

Collaboration Project



Food for
the GM's
Mind

The Lost Halls

Elven Tower Cartography

September - 2017



Patreon Releases:

Thanks to my followers on Patreon these game supplements are possible.

The Lost

Halls

Collaboration Project #1



The Lost Halls

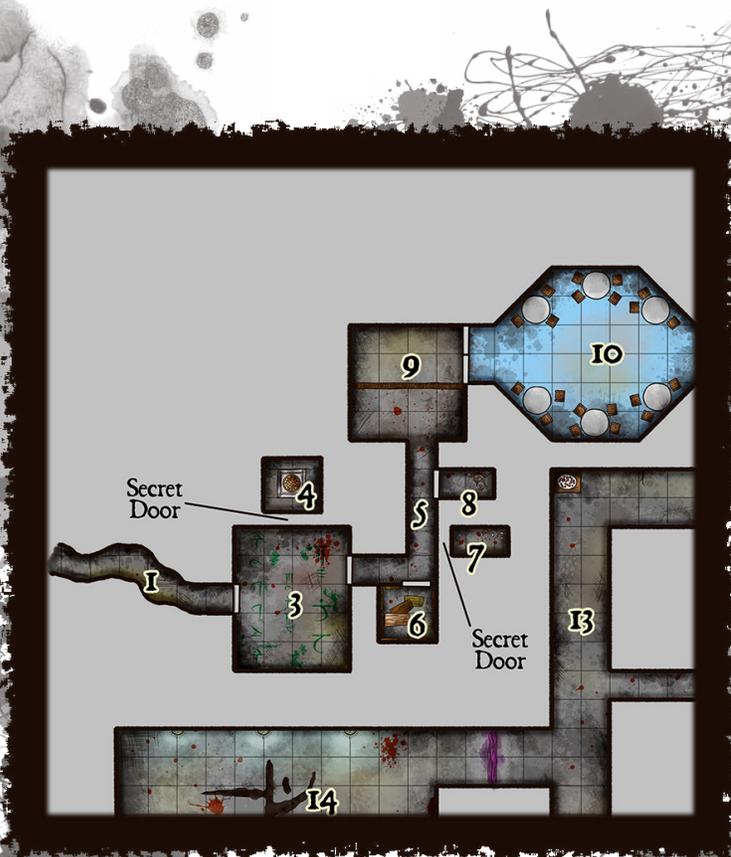
1 Entrance Tunnel

After turning the small, smooth river stone in your hand, over a few times, the pattern becomes legible. There, in front of you is a haggard looking ponderosa pine, long burned of all its needles, by the fire of the battle that once took place around this hillside.

Yet, faintly, under the charred bark are three patterns, matching those on the stone in your palm. Trace them in order, on the tree bark to open the entrance door, on the hillside behind the Pine. Stairs go down, deep into the earth. The description of this hallway is similar to Area 2.

DM Notes: Recommend using Espruar Script; as this goes with the Beholder in one of the deeper rooms. (Area 17)

2 The long dark



As you walk down the stairs leading into the dungeon, the lights around you get dimmer and dimmer until you are in complete darkness. All attempts to ignite torches or cast light spells are met with failure (pick a spell level below which all light spells fail. If the party is able to cast a spell to illuminate the area, it appears as a stark stone hallway with small glyphs written in green blood on the walls, and is only as long as it appears on the map). You walk along for what feels like an eternity, with the walls sometimes closing in so that you have to squeeze through narrow openings. The sound of water dripping is constant, and sometimes indistinguishable from the sound of blood dripping off an altar of human sacrifice. Eventually, you turn a corner and arrive at...

3 Dripping Room

Here's the source of all of the dripping noise. This rectangular room's ceiling is covered in the same greenish liquid the glyphs were written in, in Areas 1 and 2. The weird part is that droplets of this liquid emerge from between the floor stones, as if they were drawn by some kind of reverse gravity to the ceiling.

Any item the adventurers throw into this room hits the floor and disappears into the ceiling without even a sound. The only sound that can be heard is the droplets and the adventurers' echoing voices.

The floor stones will start shifting under anything heavier than 20 pounds, instead of letting an adventurer cross the room easily to the next visible door, they are moved left and right, as if gliding on that green liquid and the moving stone tiles. Floor stones have the speed of 20 ft. Players may make a DC 15 Dexterity check to cross the room at half speed because of the moving stones. On a failed save, they fall prone and slide 10 or 20 ft. in a random direction. When a character reaches the Eastern door

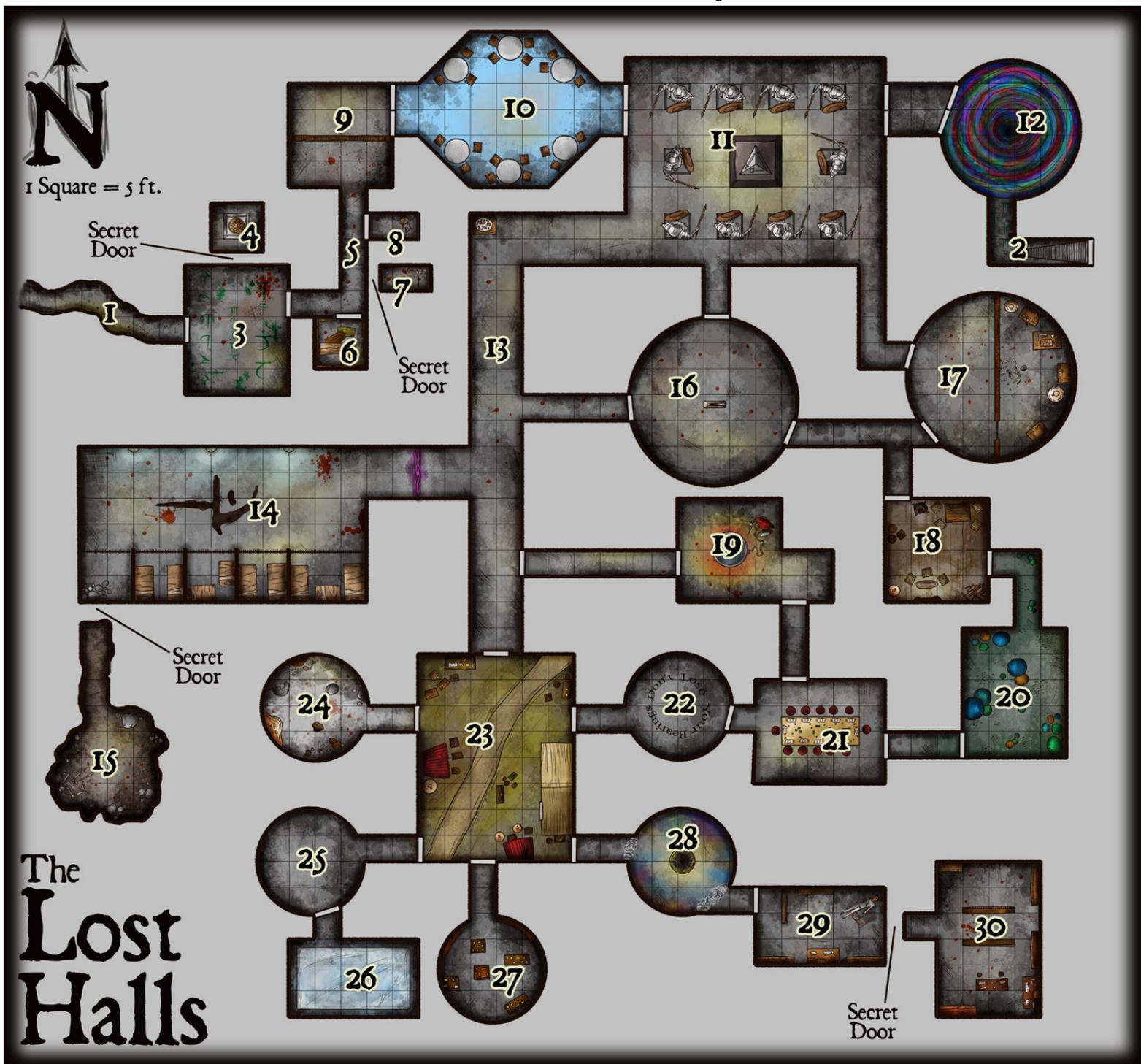
it looks plain enough, but it is locked. A character must make a DC 15 Thieves' Tools check to open it, on a failed check, the adventurer is pushed back from the door 20 ft. in a random direction, and must make another Dexterity check to avoid falling prone.

DM notes: It's easy enough to navigate between the droplets flying towards the ceiling, but if the adventurers touch the green liquid with their skin or other organic material, the adventurer or the material takes 1d2 necrotic damage. If the moving stones take the adventurer close to the north wall and they

decide to investigate the wall, see Area 4 for a secret door. If the adventurers decide to walk on walls, it is easy enough to get to the next door, but they have to come back down to the floor, or pick the lock with disadvantage.

4 Secret Room of Oozes

The door to this room is found on the North wall of Area 3. A DC 12 examination (Investigation or Perception check) will reveal slightly loose stone block that can be pushed inward until a click is heard.



This causes the 5 ft. stone door to slide to the left (resets after 24 hours). Inside the players will see an austere pedestal of white marble. Upon the pedestal sits a brass bowl filled with precious gems (together worth ~200gp).

If a character enters the room, they will alert the 4 Grey Oozes that are hiding against the Southern wall of the little room. Unless the character is attempting stealth, roll the Stealth checks for the oozes (to determine if there is a surprise round), then they will attack.

5 Hall of Malediction

As each character steps into this hall, they feel the presence of something ancient and wicked, prompting each character to react defensively (draw a weapon, prepare a spell, notch an arrow, etc.).

The insane spirit of a long-dead lich, who died a century ago, remains here. As each character performs an action, they will suffer some backfire effect. Example: If a character draws his sword, he will fumble (& slice his hand). If a character pulls an arrow, the string will break. If they cast a spell, it will fizzle (perhaps harming the caster). The curse in this hall is powerful, and always causes either some pain or serious inconvenience based on the action of each PC, but no real attack presents itself.

DM notes: If a deeply wise character can force himself to walk through (ignoring the powerful fear) nothing will happen to him. Perhaps you may choose a difficult Wisdom save or just roleplay the exchange.

6 The Room of Doors

Upon opening the door to this room, the party will see doors everywhere. Leaning against each other, stacked on top of each other, etc. Each door is of a unique size and shape, made of various types of wood and even a few of metal. None of the doors have handles.

7 Secret Room/ Complex Door

Because of the terror that emanates from AREA 5, it will be difficult for any character to concentrate in

order to find/unlock this secret room. Remember that the omnipresent fear of AREA 5 grows ever stronger the longer one remains. Therefore, the nerves of the character trying to unlock this door will fray his patience terribly. The notion of giving up haunts the characters.

But, if a character does happen to see the slightly artificial placement of the smooth stones located outside of this area, they may press the right combination required to open the small, stone door leading into this room.

The three unlocking stones are asymmetrically placed, one at 6', one (to the left) at 4', and the last (to the right) at 5 inches. The character can only open the stone door by first placing his foot against the 5 inch-high stone (which depresses that stone by 4"). He then must press the 6' high stone (which depresses 2"). He then must release the 5 inch-high stone at the same exact moment that he pushes in the 4' stone (which depresses it 4"). The stone door opens.

Within this room, the players will discover the skeletal remains of a long-dead holy man in rotten robes. He was sealed within this room a century ago by the lich, who starved him to death. Within his pouch are a cache (2d6) of blue-glowing, highly fragile-looking gems (2" diameter). When squeezed hard, the crystals will break, healing [X amount, appropriate to the level of the PCs] wounds.

8 Halfling Cell

The door to this room has a small barred window in it and a 2 inch gap between the bottom of the door and the floor. The door is locked (it must be picked or broken down). Looking through the barred window you will see a Halfling with his right leg chained to the far corner of the cell. The room has rotten and moldy food scattered around it, which has attracted many roaches and rats. If you free the Halfling, he is able to tell you about one of the rooms further into the dungeon.



9 Wall-trap, Undead Ambush

The fear from Area 5 persists as the characters enter this room, for they still feel the ubiquitous horror of the long-dead lich.

The old, iron-banded door must be kicked/pushed repeatedly in order to open. The hinges creak, but remain in tact as the door opens. Inside, the character's lights will show a solid, wooden wall separating the room. The wooden wall has a 10" gap between its top and the stone ceiling. Additionally, there are 2 very thin (2"), rectangular peek-holes. If the characters watch through those slits, they will see the shadows of movement on the other side of the wall.

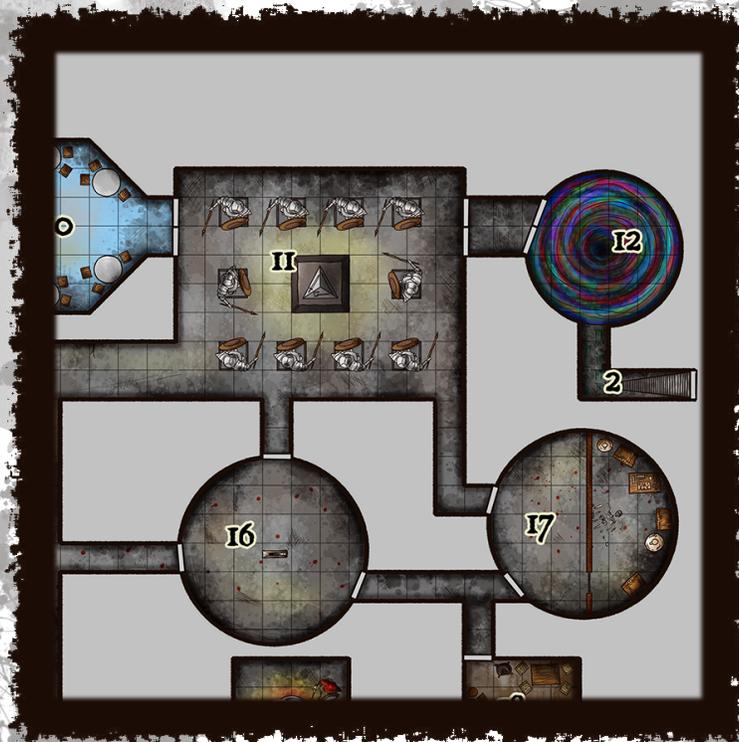
Naturally, the characters will plot their movements. But as soon as any of the characters come within 1 feet of the dividing wall, the wall falls forward (in the direction of the characters), potentially crushing/trapping them based on their locations. From the other side of the wall, X number of undead appropriate to the party's level charge and attack the party.

The Eastern door exiting this room is locked with [X, which is equal to the number of undead] interconnecting locks. Within the mouths of each undead is a key that fits one of the locks. Only after exiting this room to the East does the feeling of dread fade away.

10 The Mirrored Ballroom

This room is octagonal shaped, and it is 30 ft. from top to bottom. Every inch of the floor, walls, and ceiling, is mirrored. It is seamless, even where the walls join the floor and ceiling. A successful DC 10 Wisdom (Perception) check will allow the characters realize that they cast no reflection, yet the chairs and tables that are arranged around the walls do, as does the giant, ornate chandelier suspended from the center of the ceiling.

After spending more than a few moments (1 to 2 turns) in the room, players start to feel nauseous, and must make a DC 14 Constitution saving throw at disadvantage, or be violently sick.



Too long inside the room (5 minutes) and they will struggle to leave the room, as their balance, coordination, and sense of direction become severely impaired. (all actions performed at -2 and disadvantage)

The door closes automatically after 30 seconds of being open, melding seamlessly with the wall. A successful DC 20 Perception check will be required to find the small handle which opens it.

Should the players still be in the room after 10 minutes, they start to cast reflections in the surface of the room... these reflections rise up from the floor, and will attack the players, in an attempt to steal the characters' vital essence, and make themselves real. They fight as the players themselves would, with identical stats, abilities, etc.

11 Hall of Statues

This huge room is filled with an army of statues. They are tall, imposing warriors of a forgotten warlord, clad in meticulously detailed armor, bearing shields and spears. Once per day one of the statues tells a short tale of bravery, honor and sacrifice. There is a small altar in the middle with 3 symbols carved onto it: the sword, the axe and the spear.

Anyone leaving any kind of weapon here (forever) receives +1 damage for the next 8 hours. Moreover, resting in the area, listening to the tales and telling one grants 1 Inspiration Point. This room is a place of quiet reflection. There is no punishment for destroying the statues. They are just extraordinary pieces of art (each worth 100 gp), they can't be brought to life, they're not petrified, they're not stone golems or other such constructs. They are a memorial. Tread with respect.

12 The Whirlpool

This room is an aggressive Whirlpool with color changing lights that appear from the center bottom. Like a kaleidoscope black hole. Each color represents the type of damage a character would receive if they fall. If a character falls to the water, roll a d6 to determine the type of damage he would take:

1. Fire
2. Cold
3. Lightning
4. Thunder
5. Poison
6. Psychic

The character must make a DC 15 Constitution check or take 10 (3d6) damage of that type.

There is no floor, it is only the whirlpool which goes down about 20 ft. There are strategically-placed handholds on the walls. A character trying to cross by climbing the walls must make a DC 14 Athletics check. A result under 9 means the character loses his grasp and falls to the shifting whirlpool.

13 The Painted corridor

This room's walls are made of wood. No torches are attached to the walls, making it difficult to see without dark-visions or light sources. The z is also made of wood, and it is spotted with colored paint. Directly on the walls, portraits of elves are painted.

Succeeding an DC 18 History check DC 18 means the characters recognize the previous owners of the complex. At the north-west corner, is a table, with a plate on it. On the ceiling is a small hole. Food drops from the hole once per day.

z

In the corridor there is a gnome, with a metal collar on the neck and tied with chains to the ceiling, where a kind of rail allows the gnome to move along the corridor. The gnome isn't hostile to the players. He is called Totix, and he is a painter. He has been a slave to the owners of the tower for almost his entire life, and is charged with the task of keeping the paintings colorful and keep them from looking old.

If rescued, Totix will be grateful, but cannot say anything about the other rooms, as he was never allowed to go in them. He will then try to follow the players for a while if he is not told otherwise, as he wouldn't be able to take initiative. If Totix learns the players own housing, he will ask to be a servant there.

14 The Prison

The room has no proper door, though there is a magical force preventing the party from entering. With a successful DC 15 Arcana check, the party can glean that it is a Wall of Force spell trap closing off this area from several runes on the ceiling and floor. Behind the Wall of Force, there are a series of barred cells with small piles of hay covered in pelts.

The wall across from the cells has several cold-colored light-emitting rocks embedded in the stonework. These light stones cannot be removed, otherwise they crumble to dust. The floor has an elaborate (yet meaningless) pattern based on a deity of justice and law's symbol.

The main room contains two chairs and a small table with a board game, giant-bone dice, and two empty tankards on it. Each cell has two or three "beds", save for the innermost cell which is slightly larger and has five "beds". The cell furthest from the hall has some odd-looking stones toward the ground in the back corner. Upon moving the stones from the wall, a low tunnel is revealed.

15 Hidden Room

The low tunnel from the prison room leads to this small chamber. This room is crudely carved from the surrounding earth, as if some poor soul was trying to dig their way to freedom from the prison. There is a curled corpse in the corner opposite the tunnel's exit. There is a small shovel fashioned out of a carved rock in the rotting hand of the deceased

prisoner, and it wears tattered canvas. There is a small sack of polished stones worth 15 gp tied to a rope belt. When these rocks are looted, the corpse comes to life as a skeleton.

16 Countdown

As they enter this room, they see the two other doors (depending on which way they enter, they will be a mixture of across, to the left, and to the right). Once the last party member enters, the doors slam shut (GM's choice, whether they are doors that slide or pivot in, and stone or steel). The party sees a myriad of spikes, shards of glass, stalactites and generally pointy objects protruding from the ceiling. A voice starts counting down "10, 9, 8, 7, ...". You see a lever in the center. Switching the lever causes the countdown to start over. The countdown continues, and the doors do not open, no matter what the party does.

Eventually, when the countdown reaches zero, the doors open. The ceiling never descends. Great way to mess with your players. Make sure you have a good relationship with them before they enter this room! However, this was the most memorable session I've run :D

17 The Armory

Before you is a chest high stone wall and piercing through the stone is thick, cold iron bars in the likeness of a dungeon cell. To the right is a door made of the same cold iron. Behind the small wall you see the skeletal clasped hands of a humanoid figure. A skeleton stands, still and unmoving behind the stone. Beyond the skeleton is every treasure hunter's dream, countless rows and racks of gleaming weapons, armor, staves, and arrows. This is in fact, an illusion. A small, ancient beholder named Arlach resides in this chamber. It uses illusion magic to display nearby creatures' greatest desires.

When its victims enter the unlocked chamber, it petrifies or immobilizes its prey and feasts. If the illusion is dispelled or discovered somehow, it will play dumb and use its charming smile and wise words to persuade any intelligent beings to leave him alone.

18 Grampy's Log Cabin

This room has no windows and the interior is that of a small rustic cabin that belonged to a halfling or a gnome. It is in decent condition, though no one has been through this room in some time. The ceiling is low, and characters over 6 feet must stoop or sit.

After 2 hours in the room, a knocking can be heard from both doors. It is loud enough to keep the party from resting longer than a short rest and continues until the party leaves.

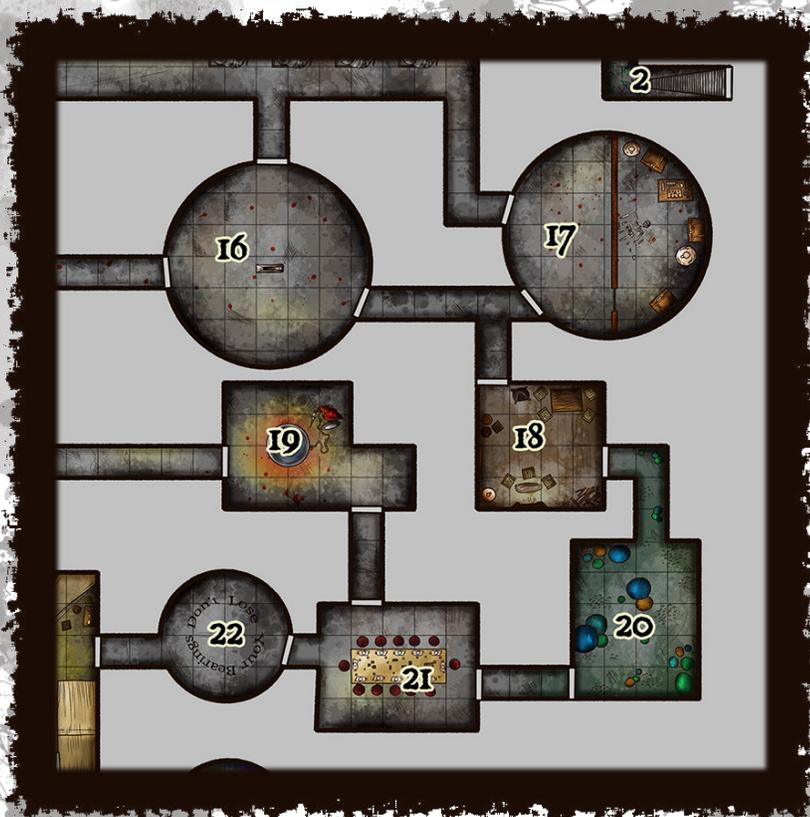
A parchment is attached to the door on the other side of the room. In a small elegant script it reads:

"I'm not sure why this place looks exactly like Grampy's old house. The knocking won't cease, and we stayed for some time after it began."

Items in the room: There are precisely enough chairs to accommodate the group.

There is an old but well maintained cast-iron stove.

Seasoned wood and kindling to cook



a meal and enjoy a short rest, but not enough for a long rest (about 2 hours worth of wood). It is in an organized pile on the ground.

A very short table next to the stove holding dried food staples to make a hearty chili.

A much loved pot on top of the stove, ready for use.

Clay pitcher of cold water.

Precisely enough utensils for which the party is to eat their meal.

Fur rugs line a portion of the floor

Hand carved wood sign reading “Home is where the hearth is” hangs above the stove.

None of the items replenish themselves.

19 Knight of the Broken Blade

Both of the iron-bound doors to this room open inward, but are incredibly stuck, requiring 4+ rounds of strong kicking/pushing in from the outside, and twice as long to pull from inside of the room. Aside from that, neither are actually barred/locked, and will open eventually.

In the middle of this room is a large, circular altar with a blue-burning brazier, filling the room with a shifting, eldritch light.

Chained to this altar is a large knightly figure in flawless, shining steel armor. His long chain is attached to his back, to a chain harness around his torso and to a thick iron ring that runs along the base of the altar. The knight can easily reach both of the doors of this room, and will relentlessly attack anyone in the room, focusing his attacks on anyone trying to pull open whichever door is still shut.

The knight carries a broken broadsword (doing only 1d4+STR damage), which is chained to an unbreakable loop around his wrist. His HPs are twice that of the highest warrior in the party.

Once he is slain, he collapses to the ground... but will only stay dead for 2 rounds.

At the end of those 2 rounds, he rises, HPs fully restored. He instantly charges (targeting first any character

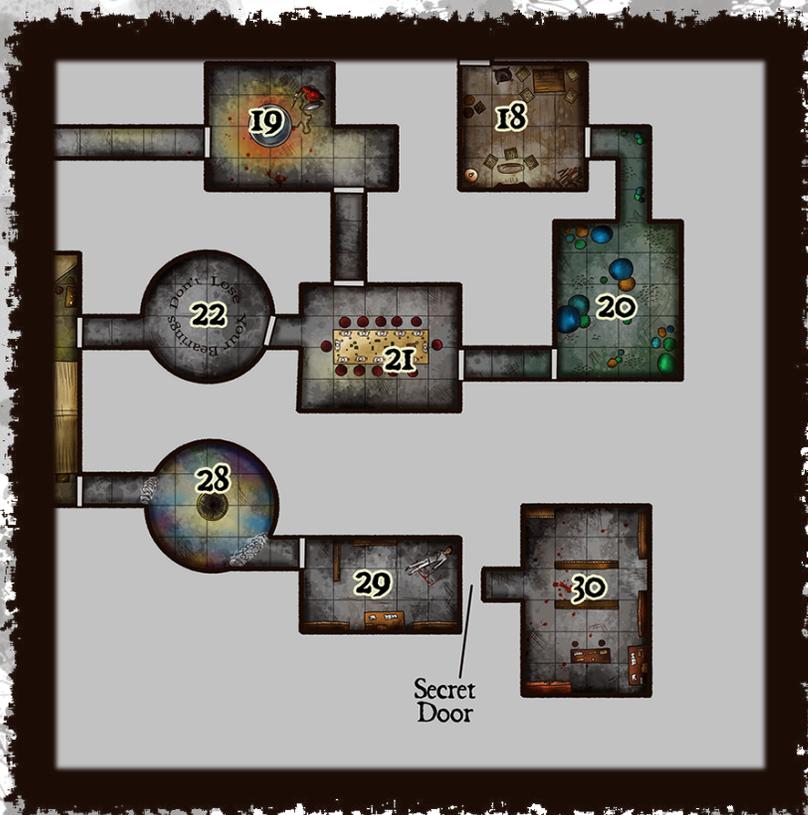
trying to open the closed door).

A character with a passive Wisdom (Perception) score of 16 or higher notices that a heartbeat before the knight rises, the blue-flaming brazier in the room shoots up. The Knight will continue regenerating in this fashion until a PC figures out that the blue flame is the source of this sorcery. But instead of dousing it, they must ignite a true fire inside of the brazier. Perceptive characters will notice (if they get close) that it produces no heat whatsoever. If they somehow get extremely close, they will in fact notice that it is colder than the rest of the room.

To break this magic, the players must place anything flammable within the brazier (which will burn for at least 2 rounds). At the end of this time, the blue light vanishes, the Knight will collapse, and his body within the armor turns to smoke.

The room is empty otherwise, but the knight’s plate armor (for any human-sized PC) is magical (appropriate bonus for the party’s level).

20 Fungal Studio



This natural cavern slopes downward from the west entrance down to the northern side. The craggy floor is completely blanketed in mushrooms and other large fungi. There are blankets of inch-high growths, overshadowed by numerous meter-high toadstools.

The larger mushrooms are all of a harmless species called belchers. Each belcher, when disturbed, makes a different, bizarre noise, loud relative to its size. Adventurers poking around the fungal chamber are subjected to a cacophony of human-like utterances, strange cave noises, and even musical notes.

An adventurer wise to the natural caverns might identify the smaller fungi growing in sheets as a valuable treasure. When harvested, steppe fungus can be used as an adjunct in powerful potions, or sold to a buyer with interest in such things. It fetches a fair price relative to the other treasures in the dungeon.

21 Banquet Room

This room is dimly lit. A banquet table is set in the center of the room.

22 The Ballroom

Once the last party member has entered this room, the door slides shut with a “ka-chunk”. The party is in a perfectly round stone chamber, with another heavy sliding door opposite to them. The doors have no handles, and will not open. The chamber is otherwise empty.

The characters immediately begin to hear a low whooshing sound, which grows continually louder and closer, until a stream of small metal balls begins pouring from four small holes in the ceiling. This continues until the balls cover most of the floor in an even scatter.

Any character who tries to walk must make a DC 15 Dexterity saving throw or fall prone. Moving at half speed gives advantage on the roll, and crawling avoids having to roll at all. A DC 10 Wisdom (Perception/Investigation) check

reveals block letters carved into the floor in a wide circle, which spell out the phrase “Don’t lose your bearings”. Some balls are collecting in the recessed letters.

The PCs must push all the balls around the floor to fill in the letters. Once the last ball falls in, they hear a click sound of the doors unlocking. They must make a DC 12 Intelligence check to remember which of the two identical doors they came in through. Any character who has fallen down since they entered the room has disadvantage on this check.

When a character touches an unlocked door, it opens, and the letters pop, re-scattering the ball bearings. The doors then re-lock. If they chose the wrong door, they must re-gather the balls in order to unlock the doors again.

23 The Distant Market

The entrances to this room are all solid wood doors and locked with simple mechanisms. Once an adventurer enters the room they are transported into a market anywhere else.

Inside the market are the usual people and it can be small or large as needed. The adventurers cannot interact with any of the people, objects, or things within the market but can hear, smell and see everything around them. All of the other doors to the room remain visible. If an adventurer leaves the room and looks back it looks like an empty stone walled room.

If an adventurer leaves the room and comes back to it they may be transported to a completely different market than the other adventurers are currently in. The adventurers cannot leave the confines of the room so while they may be able to see into the distance they cannot continue past an invisible wall which outlines the room.

24 The Freezing Chamber

The door to this room is ajar, and requires no roll to open.

Even considering the chill, damp nature of the dungeon, the room feels preternaturally cold. Some giant rats have been using it as a kind of larder, and all sorts of unpleasant, rat-gnawed leavings are lying around. In amongst the mass of rotting meat is a shortsword of slowness.



25 Knock Knock

This room appears to be empty. There's nothing on the walls or on the floors. There are however four invisible stalkers in this room ready to attack. They are the guardians of the planar mirror in area 26. DM notes: Consider adjusting the number of Invisible Stalkers according to the party's level.

North-South axis. This means that the dungeon has been flipped, doors that were on the West side of the room are now on the East, etc., as well as the rest of the world (the West coast is now the East coast, etc.). All previously killed enemies, all friends, etc. are exactly as they were left, because history seems to play out exactly the same on both sides of the plane. Everything will be normal, but flipped, and only those that have been through the mirror (or that study such things) know the other side exists. Any creature passing through the mirror must succeed a DC12 Wisdom saving throw or take 7 (2d12) psychic damage as they grapple with the existence of a mirrored reality.

Creatures that fail by 7 or more will gain an existential crisis flaw - they will constantly question the concept of free-will and wonder if they or their mirrored selves are in control of their destiny. The Mirror will recharge after 2d6 days.

27 The Odd Reliquary

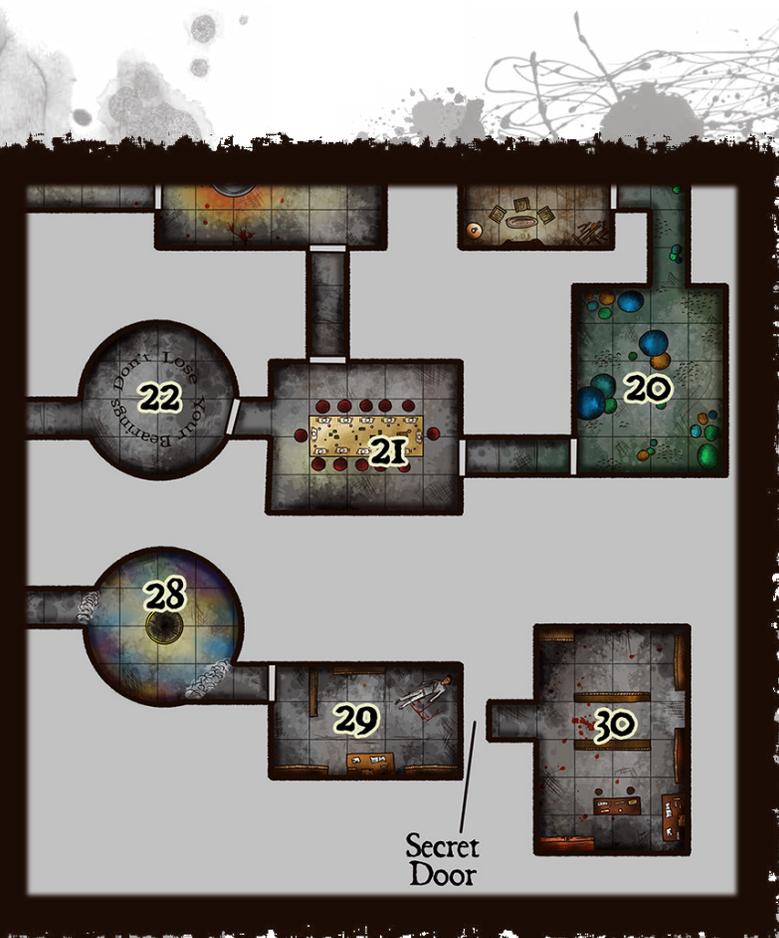
This room is filled with religious symbols and talismans from all sorts of religions, cults, and sects. Upon closer inspection, each symbol appears slightly misshapen or strange. More than a few of the symbols give the holder a strong sense of unease when held. At least one of the relics is seriously cursed.

28 The Planar-porter

The doors leading into this chamber aren't physical, merely a mass of roiling grey clouds with hints of coloured light seeping through from behind. Any character who tries to push through the grey mass parts the thick wisps of smoke but not before a sense of otherworldliness crashes over them.

The chamber itself is spherical in construction however this is hard to detect as the walls above, below and all around show shifting scenes of all the planes connected to the Material world. These scenes shift quickly, a fleeting glimpse of the darkness of the Shadowfell is immediately followed by the glowing red amber fires of the Elemental Plane of Fire, then the sulphurous Stygian abyss and so on.

In the center of the room is a cylindrical 5 ft. pit that is hard to spot (Passive Perception score of 15) as the planar scenes shift around it mimicking a



26 The Mirror

Around the perimeter of this room is a narrow, 2 ft. walkway of stone. The rest of the floor is covered by an enormous mirrored surface with a very slightly blue tint. If all occupants of the room are standing on the mirror, a bright flash lights up the room from the surface. The room's occupants have been transported to the other side of the material plane, swapping places with their mirrored selves.

The flip side of the plane is exactly the same as the one they know, except that it is mirrored about the

continuous floor. Once discovered, a DC 20 Intelligence (Arcana) check reveals that the pit is actually a planar portal to whichever plane is currently located underneath it - any who dare to jump in will be transported to that plane unharmed, though the physical short drop to the bottom of the pit actually feels like a 1000 ft. fall (though they take no falling damage from this). However as the vistas shift and change seemingly at random it takes a DC 25 Intelligence check to observe the pattern, and jump at the correct moment to land in the plane of their choice; they however have no choice as to where they land.

Once on the new plane, the PC's are offered no protection against their new environment, if it is indeed is hostile to them. They do however find a small physical object appears on their person representative of the new plane they have arrived on (e.g. a clod of clay of the Plane of Earth, or an angel feather for Celestia). Breaking this object will return them back to the edge of the pit in the Planar-porter.

29 Sacked Library

The door leading into this room was recently picked open. Inside, you find a well-stocked arcane library that has been ransacked... Probably by the dead rogue over there in the east corner. It looks like he failed to notice a poison gas trap. In his pack, you find a number of tomes all seemingly detailing a hidden temple to a god of gold somewhere to the south.

30 The Restricted Section

While Area 29 is the main library, this is the restricted section full of dangerous tomes, volumes of secrets, and what's that? Is that the magical item you were looking for? Guarding this area are spell scarabs that have the unfortunate effect of draining spell slots if you fail a save after they bite you!

You may use the stats of a swarm of insects. Just adjust the stats to provide an appropriate challenge to the party. Plus, each time the swarm deals damage to a PC or each time a PC starts his or her turn inside the swarm, they must make a successful DC 16 Constitution saving throw or lose 1d6 of their highest available spell slots. PC with no spell slots are not affected by this ability.

Thank You

This dungeon was created as a labor of love as a suggestion from my followers on Patreon. It is my intention to keep doing stuff like this in the future and work together with people because everybody has got a spark of creation they just need to use. This dungeon supplement is released for free as promised. I really hope you get some fun out of it or at least some interesting ideas to steal for your games.

My name is Derek Ruiz, I am the author of [Elven Tower](#). I am a one-man-company and I create illustration and written content for DM's. I thank you wholeheartedly for downloading or contributing to this product, it is because of you that I continue to create more RPG stuff.

Ok, it's the last page so let me engage you in some shameless plugs here. If you wish to contribute to my cause, I have a crowd funding [Patreon website](#) dedicated to the creation of adventures and map illustrations.

My followers there get access to high resolution map images for tabletop RPG games. I also sell some awesome [Forgotten Realms maps](#).

Finally, All links are here below.

