THE HALL OF TWINS

A Dungeon Encounter for 5e

for four characters of level 3 to 5



PROJECT KIRTRITE · FREE ENCOUNTER

The Encounter

The hall sits at the heart of a minotaur's labyrinth, and every adventurer who reaches it is offered the same deal. Three alcoves hold three pairs of treasures: two chests, two cauldrons, two coffins. In every pair, one is honest and one is a mimic.

The deal is offered by the Pale Auditor, a winged devil with a ledger, who runs the hall like a counting house. Pick the honest twin and keep what is inside. Pick the liar and you pay the house. Her minotaur clerks make sure nobody cheats, and the great bronze bell in the middle of the room makes sure every mistake gets louder.

Along the south wall stand the last party who took the deal, turned to salt. They picked badly.

At a Glance

- Built for four characters of level 4. Scaling for levels 3 and 5 is on the last rules page.
- Runs in 90 minutes to two hours: a puzzle you solve with your hands, a few tense conversations, and a fight that grows every time you guess wrong.
- Drops into any dungeon. All it needs is a door at each end.
- Every creature and prop in it matches a miniature in the Storm the Dungeon set, but any minis work.

Why Is the Party Here?

Pick the hook that fits your table, or roll a d4.

- 1. The rescue. Someone the party was hired to bring home is one of the salt statues.
- 2. The shortcut. The Auditor's door is the only way through to the deeper levels.
- 3. The rumor. A tavern story says the hall pays out triple to anyone who can tell a mimic from a chest.
- 4. The wrong turn. The labyrinth spat them out here, and the door behind them has just been barred.

Setting the Table

Use a 1 inch grid, or print the free 17 by 11 Hall of Twins map that comes with this encounter. The hall is 10 squares wide and 8 deep. Place the pieces like this:

- Three alcoves line the north wall. Put the two chests in the first, the two cauldrons in the second and the two coffins in the third. Shuffle each pair so even you are not sure which is which.
- The bronze bell hangs in the middle of the hall. Four pillars stand around it.
- The Auditor sits on a throne on a raised dais at the east end, with her own door behind her, an open strongbox of coins at her elbow, and a small cage beside the throne.
- Gorm, the Minotaur Warden, stands at the labyrinth door in the west wall, which the party came through.
- The minotaur clerks Hask and Brask stand in front of the alcoves, one at each end.
- Four salt statues stand along the south wall: the Brass Lantern Company. Use any hero miniatures your players are not using.

Who Is in the Hall

- The house: the Auditor and her three minotaurs. They keep the rules and stay calm until someone breaks one.
- The liars: three mimics, one in each pair. Hostile the moment they are opened.
- The labyrinth: four waves of beasts behind the west door, called by the bell. Hostile to everyone but Gorm.
- The prisoners: Tally the pseudodragon in its cage, and the Brass Lantern Company in salt. Both can become allies.

The Bell Track

The bell rings whenever someone opens a mimic (being grabbed by one counts), attacks the Auditor, casts a loud spell such as thunderwave or shatter, or strikes the bell on purpose. The first ring puts a d6 beside the board showing 1. Every ring after that turns it up by one. Each ring calls one wave, always in order, so no wave is ever skipped.

- 1. Something small. The giant rat and the giant bat.
- 2. Something hungry. The giant spider and the rust beetle.
- 3. Something fast. The wolf, the panther, and the foaming slime sliding along behind them.

- 4. Something big. The crawler squeezes out of the labyrinth, and Gorm slams the door behind it. Nobody leaves the way they came in. After the fourth ring the labyrinth is empty, and more rings do nothing.

Running the Bell

A wave comes through the labyrinth door at the top of the round after the ring that called it. If the bell rings before a fight has started, roll initiative right away. That is round 1, and the wave arrives at the top of round 2. Two rings in one round bring two waves at the top of the next round, in order.

Example: Bryn opens the left chest, and it bites. The bell reads 1. Roll initiative: round 1, the mimic attacks. Top of round 2, the rat and the bat come through. In round 2 the wizard casts thunderwave, the bell reads 2, and the spider and the beetle arrive at the top of round 3.

Waves stack. If the party is struggling, have the next wave fight over the remains of the last one for a round. If they are cruising, a mimic's tongue can hit the bell by accident.

The Arrival

The passage opens into a long hall lit by braziers. Along the north wall, three alcoves hold three pairs of identical things: two iron-bound chests, two bubbling cauldrons, two coffins. A great bronze bell hangs from chains in the middle of the room. Along the south wall stand four armored figures, white as salt and perfectly still. At the far end, on a raised dais, a winged woman with a ledger on her knee looks up and smiles. Behind you, something very large shuts the door.

Gorm closes and bars the labyrinth door behind the party, then plants himself in front of it. Hask and Brask straighten up beside the alcoves. The Auditor dips her quill, writes each character's name in her ledger before anyone gives it, and makes her offer.

The Pale Auditor

"Welcome, welcome. Three pairs, three choices, one honest twin in each. Open the honest one and whatever is inside is yours. Open the liar and you pay the house. And please, do not touch both. My clerks are very literal about the rules."

Playing the Auditor

Polite, precise and pleased with herself, like a banker who has never lost money. She never lies, never hurries, and loves a clever question. Threats bore her.

What she wants: names in her ledger. Every guest who opens a liar owes the house, and she always collects.

Her secret: the ledger is the whole trick. It holds the salt statues, the sealed twins and Gorm himself. She keeps it open on her knee because no guest has ever been bold enough to grab it.

A line to use: “I don't cheat. I don't need to. People cheat themselves, and I write it down.”

Questions She Gets

“Which one is the mimic?” “I couldn't possibly say.” “Which would you pick?” “Neither. I'm not the one taking the deal.” “What if we refuse?” “Then you stay in my hall until you change your mind. The door behind you is barred.” “Have you ever lost?” “Once. I wrote that down too.”

Playing Gorm

Silent, patient and sour. He answers questions with a grunt and enforces the rules to the letter, no further.

What he wants: out. Years ago Gorm took the deal, picked the liar, and the Auditor wrote him into her ledger as her warden. He knows every path in the labyrinth and can't walk any of them.

His secret: he hates her more than anyone in the hall. A character who asks how he ended up here sees the black tally mark on his palm (Insight DC 13). Offer to tear the ledger and win a DC 13 Persuasion check, and he will not fight the Auditor for you, but he will tell you which door is which in the wager. If the ledger is torn, Gorm walks out through the labyrinth door and never looks back.

A line to use: “Rules is rules. I didn't write them.”

Playing Hask and Brask

Big, dim and very proud of their jobs. They speak only to recite the rules, and always together. They want to catch a rule breaker, so they lean in whenever someone gets near a second item. They don't know which twin is which, and will happily say so.

A line to use, in unison: “One from each pair. Not two. One.”

The Offer

The Rules of the House

- Each pair can be opened once. The first item opened in a pair is the party's pick for that pair. Any character can open an item, and opening is an action.
- Open the honest twin and what is inside is yours. Open the liar and the mimic attacks, the bell rings, and the honest twin beside it crusts over with salt. It stays sealed unless the ledger is torn.
- Nobody may touch both items in a pair before that pair has been opened. A touch from a failed study counts. Hask, Brask and Gorm attack whoever does it.
- Attacking the Auditor breaks the rules. Everyone in the hall turns hostile and the bell rings.
- Leaving through the Auditor's door takes the jeweled key, her permission, or a DC 20 Strength check to force it. Trying to force it breaks the rules.

Telling the Twins Apart

Looking is free. Studying one item closely takes an action and an Investigation or Perception check (DC 13). A success reveals that item's tell, if it has one. Only the liars have tells. A failure by 5 or more means the character brushed it. If it was the mimic, it grabs them, and that counts as opening the liar. If it was honest, that counts as their touch for that pair.

- The chests. The mimic's latch is warm and slightly damp, like a held breath.
- The cauldrons. The mimic's soup ripples on its own, in time with something breathing.
- The coffins. The mimic's nails run in a neat row along the lid, and they are teeth.

Things Players Will Try

- Poke it with a pole, a weapon or a thrown boot. That counts as a touch, not an opening. A mimic holds still and lets the pole stick fast. Noticing it is stuck is a DC 13 Perception check. Pulling it free is a DC 13 Strength check. On a failure, the mimic gives up the act and attacks, which counts as opening the liar.
- Open it from a distance with mage hand or a rope. That is an opening. A mimic attacks the nearest creature.
- Cast detect magic. Every item in the alcoves glows faintly with the Auditor's wards. No help at all.
- Attack an unopened item. That counts as opening it. If it was honest, the Auditor rules the contents forfeit to the house.

- Read the Auditor. When someone reaches for an item, a DC 15 Insight check notices her quill is already moving if it's the liar. She doesn't mind being read.

TALLY, IN YOUR HEAD

"Psst. You. The kind one. She keeps me in a birdcage like a canary. Get me out and I'll tell you which coffin is hungry."

TALLY THE PSEUDODRAGON

The Auditor keeps a pseudodragon named Tally in the cage beside her throne. Tally hates her and speaks telepathically to anyone who speaks kindly to it. Tally knows which coffin is the liar, and tells the party for a promise to set it free.

Opening the cage quietly is a DC 14 Sleight of Hand check. Freeing Tally doesn't break the rules. On a failure, the Auditor notices, smiles, and marks the character for theft from the house. Nobody fights over it.

Freed, Tally flies off, unless the party was kind to it. Then it stays and fights beside them.

When the Bell Rings

The lid snaps open on a mouth full of teeth, and somewhere above you the bell answers, one long note that rolls down the labyrinth. Far off in the dark, something answers back.

A mimic that is opened or grabs someone attacks at once. Roll initiative for it and anything else that is now hostile. The Auditor does not fight unless she is attacked. She watches, takes notes, and marks the palm of anyone who opened a liar with a small black tally mark.

Who Fights Whom

The mimics attack whoever opened or touched them, then the nearest creature. At a speed of 15 feet they rarely leave their alcoves.

The clerks attack only rule breakers. They will happily stand there while a mimic eats someone who chose honestly but badly. Anything that hits them, they hit back.

The waves know Gorm and give him a wide berth. They go past him and attack the nearest creature, Hask and Brask included. A beast that bites a clerk starts a brawl that keeps them both busy, which can be very useful.

The Auditor flies up out of reach when the beasts arrive and keeps writing. Only guests who took the deal can break the rules, so a beast attacking her does not turn the hall.

Initiative: let the players roll as normal, then roll once for the mimics, once for the clerks, and once for each wave as it arrives.

The Fourth Ring

The fourth note is still ringing when the labyrinth door bulges. Something pale and segmented pours through, all tentacles and wet clicking, and behind it Gorm slams the door and drops the bar. Nobody is leaving that way now.

Picking a Fight

A party that attacks the Auditor takes on the whole hall: the Auditor, Gorm and both clerks, and the bell rings. That fight is deadly at level 4, and it is meant to be. The way to win it is the ledger. Knock it loose (an attack against AC 15, or a DC 16 Sleight of Hand check), then tear it (an action for whoever holds it).

> *The ledger rips like wet canvas. Along the south wall, salt cracks and falls away like old plaster, and four people who have not breathed in a year take a very long breath.*

Tearing the ledger frees the Brass Lantern Company, who join the fight on the party's side at the start of the next round. It also ends any petrification from Salt Gaze, unseals every salted twin, and releases Gorm, who stops fighting and walks out through the labyrinth door.

Marked Debts

A character marked by the Auditor has disadvantage on saves against her Salt Gaze, and she has advantage on attacks against them. When the encounter ends, the mark stays. The Auditor will come to collect on it someday, in whatever form your campaign needs.

What the Honest Twins Hold

- The honest chest. 250 gp and a jeweled key that opens the Auditor's door.
- The honest cauldron. Three potions of healing, bottled and corked in a rack under the broth.
- The honest coffin. The bones of Ser Aldric, a captain of the Brass Lantern Company, in his armor, with a +1 longsword across his chest and a ledger page with his name crossed out. His debt was paid. The Company will want him brought home.

Endings

- All three honest twins. The Auditor applauds, unlocks her door, and offers the party a job. “Rare. Very rare. If you ever want steady work, the house is hiring.”
- Some liars. The party leaves with what they won, and marked. “Your palm itches all the way out of the labyrinth, and the little black tally mark does not wash off.”
- The ledger torn. The Brass Lantern Company is free, grateful, and owes the party their lives. “Somewhere behind you, a devil is screaming at a pile of torn paper.”
- Sealed in. If the fourth wave came and the party doesn't hold the jeweled key, the Auditor's door is the only way out, and she names the price: a mark on every character. “Everyone pays the house eventually. You are simply paying early.”



The Hall of Twins, DM map. One square is 5 feet.

Map Key

- Waves enter here: the labyrinth door in the west wall, where the party came in. Gorm stands in front of it.
- Chests, Cauldrons, Coffins: the three alcoves along the north wall, west to east.
- Hask and Brask: one at each end of the alcoves.
- The Bell: the middle of the hall, between the four pillars.
- The house take, the Auditor and Tally's cage: the strongbox, the throne and the cage on the east dais.
- Auditor's door: the only other exit, behind the throne.
- The Brass Lantern Company: the four salt statues along the south wall.

The Cast

Stat blocks use the fifth edition rules. Everything here is built from SRD 5.1 creatures, retuned for this fight.

The Pale Auditor

Medium fiend (devil), lawful evil · Challenge 3 (700 XP)

Armor Class 15 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 30 ft., fly 40 ft.
STR 16 (+3) DEX 14 (+2) CON 18 (+4) INT 15 (+2) WIS 14 (+2) CHA 16 (+3)
Saving Throws Con +6, Wis +4
Skills Insight +4, Persuasion +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal, telepathy 60 ft.

Traits

Collected Debt. The Auditor has advantage on attack rolls against any creature carrying her mark.

Actions

Multiattack. The Auditor makes two glaive attacks.
Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft. Hit: 8 (1d10 + 3) slashing.
Salt Gaze (Recharge 5 to 6). One creature the Auditor can see within 30 feet makes a DC 13 Constitution save. On a failure, it is restrained as salt crusts over its skin, and it repeats the save at the end of its next turn. On a second failure, it is petrified until the Auditor dies or her ledger is torn.

Tally and the Brass Lanterns

Tally uses the pseudodragon statistics from the SRD 5.1.

The four freed statues use SRD 5.1 statistics: the captain is a veteran, the healer is a priest, and the other two are scouts. They act right after the last player in initiative. Hand one to each player, or run them yourself. They fight until the hall is safe, then go home.

Gorm, the Minotaur Warden

Large monstrosity, chaotic evil · Challenge 3 (700 XP)

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.
STR 18 (+4) DEX 11 (+0) CON 16 (+3) INT 6 (−2) WIS 16 (+3) CHA 9 (−1)
Skills Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common

Traits

Charge. If Gorm moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength save or be pushed up to 10 feet away and knocked prone.
Labyrinthine Recall. Gorm can perfectly recall any path he has traveled.
Reckless. At the start of his turn, Gorm can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Heavy Blade. Melee Weapon Attack: +6 to hit, reach 5 ft. Hit: 17 (2d12 + 4) slashing.
Gore. Melee Weapon Attack: +6 to hit, reach 5 ft. Hit: 13 (2d8 + 4) piercing.

Hask and Brask, the Minotaur Clerks

Large monstrosity, chaotic evil · Challenge 1 (200 XP) each

Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.
STR 17 (+3) DEX 11 (+0) CON 14 (+2) INT 6 (−2) WIS 12 (+1) CHA 8 (−1)
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common

Traits

Brothers in Arms. When one clerk takes damage, the other can use its reaction to move up to half its speed toward the creature that dealt it.

Actions

Axe or Blade. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 12 (2d8 + 3) slashing.
Gore. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 8 (1d10 + 3) piercing.

Mimic (three of them)

Medium monstrosity (shapechanger), neutral · Challenge 2 (450 XP)

Armor Class 12 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 15 ft.
STR 17 (+3) DEX 12 (+1) CON 15 (+2) INT 5 (−3) WIS 13 (+1) CHA 8 (−1)
Skills Stealth +5
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11

Traits

Shapechanger. The mimic can use its action to turn into an object or back into its true, amorphous form.
Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled (escape DC 13). Ability checks to escape have disadvantage.
False Appearance (Object Form Only). While it remains motionless, it is indistinguishable from an ordinary object, except for its tell.
Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 7 (1d8 + 3) bludgeoning. If the mimic is in object form, the target is subjected to its Adhesive trait.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 7 (1d8 + 3) piercing plus 4 (1d8) acid.

The Crawler

Large monstrosity, unaligned · Challenge 2 (450 XP)

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., climb 30 ft.
STR 14 (+2) DEX 13 (+1) CON 16 (+3) INT 1 (−5) WIS 12 (+1) CHA 5 (−3)
Senses darkvision 60 ft., passive Perception 11

Traits

Spider Climb. The crawler can climb difficult surfaces, including ceilings, without an ability check.

Actions

Multiattack. The crawler makes one tentacles attack and one bite attack.
Tentacles. Melee Weapon Attack: +5 to hit, reach 10 ft. Hit: 4 (1d4 + 2) poison, and the target makes a DC 13 Constitution save. On a failure, it is poisoned and its speed is 0 until the end of its next turn.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 7 (2d4 + 2) piercing.

Giant Spider

Large beast, unaligned · Challenge 1 (200 XP)

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.
STR 14 (+2) DEX 16 (+3) CON 12 (+1) INT 2 (−4) WIS 11 (+0) CHA 4 (−3)
Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Traits

Spider Climb. The spider can climb difficult surfaces, including ceilings, without an ability check.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 7 (1d8 + 3) piercing, and the target makes a DC 11 Constitution save, taking 9 (2d8) poison damage on a failure, or half as much on a success.
Web (Recharge 5 to 6). Ranged Weapon Attack: +5 to hit, range 30/60 ft. Hit: The target is restrained by webbing (escape DC 12; the webbing has AC 10 and 5 hit points).

Rust Beetle

Medium monstrosity, unaligned · Challenge 1/2 (100 XP)

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 40 ft.
STR 13 (+1) DEX 12 (+1) CON 13 (+1) INT 2 (−4) WIS 13 (+1) CHA 6 (−2)
Senses darkvision 60 ft., passive Perception 11

Traits

Iron Scent. The beetle can pinpoint, by scent, the location of ferrous metal within 30 feet of it.
Rust Metal. Any nonmagical weapon made of metal that hits the beetle corrodes. The weapon takes a permanent and cumulative −1 penalty to damage rolls, and is destroyed if the penalty reaches −5.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft. Hit: 5 (1d8 + 1) piercing.
Antennae. The beetle corrodes a nonmagical ferrous metal object it can see within 5 feet. Worn armor loses 1 point of AC; a held weapon takes a −1 damage penalty, as Rust Metal.

Foaming Slime

Medium ooze, unaligned · Challenge 1/2 (100 XP)

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 10 ft., climb 10 ft.
STR 12 (+1) DEX 6 (−2) CON 16 (+3) INT 1 (−5) WIS 6 (−2) CHA 2 (−4)
Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Traits

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.
Corrode Metal. Any nonmagical weapon made of metal that hits the slime corrodes, taking a permanent and cumulative −1 penalty to damage rolls.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft. Hit: 4 (1d6 + 1) bludgeoning plus 7 (2d6) acid.

Small Fry: Giant Rat, Giant Bat, Wolf, Panther

Beasts, unaligned · Challenge 1/8 to 1/4 (25 to 50 XP)

Giant Rat (CR 1/8). AC 12, HP 7, speed 30 ft. Pack Tactics. Bite: +4 to hit, 4 (1d4 + 2) piercing.
Giant Bat (CR 1/4). AC 13, HP 22, speed 10 ft., fly 60 ft. Echolocation, blindsight 60 ft. Bite: +4 to hit, 5 (1d6 + 2) piercing.
Wolf (CR 1/4). AC 13, HP 11, speed 40 ft. Pack Tactics. Bite: +4 to hit, 7 (2d4 + 2) piercing, and a creature target makes a DC 11 Strength save or is knocked prone.
Panther (CR 1/4). AC 12, HP 13, speed 50 ft., climb 40 ft. Pounce: if it moves 20 feet straight toward a creature and hits with a claw, the target makes a DC 12 Strength save or is knocked prone, and the panther can bite it as a bonus action. Bite: +4 to hit, 5 (1d6 + 2) piercing. Claw: +4 to hit, 4 (1d4 + 2) slashing.

The House Take

The open strongbox beside the throne holds the house's winnings: 200 gp in mixed coin and a ruby the size of a thumb, worth 250 gp. It belongs to the party only if the Auditor is defeated, or if they win it in a wager.

A Wager With the Auditor

Once all three pairs have been opened, the Auditor offers one more game for the strongbox. Two identical doors open in the wall behind her throne. Neither is a mimic. One leads out, and one leads back into the labyrinth.

- The stake. The strongbox against a mark on every character.
- Win. The strongbox is theirs, every mark on the party is wiped clean, and the right door leads out.
- Lose. Every character takes a mark, the strongbox stays, and the wrong door drops them back into the labyrinth, a long and unpleasant walk from anywhere.
- The answer. Only Gorm knows which door is which. See Playing Gorm for how to win him over. Without him it is a coin flip, and the Auditor will lend them the coin.

Loot at a Glance

Everything in the hall adds up to 700 gp in coin and gems (250 gp in the honest chest, 200 gp and a 250 gp ruby in the strongbox), three potions of healing and a +1 longsword. A party that picks well and talks well can walk out with all of it.

Scaling the Fight

The puzzle carries most of the difficulty. A careful party might never fight anything bigger than one mimic, while a reckless one can bring all four waves down on the hall at once. As a guide, a single mimic plus wave 1 is a medium fight for four level 4 characters, and the full hall is deadly.

- Level 3. Remove the rust beetle from wave 2 and the slime from wave 3. The Auditor's Salt Gaze recharges only on a 6.
- Level 5. Give Gorm 95 hit points and let the clerks make both attacks each turn. Waves 2 and 3 arrive together.
- Five or six players. Add one extra wave creature to every wave, and make the tells DC 15.
- Three or fewer players. Tally helps for free, and each wave arrives one round later.

QUICK REFERENCE

Keep this page open while the bell is ringing.

- One pick per pair. The first item opened is the pick. A liar seals its honest twin in salt.
- Never touch both items in an unopened pair. Failed studies count as touches. The clerks punish it.
- Study: an action, DC 13 Investigation or Perception. Fail by 5 or more and you brushed it.
- The bell rings on: a mimic opened or grabbing, the Auditor attacked, a loud spell, the bell struck.
- Bell d6: first ring shows 1, each ring adds one and calls the next wave. It arrives at the top of the next round. Out of combat, the ring starts round 1.
- Waves: 1 rat and bat, 2 spider and beetle, 3 wolf, panther and slime, 4 the crawler. Waves ignore Gorm.
- The ledger: knock it loose (AC 15 or DC 16 Sleight of Hand), then an action to tear it. Frees the Company, ends Salt Gaze, unseals the twins, releases Gorm.
- Tally: DC 14 Sleight of Hand to open the cage. Knows the coffin liar.
- Gorm: Insight DC 13 to spot his mark, Persuasion DC 13 to win him over. Knows the wager doors.
- The Auditor's door: the jeweled key, her permission, or DC 20 Strength (breaks the rules).

TRACKER

THE MINIATURES

Every creature in this encounter is a miniature in the Storm the Dungeon set from our Premium Dice Advent Calendar: 19 miniatures plus 7 pieces of dungeon dressing, including the three matched pairs. Here is the whole cast.

THE HEROES



THE AUDITOR AND HER MINOTAURS



THE BIG BEASTS



SMALLFRY, TALLY AND THE SLIME



Who Plays Whom

The Pairs and the House Take



- The Pale Auditor: the winged devil with the long glaive.
- Gorm, the Warden: the tusked minotaur with the heavy blade.
- Hask and Brask: the two horned minotaurs, one with axes and one with a sword.
- The mimics: the toothy chest, the cauldron with the tongue, and the coffin with the teeth.
- The honest twins: the plain chest, the plain cauldron, and the closed coffin.
- The house take: the open chest beside the throne.
- Tally: the pseudodragon perched on its stack of books.
- Wave 1: the giant rat and the giant bat on its pedestal.
- Wave 2: the giant spider and the rust beetle.
- Wave 3: the wolf, the panther, and the foaming slime.
- Wave 4: the crawler, the big many-tentacled thing.
- The heroes: six adventurers. Your players can use them, and the leftovers (or any minis) stand in for the four salt statues of the Brass Lantern Company.

No calendar? Any dungeon minis work. Cast by silhouette: one winged leader, three big brutes, a handful of beasts in rising sizes, and three ordinary objects your players will never trust again.

From Project Kirtrite

The Storm the Dungeon set ships in the Premium Dice Advent Calendar: 24 rune-numbered drawers in our Codex Kirtrite Arcanum grimoire box, a premium dice set of your choice, and every miniature above. Every miniature is printed in house in Utah. Find it at projectkirtrite.com.

Thank you for playing

THE HALL OF TWINS

More quests, minis and terrain at

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Consult the Oracle.

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