The device spins gold from nothing, so long as the candles on each of the 4 altars remain lit. But the place crawls with monsters that can't simply be cleared out. Keeping the candles lit, the dripping gold safe, and your insides on the inside will require nimbleness of thought and

One- The device is here, as is a mold to make 4 different giant keys out of the molten gold. If you want spicier loot, perhaps it can fuse items, people, spells, etc, into a single thing, or it can just spit out random treasures. 10 minutes per cycle, plus 1d10 per previous cycle.

foot in this time-management challenge.

The Narrow Hall- Once entered, there's not even enough room to turn around. Bad news if something is chasing you.

Two- An altar with candle is here, as well as a massive tree the size of a cottage.

Three- A flooded room with burnt out paper lanterns in the water. A walkway goes to another candle altar, and to an island with a coffin bleeding dark smoke- this is the resting place of the restless Father Parkness.

Four-Rotting finery in the corners, and a seated gold statue of a girl looking at herself in a golden mirror of sorts. Her chair is of black iron.

Flooded Hall- lined with the skeleton of a serpent, narrow ledges on either side, fallen rib as bridge in middle. The jump across is 20 feet.

Five- 3 doors and one altar. The winding hall takes 1d3 minutes to traverse, determined per entry. Space is convoluted within

dragon floats slowly to the surface if not pushed down with a pole every 2d4 minutes. If it surfaces, its roar is a soundwave that is also water, extinguishing all fire in the dungeon

Seven-Veins of gold in a flameblackened wall, and a candle altar. Abloodstained diary of past adventurers details some of the threats of this place.

Grues- An elevator shaft with a huge chain slowly bringing something up from below. Grues crawl up from the depths if not warded off by light. You enter this place by climbing the chain.

The Golden Bride- She is flesh if no one can see her, otherwise she is a statue. Made immortal by drinking liquid gold from the device, she seeks to drink more, and her immortality heals all ills when returning to statue form. Statue weighs 800 pounds. She will brace open doors for Father Darkness. She seeks to enter One to drink gold and mess with door configuration

Father Darkness- A Jiang Shi vampire clad in 15' of impenetrable darkness that radiates from a tattoo on his forehead. He is blinded by it, but can detect the living by their breathing and footsteps. Too stiff to operate door mechanisms, he will noisily hop around darkness to hide his daughter from the gazes of of those winding a crank. Opening one automatically closes the seeking to deny her her gold. Grues will hide in his darkness to escape light sources if need be.

Grues- Tethality and mobility as ninja tigers. Instantly killed if within illumination radius of light source. No thumbs. Check to see if a new one shows up every minute their shaft is unlit.

the device produces loot so

long as the peril is loose

Example Extra Perils

that enjoys blocking off

Sneaking Slime

Drips on candles,

paralyzes on touch,

squeezes under doors

Deals no damage.

Methane Elemental-Sneaks about,

smells bad, invisible. Flame causes it to explode with lethal

force, then reform.

Good Boy- Wants to

play fetch & lick yer face.

Also, is a dog made of lava.

doors and halls by

becoming a wall

Nurikabe-A spirit

Shadow Reflections - Cast from people passing the shadows of mirrors, which only exist if lit. They hunt whoever they duplicate if they can find them, and otherwise try to put out lights.

Can only attack those they duplicate. in search of adventurers to eat and to use his cloak of  $\square$  one  $\square$  one  $\square$  one side by correspondingly lettered door unless blocked open by, say, the bride, and they can only be closed by opening their counterpart.

