

THE PERPETUAL ENGINE

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Lured by the treasure and trapped forever in The Perpetual Engine! You can see the way out, if only you could find the key. The lights inside are the only clue. And the treasure wasn't even real.

The Necromancer lures unsuspecting adventurers into The Perpetual Engine in order to fuel his mad experiments. The ever seeing eye and his kobold minion are his eyes and ears. He is always watching!

O1 - Ever seeing eye: sees all

O2 - Hoard of Treasure (illusion)

O3 - Inactive Portal

O4 - Kobold Merchant sells rations & ammo (trades for looted junk too) Can activate the portal.

O5 - a series of 10 lights indicative of progress towards unlock D7

D1 - Door is open. Can see O2 waiting to be taken. After everyone enters door closes. (impossible to open)

D2 thru D6 are closed unless all monsters have been cleared of the corresponding room. Only one door is open at a time.

D7 is locked. No mechanism to open you can see. Can see a ladder just beyond.

R6 - a safe room that locks after 10 mins. The door remains locked for 8 hours.

R7 - is somewhere else and can only be reached by activating the portal O3.

R1 thru R5 contains a number of portals corresponding to the room number. Portals summon 1 low level monster each 5 mins after the party walks into the room room. And will summon them again 10 mins after all are dead.

E1 - Entrance: Long winding corridor sloping down

E2 - Ladder going up

E3 - Just a regular door

ON Object N
RN Room N
EN Enter/Exit N
DN Door N

E1
Key

2 ■
5 ■
1 ■
4 ■
3 ■
3 ■
4 ■
1 ■
5 ■
2 ■

Objective: After entering The Perpetual Engine the door, D1, closes and is impossible to open. The only way out is to kill the monsters in the room corresponding to the number in the right order of the key without going into the safe room, R6.

After killing the monsters in a room, the door to the safe room opens giving the party a safe place to rest if they need to, but entering the safe zone locks them in for a long rest, and resets the progress on the lights.

The Necromancer should be a deadly challenge for the party.

d6 Low Level Monster

1	Skeleton
2	Zombie
3	Goblins
4	Dragon Wyrmlings
5	Mephits
6	Kobolds

The merchant in the safe room sells only consumable items like rations and ammunition. He has a stone to activate the portal. Attacking him summons his boss.