

IGOR'S CHALLENGE

A 3-4 HOUR, NON-LETHAL, FUNHOUSE DUNGEON SUITABLE FOR ANY CAMPAIGN OR ONE-SHOT

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INTRODUCTION

Igor's Challenge is a self-contained adventure that should fit into any campaign or serve as a one-shot adventure for any group. The adventure can fit a party of any level and size with only minor adjustments. Side boxes throughout the document will suggest how to adjust the adventure fit your world and your party. The adventure should take between 3 and 4 hours to complete.

THE HOOK

Igor Larionov is an eccentric Gnome inventor renowned around the world. He has sent out invitations to adventuring groups to come and compete for his latest, greatest invention. The competition will take place a few days hence in Penthill and consist of a race through his specially created challenge-dungeon. Your group has received one such invitation.

THE PLOT

You will lead your group through the expedition into Igor's challenge dungeon, *Under Penthill*, to claim the ultimate prize. The challenge and prize alone should be enough to motivate a party. But any time a large group of adventurers and heroes come together, competitive instincts kick in, tempers flare, and sparks are sure to fly. This adventure includes a meeting with another famous hero, the fabled warrior **Testicles**, a level 20 fighter champion. You may substitute in another hero of your choice and setting, a rival party your group has met before, or drop it entirely.

FOR THE DM

The Dungeon *Under Penthill* is completely non-lethal and consists of a variety of traps, tricks, and puzzles that will eliminate the players by sending them down slides to the losers' room rather than damage them. The challenge will engage all of your party's skills and your players' problem solving abilities. The reward for beating the dungeon is *The Splendiferous Bauble*, detailed below, which lets the owner trade *the Splendiferous Bauble* for any other item they encounter, allowing for them to have a powerful, single-use item which you can set limits to.

THE SPLENDIFEROUS BAUBLE

This is a medium-sized pine cone in a simple box. However, anybody who looks at it sees the item that their heart most desires and is compelled to trade anything they own in order to obtain *The Splendiferous Bauble*.

When you show this item to another creature, it must make a DC 20 Intelligence Saving Throw. On a failure, it regards *The Splendiferous Bauble* as the most desired and valuable item they have ever seen and will be willing to trade any one item they have on their person for *The Splendiferous Bauble*. *The Splendiferous Bauble* cannot compel a creature to give away anything which would require signatures, ceremonies, or intermediaries such as deeds or noble titles. It will only trade the most valuable item on their person for *The Splendiferous Bauble*. Minutes after trading *The Splendiferous Bauble*, the creature recognizes its true nature.

PART ONE: PENTHILL

THE INVITATION

Your group either finds or receives an invitation to Igor's challenge. The invitation reads simply that Igor Larionov will offer up his latest and greatest invention as a prize for a race through his specially built challenge dungeon. The competition will begin several days hence in the town of Penthill. The party should be able to arrive in Penthill the day before the competition begins if they set out now.

ABOUT IGOR

Igor Larionov is an old, retired adventurer who spends his time improving his old inventions made while adventuring or creating new ones. If your players ask about Igor, they may roll an Intelligence (History) check DC 13 to know a few stories about Igor. Depending on the technological level of your game, Igor invented the first firearms, made improvements to Plate Armor technology which has made it cheaper to produce, and his if a young child picked up Igor's self-made staff that child would immediately become one of the more powerful mages in the world. The invention that serves as the prize could be anything..

Roleplaying Igor The party should have minimal contact with Igor, who should only appear right at the end of the challenge when he is presenting the award. Igor should be friendly but rushed to rid himself of *The Splendiferous Bauble* before the winner realizes its magic and attempts to trade it for any of Igor's other items.

THE PRIZE

Despite not knowing what the prize will be, encourage your players to imagine and describe the item that they most wish for during the downtime as they travel to *Penthill*. Make note of what they want, because that is exactly what they will see if they win the prize and are presented with *The Splendiferous Bauble*. Hint that their characters feel strongly that the prize will in fact be the thing that they desire.

THE LOCATION: PENTHILL

Penthill is a relatively small village that is bursting at the seams currently with all the adventurers arriving to take part in Igor's challenge. Even at the best of times it is not your typical village: a relatively large economy has built up around Igor's laboratory and the creation of this challenge dungeon. The village has a disproportionate number of blacksmiths, local mages, booksellers, and housing for laborers who built the dungeon. There are only a few farms in the area, holdovers from before Igor moved into the area and began his work.

Locations of Note

- *The Drunken Albatross* is the only tavern in town. Garrick, a retired human adventurer with significant scarring and hand tattoos, is the owner and barkeep. The food is standard, but expensive because of demand. Food and board for the night will cost 2 gold a person.
- *Forgehand* is the main blacksmith in town and employs four gnomes, the forge master Boris and his three apprentices, Pavel, Vassily, and Katarina. Boris lives in a small out building and generally stays at home. His apprentices, however, are at *The Drunken Albatross*.

THE NIGHT BEFORE

Encourage your party to visit *The Drunken Albatross* the night before the competition. The town will be rather quiet except for the obvious commotion coming from the tavern, which can be heard from a ways away. The broadsheet posted on the front of *The Drunken Albatross* tells all prospective competitors that the competition will begin here in front of the tavern tomorrow at noon.

Inside the tavern, there is barely room to walk around all the other adventurers who have come to participate in the challenge. There will be a generous mix of every race, class, gender, and background represented in the crowd. The one serving boy, Garrick's adopted son Nondrick, can barely keep up with demand. At the tables there will be all sorts of gambling going on, and in the far corner there is a group of gnomes, the *Forgehand* apprentices Pavel, Vassily, and Katarina, who are playing darts. At the far end of the bar is seated figure in a dark cloak, and everyone is giving it a wide berth. If the party asks about the figure, people will be evasive and suggest to leave it alone. The figure will not respond to any attempt to interact with it. *Detect Thoughts* or similar spells will be ineffective. Anyone who actually touches the figure will realize that it is a broomstick draped in a black cloak. If the party has spent any time attempting to interact with the broomstick, the entire tavern will erupt into laughter as soon as the deception is uncovered, and the gnomes playing darts in the corner will put another tally on the wall, which is now up to 11.

The gnomes will invite the party over if they fall for the trick and are willing to chat. They played some role in the creation of the dungeon and are happy to drop a few hints. The dungeon is non-lethal, but full of traps and tricks to eliminate contestants. They have met Igor and are familiar with him, though not very knowledgeable. They will confirm any information from the History check in the **About Igor** section above, and add that Igor is also a master illusionist. The party can also find this information by interacting with other groups, but will require a Charisma (Persuasion) check DC 13. The room is also abuzz with news that the legendary hero **Testicles** is rumored to be coming to participate.

YOUR CAMPAIGN

If you do not want to use **Testicles**, this is a good time to introduce a different enemy, be it another hero or a rival party. Some sort of rivalry adds spice to the dungeon and will further motivate the group so is suggested. If the rival is a group or NPC your party has already met and is hostile to, it is suggested not to have them appear at *The Drunken Albatross* to prevent any fights from breaking out early. They will instead be encountered within the dungeon. A friendly group could be met here at *The Drunken Albatross* that can challenge your party to a friendly race, or boast that they will win, to engage some competitive instincts.

PENTHILL NPCs

Garrick is the owner and barkeep at *The Drunken Albatross*. He is a local hero and adventurer from these parts, though has retired to become an innkeeper here. He enjoys the company of younger adventurers and is happy to provide a little information. He has extensive scars and hand tattoos, and is in on the prank that the three gnome apprentices are playing.

Pavel is a gnome apprentice at *Forgehand* and spends the night before the competition at *The Drunken Albatross*. He is the mastermind of the broomstick figure prank. If you beat him in darts after falling for his prank, he will pick up your tab.

Vassily is also a gnome apprentice at *Forgehand* but knows more about Igor than the others, since he is the son of an old friend of Igor's. If the party wants to know more and interacts with this group, Vassily will talk some about Igor's penchant for puzzles and illusions.

Katarina is another apprentice at *Forgehand* and is bad at telling lies. A Wisdom (Insight) check DC 15 on the room while anyone is investigating the broomstick figure will give away the fact that she knows something.

Boris Forgehand is the master at the smithy named after himself. He can offer most services of any normal blacksmith, but will not commit to making plate armor since he might be moving on after the challenge since Igor is likely to move away as well. He is unlikely to be encountered, but if any of your party choose not to go to *The Drunken Albatross* the night before the competition, they may bump into him wandering the woods nearby, and Boris will open up about the future of the town and his practice after Igor leaves the area. He and others will head to a larger city when Igor leaves after the challenge, leaving Penthill to return to a smaller farming town.

THE STARTING LINE

At noon the next day, a *Programmed Illusion* of an elderly gnome, clearly Igor himself, appears in front of the tavern to give the rules. He welcomes everyone first to the challenge and affirms that the prize is beyond their wildest dreams. The rules are simple: do not attack any of the dungeon's inhabitants, they are all his friends or his trained beasts, even the ones that appear violent are not, so any violence towards them will result in disqualification; if you fail you cannot enter again; first one to the finish wins; and finally, and most importantly, leave your sentimental or valuable items at the tavern and bring only the things you absolutely need because Igor cannot guarantee the safety of your items. Stress that the dungeon, while non-lethal, is dangerous and items are very likely to be lost or destroyed as part of the challenge. The reason for this should be obvious to the DM; the magic of *The Splendiferous Bauble* requires the winner to trade their most valuable item for it, and Igor is not actually interested in taking anything valuable back. The *Programmed Illusion* of Igor then provides directions to the multiple entrances to the dungeon, and the race is on.

PART TWO: UNDER-PENTHILL, STAGE 1

For a map of **Under-Penthill** see Appendix 1. There are no maps for individual rooms; the descriptions should be read out to give the players a mental image. Each room linked to another, as noted in the room descriptions, is connected by a long, mostly featureless passageway carved right out of the rock of the mountain.

ROOM 1: ENTRYWAY TO UNDER-PENTHILL

The party will make their way to the nearest entrance, which appears to be a slide down into the mountain. The slide is spinning and rotating, and any look in will show that there are multiple slides down with very little way to determine which you head down. Each player who jumps in should roll a 1d6. Those who roll 1 or 2 go to Room 2, 3 and 4 slide into Room 3, and 5 and 6 wind up in Room 4.

Part of the mechanism which creates the rotation is visible and accessible at the top. A Strength (Athletics) check DC 10 can keep the slide motionless for as long as somebody is holding it so that the group can all go down the same slide... except for the person holding the mechanism still, who will have to jump in and roll.

ROOM 2

The room is a small, simple one consisting only of one door on the opposite end of the room which the player(s) slid into, and a circus-style strength test. The game is to pick up the provided Warhammer and hit the lever which will propel a lead shot up the runners to the bell at the top. The player must stand on the visible pressure plate in front of the game.

A Strength (Athletics) check DC 12 will be enough to ring the bell and move on, but allow other ingenious solutions. The bell must be hit by the lead shot, not by another object. If they fail two tries, the pressure plate opens up and they fall into a slide leading to the loser's room.

Upon opening the door, there is a T intersection with an alcove at the apex containing one *Potion of Healing*. Left leads to Room 5, while right leads to Room 6.

ROOM 3

The room is full of what appear to be mirrors, and is clearly a mirror maze. The group can navigate the maze with a Wisdom (Perception) check DC 12. If a player fails they run into a mirror, which actually is a teleporter leading to the loser's room. Other players with them can attempt a Strength (Athletics) check DC 10 to pull them out before they are pulled into the teleporter.

At the end is an unlocked door leading to a T intersection with an alcove at the apex containing one *Potion of Climbing*. Left leads to Room 7, while right leads to Room 8.

YOUR CAMPAIGN

If your party is at a relatively high, or low, level, just adjust the DC ratings of these traps across the board. You want your party to succeed for the first few rooms at the very least, so keep them low and only up the challenge rating as they get further in.

ROOM 4

This room opens up into a massive chasm in the mountain. A look down reveals that the chasm tapers off into a slide to the loser's room. The only bridge across is a narrow yet heavy plank of wood balanced on a pivot in the center of the chasm, essentially a massive seesaw. A Dexterity (Acrobatics) check of 12 is enough to cross the bridge. A character can hold the bridge in place for another to cross with a Strength (Athletics) check DC 12 as well.

Upon opening the door, there is a T intersection with an alcove at the apex containing one *Potion of Animal Friendship*. Left leads to Room 9, while right leads to Room 10.

ROOM 5

The room is dark until the players cross the threshold of the arch into the room. Upon entry, pounding techno music begins, mannequins will make their way in patterns around the room, and the floors will begin lighting up in a pattern which shows the proper path through the mannequins and the pit traps. A character proficient in Performance can make a check DC 15 to dance across the floor with the music, and if desired lead one other character through with them. If they do not have perform, a character can perform two checks, Intelligence (Investigate) DC 14 to find the pattern and then Dexterity (Acrobatics) DC 14 to follow it. If they fail, they fall into one of the pits leading to the losers' room.

Upon opening the door at the far end of the dance floor, there is a T intersection with an alcove at the apex containing one *Potion of Growth*. Left leads to Room 11, while right leads to Room 12.

ROOM 6

The room is actually a large cave with a swamp that is clearly bubbling with acid. It would be exceptionally painful to wade through it. Fortunately, somewhere in the middle, is a well-trained and clean *Catoblepas*. A Wisdom (Animal Handling) check DC 15 is enough to coax the *Catoblepas* over and get it to ferry you across the swamp. Alternatively they can turn around and try another room.

Upon opening the door on the other side of the swamp, there is a T intersection with an alcove at the apex containing one *Potion of Fire Resistance*. Left leads to Room 13, while right leads to Room 14.

ROOM 7

This is a large, well-built room that appears quite fancy. The walls are painted and covered in golden designs that would suit the interior of a noble household. It appears to be completely empty.

The far wall is actually an illusion, and the group can walk right through it. Any attempt to interact with the wall will reveal its illusory nature. Behind the false wall is a door. The door, however, leads to a dark passage that is greased and turns into a slide, making them fall down into the losers' room. The real door is hidden by another illusion in the corner of the room. An Intelligence (Investigation) check DC 15 will reveal the second illusion. Any creature who has cast *Detect Magic* will have advantage on this check.

Upon opening the real door, there is a T intersection with an alcove at the apex containing one *Potion of Psychic Resistance*. Left leads to Room 15, while right leads to Room 16.

THE LOSERS' ROOM

There should be no shame in failing and going to the Losers' Room. They should meet up with some of the folks that they met in *The Drunken Albatross* the night before. There is food, drinks, and entertainment in the room as well. If a player ends up here early, still come back to them now and again and ask them what they are doing. Surrounded by other travelling adventurers, now is a good time to drop some minor plot points or information about the world as they participate in conversations with these other contestants.

ROOM 8

The room is a small square made of rock. As soon as they all enter, the door behind them slams shut and the room begins filling with water from a pipe at the top. With the water comes a set of 20 keys. Have them make a Constitution check, they will have enough time to try keys equal to the number they rolled on the check. Each time they select a key, roll 1d20, rerolling any repeats. A roll of 20 will find the right key. Alternatively, a Wisdom (Perception) or Intelligence (Investigation) check DC 15 will be able to find the key that seems shaped appropriately for the keyhole to the door out. If they fail to find the key in time, they will pass out briefly until the room drains down the pit which opens and leads to the losers' room where an attendant will revive them.

Upon opening the door, there is a T intersection with an alcove at the apex containing one *Potion of Water Breathing*. Left leads to Room 17, while right leads to Room 18.

ROOM 9

This room is a large, unadorned space shaped like a tear drop. The entry is on the side of the tear drop and the exit is straight across. At the apex of the tear drop is a slide down, leading to the losers' room. Once everyone is inside the door closes behind them. A statue pops up in the middle of the floor that casts *Fear* on all who can see it. Each character makes a Wisdom saving throw DC 15 to resist the spell. Upon failure, they must run from the statue to the furthest and safest space possible, which is down the slide. The far door is unlocked.

Beyond the door there is a T intersection with an alcove at the apex containing one *Potion of Thunder Resistance*. Left leads to Room 19 and right leads to Room 20.

ROOM 10

Before entering the room, while still walking down the corridor, they can see (and smell, and hear) quite clearly that something living is up ahead. An Intelligence (Nature) check DC 12 will reveal that it is a pack of *Basilisks*. They are docile, but their gaze is still dangerous. Characters can avert their eyes and attempt to navigate through the room, which is full of pit traps. If they succeed a Wisdom (Perception) DC 15 they navigate successfully to the unlocked door on the far side. They can alternatively run through and make a Constitution saving throw DC 11 to not be turned to stone. If they are turned to stone, an attendant will be along to take them to the losers' room for healing.

Upon opening the door, there is a T intersection with an alcove at the apex containing one *Potion of Cold Resistance*. Left leads to Room 21, while right leads to Room 22.

ROOM 11

Written upon the archway leading into the room is written in multiple languages "Find the missing part to fix the door." The room is a small one with only a heavy door with a massive bolt across it. It is clear that the mechanism to remove the bolt is on the wall, but it is incomplete. Show the players the puzzle in Appendix 2. The solution is to move the gear in the top right of the picture over to the empty peg. If they give up, they can go backwards or jump down the pit to the losers' room in the corner.

Upon solving the puzzle to open the door, there is an alcove containing one *Driftglobe*. The passage leads forward to Room 23.

ROOM 12

In this rectangular room there are four pedestals with bowls on the top to put items into, each with a riddle written on it. On the first is "I have a head but no arms, a tail yet no legs." On the second is "Every morning a noggin I shed, every evening I regain my head." On the third is "A little round a little straight, the picture is clear but we love to obfuscate." On the fourth is "Flip me by night, flip me by day, will it help, who can say?" On the back wall by the entrance is a table with three items on it; a coin, a pillow, and a puzzle piece. There are not enough items to go into the four pedestals. Ripping any in half does not help, nor does providing your own items. The trick is that the far door only looks locked when in fact it is not. They can walk right through the room.

Upon opening the door, there is an alcove containing one *Immovable Rod*. The passage leads forward to Room 24.

ROOM 13

This room is full of what looks to be poorly hidden pit traps in a pattern as if they were the black squares in an 8x8 chess board throughout the room. The pits seem apparent and covered with simple and poorly disguised canvas tarps or even sticks and leaves, despite not fitting at all into the environment of the cave. The trick is that these are illusions and the real pit traps leading to a slide down to the losers' room are all the areas of floor that look safe, or the white squares. The players can attempt an Intelligence (Investigation) check DC 16 to realize the trick.

Upon making it to the far door, there is an alcove containing one *Keoghtum's Ointment*. The passage leads forward to Room 24.

ROOM 14

This is a T shaped room with the classic puzzle of one door that always lies and one door that always tells the truth. The door which lies is the real exit, while the door that tells the truth is a false exit leading to a slide down to the losers' room.

Upon opening the door that lies, there is an alcove containing one *Lantern of Revealing*. The passage leads forward to Room 25.

ROOM 15

This is a T shaped room with two doors and the word *MAGIC!* carved into the apex of the T. Both doors are unlocked, but inside is a 9th level *Darkness* spell obscuring the view forward, meaning they must walk into it without knowing what is ahead of them. If the word *MAGIC!* is targeted with any spell above a cantrip, it will light up and an arrow will point left, to the real door. The fake door is a slide down to the losers' room.

Upon solving the puzzle to open the door, there is an alcove containing one *Oil of Etherealness*. The passage leads forward to Room 25.

ROOM 16

In the room is a locked door out and two pedestals with two bowls on them as well as two packs of marbles. The instructions above the door say that you must put the marbles into the bowls, and both bowls and all marbles must be used. Then, you will be plunged into total magical darkness and will have to pull one marble from one of the bowls. If they pull out a black marble, they are teleported to the losers' room. If they pull out a white marble the door unlocks.

Allow for innovative solutions. One simple solution is to put only one (or very few) white marbles into one bowl and the rest into the other; in this way, even blind they will know which bowl holds the white marbles. The trick is mostly the assumption that most players will make that the bowls must be filled equally.

Upon solving the puzzle to open the door, there is an alcove containing one *Potion of Firebreath*. The passage leads forward to Room 26

ROOM 17

The corridor continues on and then drops off into a shallow pool of water the width of the passageway, 5 feet. An Intelligence (Investigation or Arcana) check DC 15 will reveal that there are magical sigils written on the wall just a little ways above the water line. If one person goes in, the water raises just below the sigils, which are not activated, and they can continue on without incident for 50 feet until they can climb out of the pool. If two people enter the pool at the same time, the water displacement is enough to push the water line above the sigils, which activate and teleport all those in the pool to the losers' room.

Upon exiting the pool on the other side, there is an alcove containing one *Potion of Greater Healing*. The passage leads forward to Room 26.

ROOM 18

This is a T shaped room with two doors and the word *Overthinking* written into the wall at the apex of the T. Neither door is a trap and both lead forward to the next room. After either door, the two passages meet back up and there is an alcove containing one *Oil of Slipperiness*. The passage leads forward to Room 27.

ROOM 19

The room is a very fancy one with the walls painted in murals of hammers, particularly warriors wielding hammers against their enemies. In the middle of the room is a pedestal shaped like a large hammer with a small box on top. The box is unremarkable and far less fancy than the room it resides in. Inside is a key. The door out is locked and the key fits right in. The door leads to a slide down to the losers' room. The trick is to break the walls down. The walls come down easily and lead to a path around the room and to the next one. Along this path out there is an alcove containing one *Potion of Superior Healing*. The passage leads forward to Room 27.

ROOM 20

This is a 40 by 15 foot room with 8 levers on the wall, each 5 feet away from each other. They must pull them in order to open up the locked door on the far side. The correct answer is written in gnomish above the door: 18524673. Every time they pull a wrong lever, that part of the floor falls out. They can try again, but each failure makes it harder to manoeuvre and reach the levers. Players must pass a Dexterity (Acrobatics) check DC 10 + 2 times the number of failures already made to reach each lever and attempt to pull it.

Upon solving the puzzle to open the door, there is an alcove containing one *Potion of Flying*. The passage leads forward to Room 28.

ROOM 21

This is a large room with a door on the far side. It does not appear to be locked. The room is scattered with gold and small gems. Taking more than 15 gp worth of gems or gold, however, activates the sigils on the wall that will teleport those that pick up too much to the losers' room. The far door is not locked and the players can pass right through. Past the door there is an alcove containing one *Potion of Clairvoyance*. The passage leads forward to Room 28.

ROOM 22

The room is 10 by 10 feet, but very tall. There is a trap door at the very top. The only other thing in the room is a bucket half full of water. The bucket is actually a *Decanter of Endless Water* and can be used to fill up the room with water and swim to the top. Past the door is a passage which leads forward to Room 23.

YOUR CAMPAIGN

Each room has individual rewards in case anyone fails early or the party does not make it through the entire dungeon, so at least they left with something. If your party is lower level and these would represent rather large rewards, then skip the rewards in rooms 2 through 4 and instead award them in rooms 5 through 10. The prizes from rooms 5 through 10 should then be instead awarded in rooms 11 through 22. The prizes from rooms 11 through 22 can then be awarded in rooms 23 through 28, and those 23 through 28 prizes can be awarded in rooms 29 through 32.

PART THREE: UNDER-PENTHILL ENCOUNTER

By this stage of the dungeon, the paths are starting to reconverge and it is possible that groups which had separated will come back together. The challenges should be harder by this point and failure is a distinct option.

At some point in here, **Testicles** should appear or be met by one of the groups. **Testicles** should appear in whatever room that the players there will need help to get through.

ROOM 23

This is a long corridor continuing on from the last room. There is a pit leading to the losers' room in the middle of the floor which can be easily avoided. After the pit the passage begins curving in a spiral going up at a steady incline at the same time that it turns into a circular tunnel rather than a carved out hallway. The path can be walked without issue but it is headed uphill. If they have a passive perception above 18, they will hear a rumbling which suggests a boulder rolling down. They will have more time to prepare an action and ask questions about the boulder that they see coming around the corner. The boulder is large, but a good jump should clear it with enough space on the top. The boulder would be big enough to fit into the pit at the start of the incline.

If they do not notice it coming, it will be on top of them before they have a chance to plan. Offer the choice of a Dexterity saving throw (DC 18) to jump it, or a Strength saving throw to hold it. The boulder is fake and touching it, either by attempting the Strength save or failing a Dexterity saving throw will engage the spell on the boulder, a version of *Command Person* which on a failed Wisdom saving throw DC 17 will compel them to walk backwards and jump into the pit to the losers' room.

The corridor levels out and eventually leads to room 29. Along the way there is an alcove with one *Bead of Force*.

ROOM 24.

This is a large circular room full of doors with a pit in the center. All of the doors are trained *mimics* that will not attack but will attempt to grapple the players and push them into the pit in the middle of the room. Each *mimic* has Strength (Athletics) +8 to their grappling roles. The actual door out is a trap door above the pit. Let the players know of its existence on any request to know more about the room that is not specifically asking to investigate each door.

Beyond the door is a passageway with an alcove containing one *Bead of Force*. The passageway leads to Room 30.

ROOM 25

This room seems entirely ordinary viewed from outside beyond the archway leading in. There is no door on the other side, just another arch. If the players ask about what is up, the ceiling is cone shaped leading far, far upwards. As soon as a player enters the room, a *Reverse Gravity* spell activates. Each player must make a Constitution saving throw DC 18 or fall upwards and to a slide down to the losers' room. After a few rounds, the spell ends and they can walk straight across the room. Once nobody is in the room, the spell reactivates and waits for the next character to enter the room. Beyond is a passageway with an alcove containing one *Bead of Force*. The passageway leads to Room 30.

ROOM 26

This room, as well as the corridor leading in, is totally dark, but not magically so. Characters with darkvision can see well enough, but only in shades of grey. The room, however, is painted in fluorescent colors. The door is colored in a pattern of Red, Green, Yellow, Green, Red, Blue, Green, Blue. In the middle of the room is a set of four buttons, one each of Red, Green, Yellow, and Blue. The buttons must be pressed in the order of the colors on the door. Each failure leads to the floor retracting somewhat, and three failures will leave nowhere to stand and eventually falling down into the losers' room. Anyone who brought a source of light and uses it will see the problem right away. Beyond the door which unlocks after the right sequence of buttons is pushed is a passageway with an alcove containing one *Bead of Force*. The passageway leads to Room 31.

ROOM 27

In the middle of this large, circular room is a ladder leading up to a trap door on the ceiling, which appears to be the only way out. The floor, however, is unstable; it is a giant disc balanced on a point in the middle, under the ladder. There is a walkable ring around the wall. The trick is to get two people to opposite ends of the room and to walk into the middle together to keep the disc balanced. Alternatively, a Dexterity (Acrobatics) check DC 18 will be enough for one person to get to the middle. Through the trap door is a passageway with an alcove containing one *Bead of Force*. The passageway leads to Room 31.

TESTICLES AND YOUR CAMPAIGN

Testicles is in one of the rooms in this section trying to figure out his own way through it. Which room is up to the DM, but he should appear in the room which you predict will pose the most trouble to your group. When another player or group of players enter the room, he will notice their entry and offer to work together for a few rooms to help each other out. **Testicles** will say he is motivated by the glory and less about the prize, since he has far more than enough wealth of his own. He will provide you with plenty of help through the room you find him in, to the point that he solves it himself. In Room 32 he will be mostly useless and the players will have to solve it themselves. Once the room is solved, however, he will then betray the party and tell them to stand down and allow him to go forward and claim the prize, or face a fight. You can use another setting appropriate here. A rival party that they are bound to fight should only appear in room 32.

ROOM 28

In this oval shaped room is an ornate fountain on the left and a large box on the right. A note on the box says that "The Mithril Key will open the door." The box is completely full of over 500 identical keys. An Intelligence (Arcana) check DC 18 will realize that mithril looks like steel but will float in water while steel will not. Beyond the door unlocked by the mithril key is a passageway with an alcove containing one *Bead of Force*. The passageway leads to Room 29.

ROOM 29

This large room seals itself closed as soon as anyone enters it. A countdown from 120 seconds will begin immediately. Above the only door out is the message "Only the fast and fleet escape sleep" in multiple languages. If people read multiple languages, they will see that each varies slightly, such as "quick and free" or "swift and unhindered." The gnomish, however, reads clearly "Those with *Haste* and *Freedom of Movement* escape sleep." The gas, which will cause sleep in any after minute, even those resistant or immune to magical sleep, will begin filling the room. If they fall asleep, the floor opens up and takes them to the losers' room. In the middle of the room is a variety of potion making ingredients; red drake root (R), blue phirna stalks (B), and yellow poppysnap flowers (Y), as well as lots of empty bottles and a mortar and pestle. An Intelligence (Nature or Arcana) check DC 15 will realize that the two spells noted can be made through combining these ingredients, and passing a DC 20 will know the mixture. R+B= P, cure poison. R+Y=G, potion of resist elemental damage. B+Y=O, potion of enhance ability (roll 1d6 to determine which ability). G+O= Haste, O+P= Freedom of Movement. If they cast the two spells on themselves, either through potions or spellcasting, they resist the sleep gas. After two minutes, the potions will wear off but the door will also open. The room remains sealed to new players entering for another minute.

The passage beyond has an alcove which contains one Candle of Invocation appropriate for your party, and the passage leads to Room 32.

ROOM 30

This medium sized room is largely featureless except for the locked door out and a massive key ring hanging from a rope tied to the ceiling. There are easily 100 rings on this massive ring, which is made of a strange, somewhat flexible metal material. If the players attempt to try the keys, have them roll a 1d100, rerolling repeated numbers. None of the keys work, however. The solution is that the keyring itself is the key and can be pushed into the lock. If the players ask to look at the lock on the door, ask for an Intelligence (Investigation) check DC 18 and let them know that the key hole is clearly larger than any of the keys on the ring. If they give up, they can jump down the pit in the corner which leads to the losers' room.

Once they open the door, there is an alcove in the passageway containing *Nolzers Marvelous Pigments*, and the corridor leads forward to Room 32.

ROOM 31

This small room contains only a magically sealed door out, a table with several chairs around it, a shelf full of bottles which are clearly spirits, and Jalek who is sitting in one of the chairs at the table. Jalek introduces himself as one of Igor's close friends, and says that he knows the password which will open the door. He will give it to you if you beat him either in an arm-wrestling contest, or a drinking contest.

If the players choose arm wrestling, they need to beat Jalek in a best two out of three Strength (Athletics) contest. Jalek has a +10 to his rolls.

If the players chose the drinking contest, they must last four drinks with Jalek and pass four successive Constitution Saving Throws DC 10, 12, 14, and finally 16.

Whichever challenge the players beat, Jalek will provide the password, which should be something they would not be able to guess on their own. Upon opening the door, there is an alcove in the corridor containing one high-level *Spell Scroll*. The corridor continues on to Room 32.

ROOM 32

This is by far the largest room in the dungeon so far, a massive dome carved out of the rock of the mountain, a radius of at least 80 feet. At the far end of the entrance ways stands a massive, magnificent door. The players should be impressed that this appears to be the final room.

Unlike the walls which are still rough stone, the floor is flattened and polished to a glimmering sheen. Into the floor are carved five massive murals of dragons. On the back wall are five large vessels in five different colors; Blue, Red, Yellow, Green, and White. The water inside each has been dyed the same color as the vase. The challenge appears to be to pick the correct color for the correct dragon and pour it in. Failure will result in a teleportation spell activating and taking those in the room to the losers' room. A success will light up and a loud clank will be heard throughout the room of one bolt in the door unlocking.

Your players can request to roll Intelligence (History or Religion) check DC 20 to recognize that the murals depict legendary dragons and to know which colors correspond to which dragons.

TESTICLES

Testicles is a world famous hero who has defeated every conceivable enemy by this point in his life. He is proud, determined, and unwilling to lose. At the end of Room 32, he should congratulate the party on making it this far, but warn them that only one can win the final prize, and there is no shame in coming in second. He will block the door, and any attempt to trick, cast spells, or otherwise move past him will result in combat. The stat bloc for **Testicles** is on page 8.

Testicles should be an impossible fight for your party. He does not use lethal damage, as he has no interest in killing the competition, only beating them, so there will be no need for death saving throws if a character goes below 0 HP. He will focus first on any that try to move past him or attack him and not attack any who sit out the fight. He will praise these people for their wisdom and note again that there is no shame in coming second to himself. He will use his action surge to chase any character that somehow ends up behind him and headed down the corridor, if necessary, and beat them into submission with his many attacks. He should focus on one enemy at a time, first using **Shield Master** to knock them prone and gain advantage on his attacks.

If your party looks at the corridor, however, allow them to make a Wisdom (Perception or Insight) check DC 15 to see that this room is actually a false end; there is one more challenge ahead. They can allow **Testicles** to go ahead and try his own luck and hope that he fails.

YOUR CAMPAIGN

If you do not use **Testicles** or an alternate hero or fight, skip right to Part Four: The Finale. A rival party should be encountered and fought only in Room 32 after the party has solved the puzzle.

TESTICLES

Medium Human, Neutral

Armor Class 21 (23 against ranged attacks)
Hit Points 208(20d10 + 80)
Speed 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 16 (+3) | 18 (+4) | 10 (0) | 12 (+1) | 14 (+2) |

Saving Throws Str +11, Dex +11, Con +10
Skills Perception +7, Athletics +11, Insight +7
Senses passive Perception 17
Languages Common
Challenge 20

Shield Master. As a bonus action **Testicles** can attempt to bash a creature with his shield and knock it prone. It must pass a DC 19 Strength Saving throw or be knocked prone.

Legendary Resistance. When **Testicles** fails a saving throw, he can instead pass it. **Testicles** can use this ability three times per day.

Improved Critical. **Testicles** scores critical hits on rolls of 18-20.

Regeneration. **Testicles** regains 9 HP at the start of each of his turns.

Action Surge. Twice per day, **Testicles** can take a second action on his turn.

Actions

Multiattack. **Testicles** makes four weapon attacks.

Flame Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 19 (1d8 + 2d6 + 7)

TESTICLES AND ROOM 33

The party can pick themselves up after a few moments and follow Testicles down the corridor. They will see, however, that there is one more challenge. The corridor ends at a short drop into Room 33, where they can see Testicles attempting to solve the puzzle. He will fail to do so, and after three failed attempts to solve it, the floor will disappear from underneath him and send him, cursing and swearing, down to the losers' room.

With a Wisdom (Perception) check DC 12 any watching this unfold will see that Testicles fails two times in front of their eyes. Follow the instructions in Room 33 to play the game, rolling the dice and guessing incorrectly for Testicles. This way the players have a little insight into the trick of the puzzle up ahead.

PART FOUR: THE FINALE

ROOM 33

At the end of the corridor leading to this room there is a short drop down to the room. As soon as the players stick their heads through the archway they can see that there is an illusion on the opposite side which means that the archway cannot be seen from inside the room. Let them know that once they jump in, they cannot reach this place again.

Written into the stone of the archway to the room are the rules;

This game is called

PETALS AROUND THE ROSE

The score will always be 0 or an even number

When a character jumps in, five dice will appear and roll to a stop on the ground. They must guess the correct score in a best of five challenge in order to open the door.

Pick 5d6. The dice faces must use Pips, not numbers. Ideally the dice will be of three different colors. Roll them in front of the players to let them puzzle it out.

The answer is that you only count the dice which roll 5 and 3: each 5 is worth four points, and each 3 is worth two. This is because those faces have pips on the edge (petals) around a central pip (the rose).

If your players are having a lot of difficulty with this puzzle, ask one or more to roll a Wisdom (Insight) check DC 10 and remind them that so far everything in this dungeon has been a trick or trap. The answer to this puzzle is likely going to be found by thinking outside of the box, that it will be simple and elegant and probably not a maze of mathematical computations.

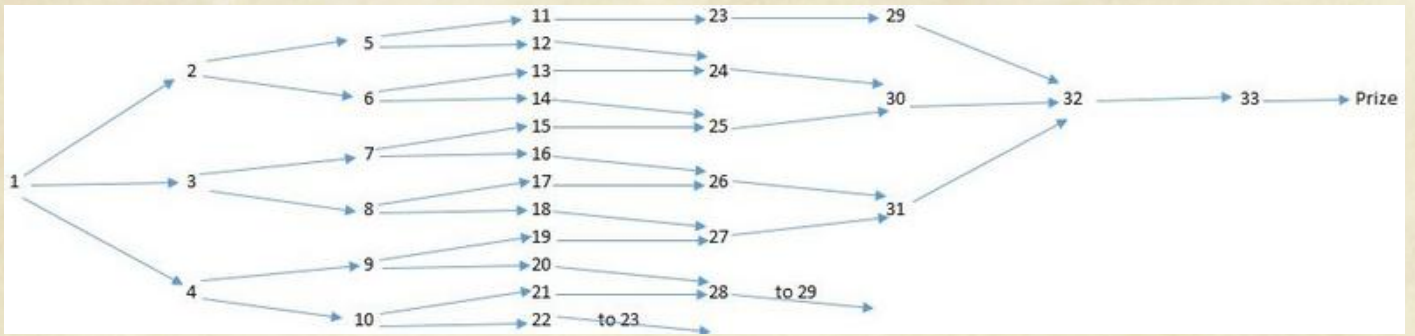
Once they solve the puzzle, the final door opens and leads to a short corridor. Ahead they see what is clearly a reception room with an old gnome seated by a medium sized box.

THE PRIZE

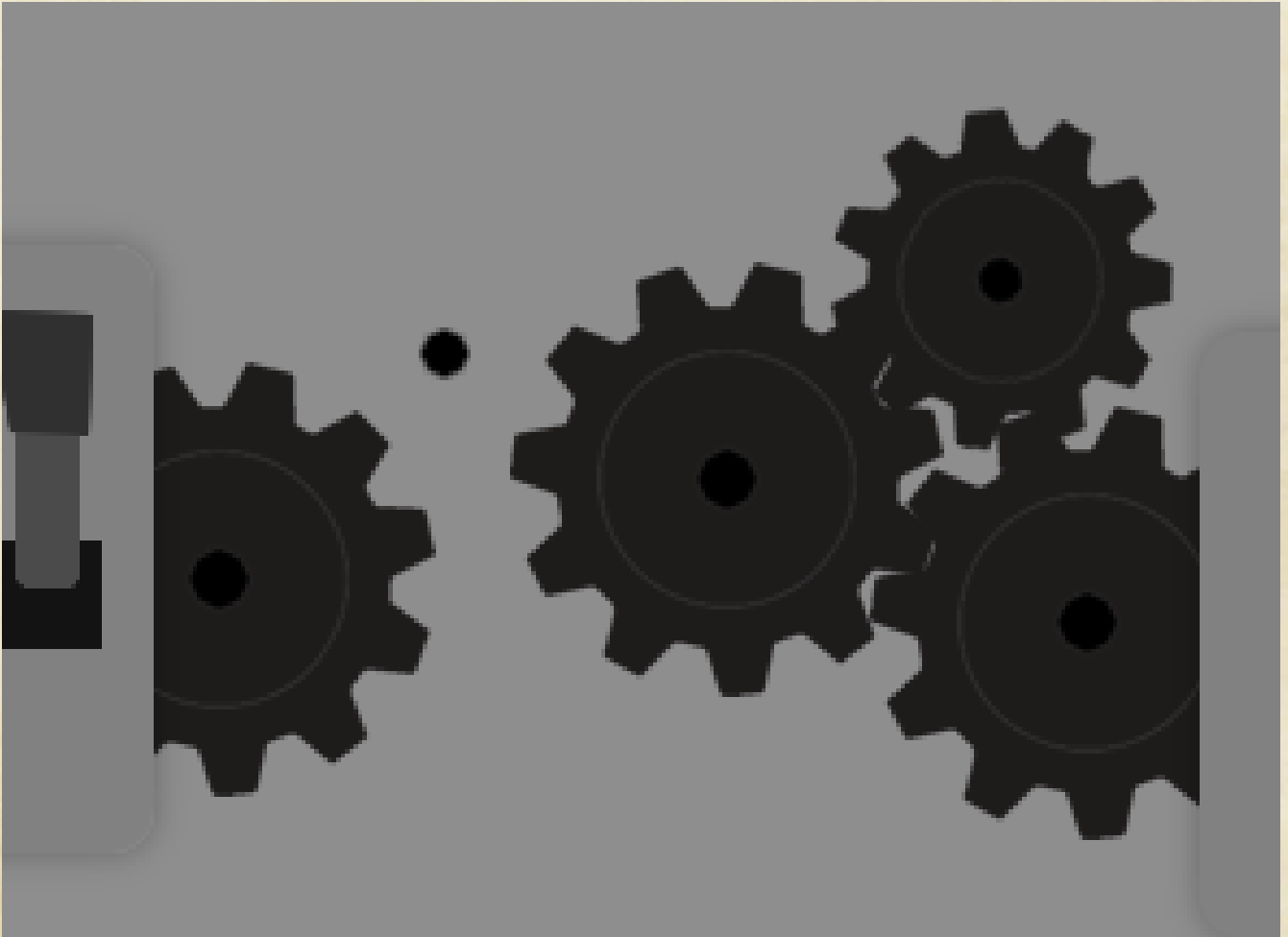
Igor Larionov introduces himself and congratulates them on their accomplishment, confirming that they are the first adventurers to complete the dungeon. When describing the prize, describe the item as that item which whoever is receiving *The Splendiferous Bauble* most desired earlier in the adventure. Describe it as even beyond their imagination. Also mention that, despite Igor offering them *The Splendiferous Bauble*, they feel that just beating the dungeon was not enough, they should give Igor their most valuable item on their person, whatever that is. At this point, if they or other players are sceptical, have them make Intelligence saving throws against the charm of the item. Even if they pass, they will recognize that *The Splendiferous Bauble* is a powerful magic item and, whatever they give away, they can probably receive another or a better one by using the prize at a later time.

Igor should leave as soon as the prize is handed over, bidding them good luck and making excuses for other places to be. They can then take a slide down to the losers' room where everyone will cheer them and toast their accomplishment. They will all be impressed beyond belief that you beat the challenge where Testicles (who left in a huff) did not. A good time will be had by all as you wrap up the adventure.

APPENDIX 1



APPENDIX 2



Credit: /u/tehryanx

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