dragons, find the way to an ancient demon, or perhaps be the key to ending a blight. **[It does not need to be a sword, though in the examples given below that will be the assumption. Bend the adventure to meet your needs as you see fit.]**

And these are the trials:

- **The Minotaur's Maze** - A seemingly endless hall of stone in which the party must find an idol to give to the Minotaurs that hunt them through their labyrinth.
- **The Nest of Nature** - Putting the party's will to the test, they encounter a nymph that has a simple request... or at least it would be simple if the task wasn't gathering a plant that uproots and fights back.
- **The Devilish Duo** - Two enemies await the party in an arena whose stands are filled with cheering fans. They specialize in draining life from the party and charming their hearts, but sometimes even the last man standing is not the winner if the crowd did not enjoy the spectacle. Best hope you can fight with style!
- **The Strength of Stone** - The party finds themselves in a cave and all of the fun that goes with it - such as tunnels that narrow to the point that the party must crawl single file through the mud, demons that lurk in the shadows, and giants of stone that blend in with the rock itself
- **Mechanical Mayhem** - A trial that forces the party to try again and again until they complete it successfully. Everyone must play a vital role as they lead a fragile glass golem through a series of deadly traps using nothing but what they can find in this laboratory.

THE CENTRAL CHAMBER

The party steps into a large cavern with a single wooden door set in the far wall. Along the walls of this large dome-shaped area are words carved deep in the stone that glow a faint blue. *"Only those who can survive the trials placed before them are worthy of the Blade. Prepare yourselves to face nightmares, for only those who can look their worst fears in the eye and stand strong can use this weapon to its fullest potential. You have twelve hours from the time you step through the first door to complete these trials."*

Above the door are words that read *"The Minotaur's Maze"*. It is a simple wooden door and it is set flawlessly within the stone with not a mote of dust visible. There is no handle on this door, but it opens without resistance. On the other side is a corridor of darkness and stone. At the threshold of the doorway is a large brass ring that would be fixed through a bull's nose.

THE MINOTAUR'S MAZE

FINDING THE STATUE

The party will need to light torches for these tunnels are devoid of any natural light. They can hear the echoes of footsteps in the distance, but they reverberate and seem to have no distinguishable origin. On the wall as soon as the party enters, a set of runes will begin to glow with the following message: **"Only the minotaurs know the way out, these walls simply laugh as you stumble about. Find them a treasure, but until then evade. Show me your strength; I'll show you the blade."** If the party opens the wooden door again it will simply be stone on the other side. They are trapped.

Give your players a choice: *"You see a path extending ahead of you, as well as one on your left and one on your right. Each of them quickly turns to darkness. Which path will you take?"* Leave them confused and constantly filled with options that ultimately mean nothing as the walls themselves shift to change their pathways. Let them go on for a bit, choosing paths and marking their way. If they leave a trail or indicators of some sort, be sure to make them stumble back on them, but coming from a different angle. Remember, only the minotaurs know the way out - this maze cannot be solved. The clack of hooves against stone is constantly echoing through the halls.

Let them wander for a bit until they eventually see a chest. When they open it, they will find it appears to be empty, but the inner workings of the chest are clearly affected by magical darkness. Tipping over the chest does nothing and putting even magical light in the chest does not illuminate its contents. A player will have to reach deep into the chest or come up with some other means to physically retrieve the object that hides within. Once successful, they will find a foot tall golden minotaur statue. It is missing its eyes and it looks as though there should be something in his hands. It also appears to have a small indentation around the base of its neck where some sort of necklace would go. Unfortunately, none of these missing objects are within the chest.

FINDING THE EYES

As they continue, they will spot another chest which is actually a mimic (**MM pg. 220**) (450 XP). The mimic will lie in wait, appearing as a chest until someone reaches in, at which point it will snap shut around their arm. Once the mimic is defeated, the party retrieve a single, tiny, perfectly round ruby that rests within. It is the exact size of the eyes on the minotaur statue and fit nicely into the slot.

When they place the ruby into the eye slot of the minotaur statue, the walls of the maze shift. Each player will need to make a DC 13 Dexterity Saving Throw or be separated from the party by a sliding wall. If anyone is left out, they will need to call out and navigate until they can find the others.

The players that did **not** make it on the other side of the wall in time can hear the hooves of the minotaurs more clearly and as they round a corner they will see a set of red glowing eyes in the distance. The minotaur is wearing a golden amulet with a glowing red ruby set in the center that casts out a faint light. The minotaur holds a massive greataxe, which in the red glow of the amulet, appears to be covered in blood. The minotaur stomps its hooves loudly against the stone to issue a challenge. If they choose to fight, use the stats of a Minotaur (**MM Pg. 223**) but with hundreds of health. Make it incredibly obvious this enemy is not meant to be killed.

This minotaur will not attack unless one of the party members attacks first. If they run, the minotaur will give chase, thumping loudly behind them as they scramble. Lead them on a chase down the halls, giving urgency as the footsteps grow louder and louder and the axe scrapes against the wall. The glow of the amulet begins to shine in their peripheral vision and they finally round a corner and bump into their party members, at which time the sounds of the hooves ends immediately.

FINDING THE AXE

No one in the primary group recalls hearing or seeing anything since they were separated. Now they they are together again, they can resume navigation through the maze. After another few minutes of wandering, they will see a small golden greataxe floating in the center of the passage. It is not glowing or moving, simply sitting in place. It is actually in the center of a gelatinous cube (**MM Pg. 242**) (450 XP) The cube is translucent and all but impossible to see until someone touches it. It takes up the entire passageway and anyone that gets within five feet of the axe is grabbed. They need to kill the cube in order to retrieve the axe for their statue.

FINDING THE AMULET

The party will stumble around a few more corners before finding their way to the entrance of the maze. Have everyone make a DC 15 Perception check. If anyone passes, they notice that the sign by the entrance has changed slightly. *"Only the minotaurs know the way out, these walls simply laugh as you stumble and shout. Patience is required, do you trust what you see? You will need to choose wisely, if you hope to go free."*

It is then that the party will hear crying coming down from one of the tunnels. When they search for the source, they will see a little girl curled up in the corner and sobbing loudly. She is clutching an amulet tightly in her hands that displays a ruby the perfect size for the minotaur statue. She has been lost in this maze for an eternity. It never ends. She doesn't remember how she got here or even her own name, but she has had this amulet the entire time, claiming that it keeps the "mean cow people" from attacking her. She will absolutely refuse to give up the amulet in fear the mean cows will take her away if she does.

If the party uses violence to try and take it from her she will scream: *"I curse you, mean person! I hope the cow people get you!"* and the person who used force will permanently lose 1 charisma as a bull ring pierces through their nose. She will disappear and the amulet clatters to the ground. Any attempt to remove the ring results in extreme pain. A remove curse spell allows it to be removed, but the Charisma loss can only be cured via Greater Restoration.

If the party is kind to the little girl and promise to take care of her she will grow very happy, run over, and hug one of them. She whispers into their ear, *"I am glad I didn't have to hurt you."* She will then follow the party on the rest of the journey, speaking about deeply disturbing things about her time in the maze with the innocence of a child.

CONFRONTING THE MINOTAUR

Once the party has completed the statue, they wander deeper into the maze. After a few minutes or so they will hear the clattering of hoof on the stone and soon after they will find the creature of the labyrinth: the minotaur. It will look to them, draw its weapon, and begin charging. If they hold out the statue, then it stops its charge and simply stares at the party. It will reach out, grab the statue, give a rough snort, and tuck it into a side pouch before slamming his axe on the ground and walking away. He gives a gesture to the party to follow as he walks into the shadows.

They will turn a few corners and see the entrance. The words on the wall have changed once again. **"Time erodes all. The peace shall fade. Still four more trials to retrieve the blade."** When they open the door, they will see the central chamber again. If the party has the little girl with them, she will burst into light and drift away.

If you were kind to her throughout the entire encounter, on the pedestal in the center of the room will be a necklace with a horn attached. It has a note that simply says *"Silly Minotaurs."* This is a Minotaur Horn Amulet.

MINOTAUR HORN AMULET (UNCOMMON)

Twice per day, the wearer of this amulet can use their action to say the code word and point the horn at a target. An ethereal minotaur will burst forth and bull rush the enemy, making an attack roll at a +8 bonus. If the attack is successful, the target takes 3d8 + 4 damage and is pushed 10 feet.

When the last member of the party is back in the central chamber, the door will slam shut and disappear from view moments later. Another door on the far left side of the room will come into view. A sign above this door reads: *"The Nest of Nature."*

THE NEST OF NATURE

The party steps through the door and into a lush forest filled with a vibrant display of colors. Trees and flora range every color of the spectrum and there are species of plants here that they have never before seen. It is breath-takingly beautiful to behold.

On a nearby tree a message is carved and glowing. **"Beauty does not equate to power, nor nature to peace. Obtain a Moonlily, only then shall you be released. Ask the creature of great allure, but your eyes do not trust, for the shortest of gazes, may leave you blinded by lust."**

The area around the party opens up. If they turn around they will see the door appears to be carved into the side of a massive tree. If they open the door they will simply see wood and some dripping sap.

They begin their search. Luminescent flowers cover the forest floor, some of them dance in the moonlight that bleeds through the canopy, others twist around the trees that reach hundreds of feet into the air. Music almost seems to drift between the thick trunks of these ancient behemoth trees, some of which are over twenty feet across with roots that extend a thousand feet through intricate underground systems. After a short time, the party will begin to hear the sound of sweet music drifting from the west.

THE NYMPH

As the party approaches, they will see the shape of a shimmering silver figure in the distance. It appears to be elf-like, but her ears are much longer and her skin is a pristine silver. Long purple hair extends down to the center of her nude back. She is facing away from the party and plays on a large wooden harp as she sings melodies in a language none of them understand, but they all find it incredibly relaxing and alluring. This is a wood nymph.

When the party gets her attention she will turn to face the party. Those who do not look away see the form of an absolutely beautiful woman. The gods themselves wish they could obtain such perfection. Her curly purple hair drifts down over her breasts and she gazes out with large emerald eyes that one could get lost in forever. In fact, everyone who sees her needs to make a DC 14 Wisdom Saving Throw or become blinded permanently. (*Only Greater Restoration will cure them of this blindness.*)

If the party asks for a Moonlily she will give a simply giggle and respond in a seductive voice: *“Yes, but the beauty of the flowers pale in comparison to my own beauty. Why look at it when you can look at me? What do you have to offer in exchange for my help? Or perhaps you seek something other than . . . information.”* She will start to approach the party. They will need to provide something of beauty or of great power to impress her. This could be a substantial amount of gold, a fine jewel, or similar. If she is pleased with the gift, she will take it from whomever holds it out and plant a kiss on their lips as she says thank you. She will take the hand of that person and whisper into their ear, *“You can gaze upon me if you wish. It will not harm you.”* If that person looks at her, they will get the same description as above but will not become blinded. In fact, they feel inspired and gain 10 temporary hit points.

She will communicate directions to this one person through tender whispers in their ear. *“Follow the orange glowing flowers until you reach the lake. The Moonlilies line its shore. You will know them when you see them. But be careful, my sweet, for the creatures in that area can be . . . aggressive.”*

THE LAKE

The party must follow this pathway of luminous orange flowers. After five minutes of walking, they see the lake in the distance. It shimmers with the light of a moon that has been hidden by the canopies since the party arrived. As they look out for animal life they see nothing but small mammals, squirrels and such, skittering around harmlessly, but as they near the edge of the forest they will come under assault by two Shambling Mounds.

- 2x Shambling Mound (MM Pg. 270)
- Total XP: 3600

Once the creatures have been dealt with the party sees the Moonlilies sitting at the edge of the water. They have eight massive pedals that glow the exact color of a full moon. When the party picks the flower and turn around they will see a door shimmering in one of the nearby trees. As they approach they notice marking carved into another nearby tree: **“By no beauty or beast shall your journey be swayed. Only three more trials to retrieve the blade.”** They will open the door and see the central chamber.

If the players make it through and no one but the invited player looks upon the Nymph, there will be a small headband of leaves sitting in the center of the room:

HEADBAND OF ALLURE (UNGCOMMON, REQUIRES ATTUNEMENT)

Whenever a creature wearing this item is attacked by a creature of the opposite gender, they may use their reaction to force the that creature to choose a new target (or no target) this round instead as a bolt of lust strikes them. Once this ability has been used, it cannot be used again until that character finishes a long or short rest.

When the last person goes through the door, it will slam shut and fade into the wall. A quick look around will show another new entrance. Above this door are the words: *“The Devilish Duo.”* When opened, the party will step into a hallway that leads to a large stadium-like arena.

THE DEVILISH DUO

On the wall near the entrance is another set of runes. **“Strength to weakness, your might stolen away. What is your role? Predator or prey? Trust your instincts, but not your foe. Do you hear the crowds cheering? Let’s give them a show.”**

As the party walks out of the hallway they will find themselves in a massive arena. It appears to be carved out of limestone and the sun is blazing high overhead. Citizens line the stands of the arena and are cheering loudly as the heroes make their way out into the open. There are pillars of stone scattered about, low walls, a few burning pyres, and even a few war horses at the ready with a chariot. Feel free to add anything else that might add to the excitement such as a chained lion or a spike pit.

A metal gate slides shut as they step out fully into the open. Across the way are two enemies standing fifty feet apart and simply staring towards the party. It is a Succubus and an Incubus. They will start walking towards the party, raising their weapons to the sky and getting the crowd excited. Eventually they will signal to the party to join them near the center of the arena.

- 2x Succubus/Incubus (MM Pg. 285)
- Total XP: 2200

A BATTLE FOR THEIR HEARTS

If the party strikes the enemies from a distance, the crowd will boo them for taking a cheap shot and not fighting fairly. The crowd grows more and more excited as your **players** gives descriptive attacks. This fight is more than rolling well, it is making the fight entertaining. The deeper the role-playing and creativity with the attacks, the happier the crowd until the point they will start chanting the names of party members and filling them with inspiration, giving them advantage on their attacks.

Alternatively, if the party is not descriptive or creative in their approach, they will start cheering for the duo and they will be the ones to receive advantage on their attacks instead. It becomes a struggle to not only beat these fiends, but to win the adoration of the crowd.

When the party takes down the duo, a large set of gates at the opposite end of the arena swing open. As they approach they will see words carved above the exit: **“You fought through your weakness with no need for aid. Only two more trails to retrieve the blade.”** When they push open the doors they will see the cavern once again. As soon as the party steps through the threshold of the door, the player's **maximum** health returns to normal if it was drained by the Succubus/Incubus.

If the party successfully won over the heart of the crowd, sitting on the pedestal at the center of the room is a pair of Gloves of Missile Snaring (**DMG Pg. 172**) but they are red and black in appearance, matching the garbs of the Succubus and Incubus.

They step through and the door once again slams shut. A new door materializes in the distance with a new message. *“The Strength of Stone”*

THE STRENGTH OF STONE

When the players open this new door they see what you would expect from a cavern, it is simply a long tunnel that lightly bends and curves out of sight. Scratched into the wall and glowing is their newest message: **“The stone grows narrow, but you must press through. The water may seem shallow, but its enough to drown you. What lurks in this darkness abhors the light, disturb their shadows and you're in for a fight.”**

THE CRAWL

The players are in a cave tunnel that slowly grows shorter and shorter as they continue onward. It also grows colder and the air is becomes thick with a foul smell. The stone beneath their feet turns to mud and before long the path narrows to the point that the party must crawl to continue. The path is two feet high and three feet wide at most. Whoever is up front will feel something solid under their hand in the mud as they bring it down. A closer look reveals it is a human skull.

After a few minutes of this, narrower still. They are forced to crawl along as the ceiling is but inches above. The mud is thick and sticky. Their armor becomes coated in slop. Worms and small lizards crawl along the walls, through the mud, and now on the players. This goes on for quite some time and everyone in the party will need to make a DC 10 Constitution Saving Throw or gain a level of exhaustion.

THE DIVE

After the hundreds of feet of crawling, the path opens up a bit and reveals a large pool of water. After about twenty feet, the ceiling dips down and touches the water's edge - The only way to continue is to go into the water and swim underneath. There is no way to group up, so whoever is in front will have to lead the way through the water. It is deep enough to swim in and they can feel movement beneath their feet, little fish pecking at every exposed area.

Where the stone touches the water, they must go under and feel their way forward for ten feet before the tunnel opens up to the surface again. In order to get through this portion, the players will need to pass a DC 10 Wisdom Saving Throw or become terrified of drowning in the darkness and turn back. The rest of the group will need to give them encouragement before they can go through again (*this time with advantage*). If they fail *again*, they will become frightened for the next ten minutes and cannot go through the water again until the condition ends.

On the other side, the area opens up into a larger cavern, of course it is pitch black so unless they have darkvision it will still be just blackness. They also realize at this point that their body is covered in leeches. They lose 3d4 health as they pull the swarm of leeches off of their body. Using fire to burn the leeches away will reduce this damage by half. Of course, most players will have to wait for this portion as a demon lurks in the shadows.

THE DEMON

As the first player to make it through looks back to see if the others are following, roll stealth for a Hezrou (**MM Pg. 60**) that is hiding on the ledge just above the pool of water. ****Modify this demon to remove its Stench ability and instead have a Paralyzing Spit.**

- **Paralyzing Spit (Recharge 5-6)** - The Hezrou unleashes a disgusting glob of spittle at a target within 30 ft. The target must make succeed on a DC 14 Constitution saving throw or be paralyzed for the next minute. At the end of each turn, the target can make another Constitution saving throw. On a success, the effect ends.

Additionally, lower the demon's health to 110 (10d10 + 55) to bring the CR down to 7 (2900 XP).

If they notice the demon, it will simply stare back with a single brown eye. Mud coats its entire body and slowly its mouth begins to open to show a row of razor sharp teeth. It will unleash a Paralyzing Spit attack and try to drown the victim.

If they do not notice the demon immediately, they will hear an otherworldly croak and moan. They look up to see a set of razor sharp teeth and strange eyes staring at them and the demon makes a spittle attack with advantage before trying to drown that player.

The rest of the party will funnel through one at a time to find the demon attacking their ally. It is still a rather confined space (*roughly ten feet across*) and the central area is filled with water so the party will need to choose their position carefully. On top of that, the area is pitch black so the players will need to light a torch or use some magic to light the area.

Once the demon has been dispatched they can continue on through the cave, out of the mud and finally able to travel in a group once again. As they travel a bit further they notice the air begins to smell disgusting. It grows stronger and stronger as they continue along, but the height and width of the cave also grow.

THE TROLL TOLL

After ten minutes of walking the pathway ahead appears to be partially obscured by a large boulder. Upon closer inspection the party notices that it is moving ever so slightly, as if breathing. This is in fact a Rock Troll (**MM Pg. 291**) (1800 XP). *Skin just looks like stone, but uses a normal troll's stats.*

As they notice this they also see a small imping off to the side of the passage in a small alcove. He is waving vigorously to get the party's attention and signals for them to be quiet. When the party moves over they see that the imp is holding a small mallet and there is a large piece of metal behind him. *"Pay the toll or we wakes the trolls!"* he whispers and threatens with the mallet.

The imp is named Gleeb and he wants either 1000 gold or the tooth of a Herzou demon. He says this with arrogance, expecting to become rich off of the troubles of the party, but the party can simply walk back, extract a tooth, and bring it to Gleeb. He will be shocked but submit to his agreement. He pushes a small lever within the cave and tells the party to go back around the corner where they can find a new passage. This will lead them right to the exit of the dungeon. [See **'The Exit'** Below]

- If the party tries to argue with Gleeb or threaten him, he will smack the mallet and disappear in a poof of smoke, alerting the trolls.

Alternatively, the party can silently kill Gleeb (he has only 4 hit points). If they do so, everyone will need to pass a DC 10 Stealth check to climb around the troll quietly. If they awaken the troll, he will sit up and scream before making a swipe at the nearest target. When he screams, another troll will stand up in the distance and move to help his friend.

If they do not awaken the troll, then they can sneak by him with no issue. They will see another troll lying along the side of the tunnel just a bit further up. This one is much easier to sneak by and only requires a DC 7 Stealth check to not wake him up. If they do, same scenario as with the other troll.

Once the trolls are dealt with, the party can continue. After another few minutes of walking the path begins to narrow again.

THE EXIT

At the end of the path is a wooden door. A message is carved into the stone above. **"Over rocks you climb, through water you wade. Just one last trial and you'll receive the blade."** This door opens up to the primary chamber again.

If the party never woke the rolls, on the center pedestal is a large Gem. This is a Gem Of Brightness (**DMG Pg. 171**) and there is a label on it that reads, *"May it guide you through the darkness"*

They see a new door that reads *"Mechanical Mayhem"* above it.

MECHANICAL MAYHEM

The party opens the door to reveal a large golem made out of shining glass on the far side of a room two hundred feet deep and fifty feet across. Near the players is a mechanical family of dwarves facing the creature. The rest of the room appears to be an intricate laboratory filled with equipment and tool. A sign along the wall reads, *"Forged from glass and carefully designed; the heart of a hero, but lacking a mind. He seeks to help, but the machines protest, give him some help, this is your last test. One last thing, and it may seem cruel, you may not use magic, only these tools."*

The room is lit with electric torches and just behind the family is a switch with a label beneath it that reads: *"Start Simulation"*. When the switch is flipped, the golem will spring to life and begin walking straight towards the dwarven family who throw their hands in the air and scream through small speakers as a projector kicks on and displays the image of a dragon on the ceiling.

There is also a doorway off to the side that reads *"Observation Chambers"*. This is simply a narrow hallway that spans the entire edge of the room and allows vision of all of the obstacles from the side.

The objective of this challenge is to protect the golem from a series of obstacles as he lumbers across the room and towards the dwarven family. If the glass golem is destroyed, the room will flash bright white and everything will be reset in an instant including all of the tools and materials the groups has used.

The next section will go over obstacles the golem faces. The guide will also discuss tools available and potential solutions to each challenge. Of course the players may come up with difference, unique solutions to the tasks so use this only as a guideline for potential solutions.

OBSTACLES:

Ten feet in front of the golem a metal bar rises up out of the floor about two feet high and five feet long. If the golem collides with this he trips and hits the ground hard and the simulation will reset. The players simply need to turn the golem left or right to get around this obstacle.

After that is a wall made of solid ice.

The salt is particularly effective against this. Hot coals can also be thrown on the ice to melt it

Another fifteen in front of that obstacle is a trap door that spans the entire room which opens when stepped on by the golem. It is ten feet deep.

A set of five panels can get the golem across this obstacle. Fewer and they will collapse under his weight

After that, the floor becomes coated in a layer of acid for fifteen feet. The acid can eat through most items quickly. Piling some cabinets or other such material will provide a barrier and give the golem time to safely walk across.

Next is a massive set of horizontally whirling blades. The players will need to find a way to jam these blades. Throwing ropes near the base will jam the rotor and cause them to stop spinning.

After that is a thick cloud of poison gas. The players will need to use the fan or flap some sheets to clear the poison. The battery to the fan is dead and can only be charged by touching it to one of the lightning rods once the simulation has started

A Gorgon (large metal bull) rises up out of the floor when the golem grows near. The Gorgon is quick to anger and grow distracted when it sees red (The ruby). A player will need to attack it somehow and run it off to the side of the room. They could also use the Gorgon to sabotage other traps if they can get him to give chase

After that is a wall of fire. A huge amount of water is required to extinguish these flames. They will need to fill storage chests with water and dump them on the fire, hopefully using the cart to succeed in this because if they are too slow the fire comes back.

After that are two strange towers that extend to the ceiling. When the golem walks between them he is blasted with electricity. Two players can stand and take the blasts rather than the golem or it could be wrapped in something or a lightning rod could be created

The hologram dragon. If the golem moves into the light of the projector, it will collapse and the dragon will give out a victory roar. The projector for this image is on the other side of the simulation starting lever. Simply covering this up with their hands will end in a favorable result.

TOOLS:

- A remote control with two small levers. One adjusts the golems speed, the other adjusts the golems directions. The golem will never come to a complete stop, but it can be slowed to 5 ft. every 6 seconds.
- There are many panels of thin metal leaning against one of the walls (6 panels in total. 12x2 feet.)
- A large fan device with an On/Off switch. It has metal blades and appears to be connected to some sort of slot on the back where something would fit (power gem). The power gem needs to be charged to be able to turn on the fan.
- A crowbar, hammer, four wagon wheels, one hundred feet of rope, four metal buckets, a set of forge tongs, a large glowing ruby, five torches, three pairs of rubber gloves, a large uncharged power gem, a small silver key, a large gold key, a small metal scorpion model
- A large pile of coal, a massive bag of salt, a stack of six tablecloths, ten labcoats (dwarf sized)
- There is also a furnace mounted in the wall, a sink, an anvil, a few chests for storage, two large wooden cabinets, rolling lab table with some beakers on it, fifty or so books with empty pages

When the golem is successfully led across the room of traps, the room will flash a brilliant white again, but rather than everything being reset, there is a door at the end of the hallway. Inscribed on the wall next to it is the following, **“Though simply machines, their lives you have saved. Now it is time, to reclaim the blade.”**

RETRIEVING THE WEAPON

As the group steps back out into the main room, stabbed down into the pedestal is the weapon. They simply need to walk up and claim their prize.

TOTAL XP: 4000 PER PLAYER

If the players received all of the special items for the trials, give them each an additional 1000 XP for their excellent work.

THANKS FOR READING!

MAKE SURE TO TELL YOUR FELLOW DMs IF YOU
ENJOYED THIS RESOURCE!

