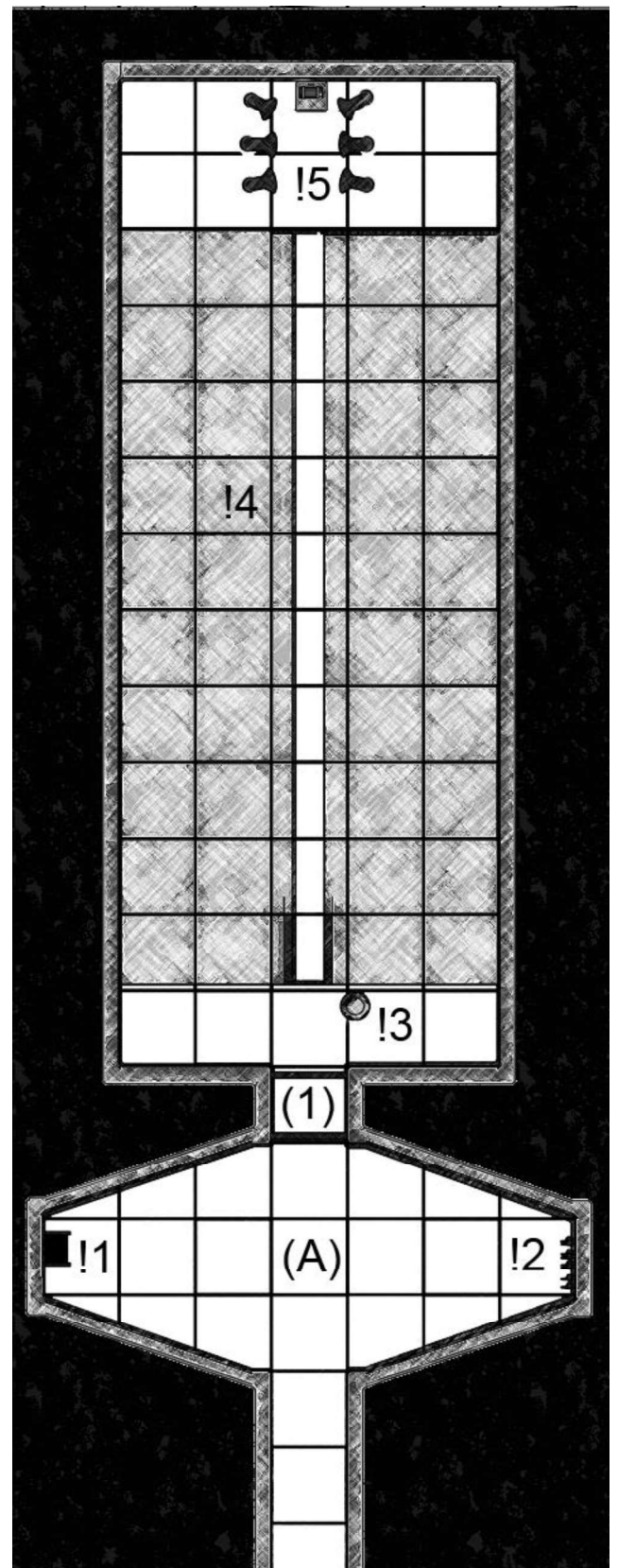
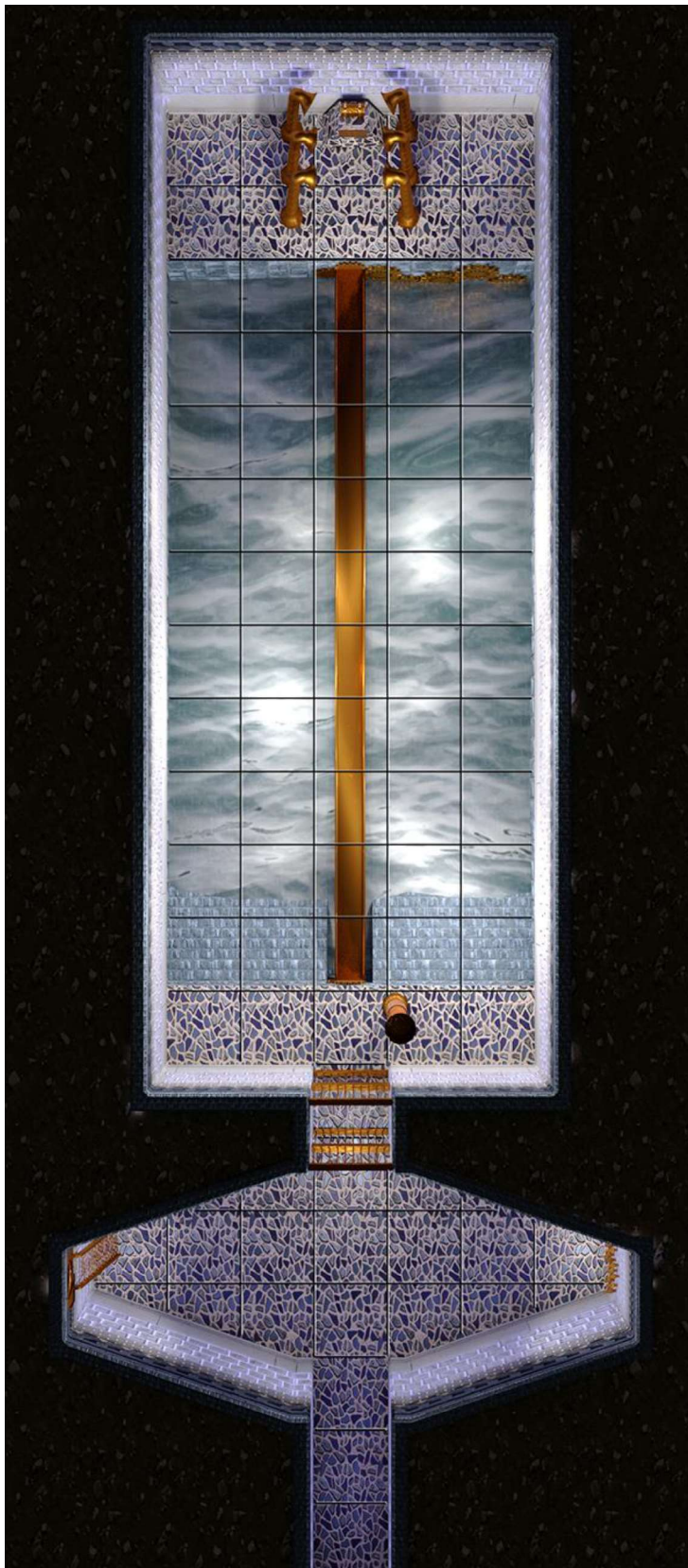


Sergin Malandrus' Challenge



(A) – Malandrus' Challenge – Ceiling Height 10ft.

The walls glow with a pulsing blue energy providing bright light.

The floor is made with shards of shiny blue stones.

The whole place is heavily charged with magical energy. Everything in this place is magical, even the walls, ceiling and floors, and can only be damaged by the Disintegration or Wish spell.

Upon entering the room the PCs will hear a faint sound, like the whisper of many voices, coming from a hole on the west wall **!1**. The voices are soft, but it is easy to understand what they say. They repeat over and over in common language “281, 281, 281, 281”. The hole is high near the ceiling. It is small, just enough for a human to poke his head in. There is a ladder made of golden metal reaching to this hole.

On the east wall there are ten hands cast in golden metal **!2**. They are all pointing to the opposite wall. They all have sculpted rings on the pointing finger. They are very similar rings but all have small differences.

On the north wall there are two gates (**1**), made of the same golden metal. There are slots in the floor and ceiling, and it appears that the gates can slide in.

On the first gate there are carved words glowing in a faint blue light. They read in common language “*Curiosity is the key!*”. This gate will open if anyone pokes his face in the hole **!1** in the west wall.

If the first gate is opened, words will start to glow on the second gate, reading “*Pull my finger!*” and a faint glow will become visible on the golden hands **!2**.

Beyond both gates it is possible to see a 50ft long narrow bridge made with golden metal stretching through a long water filled pool.

As soon as the second gates opens this bridge pivots over its long axis with the sound of moving metal.

While rotated on its side it is very thin, about 2 inches wide, making it extremely difficult to walk over it.

Across the bridge it is possible to see a golden chest on a pedestal, surrounded by large golden pipes.

!1 – Hole in the wall – On top of a golden metal ladder there is a small hole, barely large enough for a human to poke his head in.

From this hole it can be heard a constant sound, like the whisper of many voices repeating the number 281 in common language.

If anybody pokes the head the image of a human hand with a golden ring will briefly appear. Right after that a loud laugh with a single “*Ha!*” sound can be heard, and a custard pie will hit whichever face is in there.

The character looking in the hole can make a perception check with DC15 to get the details on the ring which was briefly shown. If they pass, they have a chance, albeit small, to recognize the ring on the opposite wall.

Once somebody is hit by the pie, the number that the voices are whispering will increase by 1, they will repeat from now on “282,282,282” and after that “283,283,283” and so on.

Any character can look as many times as they want, with a new perception check each time.

If there are spellcasters in the group they can make arcana checks to understand the spells. The sound and the image of the hand is caused by “Minor Illusion”. The custard pie is caused by “Prestidigitation”. The pie has no taste and no nutritional value.

!2 – Golden Hands – Ten human hands cast in golden metal are bolted to the wall, all pointing at the opposite wall. Each of them with a slightly different ring.

Before the first gate is open they will not react to any interaction. After it is open a faint blue light will glow in the area, and the PCs can pull the fingers with different outcomes.

If the PC passed the perception test while looking into the hole in the wall, they can make an investigation check with DC15 to locate the right ring. If they pass, they pull the right finger and the second gate opens.

If they fail the investigation check, or did not pass the check while looking into the hole in the wall they must roll a 1d10 to check which finger they pulled.

1 – Stinking Cloud – The effect of the *“Stinking Cloud”* spell (*Player's Handbook pg278*) takes place centered on the finger.

2- Electric Shock – A minor electric shock hits the hand of whoever pulled the finger. It is very uncomfortable but not damaging.

3- Scream – A very loud scream of pain emanates from the hand. Whoever pulled the finger must pass a charisma saving throw with DC12 or jump back in surprise.

4 – Flash – A very bright light flashes in front of whoever pulled the finger blinding the character for 1 turn.

5 – Slap in the face – A magic hand, such as the one from the *“Mage Hand”* spell appears out of thin air and slaps whoever pulled the finger, right in the face. It is annoying but is not damaging.

6 – Water Gush – A cold gush of water shoots from the fingertip hitting whoever pulled the finger.

7 Slime – A green slime drips from the finger sticking to whoever pulled the finger. It is very sticky but will disappear in one minute.

8- Hideous Laughter – Whoever pulled the finger is affected by the *“Tasha's Hideous Laughter”* spell (*Player's Handbook pg280*).

9 – Otto's Dance – Whoever pulled the finger is affected by the *“Otto's Irresistible Dance”* spell (*Player's Handbook pg264*)

10 – Right Finger! – The gate opens.

!3 – Rotating Bridge – In front of the rotating bridge there is large wooden pole with a rotating cylinder. There are the words *“Spin and Run”* carved in the cylinder.

It is a heavy cylinder that is quite difficult to rotate. Any character can make an athletics check to spin the cylinder.

Once the cylinder starts spinning the bridge will rotate back to its correct position and the characters can walk on it. When the cylinder stops spinning the bridge rolls to its side position again.

The characters must make another athletics check to see if they can run fast enough to cross the bridge while the cylinder is still spinning. They need a sum of 20 on both checks to be able to cross it in time.

If they have enough time to run across, there is still another challenge. Right in the middle of the bridge there are holes in the ceiling that spray high pressured jets of water whenever anybody comes close. The characters can make an athletics check to endure the strength of the water or an acrobatics check to dodge the jets, both with DC12 Failing means they are knocked in the pool down below.

The challenge was designed to be taken by a single person at a time. If one of the characters keep rolling the cylinder the others can cross without worrying about the bridge rotating back. If that is the case they get advantage against the water jet.

!4 – Pool – The pool is 10ft deep. There is a gentle ramp in the south part of the pool climbing up to the bridge level. There is a constant current flowing from north to south, pushing even a character who can't swim to safety before they can drown.

!5 – The Golden Chest – A golden chest lies on top of a large stone base. The chest is magical and can only be damaged by the Disintegration or Wish spell. It is magically locked. Instead of a keyhole there is a human ear cast in gold metal attached to the chest.

Surrounding the chest there are six large golden pipes that rise vertically from the floor and curve down, pointing to the spot in front of the chest.

On the stone base there is a golden sign reading in common language:

*“Two letters form a powerful word
Which we use to express our delight*

*If you are not afraid of the absurd
In my ear shout it outright*

*And laughing at your own misadventure
You will walk away with your treasure”*

The password is “Ha!”. If a character shouts it at the chest, it will open and reveal the prize. If they laugh loudly, such as “Hahahaha!” it will work as well.

If a character shouts anything else a loud laughter will echo from the pipes. It sounds like dozens of different voices each one saying “Ha!” only once. At the same time the pipes will activate, spraying a different substance on the character each time, in this order: Water, Flour, Molasses and Feathers. This will repeat until they say the right password.

The prize inside the chest depends on the level of the characters, the size of the group and the world in which the campaign takes place. The DM should prepare the treasure in advance.