



THE FOLDING HALL

HONESTY LOCKS THE DOORS. A GOOD LIE MAKES THE WORLD TURN.

The Folding Hall is the abandoned theatre-domain of the vanished playwright Veridian-an architectural experiment where spoken deception becomes a lever on reality. Here, blunt honesty triggers lock-downs and crushing set-changes, while clever lies make walls hinge aside, floors tilt, and corridors rotate into existence. To survive, the party must treat falsehood as a navigational tool and performance as a form of magic-because the building is listening, judging, and eager for a finale.

WHAT'S CREEPY?

The Folding Hall doesn't want your truth-it wants your performance. The building registers spoken intent like a conductor hearing a wrong note: honest statements invite punitive set-changes, while convincing lies make the architecture purr and reconfigure to "reward" you. The unsettling part isn't just the shifting stone-it's realizing the room is evaluating you, and it prefers the version of you that's willing to rewrite reality with a straight face.

SIGNATURE MOTIFS

Hinge-Seams and the Judging Hum: Every chamber exposes its skeletal brass joints-hinges, tracks, and pivot seams in the corners-telegraphing exactly where the Hall will fold. Spoken words trigger harmonic feedback: a warm purr and amber brightening for accepted lies, a cold groan and tightening shadows for disruptive honesty.

Applause That Hurts: The Hall behaves like an audience: portraits lean in, frames tremble, unseen critics chime approval, and failure is answered with rhythmic 'applause'-walls clapping inward or floors snapping into new angles. The dungeon rewards entertaining choices with smoother transitions and punishes boring approaches with violent set changes.

DUNGEON ATTRIBUTES

Dungeon Type: Shifting Theatre-Dungeon, Surreal Puzzle Gauntlet

Typical Location: Beneath ruined cultural districts, collapsed stages, or hidden under-city foyers

Age and Size: Built within the last century, but worn as if centuries old. Medium (4 main chambers plus threshold and climax arena; rooms fold, rotate, and invert)

Suggested Levels: 5 3-10

Difficulty: Moderate: CR: 5 - this dungeon rewards players who speak in-character and treat deception as a tool. Lower-level parties can survive if they respect pivot joints and use nonviolent solutions in the finale; higher-level parties will be challenged by the Hall's mobility, control effects, and time-loop pressure rather than raw damage.

VERIDIAN'S THESIS: PERFORMANCE OVER TRUTH

Playwright Veridian built the Folding Hall as an artistic proof: that identity is performance, and "truth" is just a script people agree to read. The theatre was enchanted to treat spoken intent as stage direction-rewarding deception as creative authorship while punishing honesty as sabotage.

When Veridian vanished, the Hall kept running the show. Now it judges all who enter, folding its rooms on skeletal brass joints and adding failed performances to its repertoire as echoing voices trapped in the stone.

ADVENTURE HOOKS FOR A THEATRE THAT LISTENS

HOOK 1: THE LOST SCRIPT

Baiting Them Onto the Stage: Scholars have unearthed fragments of Veridian's final masterpiece: a script said to bend reality when performed. They need a party willing to retrieve the complete pages-and brave the unpleasant implication that the script might be unfinished because it ate its author.

Arrival Through the Curtain Line: Harmonic hums guide the party down a collapsed ventilation shaft into a dust-choked foyer trimmed in brass. The first door has no handle-only a plaque that reads, in courteous script, "State your business (and do try to make it interesting)."

HOOK 2: THE GUILD'S GAUNTLET

Baiting Them Onto the Stage: A thieves' guild posts a lavish bounty for the Bell of Reversal, an artifact rumoured to 'turn a scene around'-opening what is locked and silencing what is loud. The guild doesn't care how the party gets it, only that they don't bring the Hall's attention back to the city with them.

Arrival Through the Curtain Line: A hidden, gear-toothed door is found behind stacked kegs in a cellar beneath a bustling cultural centre. The door refuses to budge until someone confidently claims it is already open-at which point the frame shudders and obliges.

HOOK 3: THE TRICKSTER'S WAGER

Baiting Them Onto the Stage: A fey provocateur mocks the party's predictability and wagers a cherished possession: they cannot out-lie a building designed to judge performers. The fey's terms are precise-win, and the fey must return what it has taken from others; lose, and the party's own stories belong to the Hall.

Arrival Through the Curtain Line: A Veilwilds portal drops the party onto an unlit, creaking stage. As the curtain stirs with no breeze, the proscenium seems to lean closer-like it wants to hear the opening line.

HOOK 4: THE REALITY ANCHOR

Baiting Them Onto the Stage: Engineers and wardens report that the theatre's shifting architecture is undermining the rebuilt city above it. The party is tasked with stopping the movement before foundations shear-ideally without collapsing half the district. The mandate is duty, but the method is yours.

Arrival Through the Curtain Line: The party rappels into a fractured chasm where bedrock meets grinding, oversized brass joints. Every few breaths, the rock 'ticks' as if a giant mechanism is trying to remember what shape the world should be.



FOLDING ROOMS, HINGE-POINTS, AND MOVING SIGHTLINES

The Folding Hall runs on spoken cues: lies open routes and rotate rooms, while honesty invites lock-downs, crushing set changes, and loops that reset the scene.

PRIMARY STARTING POINT: FOYER OF FALSE PREMISES

A brass-trimmed entrance foyer with a single progression door that refuses honest intent.

Interactions and Rules:

- *First Lesson: the Hall responds to spoken intent. Any character who speaks a plainly factual statement here triggers a lock-down (see interaction hooks). A deliberate lie causes a nearby wall seam to fold open toward Area 1.*
- *Judging the Lie (quick, fair rubric):* - When a PC speaks a lie to influence the Hall, score it 0–3: +1 if it's specific (names a place/prop/goal), +1 if it creates stakes (puts blame on someone, risks reputation, or commits to a consequence), +1 if it's performed (delivered in character with gesture, flourish, or a 'line read'). On 0–1, the Hall groans: a seam shifts but creates danger (a tilt, a slam, or a partial fold). On 2, the Hall purrs: a safe path opens. On 3, the Hall applauds: the party gains 1 Gambit Token (see Treasures & Rewards).

SIGNIFICANT AREAS

1. GALLERY OF MIRRORS

Mirrors show a 'safe' route that contradicts the visible floor; trusting plain sight leads to sudden drop-panels. The Hall rewards a convincing spoken falsehood about what the party is seeing by folding a walkway into place-while truth makes the reflections sharpen into traps.

2. ARCHIVE OF YES/NO

Crystallized sound-lattices hum with two pitches: one registers honest statements as interference, the other resonates with deliberate lies. To pass, the party must match the correct resonance with their speech-using cadence and intent more than musical talent-while avoiding the pivot seams that twitch like muscles.

3. JESTER'S PARLOUR

A rehearsal room built to flip: gravity inverts when the Hall accepts a 'Jester's Turn' lie, dropping the party safely onto what used to be the ceiling. Failure doesn't just hurt-it can reset the scene, returning everyone to the doorway with time and resources subtly shaved away.

4. PLAYWRIGHT'S CHAMBER

Veridian's private chamber is a modular author's box where the walls reconfigure to counter repeated tactics. Maintaining a consistent, performative lie stabilizes the room long enough to reach the stage-control elements that lead into the Grand Stage.

ULTIMATE CHALLENGE LOCATION: ROTATING GRAND STAGE

A grand performance arena of interlocking platforms, pivoting walls, and a ceiling rig that becomes the floor.

Interactions and Rules:

- *Continuous Set Change: at initiative count 20 (losing ties), the arena attempts a fold/rotation (see Ultimate Challenge). Creatures standing in hinge-seams risk being pinned or thrown as the stage reconfigures.*
- *The Audience Reacts:* - Portraits and unseen critics provide feedback: accepted lies produce a warm harmonic purr and amber brightening; rejected lies produce a low, angry chord. A PC can use an action to 'play to the house' with a DC 14 Performance or Deception check to gain advantage on the next lie-score in the encounter.

ROUTING: THE INTENDED EXPERIENCE

Begin at the Foyer of False Premises (Entrance), where the Hall teaches its contract with the spoken word. Proceed through Area 1: Gallery of Mirrors, then Area 2: Archive of Yes/No, then Area 3: Jester's Parlour, and then Area 4: Playwright's Chamber. The finale occurs in the Rotating Grand Stage (Climax Arena), where the Ultimate Challenge plays out amid continuous set changes.

CAST & CREW: JUDGES, STAGEHANDS, AND ECHOES

THE ARCHIVIST

A parchment-skinned attendant who knows the Hall's routes but cannot speak a straight truth without choking on ink.

Quick stats: Medium undead, Neutral. AC 13, HP 45. **Key Trait:** Inverted Testimony (direct questions are answered with misleading metaphor; indirect questions grant advantage). **Key Action:** Ink-Laced Whisper (ranged spell attack +5, 2d8 psychic; target must succeed on DC 13 Wis save or have disadvantage on their next Insight check).

THE BORED JUDGE

An unseen critic bound to portraits and acoustics, rejecting dull lies with discordant chimes-and rewarding audacity with applause.

Quick stats: Medium fey (bound spirit), Lawful Neutral. AC 15, HP 27. **Key Trait:** Critic's Favor (once per scene, grants a PC 1 Gambit Token on a standout lie). **Key Action:** Rejection Chime (DC 13 Cha save or become rattled: disadvantage on Deception and Performance until end of next turn).

STAGEHANDS

Faceless, brass-railed workers that reset scenery with indifferent force, treating adventurers as debris on the tracks.

Quick stats: Medium construct, Unaligned. AC 16, HP 52. **Key Trait:** Rail-Bound (can move through threatened spaces without provoking opportunity attacks while on brass tracks). **Key Action:** Set-Change Shove (melee +6, 2d6+3 bludgeoning and push 10 ft; on a hit against a creature adjacent to a hinge-seam, push becomes 15 ft).

THE ECHOES

Looping voices of failed performers; they repeat 'helpful' lines that lure the living into the same fatal marks.

Quick stats: Medium undead, Chaotic Neutral. AC 12, HP 36. **Key Trait:** Scripted Misdirection (illusions and sound; creatures have disadvantage on Perception checks that rely on hearing within 30 ft). **Key Action:** Borrowed Line (DC 13 Int save or target uses its reaction to move up to 10 ft in a direction the Echo indicates-often toward a seam or trap).

HAZARDS OF HONESTY AND THE COST OF BORING LIES

THE HONEST STEP

Trigger: A creature steps onto a marked tile (a faint comedy-mask sigil) while speaking a plainly factual statement about their intent, surroundings, or identity.

Effect: The tile drops away into a narrow pit as the Hall 'rejects the line.' The creature must succeed on a DC 13 Dexterity saving throw or fall 20 feet, taking 2d6 bludgeoning damage and landing prone; the pit's sides are slick brass (DC 12 Athletics to climb). **Counterplay:** speak deliberate falsehoods while crossing, or have an ally deliver a distracting lie as a reaction when the sigil is noticed (DC 13 Deception to negate the trigger for one creature).

THE REVERSING STAIRCASE

Trigger: A creature attempts to climb the staircase while stating a normal destination (up, to the balcony, to the door), or while refusing to 'play along' with the Hall.

Effect: The steps flatten into a steep sliding ramp. Each creature on the stairs must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check (their choice) or slide 30 feet, taking 1d6 bludgeoning damage and falling prone at the bottom. **Counterplay:** convince the staircase you are trying to go down (a deliberate, absurd destination such as 'down to the roof'); a DC 13 Deception or Performance check causes the steps to re-form and carry the climber upward safely.

THE CRUSHING APPLAUSE

Trigger: The party resolves an obstacle by brute force (forcing a door, smashing a mechanism, or repeating the same lie) rather than offering a fresh, intentional deception.

Effect: Two walls clap inward in a rhythmic 'applause.' Each creature in the room must succeed on a DC 14 Dexterity saving throw or take 3d6 bludgeoning damage and be restrained until the end of their next turn as the walls hold pressure. **Counterplay:** immediately shout a sufficiently entertaining lie (use the Judging the Lie rubric; a score of 2+ stops the clap and releases restrained creatures), or spend 1 Gambit Token to veto the set change.

THE GRINDING SHIFT

Trigger: At a set interval (or when a lie is rejected), the room begins a rotation; any creature standing within 5 feet of a visible hinge-seam or pivot corner is in the danger zone.

Effect: Creatures in the danger zone must succeed on a DC 14 Dexterity saving throw or take 4d6 bludgeoning damage and be knocked prone (and, if space allows, pushed 10 feet as the wall rolls). On a success, the creature moves 5 feet to a safe space without provoking opportunity attacks. **Counterplay:** learn safe zones by studying seams (DC 13 Investigation), use magic to anchor or slow movement, or spend 1 Gambit Token to 'hold the set' for one round.

ULTIMATE CHALLENGE: THE GRAND FINALE: VERIDIAN'S FINAL CUE

The Rotating Grand Stage locks shut like a proscenium biting down. The Hall begins a continuous rotation sequence: platforms rise, walls hinge, gravity threatens to invert, and the 'audience'-portraits, echoes, and unseen critics-leans in to judge the party's last performance. The Ghost of Veridian is not merely a foe to slay; it is the will of the Hall made articulate, daring the heroes to prove what they are: liars, truth-speakers, or saboteurs.

PHASE 1 - OPENING NIGHT: THE HALL TESTS THE CAST

Veridian manifests as a translucent playwright in a half-mask, conducting the stage with a quill of light.

Each round, the arena attempts a set change; the party must establish how they're 'playing' this scene-performance, sabotage, or truth-while avoiding hinge-seams and being herded by Stagehands.

PHASE 2 - THE CRITIC SPEAKS: ESCALATION AND REWRITES

The Bored Judge's chime grows harsher: repeated tactics become 'boring.' If the party relies on the same line, Veridian rewrites the stage to counter it (closing cover, breaking sightlines, splitting the party across platforms).

Clever, escalating lies can stabilize zones, while stark honesty risks triggering punishing lock-down cues-unless it is delivered as a devastating revelation.

PHASE 3 - THE GRAND FINALE: CHOOSE THE ENDING

The stage reaches maximum motion-this is the last scene. The party must secure an ending before the rotation pins them into the architecture forever.

Resolve the challenge by achieving one of the ending conditions below (combat is possible, but the encounter is designed to be won by performance, negotiation, or ritualized truth as much as hit points).

END RESULT

Pick an ending condition and run it as a 3-success skill push under pressure (DC 14 as baseline; adjust by party level). Each round at initiative 20, a set change triggers (use The Grinding Shift hazard, or a wall-slam from Crushing Applause if the party is repeating itself).

POSSIBLE ENDINGS

1. Convince the dungeon the play is over: earn 3 successes using Deception, Performance, Persuasion, or Insight to 'read the audience'-but each success must use a different skill or a newly escalated lie.
2. Perform Veridian's lost script: assemble lines found earlier; 3 successes using Performance, Arcana, History, or Religion to complete the cadence; a failure causes a time-loop beat (everyone teleports to a prior platform and loses 1 Hit Die worth of resources as exhaustion of repetition; no exhaustion condition unless you want it).
3. Admit a devastating truth: a single speaker delivers a confession that undermines the Hall's premise (DC 15 Persuasion or Performance, with advantage if it meaningfully costs the character). On success, the Hall 'rejects' and begins collapsing-immediately transitioning to an escape chase through folding corridors.
4. Break the stage: reduce Veridian to 0 HP or sabotage 3 control points (AC 15, 15 hp each) using attacks or DC 14 Thieves' Tools/Arcana checks; doing so provokes Stagehands reinforcements but ends the motion permanently. The party becomes part of the set: bodies pinned into hinge-seams, voices added to the Hall's echoing repertoire. Their lines repeat in future runs-helpful, cruel, and endlessly wrong in the same way their final choices were.



GHOST OF VERIDIAN

The Playwright in the Walls

GHOST OF VERIDIAN

Medium undead, Chaotic Neutral

AC 15 (Spectral Ward (natural armor)) **Initiative** +3

HP 85 (10d8 + 40)

Speed 30 ft., fly 40 ft. (hover)

		MOD	SAVE		MOD	SAVE	
STR	8	-1	-1	INT	14	+2	+2
DEX	16	+3	+6	WIS	12	+1	+1
CON	18	+4	+7	CHA	18	+4	+7

Skills Deception +7, Insight +4, Performance +7, Perception +4

Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities cold, necrotic, poison, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish, telepathy 60 ft.

CR 5

TRAITS

Incorporeal Movement. Can move through creatures/objects as difficult terrain; 5 (1d10) force damage if ends turn inside an object.

Director of Set Changes (Recharge 5–6). At initiative 20, can force a 10-ft shift/hinge-slam; Dex save or take 10 (3d6) bludgeoning and be knocked prone.

Judging the Line. Once per round, reacts to a PC's lie/truth: good lie grants token/advantage; boring lie or blunt truth triggers disadvantage or minor set hazard.

ACTIONS

Multiattack. Makes two Quill of Light attacks.

Quill of Light. Melee Spell Attack: +7 to hit, 5 ft. Hit: 13 (2d8 + 4) psychic.

Rewrite Position (Recharge 4–6). Forces a creature to move 15 ft; Wis save negates.

Curtain Drop (1/Day). 30-ft radius; Cha save or frightened and speed halved; half on success.

COMBAT TACTICS

Veridian fights like a director, not a duelist: he prioritizes repositioning the most dangerous striker into bad footing, then punishes clusters with set changes. This encounter is intended to be won through the Ultimate Challenge's ending conditions as much as reducing him to 0 HP-use the stage's motion and the lie-judgment feedback to keep pressure high without turning it into a grind.

ROLEPLAY NOTES

Veridian speaks in stage directions and compliments that cut like knives, praising audacity and sneering at sincerity. If the party offers a brilliant lie or a costly truth, let him pause-genuinely moved-before the Hall answers with purrs or groans.

FINAL WHISPER

When Veridian is defeated, the quill-light gutters out and the half-mask cracks like porcelain; the stage's grinding slows into a reluctant hush.

If Veridian is slain rather than appeased, the Hall's magic destabilizes: within 24 hours, the theatre becomes mundane ruins, and any unspent Gambit Tokens turn to cold ash.



PROPS, BELLS, AND METACURRENCY APPLAUSE

Rewards from the Folding Hall feel like props that remember performances—items tuned to deception, stagecraft, and harmonic architecture. Even when beneficial, they carry an aftertaste of applause: the sense that the world is watching for you to keep the act going.

The Folding Hall pays in leverage rather than gold: metacurrency to control motion, tools that turn speech into magic, and boons that come with story-shaped consequences.

GAMBIT TOKENS

(Uncommon Consumable (metacurrency))

Earned when the Hall ‘applauds’ a lie (score 3 on the Judging the Lie rubric) or when the Judge is genuinely impressed. A token can be spent to veto a room rotation/set change for 1 round, or force a sealed seam to fold open (creating a safe 5-foot-wide route) for 1 minute. Tokens crumble into warm dust after the dungeon ends.

BELL OF REVERSAL

(Rare Wondrous item)

A handbell of tarnished gold that rings like a critique. As an action, ring it to invert one simple spatial truth within 30 feet for 1 round (GM-friendly examples: a locked door becomes unlocked, a staircase becomes a ramp, a pit becomes a solid span, or a harmful set change becomes a safe one). After use, roll a d6: on a 1, the bell rings again at an inconvenient time within the next hour, drawing fey attention or provoking a hostile ‘audience reaction.’

MASK OF CREDIBLE LIES

(Uncommon Wondrous item (mask))

While wearing the half-mask, you gain advantage on one Deception check per short rest. If you succeed by 5 or more, the mask ‘improves’ the lie: one minor detail becomes true in a limited way for 1 minute (GM: a prop appears, a name is remembered, a door ‘recognizes’ you). The mask grows slightly warmer each time it does this.

VERIDIAN’S RED-INK QUILL

(Rare Wand (requires attunement))

This quill writes in midair with red light. As an action, you can ‘stage direction’ a creature you can see within 30 feet; it must succeed on a DC 14 Wisdom saving throw or be forced to move up to 15 feet in a direction you choose (as if following blocking). Usable proficiency bonus times per long rest. Consequence: after your first long rest while attuned, the quill rewrites a small fact of your backstory to match the biggest lie you told in the Hall (GM and player choose together; it must matter, but should not invalidate the character).

AFTER THE CURTAIN: CONSEQUENCES THAT FOLLOW YOU HOME

In the Folding Hall, endings are authored—either by your performance, your honesty, or the violence you choose to call ‘truth.’

IF THE PLAYERS WIN

The Hall Bows: The mechanisms slow to a respectful hush. Walls fold aside to reveal a direct route to the surface, and the portraits stop watching—until the party turns away, at which point the frames subtly angle to follow them again. Each character who delivered the finale gains a minor tell: under stress, their voice takes on a theatrical cadence that makes sincere statements feel like lines.

The Lie Becomes Real: If the party resolves the finale through the Grand Finale lie, one declared falsehood becomes a persistent truth in the outside world (choose one: an NPC relationship, a reputation, a past deed, or a small piece of history). The change is beneficial now, but it creates future complications as reality resists the edit—especially around fey, judges, and oathbound institutions.

IF THE PLAYERS LOSE

Echoes in the Walls: The Hall adds the party’s voices to its library of warnings and temptations. Future explorers may hear the characters’ lines urging them toward ‘safety’—and the party’s allies might later recognize those voices, learning the heroes are not dead so much as... incorporated.

The Loop Tightens: The party escapes only in the sense that the scene resets: they find themselves back at the entrance with bruised knuckles, drained supplies, and a creeping certainty they have been here before. Each character must choose one: lose 25 gp worth of mundane gear (misplaced between cuts), or gain disadvantage on their first Deception check in the next session as their confidence cracks.

Creator’s Thoughts: This one’s a cheeky little experiment: I wanted a dungeon that rewards the thing players usually get punished for—lying—and makes ‘being honest’ the risky play. The trick is keeping it fair so it doesn’t turn into random improv roulette, so that quick lie-rubric up top is my go-to: specific, stakes, performance. Also, if they go for the big Grand Finale, don’t be shy about the consequence—letting the lie overwrite a bit of their backstory is such a weird, spicy payoff, and it’ll have the table talking for ages.

