

THE GREAT TRIAL

CHALLENGE YOUR PLAYERS IN A DUNGEON TO MAKE ACERERAK ENVOIOUS!

By CHRISTIAN ZEUCH



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[The Homebrewery](#) for this amazing layout generator tool!

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ABOUT THE AUTHOR

My name is Christian Zeuch and I first came across RPG in 1999, more specifically AD&D. I played all "next" versions since then: 3.0, 3.5, 4e and lastly, 5e, which is my favorite after 4e. I started as a player and it took me some years to start showing interest in DMing. I first started an official campaign in 2009, back when 4e was in place. Good times. Then 5e came, and after a few months, my group and I tested it and never looked back. Some of the members of my group are part of it since that very same year: 1999, myself included.

Since then, I've been writing content and I love doing so. This is my first attempt at dmsguild.com but more will come. Just some quick previews, there are two campaigns that I started writting and although I didn't finish them yet, I'll get there. One if about how Cyric tricked the Demon Lords and managed the impossible: made them collaborate for a very short time, enough to take Avernus and infect some spots in the Material Plane. The campaign is called "Apocalypse Now" and the first adventure is ready (not published yet), with a guide to create your own Demonic Infestation. The second campaign is set in Chessenta - Forgotten Realms - a nation taken by a totalitarian government under the rule of a tyrant called Shala Karanok. In this campaign, weapons - and as a consequence armors and shields - are forbidden, so is arcane magic. The group will be mentored to start a silent rebellion which will be cultivated until it reaches enough power to actually start hurting the Government, ending in a war-scale conflict. That's "Chessenta's Tiranny" and I'm about ~120 pages from Docs.

I hope you like what you see here, and if you don't, feel free to provide feedback. Also if you're interested in my work, follow me on Twitter. That's enough about me! See you around and thanks for the preference and trust!

CZ

www.wistedt.net for the inspiration on traps!
(@PathsPeculiar on Twitter)

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INTRODUCTION

This DUNGEONS & DRAGONS 5e adventure is intended to provide a challenging dungeon crawl to your players, and is inspired by similar modules such as *Tomb of Horrors* and *Grimtooth*. The dungeon is located deep within a mountain, and will require your players to overcome thoughtful puzzles, deadly traps and fearsome creatures. The Great Trial is completely world independent and intended to be slotted into your existing campaign world, or run as a one-shot dungeon adventure.

RUNNING THE ADVENTURE

The adventure is meant for four to six players 7th-level players, advancing to level 10. You will need the *Player's Handbook* (PHB), the *Monster Manual* (MM), the *Dungeon Master's Guide* (DMG), *Volo Guide to Monsters* (VGtM) and the *Mordenkainen Tome of Foes* (MTF) to run this adventure. The encounters will mention the enemies and the page where they can be found in the MM. So, a **shield guardian** can be found in MM's page 271. Any difference or customization in the monster's statistics will be mentioned in the encounter information. Similarly, magic items mentioned here can be found in the DMG.

ADJUSTING DIFFICULTY

This adventure is supposed to be hard. However, you can change this by using the [Kobold Fight Club](#). This website uses the rules and calculations from the DMG and will greatly help you to tune the adventure to your taste and players' experiences. For instance, an encounter with a **shield guardian** for 4 players at level 7 is an Easy difficulty challenge. For 6 players, 2 **shield guardians** are a Medium challenge. So you may want to use only 2 of them instead of one if you have more players. Do not go lightly on the group. Be fair, but severe and serious. If they die, they'll come back at the end of the adventure anyways. Besides, a 7th-level group should have access to spells like *revivify* and *raise dead*.

LINGERING INJURIES

I strongly recommend using the "*Injuries*" rule (DMG 272) in this adventure. Besides what's explained in the rules, if a PC falls into a trap (meaning they fail the test), there's a 25% chance that it'll get one injury, which you can manually define based on the type of trap. Falling can break your foot, so the PC will limp reducing its movement by half until it gets magically healed. Being perforated by spikes can cause bleeding, making you lose 1d4 hit points (hp) until you get magically healed. You get the idea. If not, you can get some in the Additional Content text file, which comes with this adventure.

BACKGROUND

A powerful elf wizard, who also happens to be an artificer and engineer, called Aenor Gleenwith, has been around for far too long and things were starting to get boring. The experienced mage spent nights and nights thinking on what to do. Looking back, he hadn't achieved great deeds. His experience and power came step by step over the centuries while executing minor achievements. Someday, an idea surfaced. Many times he heard about the legendary Tomb of Horror from Acererak. Too coward to check it out, he set out to find survivors and understand how the experience was and how the tomb works.

After a couple of years, he found out that the dungeon is indeed ridiculously deadly. The dungeon is meant to kill without any kind of mercy or shame and only the smartest can survive it. However, he learned that the constant danger and countless secret doors make the dungeon quite a stressful and annoying experience. He then decided that he would spend his time and massive fortune to create his very own dungeon with the intention of challenging adventurers, making history alongside Acererak. He often heard stories of brave heroes that went into dungeons and came out alive and well from them. No more. His dungeon would be the ultimate trial for this kind of person. Since he always admired the Mad Mage Halaster from *Forgotten Realms* and his masterpiece *The Undermountain*, he also decided to give one level from his dungeon a try.

His first step was designing the dungeon, blueprints, traps, and so on. This took him two years to find the perfect balance. He then hired workers to dig the tunnels and build the core of the dungeon: rooms, corridors, doors, etc. He helped them and managed the whole construction. This took two decades. Once that was done, he personally worked on each trap as they were his children. This took many more years until it finally got ready.

Finally, he had to fill the dungeon with some "life" to give the heroes bits of action too. He went for constructs and undead, which would be easier to maintain. Not for the "Halaster" level, though. That one was a whole different story. That level alone took him a decade to finish, but the only way he could achieve it was through a demi-plane as the last level the adventurers would face before triumphing. And so it was born, after more than four decades: *The Great Trial*.

The dungeon was ready, but it needed to be tested. It was designed in a different way than other dungeons. Usually adventurers go to a dungeon preparing for the worst. They're often part of a group that has been working together for a while. So, he first wanted to test with a similar group, with a slight difference. He would lure the group to a quiet place and kidnap them using his powers and spells to drop them and swiftly apply a strong drug to make sure they remain unconscious. He then teleports the sleepy heroes to the dungeon and sets them up in the starting point: the dungeon contains six rooms with different challenges they need to surpass in order to meet at a common room. The results were not as expected as some groups managed to leave the place too easily. He adjusted considering what the group tried

since he would scry their progress. Aenor also ran some tests kidnapping adventurers that were climbing the stairs of fame and power, but that wasn't there just yet. After each attempt, he made his dungeon better.

Aenor always meets the survivors at the end and explains the situation to them, offering to revive any fallen ally and restore any harm done during the trial, like a lost limb, for instance. He also asks for feedback and offers the group a generous amount of gold. The old elf is still not satisfied with the results and hence, the trials must continue.

OVERVIEW

The Great Trial is a one-shot adventure that can be used as part of a campaign or as a one-shot. It's supposed to be run in about 10 to 14 hours, but it really depends on the pacing of your group. The first part of the adventure will involve a brief individual introduction to the dungeon. Whether or not the group knew each other, they'll wake up separated. My recommendation is that you do this first part via a text app (e.g. Telegram, WhatsApp, etc) until they meet. Or you could meet and do each part separated with each PC, while the rest of the group talks about life or phubs a bit. You could reserve the first session (or part of it) specifically to run this quick introduction. Once everyone gets out of their starting room, gather your group and start the adventure. Feel free to use a similar hook for individual PCs they don't know each other yet. Aenor doesn't mind getting his heroes from different places, so that's not an issue.

Using the Milestone approach, the group will level up at the end of each dungeon level, if they succeed. Those that don't survive can level up at a later point (e.g. next session).



ADVENTURE HOOKS

The examples below are just guidelines. Feel free to come up with your own hooks. In general, Aenor will trick the PC/party into a job and kidnap them. He prepares better if he needs to kidnap a whole group. If it's only a single person, he doesn't worry that much. After all, he's a powerful wizard with hundreds of years of experience. Once the target(s) bite(s) the hook, he attacks them with the objective of dropping them unconscious, not killing them. After all, he needs his test subjects. He also gets creative at times doing funnier stuff (see *Adventure Hooks*). He also has *foresight* and *stoneskin* cast on him to be on the safe side.

Aenor is a thin high elf of blonde hair, a face that shows his age (for an elf) and usually dressed with his default *robe of the archmagi*. He also carries his *staff of power* all the time, aside from specific situations (see below) where he hides a small wand in his sleeve. His stats are located in the Appendix.

WANTED: PRIVATE BOUNTY

At some point, in some city, the PC/group sees a wanted post that says:

Wanted alive: Miss Teeny "Hot" Threel; / Interested in this private bounty, contact Mr Rhish at Eagle Street, house 5; / Bounty Amount: 1000gp

The house mentioned at the address is big and Aenor receives the candidate(s) in noble clothes, nothing magical on him. He asks the test subject(s) to come in so he can explain the request. He let the PC(s) go inside the house, which is usually the house of someone that lives alone so he can "borrow" the house from the owner for a few days, keeping the owner restrained and gagged. Once the inside the house, he casts *polymorph* aiming to turn the target into a snail. In case it's a group, he starts with a *Cone of Cold* cast as a 9th-level spell, causing 12d8 of cold damage. If there are still adventurers up, he casts another one, but this time as a 8th-level spell, causing 11d8. At this point, the group should be a bunch of frozen statues, which he'll teleport to the dungeon. If any PC tries to run or become invisible, he casts *time stop* from a scroll he has and handles the situation. For instance, casting a high level *sleep* spell on the runner.

LOST HEIRLOOM

Aenor spreads word and signs around a big city and smaller towns that he needs a group of adventurers to retrieve a precious item. The sign is very similar to the bounty above, but it says:

Lost Heirloom: Looking for Adventurers; / Interested in this job, contact Mr. Plythe at Kraken Street, house 18; / Reward: 2000gp

The execution of this plan is quite like the bounty one: lures PC/party inside, fights them to teleport the targets to the dungeon. If it's only a single PC, he can put it to sleep, drug it then teleports away. Against a group, he casts a 9th-level *cone of cold* and finalizes the group with *abi-dalzim's horrid wilting* if needed. He'll stabilize, drugging them and teleport away.

TREASURE AHEAD!

This one happens in a more traditional way. He's going to target heroes and adventurers in their most common habitat when not working: a tavern. Once he finds a suitable group, he'll send the prettiest servant girl to serve them the best wine (or beer for dwarves) with a message asking the group to join him at his table. Once there, read or paraphrase the following:

You sit at the table of this elf and you clearly see that he has been around for quite some time. He has blonde hair, some minor marks from time and dresses in noble clothes. He says: *"Nice to meet you, gentlemen! I'm Lithal Biggheart and I need your help. I noticed that you seem a capable bunch and you may be looking for service. Something that will make your purses fatter. I found a map about an old and mysterious treasure. I researched this place and found that it exists and the tales are true: mounds of gold and magical items lie beyond its walls. I'm an investor. My work is finding the right group and offering them work. So what do you think of 5000gp to go there with me and hunt this treasure? Are you in?!"*

He says that the dungeon is at the base of a mountain up north and that he'll meet the group with horses and carts at dawn, outside the city. Once they start the travel, Aenor attacks the group with the same spells listed above. Since he rides behind the group, in a cart, he can target all PCs with a 9th-level *cone of cold* and follow-up with any Area of Effect (AoE) spell to finish them off. Then he's going to drug and teleport them to the dungeon.

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NEURALYZER

Another alternative is to start with all players inside the dungeon. They don't remember how they got there. The reason is that Aenor used *modify memory* to erase the part where they were looking for a job and captured them. Using this approach, there won't be any fight with Aenor, but it's a quite simple way to start the adventure.

THE DUNGEON

The Great Trial was built at the base of a remote mountain close to a forest. In Faerûn, a good place for it could be in the Mountains of Copper, near the Great Wild Woods, in the Murghôm region, south of the Horselands, far in the East. It's almost at the end of the world for the Forgotten Realms setting. But that's up to you. If you prefer another, closer place, feel free to decide the best location for this infamous dungeon.

Even though the dungeon is not meant for adventurers to go inside by the front door, Aenor still invested in a nice facade. The entrance is composed of five gigantic pillars in a square format and the door is in the middle pillar. It's a huge double door made of stone, five feet thick. It's closed and only opens from the inside, so adventurers from the outside cannot go in. It's also magically protected so there's no way inside. The protection spells ward the entrance even from *dimension door* or *meld into stone* spells.

Aenor always keeps locks of hair from each PC to be able to scry them, although he uses that as a backup. His *scrying* spells can last for 4 hours instead of 10 minutes thanks to the magic crystals that are spread in the dungeon to light the rooms. So instead of scrying a PC, he'll scry his crystals. The spell also allows him to switch crystals at will for the duration. In short, Aenor can be aware of almost everything that's going on there during the trials. The exception is the "Halaster" level, where he has to scry the PCs from time to time. However, Zyx has a telepathic link with Aenor and can update him on the party's progress.

Since this is a tough challenge, Aenor won't mind players taking rests inside. There's no source of food or water though (the "Halaster" level is an exception), so they should be careful about taking too long to get the hell out. Take note of the time they spend. They can spend two days at the entry and labyrinth level with their waterskins, but after that, all water will be gone.

GENERAL FEATURES

Any PC with Passive Perception (PP) 17 or above, or any dwarf, will notice how "new" the place is: stones are still quite smooth, almost intact, no faded aspect, no web, no dust, etc. Most surfaces (floor, walls and ceiling) are pretty much the same, composed of gray stone slabs.

Unless noted, all doors are made of metal, 2 inches (5cm) thick, with reinforced hinges. They also contain built-in locks. Some doors are magically protected, if that's the case, it'll be described. Check the table below to see how to open locked doors without their appropriated keys:

Action	DC
Pick Lock	25
Forced Entry	30
Heat Metal + Forced Entry	20

Lightning occurs thanks to crystals that are built into the stone in the ceiling or walls. If can be picked off with some tool and a successful Strength ability check DC 15. They work as a torch, but the light is of a blueish color and it never goes dark. Like mentioned before, Aenor can spy on his test subjects through them as well. Lastly, no summon spell works in the dungeon.

The last level, however, the "Halaster" level, is quite different as it basically a semi-plane. The features there will be something entirely.

THE ENTRY LEVEL

This is the first level, where the group will wake up and be faced with many challenges. They'll need to find three items scattered throughout the level to be able to ascend to the next level.

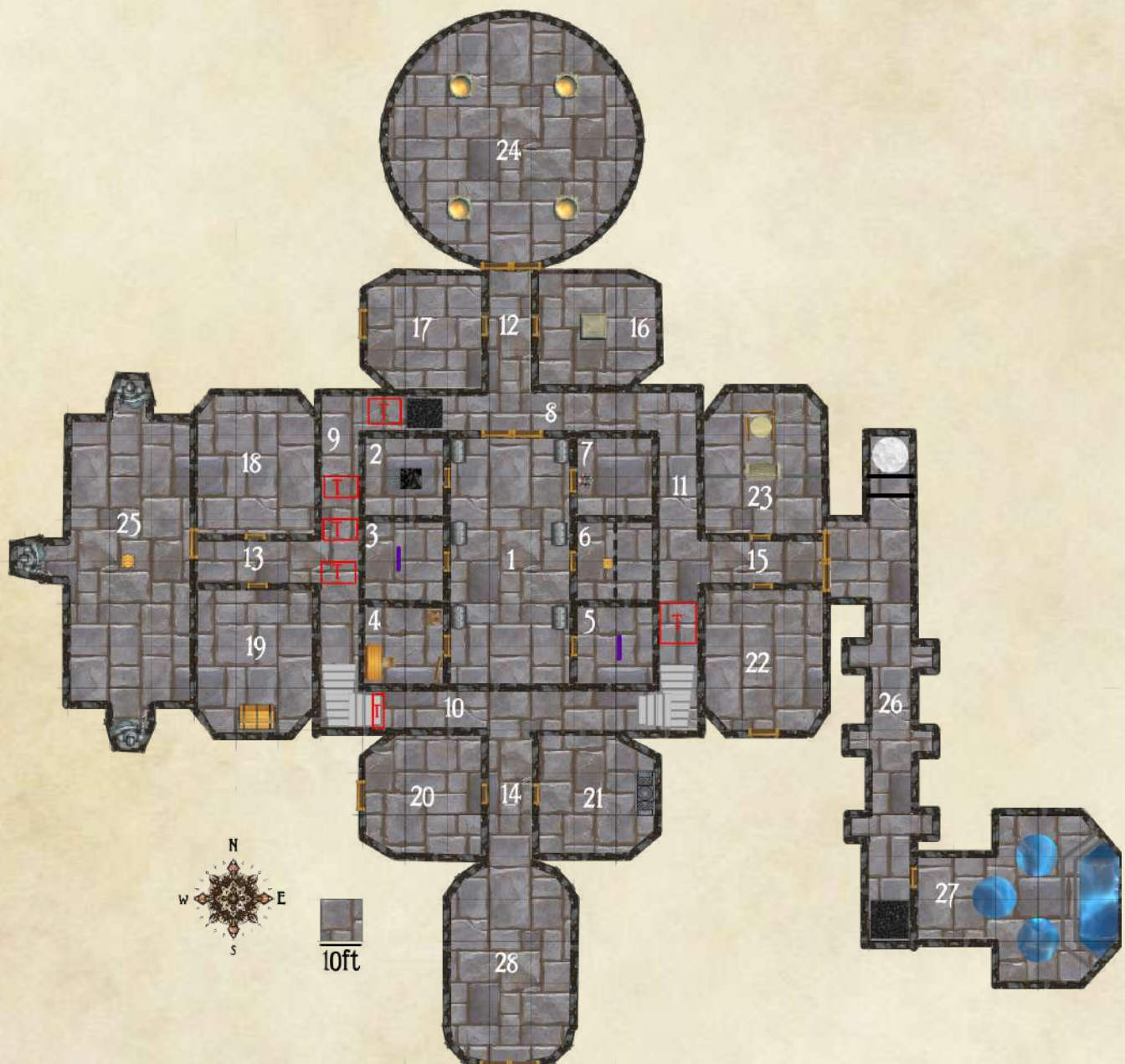
THE LABYRINTH LEVEL

In this level, Aenor built an exploration challenge. It's a labyrinth which will contain the classic fight at its center: a minotaur, but instead of flesh and blood, this one is a construct carefully crafted by the powerful mage.

THE "HALASTER" LEVEL

Aenor gave this name to this part of his masterpiece as a homage of the Mad Mage and his Undermountain. Aenor admires quite a lot since the work he has done with Undermountain is stunning. Aenor was there and explored a few levels. Since putting a whole ecosystem physically in his dungeon was quite hard, he went for a "pocket" dimension as last step for his trials. This level is composed by a tropical forest and some grassy plains along with some rocky hills. And the best? It's filled with hungry beasts: dinosaurs. If you're set in Faerûn, his inspiration for this could have come from Chult, for instance.

Those are the levels that compose The Great Trial dungeon. Aenor aims to have a deadly and challenging dungeon but also one that will provide an interesting experience for its survivors.





CHAPTER 1: THE ENTRY LEVEL

AREA 1: THE HUB

This room contains a double door made of a 2 inches (5cm) metal with reinforced hinges. It also has six other similar doors, but those are single and not double doors. All doors from this area are magically protected, not even a *knock* spell will open them. The double door contains 6 keyholes. The magical protection from it blocks the passage of tiny creatures like bugs or druids wild shaped in, say, spiders. Aenor knows the type and doesn't want his dungeon to be abused like that. This area contains a light crystal. Each of the map tile here is 10x10ft.

The equipment - meaning clothes, weapons, armors, adventuring gear, spell focus - from each PC is inside a small metallic chest beside each of the six doors. The chests are also magically protected and can only be opened with the same key that opens the doors from Areas 2 to 7, respectively. To open the chest from the door that leads to Area 2, the key from Area 2 is needed, for instance. Each chest simulates a *bag of holding* (DMG p153).

To determine where each PC will start, roll 1d6+1 and the result will be the Area. A 3 on the d6 will result in Area 4 as starting point. All PCs will wake up in their underclothes.

In order to open the double door from this area, the group will need to use the keys obtained from their starting areas. If there are less than 6 PCs, Aenor already leaves the keys from the unused rooms in their appropriated keyholes.

Read or paraphrase the following once they wake up, following up with the description from their room.

You wake up with a blurred vision and feel that you wear no clothes. Whoever did this to you had the decency to leave you with your underwear. It doesn't take long after your vision recovers, realizing that you were clearly kidnapped and placed in some dungeon.

AREAS 2 TO 7: STARTING TRIALS

All these rooms are 20x20ft and unless noted, have the same features as the rest of the dungeon: stony floor, walls and ceiling. The ceiling is 20ft high. The doors were described in Area 1 and all of them have keyholes. These areas contain each a light crystal.

AREA 2: TRIAL OF WISDOM

You find yourself in a square room made of stone and you see a black metal door in front of you. On the ground is a 5ft hole and right before it, you see a gray metal plate with something written. It also contains a pair of bare footsteps engraved on it. Once you walk on the plate, you hear a "click" sound.

In the center of this room, there is a pitch-black 5ft hole in the floor. Between the hole and the wall that is opposite to the door, there is a metal plate on the floor with a pair of footsteps facing the door and a handwritten note in common that reads:

"The answer is at the bottom of your heart"

In order to pass this trial, the PC needs to stand over the footsteps, on the metal plate, and either stay there for 1 minute or walk on it, then leave the plate. In this case, after 5 minutes (or 1 minute staying on the plate), one of the blocks from the wall opposite to the door slides down, revealing a niche with a small hook, from which an iron key is hung. If the PC jumps, it falls for 50ft and passes through a tiny portal that drops it in the same room, taking 5d6 fall damage. The key is revealed after this.

AREA 3: TRIAL OF COURAGE

You find yourself in a square room made of stone and you see a black metal door in front of you. In the center of the room, you see a blue portal. The other side of the portal glows in a purple way. You enter through the blue side and arrive at a place with dry and brown ground, surrounded by pointy rocks. You stand under reddish and intimidating skies. The portal behind you is gone. Right beside you is a wooden sign with something written, and around it are scattered some items: an old sword, a rusty breastplate, a cracked helmet and a worn cape. Ahead of you, a huge purple glowing portal catches your eyes, but something else equally big is worth your attention: a red, ugly demon with fire instead of hair the size of the portal stands in front of it, branding its sword surrounded by lightning in one hand and its flaming whip in another.

This room contains a 10ft portal in the center. The side that faces the door is purple and the side that faces the wall is blue. The purple side is meant only to leave, and the blue side allows entry.

When the PC enters the portal via the blue side, it arrives at a small plane composed of arid lands, pointy rocks and a reddish sky. The PC can see a purple portal 200ft away, with a huge fiery demon guarding it with its flaming sword. There is no blue portal behind the PC, but there is a wooden sign that reads:

"The only certainty in life is death"

On the floor, beside the sign, there are the following items scattered around: a shortsword, a breastplate, a shield and a cape. If the PC decides to fight the demon, which is the illusion of a *balor* (MM p55), it fades away when the PC gets close and actually hits it. It also fades when the PC is about to get hit while fighting the illusion. If the PC tries to run through its space, the PC needs to pass a Dexterity saving throw DC 15 or take 4d8 fire damage. The PC can also try to sneak past the balor. Its Passive Perception is 18. Once the PC passes through the purple portal, it's going to the back to area 3, and the key will be revealed in the same way as in Area 2.

AREA 4: TRIAL OF LOGIC

You find yourself in a square room made of stone and you see a black metal door in front of you. On the right side of the door is a big mirror, with wooden supports, facing the northwest corner. You see in this room a wooden box, located

on the left side of the door, a table with a dead flower on it and a chair located on the west wall. Looking at the mirror you can see your reflection, the box, the table, the chair and the blue light that the crystal emits.

In this room, there is a mirror beside the door, and there are other objects like a box, a chair, a table with a dead flower on top. The reflection shows the box in the opposite corner, but the box is beside the door, so there is no way that the mirror could be reflecting it. In order to find the key, the PC needs to place the box in the southwest corner. Once that's done, the key is revealed in the same way as in Area 2 and 3. When the PC walks on the stone block in front of the mirror, explain that it was a pressure plate. From there, count 10 rounds and ask what the player will do. If it doesn't manage to solve this riddle in a minute, a necrotic gas fills the room dealing 3d8 damage. It dissolves after a minute, revealing the key.

AREA 5: TRIAL OF POWER

You find yourself in a square dungeon room and you see a stone statue that rests on a big block, a pedestal. The statues represent an elf with a fair face wearing robes and holding a metal staff with both his hands. The statue is around 8ft tall, with its pedestal, and seems to be blocking the door behind it.

This room contains an 8ft statue of Aenor holding a staff. The statue is made of stone and is set on a 2ft high cube base. The staff is made of steel and can be removed if the PC passes a Wisdom check (Perception) CD 15 or if its Passive Perception (PP) is 15+. The steel staff can be used to gain advantage on the test to remove the statue and clear the way to open the door. The key here is at its keyhole already. To move the statue, the PC needs to succeed in a Strength check DC 17. On the third failed attempt, the statue falls and releases a small fireball that fills the room with fire, dealing 5d6 fire damage to the PC. Once that happens, the PC can use the key to leave.

AREA 6: TRIAL OF ALTRUISM

You find yourself in a square room made of stone divided in half by thick iron bars. On the other side is a girl with red hair sitting on the floor hugging her legs with her head resting on her knees. On your side, you see a metal door and a table, which contains a small guillotine on top of it. The girls seem to be crying softly. When she notices you, she stands, and you can see her cute, gray face.

This room is divided by reinforced metal bars from north to south. They can't be forced. There is a small table with a small guillotine containing a 1-inch diameter hole in it. On the other side of the bars is a child. A small girl with white/gray skin. She's sitting on the floor hugging her legs with her head resting on her knees. She's mute and communicates only with her head and hands. After interacting with her a bit, the PC will notice that she's obviously sad and that she's missing the tip of her index



finger. She has the key in her pocket. She's a simulacrum created by Aenor to test the adventurers.

In order to have the girl deliver the key to the PC, it needs to cut its finger and give it to the girl. She'll take the finger, put it where hers is missing and then she'll give the key to the PC. Once that happens, describe the extreme pain of losing a finger but once the PC is out of this room, explain that the pain is gone and that its finger is back.

AREA 7: TRIAL OF CALMNESS

You find yourself in a square room made of stone and you see a black metal door in front of you. In the center of the room, you see a blue portal. The other side of the portal glows in a purple way. You enter through the blue side and arrive at a place with endless and featureless plains. The skies are dark and furious, with lightning raining down and thunder echoing all around you. There's a path made of earth and stone that leads to a purple portal further down the road. The blue portal is gone behind you and you stand beside a wooden sign with something written on it. Lightning strikes a foot away from you once you read the sign, making small stones fly in all directions.

In this room, there's a portal quite like the one from Area 3. When entering via the blue side, the PC gets to a semi-plane with dark skies, the storm raging. There's a road ahead and beside the PC, a wooden sign that reads:

"All will be well"

The portal behind the PC is gone but 200ft ahead, the PC can see a purple portal in the road's path. As soon as the PC comes into this place, lightning strikes the ground less than 5ft from his location.

Roll Initiative.

The storm has an Initiative count of 0. If the PC uses the Dash movement, it'll need to succeed in a Dexterity saving throw DC 19 or take 3d10 lightning damage. Success reduces the damage by half. If the PC just walks, without dashing, towards the portal, the lightning strikes anywhere around 5ft from him but doesn't harm him. Once the PC is out, it'll be back to Area 7 and the key will be revealed like in Area 2.

AREAS 8 TO 11: MAIN CORRIDORS

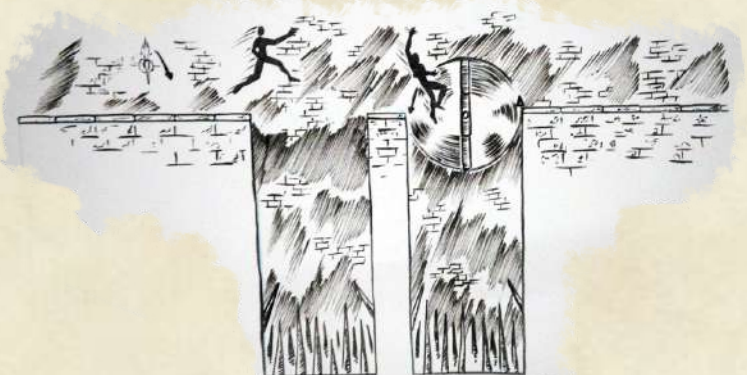
These corridors are passages that lead to the rooms that matter in this dungeon. They are trapped corridors meant to test the group's ability to deal with tough situations. Many of these traps are designed to trick adventurers into making mistakes and could be considered unfair. Aenor understands that; his purpose is to give a sense of despair to the group. The corridors are 10ft wide with a 20ft high ceiling and their features are default like described at the beginning. The blue crystals are spread every 40ft providing a mix of bright and dim light.

False floors hidden by stone slabs can only be noticed with a 10ft pole because of the hollow sound that they'll make. In terms of visual cues, there aren't any, so Perception is not a possibility.

AREA 8: NORTH CORRIDOR

Roughly 30ft before the corner leading to Area 9 is a 10ft wide x 50ft deep hole in the group with spikes at the bottom. The light provided by the crystals isn't enough to see the bottom. Dropping a torch inside the hole will reveal the spikes. Falling into the pit causes 5d6 fall damage and 3d10 piercing damage.

The natural course of action is to jump over the gap. After all, any PC with Strength 10 or more can do it without a test. However, the next 10ft tiles right after this pit are also a spiked pit, same as the first one. The difference is that the second one is covered by a thin stone slab that resembles solid ground. If the PC has more than Strength 15, it'll land on the farthest part of the slab which doesn't swing down. If the PC has less than Strength 15, it'll land in the closest part of the slab, which will swing down, making the PC fall in the pit unless it passes a Dexterity saving throw DC 17.



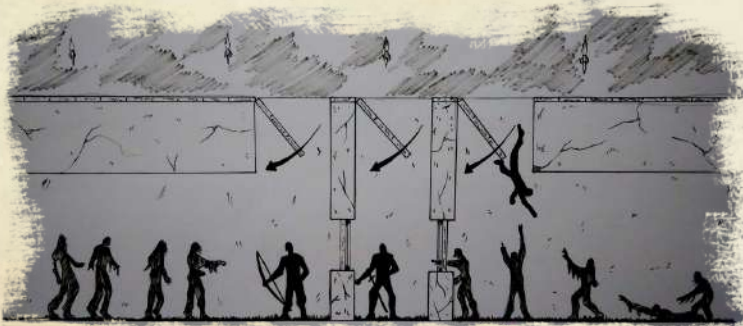
AREA 9: WEST CORRIDOR

Very close to the access to Area 13 is another trap. It consists of three 10ft wide x 5ft long stone slabs separated by 5ft of solid ground. On the walls, there are big arrows painted in yellow pointing to a small word that is written with a big space between the letters, positioned over the trap slabs. Any PC walking over them with PP 17 or more will notice that the sound of the steps is different than the rest of the corridors. The word spells "Gotcha" but each letter is from a different language: "G" is Common, "o" is Elvish, "t" is Dwarven, "c" is Draconic, "h" is Orc and the "a" is Infernal. Once the word is read out loud, the trap activates. Assume the group's marching order to know who fell in which pit.

The other 2 pits contain 4 skeletons. They attack the PCs from the first and last pits while the PC in the middle pit watches, basically helplessly. It could try to help somehow, but the grates are located 5ft high.

In a group of four adventurers, there are high chances that at least one PC will be safe, outside the pits if they walk in a line. However, to make sure that each pit will get a PC when the third PC walks on the first safe tile after the first trap, a 3 inches thick wall drops from the ceiling, blocking the passage from the 4th PC, giving time for the 1st PC activate the trap, having 3 out of 4 falling into it. Once the trap is activated, the wall goes back up.

The PC that didn't fall can try to help the group to get out. Right after the last pit there is a torch sconce. A single one. If pulled, it locks the stone slabs so the group can safely pass. It can also serve as a hook to tie a rope and get the group out of the pits if needed.



AREA 10: SOUTH CORRIDOR

At the end of Area 9 (and 11 too) some stone steps that form stairs that lead down, continuing to Area 10 for 20ft. Each step is around 15 inches (38cm) wide and 8 inches (20 cm) deep, but the last one is a thin stone slab. The PC that is leading the way will stick its foot in a hole that contains spikes that point down diagonally, taking 1d4 piercing damage. The spikes are located on both sides of the hole. The PC will also be restrained due to the stuck foot. If the PC tries to move its foot, it takes another 1d4 piercing damage. On the wall, inside this hole, there is a small metal plate that reads in very small letters:

"At least you'll still be alive."

Below this plate is a small button, like a ring bell. A Wisdom check (Perception) DC 17 reveals a thin, wide opening in the opposite wall, inside the spike cavity. If the button is pressed, a wide blade comes out from the opening and will cut the PCs foot, causing 15 slashing damage. Check the Lingering

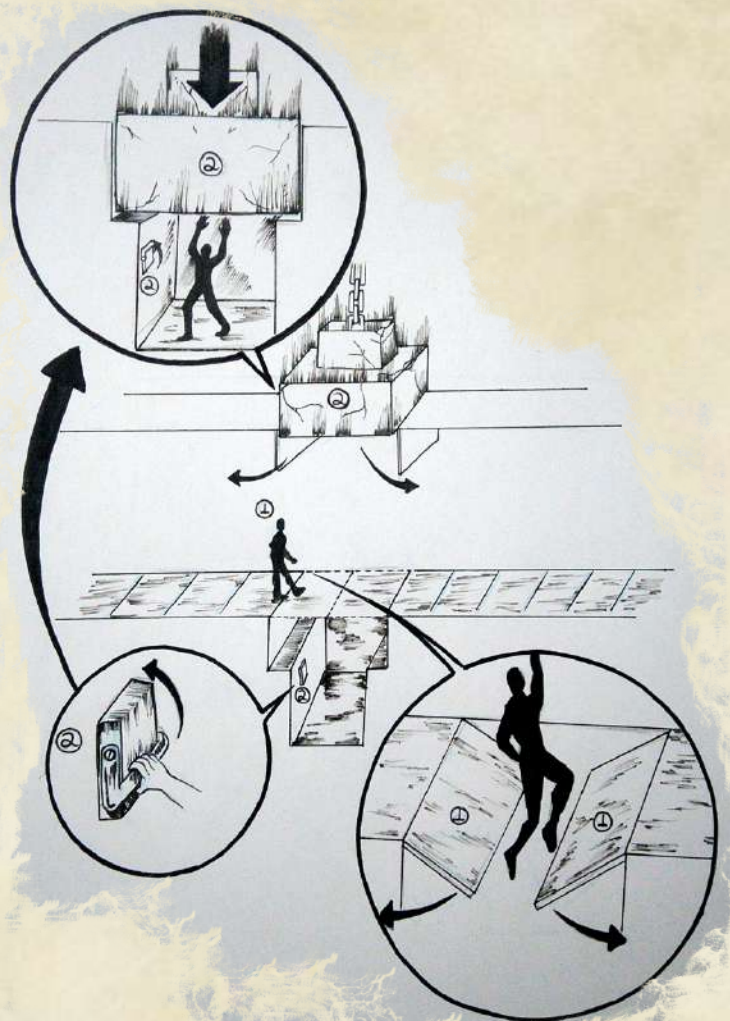
Injuries rules in the DMG to see the effects of a lost foot. The trap is only present in the stairs that come from Area 9.

AREA 11: EAST CORRIDOR

Before the corridor that leads further east, coming from the south, is located another trap: a 20ft deep pit that is narrower at the last 10ft, where it becomes around 5ft wide. On the wall that the PC will be facing, is a lever that reads:

"Pull me"

If pulled, the lever drops a 10ft cube made of pure stone, held by 2 metal chains. The block fits exactly in the first cavity that has 10ft, entombing the PC without much luck to get out. Spells are its best chance. Even if the PCs cut the chains, the stone block has already dropped. A tall and strong PC (Strength 18+) could move the block a few inches up with a Strength check DC 17, but that won't solve the problem. A Wisdom check (Perception) DC 17 reveals a small round hole in the center of the block. If the PC pulls the lever again, the stone block recedes to the ceiling. However, a dart will be expelled from the receding block, attacking the PC's AC with a +9 bonus, advantage and scoring a critical hit on an 18 to 20. The damage is 1d10 and the PC must pass a Constitution saving throw or take 3d12 poison damage. Success reduces the damage by half.



AREAS 12 TO 15: ACCESS CORRIDORS

These corridors aren't trapped. They simply lead to the side and main rooms. Each corridor has two side doors, both unlocked and made of smooth wood. The double doors at the end of each corridor are locked and made of reinforced metal and contain the same protection as the doors from Areas 1 to 7. The double doors can only be opened by the keys located in the side rooms. They have 2 keyholes. Light in these corridors come from a blue crystal placed in the ceiling between the wooden doors. The corridors are defended by weak creatures that are meant to give players a sense of power, but it's only a ruse to lower their guard as the main rooms will contain hard fights that will wear them down physically and mentally.

AREA 12

The double doors are guarded by a **stone defender** (MTF p126) and an **iron cobra** (MTF p125). They attack if the party gets 10ft from them. They always attack side-by-side so the stone defender can protect the cobra. The stone defender looks like a badass dwarf, wearing a full plate, closed helm and heavy gauntlets. You can read or paraphrase the below text when they get close to the creatures:

The black doors made of polished metal that almost reflect the blueish light which comes from the mysterious crystals are flanked by two statues. The left one represents a stony dwarf clad in full plate, closed helm and clenched fists in heavy gauntlets. The other one represents a big serpent the size of a man but made of black steel with golden details on the neck and body. The eyes seem made of amber gems. Once you get close to them, they come to life, moving in a truncated way towards you.

AREA 13

The corridor is guarded by a **helmed horror** (MM p183) that rounds the place going back and forth along the area. It attacks the group on sight.

You see a creature made of pure energy, glowing red from inside its adorned black plate. It wields a sharp and shiny longsword and wears a black shield with a demonic face painted in red. Its steps rumble on the stone, echoing through the corridor. As soon as the creature sees you, it positions its shield up, lifts its sword and walks in an accelerated pace in your direction.

AREA 14

In front of the double doors is an **oaken bolter** (MTF p126). It attacks as soon as the PCs set foot in this area. The whole corridor's ground is filled with ball bearings, so unless players don't move at half speed, they will probably fall. The creature focuses its attacks on targets that are standing.

At the end of the corridor, blocking your way to the black doors is a ballista with an oaken dragon face. The ballista seems alive and promptly starts to fire big bolts at you.

However, the ground is filled with hundreds of small spheres made of metal.

AREA 15

This corridor has 6 stone statues of vampires hugging the walls. There are 3 on each side, facing each other. These statues are actually **stone cursed** (MTF p240). They'll only attack when the group is "surrounded" by the 6 of them.

This corridor is plain aside from statues made of stone representing humanoid figures that look like vampires. They were sculpted with long hair, eyes closed, noble cloth, cloaks and their arms are crossed with their open palms touching their shoulders. There are three statues on each east and west wall. You walk down the aisle with a touch of discomfort while passing through, and your gut feeling was right: they open their eyes, stretch their claw hands eager to get a piece from you.

AREAS 16 TO 23: KEY ROOMS

All these rooms have the same layout: they're 35ft long, 20ft wide and 20ft high ceiling, but the last 5ft narrow down to 10ft with diagonal corners. As usual, there's a blue crystal that provides light in the room. These rooms will usually contain traps or puzzles, and each has a key. The keys from the side rooms open the doors to the central access rooms.

AREA 16: TEMPTATION

You walk into a big room with the now well-known blueish lightning. In the center of this room is a stone pedestal that is roughly 3ft tall. Resting on top of it is a small silver spyglass with golden rings around it. The object is attached through a thin chain to an iron key.

The key opens the left lock from area 24. Looking into the spyglass will reveal a blurred image of some runes on the wall, or ceiling, or ground, depending on the direction the PC is looking. There's a mechanism, a ring, that allows the PC to turn and supposedly adjusting the quality of what the PC is currently seeing. However, instead, once the PC turns the ring, a small metal spring released a thin, sharp blade an inch long that will strike the PC's eye, causing 8 piercing damage and rendering it blind from that eye.

AREA 17: MANNERS, PLEASE!

You see a big empty room. At the very end, there's a simple wooden door with a handle and no lock.

If the PC opens the door, it immediately closes with a strong force and a floating hand made of force materializes, doing one of the following actions. Roll a d4.

All that's needed for them to open the door is to knock. The door will open, 2 hands will appear and clap, and there will be a wall with a key hung on a small hook. If the group damages the door, the hand appears and punches the attacker each time.

**d4
result Action**

- 1 Punches the PC in the jaw, causing 1d4+2 bludgeoning damage
- 2 Shows the middle finger to the PC
- 3 Shows its thumbs down
- 4 Waves its index finger negatively

AREA 18: KEEP CALM AND RELAX

You walk into a big room with the now well-known blueish lightning. The walls and ceiling are filled with small, round holes. In the center of the room is a lever with a 3ft iron handle, in a 90° position. Once you get close to the center, you hear the heavy sound of gears slowly starting.

In real life, start a counter via any device (hourglass, phone, etc), and describe the sound of the gears getting faster and faster. Mark 2 minutes in real life. If the PCs don't do anything, a stone block in the west wall slides down revealing a key, much like in Area 2. If the PCs pull the lever, they activate the trap. The darts attack with a +5 bonus and deal 1d4 piercing damage. There are 20 darts in total. Assume that each PC gets an equal amount of attacks: if there are 4 PCs, each get attacked by 5 darts. If there are 6, each gets attacked by 3 darts. Even after pulling the lever, they still need to wait for the 2-minute mark in order to get access to the key, which comes up in a similar fashion to Area 2.

AREA 19: CLASSIC

This room is empty aside from a big iron chest which has a built-in lock with a key in its keyhole. Once you get close, its lid opens revealing spikes around the lid's border and a set of thick chains that resemble a tentacle.

The chest is a construct that simulates a **mimic** (MM p220). In terms of stats, they're pretty much the same, but this version has tremorsense 60ft, AC 15, maximum HP, immunity to poison and psychic rather than acid.

AREA 20: JUST DO IT

The west wall of this otherwise empty room contains a black metal door with a built-in lock. Beside the door is a one-foot diameter round black hole. You cannot see anything in it.

The hole is pitch black due to a *darkness* spell which cannot be dispelled. So a *detect magic* will trigger due to the spell. Around a foot into the hole is a lever which the PC can pull to open the door and reveal the key hung on a small hook.

AREA 21: WATCH YOUR STEPS

You see an altar at the end of this room with a small wooden box on it. The ground is filled with mosaics that form two clear paths: one of them represents angels, shiny artifacts, gods, and priests making offers to them. The other path shows

demons, devils, undead and fiery landscapes with many skulls and bones around the altar. Both paths serpent around the room, not crossing each other, and both end at the altar.

If the group gets to the altar through the fiendish path, the box can be opened without triggering the trap. It contains a key.

TROLL KEYS

It's important to note that the keys retrieved from areas 20 and 21 have no use for anything, since Area 28 is already accessible. Aenor's prank.

AREA 22: SAY IT!

This room is empty aside from a metal door with no handle or keyholes at the opposite wall. It contains a face with two eyes and a mouth in relief. Under the face is a sentence written that reads: "*The secret word is Aenor*". The face seems alive.

In order to get the door open, the face needs to say "Aenor". Of course, asking the face to say it won't work. The face will talk with the group normally and it needs to be tricked into saying the password. The face is nameless but knows the name of its creator: Aenor. If the PCs ask who created the dungeon or the face, it'll reply Aenor and hence the door will open, revealing the key on a hook. The PCs can find other ways to trick it to say the magic word. Allow them to be creative.

AREA 23: OUCH!

The room smells of alcohol. In the center of the room, on a slightly below level, is a round hole filled with a golden liquid. Around the hole is a huge mirror with wooden support. There is a short and wide set of stairs that go down to the hole.

Once anyone gets close to the hole or mirror, it explodes spreading tiny, sharp glass shards in a 10ft wide per 20ft long area in front of it, dealing 2d8 piercing and slashing damage on a failed Dexterity saving throw DC 15, or half damage on a successful one. Additionally, the stairs shift and become a ramp, filled with grease, making anyone standing on the stairs fall prone (Dexterity saving throw DC 15 to avoid falling) and slide into the pool of rum. Once that happens, read or paraphrase:

The mirror explodes sending dangerous shards in your direction. You do your best to avoid as many as you can, but many still slice you, some going deep into your flesh. Simultaneously, the stairs shift and become a slippery ramp, making you fall into the pool of alcohol. You notice it's made of rum and you experience the worst pain you ever faced. The cuts from the mirror sting when in contact with the booze. You quickly get to the surface, in huge pain, but you got the impression to have seen something at the bottom of this pool.

Each round inside the rum pool without being at maximum hip points will deal 1d4 damage. The key is at the bottom, 15ft deep. It takes a round to go down and another to go back up. The PC will need to open its eyes to see the key, and it'll take an additional 1d4 acid damage. It could also do it with closed eyes, but it'll take 1d2 extra rounds to find the key.

AREAS 24 TO 27: ACCESS GEMS ROOMS

Each of these rooms is different but they all have or lead to the Access Gems, which consist of three items that the party will need to finish the first level and ascend to the next one. The Access Gems need to be used in Area 28.

AREA 24: CHILL OUT

You enter this huge, round room and see a big flame that appears to have arms and even a head. Around the living flame are four large stone pillars. The creature seems tethered to these pillars with force whips. Above the creature, below the ceiling, is a cauldron suspended in the air by four thick chains, all of them attached to the pillars. As soon as you enter, the creature starts to shake and a fire explosion is released from its body, seeming to be quite angry.

The creature is a **fire elemental** (MM p125) with 156hp. It is restrained and it has a "firebolt" attack, which is the same as its touch attack but has a 60ft range. It can use it as part of its multiattack action, releasing 2 bolts per turn, for instance.

The cauldron above the creature contains an infinite amount of water as it's linked with the water elemental plane. It can be hit with ranged attacks, having an AC of 15. If hit, it shakes and drops some water on the fire elemental, dealing 1d4 cold damage. If the PCs manage to break a chain, it tilts and starts dropping a lot of water on the creature, dealing 2d10 cold damage per round. A chain has AC 18, hardness 10, and 15hp. It can be climbed (the chain is parallel to the floor) with a Strength test (Athletics) DC 17. PCs holding to one of the chains will cause the same effect as if the chain is cut down. Finally, pillars can be used to get cover.

Once the creature is dead, the flames are extinguished and a glowing red gem (a 1000gp worth ruby) is left on the ground. Taking it with bare hands without waiting for 10 minutes will cause 1d10 fire damage.

AREA 25: JONES STYLE

This rectangular room is wide with round niches on the north, west and south walls. Each niche contains a metal statue of a human clad in full plate and closed helmet but with no weapons or shield. In the center of the room is a stone pedestal with a green emerald resting on its surface, shining in the reflection of the blue crystals in the ceiling.

The emerald is worth 750gp. To get the gem without triggering the 3 **shield guardians**, the group needs to take the gem and immediately replace it with a bag of 4gp, which is around the same weight as the gem. In order to do so, they need to succeed in a Dexterity saving throw DC 15. Any other

outcome (e.g. failing the test, replacing with less or more weight, not replacing it) will trigger the shield guardians to attack. Each of the first 3 failed attempts will have one of the creatures to react with the spell storing ability, which Aenor used to store a 4th level *fireball*. After all, guardians have expended their stored fireballs, on the 4th failed attempt, all 3 will walk toward the PCs to attack them. If the PCs put the 4gp on the pedestal, they retreat to their niche.

Additionally, while the pedestal is empty, the door to this room is shut closed and protected magically. A *knock* spell can open it, though.

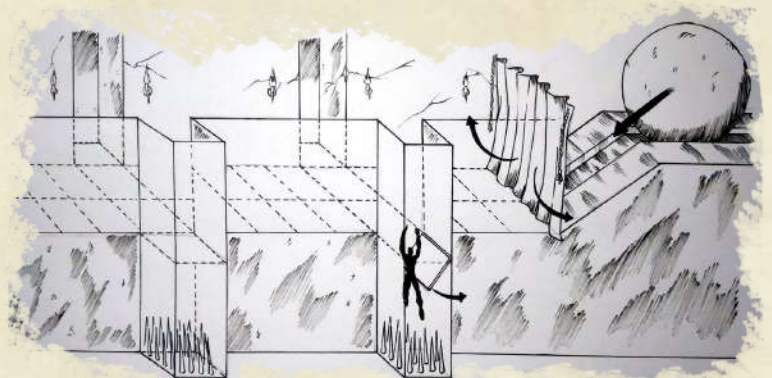
AREA 26: RUN FOREST!

You access a corridor that slightly descends to the south. On your left side is a long, black silk curtain. The right side, the south one, goes down for a bit. There are square, small niches on both west and east walls. At the end of the corridor, there's a door on the east wall and a hole right after the door, on the floor.

The tiles around the door are trapped, so once the PC/party gets close to the curtain or decides to walk down the corridor, a metal bar that holds the 8ft-diameter sphere contained in the upper part, north of this corridor, will be lowered and the sphere will roll down the corridor until it reaches the end, where it'll fall in a portable hole which will place the sphere back to its starting point. The sphere has a speed of 60ft due to the initial high position and the inclination of the corridor. Even if a PC uses the Dash action, it still needs to open the door, which takes a bonus a full action as it opens inwards.

Anyone caught by the rolling, huge sphere will take 5d10 bludgeoning damage and fall prone. The ball will be back to the starting position on the next round, with the metal bar raised again to hold it still. Remember about the lingering injuries rule. If you're using it, there's a 25% chance that the PC gets one or more broken bones. This is just a reminder; all traps can cause lingering damage if you like to be mean with your players.

Any PC that decides to protect itself in one of the niches will have a bad surprise. All niches are spiked pit traps. The PC will be allowed a Dexterity saving throw DC 17 to grab onto the ledge of the corridor. Failing this test will result in a 30ft fall, causing 3d6 fall damage, and an additional of 2d10 piercing damage from the spikes.



AREA 27: LEAVE ME ALONE

This room widens after a bit and it's filled with three smaller water pools and a bigger one at the end. There are two wide steps that lead to the bigger pool. The blue light reflects on the water's surface. Between all the pools, on the ground, you see something covered in slime. You can't make what it is though. Once you approach the slime, you hear an ancient tongue in your minds and see a very big fish-like creature with no scales, three red eyes, and tentacles coming out from the bigger pool. It clearly is not happy about your presence there.

Aenor captured an **aboleth** (MM p13) and used *modify memory* to make it think that the aboleth is in its lair looking after its egg (the gem covered in slime), so it attacks anyone that comes near the gem, which is a big sapphire worth 1000gp. The slime is sticky, so if the party tries to touch it with *mage hand*, for instance, it gets stuck as it's not strong enough to break free. Any PC can remove the slime with its hands or weapons. An Intelligence test (Arcana) DC 20 will reveal that aboleths lay a single egg and cover them with slime. If the group removes the slime during the fight (takes 2 rounds) and shows it to the aboleth, it gets very confused and interrupts its attack to the group.

All this water contains the mucous disease, so falling in the water is the same as touching the aboleth while underwater. Drinking from the water automatically causes the disease.

Strategy All 4 water pools are connected and the aboleth can see through the water and decide which is the best spot to surface and attack. It'll start by trying to charm the strongest and dumbest characters. The first option is always the barbarian, second the fighter. It tries this only twice if both charm attempts fail, it starts attacking the group with tentacles and using its legendary actions to tail attack or heal via psychic drain if wounded.

AREA 28: THE WAY UP

This big room with round corners has its walls covered with mosaics depicting forests and plants on the south wall. The west wall shows underwater reefs and fish, and the east one depicts fruits and berries of all kind. This room contains two blue crystals, making the room quite bright. At the end of the room is a huge set of stone doors with runes and symbols. At roughly 10ft above the ground there are two cavities, and another one at the top of the door, 20ft up.

The gems are meant to be placed in the cavities around the door. The red is meant at the cavity left to the door, which is easy, where the wall predominant color is red. The blue goes on the right side, west, where the predominant color is blue. The green gem goes up for the same reason as the other ones. To reach any of these cavities, climbing will be necessary unless the group can levitate or fly. A PC from a tall race like firbolg, goliath or the like can place the red and blue gems by stretching its arms. The border of these doors is made of blocks that allow climbing without much hassle. A Strength check (Athletics) DC 10 allows the PC to climb to

any lower cavity and the upper one has a DC of 15. Once there, they need to grab themselves with one hand and place the gem with the other, requiring another DC 15 test.

Aenor captured a **guardian naga** (MM p234) and modified its memory, similar to what he did to the aboleth, so the naga believes it's defending an ancient temple of a dead god from malevolent invaders. Once all gems are set in their place, the doors open and the naga comes out, attacking the group.

THE "ESCALATOR"

If the group tries to use the stair that leads up to the next level, they'll trigger a trap that will start gears which will have the stair steps to go backwards like an inverted escalator. The only way to stop it is by going one PC at a time walking at half speed.

DEVELOPMENT

The party can advance to level 8 after this part is completed. These changes take place only after a long rest.



CHAPTER 2: THE LABYRINTH LEVEL

This level is connected to the previous one via a stone set of stairs that goes up by for a while until the group reaches the second level of this dungeon, the labyrinth. It starts with a treasure room to motivate the group but it only serves to trick them as it's all fake treasure. It then continues to an entrance that will require the group to pass a test to be allowed inside the labyrinth. Once there, they'll be faced with a confusing mechanism that shifts the corners and intersections, making the exploration much more difficult. Once in the center, they'll fight Aenor's creation: the Minotal. After that, they need to proceed to the last room where the group will face yet another construct while trying to exit to the last and uppermost level. In short, this is what this level is about.

FEATURES

In this level, the ground is made of light gray tiles positioned in small arcs, so are the walls and ceiling. The crystals here are red but function in the exact same way as the blue ones. Unless noted differently, the ceiling is 20ft high. Doors that aren't locked are made of wood and locked doors are usually metal or stone. Each on the map tile here is 10x10ft.

In the labyrinth itself, the corridors are 5ft wide so the party has to walk in a line. There is no light in the corridors as too many crystals would be necessary. In the middle, however, where the Minotal is located, there are two braziers on standing supports that are lit with a *continual flame*, providing enough lighting for the whole room.

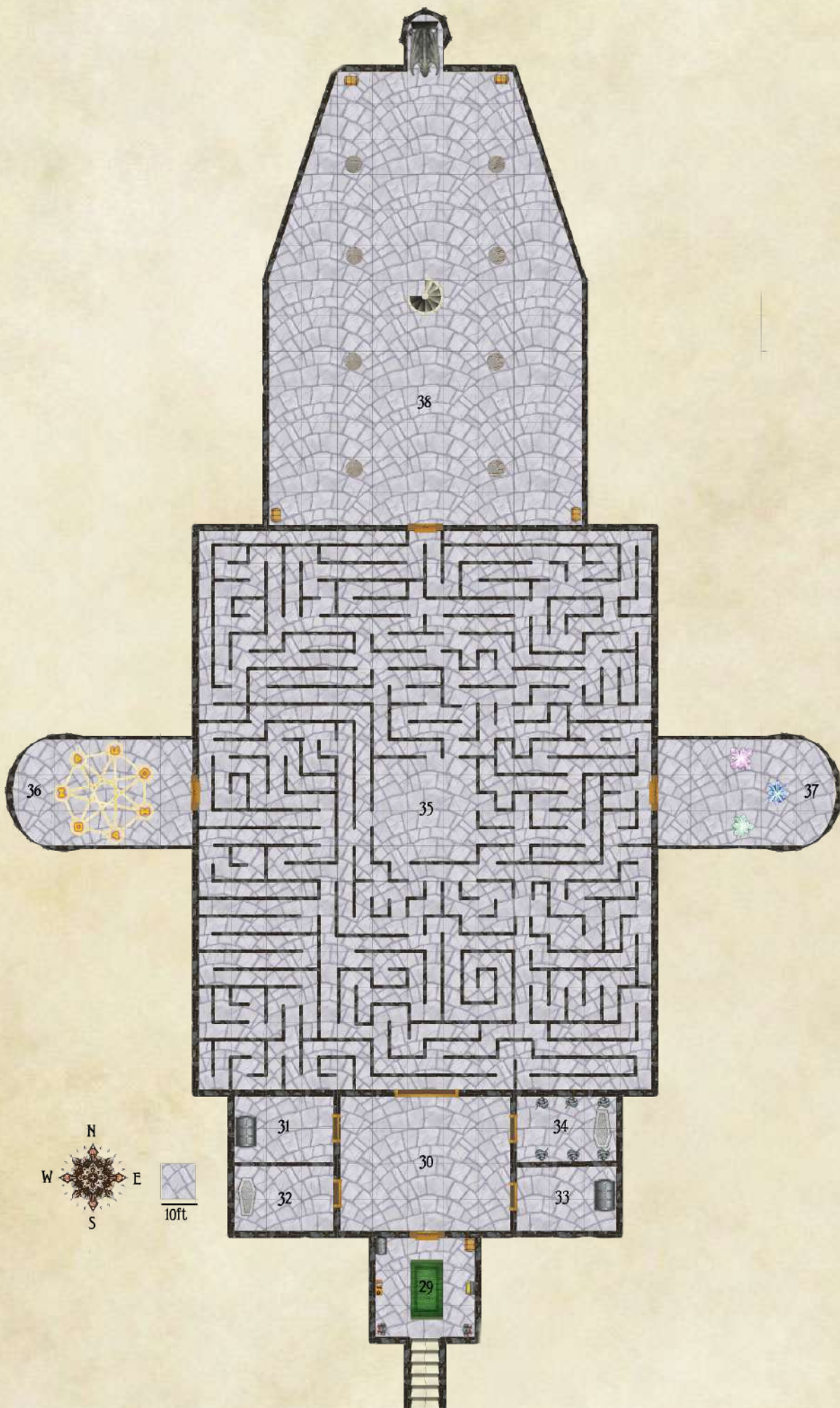
AREA 29: FAKE TREASURE

You finally see the end of the long, stony stairs. As you walk on its last steps, you enter a square room with a big green carpet in the middle. On both south corners, there are sets of full plates holding a long, sharp sword. They stand still, watching each other. Next to the east and west walls, there is a bookshelf and an open iron chest filled with golden coins, respectively. Lastly, an iron door stands in the center of the north wall, flanked by two chests in the east and west corners: one made of iron, the other of wood. The light in this room is of a reddish color due to a crystal stuck to the ceiling that shines a red light.

All chests are unlocked, one of them even has the lid open. All of them contain several thousands of coins, mostly silver, golden and even platinum. Counting them would take a lot of time, but it's 3000sp, 2000gp, 500pp. The shelf is almost empty, containing 6 *greater healing potion* (DMG p188), a small box wooden box with chalk, a vial with ink, a feather, and one scroll case containing a scroll contain a small text written in deep speech. Aenor wrote that text as a tip to see if any group would be smart enough to find a way to actually read its content. The text says:

"What seems to be the least important might save your life"

This is a tip to the players that the chalk is worth taking. Usually, ink and feather may seem more important over chalk, but it won't help them much.





The coins are actually an illusion. They're all copper coins. A Wisdom check (Perception - active or passive) DC 20 may indicate to a PC holding a bunch of golden coins that they should be heavier. The door to area 30 is unlocked.

AREA 30

This room is bigger than the previous one and has a big, reinforced iron double-door on the north wall. It has some intaglios - counter-reliefs - carved in the forms of a minotaur head in the center, half of the carving made in each door, two axes on each side of the head and a circle with small paths, above the head. On both the east and west walls are present two wooden doors. Flanking the south door, from where you came in, are two paintings: one depicts some clearly lost in the woods and the other shows someone alone in an empty void, crying. Once again, the light in this room is red from a crystal in the ceiling.

The double-doors are closed, protected by magic (*knock* spell doesn't work). There is no keyhole or anything similar. Small insects cannot pass through due to a force field, like *wall of force*. Summon/conjurations spells also don't work here. To open the door, the PCs need to get some items from areas 31 to 34 and place them on the door, which will open it and remove its protection. All four side doors are open.

AREAS 31 TO 34: ITEM ROOMS

All rooms here have the same size and features: they are 20ft wide x 30ft long, with a 20ft high ceiling.

AREA 31: DON'T FALL FOR IT AGAIN

This place is filled with all kinds of weapons displayed on the stony walls: blades of many sizes, warhammers, axes, maces, staffs, daggers, crossbows, bows and so on. At the end of the room, close to the west wall is a big iron chest with a closed lid revested with some shiny metals which reflects the red light from this room.

The chest is a *mimic* (MM p220), similar to the one found in area 19. If only attacks if the group touches it though. The weapon they need is a double-bladed axe - a greataxe - with runes on its blades and a small sun on the metal that divides the blades. A Wisdom check (Perception) DC 17 allows a PC to notice these details from the previous room and with that, find the correct axe. They can try all of them but there are 7 in total (not all of them are greataxes). Additionally, many are above 10ft high, including the correct one which is 15ft high. Let your party be creative on how to remove it from there.

AREA 32: UNDER THE SKIN

This red tone room has a stone sarcophagus close to the west walls. The walls are painted with exquisite people, mostly humans and elves, attending a masquerade. Aside from that, the room is completely empty.

The sarcophagus has its lid closed and requires a Strength check (DC 15) to be opened. Inside there is a corpse covered with old, cream color bandages from toe to its obvious horned head. It's a *mummy* (MM p228). Once the lid is open, the mummy attacks. It wears a bull mask which can be placed on the double-door from the area 30.

AREA 33: SHIELD!

This area contains a stone sarcophagus close to the east wall flanked by two stone statues representing soldiers clad in plate, helm and spears. There are other two close to each south and north walls. Above the sarcophagus is a green banner in very good condition with an apple tree in the center. The sarcophagus lid is slightly open.

The apple tree on the banner is Gleenwith's family banner. A successful Intelligence (History) check DC 20 reveals this. The Gleenwith are a very old and powerful elven family that has a long history of raising competent mages, engineers and artificers. Inside the sarcophagus is a skeleton from a random person that Aenor got from a grave. A rusty longsword lies close to its hips and its skeletal hands grip a round, steel shield with the apple tree painting over a green background. A Wisdom check (Perception) DC 15 reveals that this room doesn't look ancient. This or someone is taking very good care of maintenance or cleaning. There's no dust, webs or anything of the sort. Behind the shield, where you place your arm, is another painting over a white background: a circle with patterns that form paths. This is the item needed to open the door in area 30.

AREA 34: IT'S A REAL ONE!

This room is empty aside from a big iron chest near the east wall. The chest has a lock and beside the chest is a wooden sign that reads: "*This one is real*".

The lock can be picked with thieves' tools with a Dexterity check (thieve's tools) DC 15, or it can be broken with a slashing or bludgeoning weapon. It has 10hp and hardness 5.

The chest contains many weapons like shortwords, daggers, scimitars, rapiers, maces, battleaxes, and so on. There are specifically 2 battleaxes that contain a rune on their blades and also their blade base has half a sun painted on it. The group needs to place both battleaxes and fit them in the door.

AREA 35: THE MINOTAL'S LABYRINTH

Once the group passes through the iron double-door, it closes behind them and activates its protections again. The only exit is on the opposite side of the labyrinth, through a door. Seems easy. But no.

You can start by describing the situation to the group until they realize what's happening: they're in a maze. Once that happens, to avoid boring and almost endless exploration, you can run a Skill Challenge, a concept that was introduced in 4e and unfortunately dropped in 5e. It's a very fun method to solve complex challenges. Before starting, ask them the marching order, who goes first and last. Note that the walls shift from time to time but after the party passed a specific place. If they double back, the layout for that part will have changed. That is why the Skill Challenge has such high Complexity.

THE SKILL CHALLENGE

Complexity 7 (10 successes)

Primary Skills: Perception, Insight, Investigation

Other Skills: History

Perception (DC 15): You try to remember the pattern of walls, entries, exists to notice if you already passed through this way. Using chalk to mark your way provides advantage on the check.

Insight (DC 20): You have a gut feeling that tells you're on the right track.

Investigation (DC 20): You investigate and analyze the location to determine a path that should be more logical.

History (DC 20): You remember reading about mazes and tips on how to explore that, like the hand on the wall, for instance.

Success

- You advance further in the correct direction, getting closer to the goal, without wasting too much time (15 minutes each success)
- 25% of chance in getting caught in a trap (see below). To determine if the group would fall for a trap, roll 1d8. On a 1 or 2, the group gets targeted by a trap
- A result 5 higher the DC indicates the most direct path was taken, lowering the time for that success to 5 minutes

Additional information

- After 2 or 3 successes, roll 1d6. On a result of 1 to 2, the group finds a door. To determine which door, if the result on this d6 roll was even, it's the right room (36) and if it was odd, it's room 37
- After 5 successes, the group gets to the Minotal
- Once achievement 10 successes, the party manages to find the way out

Failure

- Determine what happens by rolling the results of 1d6 from the table below:

d6 Results Outcome

1-2	Trap. Roll 1d6 (see below)
3-4	Dead end, wasting time (30 minutes)
5	Random encounter (see below)
6	Illusion wall. Initially, it looks like a dead-end, but if the group interacts with the wall, they can notice it's an illusion with a Wisdom check (Perception) CD 15. Passing through the wall turns this failure into a success

TRAPS

d6 Results	Outcome
1	The Crusher
2	The Thruster
3	The Knocker
4	The Poisoner
5	The Piercer
6	The Joker

TRAP DESCRIPTIONS

The Crusher: Dexterity saving throw DC 17 avoids this trap by jumping out of the platform before it reaches the ceiling. Failure results in the PC being crushed against the ceiling by a propelling platform that goes up really fast. It causes 5d6 bludgeoning damage.

The Thruster: Dexterity saving throw DC 15 avoids this trap by dodging the spear. Failure means that the PC is pierced by a spear that comes from the ground, causing 4d8 piercing damage.

The Knocker: Dexterity saving throw DC 15 avoids this trap by grabbing a ledge. Failure means that the PC falls into a sliding pit and gets its heads knocked by a hammer that is placed in the pit's ceiling. The hammer causes 1d10 bludgeoning damage. The PC slides for 30ft until it falls in an acid pit that burns the skin, causing 4d8 acid damage. Any PC from outside that helps it to get back with a rope.

The Poisoner: Dexterity saving throw DC 15 avoids this trap. Small poisoned darts hit the PCs that are passing by. They take 1d6 piercing damage and must make a Constitution saving throw DC 15. A failure means that they take 3d12 poison damage and a success deals half that amount.

The Piercer: Dexterity saving throw DC 15 avoids this trap. Classic spiked pit trap. The PC takes 3d6 fall damage and an additional 2d10 piercing damage from the spikes.

The Joker: Dexterity saving throw DC 17 avoids this trap. A wooden hand wrapped in soft wool, red glove attached to a spring thrusts down from the ceiling, punching the PC on its

head, causing 1d6 bludgeoning damage and then recedes back to the ceiling.

RANDOM ENCOUNTERS

Aenor placed some weak undead to give some action to the test parties. There isn't much variety, so roll 1d6 to determine the kind of encounter. Have the encounters happen at a crossing to allow more space for the combat. Also describe sound and smells to anticipate what's coming.

d6 Results	Encounter
1	1 Minotaur Skeleton
2	1d4 Shadow
3	1d4 Ghast
4	1d6 Ghoul
5	1d6 Skeletons
6	1d8 Zombies

FIGHTING THE MINOTAL

The Minotal stands patient in the center of the labyrinth, greataxe in hands, waiting for the wanderers to come his way. It fights until destroyed and chases after the group if they try to flee. Aside from its stats located in the *Appendix*, unless the group messes the ritual up in area 37, the Minotal is under a permanent effect of a *haste* spell. A *dispel magic* will suppress the effect for a round.

Strategy: the Minotal tries to get in position for charge attacks as much as possible. It gives preference for reposition over angry bull. If his horn attacks fail more than twice, it gives up on using them and focuses on closer PCs. Once it drops to 0hp, a *wall of force* appears around it to protect it from further destruction. Aenor needs to repair it every time so this is intended to minimize the cost and time for this task.

AREA 36: THE WEST ROOM

This big room has an arched wall at west and in the center you can see a glowing yellow light. There are runes that glow strong and these are connected but lines that grow a bit weaker. They form a heptagon. The room is otherwise empty.

The heptagon is a permanent ritual that activates the effects of a *haste* spell on the Minotal. Any creature standing in the middle of the heptagon will feel must faster. Getting out of its area cancels the effect. The group can deactivate the ritual with a successful Intelligence (Arcana) check DC 17, which will render the fight against the Minotal easier.

AREA 37: THE EAST ROOM

This room contains three big crystals stuck on the floor: one is blue, the other is green and the third is purple. They are about three feet high each with some branches. They all glow in a mix of their own color along with red from the light crystal from the ceiling.

These crystals trigger abjuration magic. Destroying all of them will remove the *Magic Resistance* and *Magic Weapons* feature from the Minotal. Each crystal has 50hp, AC 15 and hardness 10. All three must be destroyed to remove the protection. Once this is done, the abjuration aura dissipates.

AREA 38: ALMOST THERE

This room has no crystals to light it, so PCs will need to rely on their own methods. Describe what they see as they proceed into the room. The below paragraph considers their view from the entrance while lightning the way with a torch:

You access what seems to be a huge room, pitch black with no lightning of its own, relieved to be out of that maze. The ceiling is much higher and you see two stone pillars ahead, along with two wooden chests on the southwest and southeast corners.

As soon as the whole group is in, the *iron wyvern* (see *Appendix*) wakes up. You can read or paraphrase:

In the darkness ahead of you, you see a green light emerging, moving slowly while you hear the sound of metal clinking. This light resembles a set of eyes, nostrils and mouth. It rises above your heads and you hear the sound of what seems to be metal wings flapping.

The group can fight the dragon although it's supposed to be a tough fight. They have alternatives tough: get the hell out. However, there are some obstacles: the central pillar with the spiral stairs is protected with a *wall of force*. They need to pull 4 levers - hidden by the chests - at the same time. This will allow them to jump over the 5ft gap into the stair and flee to the last level. This pit is 50ft deep, it's dark and the PC must find its way back if they fall after taking 5d6 fall damage.

THE CHESTS AND LEVERS

Each chest is about 3ft wide by 2ft long and 2ft high. They're wooden and have a built in lock which requires a Dexterity check (thieve's tools) DC 15 to be open. They can be smashed too, having 20hp, AC 12 and hardness 5. Once open or destroyed, they'll reveal that they were hiding a lever that is parallel to the ground. It can be pulled upwards staying in a 45° position. If that is done without pulling all other 3 levers at the same time, it slowly goes down until it reaches its original position. If pulled altogether, the force wall vanishes.

THE IRON WYVERN

The *iron wyvern* will attack the group with the goal of killing them. Aenor brings back any fallen hero after the trial is complete or if the whole party fails.

Strategy: it starts at the end of the room, inside a niche in the north wall. It rarely lands, focusing his attacks while flying which is safer and more efficient. It'll start with its acid breath weapon and follow up with grappling attempts. He'll then fly up with any grappled PC, bite them and throw them to the ground, causing fall damage, usually around 40 to 50ft



high (so 4d6 to 5d6). If grappling isn't working, it'll land and focus on a PC until it's down, then following up to the next one. The creature will obviously use its breath weapon as soon as it's recharged, positioning itself in the best way. The wyvern is programmed to fall back to its position and become still and inactive if it falls below 20% of its hit points.

The stairs allow one PC per step so they need to go up in a line. These stairs ascend for a few minutes (about 100ft) and then reveal the last and final level, which will be described in the next chapter.

DEVELOPMENT

The group can advance to level 9 once this part is completed. These changes take place only after a long rest. By now, chances are the group is running low on water if they don't have magical means to get it. Remember this.



CHAPTER 3: THE "HALASTER" LEVEL

Like mentioned before, this level was created mostly because Aenor always admired Halaster and his wonderful creation: The Undermountain. He also thought that it could confuse the trial participants since one moment they're running around in a dungeon or a labyrinth, and the other they're in a completely different place filled with wilderness and dangerous creatures.

OVERVIEW

The third level is a small cave which contains a seamless portal on the way up: from the labyrinth level to the "Halaster" level. The portal only works if accessed in that direction. Coming from this cave and going down to the labyrinth will not give any hint of the portal presence. Aside from the portal, there's a big, stone door that leads out of the dungeon, ending the trial. However, following the normal flow of the path the group is taking, they won't have access to the cave as they'll enter the portal and won't even notice the door.

The portal takes the group to a demi-plane which is a big jungle placed in a valley, surrounded by huge mountains and peaks. The place is full of dinosaurs, as Aenor believed it could be fun and confusing to the participants of the trial.

The goal of this level is to survive while finding the way out. Not an easy task. The party will need to find and access three ruins, easily identifiable by a bright yellow light, similar to a big laser, shedding into the sky. Once there, they'll be challenged by puzzles, traps or monsters in order to allow them to shut the lights down, which will show them the way out.

FEATURES

The wilderness in this level is composed mainly by a tropical jungle. The place simulates the Material Plane, so it has its own sun, moon and stars. There's only void beyond the mountains. However there's more to it than just jungle: there are plains, mounts, rivers, lakes and even a tiny sea with an island.

The main inhabitants of the "Halaster" level are dinosaurs of all kinds. There's even a new breed derived from the Tyrannosaurus Rex that Aenor found when he was looking to fill his plane with life: the Indomitable Rex, a more powerful version of a T-Rex. He only managed to capture one though. It leads other T-Rex and even Spinosaurus. Without his presence, this group often fights among themselves, though.

This is surely the longest of all levels, and also the deadliest. But they're almost there!

THE WILDERNESS

Below is a description of the wilderness, categorized by type, so you can describe the environment to the players. Feel free to change anything to fit your taste and group. The PCs will start in a cave near the border of the jungle with the plains, and that's also the exit point once they're lit the main light.

IDENTIFYING DINOSAURS

Any PC can try to identify what those beasts are with the tests below, all at DC 20:

Intelligence (History, Arcana, Nature)

Success reveals the name of the dinosaur and basic information from the table below in *Random Encounters*.

DEHYDRATION

Water from rivers, streams and lakes isn't safe to drink without boiling it first. Unless the group carries a mess kit, they'll hardly be able to do so. Magic can work, though, with spells like *purify food and drink*. PCs need to drink a gallon per day of freshwater. Failing to do so requires a success on a Constitution saving throw DC 15. A failure results in 1 level of exhaustion. This test has disadvantage if the PC is wearing medium, heavy armor or was travelling at a fast pace. Additionally, any PC with a beast as a companion needs to keep them fed and hydrated as well. More details on the requirements for this on chapter 5 from the DMG.

DRINKING CONTAMINATED WATER

Any PC that drinks more than a sip from a water body needs to succeed on a Constitution saving throw DC 12 or be contaminated by disease. During the next long rest, the PC will show signs of infection: fever and body shaking. On the next day, after the long rest, the PC will gain 1 level of exhaustion that can only be cured if the disease is removed. At the end of each long rest, the saving throw must be repeated. Failure means an additional level of exhaustion. A success decreases the level of exhaustion.

RESTING

Taking long rests could be a challenge. The best place would be on higher ground in the mountains, where very few dinosaurs venture. The island could be a possibility, depending on how things go with the tribe. Any other place would wield high chances of interruption and become dinner from some predator.

THE ARRIVAL

"As you climb up the stairs, leaving the labyrinth behind, you see light up at the end of the stair. You immediately feel hope as you seem to be getting close to leaving this wretched place. Once you get to the top of the stairs, you realize that they end up in a small cave illuminated with bright light, like if the sun was shining in the skies. Not far ahead is the exit and you can see trees and bushes outside the cave. You also hear the sound of birds."

The small cave is 20ftx20ft but with an irregular format and it's under a permanent *daylight* spell to give false hope to the group.

THE JUNGLE

You feel hot in this closed rainforest composed by trees that you aren't used to seeing: kappok, rubber, ramón, xate, etc. There are bushes, with and without fruits, plants, and the ground is made of soft earth, with bits here and there covered with moss. The sound of birds is stronger here, and those with sharper hearing also distinguish insects around. Occasionally sunbeams penetrate the dense forest through openings in the treetops. You see two monkeys hanging from a branch closeby, seemingly slapping each other. Once they perceive your presence, they immediately stop and flee. Close to where the monkeys were, a small stream runs down, surrounded by some rocks. You see a colorful bird on top of one of the rocks, looking at the water. The heavy humidity in place seems to be smothering slowly.

This is a huge tropical forest with many different kinds of trees, plants, flowers, fruits and animals. Yes, besides dinosaurs, there are monkeys, apes, panthers and other jungle animals. And of course, dinos are there too. The ground is made of soft earth, at times covered by moss and with plenty of bushes. Small rivulets cross the place allowing the creatures that live in there to drink and refresh themselves. The jungle is composed of irregular ground, meaning that even though it's mostly considered even, it has some places where it's higher and lower, alternating terrain. The jungle is quite heavy but there are points where the sky can be seen. At any point, when the group wants to find the north, in case they don't have a PC that always knows it, roll a d6. On a 5 or 6, they see the sun or moon so they can try to navigate the place.

A PC can try to climb taller trees to get a better view, in case no PC has means to do so. Taller trees require a Strength check (Athletics DC 17) to climb

NAVIGATING THE JUNGLE

Each hex has a distance of 3 miles to be crossed in a straight line. Considering they know north or have the means to check their surroundings from a high place (e.g. a tall tree), ask them which direction they want to go. Track this. Some parts of the jungle are wide and plain enough to allow movement at full speed, but others are considered difficult terrain. Every time the group accesses a new hex, roll a d6. An even result means normal terrain and an odd one means difficult terrain. Once they cross a hex and enter a new one (determined by the direction that they're taking), ask if they remain in the same direction or if they want to change.

If they have no access to the sun or vantage point, allow a Wisdom check (Survival) DC 15 to determine the north. If they fail, determine the direction randomly clockwise, using the northeast side as 1 and the northwest one as 6.

TRAVEL DISTANCES

At a normal pace, a hex can be crossed in an hour. At a fast pace, in 40 minutes and at a slow pace, in 1.5 hours. Check the benefits and penalties of each movement type in PHB, p182. These times are doubled if the current hex is difficult terrain.

THE "ALIEN"

"You keep walking through the jungle but you realize that your surroundings start to change. Trees become bigger, their branches resembling twisted spikes and their roots going in and out the ground, which is made of rotted earth. The place stinks and its smell is eerie. Some trees have what look to be big, green eggs wrapped around some weird slime laid on branches close to the treetop. The sun doesn't shine here and still, the shadows of the trees cause an uncomfortable sensation as they look ready to close on you."

The core of the jungle is actually a twisted experiment from Aenor, so the trees are different, sick versions of natural life, and so are the creatures. For instance, flying dinosaurs like pterodactyls lay their eggs in the treetops. Roots are alive and may try to restrain or grapple an unadvised PC. Dinosaurs and other creatures are dire versions, with bones and bare skin at the show. This place is called "Alien".

For every 10 minutes in the alien, roll 1d6. An odd result means that some roots try to grab and restrain a PC, crushing it slowly. To avoid being grappled and restrained, the PC needs to pass a Dexterity saving throw DC 15. Once restrained, the PC takes 1d10 bludgeoning damage per

round. The roots have 15hp and AC 12 and are immune to piercing and bludgeoning damage.

The chance for a random encounter here is increased. Check every 20 minutes and all creatures from this place are twisted versions of their original with the following changes in their stat block:

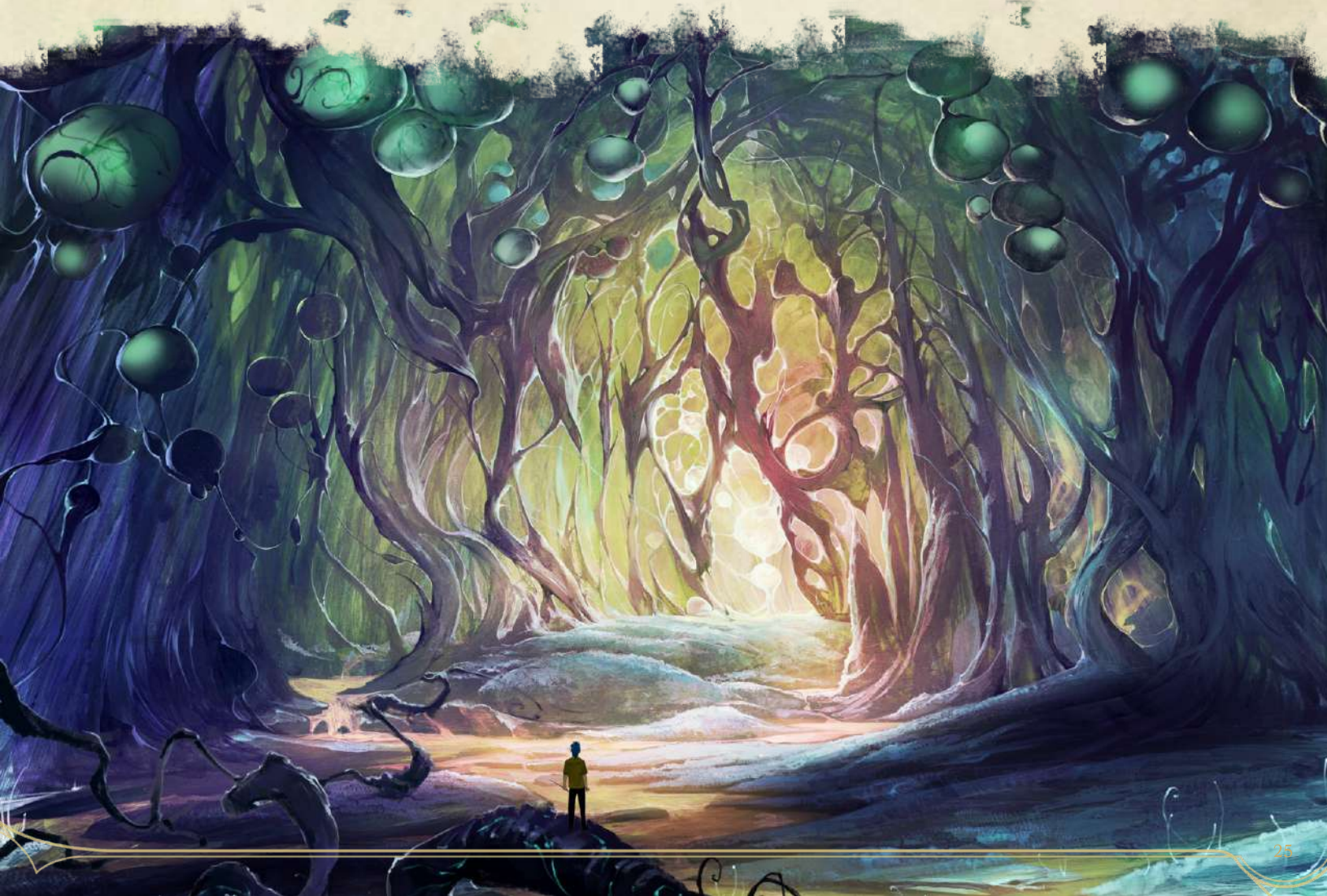
- They have maximum hit points
- Their gain a +2 bonus to their damage from any font
- Their AC is increased by 2 and becomes natural armor

RANDOM ENCOUNTERS

For each hex, roll 1d10. On a result from 1 to 3, an encounter occurs. For each hour resting in the jungle, roll the same test as well.

THE PLAINS

The sun shines strongly on your skin and these fields, which descend slightly down below, you can have a good view of the place you find yourself in: behind you are chains of mountains and peaks that seem to surround the whole place. Between the mountains is a vast, green territory, but you can see other prominent features like green hills, rivers, lakes and small jungles. Far below, you also see what looks to be a sea: its water of a blue turquoise close to its shores and a darker blue farther away. However, there's something else beside land



features that catches your attention. You can see that the place is filled with odd creatures: big, flying ones with pointy beaks but no feathers, huge, heavy quadrupeds with long necks that reach treetops to feed from its leaves, creatures with spikes on their back, or others with smaller spikes by pointy spheres at the end of its tail, and other kinds of smaller beast. Lastly, something else catches your attention: there are three big yellow lights being shed from the ground to the skies spread across the region.

The plains are considered terrain that doesn't fall in any other category. It's mostly flat, although it starts as higher ground - a plateau of sorts - up north and declines until they reach the sea. It's composed mostly of grass of various types and sizes. There are some trees scattered around but nothing to be even considered a woods. From almost any point, it's possible to have a view of the whole place here: the hills, lakes, sea and island. Something else that can be seen quite clearly are the beasts: the plains are full of dinosaurs, mostly herbivores.

Navigating the plains is quite straightforward as the group has good visibility. They can decide where to go. Depending on the direction they choose, there may be some challenges. For instance, existing the jungle through the northwest area will lead the group further west as there are hills which they'd need to cross. Then, upon reaching the mountains, they'd need to go south and finally start heading east. At some point, depending on the path they take, they'd need to cross a river (more information on that in "The Rivers").

The plains are considered normal terrain so the group can decide their pace and proceed to their destination without much trouble. To spice things up, check for random encounters and special events below.

RANDOM ENCOUNTERS

For each hex, roll 1d10. On a result from 1 to 4, an encounter occurs. For each hour resting in the plains, roll the same test as well.

THE HILLS

The hills are irregular masses of rock and earth covered with grass and filled with some trees. They're reasonably high and require some physical effort in order to reach their top, but no climbing is necessary. There are also rocks of all sizes and shapes scattered on these mounts. You see big, bipede creatures with short arms that end in claws and long, narrow, backwards-curving crest, covered in gray skin.

These creatures are parasaurs and they flee if they feel threatened. These are grassy mounts that range between 300 to 600ft high. The ground is earth and grass, but rocks of different sizes and shapes are quite common. It's also possible to find caverns here and there. Some heavier, slower dinosaurs have hard times going up here, so only the faster and smaller ones will be found, aside from flying ones as well. It's also quite easy to find bushes with small fruits and berries of all kinds, which could be useful if the group is starting to go hungry. There isn't much more to it aside from that. As usual, check the information below for additional content for

the hills. Hills are considered difficult terrain so each hex costs double the time terrain like the plains costs.

THE CAVES

Some are smalls complex of tunnels and cave areas, some are just single caves, but most host giant spiders of all kinds. Dinosaurs avoid them because they struggle with webs and hence they believe the spiders are not worth the trouble as prey. Actually, dinosaurs venturing into theses caves end up becoming prey. If the group enters any cave, roll 1d4 to determine what the group will find:

d4 Result	Outcome
1	1d4 Phase spiders
2	1d8 Giant Spiders
3	1d12 Giant Wolf Spider
4	Empty cave, at most some bones from dinosaurs

All caves have strong webs so if the group doesn't move carefully, they can get caught and become dinner for the spiders. Check their stats for information on their web.

RANDOM ENCOUNTERS

For each hex, roll 1d10. On a result from 1 to 2, an encounter occurs. For each hour resting in the hills, roll the same test as well.



THE RIVERS

You see a wide river with a shore composed of gravel, going into the clear, light blue water. The water reflects the sun and you can hear the sound of the river due to its moderate current. Rocks emerge from the water at some points and you can see fishes jumping out of the water. You see three reptilian creatures a bit bigger than a man, with tails and round, spike-covered top heads. They have short arms and are inclined toward the water, drinking from it."

The dinosaurs are pachycephalosaurus. They attack if they feel threatened.

Aside from the smaller streams that can be found in the jungle, there are 5 main rivers. All of them are quite similar, with moderate current, they're quite wide (aside from at their source), ranging from 100ft to 600ft. The depths also depend a lot too. The best thing is when the group gets to the river margin, roll 1d6x100ft to determine the width and 3d6ft to determine its depth. If the PCs can cross it walking, there's no need for a check. But swimming requires a success in a Strength check (Athletics) DC11+1d6 (based on the distance from one margin to the other). A failure means that the PC is struggling against the current and can roll the check again. Another failure results in the PC starting to drown.

RANDOM ENCOUNTERS

For each hex, roll 1d10. On a result from 1 to 3, an encounter occurs. For each hour resting in the rivers, roll the same test as well.

THE LAKES

This huge lake has a light blue color which shines under the bright sun. The water is still and extends until your eyes can't see where it ends. Its shore is made of light brown sand with gravel and you see some birds circling around, aside from a group of creatures that remotely look like rhinos with a wide crown behind their heads. They're drinking water.

All lakes are reasonably big and deep, full of fish but also bigger predators. There isn't anything interesting to do here as diving into the lake is something that could be dangerous. Their margins are shallow waters where the group can bathe, but it gets deeper and deeper, reaching 100ft.

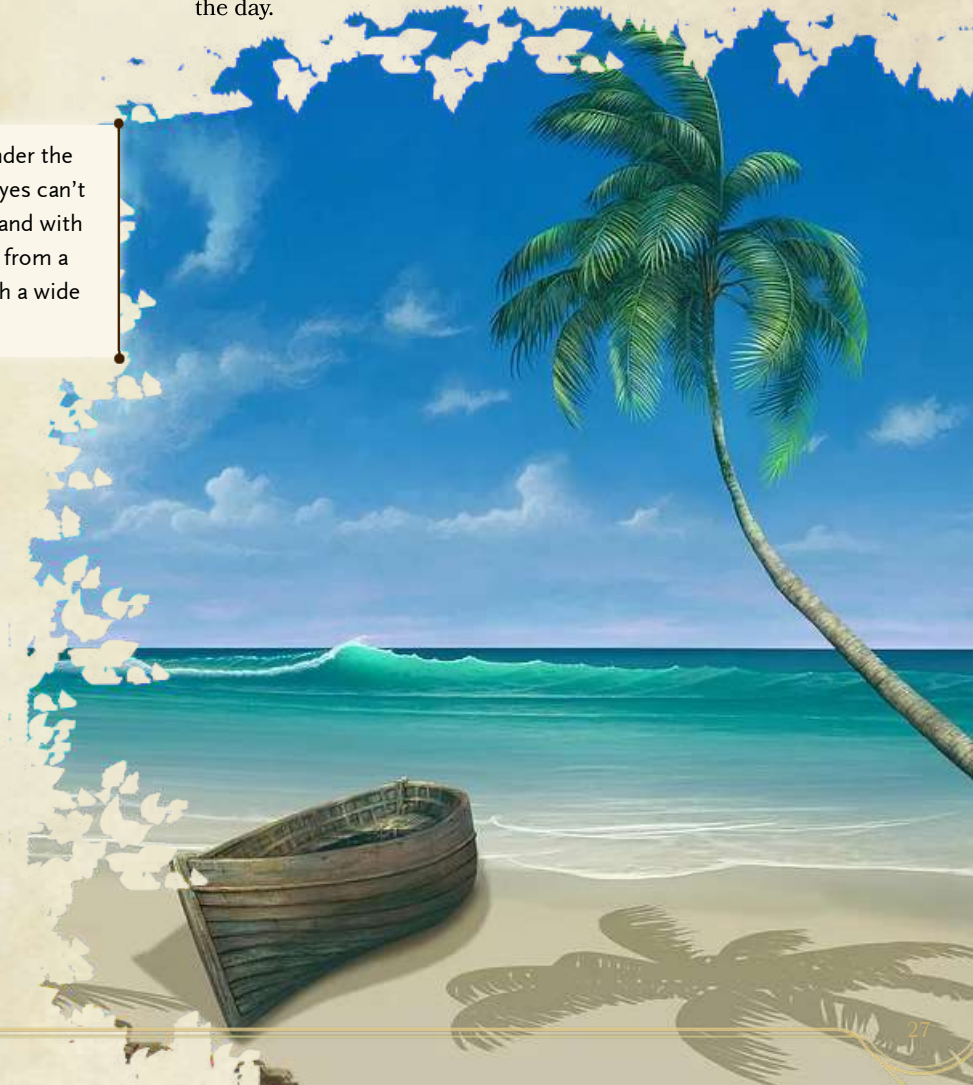
RANDOM ENCOUNTERS

For each hex, roll 1d10. On a result from 1 to 2, an encounter occurs. For each hour resting in the lakes, roll the same test as well.

THE SEA

White sand gently embraces the soft break of the waves, and beyond the sand, a beautiful turquoise sea can be seen. Seagulls fly over the deeper waters, which are blue, in hopes of catching their meal, but some are standing in the sand, with the waves caressing their feet. Further ahead you can see a small, green island with hills and forest. Behind the hills is what looks to be a big beam of yellow light being cast into the cloudless sky.

The sea is small, made of turquoise blue, mostly and it gets darker after a few miles into it. It's a calm sea with some small waves ending on a very short white beach. Besides all kinds of marine creatures, there are also aquatic dinosaurs. After around 50 miles into the sea, it chutes into the void, killing anyone dumb enough to navigate to that point. There are seagulls that fly above the sea that reflect the sun during the day.



THE ISLAND

This small island is home to a mysterious tribe of lizardfolk that Aenor captured to test the reaction of the adventurers and also to break the “loneliness” of his dungeon. The island contains a small jungle, some hills and plains, aside from a short river with falls. This island has normal creatures like monkeys, panthers, apes, birds, fish but no dinosaurs. Eventually, some flying ones will get close but it's not common.

THE TRIBE

You get closer and now see a bunch of tents made of wood and grass. Some tents are bigger than others. You also see many reptilian humanoids covered with scales, a tail and a face that looks like a lizard. They use animal skin like clothes and some carry weapons like spears, bows and the like. Some fires can be seen between tents which seem to be used to come some kind of meat.

This community of lizardfolk lives southwest of the island, surrounded by some hills, a river, woods and the sea. There are around 150 lizardfolk living there, around 60 males, 50 females and 40 hatchlings. They live in tents of wood and grass, and they eat mostly fish, hunting only rarely from the jungle beyond the hills. They have some canoes that they use to go to the mainland, although they only do that occasionally as the place is too dangerous for them.

The way to the camp is from the ruin has several traps. To make things simpler, if the group is at a normal or fast pace, they won't notice them. At some point, have a PC roll a Dexterity saving throw. A failure will mean that a net trap triggers, restraining the PC 20ft above the ground. Some lizardfolk appear shortly after but they don't attack right away. They're willing to talk.

Their leader is a mature male called Oxot Yoxl (**lizardfolk king**, neutral, MM p205) and has been leading the tribe since the last died 15 years ago, while he was hunting in the mainland. They are very humble and simple people, who speak only a basic Draconic, they don't read or write, although they draw. They basically survive, lacking aspirations or goals. They have interacted with previous participants from the trial but sometimes none of them speaks Draconic, so communication fails. They're curious about these people but they rarely have anything to offer the tribe.

The tribe has 3 **lizardfolk shaman** (MM p205) and 80 able fighters, male and female (**lizardfolk**, MM p204). In case there's communication between both groups, Oxot informs the group that they may have lost a group of 4 hunters in the small jungle beyond the hills. They don't have much to offer, but ask for help anyways. The leader is willing to accompany the group into the ruins if they bring the hunters back (or their bodies). See *Special Events* below.

DINOSAUR LIST

About detailed information on description, images and behaviors, I suggest following this blog post:

<http://themonstersknow.com/dinosaur-tactics/>

Name	Size	Type	Book
Allosaurus	Large	carnivore-hunter	MM p79
Ankylosaurus	Huge (elephant-size)	herbivore/self-defender	MM p79
Brontosaurus	Gargantuan (whale-size)	herbivore/self-defender	VGtM p139
Deinonychus	Medium	carnivore-hunter	VGtM p139
Dimetrodon	Medium (human-size)	carnivore-hunter	VGtM p139
Hadrosaurus	Large (cattle-size)	herbivore/peaceful	VGtM p139/140
Plesiosaurus	Large	carnivore-aquatic hunter	MM p79/80
Pteranodon	Medium	carnivore-sea hunter	MM p79/80
Quetzalcoatlus	Huge	carnivore-hunter	VGtM p139/140
Stegosaurus	Huge	herbivore/peaceful	VGtM p139/140
Triceratops	Huge	herbivore-peaceful	MM p79/80
Tyrannosaurus Rex	Huge	carnivore-hunter	MM p79/80
Velociraptor	Small	carnivore-hunter	VGtM p139/140

RANDOM ENCOUNTERS

There are different random encounter tables based on the type of terrain:

THE PLAINS, LAKES AND RIVERS

d8 Result	Encounter
1	1 Tyrannosaurus Rex
2	1d4 Allosaurus
3	1d12 Velociraptor
4	1d8 Deinonychus
5	1d4 Brontosaurus
6	1d6 Triceratops
7	1d8 Ankylosaurus
8	1d10 Pteranodon

THE JUNGLE

d8 Result	Encounter
1	1 Tyrannosaurus Rex
2	1d4 Allosaurus
3	1d12 Velociraptor
4	1d8 Deinonychus
5	1d4 Panthers
6	1d6 Dimetrodon
7	1d8 Apes
8	1 Giant Ape

THE HILLS

d8 Result	Encounter
1	1 Giant Ape
2	1d8 Apes
3	1d12 Velociraptor
4	1d8 Deinonychus
5	1d10 Dimetrodon
6	1d6 Hadrosaurus
7	1d4 Panthers
8	1d10 Pteranodon

SPECIAL EVENTS

Special events are optional and meant to be used to spice things up, if you decide that it could help. You can run one or more, at your discretion.

PACK ATTACK

You hear roars closeby and soon find out where they come from: just ahead, you see some small bipedal reptilian creatures with short arms but with a curved, long, sharp claw at their feet. They have a long tail and their skin color varies between gray and brown.

angry gorilla, and seem to have killed another as a gorilla stands dead on the floor, its body marked with slashes and blood. The last standing gorilla beats its fist against its chest and charges forward.

The group hears sounds of a fight very close to them. A group of 8 velociraptors attacked a couple of gorillas, killing the female. They managed to kill 3 raptors but the remaining ones advance on the furious male. If the group intervene, helping the gorilla, a gorilla toddler gets out of some bushes and hugs his father's arms, who grabs him with both arms and hugs him against his chest. The gorilla looks at the group and they recognize gratefulness in his eyes. He leaves going further inside the jungle. If the group stands still, the raptors find the toddler, toy a bit with it and then kill it. If they help the raptors, they attack the group once the gorilla is dead.



SWARM CLOUD

If the event takes place in the jungle, read:

You heard a deafening, buzzing sound closing on you, creating unease among yourselves. You soon see what's generating this sound: countless big, flying insects surround you, darkening the place while they threaten to attack you.

Else, read:

You are walking toward your goal when you see an unsettling scene: a huge, dark cloud emerges behind some rocks and starts moving in your direction. As it advances, you can hear a buzzing sound which gets stronger as it gets closer. The cloud moves fast and irregularly, and you see that part of this cloud changes its direction to go toward a group of creature that was eating grass, and engulf them, attacking them. The main mass of the cloud continues flying in your direction and by now you can see that the cloud is actually a huge swarm of big insects, seemingly looking for blood.

A group of 10 **swarms of giant flying insects** (Appendix) form a huge, dark cloud that moves in an eerie and fast way. It approaches the group attacking any creatures in its path. The group has a few options once they realize what's happening: they can flee, prepare for them and attack them from a ranged position, or they can face the danger head-on, although it's not the best idea.

The swarm starts at 200ft from the group and will go toward it. It will move at base speed and its number will be reduced by 1 for each group of creatures in the adventurer's path. So if a small herd of triceratops are close, one swarm will attack it, the rest of the cloud will advance toward the PCs.

In case the encounter occurs in the jungle, reduce the number of swarms to 3.

FRIEND OR FOE?

As you walk among some peaceful beast, you here a sharp, annoying voice - coming from a few feet ahead of you - saying in Common: *Hey folks, I truly hope you're enjoying the hike.* An instant later, you see a small flying creature with red skin, small horns and a pointy tail, flapping its wings while it hovers close to you.

Aenor placed an **imp** (MM p76) called Zyx to mess around with his test subjects. The imp receives an alert when the group reaches the plane and received some guidance from Aenor:

- Zyx can interact at will with the group
- It can either tell the truth or lie, to its own discretion or mood
- If attacked, it'll go invisible and mention that there's no point in killing it as it'll go back to Hell and Aenor will bring it back. It'll also argue that it has valuable information
- Zux cannot stay with the group for more than an hour, but it can return at a later point

Find below some bits of information that Zyx possesses. Note that he doesn't necessarily tell the truth.

- Aenor is a powerful wizard that created this dungeon to test its efficiency
- This is a demi-plane created by Aenor
- There's a lizardfolk tribe on the island
- There's a terrible creature that dominates the place. Zyx truly fears it
- The lights must be redirected to allow the exit to be revealed
- Others have been here in the past

WATCH OUT OR BE STAMPEDED

This event takes place in the plains. The group is walking among the giant brontosaurus, among other smaller beast like triceratops, stegosaurus, pachycephalosaurus, etc. They're all very calm, feeding on tree leaves, grass, plants and fruits. At some point, read:

As you walk down the grassy fields surrounded by all kinds of different and exotics beasts of many sizes and features. These creatures feed on treetops, grass, satiate their thirst from steams, all in peace. You suddenly hear a loud roar coming from behind. The ground starts shaking slightly below and you hear the sound of countless heavy steps. Clearly something has agitated the huge herd of beats. The situation aggravates quite quickly and you realize that standing there you'll have you trampled. You start running and you soon realize what's causing this whole situation: three towering, muscular beasts with small arms and huge sharp teeth filled mouth are chasing the other beasts. One of these creatures is bigger, faster, has a light gray skin color, almost white, red eyes and some small spikes on its back.

When this happens, have the group roll initiative and roll it for the Indomitable Rex (I-Rex) and his Rex buddies. The trio will start ravaging everything and everyone in their path. They won't focus on the group specifically unless they catch the attention of the I-Rex. Also, if they damage any T-Rex, that's enough to have the whole trio on their heels.

Complexity 2 (4 successes)

Primary Skills: Athletics, Acrobatics

Other Skills: Insight, Perception, Animal Handling

Athletics (DC 15): You use your strength and physical skill to run as efficiently as possible and avoid getting in the way of running dinosaurs.

Acrobatics (DC 17): Through your nimbleness, you dodge incoming runners while running away yourself.

Perception (DC 17): You pay attention to your surroundings to find somewhere to get protection or a better sport to advance to, gaining advantage on your next move.

Insight (DC 15): You use your gut feeling to understand the situation and read it in a way that will give you the edge on your next move, gaining advantage on the next check for primary skills.

Success

- You advance toward a protected place. It could be rocks, trees and the base of hills. Once there, the party can wait for the fuss to end.

Failure

- The PC gets trampled by a beast, taking 3d8 bludgeoning damage. It needs to pass a Dexterity saving throw in order to get back up fast to avoid being trampled again. Failure means it wasn't fast enough and gets trampled again. Repeat the process until it passes the saving throw.



STOP FIGHTING!

If you used the event above, avoid using this one as you shouldn't abuse the Indomitable Rex (I-Rex) apparition. At some point in the plains, inform the group that they come across 2 T-Rex fightings they came out from a small set of trees or rocks. They hear the roaring and see the impressive scene below:

After walking for a while, you hear roaring sounds coming very close to you. You soon see two muscular, towering, reptilian, bipedal creatures with short arms, a long tail and big, sharp teeth filled mouth fighting at each other, trying to bite each other's neck. They didn't notice you yet."

If the group decides to continue walking like nothing is happening, there's a chance the duo will notice the group and change their focus to the group. Roll a d6, on a 1 or 2, the dinosaurs notice them. If the group decides to hide closeby and wait, or if they want to go the long way, moving stealthily, read:

You hide in hopes to have them part and leave your way, when a bigger, faster creature with light gray skin color, almost white, red eyes and some small spikes on its back appears and bites one of them in the chest and stops between them, roaring loudly. The other two stop fighting, look at the white one and flee. The big one starts sniffing and slowly walks around, trying to find something. The dreadful creature stretches its neck over your hiding place, and you smell the stench of dried blood from its mouth. It sniffs a few times but retreats and goes away.

THE BIG MOUTH

After describing the sea (check The Sea Descriptive Box), read:

Close to where the river meets the sea you see three row boats with oars inside them. They look in good condition.

Close where the Center River joins the Sea are 3 rowboats for 2 people each with a pair of oars. The island can be seen some miles ahead, small with its green hills high above the sea.

It takes 2 hours to cross a hex with the rowboat. The party can land on the north side of the island, and then they'll need to cross the hill on foot, or they can go around the island to land at the south side, where the yellow beam seems to be located.

If the group decided to venture on any of the hexes that share the land with the island on the map, this event happens once they're close enough to the land, like 500ft.

You've been rowing for quite some time now over a beautiful sea when you see a big, dark mass swimming below you in a slow, unsettling way. The island coast is still some hundreds of feet ahead. After a few moments of tension, the thing makes a sharp turn and starts moving much faster and up, getting closer and bigger, until you recognize the creature: it's a huge shark white with rows of sharp teeth in its mouth. It hits your boat with massive force.

Roll for initiative.

The boat has 15hp and AC 12. Once destroyed, the party will find itself in the water.

Swimming at normal speed won't require any test, but swimming at a fast pace requires a Strength (Athletics) check DC 15. A PC can use this action a successive number of rounds a number of times equal to 3 plus their Constitution modifier. After that, they must make a DC 10 Constitution check or suffer one level of exhaustion. (Exhaustion levels gained during the chase can be removed by a simple short rest).

Before the PCs get 200ft to the shore, or when the party starts getting in bad shape, read or paraphrase:

The shark has been hunting you relentlessly, hurting and wearing you down. Even though the shore is near, it's still far away considering the current situation. The shark makes another move in your direction and you wonder if this will be your last breath, however, the unexpected happens: a much bigger, actually a colossal whale but with many teeth bites and grab the shark with its mouth, diving down with it. The question remains: will it be enough to satiate its hunger?

The creature that saved the party is a huge mosasaur and it won't come back to attack the PCs. The shark is quite the meal for it.

Brave Hunters

At some point in any place in the mainland you prefer to run this, describe this to the party:

You get close to some trees and see reptilian humanoids hiding behind them. Their backs face you and they seem to be watching a lone beast, spears in hands.

The lizardfolk only speak draconic and won't attack at first. They defend themselves though. They are edgy and tense since hunting in the mainland. If the party helps them to hunt, they thank them and tell them to check-in at the camp and they'll provide a nice meal for them.

The Ruins

This is the main quest that will allow the group to leave the dungeon once and for all. All ruins shed a column of pure light with a yellow color, which can be seen from anywhere with a line of sight (e.g. cannot be seen from inside the jungle). All ruins are similar, old structures made of stone but mostly destroyed, and all have openings that allow the light to shine through it.

The Mountain Ruin

These ruins look like they were once a pyramid completely covered with skulls of all kinds, which are covered by moss and plants. Many skulls are broken since the structure is partially destroyed. The roof is mostly collapsed, allowing the light to shine through it. You see an entrance that seems to lead to a small room.

The entrance is a small square room that leads up to a bigger room with most of the floor destroyed, smashed by debris from the ceiling. There's also a visible second floor with a smashed floor too. All these detritus and debris-filled a lower floor with stones and rocks. The light is shining from the second floor, north direction from the entrance. There's no line of sight to the second floor as it's around 30ft high. Some of the borders from the second floor remain, and the areas that collapsed accumulated stones, which can allow one or more PCs to climb.

Reaching the altar is a Skill Challenge:

Complexity 2 (4 successes before 3 failures)

Primary Skills: Athletics, Acrobatics

Other Skills: Performance, Perception

Athletics (DC 15): You use your strength and physical skill to jump over a gap or climb up to a ledge.

Acrobatics (DC 17): Through your nimbleness, you jump to higher ground using the walls to support and allow you to reach the place.

Perception (DC 17): You pay attention to your surroundings to find the best spot to proceed further. You gain advantage on your next Athletics or Acrobatics attempt. This check also requires a successful Dexterity saving throw to concentrate and maintain balance while checking the place. A failure means that the PC falls and must restart the whole challenge. The damage taken by this fall depends on how many successes: 1d6 for each success (max 3d6).

Performance (DC 15): Another PC can motivate the climbers with engaging and hopeful words. This gives advantage to the PCs that are attempting to climb up.

Success

- You climb up and grab a ledge and also proceed towards your goal

Failure

- You fall while attempting to jump or grab a ledge, taking 1d6 fall damage per success (max 3d6).

Once up, the PCs can see a stone altar with many human skulls at its base. It sheds a bright, yellow light upwards to the sky, like a column of pure radiant energy. Touching the light result in 5d8 radiant damage. Jumping into the hole obliterates the PC into dust. To shut it down, the PCs need to destroy the altar. It's made of stone, has 70hp, hardness 5, AC 13, is immune to piercing damage and vulnerable from bludgeoning damage dealt by metallic weapons (e.g. a mace or a maul). After its destruction, the light fades away, making the ruin a much darker place. There's an antimagic field that surrounds the whole place to avoid cheating spells like *levitate* or *fly*.

THE LAKE RUIN

This place is falling apart and not much is left aside from an entrance that leads down surrounded by mounds of stone debris of what once was most likely a big stone structure. The light seems to come from the opposite end of the ruins, shining through a hole, filling it fully. Plants were overgrown and covered much of what's left of the structure.

Going into the ruins takes the group to a long corridor filled with all kinds of visible traps (see below). At the end of the corridor, yellow light can be seen in a room, indicating the destination.

You land in a stone corridor that miraculously is standing almost intact, some blocks have fissures or have broken bits, but it's in good condition considering the exterior of this place. At the end of the corridor, the bright light catches your attention, however, something else immediately grabs this attention to itself: the path to get to the light is filled with bladed traps for all kinds, making intimidating and maddening noises. Who will be brave enough to pass these challenges?

The corridor is also under an antimagic field so cheating is not allowed. Here the traps are obvious and not hidden, like in the other levels of the dungeon. The whole group will be needed to shut this light down, but they'll probably find this out only once the first PC gets through the challenge.

The features of the corridors are quite unremarkable: old blocks of stone all around it, some bits have broken or cracked.

TRAPS

BLADE PENDULUM

A blade that is hung from the 15ft high ceiling swings left and right quite quickly. The PC needs to pass a Dexterity saving throw DC 17 or take 4d8 slashing damage. If the test fails by 5 or more, the PC ends up not crossing through and needs to try again.

CRUSHING SPIKED WALL

The east and west walls are spiked up to around 15ft high. The last 5ft is bare, so the ceiling here is 20ft high. There are long bars on the ceiling that can be grabbed to stay parallel to the ceiling. A pressure plate will activate the walls - but only the spiked part - to thrust forward, crushing annoying caught in the middle. The PC needs to grab the bars and drop at the best moment to go forward and leave the area of the crushing walls.

Check the rules for Jumping (PHB p182) and consider the part that mentions stretching the arms. So a PC with Strength 10 and 5" tall can reach 15ft high with a running start. It's important to ask the players in details what their action will be. If they don't mention running, assume a standing jump. For each foot missing to reach the bars that are at 19ft high, ask the PC to roll a Strength (Athletics) check DC 10 + quantity of feet missing (in the example above, 4). A failure means that the PC gets caught in the trap, taking 2d8 bludgeoning and 3d10 piercing damage.

Either way, the PCs need to pass and cross this area. In order to do so, the PC needs to pass a Dexterity saving throw DC 15 or be crushed again. A PC hugging the ceiling may observe for a minute to get advantage in this check, however, it needs to succeed a Strength (Athletics) check to endure this time sustaining its own weight. The DC is the PC's Constitution score.

LIMB CUTTER

The next part is a set of sharp blades, one from the ceiling and the other from the ground that slam together, cutting anything that isn't fast enough to jump through safely.

The PC can spend a minute to get advantage on the test, analyzing its behavior. The test is a Dexterity saving throw DC 17, failure meaning the PC takes 2d12 slashing damage. If the test failed by 5 or more, it takes additional 2d12 slashing damage and loses a foot. A critical failure on this test kills the PC, cutting its body in half.

SAW BLADES

Three big circular saw blades slide through the corridor, from east to west or vice-versa. Once again, the PC can spend a minute or two analyzing the blades' movement to gain advantage in the tests. A PC needs 3 tests to pass through all blades. There is 5ft between each blade. Each test requires a Dexterity saving throw DC 15 to pass, resulting in 3d6 slashing damage on a failure. If the check fails by 5 or more, the PC doesn't pass through the blade.

By the end of the corridor is the entrance to a room filled with yellow light. Touching it causes 5d8 radiant damage. Entering the room obliterates the PC to dust.

Above the entrance, which has no door, is a shifting sentence, which changes every 6 seconds. At both sides of the door are paintings of heroes looking to up the sentences. The sentences are the riddles below:

"What runs around a city, but never moves?"

Answer: a wall

"You must keep it after giving it."

Answer: your word

"What is it-That we love more than life, Fear more than death, The rich want it, The poor have it, The miser spends it, And the spend-rift saves it?"

Answer: nothing

If the group answers any of these riddles, the light goes off revealing an empty room. However, there are PCs standing at the other side of the corridor, not having passed the traps, the light will remain lit.

THE ISLAND RUIN

The fallen structure shows signs of an old temple dedicated to what looks to be a monkey god: there are several carvings of a big monkey along with many sculptures of it, most now broken. The place has moss and vines overgrown all around it but the entrance is clear.

It's a set of stairs that go down for around 15ft and lead the group into a big, square room, 100ft to the sides. Part of the ceiling has collapsed, leaving a pile of stone and detritus on the ground. The side rooms seem blocked aside from one, which door appears to be clear. There's a big tree at the end of the room, its roots have overgrown and destroyed part of the stone ground of this chamber. There are also dinosaur bones that look to be from smaller ones, scattered all over the place.

The yellow light seems to originate from the treetop. Once the group start walking around the room, read or paraphrase:

You see movement from behind the tree: a hulking creature which resembles a huge, dead ape walks from behind it, showing its muscles, rotted skin and bones. It walks using its fits to support itself. After a few feet, it stops, inclines its body forward and roars, spitting saliva and who knows what else, shaking the whole place.

This creature is a **giant ape** but an undead version with the below changes

- Its type is undead
- It has the *undead fortitude* trait from the zombie (MM p315)
- It has the *reckless* from a balgura (MM p56)
- It's immune to poison condition and damage
- Constitution is 22, making it with 187hp
- Strength is 24, making its attack hit at +10 and its bonus damage +7

- Proficient in Constitution saving throw, making it a +9 bonus

The creature starts its turns throwing a rock at the party and then charges forward. It's a stupid creature, so it won't focus fire on a PC, but rather try to hit one PC with each fist, for instance.

If Oxot is with the party, it fights to death if needed. Fleeing would be a shame too great to be worth staying alive.

Aenor linked the ape undeath energy to the light. Once the creature is defeated, the light goes out. Aenor can bring the creature back after a trial is over and link it once again to the light.

The side room is small and contains an empty, stone sarcophagus.

LEAVING

Once all 3 lights are extinguished, a new beam, also yellow, sheds from the main jungle. It's actually shining from the cave where the group came in. The group needs to get back to the cave and access it, and they'll land at the cave back where the portal is located, in the dungeon. If they look behind them, they see the spiral stairs that lead down to the labyrinth. The huge doors can be pushed open with a Strength check DC 15. Once they're out, read or paraphrase:

You see a man, an elf, clad in expensive-looking robes, holding a what looks to be a powerful staff. He has blonde hair and sharp eyes. He says something you don't understand and waves his staff, and you start hearing claps, followed by his own clapping, with his hands. His staff levitates in the air while he claps. He says: *Adventurers, congratulations for this feat! You passed The Great Trial. I thank you very much for helping me with this endeavor and I'm truly sorry for the harm caused to you. I'll fix any damage that was brought upon you and you'll also be handsomely rewarded. The treasure in the dungeon is fake, sorry for this trick. It was meant to provide some motivation. Shall we leave this place? Where would you like to go?*

DEVELOPMENT

Aenor can teleport the group pretty much anywhere. He'll use *wish* to undo any permanent damage that the group suffered (e.g. lost limb) or bring a fallen PC back to life. He can only use one *wish* per day though. He offers each PC 3.000gps and an uncommon magic item for each. He also explains why he created the dungeon and why he's putting adventurers through it, which is the information from the *Background*.

If the group decides to fight Aenor, he doesn't fight back. He rather defends himself and tries to reason with the group. If the group insists on the conflict, he teleports away, leaving the group without further assistance.

The group levels up to level 10 once the trial is over.

APPENDIX

AENOR GLEENWITH

Medium humanoid (high elf), chaotic neutral

Armor Class 18 (robe of the archmagi)

Hit Points 170 (20d8 + 80)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	22 (+6)	18 (+4)	14 (+2)

Skills Perception +10, Insight +10, Arcana +12, Investigation +12

Saving Throws Intelligence +12, Wisdom +10

Senses passive Perception 20

Languages Common, Elf, Abyssal, Infernal

Challenge 16 (15,000 XP)

Winged Boots. Aenor can fly at the same walking speed up to 4 hours per day.

Robe of the Archmagi. Aenor has the below effects due to this robe, already included in the stats:

- If he's not wearing armor, his base Armor Class is 15 + his Dexterity modifier.
- He has advantage on Saving Throws against spell and other magical effects.
- His spell save DC and spell Attack bonus each increase by 2.

Magic Resistance. He has advantage on Saving Throws against spell and other magical effects.

Arcane Ward. Aenor has a magical ward that has 30 hit points. Whenever Aenor takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, Aenor takes any remaining damage. When Aenor casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Spellcasting. Aenor is a 20th-level spellcaster. his spellcasting ability is Intelligence, (spell save DC 22, +14 to hit with spell attacks.) He can cast *shield* and *misty step* at will. He can cast *fireball* and *blink* without expending a slot slot, but he can't do so again until he finishes a short or long rest. Aenor has the following spells prepared:

Cantrips (at will): *mage hand*, *light*, *prestidigitation*, *fire bolt*, *chill touch*

1st level (4 slots): *charm person*, *detect magic*, *disguise self*, *sleep*, # *absorb elements*

2nd level (3 slots): *mirror image*, *detect thoughts*, *melf's acid arrow*, *suggestion*

3rd level (3 slots): *clairvoyance*, *slow*, *lightning bolt*, *counterspell*, # *dispel magic*

4th level (3 slots): *polymorph*, *blight*, #**stoneskin*

5th level (3 slots): *scrying*, *cone of cold*, *modify memory*

6th level (2 slots): *mass suggestion*

7th level (2 slots): *forcecage*, *teleport*

8th level (1 slot): *sunburst*

9th level (1 slot): #**foresight*, *wish*

(*) spells with a wildcard are already cast on him

(#) Abjuration spell of 1st level or higher

Actions

Fire Bolt. *Ranged Spell Attack:* +14 to hit, range 120ft., one target. *Hit* 22 (4d10)

Reactions

Rod of Absortion (30 levels). Aenor can use his reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy — not the spell itself — is stored in the rod. The energy has the same level as the spell when it was cast. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If Aenor is targeted by a spell that the rod can't store, the rod has no effect on that spell. Aenor can convert energy stored in it into Spell Slots to cast Spells he has prepared or know. Aenor can create Spell Slots only of a level equal to or lower than his own Spell Slots, up to a maximum of 5th level.

I-REX: INDOMITABLE REX

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	18 (+4)	8 (-1)	17 (+3)	10 (0)

Saves Dex +6, Wis +8

Skills Perception +12, Stealth +9, Survival +12

Senses passive Perception 22

Languages -

Challenge 13 (10,000 XP)

Camaleon Heritage. The indomitable rex is invisible when still and hidden.

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

Regeneration. At the start of its turn, I-Rex regenerates 20 hit points.

Actions

Multiattack. The indomitable rex uses its roar and makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit* 34 (4d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the I-Rex can't bite another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15ft., one target. *Hit* 19 (2d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Roar. Each creature within 120ft. of the I-Rex must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the I-Rex's Roar for the next 24 hours.

Legendary Actions

The I-Rex can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

Move. The I-Rex can move up to half its speed.

Hide. The I-Rex can attempt to Hide with a Dexterity (Stealth) check.

Claw (costs 2 actions). The I-Rex makes a claw attack.

IRON WYVERN

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 161 (17d10 + 85)

Speed 20ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	5 (-3)	12 (+1)	1 (-5)

Damage Resistances fire; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine

Damage Immunities poison, psychic;

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120ft., passive Perception 10

Languages understands Common and Elven but cannot speak

Challenge 9 (5,000 XP)

Magic Resistance. The iron wyvern has advantage on saving throws against spells and other magical effects.

Magic Weapons. The iron wyvern's natural weapons magical.

Flyby. The iron wyvern doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Multiattack. The iron wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit* 15 (2d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 16 (3d6 + 6) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit* 16 (2d10 + 5) piercing damage plus 24 (7d6) poison damage. The target must make a DC 17 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

Acid Breath (Recharge 5-6). The iron wyvern exhales acid breath in a 60-foot line that is 5 ft. wide. Each creature in that area must make a DC 17 Constitution saving throw, taking 39 (6d12) acid damage on a failed save, or half as much damage on a successful one.

MINOTAL

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-3)	11 (+0)	1 (-5)

Initiative +3

Damage Resistances fire; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine

Damage Immunities poison, psychic;

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120ft., passive Perception 10

Languages understands Common and Elven but cannot speak

Challenge 9 (5,000 XP)

Magic Resistance. Minotal has advantage on saving throws against spells and other magical effects.

Labyrinthine Recall. The minotal can perfectly recall any path it has traveled.

Magic Weapons. Minotal's greataxe is considered magical, but only when he's wielding it. His horns are considered a +3 weapon, and this is already considered in the stats.

Reckless. At the start of its turn, Minotal can gain advantage on all melee weapon attacks it makes during that turn, but all attack rolls made against it have advantage until the start of its next turn.

Charge. If the Minotal moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Multiattack. Minotal makes two greataxe or retractable horn attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit* 18 (2d12 + 5) slashing damage.

Retractable Horn. *Ranged Weapon Attack:* +5 to hit, reach 30ft., one target. *Hit* 16 (4d6 + 2) piercing damage. Minotal's horn is trusted at the target and is brought back to its head with a chain that is attached to it.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 5) slashing damage.

Reactions

Angry Bull. When hit by a melee attack, Minotal can use its gore attack against the attacker.

Reposition. When flanked, Minotal can move half its speed without provoking attacks of opportunities.

SWARM OF GIANT FLYING INSECTS

Huge swarm of tiny beasts, unaligned

Armor Class 13 (natural armor)
Hit Points 67 (9d12+9)
Speed fly 40ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	13 (+1)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30ft., passive Perception 11

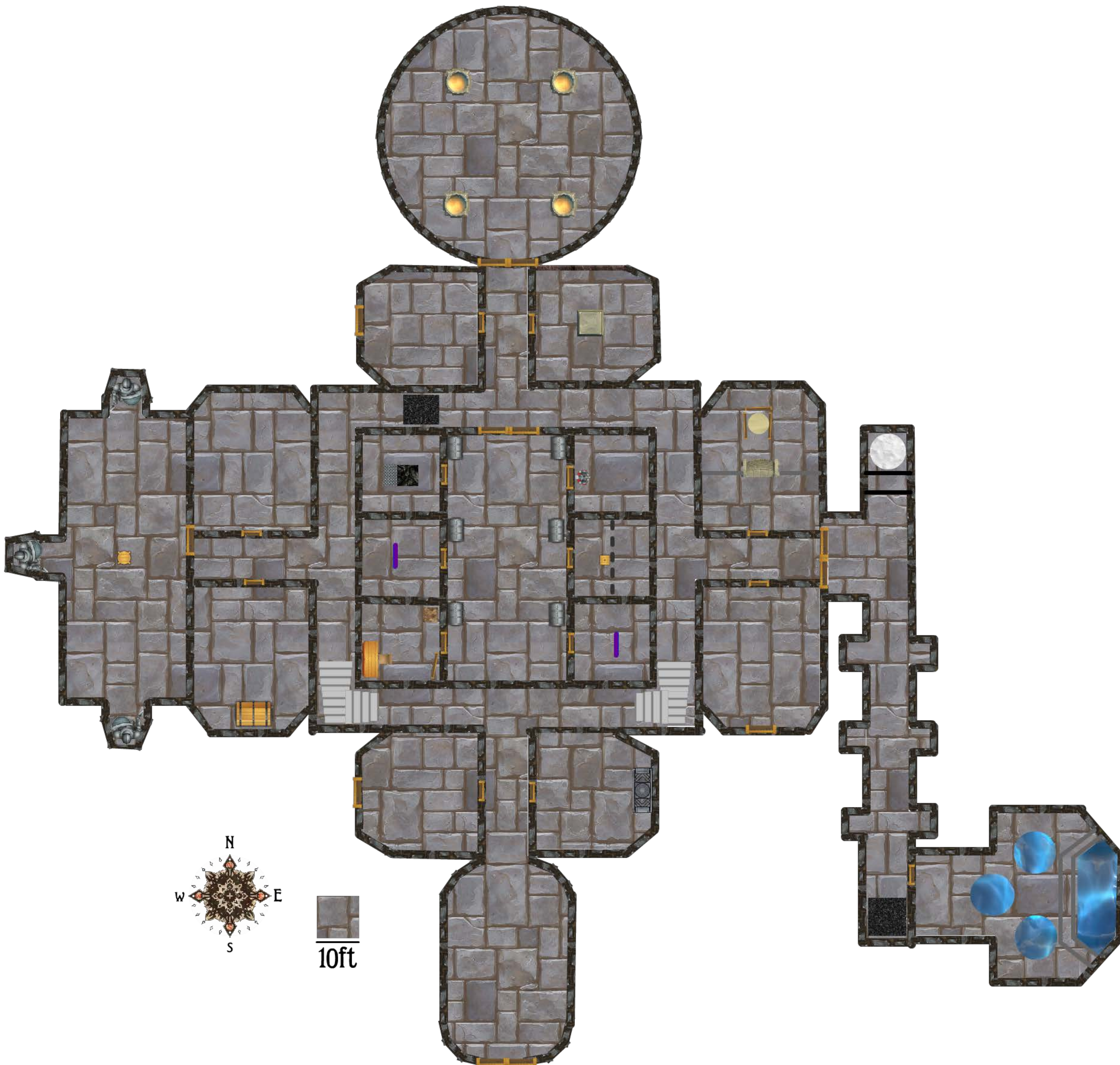
Challenge 5 (1,800 XP)

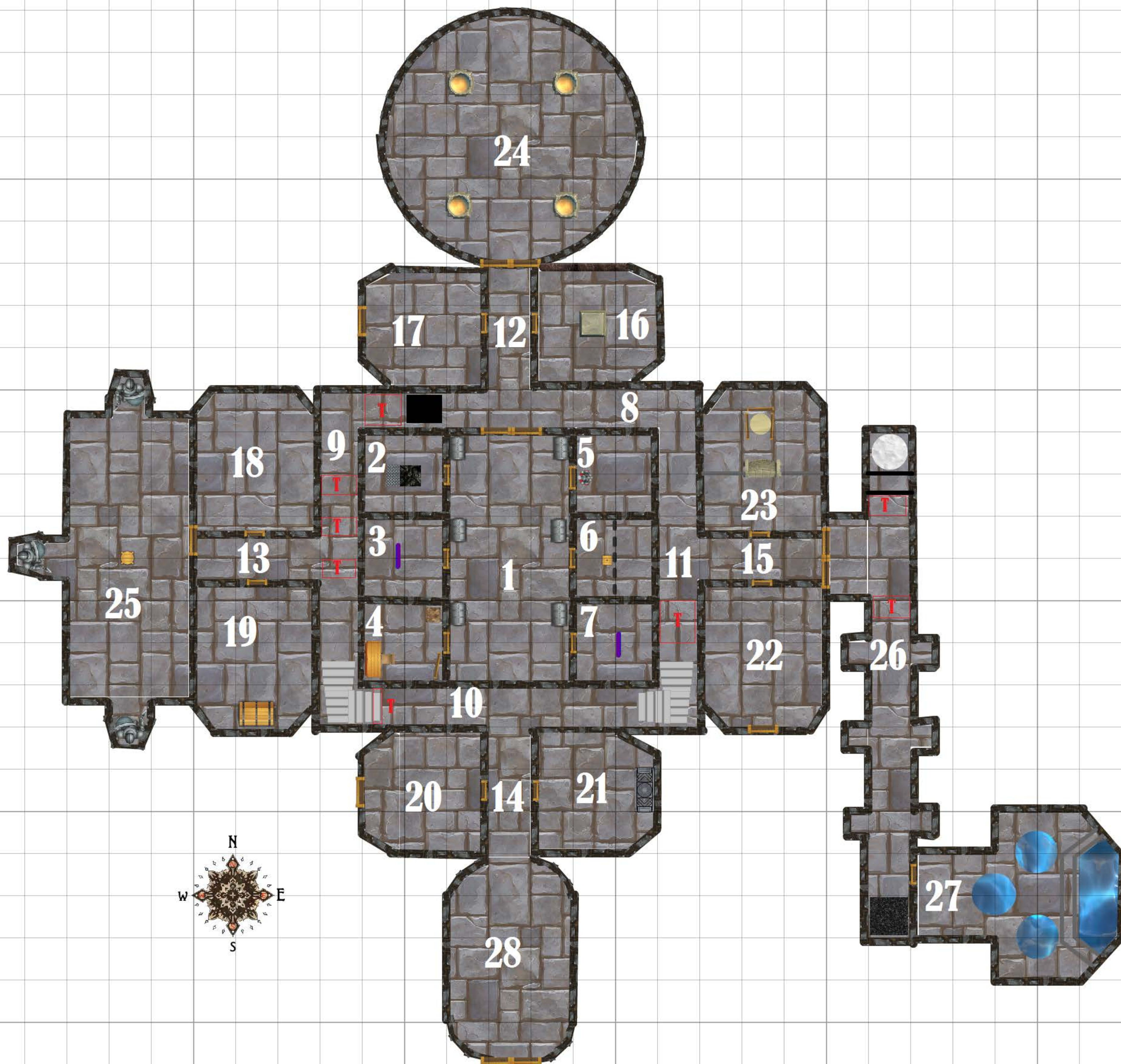
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points. Any creature inside the swarm is blinded but doesn't have disadvantage to attack the swarm.

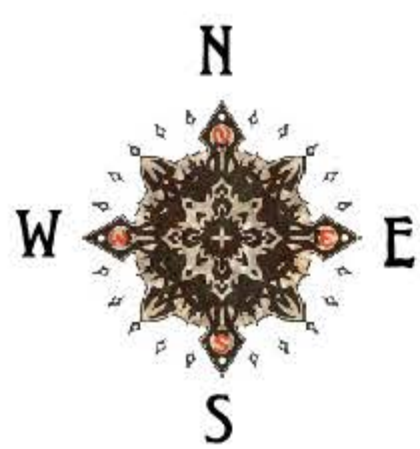
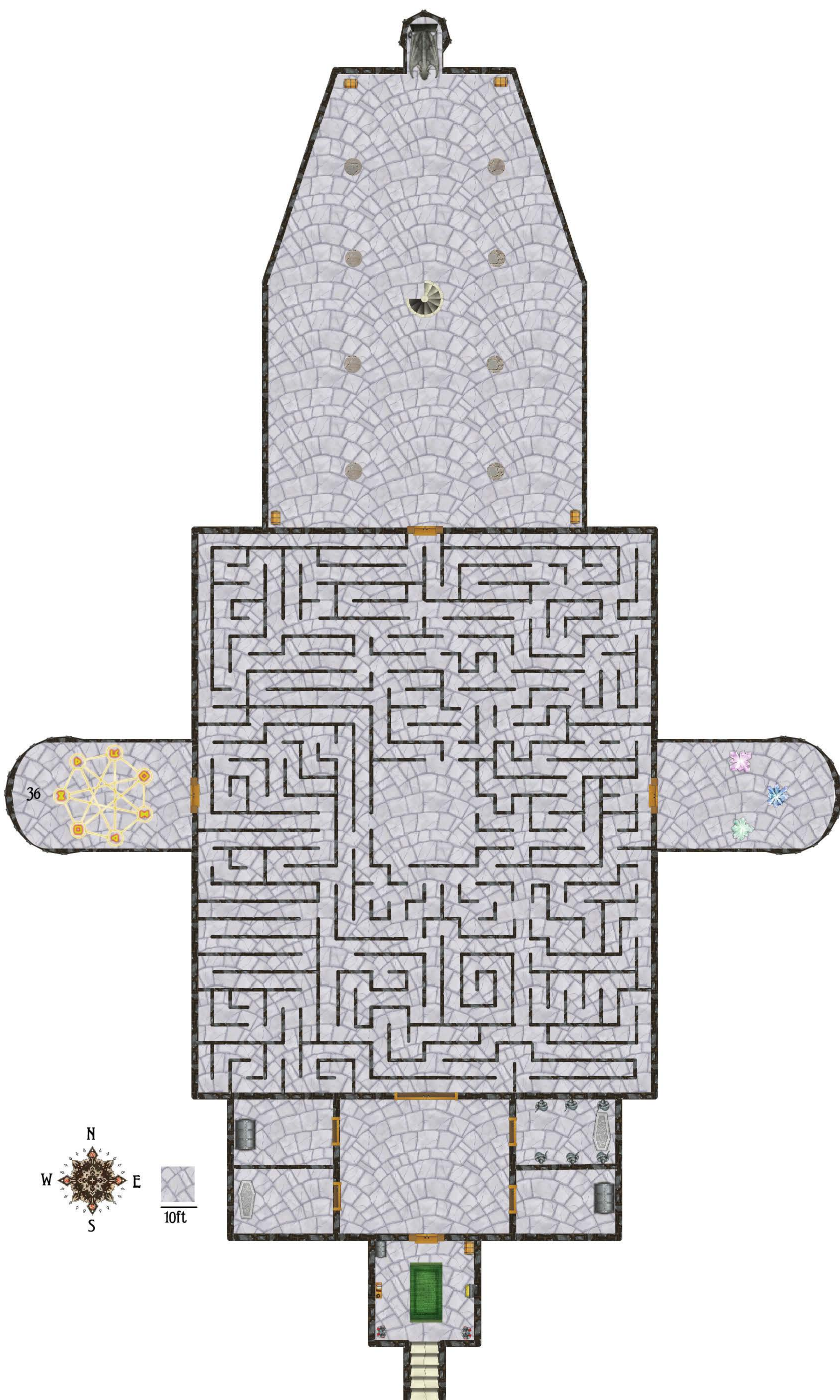
Split. The swarm split itself and become two large swarms rather than a huge one. Its hit points are split equally between both creatures. The damage and other features remain the same. It can use this as a bonus action.

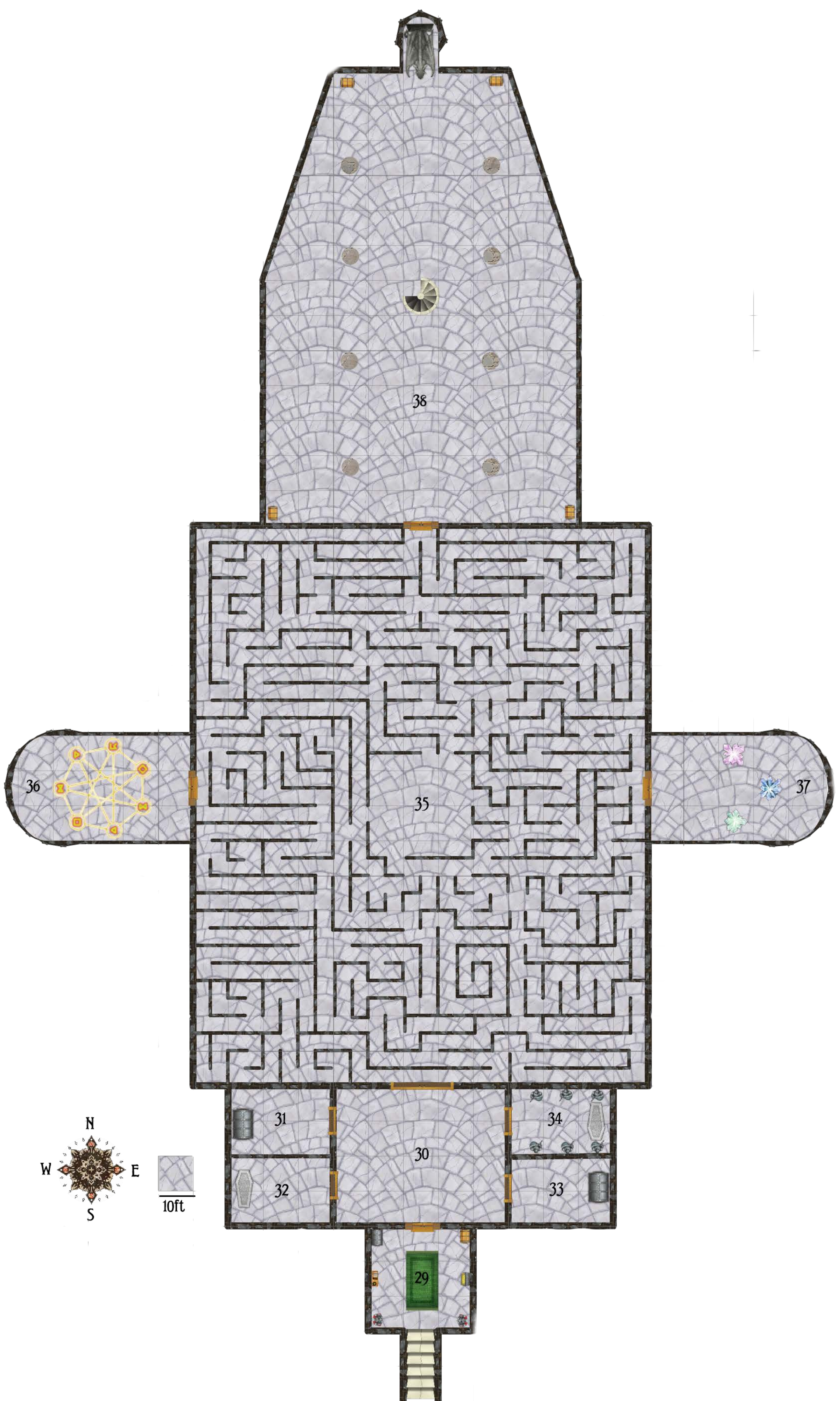
Actions

Bites (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 0ft., all targets inside the swarm. *Hit* 14 (4d6) piercing damage.











Mountain Ruin

Fall Hills

Alien

West Lake

Jungle River

Entrance/Exit

Main Lake

Lake Ruin

Hugging Hills

Traversing Lake

West River

East River

Lonely Hills

Center River

Island Ruin

The Tribe

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