

TRIAL OF SPECTRAL EYES

Setup

The party approaches a ritual temple said to house great treasure (SEE: Ritual Temple).

Terrain

The ledge around the pool is 20ft above the water. The rock paths are normal terrain outside specific phases.

Watchers at the Door

An undead guardian known as M'Thalan (as **Bone Naga (Spirit)**) and 2 **Will-o'-Wisps** guard the door to ensure only the worthy pass through.

Phase 1 : Approaching the Door

The ritual temple's entrance stands quiet save for splashing waterfalls.

- Passive Perception 15 reveals faintly glowing lights moving to either side of the area.
- DC 13 Religion or History check reveals the face in the wall above the door is the key to opening the door, but legends tell of a judge of worthiness who awaits as well.
- DC 12 Investigate check on the door reveals that the door is incredibly solid stone designed to be moved via a mechanism in the walls, as well as signs of condensation at its base (SEE: alternate endings).
- DC 13 Investigate check on the disc reveals a slight draft and condensation at the rim, implying a hollow space below (SEE: alternate endings).
- When a party member attempts to open or closely inspect the door in any way, initiative is rolled.

Phase 2+ : the Trial Begins

M'Thalan makes himself known.

- **M'Thalan** emerges from behind the statue head and attacks.
- the **Wisps** are invisible on either side of the arena, and will reveal themselves by attacking the characters doing the best at evading the phase threats.
- **M'Thalan** triggers a new eye beam at the bottom of each round, switching to the beam firing phase; the effect of that is felt on the round after. The phases may be fired in any order and repeated at **M'Thalan's** discretion. Creatures standing on the spot of the beams' impact make a DC 15 Charisma save or suffer 3d6 Force damage.

Signaling Phases

The spark of lighting, click of flame projectors, and early rumble of quakes can do a lot to give players an idea of the coming danger. They may make DC 13 Perception or Investigate checks to get a better idea of the coming phase's danger.

Fire Phase

Creatures in the flames suffer 3d6 Fire damage then make a DC 14 Dexterity save: on a failure they are burning for 1d6 fire damage until doused.

Lightning Phase

Creatures within the arcs of lightning make a DC 14 Constitution save (at disadvantage for those in metal armour or wet), suffering 3d6 Lightning damage on a failure or half on a success.

Water Phase

Creatures in the path of the water make a DC 14 Strength save: on a failure they are pushed back 15ft. If they are in the splash of two beams, they are instead knocked prone.

Quake Phase

Every creature standing on stone makes a DC 14 Dexterity save or falls prone, suffering 1d4 bludgeoning damage. The rock paths through the water are difficult terrain.

Sparks Phase

Spectral sparks emerge from thin air and entrance all who can see. They make a DC 14 Wisdom save. On a failure they fixate on the sparks which hone in on and ignite around them, causing 3d4 Fire damage in a 5ft radius around them. All creatures above water are vulnerable to Fire damage (or normally susceptible to it if they're Resistant).

This encounter is created for **Ritual Temple Exterior Battle Map**, it can be downloaded here:
<https://www.patreon.com/posts/ritual-temple-68931470>

Also mentioned **Treasure Within Encounter**, can be found here:
<https://www.patreon.com/posts/12-days-of-day-4-59803245>