

Zehir room

The characters enter a large room with a black stone snake statue. The snake's body has three sets of three rotating mechanical rings with three segments each (black/red/yellow). There is a locked door leading into R12: Threshold of the Excoriated

This puzzle is based on the well known (in the US, at least) rhyme about venomous snakes:

“Red against yellow kills a fellow” and “Red against black, safe for Jack”

The following rhyme is inscribed around the head of the snake in draconic.

Looking at my serpentine greatness, you might wonder, which?

First, set the darkest scales of night

Second, the one that's not just an itch

Third, trusting the safest of bites

In the maw of my darkness is the switch



Correct solution starting from the head of the snake:

- *BLACK immovable head*
- **Black | Black | Black**
- *BLACK immovable body*
- **Yellow | Red | Yellow**
- *BLACK immovable body*
- **Red | Black | Red OR Red | Black | Yellow OR Yellow | Black | Red**
- *BLACK immovable tail*

To submit the puzzle, players will need to push a button in the mouth of the snake statue. To add some extra suspense, there is a localized area of magical darkness just inside the mouth.

If the solution they've entered is incorrect, poison darts shoot out from the walls and do 1d4 poison damage to anyone in the room (+DC 11 Con save or be poisoned for an hour). Also do the following based on how many Sets are correct on the snake:

If 0/3 Sets are correct: Summon 3 **Poisonous Snakes** that attack the party.

If 1/3 Sets are correct: Summon 2 **Poisonous Snakes** that attack the party.

If 2/3 Sets are correct: Summon 1 **Poisonous Snake** that attacks the party.