

Guardian of the Gate: Cyclops and Dungeon entrance

Going through the thicket, you come to an open clearing. In the furthest part of the clearing next to what you assume to be a mountain and you see a large, humanoid creature sleeping spread out on its back. Its muscular frame is covered in dry blood stains and deep cuts and scars (especially its legs). You can't see its face at the angle you're at. Behind it is a large doorway more than double the size of the creature. The frame is made out of a polished stone with unknown runes that are hard to even make out. A gut-wrenching smell then fills your nose which makes your entire body cringe. Next to the cyclops, you see a pile of dead animals, their flesh rotting and covered in flies and maggots. They have bite marks and torn flesh almost as if the cyclops only took a bite out of each.

You finally see the creature's face. Its face is rugged, with one big green eye. When its gaze reaches you, you feel your muscles stiffen as its stare gives off an intense pressure.

If they take too long to make a decision

While contemplating, you see the runes on the stone frame begin to flow a bright blue. The Cyclops starts to get up revealing its rugged face and big green eye. It readies its club towards the entrance where you see skeletons and zombies start pouring out of the entrance.

Arges:

- Big cyclops covered in dry blood stains and deep cuts and scars
- Slow, wasteful, gentle at first, aggressive when needed
- Turns out, the Arges were actually trying to protect Flak because skeletons and monsters keep flooding out, he needed to eat which is why he's been hunting all their animals.
- Came from a mountain range far from here. He wanted to go to Fares as he heard they welcomed all races.
 - But one night, he saw skeletons and undead closing in on Flak, he managed to stop them and discovered they'd been coming out of the dungeon he was guarding
 - He's too big to enter the deeper chambers and he's too shy to ask the villagers for help
- Has a Star ruby (A translucent red gem with a white star-shaped center.)

If they defeat Arges

Suddenly, the runes on the stone frame begin to glow a bright blue. A magical gate covers the entrance. Through this gate, you see pitch-black darkness. You hear a loud moan, Ciara this sound is familiar to you. From the shadows, you see pairs of glowing red eyes as skeletons wearing broken armor and rusted weapons begin to emerge and go through the gate. Daryl gives tired look and says "Oh you've got to be fucking kidding me. Get ready boys, The fight ain't done yet!"

After 15 or Skeletons are defeated

From the shadows, Two undead soldiers wearing glowing gold armor emerge from the gate. As they ready their shields and spears, the runes stop glowing and the gate closes.

Guardian of the Gate: 1st floor of the dungeon

Get everyone's initiative at the start

Goal: Find the orb and the key to unlock the library.

1. Entrance

- It's a dark room
- couple barrels with 4 healing potions and some stale bread
- Firepit

2. Temple

- Wooden benches with skeletons, unmoving, and appear to be praying(no red eyes)
- Skeleton wearing a dark blue monk robe in the front praises the angel statue
 - Panopticus Wizard
- Giant, dusty, and cracked angel statue.
 - In her arms contains a red orb small enough to fit in your palm.
- Players can destroy the skeletons before they awaken with no repercussions.
- If the orb is taken, any remaining skeletons awaken and attack the players

3. Fire Hallway

- A long hallway with rods with crystals lines both sides of the wall
- The rods at random intervals begin to glow and spew a line of fire across the room, except for the last one which is consistently spewing flames. Each one requires an acrobatics check to get through.
 - Failure is 2d6 fire damage
 - 1st is DC 5
 - 2nd is DC 10
 - 3rd is DC 13
 - 4th is DC 15
 - 5th is DC 18
- There's a lever at the end, the rods will cover up the gems, stopping the flames, if pulled
- Barrel contains 1d4 health potions and more stale bread

4. Pitfall

- 15ft across and 60ft deep pit with dried bloody spikes with skeletons at the bottom
- Around the middle of the pit to the right, there's a branch with a rope attached to it.
 - The branch appears to be 15ft high
 - The rope is about 10 ft long and 7ft out
 - Not strong enough to support Hercules and mooj

- Across there's a platform of the same height to the right and a latter leading up to a platform 20ft high
- Need a key to open the door
- The special key is in that chest

5. Altar

- You enter what appears to be an altar room
- Two Undying soldiers are in the room
 - After deleting them, a chest appears on the altar
- There are two pillars in the room, each 15 ft tall
 - At the top, there are two levers
 - They must be pulled at the same time in order to unlock the chest
- The chest is sealed tight until both levers are pulled
 - Contains a bag of 1d6 good berry seeds

6. Switch Rooms

- An assortment of four rooms, each with a lever and enemies
- Levers must be pulled in order to unlock the chest room
 - If not, roll a d4
 - In the room where the wrong lever was pulled, 1d4 of that same enemy type appear
 - Randomize the rest
 - Room 2 leads to the library
 - Room 3 has a sealed door in the corner
 - When levers are pulled in order, unlocks the door
 - The chest contains the pitfall key
 - Room 4 has a secret wall
 - The wall is cracked, a DC18 perception check reveals it
 - DC 14 strength check to break wall

6a.Secret

- Contains a mimic chest
- Mimic has damaged orb

7. Library

- Skeleton Alchemist(Mini Boss) resides here
 - When defeated, its head will pop off, turn into a skeleton key, and runs up the stairs
 - Along with books, there is a spell scroll containing fire Bolt

Guardian of the Gate: 2nd floor of the dungeon

1. Entrance

- Three barrels that contain 1d4 x 100gp, Stale Cakes, 1d4 1st level mana potions, and 8 potions of greater healing.

As you open the door, a cool windy breeze comes through the door. You walk through it to find yourselves on top of the supposed mountain, which you now realize to just be a large hill. You look down and notice the entrance of the dungeon, only 250 ft above the ground. The floor you're on appears to look like a fort of some sort. In front of you are two large ponds with foliage growing on and around the ponds and continuing to envelop the walls around them. There are three doors as well, two seem to be open while the middle one is locked with a golden lock in the middle of the large door.

2. Archery Room

Upon entering the room, you hear the door seal shut behind you.

- There's enough room to move around freely
- The pit is around 60 feet deep
- There are 4 metallic targets lined up against the wall and one is in the pit
 - Targets have ac17
- There's a quiver on the ground containing 10 armor piercing arrows(+1 on attack rolls against armored creatures and objects made of iron)
- The party must shoot all the targets to unlock the room

3. Key room

Upon entering the room, you hear the door seal shut behind you. In the middle of the room, you see the headless corpse of a large ape-like creature on its knees. Its greyish-white fur is torn throughout its body, revealing its skeletal structure. Each of its arms is chained up to the pillars surrounding it. In front of it, you see the skeleton key. It notices you and says "You'll never take me alive!" as it crawls up the corpse to its head. It then sticks its end into the decapitated neck. After a second, the body begins to move. It lifts and pulls its four arms towards it, popping off the chains one by one.

- The Girillion zombie's head can be knocked off by dealing 10 or more damage to it. The skeleton key will appear 10 feet away in the direction it was hit. The body collapses.

Guardian of the Gate: The Eye of the Traveller

- Boss is a giant skeleton (CR5)
 - Wields the black blade and it deals 1d12 + 3 slashing and can make two attacks(no hit modifier)
 - At half health, it will start to use fire bolt and can make 2 attacks with it
- Lair action: on initiative 20, roll a d6. That many skeletons appear from the portals

- Once the boss is defeated, the skeletons will stop moving and crumble, and the shield dissipates
- **Eye of the traveler**