

The U-Turn Challenge: Enter through one door and exit the other. Couldn't be simpler, right?

Background: Succeed by entering through one door and exiting the other within 12 hours. If you lose your way, remember that a U-turn is all it takes.

Random Encounters: d6 for Dungeon (1-19), d8 for Cavern (20-26)

- | | |
|----------------------------|--------------------|
| 1) displacer beast | 5) rakshasa ruhk |
| 2) diseased rats (1d12+10) | 6) umberhulk |
| 3) mustard jelly | 7) shambling mound |
| 4) crimson death | 8) roper |

Dungeon Encounter Key (Areas 1-19)

1. **Entrance:** The locked, stone doors bear identical inscriptions: "Enter with wit and all that is profound / And find release in a key found and sound." Once entered, the doors become inaccessible.

2. **Bath & Alcoves:** This shallow pool with its patterned tiles resembles a soothing bath. It is filled with an irritating acid (-1 DEX). In nearby alcoves, a pair of defaced, rusting sentries vacantly stare out into the hall with trails of rust running from where bejeweled eyes once shone.

3. **Obscured Blessings:** A passage to the altar of a benign deity is revealed when the face of the statue blocking it is splashed with *holy water* (hence the rust). Upon the altar is a **deck of many things**. Genuine prayers are rewarded by a 12 hour *blessing*.

4. **Hunger Pangs:** Littering the floor are the fleshless remains of wannabe heroes. Liberally applied scorch marks adorn the walls. Agarathalisk, a unique **guardian daemon** bars passage but can be bribed with food, in the form of magic items. Proffered items are immediately devoured.

5. **Phantom Menace:** The ghost of an unspectacular former adventurer jealously haunts the vicinity.

6. **Alluring Display:** Centered within the shaded area is a remarkable protuberance resembling a fancy coffer (this is a **trapper**). Note the *wall of force*.

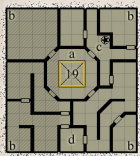
7. **The Key to Success:** (or not) A golden key glistens, floating amongst other mundane items. This could be the window of a forlorn soul, or, just the insides of a **gelatinous cube**.

8. **Statuesque Magnificence:** In a disproportionate tone this stalwart granite knight parrots advice to all passersby, "A U-turn is all it takes."

9. **Fatal Attraction:** Someone or something (with a pool fetish) polished the marble floor to a mirror-like finish, perhaps to accent the empty (!) pool at the center of the room. Closer inspection reveals that the bottom of the "pool" is 20' deep and lined with magnetized iron spikes. Anyone with ferrous objects will feel a tug up to 90' away. At 30' the tug becomes a force that will snap thin, leather straps. Armored persons standing on the slick tiles are pulled into the pit.

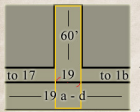
10. **Grand Corridor:** Leading the double row of ornate columns is a more intricately carved pair depicting a striking man and woman (**caryatid columns**). One wears a platinum necklace with a marble key. Both will attack when approached. This key is needed to complete the challenge. If the key is deformed in any way its magic will be lost and the party should recheck their options.

11. **A Suspenseful Moment:** The first person to enter the trapped area ("X") is affected by *temporal stasis* for 2d6 turns - just enough time for a snack. Roll for a random encounter.

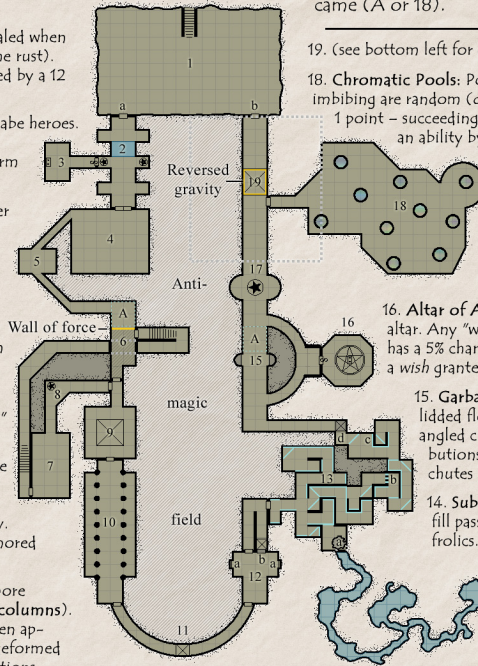


19. **What goes up must come down:** The marked area has a pivoting floor, a 60' ceiling and is affected by *reverse gravity* (marked yellow). When an object makes contact with the ceiling (a pressure plate), two things occur: normal gravity is restored for 2d4 rounds and the locks stabilizing the floor are released. The floor, a teeter-totter that pivots from pins at its center, will flip once before the locks catch preventing another rotation (each rotation resets the locks like winding a watch). The locks can be disengaged by flipping all 4 levers (b) toward the center of the room; mixed positions restore the locks. The shaded area is affected by an *anti-magic field*.

- a. **Servant's Lair:** A berserk **aerial servant** gone insane from failing its mission finds solace here. It is aware of its neighbor (see "d") and has grown fond of her.
- b. **Levers:** These heavy, copper levers sprouting from the floor can be flipped toward or away from the center of the room.
- c. **Stoned Adventurer:** This is the victim of a basilisk's gaze.
- d. **Thief's Den:** A woman who slunk away while her companions were slain by the **aerial servant** stalks the dark corridors around area "a". She navigates them flawlessly with senses heightened by her circumstances, in search of anything warm and tender to sink her teeth into. Once a **thief**, the now deranged woman has forgotten who she is. If she happens past a lever, she will flip it; she is ignorant of its purpose, but the action comforts her.



Cross section of 19
The area within the yellow border is affected by *reverse gravity*.



DM's Notes: This high level challenge can be used to test a party's mettle or to qualify for a special task. Encounters may be skipped but the exit can only be accessed with a special key (from area 10). The *anti-magic* field in the middle is a shortcut deterrent. Magical effects are level 22. The scale is 5'/square in the dungeon (1-19) and 10'/square in the caverns (20-26).

Notations for the capitalized letters are as follows:

- A. At the center of the outlined area is a *glyph* that teleports occupants to a faraway cavern (20B). The *glyph* disappears once triggered.
- B. This is the destination of the dungeon teleporters (A's).
- C. These are "wandering gnoll food" access tunnels and possible expansion areas.
- D. The teleporter found here is activated by speaking the phrase: "A U-turn is all it takes". Travelers are returned from whence they came (A or 18).

19. (see bottom left for details)

18. **Chromatic Pools:** Pools of iridescent liquid beckon to be sampled. Effects of imbibing are random (durations for 4-7 are 1d4 rounds): 1) raises an ability by 1 point - succeeding rolls by the same character are treated as "3's", 2) lowers an ability by 1 point, 3) no effect, 4) *slowed*, 5) *wrathform*, 6) *hallucinate*, 7) *deafened* 8) one affliction *cured* or *healed* 2-20 HP (succeeding 8's teleport to 20B).

17. **Hall Monitor:** The stench of rotten fish hangs around an immense bronze of a paunchy, fish-headed man. Murals of aquatic scenes surround the sculpture, a double strength **kuo-toa monitor** that animates to assail landlubbers.

16. **Altar of Annihilation:** A pentagram encircles a stained, limestone altar. Any "wishful thinking" made within the confines of the circle has a 5% chance per level of manifesting in a destructive way (treat as a *wish* granted by a power bent on annihilation).

15. **Garbage In, Garbage Out:** A pair of half-moon alcoves with lidded floor holes connects 60' beneath the center of the hall via angled chutes. At the bottom a **bag of devouring** collects contributions. Anyone going "dumpster diving" will discover that the chutes are unnaturally slick (as if affected by a *grease spell*).

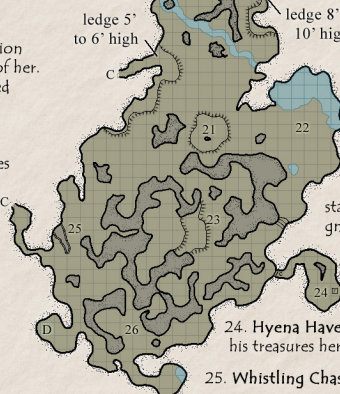
14. **Submerged Passage:** Varying depths of leech-infested water fill passages that lead to a bottomless (!) pool where a **neredid** frolics.

13. **Reflections of Clarity:** Double-sided glass mirrors (light blue) give this maze of corridors a "fun-house" feel. One of the thicker panels hides a small room with a crater-like depression (a). Additionally, there are a few obstacles: an *illusory wall* (b), a **mirror of opposition** (c), and a 160' deep, open pit (d).

12. **Are we familiar?** An array of whimsical animal figurines is displayed in the niches (a). The painted miniatures are less than 1 1/2 inches tall and are made of lead. Creatures on display include a black cat, cawing crow, curious quasis, faerie-dragon, leaping toad, playful beagle pup, red-tailed hawk, sad imp, screech owl, shy brownie, and a spotted weasel. Handling a figurine will either deliver a painful jolt (2d6 damage) for an unsuitable selection, or transform it into a full-sized, living creature (of what is depicted) that instantly bonds with the handler as his or her new **familiar** or pet (one **familiar** per party; someone who already has one can "upgrade", free of penalty). Suitability depends on whether the selected creature could be that person's **familiar**. A person who can't normally gain a **familiar** has only one suitable option: the dog, as it's the only creature that can't be one. The shaded door (b) causes an *incendiary cloud* to form ("X").

Cavern Encounter Key (Areas 20-26)

Notes: These caverns are miles away from the dungeon. Their inhabitants may or may not be affiliated with the administrators of the challenge. The river flows from left to right, feeding the pool in area 22.



- 20. **Cavernous Conundrum:** Persons teleported from "A" are brought here, to "B". Roll for a random encounter.
- 21. **The Laughing Hyena:** Upon a gently sloping floor, **Flynn** the flind leans with his back against a column. Beside him is Chort, his pet **hyaenodon**. Flynn is bored and in sore need of a good laugh. If the party amuses him by making him laugh, he will grant them safe passage. Otherwise, there are 2-12 **gnolls** nearby. At the sound of battle, reinforcements from area 23 will arrive within 1-4 rounds.
- 22. **Crystal Waters:** Magnificent formations of stalagmites and stalactites shelter a clear pool of icy water. This site is a favorite of gnoll hunting parties.
- 23. **Gnoll Lair:** A tribe of 20-200 **gnolls**, including females and young, share this labyrinthine area with their **troll ally** (see area 26). The gnolls revere **Flynn** and obey him without question.
- 24. **Hyena Haven:** The crawlspace to this area is concealed by a large rock. **Flynn** stashes his treasures here and a filthy mat hides a trap door that leads to another cavern.
- 25. **Whistling Chasm:** Air sucked into this chasm sounds like a demonic chorus.
- 26. **A Spirited Path:** **Herman**, a reclusive **spirit troll**, has a defensive pact with **Flynn** but he mostly minds his own affairs.