

Eternum

Setting:

The game is set in an ancient, circular underground labyrinth known as the “Eternum”. The labyrinth is rumoured to be the dwelling place of a mythical creature that guards something legendary McGuffin.

Objective:

Navigate through the labyrinth, overcome any challenges, and retrieve the whatever the creature is guarding.

Gameplay

Entrance (Start)

The players start at the entrance of the labyrinth. They need to decipher an ancient inscription to open the door. The inscription is a riddle or physical puzzle. Some suggestions:

- “I speak without a mouth. I hear without ears. I have no body, but I come alive with the wind. What am I?” Saying “Echo” aloud opens the door.
- Scattered around the entrance area are X orbs of different sizes. Orbs must be placed in the correct order into the indentations of the door. This is hinted their surroundings. Use of logic to match the orbs to open door.

The Spiral Hallway (Skill Challenge)

The players enter a long, spiralling hallway filled with traps. They need to make careful moves to avoid triggering the traps.

The Guardian’s Chamber (Combat Challenge)

At the end of the hallway, the players encounter the labyrinth’s guardian, a powerful beast/construct. They must defeat it to proceed. The beast/construct is slow but strong, and players must use their abilities strategically to defeat it.

The Echo Chamber (Puzzle Challenge)

After defeating the beast/construct, the players enter a chamber with walls that echo. There are several symbols on the floor, and a door with the same symbols in a specific order. The players must shout the names of the symbols in the order shown on the door. The echoes will trigger the door to open.

The “McGuffin” Room

The players find the legendary McGuffin in this room. As soon as they take the McGuffin, the labyrinth begins to collapse, and they must quickly retrace their steps to escape.

Exit (End)

The players exit the labyrinth using the McGuffin as a key for the exit, completing the full circle. They are now free to divide the spoils and celebrate their victory.