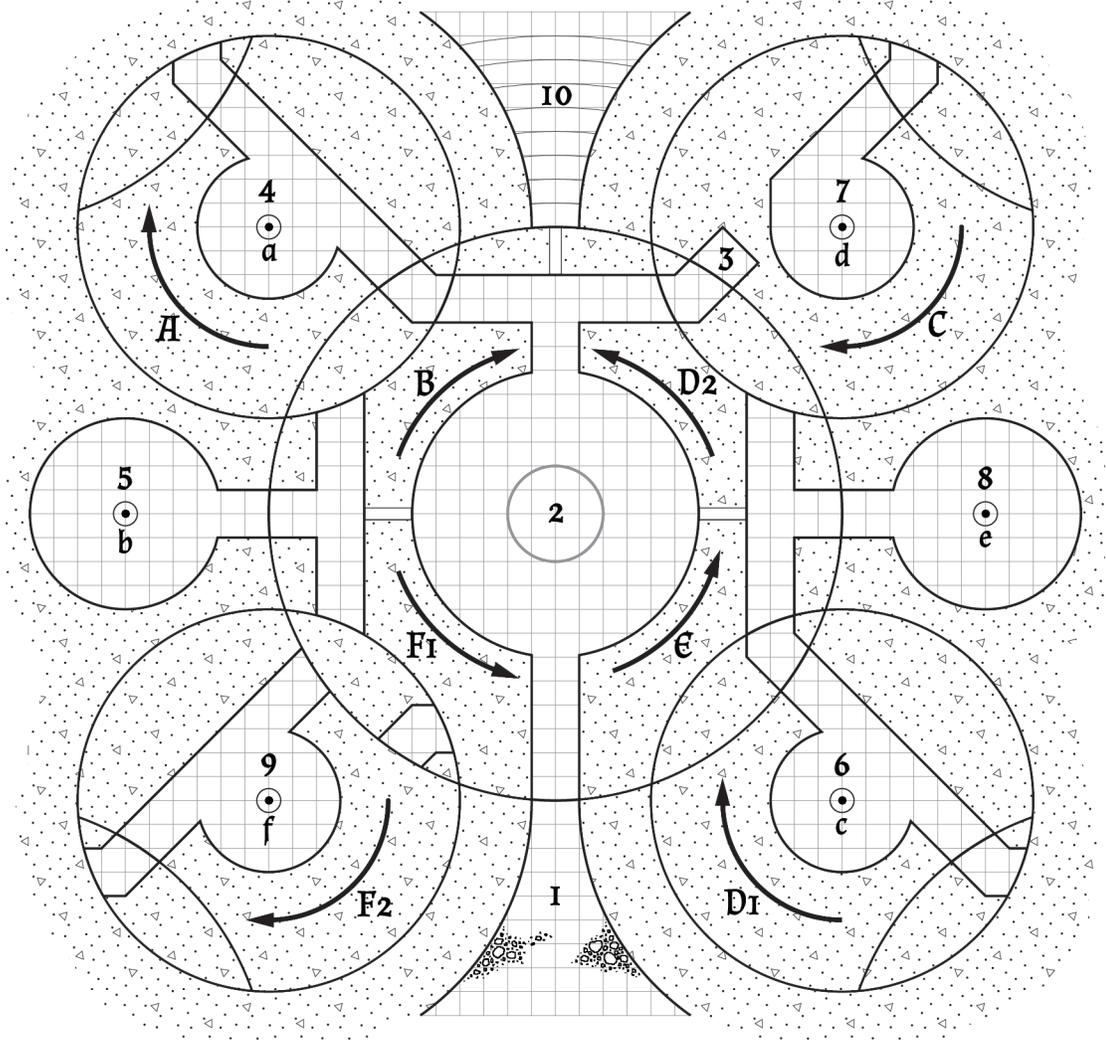


The Elemental Gauntlet

This brutal shifting dungeon can be easily slotted into your existing campaign. Does the evil elven king toss the adventurers into the gauntlet for sport? Is the Elemental Gauntlet a rite of passage for the characters' tribe? Is it simply a difficult passage to get from one point to another?

The Elemental Gauntlet is made up of five massive intersecting stone disks that rotate upon activation, limiting the route the PCs can travel. The way it is designed, the PCs should advance chronologically through the various chambers. For simplicity, assume that the gauntlet is smart enough to try to keep the party together (see **Rotating Chambers** below). Any gear used to try to stop the massive disks from rotating will just be sheared in two.

If you decide to let the characters wander during activations, it's highly recommended you print the map onto cardstock, cut out the 13 pieces, and physically track the state of the gauntlet and the characters within. It's also possible to allow the elemental creatures to wander as well! If the PCs get stuck, the gauntlet will slowly reset after a day has passed, allowing them to backtrack.



1. Entrance - You catch yourselves after sliding and scrabbling down the slope towards the entrance. The loose stones and boulders appear to continue rolling to a central spot in front of the tunnel. They begin to assemble themselves into roughly humanoid shape—an **earth elemental**—and attack!

2. Central Disk - The hallway opens into a large round room with another hallway on the other side. You can just make out a small round window at the end of that hallway that appears to be lit by sunlight. Similar windows exist on the left and right sides of the room; the left shows dancing orange light, the right shows a cool light blue light. A large round shallow pool in the middle of the room begins swirling and roiling, coalescing into a **water elemental**. The windows are ten feet thick and will change places during the course of the adventure, giving the characters some sense of direction.

3. Secret Alcove - A hidden panel in the back of the alcove contains an amulet that, when the center stone is pressed, slowly resets the gauntlet, allowing visitors to backtrack.

4, 6, 7, 9. Rotating Chambers - In the center of each of these round rooms is a short pedestal. Once all members of the party have arrived in a room, a large button rises out of the pedestal. Pressing the button temporarily seals the nearest corridors and one or two disks of the dungeon will rotate with a booming grinding noise. The part(s) that rotate correspond to the lowercase letter assigned to the button. If two disks shift, they do so chronologically, i.e. D1 rotates, then D2 rotates. Once the dungeon has finished shifting, the button recedes into the safety of the pedestal. If any party member leaves before the button is pushed, it deactivates and slides back into the impervious pedestal.

5. Flame Wing - Before leaving Chamber 4: *As the room finishes moving, the opposite corridor opens with a rush of hot dry air and orange light.* Upon entering: *The round chamber you see before you has a narrow trough of burning oil around the perimeter. As you approach, the flames leap higher and higher, eventually join, and form into a **fire elemental**.* Revealing the activation button before defeating the elemental may provide additional tactical options.

8. Frost Wing - Before leaving Chamber 7: *As the sound of grinding stone comes to a stop, the corridor re-opens with a gust of cold air and snow!* Upon entering: *This round chamber has a heavy iron gate bolted to the ceiling. Snow blows briskly from it into the room. As you enter, the snow swirls up and solidifies into an **ice elemental**.* Revealing the activation button before defeating the elemental may provide additional tactical options. If the PCs try to break through the gate and climb through, it gets progressively colder, eventually ending in a frosty death.

10. Exit - *Sunlight streams in, shining upon the curved steps leading out of the gauntlet. As you take the first step to freedom, grit and dead leaves blow up out of the crevasses, spinning into a sentient funnel cloud. You can only assume this **air elemental** is the final test.*