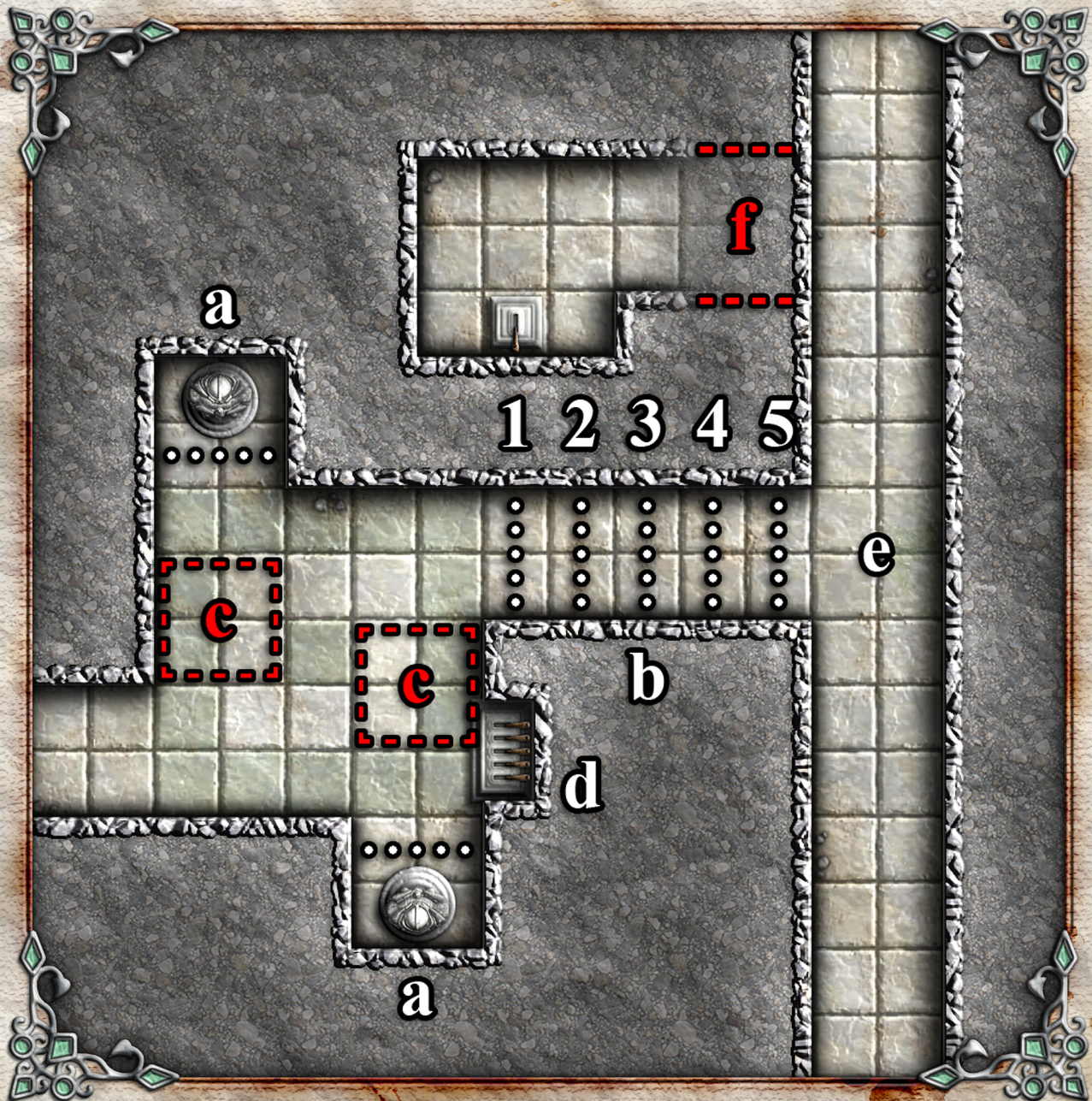


CRAFTING ENCOUNTERS

ROOM 2



A single dungeon
encounter
for low level
characters



Written &
Illustrated by
Kristian
Richards

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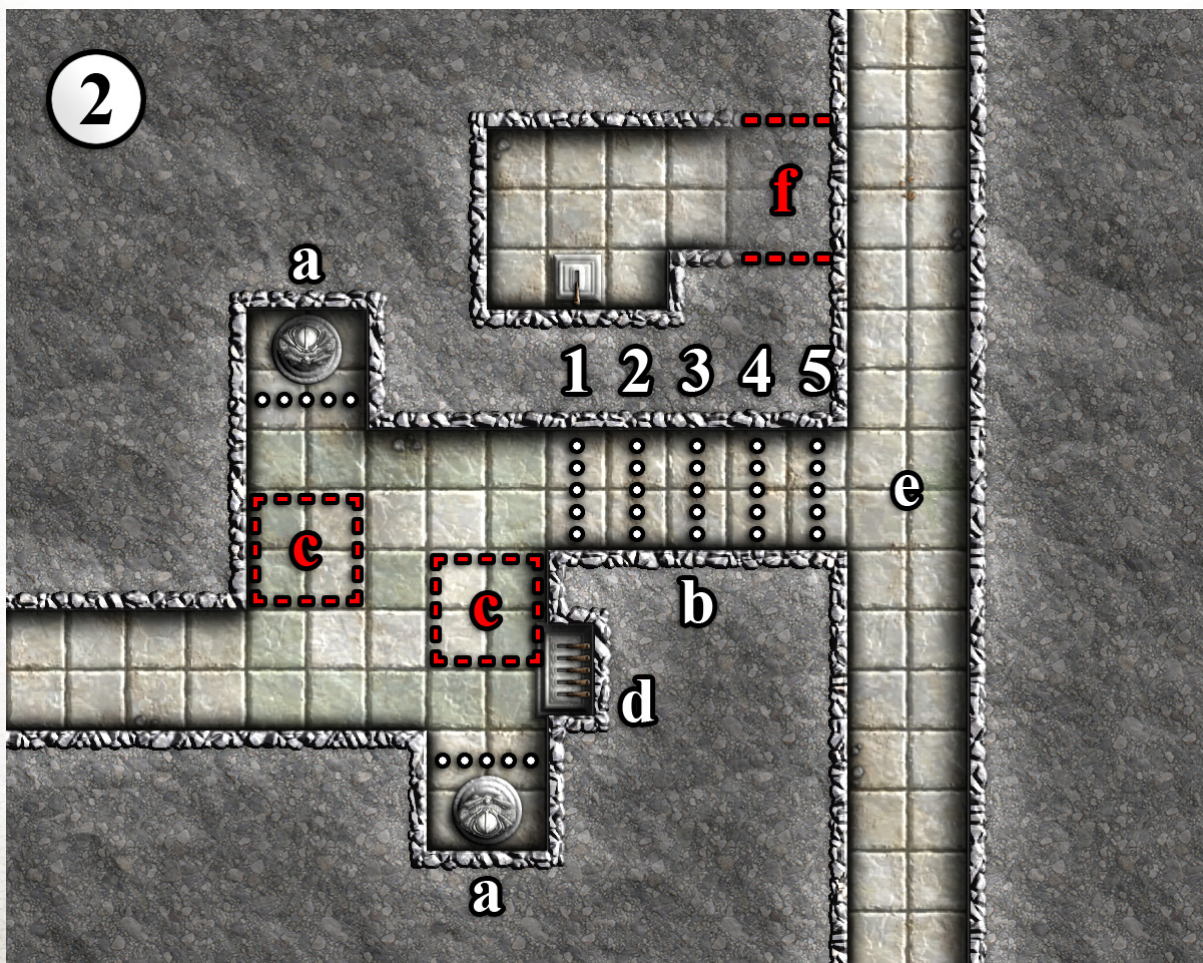
About This Booklet

Each of the encounters provided in this series can either be slotted into an existing adventure (to add a bit of variety or more of a challenge), or used with some of the other 'rooms' from this range to help you build the 'dungeon' portion of an adventure from scratch. Furthermore, you'll also be able to build quick and easy terrain pieces to accompany each of these encounters with the aid of 'print & paste' dungeon textures* -OR- use the supplied map tile with your virtual tabletop of choice.

Encounter Overview

This encounter should be a suitable challenge for a level one/two party of four adventurers. The room itself features a portcullis/lever puzzle - with the wrong combination of the latter triggering the room's guardians and traps.

**Note that these dungeon textures are supplied as separate pay-what-you-want products over on [DriveThruRPG](#), and are accompanied by video tutorials on the [Crooked Staff Terrain](#) youtube channel.*



Room 2

- A square room with (what seems like) three other exits - each barred by a heavy portcullis.
- Directly opposite the entrance are five iron capped, wooden levers - each pushed towards the wall.

a. Beyond the portcullis of both of these passages (which, upon closer inspection appear to be little more than deep alcoves) is the marble statue of a helmeted warrior with arms stretched out before it. Anyone attempting to lift one of these portcullises will find it near impossible to do so (i.e. it requires a DC28 Strength (athletics) test), and simply reaching through to touch one of the statues will prove fruitless (as they are just out of reach). However, anyone with a keen eye (i.e. a passive perception of 14 or higher) will notice that each statue has small black gems for eyes (obsidians that are worth around 10gp each) - though any character that studies the statues for any length of time will discover the same.

b. This corridor leads deeper into the dungeon - though five portcullises (spaced at 5ft. intervals along the passage) bar the way. Like those detailed above, attempting to force a portcullis open will require a DC28 Strength (athletics) test.

c. Each of these areas contains a 10ft. square pit trap. As such, a successful DC16 Wisdom (perception) test reveals a slight crack around their perimeters (i.e. where mortar ought to be), and a DC10 Intelligence (investigation) test reveals their true nature (though anyone who succeeds by 5 or more realises that they don't seem to be triggered by weight - and might have something to do with the levers). In addition, a DC15 Dexterity test (with thieves tools) may be attempted to prevent the pits from triggering (one roll per pit).

d. Each lever operates one or more of the portcullises in area (b) - see the table opposite.

	Port. 1	Port. 2	Port. 3	Port. 4	Port. 5
Lever 1	•			•	
Lever 2	•	•			
Lever 3		•			
Lever 4			•	•	
Lever 5					•

The Encounter

While the levers in area (d) do indeed operate the portcullises in area (b), only three of them may be activated at any given time. Furthermore, as soon as one is pulled back, it becomes locked in place until two more are also activated - at which point all five portcullises will either be open (that is, assuming the correct combination has been used) -OR- one of the following countermeasures will be triggered:

- The first time a wrong combination is used, both portcullises to areas (a) will slowly rise. If the newly accessible statues are attacked, or interfered with in any way (e.g. attempting to prise out their eyes), escalate to the next step.
- The second time a wrong combination is used, the arms of both statues slam together with a thunderous boom (see the 'thunderclap' spell below). Simultaneously, both pit traps (c) will also trigger - causing anyone who falls into them a further 1d10 damage (unless they can also succeed a DC14 Dexterity save - in which case they somehow manage to miraculously catch hold of the edge amid all the commotion).
- The third and fourth time the wrong combination is used, one of the statues steps forth (DM's choice) and attacks the party (see the Guardian Statue statistics on the following page).
- Any subsequent incorrect combinations have no effect - other than raising the indicated portcullises.

Note that once each of the above has been resolved, the levers return to their starting positions.

THUNDERCLAP

Each creature within a 10ft. cube in front of the statue must make a DC15 Constitution saving throw. On a failed save, the creature takes 1d8 thunder damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

Guardian Statue

Medium elemental, Chaotic Evil

Armour Class 15 (Natural Armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	11	16	6	11	7
(+2)	(+0)	(+3)	(-2)	(+0)	(-2)

Damage Resistance Bludgeoning, Piercing, and Slashing from non-magical weapons that aren't adamantine

Damage Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the creature remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The creature makes two attacks: one with each fist.

Fist. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 + 2) bludgeoning damage.

Note that these creatures are simply a slight (wingless) variant of the gargoyle from the monster manual. However, should a guardian statue somehow be driven or pushed into one of the open pits, it will be unable to get back out (due to its lack of wings). Therefore, instead of having the

creature languish within, the DM may instead choose to have the statue shatter into hundreds of pieces upon hitting the bottom, for a more dramatic effect!

The Expanded Dungeon

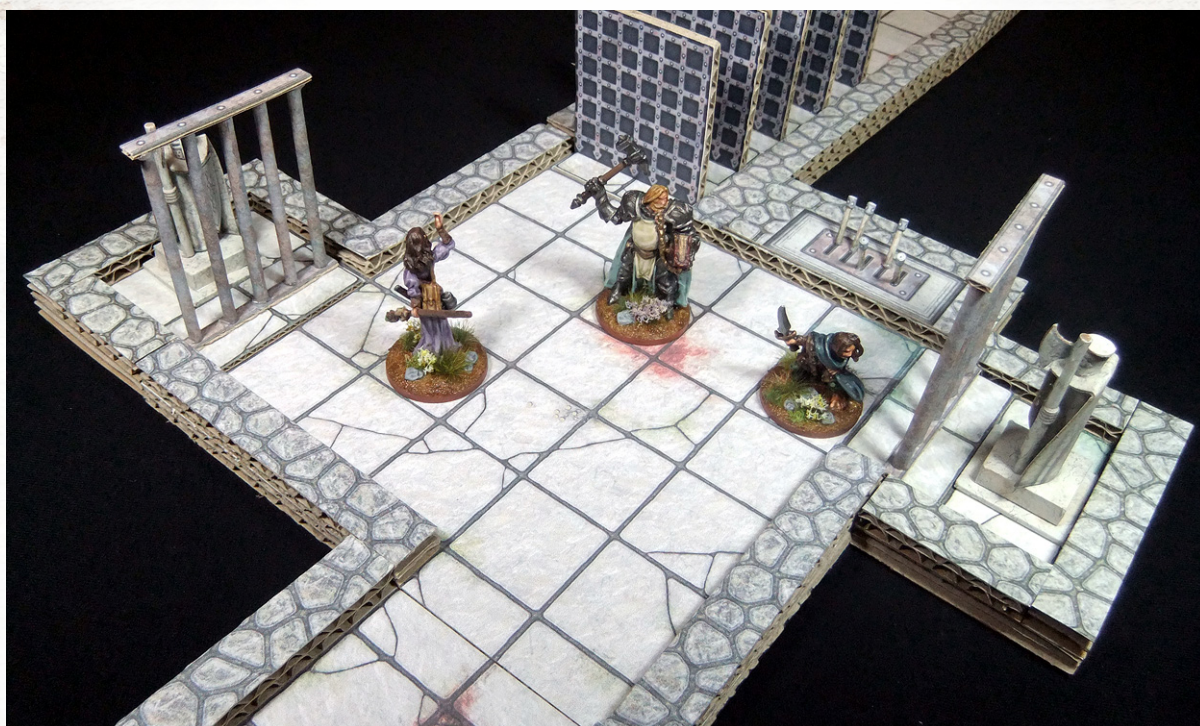
If this encounter leads to a portion of the dungeon that is meant to be sealed off for some reason (i.e. as a means of keeping someone/something in or out), then feel free to ignore the remainder of this section. However, if the area is likely to see occasional traffic, then you might also like to include the following areas:

e. Upon the other side of the raised portcullises is an even longer corridor running perpendicular to the last. However, a successful DC13 Wisdom (perception) test reveals that there are scratch marks upon the floor near to area (f), and if this is followed up with a similar DC13 Intelligence (investigation) test, it will also become apparent that there is a loose stone on the opposite wall that activates a secret doorway.

f. Beyond the secret doorway is a small chamber with a single lever protruding from a raised platform. In the event of all of the portcullises in area (b) being in the raised position, it will be facing towards the centre of the room, and pushing it towards the wall will cause all five of them to fall* back into place. On the other hand, if at least one of the portcullises is still in place, the lever will be facing the wall, and pulling it back will cause any remaining portcullises to rise - though it does require a DC10 (+1 for each lowered portcullis) Strength (athletics) test to do so.

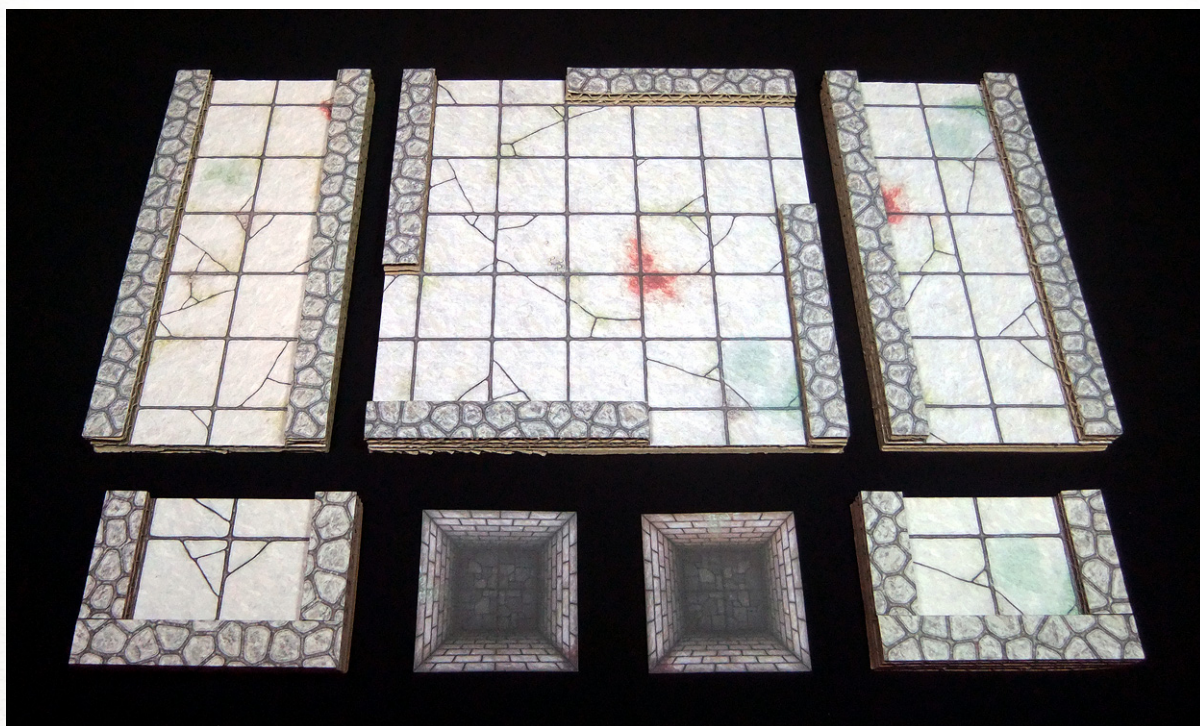
**Note that anyone caught beneath one of the portcullises when it falls will be required to make a DC15 Dexterity save (to quickly dive out of the way) or suffer 1d10 points of damage. If this test is failed by 5 or more, the unfortunate victim is also pinned beneath it (treat as restrained).*

Creating Terrain For This Encounter



*- the finished encounter with all the pieces in place -
(Reaper Bones miniatures used with permission)*

If you enjoy using miniatures in your games, and would like to represent this encounter with a set of dungeon tiles and terrain, you will need to create the following:



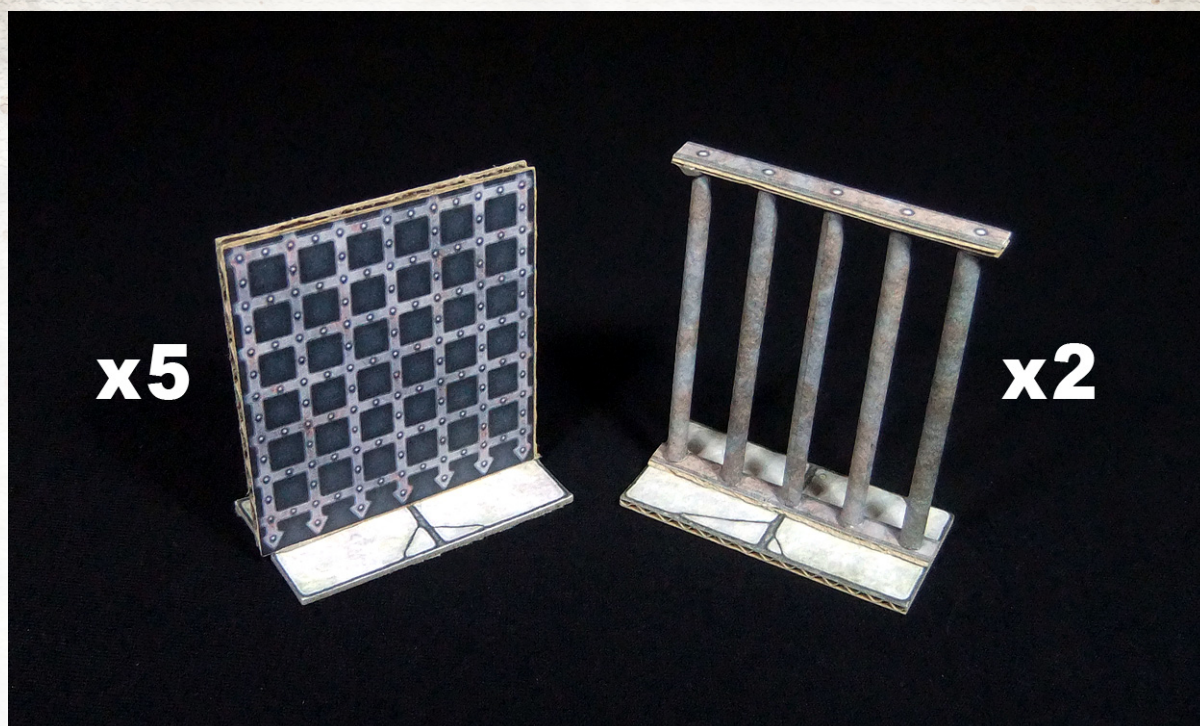
A room with an exit in each corner, a long entrance and exit passage, and a couple of dead ends (note that the instructions and the textures for making all of these can be found in the [Basic Dungeon](#) video). Furthermore, if you want to use a couple of tokens to represent the open pit traps, then a suitable overlay can be found in the [Decorative Floors](#) pdf.



While not 100% necessary, making a set of levers like those pictured above has the benefit of adding more interest to the layout - without it taking up any of the playable space on the floor tiles themselves. So, if you're interested in making one of these, the instructions (and pdf file) can be found in the [Alcoves & Niches](#) video.



If you don't have any suitable miniatures to use as statues, then you can easily make your own by following the instructions in part 2 of the [Bones & Statues](#) video (and downloading the associated pdf file).



And finally, you will also need to make a total of seven portcullises/gates/bars. These can all be the same (note that the ones pictured on the left are the quickest and easiest to build), or you can do something similar to those shown here, and make 5 portcullises for the puzzle corridor (these can be found in the [Additional Doorways](#) video) and 2 iron bars for the alcoves (from the [Rusty Metal](#) video).



Tips For Non-crafting DMs

If you have very little interest in creating dungeon tiles/terrain for your games, or if most of your gaming is done online, then this product also contains a separate image file that you can use in conjunction with your VTT of choice (which also happens to be compatible with all the other dungeon tiles compiled in [this album](#)), as well as an up-scaled ‘battlemap’ version of the same map that you can simply print out and use at the table at a moment’s notice.

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