

A MONSTER IN THE MINES by Brian Kopleck

twitter: @bkopleck

QUEST INTRODUCTION

A nearby mining town requests help after accidentally unsealing a tomb and waking a monster. Following growling in the mines, the party enters the dungeon from the northwest corner of Trial 2.

NAVIGATING THE DUNGEON

All rooms have six exits: North, South, East, West, Up, Down. Each exit is an identical opaque portal to another dungeon room. When the party exits in a direction, they appear in the next room at the opposite exit (*enter North -> exit South*).

Additionally, there is a large light on the ceiling of each trial room. When a room is entered in the correct order, the light illuminates. Any movement in the incorrect order resets the lights.

Correct order (starting from Entrance): *South, Up, North, Down, East, West*

ENTRANCE

A plain room with a large open tome painted on the center of the floor. The northern door is permanently sealed with stone. The tome reads (in an obscure language):

**FLESH WITHOUT WEAKNESS
COURAGE WITHOUT END
SKILL WITHOUT FAULT
INSIGHT WITHOUT COMPARE
SOUL WITHOUT DEFECT
ONLY THEY KNOW THE WAY**

TRIAL 1 - FLESH

This room is painted like an endless desert with bright blue sky. The floor is a metal grating with flames underneath (there are safe areas around the exits). Run/jump check to avoid burns when crossing.

TRIAL 2 - COURAGE

The room is painted like thick forest with warriors fighting/riding beasts. The floor is dirt with a large animal den in the middle. Entering the room disturbs a huge hibernating beast. The exits are blocked with doors that take 30 seconds of uninterrupted cranking to open.

TRIAL 3 - SKILL

The room is painted with ornamental weaponry. The floor is a deep spike pit but there are small platforms around the exits. Small magic targets above the exits activate platform extensions for that exit when hit with special arrows. A button near each exit shoots a special arrow across the platform. These arrows can be caught with fast hands, but shatter if they hit armor or shields.

TRIAL 4 - INSIGHT

This room is painted with bookcases. There are six orbs in the center of the room: Earth, Fire, Water, Air, Light, Darkness. Each exit is locked with space for four orbs: place orbs in the correct order to unlock the door.

TRIAL 4 CONT.

After each attempt, a number of high chimes informs the party how many orbs were both correct color and position, then low chimes for correct color, but wrong position. Each incorrect attempt fills the room with gas. A notebook on a skeleton in the room contains hints (in an obscure language):
*"Put the orbs in the correct order to unlock the door. Reminds me of a kid's game."
 "High tone means correct color & position."
 "Low tone is correct color, wrong position."
 "Order of tones doesn't seem to matter."
 "If I head south from the entrance, the sun in the next room lights up. Weird."*

TRIAL 5 - SOUL

The room is painted with hundreds of watching figures. Each exit is locked with a statue in a begging pose nearby. Giving the statue any reasonably heavy object causes it to retract into the wall and open the door. The statues cannot be tricked.

TOMB DOOR

The room has large silver doors to the south. If the party navigates the tomb in the correct order, these doors open. Behind the doors are a sarcophagus and a decorative trough filled with treasures, plus enchanted versions of any items the players gave to the beggars in Trial 5. If the party used rocks or lame items, some of the treasure is crushed and worthless.

