



THE TWENTIETH DUNGEON

The great mage, Opidah Magnos, has offered 500 gp to The Party for retrieving the legendary Shard of Gernok before it falls into evil hands. Supposedly, Gernok hid it in an underground complex; Magnos provides directions to the dungeon's hidden entrance.

ABOUT THE DUNGEON

A secret door in the rock wall of a deep valley opens to a long set of descending stairs. Inside are several hallways that connect odd, triangular rooms. Everything is illuminated by magical sconces.

The Party will encounter the remains of two adventurers that once tried to solve the dungeon's mysteries (include loot and gear).

DESCRIPTION OF ROOMS

Use the following encounters for each of the rooms.

A: Exploration. A stone statue kneels in the center of the room, head bowed and hands forward, offering an obsidian dagger.

B: Combat. 3 sets of **Animated Armor** are arranged in this room, unmoving. If one is touched, the door will close and lock and the armor attacks. When all 3 are defeated, the door unlocks.

C: Trap. (Locked entrance, see Room H). Two levers protrude from the floor here, and there is a pedestal between them, 4 feet tall and 2 feet in diameter. When the lever on the left is pulled, the top of the pedestal opens to reveal a **Green Gemstone**. When the lever on the right is pulled, a compartment in the body of the pedestal opens, releasing a **Swarm of Poisonous Snakes**.

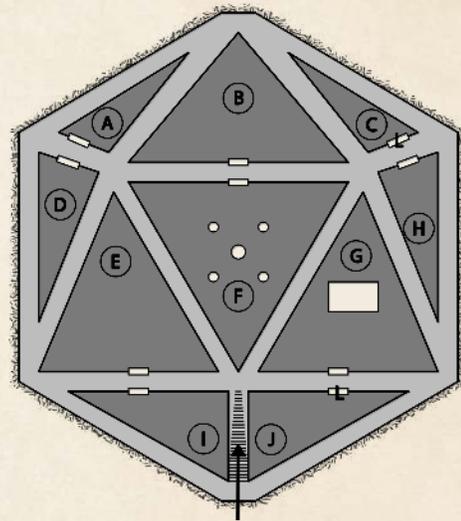
D: Combat. A **Skeleton** sits in an old chair, its chest glowing with a soft purple light. When approached, it rises and attacks, and 4 **Shadows** materialize to join the fight. In the Skeleton's ribcage is a **Purple Gemstone**. Also present is an adventurer's long-dead corpse.

E: Combat. In this room are tall stone columns, rising to the ceiling, and a layer of sand on the floor. The sand is piled up in the far corner 5 feet high, such that it conceals a **Giant Scorpion**, which will burst forth and attack. Its left eye is a gleaming **Red Gemstone**.

F: Finale. A vast chamber is bare except for 5 pedestals arranged in the center of the room. Atop the one in the center is a glowing **Blue Gemstone**. When the 4 other Gemstones of the dungeon are placed in this room on the remaining pedestals, a **Blue Dragon Wyrmling** materializes. Once defeated, it and the gemstones vanish, and the **Shard of Gornok** appears on the central pedestal.

G: Trap. An open pit dominates the room's center, 15 ft. across, 40 ft. deep, spikes at the bottom. In the far corner is a pedestal, and on top is a Silver Key, holding down a pressure plate (DC 16 to spot). On trigger, traps activate. Pedestal explodes: 3d6 fire damage to anyone within 10 ft., or half as much on successful DC 12 DEX save. On each side of the pit, swinging blade traps: anyone crossing those spaces must succeed DC 14 Acrobatics check or take 2d8 slashing dmg. **Key unlocks Room J.**

H: Puzzle. A statue holds a bowl carved with a rune for money. An inscription reads "Suppose two friends share a dozen square. One gives a dozen to me before dividing the rest among three, what would that third share be?" When solved, an audible "CLUNK" echos through the air. **(This unlocks the door to Room C).** **Solution:** Place 20 coins into the bowl.



I: Exploration. In the center of the room, an adventurer's corpse is impaled on a large spike protruding from the floor. Investigating the scene (DC 12) finds that there is a triggered pressure plate next to the spike. In the corner of the room is a pedestal with nothing on top of it. Room is otherwise empty.

J: Puzzle. (Locked entrance, see Room G). 4 pedestals, marked with symbols representing the wind, a gemstone, lightning, and an ocean wave. A lever is next to each. Inscription on the wall reads "All of existence has the potential to shift from Order, firm and resolute, to Chaos, wild and free." (Refers to states of matter). **Solution:** Pull the levers in order of solid, liquid, gas, and plasma. Upon pulling the 4th lever, if sequence is correct, **Yellow Gemstone** appears on the lightning pedestal. If sequence is incorrect, the pedestal instead casts Fire Bolt (+4 to hit), targeting the nearest creature.

WRAP IT UP

If the Shard is turned over to Magnos, the reward is gladly paid. The mage will only allow a character to keep the item if there is an existing relationship of complete trust.

NPCs

- Opidah Magnos - A skilled mage, Opidah's personality often swings between lighthearted and very serious.
- Gernok the Warlock - In legends past, Gernok is said to have caused complete collapse in two separate cities during his life.

ITEM INFO

- **Shard of Gernok** - *Wondrous item, legendary, requires attunement.* When this item is used as an Arcane Focus, your Evocation Spell Attacks score a critical hit on a roll of 19 or 20.
Curse: At dawn each day, roll 1d20. On a roll of 20, your Intelligence Ability Score becomes 6 for a period of 24 hours.
- **Gemstones** - these five precious gems are magically linked to the dungeon, and will vanish if removed from the complex.