(Location: Slots into the empty part of the hallway above R3)



This dark stone chamber is ringed by five braziers filled with black sand that stand unlit. On top of a stone altar in one corner of the room rests a selection of semi-precious stones (obsidian, jade, ivory, garnet, turquoise).

Throwing the appropriate stone in a brazier will grant a blessing of Tiamat for 1 hour. Characters cannot have more than one blessing of Tiamat active at a time. Trying to throw a stone into the brazier with a blessing active will end your current blessing and cause you to take 2d6 damage of the type you were previously resistant to. The doors to this chamber will not open unless all five torches are lit.

When the characters enter the room, the **White Abishai** inside will be aggressive to the party, throwing the single piece of Obsidian into the brazier closest to them.

White/Ivory:

- You are resistant to Cold Damage
- You are vulnerable to Fire Damage
- You do an additional 1d4 Cold damage when you hit with an attack roll.

Black/Obsidian:

- You are resistant to Necrotic Damage
- You are vulnerable to Radiant Damage
- You do an additional 1d4 Necrotic damage when you hit with an attack roll.

Red/Garnet:

- You are resistant to Fire Damage
- You are vulnerable to Cold Damage
- You do an additional 1d4 Fire damage when you hit with an attack roll.

Green/Jade:

- You are resistant to Poison Damage
- You recieve half as much healing.
- You do an additional 1d4 Poison damage when you hit with an attack roll.

Blue/Turquoise:

- You are resistant to Lightning Damage
- You are vulnerable to Thunder Damage
- You do an additional 1d4 Lightning damage when you hit with an attack roll.