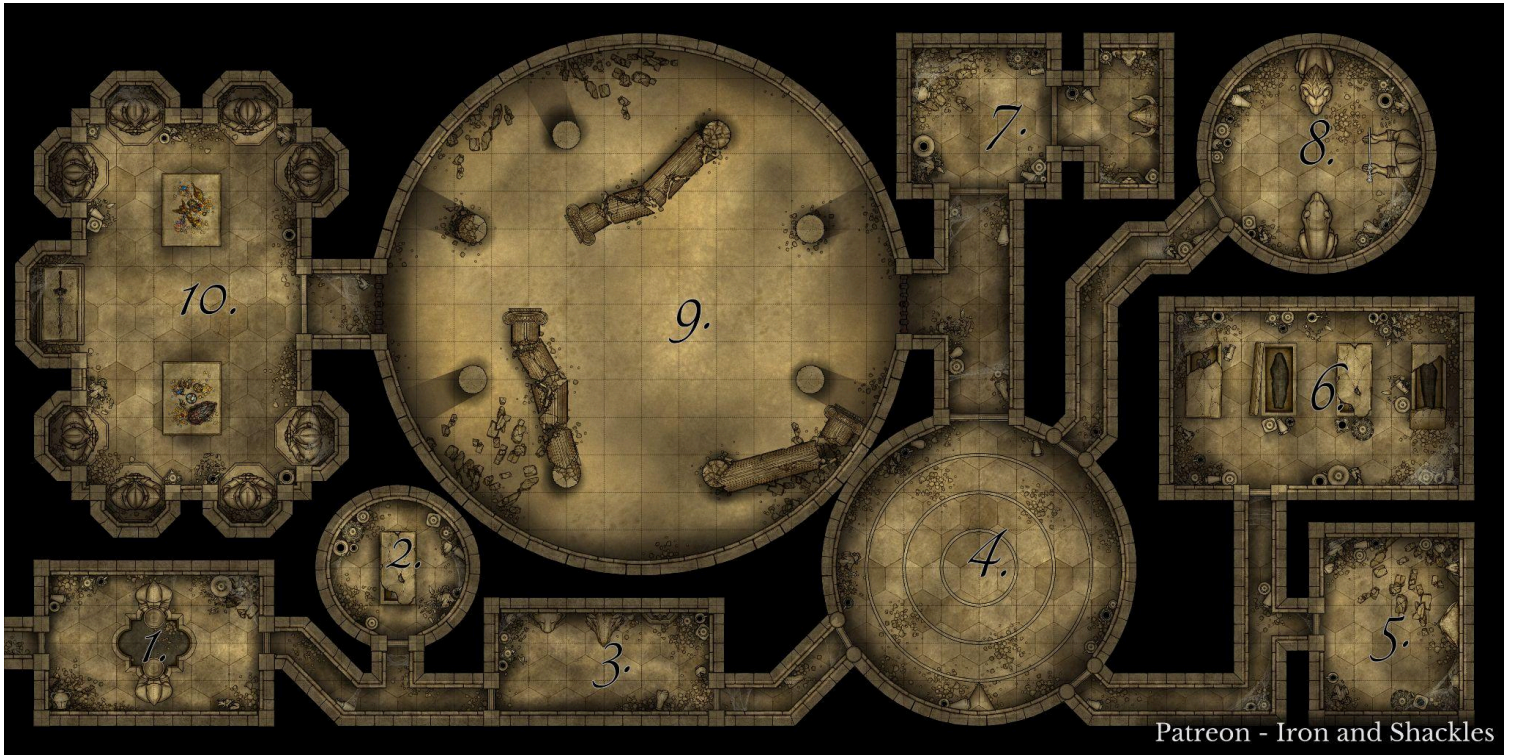


Arena of the Avatar



Room 1

In the 1st room of this dungeon, adventures will see two cloaked monks holding bowls over a drained fountain. The opposite door is made of stone and magically sealed; inscribed in the stone above the door is this riddle:

*In the blood-stained sand,
You will find me stand*

*This ring is not my home,
The wilds I dream to roam*

*I fight to earn your praise,
Wise men avert their gaze*

*No blade will pierce my hide,
Hear my words mortified*

*Under my spell you are,
My loyal avatar*

Who am I to enter the Arena?

Along the door frame is 6 humanoid skulls (consider changing for higher or lower level parties) fixed into the stone. Described with decorative helmets and battle wounds each guess will cause one of the skulls to crumble indicating to the party a “failed guess”. Privately record each guess. When 2 skulls remain the door will open to simulate a “correct guess”. It's a good idea to leave 2 extra guesses since there is no correct answer the party would be unlikely to quickly spend the last few guesses.

Room 2

This door is locked; above the door is inscribed this riddle:

*With no hands; throats I will choke,
Hot and arid yet no smoke
With no blade; lips I will bleed,
Absent gold but filled with greed
With no spell; minds I will confuse,
Illusions you will not refuse*

*Forests and fields, Beasts and birds, kings and armies;
Ender of all, to the same killer of fire I will fall*

Kill me and my guard will drop

The answer is Thirst, to open the door fill monk's bowls are filled with water in room 1. When filled the fountain will activate and keep flowing. If a creature drinks from the fountain they gain 2d6+2 temp HP, a creature may expend this temp HP as a reaction to add the value of the temp HP to a saving throw, ability check, or attack roll before the result of the roll is declared. The water can be extracted in a container but it loses its magical properties after 1 hour.

Inside the room, adventures will find a sarcophagus and burial urns. The urns will contain a small amount of coin (4d10gp) and some low-level jewels (2d4 at 10gp). The sarcophagus requires a DC 14 Athletics check to open, on a failure the lid breaks inwards crushing the potions inside, mixing and creating a noxious gas; every creature in the room must succeed a DC 16 Constitution saving throw or take 4d8 poison damage and fall asleep or half as much on a success and not falling asleep. All the potions inside are destroyed creating a noxious gas as they mix. If the check to open the sarcophagus is successful the adventures will find two potions of healing, a potion of greater healing, a potion of poison, and a potion of hill giant strength. Additionally, whether or not the sarcophagus breaks the adventures can find the Alchemist's ring and scroll of Tasha's Caustic Brew

Alchemist's ring
Wondrous item, uncommon (ring)

This ring appears to have a tiny potion fixed to the band; this potion is an extradimensional space and can hold up to 30 ounces of liquid. Any liquid or potion can be poured into the ring as an action where it will be stored until consumed or poured out as an action. A creature wearing this ring can speak the command word as a free action and activate the ring causing the ring to feed the creature the liquid stored inside the ring. If the creature has healing liquid stored inside the ring it will automatically activate when the creature wearing the ring is reduced to 0HP, additionally, any healing done by the ring is increased by the constitution modifier (minimum of 1) of the creature wearing the ring.

Room 3

This room has 3 stone heads mounted on the wall: Bear, Green Dragon, and Dwarf

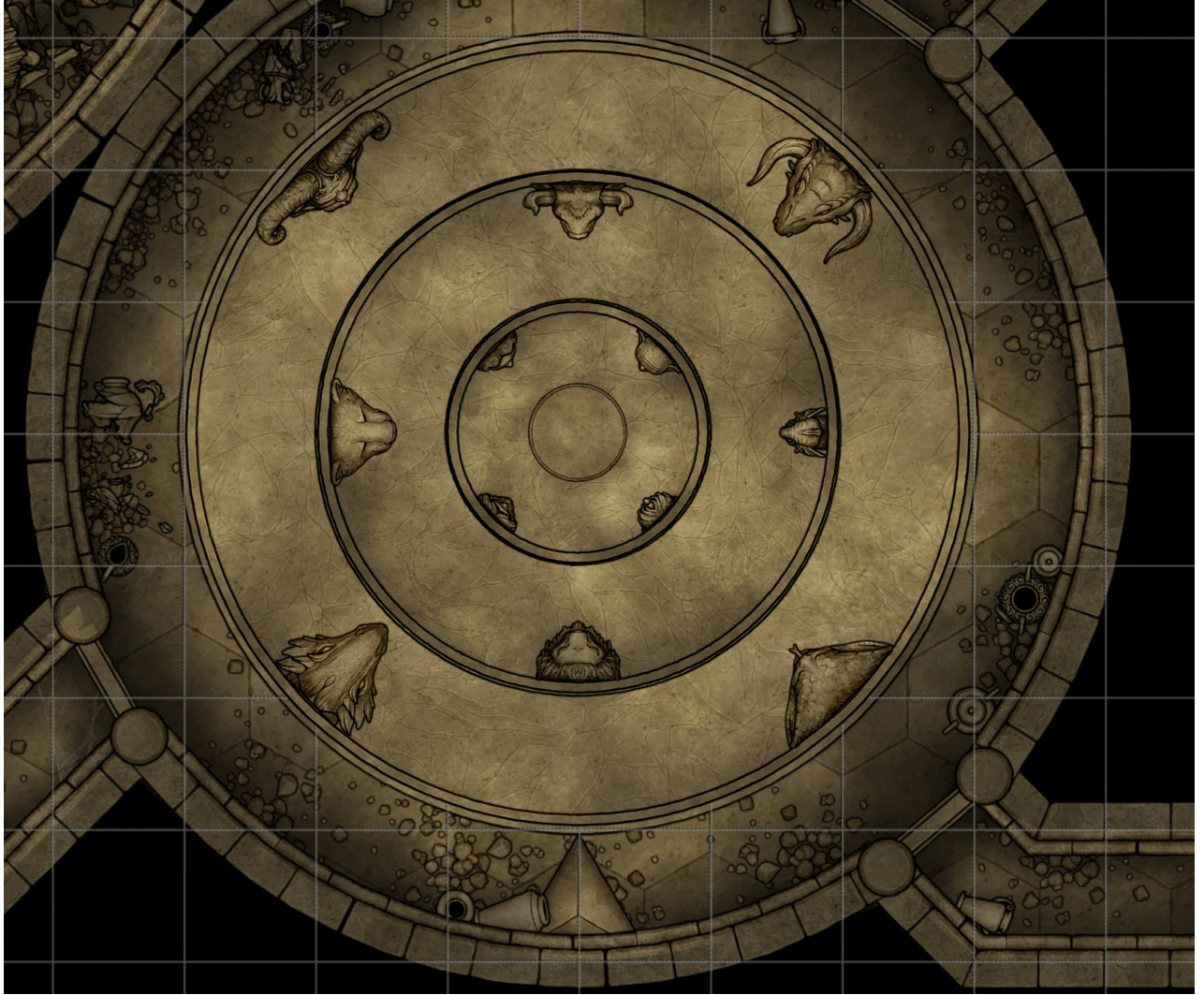
Room 4

This room has 3 dials on the floor; each smaller than the last in succession as well as a stone triangle on the southern point.

The first dial: Green Dragon head, Black Dragon head, Cobra head, Demon head

The second dial: Bear head, Lion head, Bull head, Seahorse

The third dial: Dwarf head, Goblin head, Man head, Woman head



Linning the correct combination will open doors

Bear, Green Dragon, and Dwarf will open the leading door to rooms 5 and 6

Cobra, Sea Horse, and Goblin will open the door leading to rooms 7 and 9

Bull, Black Dragon, and Woman will open the door leading to room 8

Room 5

This door is locked until the spectres are killed in Room 6. This room contains 3 stone heads mounted on the wall: Cobra, Sea Horse, and Goblin

Room 6

The door to this room is unlocked, when entered 4 undead spirits (2 Spectral guardians and 2 spectres, change ratio to adjust CR) that look like gladiators emerge from the sarcophagus and attack. The crypt contains 6d10gp and 2d6 burial items valued at 25gp each.

Room 7

The first door is not locked but the door in this room is locked with the inscription on the door reading:

*Though I will never retreat
Warm to cold, I run when the fight is beat
Offer to me the wine of defeat*

Answer: Blood. To open the door apply blood to the door and reveal a room containing these 3 stone heads mounted to the wall: Bull, Black Dragon, and Woman

Room 8

This room contains 3 statues, 1 male lion, 1 lioness, and 1 monk holding a silver staff.

The Blood Mason's Staff

Wondrous item, rare (staff) requires attunement

This silver rod is heavy and robust with a simple style, its head represents fine masonry. While attuned to this staff you gain the magic stone spell and whenever you cast a spell using this spell with this staff as the focus you create a number of magic stones equal to the spell level cast; these magic stones float around you until they are expended or dismissed as a free action. While you have magic stones created you and a creature you can see within 60ft. makes an attack against you, you may attack that creature with a magic stone. You may have a maximum of 12 magic stones created at one time.

This staff has one charge that can be expended as an action to cast Stone Skin or Flesh to Stone without requiring material components. After the spell is cast the staff requires a number of days to recharge Stone Skin (3 days) and Flesh to Stone (7 days). You may decrease the time the staff takes to recharge by expending a total of 5 spell slots over a short rest to decrease the number of days to recharge by 1.

Additionally, the staff can be used to turn stone sculptures into life by expending a charge. After doing this the staff requires a number of days to recharge equal to the player level or CR of the stat block used for the living statue. If the staff is used to cure a target of petrification; concentration must be maintained for a number of rounds equal to targets CR or player level, after which they are cured, if concentration ends earlier then the target is again petrified.

When a living statue is created it is charmed by you and regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests in the most favourable way it can. The living statue lasts for 1 hour, until its HP drops to 0, or you lose your concentration (as if you were concentrating on a spell) at which point it returns to its true form as a stone statue in the location the effect ended. You target multiple statues to create living statues as long as their total CR doesn't exceed CR

1 nor does the number of them exceed 4.

Room 9

This room appears to be an arena with broken pillars scattered through the sand. In this room the party will be locked in and forced to fight conjurations of the four guesses the adventures made earlier. Either play in 4 rounds with short rests, or back to back for a greater challenge

(Some Possible guesses: Gladiator, Gorgon, Basilisk, Umber hulk, Bulette, Dragon, Dinosaur)

After finishing the fight the door to **Room 10** opens

Room 10

Treasure room: this room has 10d20GP, a statue of a deity worth 250gp, an orb of shielding, 4d4 burial treasure worth 25gp, Sentinel Shield, and a Great sword of wounding.