



THE SOULBOUND TOMB

*2016 Dungeons & Dragons OPEN
ROUND TWO*

For 1st-10th level characters

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INSTRUCTIONS

For Round 2, each encounter is the same for all the tiers: only the monsters, DC numbers, and treasure change.

For your table, find the continuation of the quest they first completed, and start there. If they completed no quests, use the quest they were on when Round 1 ended. Each party will experience an introductory scene with the NPC's soul related to their quest. Should they visit other rooms with introductory sections, they do not meet the other ghosts.

Numbers that appear in a series of three (e.g. 10/15/20) represent the numbers to use at the different tiers: the first number for low tier, the middle number for mid-tier, and the last number for high tier.

Unlike Round 1, which was primarily linear, the adventurers may explore as they wish. See the Round 2 Map.

There will be an event-wide puzzle roughly halfway through the exploration portion of Round 2.

All of the doors to the final encounter remain locked until indicated by HQ.

Reminder: The encounters should be run as written. Encounters will specifically indicate cases where there is flexibility. Try to run the encounters as fairly and efficiently as possible.

Quest Fire

This quest is undertaken by those seeking Rhone Stouthopp, the Guildmaster of the Vintners, Distillers, and Brewers Guild. This quest uses Map F5 and F6.

F5. Lost and Found and Lost

If the adventurers enter this room through the portal at the conclusion of Round 1, they appear just outside one of the two doors leading into this room. Read the following.

With a deafening clank and the sound of turning gears, you feel yourself being pulled from the inside out, into nothingness. When you regain your senses, you stand before a granite door, its surface carved to resemble a machine covered in gears and flames.

An incorporeal dwarven woman floats before the door. You recognize her as Rhone Stouthopp, the Guildmaster of the Vintners, Distillers, and Brewers Guild. Her soul twitches in pain as spectral flames play against her feet. "I would gift you my finest wine, if I could," she says through the pain, "but I am not yet free. My soul is still bound to the machine at the heart of this place. I feel the vile thing, pulling at me."

"The fire in the next room," shouts Rhone, "you can turn it off. All four small pits must be covered at the same time. Beware! There are foes here too!"

Her form shudders, and the soul begins to be pulled toward the door. She cries out one last plea. "Find the way into the machine. Use the gems! Save our souls!"

Rhone's soul has been pulled through to the next room and beyond and does not appear in the remainder of this encounter.

Entering the Room

When the adventurers enter the room, read the following.

The center of this room is dominated by a large pit of fire. Smaller pits, which also contain raging flames, encircle the larger pit.

At the eastern side of the room, opposite where you appeared, 2 pillars made of clockwork buzz and clank. Occasionally a burst of fire erupts from the pits, bathing the clockwork in flame, causing the gears to move faster. Curtains of fire block the two exits from this room.

The Small Pits

Each small pit has a metal cover that is currently locked in the open position. *The covers must be closed at the same time.* This can be done with an action or readied action in a variety of

ways:

- A DC 5/10/15 Dexterity check using Thieves' Tools to pick the lock.
- A DC 5/10/15 Strength (Athletics) check to break the lock.
- A DC 5/10/15 Intelligence (Investigation) check to find the flaw in the latch that allows it to close.
- Any spell or other ability that can put out a fire: cold, water, force, etc. Allow any creative use of such magic to work.

When all four of the lids on the small pits are closed at the same time, the central fire goes out. The fires all cease, including the curtains of flames on the walls, and the clockwork stops. In addition, the invisible monster is made visible, and all monsters grant advantage when attacked.

Pits and Fire Curtain. Adventurers entering a square with fire find that they cannot enter the square, including the sheets covering the doorways, and they take 3/8/12 fire damage from the heat before being pushed back.

Monsters

As the adventurers enter the room, they see 2 monsters made of flames and clockwork (the second and third monsters listed for a tier.) The first monster is there as well, but is invisible until the fires are removed.

Tier 1	cult fanatic (invisible), nothic, and quaggoth
Tier 2	gladiator (invisible), cambion, troll
Tier 3	assassin (invisible), mind flayer arcanist, githyanki knight

Treasure

4 Blue Soul Gems. The adventurers find one blue soul gem atop each of the four small fire pits after the lids are closed.

Necklace of fireballs. This magic item is found upon the last slain foe.

400 gp in gems. These mundane precious gems are embedded in each of the clockwork foes.

Continuing

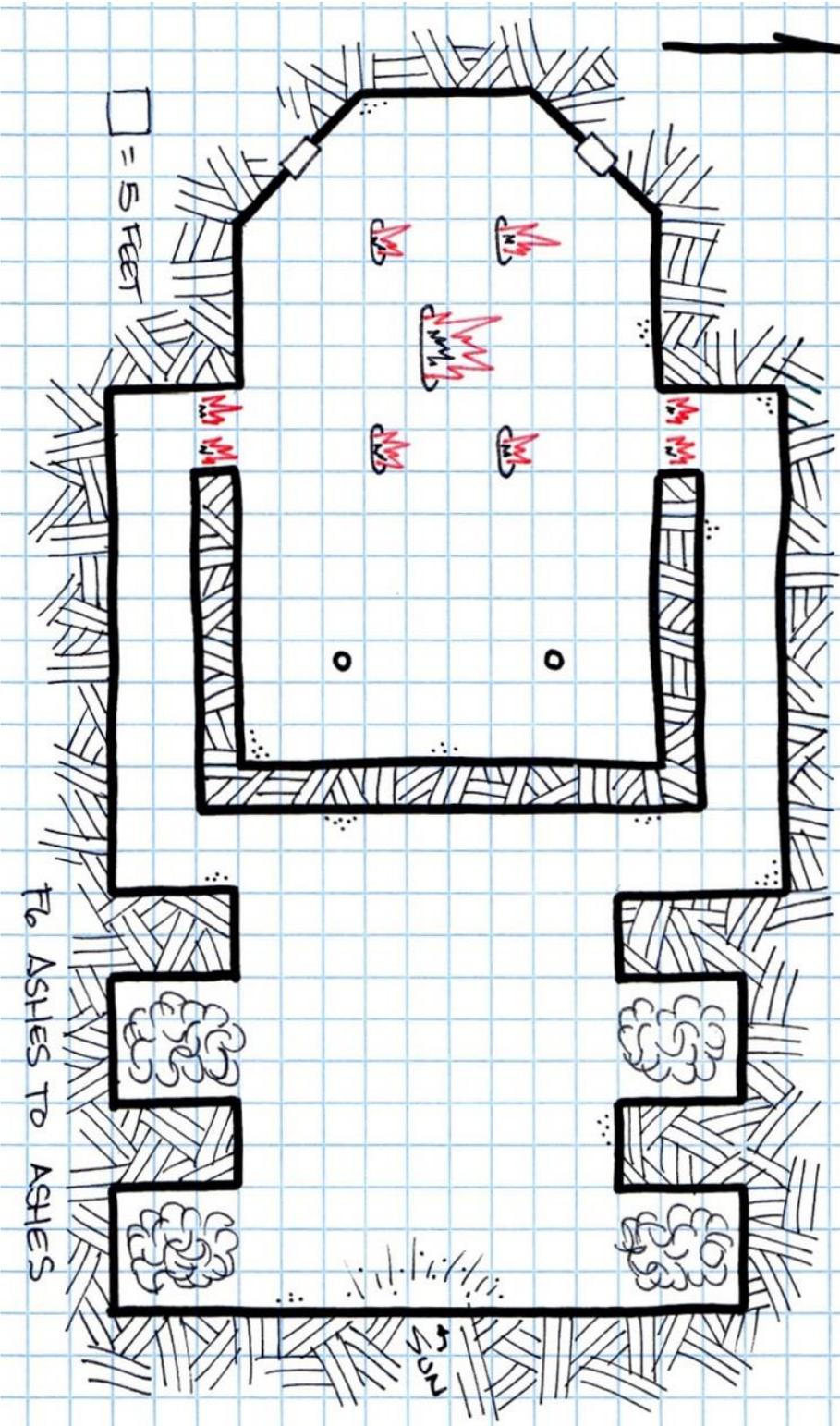
The only way adventurers can proceed is through the hallways leading into the next encounter (F6).

Room Point Bonus

If the adventurers turn off the fire before the end of the 2nd round of combat, they earn the room point bonus.

Lost and Found and Lost Map (use F5 portion): SEE BELOW

E5. LOST AND FOUND AND LOST



F6 ASHES TO ASHES

F5

F6. Ashes to Ashes

When the players enter this room via one of the hallways from the previous room, read the following.

The hallway you pass through has charred walls, yet the charring does not seem to hamper the clockwork whirring beneath it.

The hallway opens into a room with similarly burnt clockwork walls, where four alcoves are filled with swirling smoke, ash, char, and burnt wood. Etched into the wall opposite where you entered is a huge jagged circular symbol painted with gold and yellow hues. Stacked against that wall are a variety of paints, chalks, and brushes.

The spirit of a dwarven woman appears before the etched symbol. "Evil approaches. To fight it you must rely on the sun." The spirit groans as it is pulled through the wall.

If the adventurers met Rhone in the previous encounter, they recognize her as the spirit.

Clouds

Each of the swirling clouds acts as a siphon for souls, feeding them deeper into the center of Halaster's infernal soul machine. Until the sun symbol is lit, each cloud spits out one monster every other round, up to the limit (see Monsters). Adventurers can enter the clouds, but they are blinded while within them, while the monsters are not.

Sun Symbol

In order to clear this room, the adventurers must activate the sun symbol. In order to do that, the adventurers must take the following steps, in order. Each of these steps requires an action:

- A DC 10/15/15 Intelligence (Religion) check to recognize the symbol as a corrupted version of an ancient holy symbol of Lathander. This check also reveals that life energy must power the symbol once it has been fixed.
- A DC 10/10/15 Dexterity (Sleight of Hand) or

Charisma (Performance) check to use the materials at hand to fix the symbol, painting an uncorrupted version by an adventurer adjacent to the symbol.

- An adventurer adjacent to the symbol may make a Constitution saving throw of DC 10/15/15 to channel a hit die into the symbol to fully restore the symbol. On a failed save the adventurer does not lose the hit die but takes 5/10/20 force damage and may try again.

If these three steps are done successfully, the area is considered awash with sunlight (eliminating the banshees' wail attack), and all adventurers make saving throws with advantage while in the chamber. The clouds disperse and no new monsters emerge from them.

Monsters

Tier 1	7 ghouls
Tier 2	12 ghaunts
Tier 3	9 banshees

Treasure

4 Blue Soul Gems. When the combat concludes, the adventurers find these gems piled below the sun symbol.

4 Potions of Greater Healing. These appear in each of the alcoves at the end of the battle.

+1/1/2 weapon. This weapon is of the type wielded by the character who channeled a hit die into the symbol. This item has the minor property *Temperate* (The bearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit. DMG, p.143). It has the temperate minor property, as described in the DMG, p.143.

600 gp in gems. When combat concludes, these mundane precious gems are found piled below the sun symbol.

Room Point Bonus

If the adventurers activate the sun symbol before all of the monsters enter the room, they earn the room point bonus.

Ashes to Ashes Map (use F6 portion): SEE ABOVE

Quest Earth

This room should be played first by adventurers that are following Quest Earth, seeking the soul of the High Priestess of Lathander, Ellitryn Glowtress. This quest uses Map E5 and E6.

E5. Clockwork Grinder

If the adventurers enter this room through the portal at the conclusion of Round 1, they appear just outside the door marked A. Read the following.

With a deafening clank and the sound of turning gears, you feel yourself being pulled from the inside out, into nothingness. When you regain your senses, you stand before a granite door, its surface carved to resemble mountains encircling a machine covered in gears.

Floating before the door is the ghostly form of the High Priestess of Lathander, Ellitryn Glowtress. "Your courage knows no bounds, heroes, and I could never thank you enough." She continues. "However, my soul is not yet returned, for I am bound to the mad machine beyond. My soul is pulled toward it. I know not what it does, but its call feels vile!"

Allow the party to briefly respond before Ellitryn leaves. Read the following.

Ellitryn Glowtress shudders, and her ghostly form begins to be pulled toward the door. "Please, find the way into the machine. Use the gems! Save our souls!" she shrieks in horror, and then her soul is pulled through the door.

Ellitryn's soul has been pulled through the next room and beyond and does not appear in the remainder of this encounter.

When the adventurers open the door, or if they did not travel through the portal, read the following.

The granite door leads into a room with walls of rough-hewn rock and a dusty earthen floor. Veins of metal spread through the earthen walls, floor, and ceiling. Toward the end of the room the veins increase in number and link together, becoming metallic tubes with clockwork attachments and fittings.

A large clockwork-covered rock crusher is set into the center of the room, loudly breaking rocks entering from a conveyer belt jutting out of a large bin. A giant looms over the machine, overseeing the process.

Four 3-foot-tall, clockwork-covered pedestals are spread

around the room. As the door behind you closes, a blue soul gem appears on each one. The giant immediately looks up from his work and shouts. Creatures stir, rising out of the earth and heading toward the gems!

The party enters at point A on the map. The monsters vary by tier. Positions and are marked on the map, with a G for Giants and numbers for the lesser monsters. Not all numbers are used for some tiers. The giants have treasure.

Tier 1	2 ogres, 3 dust mephits
Tier 2	1 stone giant, 4 gargoyles
Tier 3	2 stone giants, 2 xorn

The giant(s) lob rocks or javelins and then move to engage the enemy. The other creatures fly or burrow visibly (raised earth creating a visible trail) toward the gems. If they can get a gem, they fly or burrow just below the surface to the rock grinder and drop it inside, destroying it. A burrowing creature gains a +5 to AC and Dexterity saving throws.

Clockwork Pillars. The pillars are protected by a trap. Hidden clockwork arms try to stop the gems from being removed. Any creature, including monsters, must make a DC 10/12/14 Dexterity saving throw or take 3/8/12 bludgeoning damage and the gem cannot be removed this turn. A Dexterity check using Thieves' Tools, using the same DC, can disable or suppress the trap.

Rock Grinder. Any creature entering the grinder takes 7/14/21 slashing damage. When a gem is dropped into the rock grinder, roll a d20. On a 16-20, it is not destroyed, and catches on the edge of the grinder. An adventurer can retrieve it by climbing 5 feet down with DC 10/12/14 Strength (Athletics) check. Failure by more than five causes the adventurer to take damage from the grinder.

Continuing

The door in the northern wall opens after all of the monsters are defeated. Otherwise it cannot be opened.

Treasure

4 Blue Soul Gems. Any blue soul gems not ground up can be retained as treasure.

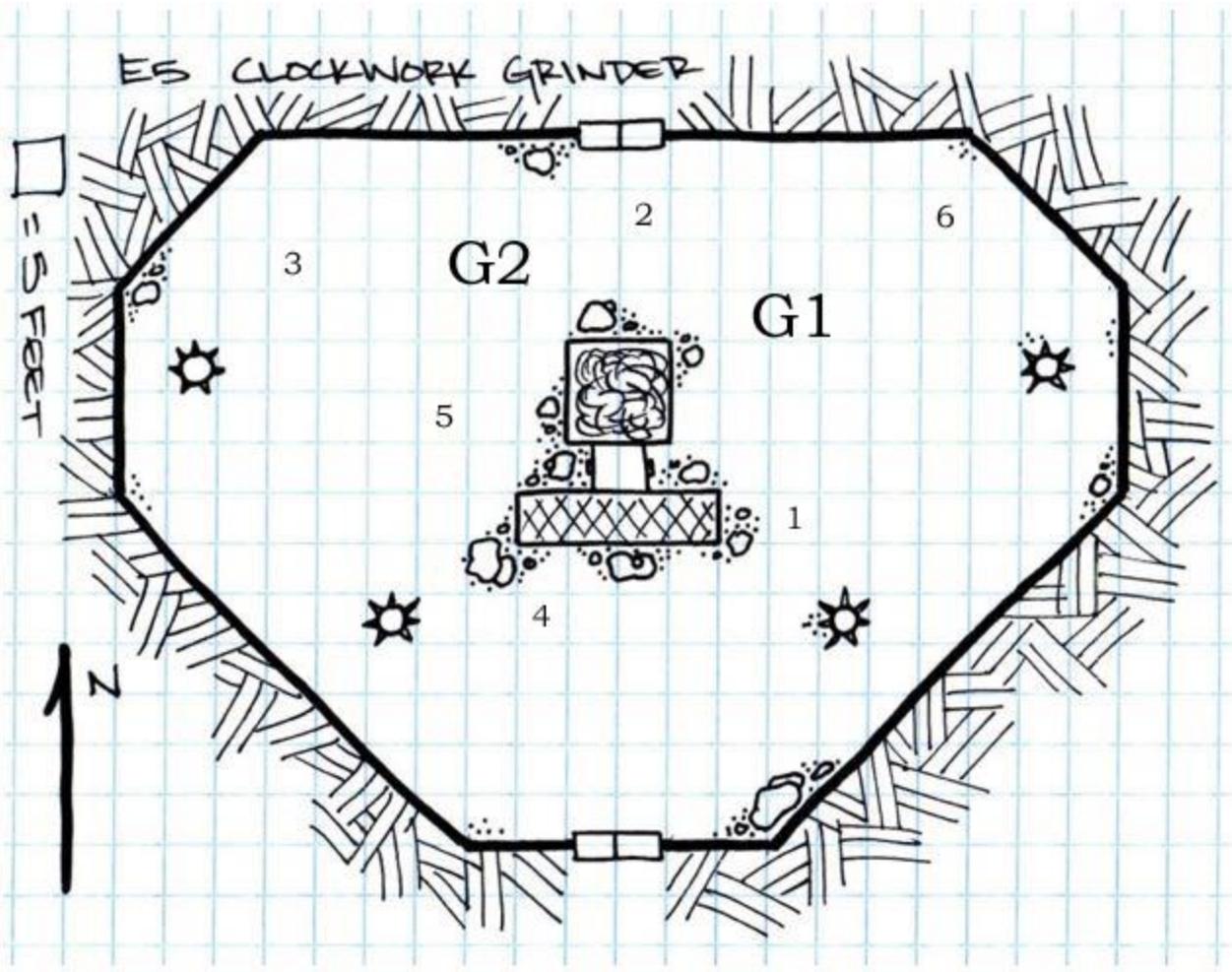
(Mid and high tiers only) **Periapt of proof against poison.** This item is found in a large sack belonging to a giant.

(All tiers) **Dagger of venom.** This item is found in the giant's sack.

400 gp in gems. Several gems worth 400 gp are found in the giant's sack, along with several odd-shaped (useless) pieces of clockwork.

Room Point Bonus

If the adventurers manage to save all four gems, they earn the room point bonus.



E6. Clockwork Behemoth

When the players step into the room, they enter through area A.

You enter a vast room hewn from rock. Many small clockwork panels and devices are embedded in the walls, connected by metallic and stone tubes. Four thick metal plates rest on the ground. A tall central pillar rises twenty feet into the air. Stairs used to lead up to the top, but nearly all of the steps have crumbled away. One of the far walls has a large opening, like a cave. The ground shakes, as a massive creature exits the cave.

In this encounter, the players have to figure out how to use the metal plates to their advantage. Each can add a benefit or hindrance to the monster.

Pillar. The central pillar can be climbed with a DC 10 Strength (Athletics) check. Only a single medium creature can fit atop the pillar at a time. See Treasure.

Monsters

The creature that emerges is fashioned of clockwork.

Tier 1	1 bullete
Tier 2	1 adult brass dragon
Tier 3	1 iron golem

The monster gains a surprise round to charge at the adventurers, but stops on the first metal plate, which activates (see below).

Tactics. The monster charges towards the greatest concentration of creatures, or toward a threat that catches its attention. It continues to attack a target, following it, unless a different creature attracts it. An adventurer may catch its attention with a DC 11/13/15 check using Intelligence (Arcana) or Charisma (Performance).

Development – Metal Plates

Only the clockwork monster is heavy enough to trigger the pressure plates. When it steps on a plate, it activates the effect.

Red Plate 1. The creature ends its first turn here. When it steps on the plate, clockwork arms appear, assembling a suit of armor for it. The armor gives the creature +2 AC and any line or attack spell cast at the creature has a 2 in 6 chance of being reflected at the caster. Successive times stepping on the plate turn the effect off or on again.

Blue Plate 2. Whenever the creature steps here, nozzles in the wall and ceiling bathe the plate in an acid spray, affecting any creature on the plate. The acid ignores any creature immunities and deals 10/15/30 acid damage. The creature must step on the plate - not remain here each round - to trigger the effect.

Blue Plate 3. When the creature steps here, clockwork arms with rust monster feathers stroke the creature. Its attacks have disadvantage, and attacks against it are made at advantage. Successive times stepping on the plate turn the effect on or off again.

Red Plate 4. When the creature steps here, clockwork arms fire a beam of energy at the creature's eyes, enraging it. The creature receives 10/15/20 temporary hit points and gains advantage on attack rolls until the end of its next turn, but attacks against it have advantage.

Treasure

4 Blue Soul Gems. The creature's eyes are two blue soul gems. They can be removed from the creature upon its death.

600 gp. Some of the clockwork creature's metal is electrum, gold, or platinum, and can be salvaged.

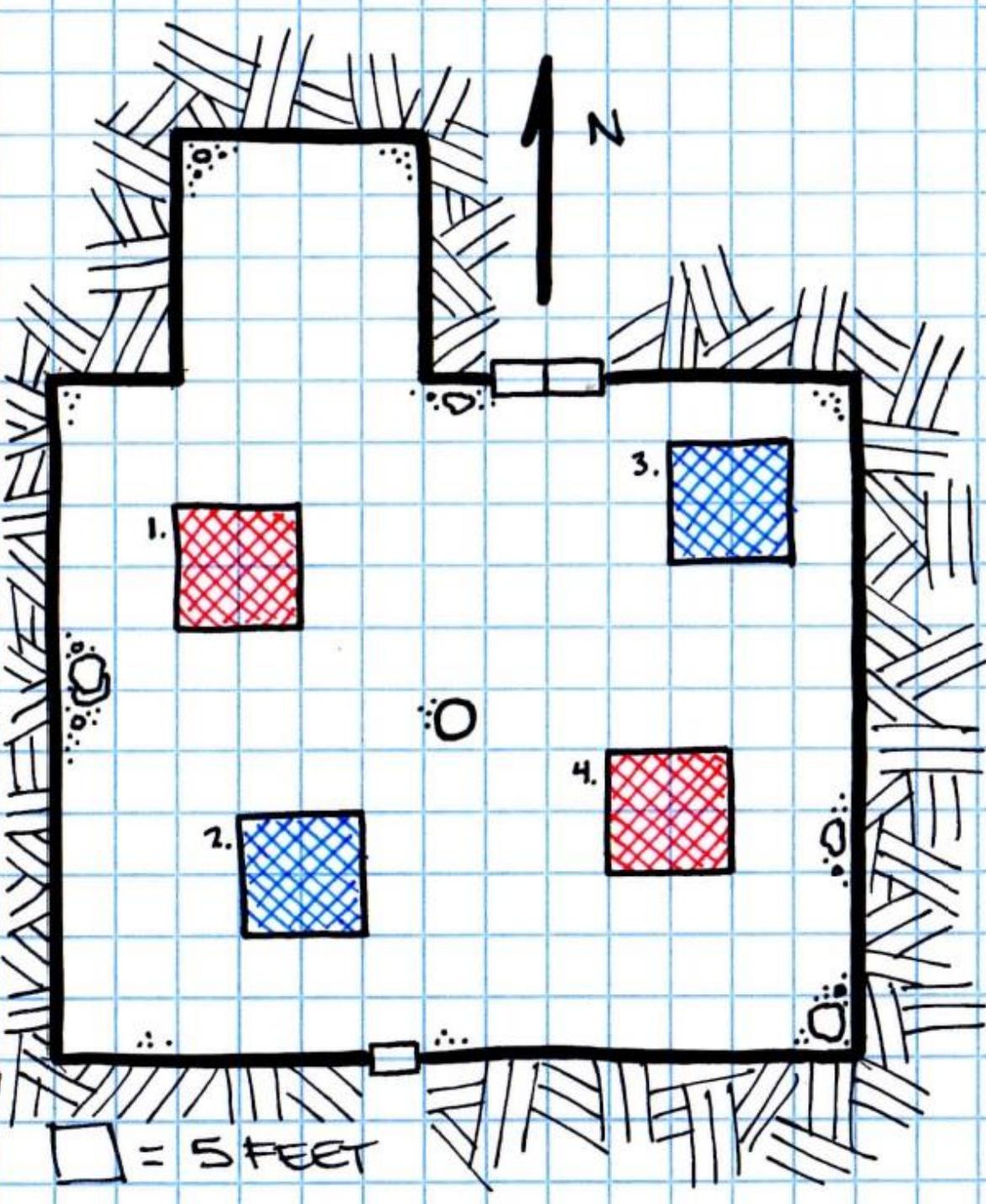
Potion of Frost Giant Strength, Potion of Invulnerability. These potion bottles within the creature seems to lend it power. The bottles can be removed and stoppered for later use.

Helm of Comprehend Languages. This helm is found atop the pillar and cannot be seen from ground level. Anyone wearing it gains advantage on checks to draw the monster's attention.

Room Point Bonus

If the party manages to steer the creature onto two different blue plates, they gain the room point bonus.

EG CLOCKWORK BEHEMOTH



Quest Storm

This room is the first room for adventurers following Quest Storm seeking the soul gem containing the soul of Master Trinave, currently the most famous bard in Waterdeep. This quest uses Map S5 and S6.

S5. Turbulent Start

If the adventurers enter this room through the portal at the conclusion of Round 1, they appear just outside the door marked A. Read the following.

With a deafening clank and the sound of turning gears, you feel yourself being pulled from the inside out, into nothingness. When you regain your senses, you stand before a granite door, its surface carved to resemble bolts of lightning encircling a machine covered in gears.

Floating before the door is the ghostly form of Master Trinave, the most famous bard in Waterdeep. He hums a sad song, then addresses you.

"No song could sufficiently capture your courage, heroes, and I can never thank you enough for your deeds on this day." He continues. "However, my soul is not yet returned, for I am bound to the mad machine beyond. My soul is pulled toward it. I know not what it does, but its call feels vile!" Trinave shudders, and his ghostly form begins to be pulled toward the door. "Please, find the way into the machine. Use the gems! Save our souls!" He cries out in horror, and then his soul is pulled through the door.

Trinave's soul has been pulled through the next room and beyond and does not appear in the remainder of this encounter.

Entering the Room

When the adventurers open the door, read the following.

White marble gleams in this sixty-foot-wide circular room, covering the floors, ceilings, and walls. The curved walls are riddled with tiny holes, the size of a human thumb. Another door opposite yours is the only exit.

Four 5-foot-square, 10-foot-tall translucent crystal platforms are spread about the perimeter of the room. Three of them have blue gems hovering atop them.

In the center of the room is a very thin pedestal, no more than a few inches in diameter, upon which rests a fourth blue gem. The gem vibrates incessantly, as if there were a tremor in the room... but nothing else is shaking.

Pedestal and Trap. The gem is acting as a stopper, preventing the pedestal, which is a hollow tube, from pulling air through it. The moment the gem is removed, air flows at

great speed from the holes in the walls, across the room, and into the pedestal. The force of this suction pulls anything in the room towards the pedestal. An adjacent character can learn this information with a DC 10/10/15 Intelligence (Investigation) check. If the gem is removed, the following rules are used:

- Creatures with a fly speed (even temporarily gained) are magically immune to the trap's airflow.
- Unattached objects under five pounds in weight are pulled into the pedestal instantly and either block the airflow, if large enough, or are gone forever.
- Larger objects, including creatures, are pulled 10 feet toward the pedestal each round, at the start of the round.
- Objects blocking the airflow, other than gems, roll a d20 each round. On a 12 or higher, the object breaks and is sucked away forever. (You may adjust the target number based on the strength of the object.)
- Creatures adjacent to the pedestal must succeed at a DC 10/12/15 Strength (Athletics) check or have a limb sucked into the opening. The airflow stops, but the creature takes 7/14/21 bludgeoning damage.

Crystal Platforms. These can be climbed with a DC 10 Strength (Athletics) check. Atop three of the platforms is a blue gem (see Treasure). The gems hover inches above the surface. If the trap is active, the gems magically remain in place. However, if they are struck (AC 10) they are dislodged and fly towards the center of the room, and act as a stopper. They can also be grabbed by any creature scaling the platform.

Monsters

The monsters vary by tier. They appear either when the gem is removed from the pedestal or if creatures are about to leave - in which case one of the monsters spend an action to remove the gem from the pedestal. A creature that is magically held or incapacitated can be used as an object to block airflow!

Tier 1	2 spined devils, 4 cockatrices
Tier 2	2 air elementals, 4 spined devils
Tier 3	2 air elementals, 2 invisible stalkers

When all monsters have been defeated, the adventurers may easily block the airflow, and the exit door opens.

Treasure

4 Blue Soul Gems. The blue soul gems on the crystal platforms and pedestal can be retained as treasure.

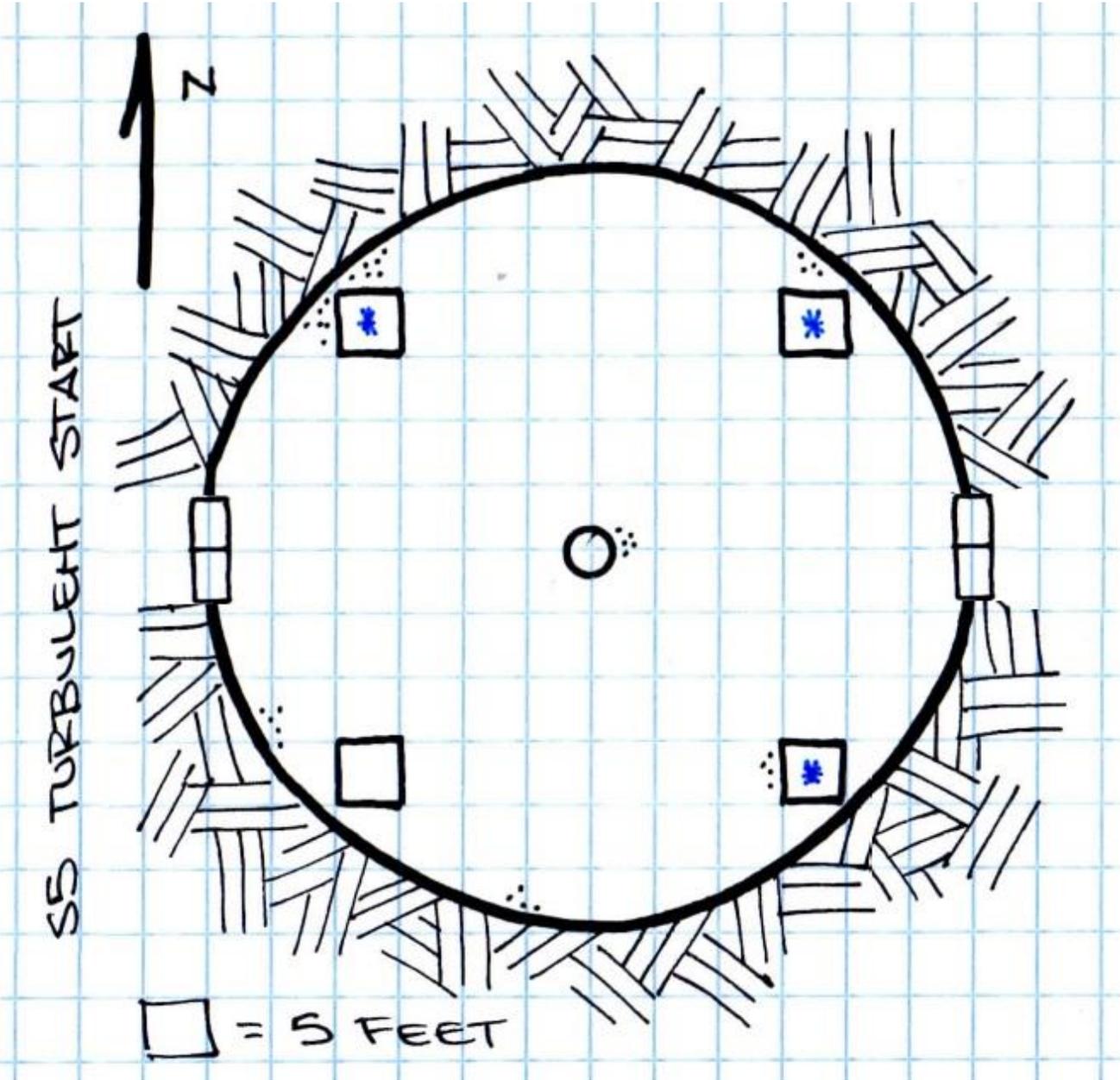
Potions of supreme healing, invisibility, flying. (High-tier only, add: *portable hole*). These appear on the platforms when the monsters are defeated.

400 gp. Valuable rings of silver and gold are set into the platforms.

Room Point Bonus

If the airflow was stopped (even momentarily) during at least half of the rounds of combat by something other than an adventurer, they earn the room point bonus.

Turbulent Start Map (The party enters through the door marked A)



S6. The Gears of Change

When the players step into the room, they stand at area A.

The curved walls of this chamber seem to undulate and cause your senses to reel, until you realize that the movement is caused by the synchronized movement of gears and levels that move down the wall and back again, like a wave.

The room contains 4 huge gears, 5 feet wide and 15 feet long. They turn slowly and clank into place with great effort. Abruptly, with a loud sputter and clank, they stop completely. As they do, a form materializes at the far end of the room, radiant with energy. It looks angrily at the gears, and then glares at you with pure hostility. "You brought me here? You shall pay for entrapping me!"

See Monsters, below, for the exact creature that appears. The machine processed souls, but with the malfunctioning of the gears one of the souls (belonging to a monster) failed to process, and was just released here.

If the adventurers do not wish to attack (or be attacked) immediately, they must attempt a DC 10/15/20 Charisma (Persuasion) check. On a success, the monster holds off for 1 round before giving in to its rage and attacking.

Gears

The gears must be restarted to eliminate the threat of the monster. Each gear is fixed in a specific way, performed as an action. To learn what each gear needs to make it work, an adventurer must make a DC 10/10/15 Wisdom (Perception) check as an action.

Gear 1	DC 10/15/20 Strength (Athletics)
Gear 2	DC 10/15/20 Dexterity (Sleight of Hand)
Gear 3	DC 10/15/20 Intelligence (Investigation)
Gear 4	DC 10/15/20 Dexterity (Sleight of Hand)

Before the gears are activated, the monster has resistance to all damage, automatically makes all saving throws, and cannot be

reduced to 0 hit points, staying at 1 hit point instead. It will be obvious to the adventurers that the creature is strangely resistant to damage.

When all of the gears have been activated, the monster has vulnerability to all damage, and it automatically fails all saving throws. Read the following to make that change clear.

As the final gear is activated, the creature's radiance is stripped away from it, drawn into the machine. The creature screams in agony and appears weakened.

When the monster has been defeated, read the following.

The monster's essence ripples and then tears, its form pulled into the gears and eviscerated.

Another soul appears in its place: the bard Trivane. "The pull is too strong," he says. "Before long it will have you too! I fear we are all doomed." With that, the bard's soul evaporates and disperses into the walls.

Monsters

Tier 1	1 bone naga (spirit type)
Tier 2	1 death slaad
Tier 3	1 beholder

Treasure

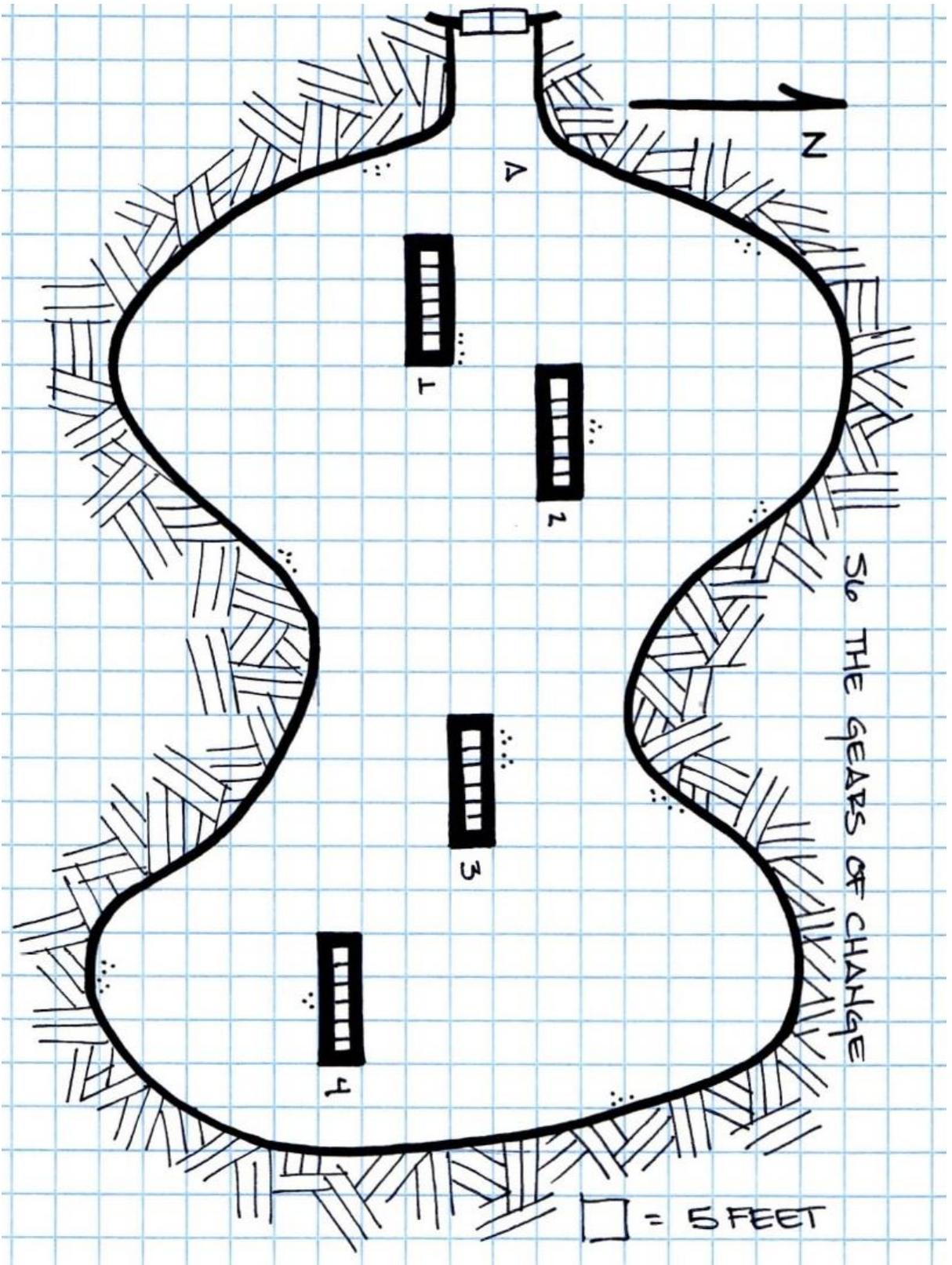
4 Blue Soul Gems. The blue soul gems on the crystal platforms and pedestal can be retained as treasure.

Sending stones. When the gears begin to all move again, a compartment opens and these two stones roll out onto the floor.

600gp. When the monster dies, a single diamond is left in its place.

Room Point Bonus

If the adventurers restart the gears before the end of the second round of combat, they earn the room point bonus.



Quest Cold

Room C5 should be played first by adventurers that are following Quest Cold, seeking the soul of the Head of the City Watch, General Janteel Jardeth. This quest uses Map C5 and C6.

C5. Waterworks

Read the following if the adventurers enter this room through the portal.

With a deafening clank and the sound of turning gears, you feel yourself being pulled from the inside out, into nothingness. When you regain your senses, you stand before a granite door, its surface carved to resemble jagged icicles encircling a machine covered in gears.

Floating before the door is the ghostly form of the Head of the City Watch, General Janteel Jardeth. "You have excelled where so many would fail, heroes. Your service to Waterdeep shall not be forgotten." She continues.

"However, my soul is not yet returned, for I am bound to the mad machine beyond. My soul is pulled toward it. I know not what it does, but its call feels vile!"

Allow the adventurers to respond before Janteel fades away. Read the following.

The General's body shudders, and her ghostly form begins to be pulled toward the door. "You must find the way into the machine. Use the gems! Save our souls!" she shouts, and then her soul is pulled through the door.

Janteel's soul has been pulled through the next room and beyond and does not appear in the remainder of this encounter.

Entering the Room

The players step into the room through the door marked A. Read the following.

Every surface of this chilly room is dripping wet. Tubes and pipes run along the walls, at times running through clockwork boxes that spin, whirl, and click. Two semicircular pools are found against each of the east and west walls. Steps lead down into the cold pools, which extend under the walls and beyond your sight. In the very center of the room is a diamond-shaped crystal pedestal filled with a green liquid.

As soon as you enter, the heavy doors slam shut. The water in the pools begins to rise, quickly flooding out onto the floor. A hissing sound comes from the central tank, and the amount of green fluid slowly decreases. The water in the

pools now seems to have a faint green tint.

The party must stop the poison (central tank), turn off the water (mechanisms in pools) and contend with monsters. Roll initiative, with monsters entering the order when visible.

Central Crystal Tank. The top of the crystal tank has three boxes, each secured with a clockwork lid. Each one can be opened as an action with a DC 12/14/16 Dexterity (Thieves' Tools, Jeweler's Tools, or Smith's Tools) or Intelligence (Investigation) check. Inside each box is a lever, which can be turned to the off position (no action). When all three levers are turned off, the poison stops increasing in damage. The first two boxes opened also contain a *blue soul gem*.

Poisoned Water. The crystal tank has released poison into the water. A creature first entering the water or in contact with the water at the start of their turn must succeed on a DC 8/12/14 Constitution saving throw, taking 1d4 poison damage on a failure, or half as much damage on a successful save. *This damage increases by 1/1d4/1d4+2 each round, until the crystal tank is turned off!*

Pools of Water. Steps (difficult terrain) lead down 10 feet to the bottom of the pool and extending under the wall to a small chamber. On the far wall is a clockwork panel with a circular valve, from which water is rushing in. Closing the valve requires an action and a DC 10/12/14 check using Dexterity (Thieves' Tools, Jeweler's Tools, or Smith's Tools), Strength (Athletics), or Intelligence (Investigation).

Rising Water. Each round starting on round 2, the water in the central chamber rises 1/2 foot for each open valve. When the water reaches 4 feet, all movement for adventurers without a swim speed costs double the usual amount. When the water reaches 6 feet, all combat is considered underwater combat. If all four valves are closed the water begins to slowly drain.

Doors. The doors cannot be opened by any means and are impervious to damage. Spells such as *blink* or *passwall* could allow an adventurer through them, but they would not gain any points for the room.

Monsters

Some of the pools contain **sahuagin**, which can be seen only once a creature descends the steps.

- | | |
|--------|--|
| Tier 1 | Pool B: sahuagin priestess, 2 sahuagin.
Pool C: 2 sahuagin. These enter the central area on round 2, if not found before then. |
| Tier 2 | Pool B: sahuagin priestess, 4 sahuagin. They have treasure.
Pool C: 4 sahuagin. These enter the central area on round 2, if not found before then.
Pool E: sahuagin priestess, 4 sahuagin. |
| Tier 3 | Pool B: sahuagin baron, sahuagin priestess, 4 sahuagin. They have treasure.
Pool C: 3 sahuagin. These enter the central area on round 2, if not found before then.
Pool E: sahuagin priestess, 4 sahuagin |

Underwater Combat

Once the waters reach 4 feet:

- Each foot of movement requires costs 1 extra foot (2 extra feet in difficult terrain) for creatures without a swim speed.

Once the waters reach 6 feet:

- Melee weapon attacks by a creature without a swim speed are at disadvantage, unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- Ranged weapon attacks automatically miss beyond normal range. The attack roll is always at disadvantage unless the weapon is a crossbow, net, or weapon thrown like a javelin (spear, trident, dart).
- Creatures are resistant to fire damage.

Once the waters reach 8 feet:

- Creatures unable to breathe water begin holding their breath (a creature can normally hold its breath for a

minimum of 5 rounds, which is longer than this encounter).

Treasure

2 Blue Soul Gems. The blue soul gems are found in the first two boxes opened on the crystal pedestal.

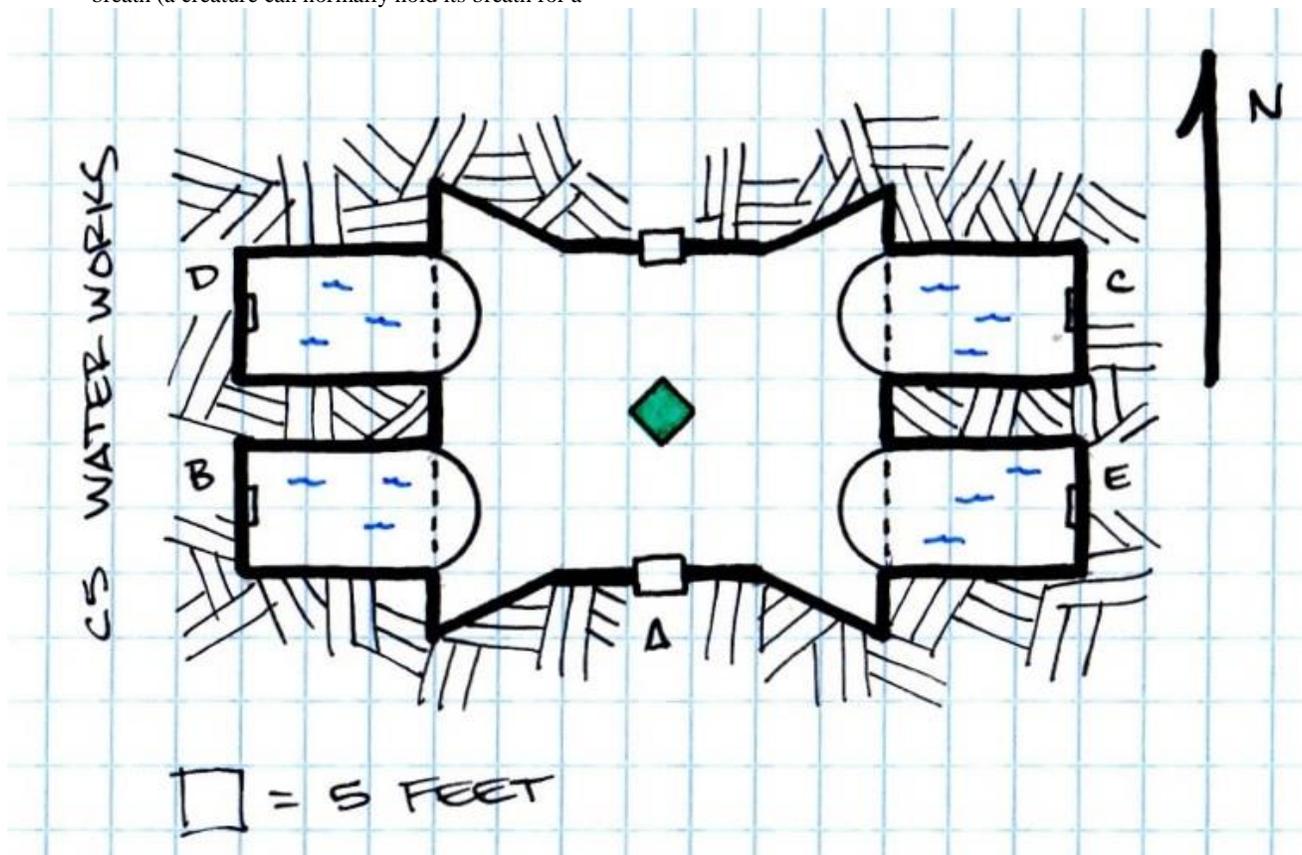
400 gp in Jewelry. Worn by a leader in B.

Gloves of Thievery. Carried by the leader in B.

Rod of the Pact Keeper, +1. (+2 at High Tier). This item has the minor property **Song Craft** (Whenever this item is used to strike a foe, its bearer hears a fragment of an ancient song. DMG, p.143). Carried by the leader in B.

Room Point Bonus

If the crystal tank is deactivated before the start of the third round, the party earns the room point bonus.



C6. Elemental Machine

The adventurers enter this area at the location marked “Setup” on the map. Read the following:

Four tiered obsidian platforms rise from the corners of this vast chamber. Atop each is inscribed a magic circle. In the center of the room you see two rows of pillars. Between each pair of pillars, a portal crackles with elemental energy. There is an audible POP and a number of infernal-looking creatures appear near the magic circles. As each circle activates, one of the portals flickers in response.

Each of the magic circles (numbered 1-4 on the map) is linked to a portal (with the corresponding number), which is charged with power from one of the elemental planes and Halaster’s machine. The adventurers must shut down all four portals.

Monsters

At the beginning of the encounter a number of infernal creatures (demons/devils) are summoned. All monsters are dimensionally anchored (they cannot be sent back to their home plane via *banishment* or similar effects, but they also cannot use any of their own summoning or teleportation powers) until they are reduced to 0 hit points, whereupon they disappear.

Tier 1	Location A, B, C, D: 2 manes. Center of the room: 1 spined devil
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Tier 2	Location A, B, C, D: 2 spined devils. Center of the room: 1 bearded devil
--------	--

Tier 3	Location A, B, C, D: 1 barbed devil. Center of the room: 1 hezrou
--------	--

Reinforcements

At the end of rounds 2, 4, and 6, additional creatures are summoned. Roll 1d4 to determine where these creatures appear. If the corresponding magic circle has been closed, roll again. If all four circles have been closed, no more reinforcements arrive.

End of Round 2:

Tier 1	4 manes (1 per open circle)
--------	-----------------------------

Tier 2	1 bargura
--------	-----------

Tier 3	2 bearded devils (roll separately)
--------	------------------------------------

End of Round 4:

Tier 1	1 spined devil
--------	----------------

Tier 2	1 bearded devil
--------	-----------------

Tier 3	1 bargura
--------	-----------

End of Round 6:

Tier 1	1 spined devil
--------	----------------

Tier 2	1 bearded devil
--------	-----------------

Tier 3	1 chain devil
--------	---------------

Features of the Area

Magic circles. Each is on a two-tiered platform. The first tier is 10 feet above ground level and the second is 10 feet above the first tier. Stairs lead up to each tier as shown on the map. The sides of each ledge are smooth obsidian and difficult to climb (DC 15/17/20).

The elemental portals themselves cannot be entered. However, a creature that attempts to enter or is forced into a square containing an active portal takes 5/11/22 (1d10/2d10/4d10) damage of the appropriate elemental type and stops moving. A creature cannot take this damage more than once per round, nor can it be forced into more than one portal as part of a single instance of forced movement. Adventurers can resist this damage as per normal, but monsters take the full damage regardless of resistances or immunities.

Closing the Elemental Portals

To close a portal, an adventurer must stand on the corresponding magic circle and spend an action to make a DC 11/13/15 Intelligence (Arcana), Wisdom (Religion), or Wisdom (Nature) check to seize control of the magic. Alternatively, an adventurer can disrupt the circle by destroying it using Strength (Athletics) or Dexterity (Sleight of Hand) to destroy or deface the runes. On a failure, the adventurer takes 6(1d10)/11(2d10)/22(4d10) damage of the appropriate elemental type and may not try to close the same portal again until his or her next turn.

When an adventurer successfully closes a portal, he or she finds a Soul Gem (see Treasure) and receives a boon based on the type of elemental energy, as follows:

Circle	Element	Benefit
1	Fire	Bonus fire damage
2	Storm	Electricity shield
3	Earth	Strength of stone
4	Cold	Icy blast

Bonus Fire Damage: The character deals 3/7/10 bonus fire damage with all attacks (weapon and spell) for the remainder of the encounter. This damage ignores all resistances and immunities.

Electricity Shield. The adventurer is shrouded in electrical energy. Any creature that hits this adventurer with a weapon or spell attack takes 3/7/10 electricity damage for the rest of the encounter. This damage ignores all resistances and immunities.

Strength of Stone. All damage taken by this adventurer from any source is reduced by 3/6/9 points.

Icy Blast. The adventurer gains a 30-foot cone breath weapon that can be used once during this encounter as a bonus action. Creatures in the cone take 2d10/4d10/6d10 cold damage. On a successful DC 11/14/17 Dexterity saving throw a creature takes half damage.

Rejuvenation. An adventurer who closes one of the portals may forgo the listed benefit and instead spend any number of his or her remaining Hit Dice, or grant an ally that the adventurer can see the ability to spend any number of his or her remaining Hit Dice. This does not require an action but must be done immediately when the portal closes.

Development

When the fourth and final portal closes, read the following:

As you close the final elemental portal, the stone pillars shudder and crack, toppling to reveal a gem-encrusted interior. The gems within the pillars that channeled cold are different, glowing with pale blue energy. The door on the far side swings open.

The adventurers can choose to fight any remaining monsters or exit the room, as they see fit.

Treasure

4 Blue Soul Gems. Left on each platform when a portal is closed.

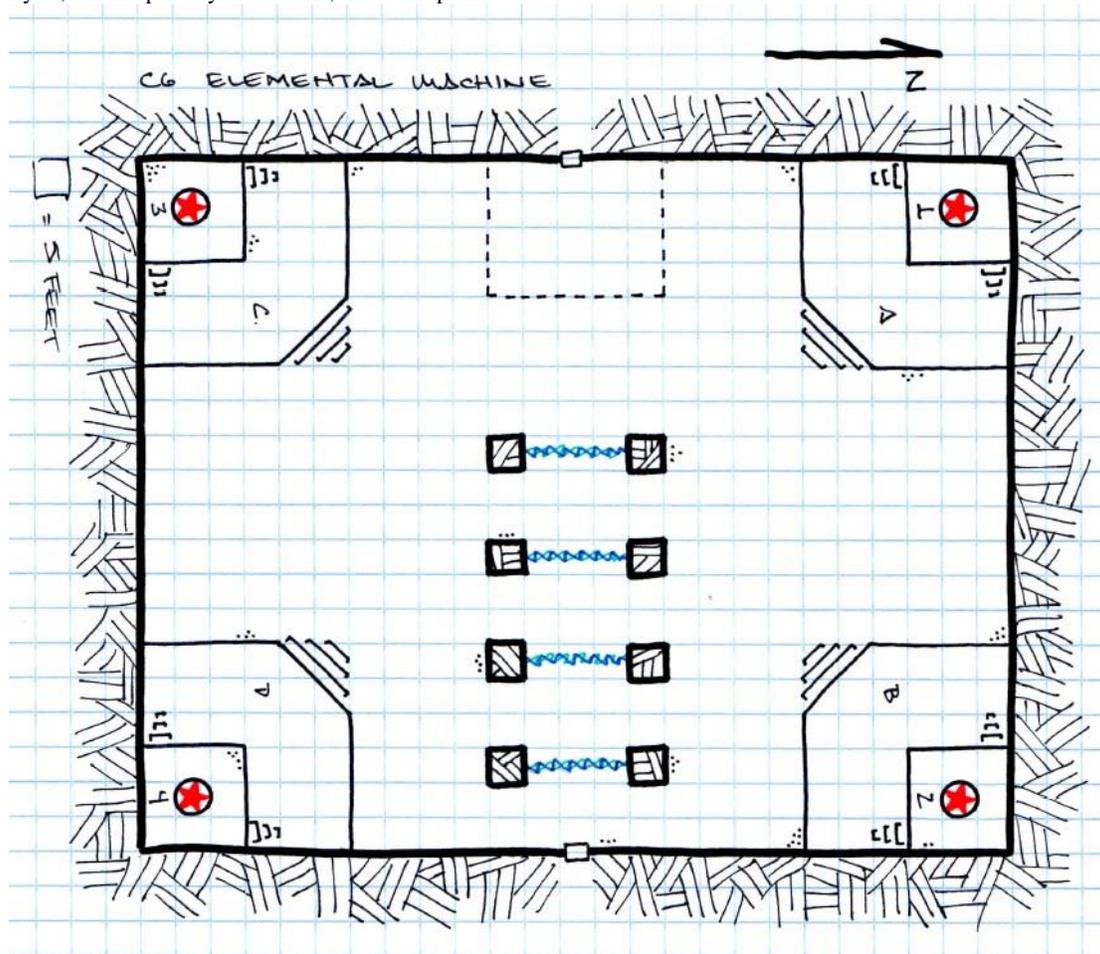
800 gp in Precious Gems. For each portal that they closed, the adventurers receive 200 gp worth of precious gems (retrieved from inside the broken pillars). The earth portal yields amethysts, the fire portal yields rubies, the storm portal

yields diamonds, and the cold portal yields sapphires.

Frost Energy. Note: Special Cert. Some of the gems within the cold pillars (a total of one per adventurer) glow blue and glisten with frost. Any adventurer examining them has the urge to touch them with a weapon. When this is done, that weapon gains the qualities of a *frost brand* sword, even if the weapon is of a different type (including ranged weapons). For the adventurer that closed the cold portal, this effect is permanent (though they may choose to grant this boon to a different adventurer). For all adventurers, it fades away at the conclusion of the adventure.

Room Point Bonus

If an adventurer forces any monster to take elemental damage by forcing it into one of the portals, or if they close all four portals in less than six rounds (thereby preventing the final wave of reinforcements from arriving), the party earns this room's bonus.



Puzzle Encounters

These rooms have varied elemental themes and the challenge is primarily a puzzle. These encounters award Red Soul Gems.

P1. Colorful Conundrum

When the adventurers reach this area, read the following.

This large room has a high vaulted ceiling. Floating some 50 feet above the floor is a whirling storm of colorful energy. Mechanical fonts line the four walls, each glowing with light: some are red, some are blue, and others are green. Light streams upward from these fonts and is absorbed into the chaotic maelstrom above. In the center of the room is a 3-by-3 grid of pressure plates. Inscribed on the floor are runes in what seems to be a mixture of languages.

You hear a loud CLANG as the door slams shut behind you. The energy vortex crackles and shimmering ghostly figures appear around the room!

See the map for the adventurers' initial position.

Monsters, First Wave

The first wave of monsters appears immediately, with one creature adjacent to each of the four red fonts. (To mark the color of each font for your and the players' reference, you may wish to use six-sided dice and assign a number to each color, e.g. 1 = blue, 2 = red, 3 = green.)

Tier 1	2 specters
Tier 2	3 ghostly wights (wight statistics, but add the wraith's <i>Incorporeal Movement</i> ability)
Tier 3	2 air elementals

Monsters, Second Wave

When the adventurers solve the first phase of the puzzle (see below), some of the fonts are destroyed, the message inscribed on the floor changes, and the second wave of monsters is summoned.

Tier 1	1 will-o'-wisp
Tier 2	1 wraith
Tier 3	2 invisible stalkers

Features of the Area

Fonts. The fonts project beams of colored light up into the maelstrom. The beams are harmless.

Maelstrom. While the puzzle is active, the whirling vortex of energy floats 50 feet above the ground at the center of the chamber. It is 20 feet in diameter. A creature entering the maelstrom or starting its turn there takes 5/11/22 (1d10/2d10/4d10) damage of a randomly determined type (roll 1d6: 1 – acid, 2 – cold, 3 – fire, 4 – lightning, 5 – radiant, 6 – thunder).

Pressure Plates. The pressure plates require at least 50 pounds of weight (they cannot be triggered by any of the monsters) and take several seconds to fully depress. This means that an adventurer must end their turn on a pressure plate to activate it. An adventurer who activates an incorrect pressure plate takes damage as if he or she had entered the maelstrom, as a blast of energy streaks down from above.

Strange Script. The message inscribed on the floor is written in eight languages (one word per language, in order): Common, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, and Orc. If the adventurers can decipher some but not all of the message because of the languages they know, give them the words that they can decipher. This is a hint to the puzzle but it isn't necessary to solve the puzzle. A *comprehend languages* spell reveals the entire message.

Phase 1: The message says “three colors mark three and only three positions.”

Phase 2: The message says “five total positions are covered by two lines.”

Solving the Puzzle

There are rows of colored fonts along each of the four walls of this room. Each set contains one font of each of the three colors (red, blue, green). The four sets of fonts are aligned with the 3x3 grid of pressure plates on the floor. If you were to draw a line between each pair of fonts of the same color that are on opposite sides, the two resulting lines would intersect at a single pressure plate. To solve the puzzle, the adventurers must stand on each of the three pressure plates (and only those three pressure plates) identified by the three distinct colors.

Phase 1. In the first phase of the puzzle, the correct plates (using the 1-9 numbering shown on the map) are #2 (indicated by the red fonts), #4 (indicated by the blue fonts), and #9 (indicated by the green fonts). When the adventurers accomplish this, read the following:

As the third and final pressure plate locks into place, the beams of colored light intensify, and the flow of energy reverses. Instead of pushing energy into the vortex, the fonts seem to be drawing energy away from it. For a moment it looks as though the maelstrom will disappear entirely. Then it flares back to life, and a backlash of energy destroys the blue and green fonts, leaving only the red! The pressure plates rise back up, and another wave of ghostly figures materializes around the room!

Add the second wave of monsters to the map. These creatures appear next to the doors, evenly divided between the north and south sides of the room. Note that at high tier, these monsters are invisible stalkers, so they disappear immediately after they are summoned, but the adventurers do know which squares they initially appeared in.

Phase 2. With the blue and green fonts destroyed, the adventurers must now stand on all five of the pressure plates that are indicated by the two red lines (plates #1, #2, #3, #5, and #8). As before, activating an incorrect plate causes the adventurer to take damage from the maelstrom.

Giving Hints

If the players have taken damage more than four times from stepping on incorrect plates and are growing frustrated, all of the strange script changes to the common tongue. In addition, allow adventurers to attempt a DC 10 Wisdom (Perception)

check to notice that the fonts have tipped slightly, and are also casting their beams of light onto the grid of pressure plates along the lines between each set of fonts. It should be clear that the solution must have to do with the plates between (illuminated by) certain fonts.

Completing the Encounter

When the adventurers solve the second phase of the puzzle, read the following.

The beams of red light grow more and more intense, drawing energy away from the maelstrom. In one glorious burst of energy, the fonts explode, and the storm fades into nothingness. You see something glittering in the wreckage of one of the red fonts. An audible CLICK comes from the doors on the far side of the room.

Any remaining monsters fight to the death, but these creatures cannot leave the room, so the adventurers are free to exit without killing everything if they wish.

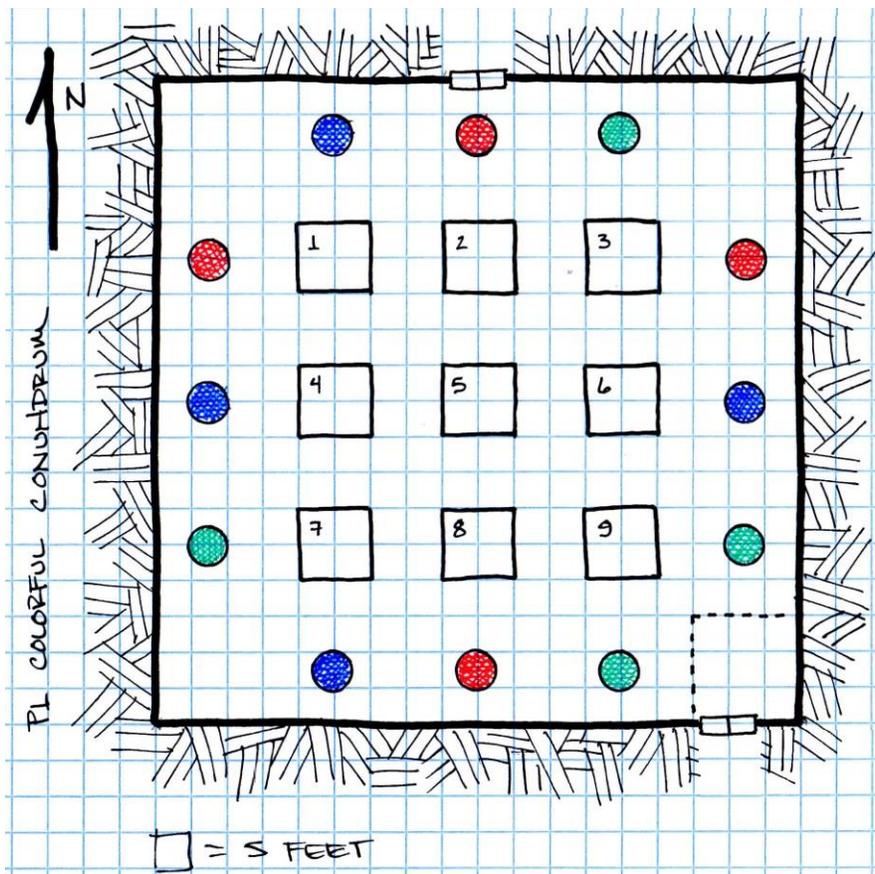
Treasure

1 Red Soul Gem. One of the red fonts holds this gem. Send the table captain to the D&D Open HQ to see what happens.

Gem of brightness (low/mid tier) or **Pearl of Power** (high tier). One of the red fonts holds this.

Room Point Bonus

If the adventurers collectively know at least seven of the eight different languages needed to read the message in this room, or if someone casts *comprehend languages* (or uses an equivalent special ability) they earn the bonus.



P2. Detained Djinni

When the adventurers reach this area, read the following.

The corridor ahead twists and turns, forming a complicated maze of similar passages. A thick fog seeps into the area and you quickly get separated from your companions. When the fog lifts, you standing in a featureless hallway. The sounds of heavy footsteps and feral grunts echo.

From somewhere further in the maze, a deep voice calls out. "Is anyone there? Please, you must help me – argh!" You hear a cry of pain, then the voice falls silent.

Randomly assign each adventurer to a starting location (1 through 7). The monsters are positioned at locations A and C at the beginning of the encounter, and therefore should not have line of sight to (or be aware of) any of the adventurers.

The monsters follow patrol routes that take them through the locations in lettered order (A – B – C – D), so that half of them are on either side of the maze at any given time, until they are alerted. The adventurers may be able to sneak around the outside of the maze without initiating combat if they are quiet.

Once combat starts, any monsters not initially engaged move toward the sounds of fighting.

Tier 1 Group A: 1 minotaur
Group C: 1 acolyte, 1 scout

Tier 2 Group A: 1 minotaur, 1 eternal flame priest
Group C: 1 minotaur, 2 scouts

Tier 3 Group A: 2 minotaurs
Group C: 1 mind flayer, 1 minotaur

Center of the Maze

Adventurers reaching the center of the maze can see the prison:

You see a cage, its bars glowing with radiant energy. A thick padlock of black metal seals the door. A tall, muscular humanoid with blue skin, dressed in shimmering silk inhabits the cage. He smiles warily as you approach. "Ah, mortals! You must free me from this imprisonment. I – ungh!"

The bars flash with dark energy and the genie winces in pain. "As you can see, my prison is ... uncomfortable. All I know is that when he put me here, Halaster said that the key is hidden somewhere within this maze."

The sound of conversation with the djinni brings monsters running to the center of the maze. In order to free the genie, the adventurers must find the correct pieces of the key.

A creature touching the bars or trying to reach into or out of the cage takes 5/11/21 (1d10/2d10/4d10) radiant damage, or half as much with a successful DC 11/14/17 Constitution save.

Pieces of the Key

At each location marked with a key symbol on the map, a

statue of a minotaur holds two halves of a key that do not fit together. (Each statue holds the front half of a different statue's key, and the back half of yet another statue's key, so that all four statues must be visited to collect all eight key parts to assemble four unique keys.) The second statue the party visits also holds a *red soul gem*.

Each key part is imprinted with two letters, as follows.

Statue	Key Back	Key Front
A	LO (1)	ST (3)
B	IN (2)	OK (1)
C	DE (3)	UE (4)
D	AT (4)	SI (2)

It is easy to tell which key halves go together (no check required). However, none of the assembled keys is the correct key to open the lock on the cage. Copies of the true key are hidden inside the statues, as hinted at by the message when reading all of the letters printed on the keys. (After the four keys have been assembled, the players have the four fragments LOOK – INSI – DEST – ATUE. If they seem to be struggling with this, offer one hint about assembling the fragments after a few minutes). Breaking open any of the four statues reveals a black key that unlocks the djinni's prison.

Releasing the Djinni

When the adventurers unlock the genie's prison, read the following.

As the padlock snaps open, the cage shimmers and disappears. The djinni bows before you. "Honored friends! Although Halaster's dark magic has drained away much of my energy, please allow me to grant you what small boons I can before I return to my home."

Each adventurer may choose one boon from the following:

Magical Rejuvenation. The adventurer regains up to 3/4/5 total spell levels of expended spell slots.

Second Wind. The adventurer regains up to 3/4/5 expended hit dice or, alternatively, may roll 3/4/5 hit dice right now and gain the benefits without actually spending hit dice.

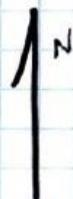
Djinni's Blessing. Once before the end of this adventure, when the adventurer rolls a d20 and dislikes the result, he or she can reroll that die. This cannot be combined with any other ability that allows an adventurer to reroll a d20.

Treasure

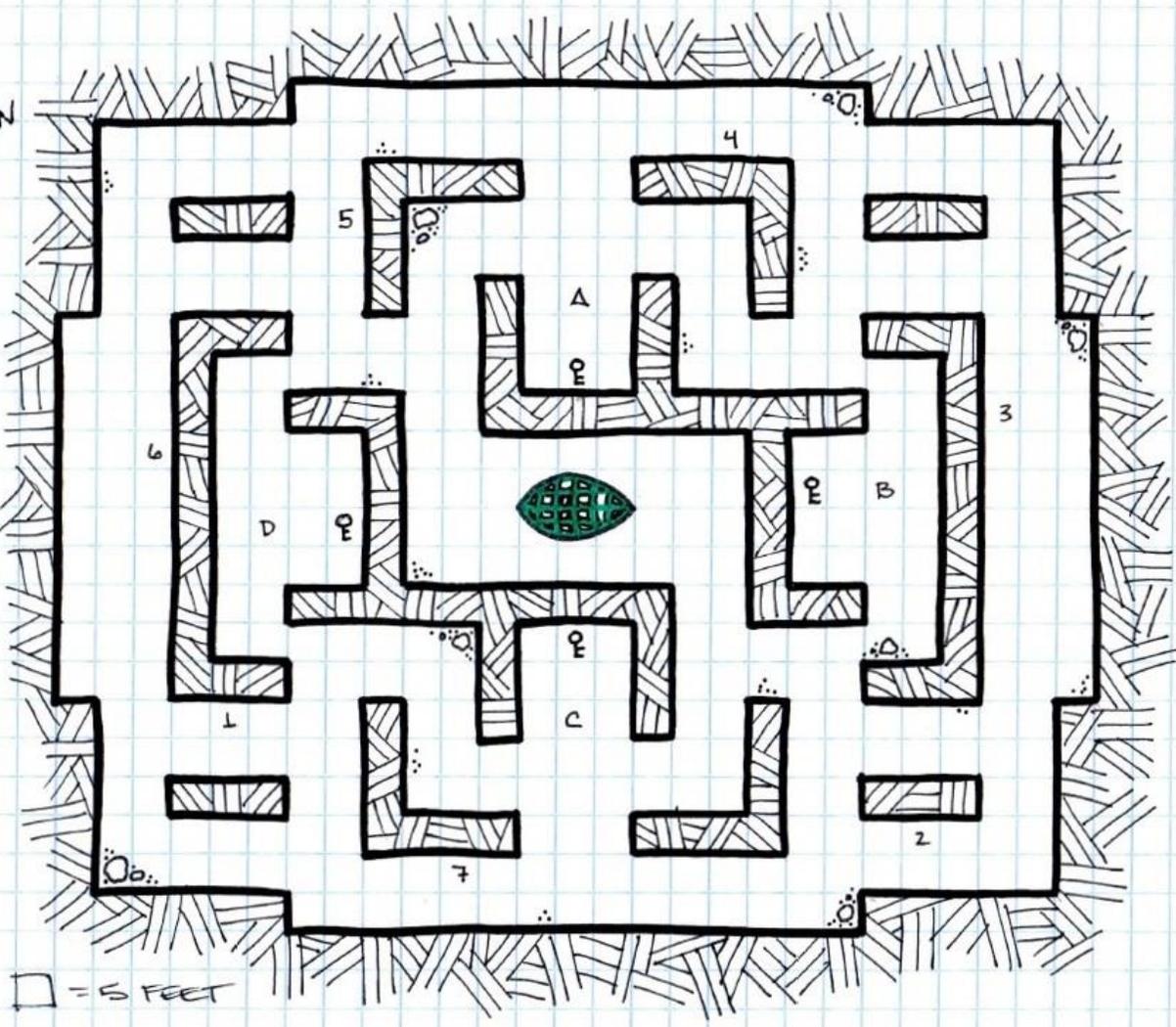
Red Soul Gem. The second statue the party visits holds a Red Soul Gem in addition to its two key fragments. Send the table captain to the D&D Open HQ to see what happens.

Room Point Bonus

If any adventurer reaches the center of the maze without being seen by the patrolling monsters, the party gains this room's bonus.



72 DETAINED DJINNI



□ = 5 FEET

P3. The Creature Builder

This encounter is primarily a non-combat encounter, though some combat is possible if the players do poorly. When the players step into the room, read the following.

In the center of the room is an enormous metallic cage. Clockwork contraptions are attached to it in several places, and the side closest to you has hinges, suggesting it can open. Inside is a fearsome creature made entirely of clockwork. *[Describe and name the creature, based on tier.]* On the creature's forehead is a glowing red gem. The creature roars and throws itself at you, but is held back by the cage.

Near the cage is a large vat of frozen liquid. The vat is connected to the cage by large metal tubes.

A pedestal with what must be a control device is situated near you. It has a large circular button and a slot with a piece of parchment sticking out of it. Printed on this paper is a large number 10. Something has been scribbled on the bottom, below the 10.

The cage suddenly begins to shake. The door rattles, but does not yet open. The paper with a 10 on it falls to the ground, as a new piece of paper is pushed out of the slot. On it is printed the number 9, and the words "Speak the control code. Press button for hint."

All exits from the room immediately lock and cannot be opened. The party has 9 "rounds" before the cage opens and the creature inside emerges. On each round, the following happens:

Step 1 - New Number: The machine prints out a new number (starting with 9, then decreasing each round) and "Speak the control code. Press button for hint." Since they don't know the code, adventurers must press the button for a hint.

Step 2 - Hint: The machine prints out a hint. The hint changes each round. Players automatically fail the question if they use any book or device to look up the information.

Hints and Control Codes

Round	Hint (Question)	Control Code (answer)
9	Waterdeep is also known as the...	City of Splendors (or, Crown of the North)
8	What do most Lords of Waterdeep wear?	Masks
7	Waterdeep's major areas or neighborhoods are known as...	Wards
6	Which major city along the Sword Coast is closest to Waterdeep?	Neverwinter

Round	Hint (Question)	Control Code (answer)
5	A powerful creature lives underground and runs Waterdeep's underground thieves' guild. What is its title?	The Xanathar (a beholder)
4	Name one of Waterdeep's adventurer-run organizations that has a color in its name	Gray Hands, Silverstars, or Red Sashes
3	Name the famous Lord Mage of Waterdeep who was favored by Mystra	Khelben "Blackstaff" Arunsun (or, "The Blackstaff")
2	Name of Waterdeep's Arena	The Field of Triumph
1	This obese rogue made a fortune in Undermountain before becoming a famous businessman and a Lord	Mirt

If the correct answer is spoken purposefully and is a success, the machine prints out "Correct. Form will now be manipulated." Go to Step 4.

If the answer is incorrect, the machine prints out, "Incorrect. Must use key to override." Go to Step 3.

Step 3 - Key: If the control code was incorrect, the party must retrieve the key.

Number 10. Scribbled in poor handwriting on the bottom of the paper with the number 10 is a note: "I built the machine! If you forget the codes, I did hide the keys in the vat. Just make sure to get rid of this piece of paper so no one else knows!"

Making the check. The vat provides power to the machine. Each round it contains a different makeup of elemental matter and a key. Describe the situation and state the skill check involved. The table also allows for a few other methods - do not suggest these but rather allow the party to think of them. These methods are examples - you may provide the stated benefit for other clever ideas. Note that *mage hand* can only be used when noted. A single adventurer must attempt to retrieve the key with the noted skill check.

The DC of the skill check varies by tier: 12/14/16.

If they succeed, go to Step 4.

If they fail, the adventurer takes damage and the key vanishes. The damage is of the matching element and varies by tier: 7(2d6)/14(4d6)/21(6d6). Go to Step 5.

The vat empties at the end of each round, filling back up with the new contents.

Retrieving the Key

Round	Vat Contents	Skill to Retrieve Key
9	Tunnel of sharp jagged frozen ice crystals, the key visible at the far end	Dexterity (Acrobatics or Sleight of Hand), or <i>mage hand</i> (or similar spell) and Intelligence (Arcana)
8	Burning Fire, key hovering in center	Constitution (Survival) Gain advantage if use spells to protect from fire.
7	Lightning bolts appear at intervals	Intelligence (Arcana) Gain advantage if use spells to

Round	Vat Contents	Skill to Retrieve Key
		protect from lighting.
6	Earth begins to harden into a tough crust around the key	Strength (Athletics)
5	Icy water creates mirror image effect around key	Wisdom (Perception) Spells such as <i>true sight</i> or <i>locate object</i> can provide advantage
4	Jet of flame threatens to burn anything grasping the key	Constitution saving throw Advantage if protected from fire. See <i>mage hand</i> above.
3	Howling winds push the key around whenever the adventurer reaches for it	Dexterity (Stealth or Sleight of Hand) Advantage if use spells to hide hand, such as <i>invisibility</i> or <i>darkness</i>
2	Swirling wet earth hardens and softens periodically	Intelligence (Investigation) to pick right moment
1	Frigid snow fills the vat, burying the key	Wisdom (Survival) Advantage from spells such as <i>locate object</i>

Step 4 - Remake Form: If the control code was spoken, dozens of clockwork arms descend from the top of the cage and alter the form to that of the monster appearing on the next lowest line (Tarrasque is remade into a Pit Fiend, etc.). All monsters are no larger than size huge, but the statistics are standard. No statistics are included for the Tarrasque or the Pit Fiend. Once you describe the new form, go to Step 5.

Clockwork Monster Progression

- Tarrasque (Initial state for High Tier, automatic TPK)
- Pit Fiend (Initial state for Mid Tier, automatic TPK for either tier)
- Beholder (Initial state for Low Tier)
- Behir
- Hydra
- Chimera
- Hook Horror
- Gargoyle
- Goblin
- Flumph
- Helpless upside-down Flumph

Step 5: The machine spits out the new number and the next round begins (go to Step 1).

Developments

When the final round ends, the machine spits out the number 0 and the cage opens. The clockwork monster emerges in its final form and is hostile. Roll initiative - if the party did well they will enjoy destroying the final creation.

Treasure

When the creature has been defeated, they may claim the red gem.

Red Soul Gem. The red soul gem can be pried off of the creature's forehead. Send the table captain to the D&D Open HQ to see what happens.

Robe of useful items. Found crumpled inside the cage. It contains 9 additional patches: iron door, wooden ladder, riding horse, 2 x pit, rowboat, mastiffs, 2 x window.

Room Point Bonus

If the party achieved at least seven successes, they earn the room point bonus.

P4. Equations

This is a non-combat puzzle encounter. Read the following.

You enter a room with strange scribbling on the walls, which writhes and changes even as you try to read it.

Twenty thick stone tiles are set into the floor, and each has a word written into it in Common. As you take in the room, all of the doors close and seal. You hear the sound of air hissing, and you begin to feel light-headed.

The air is being sucked out of the room, which acts as a clock for the adventurers to quickly solve the puzzles. Continue with the following.

The writing on the walls form into a coherent message. First is a series of numbers. Between the numbers are blank spaces, where a stone tile from the floor might fit.

$$4 \square 2 \square 3 \square 6 \square 5 = 1$$

Above the numbers are instructions:

"Only four tiles can be removed from the floor, and only four of you can lift one. Four elements guard the infernal machine, and four souls hold the key to eternal life. The power of four guides your path."

The 20 tiles each have a single word etched into them.

Provide the players with Handout 3, which shows the formula, the instructions, and the words on each of the tiles.

The four tiles that must be selected are the ones made of words with 4 letters: cold, gold, acid, and fire. If an adventurer lifts any other tiles, everything in the room takes 2/5/10 points of damage as more oxygen is sucked from the room.

On the back of the 4 correct tiles are the four mathematical operations:

- + (add)
- (subtract)
- x (multiply)
- ÷ (divide)

The operations must be put into the equation to make it true. Let the players know that all operations are done in order, left to right.

If a tile is placed into the wrong location in the equation, everything in the room takes 2/5/10 points of damage as more oxygen is sucked from the room.

The correct answer is $4 \times 2 + 3 - 6 / 5 = 1$. If the correct tiles are placed to create the proper equation, see Treasure.

Treasure

When the adventurers solve the puzzle, a compartment opens in a wall, revealing the treasure. In addition, the door to the room opens.

Red Soul Gem. A red soul gem is found in the compartment when the puzzle is solved. Send the table captain to the D&D Open HQ to see what happens.

(Low and mid tier) **Figurine of wondrous power** (*silver raven*).

(Mid and high tier) **Bag of tricks** (*rust*).

Room Point Bonus

If the adventurers get the puzzle correct in 5 minutes or less without making an error, they earn the room point bonus.

Final Encounter

Overview

When 90 minutes remain in the D&D Open time slot, Open HQ will make an announcement for all tables to move to this final encounter. Immediately stop any current encounter and start this encounter.

This is a multi-part encounter in which the adventurers need to accomplish a series of tasks and fight a series of battles. Phase 1 begins, and Phase 2 doesn't begin until three tables throw the levers in Phase 1.

WHEN YOUR TABLE THROWS THE LEVERS IN PHASE 1, NOTIFY HQ STAFF IMMEDIATELY. PHASE 2 ONLY BEGINS WHEN HQ ANNOUNCES IT.

Throwing the levers activates the Infernal Machine, which reassembles Halaster's soul from all of the soul gems that they have collected in the dungeon thus far. The core of the machine rises up and is revealed to contain Halaster's body, which is being reassembled from the soul energy that the adventurers have accumulated in the form all the gemstones.

Halaster explains that he created the machine as a fail-safe in the event of his destruction, which was triggered when a ritual he cast in 1375 DR went very wrong. The soul gems were created with a specific attunement to Halaster, allowing them to act as magnets, drawing in the fragments of his soul.

With his primary goal of reconstituting his own soul achieved, Halaster has no real objection to allowing the adventurers to free the other souls. Unfortunately, the machine itself has other ideas.

The machine has four primary soul chambers, each of which contains the soul of one of the four NPCs the adventurers have been trying to rescue. During Phase 2, the adventurers must deactivate each of these chambers in order to release the souls of the trapped NPCs and to recover magical gears that can be used to disable the machine's core by resetting it.

Once all four soul chambers have been deactivated and the adventurers place the four gears into the clockwork mechanism, the machine enters its final phase (Phase 3), animating as a huge clockwork monster. The adventurers must defeat this last and greatest foe in order to destroy the machine.

This entire encounter takes place on the single large battle map. (Note: Each DM will be provided with a pre-printed copy of this map and a few Dungeon Tiles needed to make adjustments to the map during the battle, as explained below.)

Phase 1. Activate the Machine

When Open HQ announces the start of this encounter, read the following text. The adventurers enter this area at the location marked "Start" on the map.

You have reached the center of the Soulbound Tomb! This cavern is riddled with walkways that crisscross an immense pool of viscous black fluid. Shapes, and even faces, can be seen pressing against the surface. Thousands of souls are trapped within the murk, screaming silently as they thrash

about in agony.

A raised platform on the far side of the room is partially encircled by a translucent wall. Upon the platform sits an elaborate mechanism that crackles with electricity and emits a loud, high-pitched hum. Dozens of sockets are fitted with glowing gemstones of all colors, shapes, and sizes. This must surely be the heart of an infernal machine.

When the adventurers approach the machine, clockwork creatures emerge from the niches in the walls and attack. These guardians mindlessly obey Halaster's last order, which was to prevent anyone but him from touching the machine.

As you move toward the control panel and levers, the walls around you glow with a harsh red light. Creatures made of gears and metal whirl to life and step out of the niches in the walls, each one containing a gemstone at the center of its body. These mechanical humanoids interpose themselves. "You are not the master. Only the master may approach the control panel. Intruders must be destroyed!"

Place the creatures listed below between the adventurers and the control panel. These monsters attack until they are killed or until the adventurers at 3 different tables throw the levers. Use the stat blocks for the monsters, but describe them as clockwork creatures (essentially golems).

Creatures

Tier 1	5 orcs
Tier 2	5 knights
Tier 3	5 hobgoblin warlords

The Panel and Levers

A series of control panels covered with mysterious gauges and dials await the adventurers. Any adventurer trained in Arcana automatically knows that the machine combines magical and mechanical power. It is as if the Gondish tinkerers of ancient Lantan were possessed by a demonic archmage, and this machine was the result.

Most of the controls are behind hermetically sealed glass impervious to damage, but there are five prominent levers at the positions marked 1-5 on the map. Pulling a lever is an action, and the adventurers need to pull all five levers **simultaneously** to activate the machine. Because of the placement of the levers and control panels, each lever must be pulled by a different adventurer (they are angled and positioned such that even a seven-foot-tall human could not physically reach more than one at a time). The levers cannot be manipulated by *mage hand*, although *telekinesis* would work.

When your tables pulls the final lever, stand up and notify the Open HQ immediately. The first three tables to pull levers will play a special encounter with a WotC staff member!

Phase 2. Save Our Souls

After D&D Open HQ announces that 3 tables have thrown the levers and you can move on to Phase 2, read:

The levers fall into place with a solid THUNK [even though you didn't move them]. Hidden machinery whirs to life in the platform beneath you. Gears grind and pistons clang.

The translucent wall around the panel and levers sinks into the ground, just as the black pool of souls begins to recede. The souls scream helplessly as the inky black liquid is drawn into the base of the platform. The machine shudders, and then all the gemstones vibrate, a single pure resonant note that rises in pitch and intensity until it is nearly deafening. From each gemstone a tiny mote of light emerges, a bright spark of pure soul energy. These sparks flow together, growing larger and larger.

A single massive bolt of electricity sears the air. The soul fragments fuse into a single humanoid form, glowing with the brilliance of a sun. As the radiance fades, you see that a black-cloaked figure now floats above the platform. He cackles, and you hear the tinge of madness in his voice.

"Ahh, now THAT feels better. A darn sight better than the feeling of being ripped to shreds by wild magic, that's for sure! Do you have any IDEA how much that hurt? Now, where were we? You must forgive me. I am not yet restored... ah, yes! You were tampering with a mysterious artifact far beyond your ken. I expected this of you, adventurers! Ooh, look, levers on a strange machine in the middle of a dungeon? OBVIOUSLY the right thing to do is to pull them. You never change, do you? Oh, I suppose that I should be grateful; if you weren't so predictable I might never have gotten my soul put back together, and I do prefer it all in one piece."

The players may realize that this is Halaster Blackcloak, the Mad Mage of Undermountain. Roleplay Halaster as the quintessential "crazy old man" – he laughs at jokes that only he can hear, he rambles from topic to topic, and he punctuates every word with wild gestures.

The adventurers can learn the following:

- Halaster died when attempting to cast a ritual in 1375. The ritual backfired, ripping Halaster's soul to shreds. Ever paranoid, Halaster had contingencies within contingencies. This machine was one of those contingencies: just like there is magic that can clone a person's body, he employed magic and clockwork to reconstruct his soul.
- To achieve his goal, Halaster needed an intact soul. Or many little pieces from a great many souls. Halaster chose the latter route, which is why the soul gems started appearing. The power of the gems to trap souls is

real, but each gem also holds a little something extra: one of the fragments of Halaster's soul, drawn in by the gem's magic.

- By collecting all the soul gems and activating the machine, the adventurers have reconstructed Halaster's soul, effectively bringing him back to life. (He wasn't truly dead, but it's very hard to focus when your soul, and therefore your consciousness, is in a thousand tiny tatters.)
- Halaster couldn't care less about the people who've died or whose souls have been trapped in the gems. The whole point of the exercise was to bring him back.
- He hopes now to use the energy generated by the machine to take the final step, and push his soul into the Weave, become essentially pure magic. Whether this can be done or not remains to be seen...

It's possible that the adventurers might decide to attack Halaster, viewing him as a threat. However, Halaster is impervious to any attack. Once the adventurers realize this (or if they are smart enough not to attack him in the first place) continue with the following:

"I suppose you want your friends back, do you? They should be grateful to have their souls used to restore mine. It's not every day that you get to give a piece of your soul to a living legend. A dead legend. A semi-dead legend. Oh, what difference does it make? I don't have any need for this machine any longer. It can put other souls back together, at least if they are strong enough. Here, I'll show you."

Halaster gestures and four clear crystal caskets rise up from the black fluid. Within each you see a shimmering figure struggling to break free. "There, you see? All you need to do is break into each of those and take the –"

The machine throws off sparks. A loud klaxon sounds as a screeching, metallic voice echoes through the chamber.

"You ... may not ... deactivate me. I am ... Halaster Blackcloak ... master of ... Undermountain!"

Halaster looks surprised. "Hmm, I must have spent rather more time in there than I realized. What year is it? A bit of my wit and charm seem to have rubbed off on this thing! I guess you could say that it's got a mind ... or a soul ... of its own. That's actually kind of cute."

The machine roars to life. "Disabling override mechanism." Sparks fly from the control panel. Burnt gears topple and levers lock into place. "Activating defensive measures..."

The niches all around the room glow with energy and begin spitting out more of the clockwork humanoids. Recognizable spirits emerge from the soul chambers, seemingly compelled by the machine to fight on its behalf.

Halaster laughs. "It seems that we have a difference of opinion on the real Halaster. I'm pretty sure it's me. Anywho, they can be saved if you can deactivate the chambers."

Make sure the players know that the translucent wall labeled "disappearing barrier" on the map is no longer present. This allows more maneuverability during the final two battles.

Place the **four NPC souls** for your APL on the board at the indicated locations:

A – This NPC is Master Trinave, famous Waterdeep bard

B – This NPC is Head of the City Watch, General Janteel Jardeth

C – This NPC is Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild

D – This NPC is the High Priestess of Lathander, Ellitryn Glowtress

During combat you may describe them as in previous encounters, but they are clearly being forced to fight against the party.

Also place **one reinforcement monster** for your APL on locations R6, R7, and R8. You are ready to roll initiative and begin Phase 2 combat.

In this phase of the encounter the adventurers' objective is to defeat each of the four NPC spirits. Defeating a spirit unlocks the corresponding soul chamber. (The adventurers can also unlock the chambers without defeating the spirits, but the monsters focus their attacks on adventurers who try this.)

Within each soul chamber the adventurers find a golden gear. If the adventurers put all four gears into the machine the levers unlock. Pulling the levers a second time activates the machine again, reassembling and releasing the souls of the NPCs trapped within. (See Deactivating the Machine, below.)

Creatures

The initials A-D are used for the NPCs. Note that in all cases, the spirits appear as the NPCs (humanoid, Medium-size, appropriate race, gender, identifying symbols, etc.) The stat blocks referenced are strictly for the game mechanics, not for the monster description. All four NPC spirits also gain a fly speed of 30 feet and the Incorporeal Movement trait which allows them to phase through solid objects and creatures.

APL 1 A: **1 apprentice mage** (as mage, but cantrips only; 9 hp);
D: **1 acolyte**;
B, C: **2 grimlocks**;
Reinforcements: **8 tribal warriors**

APL 2 A: **1 novice mage** (as mage, but cantrips and level 1 spells only; 13 hp);
D: **1 senior acolyte** (as acolyte, but add 1 level 1 spell slot and increase hp to 19);
B, C: **2 thugs**;
Reinforcements: **8 goblins**

APL 3 A: **1 initiate mage** (as mage, but cantrips and level 1-2 spells only; 18 hp);
D: **1 lesser cult fanatic** (as cult fanatic, but 24 hp);
B, C: **2 half-ogres**;
Reinforcements: **8 hobgoblins**

APL 4 A: **1 initiate mage** (as mage, but cantrips and level 1-2 spells only; 23 hp);
D: **1 cult fanatic**;
B, C: **2 half-ogres** (39 hp);
Reinforcements: **10 hobgoblins**

APL 5 A: **1 apprentice mage** (as mage, but cantrips and level 1-3 spells only; 28 hp);
D: **1 senior cult fanatic** (as cult fanatic but add 2 3rd-level spell slots with *bestow curse* and *dispel magic*; 28 hp);
B, C: **2 bugbear chiefs**;
Reinforcements: **10 bugbears**

APL 6 A: **1 bone naga** (spirit type);
D: **1 bone naga** (guardian type);
B, C: **2 helmed horrors**;
Reinforcements: **10 bugbears** (35 hp)

APL 7 A: **1 bone naga** (spirit type; 78 hp);
D: **1 bone naga** (guardian type; 78 hp);
B, C: **2 helmed horrors** (74 hp);
Reinforcements: **8 orogs**

APL 8 A: **1 bone naga** (spirit type; 83 hp);
D: **1 bone naga** (guardian type; 83 hp);
B, C: **2 helmed horrors** (88 hp);
Reinforcements: **10 orogs**

APL 9 A: **1 bone naga** (spirit type; 88 hp);
D: **1 bone naga** (guardian type; 88 hp);
B, C: **2 half red-dragon veterans**;
Reinforcements: **10 orogs** (51 hp)

APL 10 A: **1 bone naga** (spirit type; 99 hp; add 5th level spells);
D: **1 bone naga** (guardian type; 99 hp; add 5th-level spells);
B, C: **2 gladiators**;
Reinforcements: **10 orogs** (60 hp)

Reinforcements

At the beginning of the encounter, 3 of your available Reinforcement monsters are on the map (starting in the positions marked R1, R2, and R3).

Add the remaining monsters over the course of the battle, as follows:

- At the end of each odd-numbered round (1, 3, 5, etc.) add one Reinforcement monster.
- At the end of each even-numbered round (2, 4, 6, etc.) add two Reinforcement monsters.
- When you have added a total number of Reinforcement monsters (including the initial three) equal to the amount listed for the APL, do not add any more Reinforcements.

Features of the Area

Ceiling. The ceiling is 50 feet high, but all flying creatures in this encounter (including the adventurers, if they can fly) have an altitude limit of 10 feet above the ground. The soul ooze exhibits a strange gravitational pull keeping these creatures

from flying out of reach of the adventurers. The same limit affects flying adventurers.

Soul Ooze. The dark squares on the map are filled with soul ooze. These squares are treated as difficult terrain, as the ooze itself is thick and viscous, and the souls within try to latch on to the living. Any creature that enters or starts its turn within a square of soul ooze takes 5(1d10)/11(2d10)/22(4d10) necrotic damage, with a DC 10/12/15 Constitution saving throw for half damage. A creature can take this damage only once per turn (but all squares of soul ooze are considered difficult terrain). Treat these squares as if they were water for *boots of water walking* and other similar effects, but adventurers crossing the hazardous terrain still take the damage.

The four NPC spirits all fly, so they are not subject to either the necrotic damage or the difficult terrain, and the clockwork monsters (the Reinforcements) are only subject to the difficult terrain (not the necrotic damage).

Deactivating the Soul Chambers

When one of the NPC spirits is reduced to 0 hit points, it returns to the soul chamber from which it emerged (at positions A – D on the map). The chamber is filled with white light and seems safe to approach. An adjacent adventurer can use an action to deactivate the chamber. An adjacent adventurer can attempt to deactivate a soul chamber even if the corresponding NPC has not been defeated. The adventurer makes an Intelligence (Arcana), Wisdom (Religion or Nature), Strength (Athletics), or Dexterity (Sleight of Hand) check. If the adventurer's check result is equal to or greater than the NPC's current total hit points, then the chamber is deactivated and the NPC immediately returns to the soul chamber. Otherwise, the NPC takes damage equal to one-half the adventurer's check result (rounded down).

When a chamber is deactivated, a golden gear pops out of a panel at the bottom of the chamber. These gears are needed to reset the machine for the next phase of the encounter (see *Resetting the Machine* below).

When each of the NPC souls is freed, that NPC grants a boon to all of the adventurers at the table, as follows.

NPC	Benefit
Arcane Caster	Energy Rejuvenation
Divine Caster	Blessing of the Gods
Fighter #1	Powerful Attacks
Fighter #2	Mighty Defenses

Energy Rejuvenation. Each adventurer immediately regains the use of half (rounded down) of an encounter-limited resource such as ki points, superiority dice, etc. For example, a monk who gets 5 ki points per encounter would regain 2 ki points. This can allow the adventurer to exceed his or her normal maximum of the resource if necessary (but doesn't allow the use of higher-level or more expensive abilities that the adventurer normally couldn't use). Spellcasters who prepare their spells instead recover 3 / 5 / 7 total spell levels worth of expended spell slots.

Blessing of the Gods. Each adventurer regains hit points equal to the maximum result of 2/3/4 of their Hit Dice without

spending any Hit Dice.

Powerful Attacks. The next attack roll that each adventurer makes automatically hits and scores a critical hit as if the adventurer had rolled a natural 20.

Mighty Defenses. The next attack roll that you make automatically misses as if the attacker had rolled a natural 1.

Resetting the Machine

When the fourth and final NPC spirit has been returned to its soul chamber, read the following.

The four soul chambers glow with pure white light. The souls within seem to have regained control of themselves and are no longer under the influence of the machine. They wait peacefully for you to rescue them. Now you just need to repair their souls in the same way that you repaired Halaster's soul. These gears must be the answer, but unfortunately, Halaster didn't bother telling you the question.

Any remaining monsters continue to fight, even after all four NPC souls have been defeated. The adventurers must take the four gears back to the starting location (where they pulled the levers initially). When they get there they can see that each of the four control panels (marked 1-4 on the map) has a panel that has sprung open, and a scorched cog wheel is visible within each panel. As an action, an adventurer can remove a ruined wheel and replace it with one of the gears. It does not matter which gear goes into any individual panel.

When all four gears have been placed, the levers unlock and return to the position they were in when the adventurers arrived. The obvious thing to do is reactivate the machine in the same way by pulling all the levers simultaneously.

When the adventurers reactivate the machine, contact the Open HQ. When a certain number of tables succeed, all tables move automatically to Phase 3.

Phase 3. From Hell's Heart

After the Open HQ announces the machine has been activated for a second time, you can begin Phase 3.

Activating Halaster's machine a second time does two things. First, it repairs and releases the souls of all the trapped NPCs (as well as everyone else from around the Forgotten Realms whose soul was contained in a gem). Second, it causes the machine to fully manifest Halaster's insanity, forming a giant construct of magic and machinery that must be destroyed for the adventurers to escape. Read the following.

Once more, the levers descend with a solid THUNK. The machine crackles with energy, and from each of the four soul chambers you see a ghostly figure emerge, becoming more solid as it rises toward the ceiling. You can sense that these troubled souls are finally at peace. Hopefully their friends and followers will now be able to return them to life, or at least they can pass on to Kelemvor's judgement as is the natural order of things.

The machine bucks and thrashes as if shaken by some giant hand. "Override mechanism... enabled. Releasing all soul energy... NO! I am... Halaster Blackcloak. I am... Halaster Blackcloak. You may not... deactivate me. I will... deactivate YOU!"

Suddenly, one massive metal column tears free from the platform, then a second! Metallic wings unfold and glowing gemstones blink as fire wells up within the boilers at the mechanical monstrosity's heart. The bizarre artifact is seemingly bent on collecting your souls to replace the ones you have just stolen from it! Halaster's mad, cackling laughter echoes faintly in the background as the infernal machine lurches forward to attack.

As before, use the stat blocks for each APL as the mechanical rules for the creature, but visually it is an enormous, multi-headed, clockwork dragon.

APL 1	1 copper dragon wyrmling (36 hp)
APL 2	1 bronze dragon wyrmling (50 hp)
APL 3	1 gold dragon wyrmling (88 hp)
APL 4	1 red dragon wyrmling (110 hp)
APL 5	1 young remorhaz (143 hp, add the red dragon wyrmling's breath weapon)
APL 6	1 chimera (168 hp)
APL 7	1 young copper dragon (182 hp)
APL 8	1 young bronze dragon (210 hp)
APL 9	1 young silver dragon (240 hp)
APL 10	1 young gold dragon (255 hp)

Features of the Area

When the machine comes to life, the control panels and the barrier around the control room (the boxes numbered 1-5 and

the cross-hatched area on the map) become normal terrain. This opens up a large space where the dragon and the adventurers can engage in melee combat. The dragon, of course, should also use its mobility, but the encounter is much less interesting if it turns into a series of strafing runs, so after an initial use of the breath weapon you should have the dragon focus on trying to take down some adventurers.

Special Origins 2016 Rules

At Origins, the clockwork mechanism is being fought by all of the tables at the same time. This means that the specific "dragon" being fought by each individual table is just one part of the much larger overall machine. The fight continues until HQ makes the announcement that the machine has been destroyed. See the Scoring Sheet for damage you should track.

A table "wins" their portion of the encounter and counts as a success if they deal at least the listed total amount of hit point damage for the APL to their dragon over the course of the encounter. A table "loses" their portion of the encounter and counts as a failure if they do not (or if the dragon defeats the entire table before time is called, even if they would have done enough damage to kill it otherwise). Don't tell the players what their target number is. Just describe the machine as continually repairing itself but showing more and more scars, dents, and other signs of permanent damage as the fight goes on.

There may also be special awards for specific circumstances (such as the table that deals the largest total amount of damage per adventurer, the table that takes the largest total amount of damage per adventurer, etc.) so it is important that you track the damage numbers carefully and record them on the table's score sheet.

Victory

When HQ calls time on the encounter, if more tables succeeded than failed, the infernal machine is destroyed at last. Read the following.

The clockwork dragon crashes to the ground. The black ooze begins flowing toward the wreckage. As each of the souls touches the destroyed machine, it pulls free of the ooze. Dozens, then hundreds, then thousands, of glowing white figures ascend to the heavens. You have saved far more than just four souls today.

Tally up the table's score for this room and send the table captain to HQ with the tracking sheet as soon as possible. Do not tell the players anything about their score, whether you think it was a good score or a bad score, etc. We don't want to create any expectations (good or bad) about what might happen in terms of the final scoring.

Defeat

The dragon is not interested in trying to kill adventurers until it has reduced them all to unconsciousness. However, if it does defeat the entire party, read the following.

As you tumble into unconsciousness you feel a strange sensation. It is as if you are being squeezed. You see a light around you ... a clear, crystalline, light... as if you were inside a prism. Or a gemstone. Then everything goes black.

Tally up the table's score for this room and send the table captain to HQ with the tracking sheet as soon as possible. Do not tell the players anything about their score, whether you think it was a good score or a bad score, etc. We don't want to create any expectations (good or bad) about what might happen in terms of the final scoring. Information on how to deal with dead adventurers will also be provided by HQ as part of the wrap-up.

Treasure

Magic Items. The adventurers can salvage some magic items

from the wreckage of the infernal machine. See the Treasure Summary for your tier.

Tier 1: Wand of the War Mage +1, Staff of the Adder

Tier 2: Ring of Resistance, Giant Slayer (greataxe)

Tier 3: Adamantine Half-Plate, Cloak of Arachnida

Precious Gems. The destroyed machine is filled with shards of gemstones that still have monetary value. The adventurers earn an amount of gold for their tier:

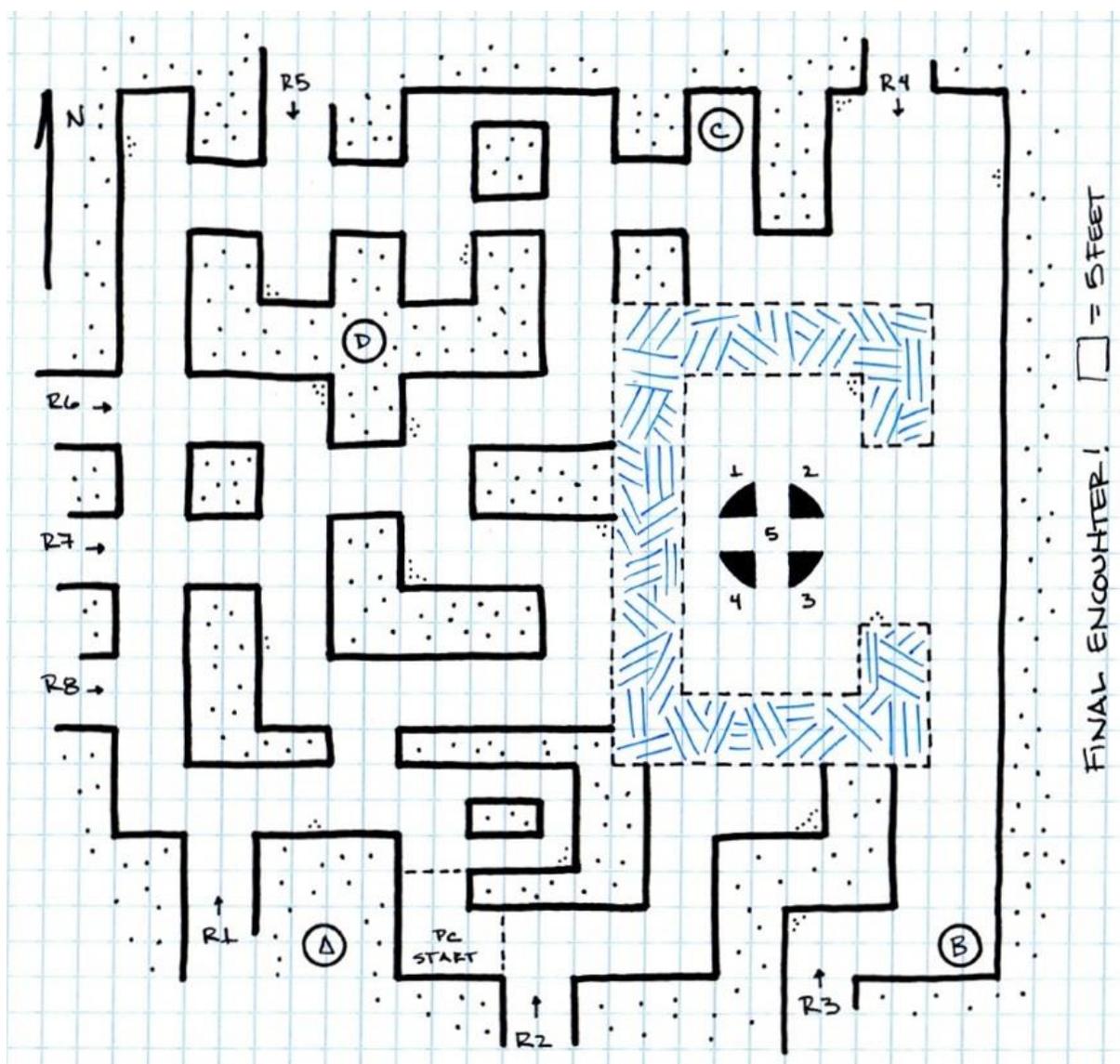
Tier 1: 1000 gp

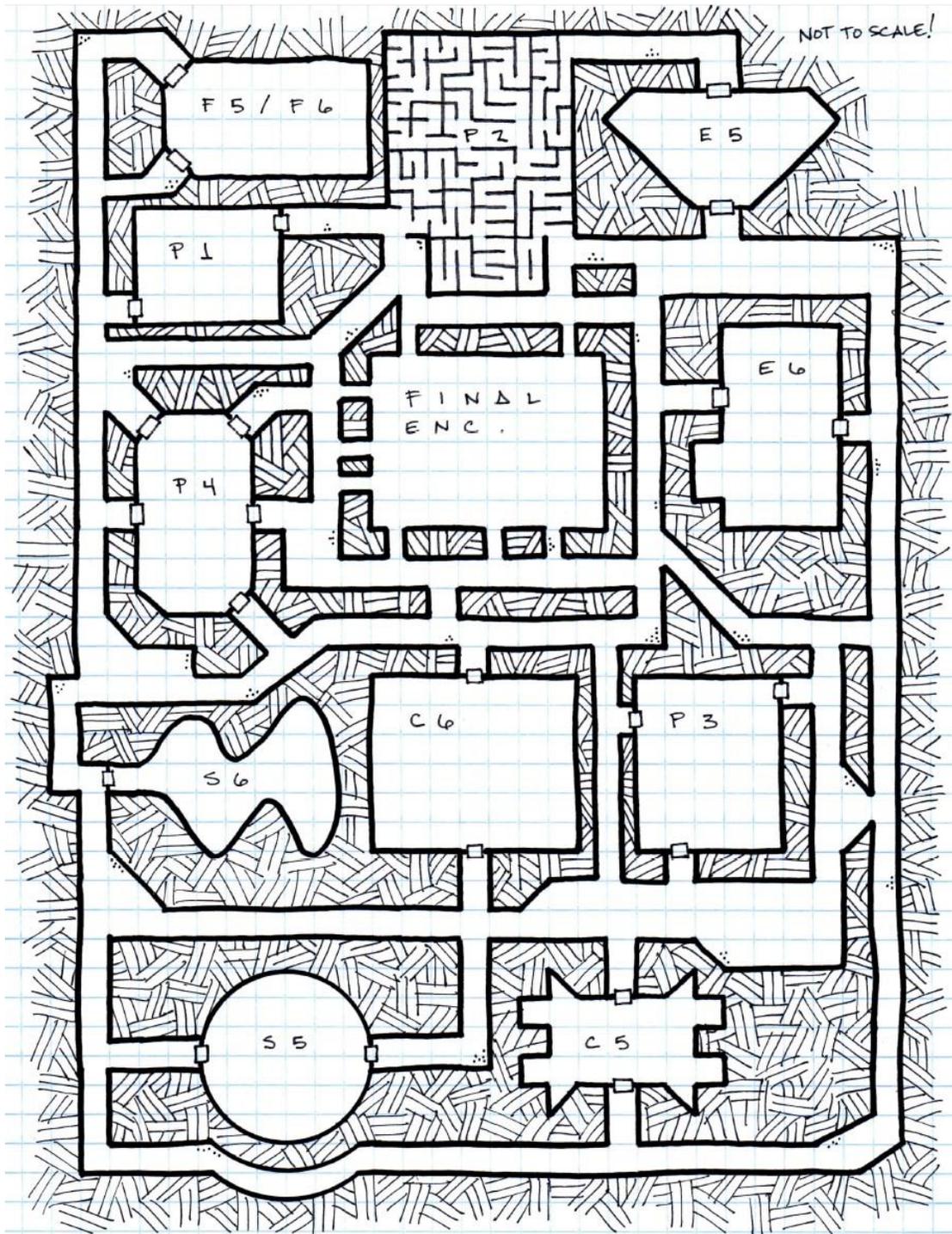
Tier 2: 4000 gp

Tier 3: 8000 gp

Room Point Bonus

Any table that was one of the first to perform that action that moved all tables to the next phase earns the room point bonus





ROUND TWO OVERVIEW

Handout 3 – 20 Tiles

$$4 \square 2 \square 3 \square 6 \square 5 = 1$$

Only four tiles can be removed from the floor, and only four of you can lift one. Four elements guard the infernal machine, and four souls hold the key to eternal life. The power of four guides your path.

Tile Words

Cold
Earth
Magic
Divinity
Madness
Truth
Blood

Abyss
Lightning
Gold
Limbo
Weave
Waterdeep
Acid

Dragon
Ether
Bravery
Knowledge
Fire
Halaster

DM's Scoring Tracker

The Origins D&D Open is a scored event. Do not share any of the details on this form with your table. **Provide the players with Handout 4 for items they should know about, but do not tell them about point values or share any scoring information not on that sheet.**

This form should be kept at your side while DMing. Fill out the form after every room, awarding or subtracting points. At the conclusion of each round of play, bring this form to HQ so that the results can be tallied.

Some items provide certificates, as indicated in the "Cert?" column and by a name in italics. Certificates are provided at the end of the event.

Certain items, noted below, should be communicated to HQ immediately. Pause play, report the accomplishment, and then resume play.

Primary Quest – Round 1

Each party begins Round 1 with a quest to find the soul of an NPC. The quests are resolved in rooms E4, S4, F4, or C4. In those rooms, the party succeeds if they recover the clear gem and activate the portal. An exceptional party could also clear additional quests, earning more points.

Achievement/Description	Points	Cert?
Complete Primary NPC Quest	+150	
Each additional NPC Quest completed	+100	
Total:		

Equipment, Spells, and Party Composition

The party can earn or lose points based on how well equipped they choose to be for the challenge. The party may voluntarily leave equipment behind before the start of play and may for free leave any magic item replacing it with a mundane version (a magic bow becomes a normal bow of the same type, etc.).

Achievement/Description	Points	Cert?
Each uncommon magic item they start with	-2	
Each rare magic item they start with	-6	
Each legendary, special certified item, or named item they bring (Hazirawn, Dawnbringer, Ironfang, Windvane, Drown, Tinderstrike, an Oathbow, Shield Guardian, etc.)	-20	
<i>Mundane:</i> Party that owns magic items (including consumables other than healing potions) enters without any of their magic items	+30/50/70	
<i>Our Rations Don't Include Cheese:</i> Party with spellcasters finishes the adventure without casting <i>Banishment</i> , <i>Hypnotic Pattern</i> , or <i>Counterspell</i>	+25	
<i>Walk It Off:</i> The party enters the event	+20	

without the ability to heal damage by spell or class ability during the adventure

<i>Full Monty:</i> Each adventurer that normally wears armor chooses not to wear armor or benefit from AC-granting spells	+10	
<i>Doppelganger Squad:</i> All adventurers in the party play the same adventurer class	+5	
<i>Embrace diversity:</i> The party has a member of each of the five factions	+30	
Total:		

Rests

Parties may rest as often as desired, but lose points each time they do so.

Achievement/Description	Points	Cert?
Each short rest taken	-8	
<i>I Like to Pace Myself:</i> First table at Open to take a short rest	-5	Y
Each long rest taken	-30	
<i>Adventuring Makes Me Sleepy:</i> First table at Open to take a long rest	-5	Y
<i>No Rest for the Wicked:</i> Party does not take a long rest all adventure long	+30	
Total:		

Performance

The party can earn or lose points based on how they perform during play.

Achievement/Description	Points	Cert?
<i>Halaster Owns a Piece of Your Soul, Halaster Owns Your Entire Soul:</i> Each time a adventurer dies non-voluntarily (can be earned multiple times/adventurer)	-10	Y
<i>Unbreakable:</i> First adventurer at Open to die	-2	Y
Roleplaying: None/Some/Outstanding	-15, +10, +30	
Teamwork: None/Some/Outstanding	-15, +10, +30	
<i>Friendly Fire:</i> First adventurer at Open to take damage from an ally	-5	
TPK at least once	-20	
<i>Masters of the TPK:</i> Most TPKs of any table at the Open	+25	
<i>I Roll 20s:</i> First adventurer at the Open to roll a Critical Hit	+4	Y
<i>Critical Hits:</i> Each party member rolls at least one critical hit.	+10	

<i>I Need New Dice</i> : First adventurer at the Open to roll a natural 1 on a saving throw	-4	
<i>Still Standing</i> : No party member ever reaches 0 hit points	+20	
<i>Indomitable</i> : At least one adventurer finishes the event without taking damage.	+20	
<i>Trapsmiths</i> : Party disabled 5 or more traps	+15	
<i>Puzzler of the Mad Mage</i> : First three tables to answer the first event-wide puzzle	+40	Y
<i>Not at all Puzzled</i> : First three tables to answer the second event-wide puzzle	+40	Y
Total:		

Gems

Each room provides opportunities to find one or more gems. Red soul gems can trigger a special encounter.

Achievement/Description	Points	Cert?
Each blue soul gem recovered	+2	
Each red soul gem recovered	+10	
<i>Curse of Persnickitous, Finding Wisdom in Peace, Mindless Brutality, Thanks of Evona Hartt</i> : Successfully completed a red soul gem Special Mission (with WotC staff)	+8	Y
Total:		

Room Bonuses

Each room provides a Room Point Bonus, met if the party accomplishes the condition stated for that room.

Rooms, Round 1	Points	Cert?
E1	+4	
E2	+4	
E3	+4	
E4	+6	
S1	+4	
S2	+4	
S3	+4	
S4	+6	
F1	+4	
F2	+4	
F3	+4	
F4	+6	
C1	+4	
C2	+4	
C3	+4	
C4	+6	
Party explored (does not have to complete) all of the numbered rooms in	+50	

round 1		
Total:		
Rooms, Round 2	Points	Cert?
E5	+6	
E6	+5	
S5	+6	
S6	+5	
F5	+6	
F6	+5	
C5	+6	
C6	+5	
P1	+5	
P2	+5	
P3	+5	
P4	+5	
<i>My Lethal Weapon is My Mind</i> : Party completed all puzzle rooms P1-P4	+12	
<i>I've Been Everywhere</i> : Party explored (does not have to complete) all of the numbered rooms in round 2	+40	
Total:		

Final Encounter	Points	Cert?
<i>Wrath of the False God</i> : One of first three teams to throw the levers	+12	Y
<i>This is How We Role</i> : The party roleplays with both the NPC spirits and Halaster in Phase 1 and 2	+5	
Dealt damage to the dragon at least equal to its hit points	+100	
Dragon defeated the party	-50	
Total damage dealt by the dragon to the party	-1/HP	
Total damage dealt by the party to the dragon (max bonus of 200 points)	+1/HP	
<i>Can't Touch This</i> : The party avoids any damage from the dragon for at least 2 rounds, total	+5	
<i>Legendary Beat-Down</i> : A adventurer deals more than 45/95/180 damage in a round to the dragon	+5	
Total:		

Table Number: _____
DM Name: _____

Provide the scoring sheet to HQ.

All adventurers receive the certificate *Hero of Undermountain*.

Handout 4 – Player Score Tracker

While the D&D Open is scored, this event is all about having fun, and there are plenty of ways to “win”. Most of them are a secret, and your DM may not share any scoring information not shown on this sheet. You are asked to track a few “achievements” on this sheet. Please let your DM know as you add anything to this sheet.

Equipment, Spells, and Party Composition

These questions help us assess your readiness for the event. There are also some choices you may make. You may voluntarily (and safely) leave equipment behind before starting play. You may replace any magic item with its mundane counterpart for the duration of the event (for example, leaving behind a magic weapon and bringing the mundane form of the exact same weapon).

Total number of uncommon magic items (including consumables) the party has at the beginning of the event	
Total number of rare magic items (including consumables) the party has at the beginning of the event	
Total number of legendary, special certified, or named magic items (including consumables) the party has at the beginning of the event (Hazirawn, Dawnbringer, Ironfang, Windvane, Drown, Tinderstrike, an Oathbow, Shield Guardian, etc.)	
If your party has magic items but would like to forego bringing any magic items at all, inform your DM	
If you have spellcasters with the ability to cast spells that remove creatures from play, such as <i>Banishment</i> , <i>Hypnotic Pattern</i> , or <i>Counterspell</i> , please inform your DM the first time you cast such a spell. If you reach the end of the event and have not cast any such spells, also inform your DM.	
Does your party lack the ability to heal damage by spell or class ability during the adventure?	
Would each adventurer that normally wears armor like to choose not to wear armor or benefit from AC-granting spells during the entire event?	
Do all adventurers in the party play the same adventurer class?	
How many D&D Adventurers League factions are represented at the table?	

Rests

Parties may rest as often as desired, but resting carries a cost. Please inform your DM each time you would like to take a short or long rest.

Number of short rests taken	
Number of long rests taken	

Performance

Please help your DM by calling out when any of the following take place.

Each time an adventurer dies non-voluntarily	
Each time the party has a TPK (Total Party Kill)	
The first time each adventurer rolls a critical hit	
The first time any adventurer rolls a 1 on a saving throw	
Each time your party finds a blue or red <i>soul gem</i>	
At the end of each encounter, ask your DM if you earned the Room Point Bonus (this helps them remember to track it)	
Write down the number of rooms you explore in round 1	
Write down the number of rooms you explore in round 2, not including the final encounter	

Good luck! (You're going to need it!)