

# Kriswell's Hall of the Five Elements

(A system-neutral adventure for up to 5 players)

**Instructions:** Before beginning the dungeon, you will want to reproduce a copy of the map to the right for the players, and carefully cut the Keys out of the bottom-right of this page to hand out to players when prompted, and 5 narrow strips of paper the length of 4 map tiles. While running, you'll also want a separate notepad handy. Many of the puzzles are more practical than mental, and any aids that facilitate running the dungeon are best employed, so read through before running to decide what you'll need. If players take too long solving any particular elemental puzzle, consider spawning some minion-grade elemental monsters in the room to keep players on their toes. If they continue to have difficulty, you may give hints at your own discretion. Creature names and damage rolls are given as suggestions, adapt as appropriate for your party.

**Hook:** Kriswell, an old Sorcerer and master of the Elemental Magicks, has died, leaving to his daughter, Judith, the location of a hidden vault, with the warning that the treasures contained therein will prove most hazardous to obtain. Judith has approached the adventurers and requested their assistance, guaranteeing them a more-than fair share of the treasure it must surely contain, so long as they can bring her an item called the "Oracle Stone," though she won't explain what it is, or why she wants it.

**Rumors:** Judith will know the location but be unwilling to share it unless an agreement is made with the adventurers for the stone. Around the town, people will remember Kriswell as a powerful but belligerent wizard, brilliant but insufferable. Some townsfolk might also be aware that Kriswell would occasionally take trips up to the local mountains, where Hill Giants are said to live, but nobody knows why he went. It can be presumed, from his power over the elements, that whatsoever he chose to keep in a vault must be very powerful indeed. Judith won't explain what the oracle stone is, but it is presumed to be an immensely powerful magical implement.

**Approach:** Judith will lead the adventurers, along with a dozen or so of her own bodyguards, to the base of a mountain. The mouth of a cave is here, and there are 3 Hill Giants living inside. Giants must be fought or negotiated with to be allowed passage. Judith and her bodyguards do not get involved. However, she will allow bodyguards to join the adventurers if there are fewer than 5, if they so wish. The bodyguards will obey player instructions and assist in combat, but have no loyalty to the players.

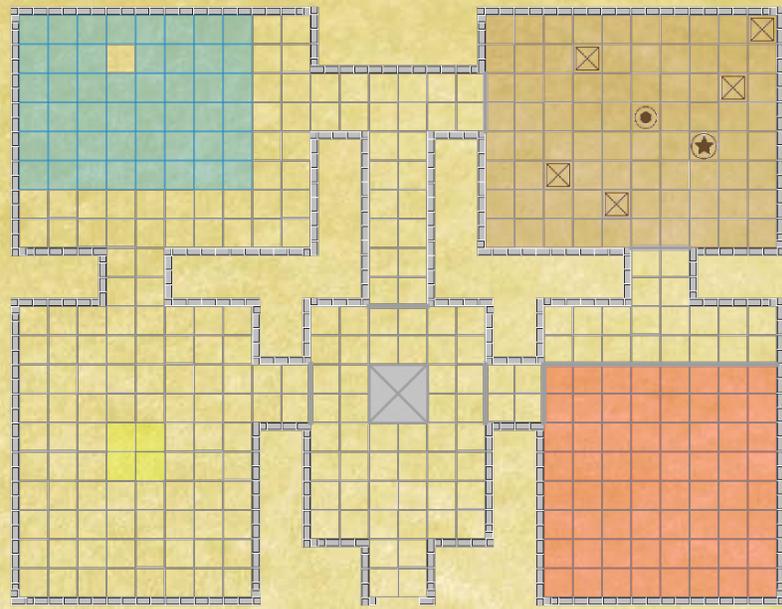
**Central Room:** Players squeeze through narrow caverns and make their way to a stone room. Doorways indicated on map appear as walls unless inspected. There are magical torches on the walls near the entrance, and scattered around the room are: a rusted sword, a wooden shield, a copper coin, a clay bowl, a leather cap, and a wooden carving of a fish (a Redwood Herring, te-he). There is also a statue of Kriswell in the center of the room, standing with arms outstretched on top of a pedestal, on which are inscribed these words:

Five elements, within, you find, if be you keen of steel and mind,  
And treasure, may you take in peace, and grant my spirit sweet release.  
Or, see you drowning, crush or burn, as treasures such as these you earn,  
and face the challenges within, which, from this room, we shall begin.  
So here and now, in cavern deep, I first shall take what you then keep.  
Then grant me what is quickly broken, merely when it's name is spoken.  
Then hand me that so soft, yet strong, which can't be held for very long.  
And then, the follower of night, that treads within the world of light.  
From forge and oven, the ideal that be not meat, nor coal, nor steel.  
And lastly, I request, forthwith, a garnet piscine xyloglyph.  
Then I shall grant ingress to thee. Explore within, return to me,  
and take thy treasures elemental. But be ye warned, I shan't be gentle.

To solve this riddle, players must do the following, in no particular order, but within a few minutes of each other: Make a promise, be completely silent for a few seconds, breathe on the statue, cast a shadow on the statue, heat the statue, and hand it the fish. When this is done, the doors to the other parts of the hall open up. Also, four small keyholes appear magically on the Pedestal, to be dealt with later.

**Chamber of Water (NW):** A large pool of water takes up much of the room. Water level is 5 feet lower than the floor. The platform in the center of the pool is 21 feet from the south and east sides of the pool. Sides of the pool, and the platform, are too smooth to climb. There are 5 20-foot planks laying in the corner of the room as well. Players must make their way to the central island. Once there, they will find a small hole in the ceiling (10 feet high) they may reach into, and pull a Key out from. While any means to cross to the island is viable, the planks can be arranged to bridge the gap. The first diagonally across the corner, the second and third from the midpoint of the first plank to each side of the pool, the fourth bridging the midpoints of planks two and three, and the fifth can now cross from plank four to the island.

**Chamber of Earth (NE):** The floor of this room is grooved in a grid, and delicately balanced on a central pivot point. When a player first sets foot within, it tips to that side rapidly, causing the Boulder (Dotted Circle) to roll down the groove toward whichever side has the player weight on it. Players on floor as it shifts must pass a Dexterity Check (DC 20) to be able to dodge the boulder if it's coming toward them, otherwise take 3d6+6 damage. Players can shift their weight on the floor to tilt it and roll the boulder, or boulder can be pushed with a Str check (DC 20), and will then move in a straight line up, down, left or right, until it hits a wall, a Column (Crossed Square) or lands in the boulder-sized indentation (Starred Circle). Once it lands there, the boulder explodes, leaving another Key in the rubble.



**Chamber of Wind (SW):** In the center of the room is a floor-to-ceiling stone column with four holes in it. On the wall is written the legend "Four up, or Four down." Inside the column is a rotating set of switches, each one accessible through one of the holes where players can feel if the switch is up or down, and flip it. If two holes are entered, the other two will seal off magically, players unable to reach inside. Whenever all hands are removed from the holes, the switches inside rotate a random number of spaces around. At start, only one switch will be in the up position. GM will need to keep track of where switches end up and which the player(s) are reaching in to switch. This is a logic puzzle, and it is possible to solve in four attempts. If the players take longer, however, the whirring of the mechanism creates a small cyclone in the center of the room, which deals 1d6 + 2 damage at first, increasing slowly with each attempt. When puzzle is successfully solved, Column recedes into ground, revealing another Key on it's top for the players to take.

**Chamber of Fire (SE):** The room contains an 8x8 grid of red brick floor tiles. On the far wall, the number 50 is written inside a symbol of a flame. Stepping on any floor tile will cause it to sink slowly, giving players time to move across several. Once a player stands for a while on a tile, every tile in a straight line vertically, horizontally, and diagonally, but not the tile the player is standing on, becomes continually engulfed in flames while the player stands there, until player shifts weight enough to deactivate. Another player can then stand on another tile, causing the same effect. Flames deal 2d6+4 damage while in contact. Players must arrange themselves on the "chessboard" in such a way that 50 of the tiles are on fire. At which point, the fire symbol on the wall melts away, revealing a Key behind it.

**Finale:** As each chamber has been solved, it will spawn a powerful Elemental of each type in the center hall, hostile to the players. Once defeated, if each of the keys is inserted into it's respective hole, it will open a hidden compartment in the statue pedestal. The loot in each compartment is up to DM discretion, preferably an element-themed weapon/armor, or money/jewels. However, in none of these compartments will players find the Oracle Stone. If players assemble the 4 cutout keys together in the appropriate pattern, they'll be able to see the name of the 5th element, "SURPRISE". The moment the word is said aloud by any player, in the presence of the Statue, it comes to life as an Elite Stone Golem, hostile to the party and howling angrily, taking a surprise round before the players to do so. If defeated, the statue will crumble to dust, and within the dust, will be the Oracle Stone.

This dungeon module was created by Justin Peoples for the [One Page Dungeon Contest 2013](#). Released under the [Creative Commons Attribution-Share Alike 3.0 license](#). A more thorough version of this module will be made available at <http://rexfordane.blogspot.com>

