

A strange letter was left underneath the door of your room at the inn. The content of the letter guided you to this forgotten place, only with the promise of riches and glory.

The Trickster Hideout

Room 0

"After going down a set of stairs for what seems like an eternity the group find themselves in a large room, completely empty except for three sealed doors and a raised bowl full of ashes. Each door is made of different materials and has a slot in the middle for a coin of some kind."

Door - a

The door is made of stone.

Door - b

The door is larger and made of wood.

Door - c

The door is made of metal.

The Raised bowl

The raised bowl is full of ashes and bones but after a careful search, the group is able to find three strange coins inside of it.

The Coins

The first coin has a **Mountain** engraved on one side.

The second coin has a **Diamond** encrusted in to it.

The last coin has a **Leaf** embossed onto it.

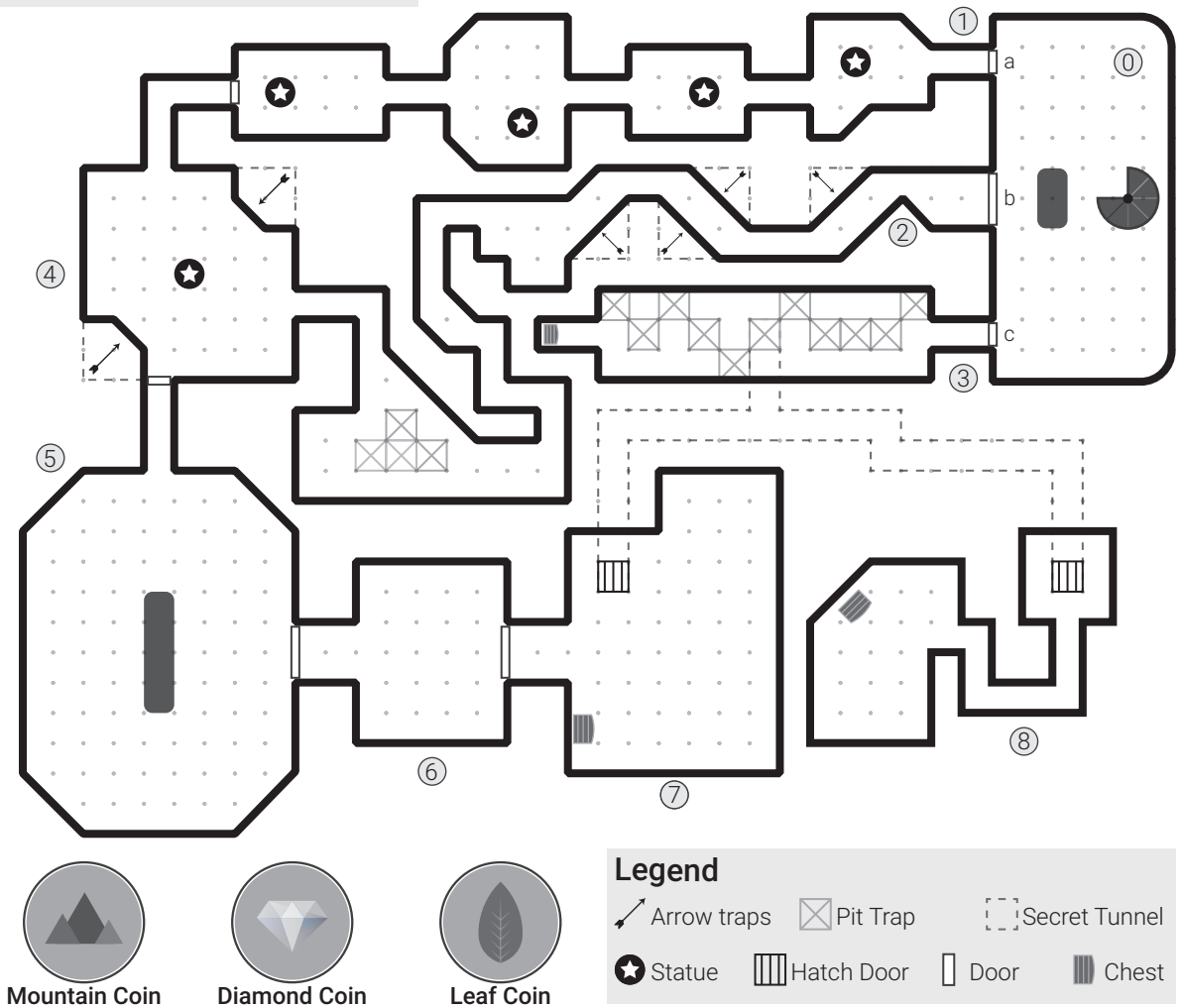
If the players insert all of the three coins in the correct doors, they will open automatically.

The right combination is:

Door a = **Mountain Coin**

Door b = **Leaf Coin**

Door c = **Diamond Coin**



Mountain Coin



Diamond Coin



Leaf Coin

Legend

↖ Arrow traps

⊠ Pit Trap

⋮ Secret Tunnel

★ Statue

▤ Hatch Door

⌂ Door

▣ Chest

Room 1

"Behind the stone door there is a series of small room connected to each other by small corridors. The rooms are empty except for the statue of a knight in every one. The statues are exceptionally sculpted and made of different materials."

The statue in the first room is **dark grey** and made of **Soapstone**.

The statue in the second room is **red** and made of **Sandstone**.

The statue in the third room is **green** and made of **Serpentine**.

The statue in the fourth room is **light grey** and made of **Marble**.

If on the statue is touched or a character gets too close for comfort it becomes alive and start to attack the closest enemy.

The **Soapstone** statue is the easiest to defeat, it crumbles after a couple of good strikes, the **Sandstone** statue is a bit harder to defeat but is able to do great damage, the **Serpentine** statue likes to strangle its enemy and the **Marble** statue is very hard to defeat.

Once each statue is defeated, it crumbles to dust, leaving 1/4 of a key in its place

Once all 4 key pieces are acquired they can be combined to form a complete key that can be used to open the door in the last room.

Room 2

"Behind the wooden door there is a corridor that weaves left and right again and again, the walls are covered in vegetation and the smell of decay is unnerving."

The corridor is full of roots and vegetation slowing the movement and it is filled with dangerous arrow traps and pit traps.

Room 3

"Behind the metal door there is a small corridor followed by a thin and long room covered in mirrors and at the end of it there is a large wooden chest."

The floor of this room is covered with a series of Pit Traps that will spring open if a medium sized or larger creature steps on it. If someone falls inside one of the pit traps they will sustain a huge amount of damage.

The wooden chest at the end of the room is an illusion.

The center pit trap is an illusion, if someone falls into it they will find a secret passage that leads into **Room 7** and **Room 8**.

Room 4

"The room is fairly big and in the middle of it there is a tall statue of a jester dancing towards you. The jester has a large ruby in its left hand and an emerald in its right. In the room there is a stone door that is closed."

If someone moves around the room the statue of the jester will keep turning to face them.

Every time the statue completes a full turn, the stone door will slightly open. After three turns the door will open completely.

If someone tries to remove the gems from the statue's hands, a bolt from the arrow trap will be released, causing heavy damage.

Room 5

"The room is extremely big and empty except for the large stone table in the middle of the room and a large metal door. The room is filled with the undeniable smell of roasted meat, pastry and stewed vegetables and the stone table is filled with a meal."

As soon as everybody enters the room the door behind them will close shut and the large metal door will open.

Entering the room is a ghostly chef bringing in a large plate with a roasted boar. Seeing that his master has not returned, he will challenge the party to a tasting contest.

Each member of the party will have to eat a full meal before the ghostly chef will disappear and let them go.

If someone tries to attack the ghost he will retaliate summoning a cadre of animal that was used to create the food on the table.

Room 6

"The kitchen is fairly big and full of tables, cooking pots, plates and all you ever need to prepare a feast for a king. The old wooden door is ajar and leads to the pantry."

Searching the room the group will find a set of valuable knife, forks and spoons, a set of copper pan, a set of 12 golden plates and a set of 12 silver chalices.

After the group is able to retrieve everything they want from this room. 10 healthy rat will attack them.

Room 7

"The pantry is filled with barrels of beer, bottles of wine, jugs of water and everything is rotting away."

Searching the room nothing of value will be found except for 10 portion of salted meat still eatable, a jar of clear and purified water that refills itself when it becomes empty and a hatch door unlocked.

Room 8

"After moving through a dusty and smelly tunnel you emerge in to a small room connected to a bigger one full of treasure."

The room is full of gold and treasure.

Displayed upon a diagonal wall there is a longsword with a hilt made of solid diamonds, more of an art piece than a functional weapon.

A large necklace of gold and silver is displayed on the wall, probably fashioned for a giant to wear.

A large chest sits underneath the necklace displaying an enormous amount of gold pieces.

A letter is left close on the ground, its content unknown...

THE END.

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