

O.P.D. JULY 2024 THEME: FULL CIRCLE
NATURE'S PATH BY CF

INTRO: THE PARTY FINDS A MYSTERIOUS RING THAT ONCE BELONGED TO A DRUID ENCLAVE. INTERACTING WITH IT TELEPORTS THE GROUP TO A POCKET-DIMENSION INSIDE THE RING. SOLVING THE PUZZLES WITHIN EMPOWERS THE RING, WHICH IS THE FINAL REWARD. FOCUS: PUZZLES, EXPLORATION, NATURE, LOW-RISK

Room 4 (WINTER)

- COLD CRYSTAL WALLS AND FLOOR
- POOL OF WATER SPLITS THE ROOM IN HALF
- AT THE BOTTOM OF THE POOL IS A SKELETON AND THE **SAPPHIRE KEY** (UNLOCKS CHEST IN ROOM 3)
- NORTH PASSAGE: FLOWERY SCENT
- EAST PASSAGE: WINDY

SOLUTION: FREEZE THE POOL, WHICH CAUSES THE CRYSTAL SURROUNDINGS TO SHINE EVEN MORE
→ ESSENCE OF WINTER ACTIVE

EXIT: CREATE A PORTAL TO THE MUNDANE WORLD BY WALKING THROUGH THE ROOMS IN THIS ORDER AND NO BACKTRACKING:
1 → 2 → 3 → 4 → 1 WHEN EVERYONE LEAVES, THE RING LOCKS WITH ITS CURRENT POWER, BUT RESETS IN d100 YEARS, RESTARTING THE ADVENTURE.

RING OF NATURE'S PATH (POWER DEPENDS ON ACTIVE ESSENCES AT THE END)

→ SPRING: SUMMON RAIN: 1/DAY + CAN TALK TO PLANTS

→ SUMMER: IMMUNE TO FIRE

→ AUTUMN: FLY: 10 MINUTES/DAY

→ WINTER: FREEZE A MINOR ENEMY: 3/DAY

Room 1 (SPRING)

- PARTY ARRIVES HERE
- FLOWERY SMELL, WALLS MADE OF BARK AND ROOTS
- GLOWING MUSHROOMS EAT 1 = GLOW FOR d4 HOURS
- IN THE MIDDLE IS THE WOODEN SCULPTURE OF A FLOWER. CARVED AT THE BASE ARE THE WORDS: "TEARS OF LIFE"

- EAST PASSAGE: WARM
- SOUTH PASSAGE: COLD

SOLUTION: WATER THE SCULPTURE, WHICH CAUSES FLOWERS TO BLOSSOM ALL OVER THE ROOM.

→ ESSENCE OF SPRING ACTIVE



Room 3 (AUTUMN)

- FLOOR COVERED IN TREE LEAVES UP TO KNEE-HEIGHT
- SLIGHT BREEZE TRAVELS AROUND THE ROOM
- HIDING IN THE LEAVES IS THE **SAPPHIRE CHEST** (LOCKED, KEY IN ROOM 4) INSIDE THE CHEST IS THE **WAND OF HEAT AND COLD** → CHANGE THE TEMPERATURE OF YOUR SURROUNDINGS. YOU ARE IMMUNE TO THE CHANGES. d6+1 CHARGES
- A ~~HOSTILE AIR ELEMENTAL~~ SPAWNS AFTER A WHILE.
- NORTH PASSAGE: WARM - WEST PASSAGE: COLD

SOLUTION: DEFEAT THE AIR ELEMENTAL OR SOOTHE IT WITH MUSIC
→ ESSENCE OF AUTUMN ACTIVE

Room 2 (SUMMER)

- CLASSIC DUNGEON STONE ARCHITECTURE
- GIANT BRONZE SUN DIAL, HOT
- 2 TORCHES
- WEST PASSAGE: FLOWERY SCENT
- SOUTH PASSAGE: WINDY

SOLUTION: REMOVE ALL LIGHT SOURCES EXCEPT ONE. USE IT TO CAST A SHADOW FROM THE SUN DIAL, AND TAKE A FULL LAP CLOCKWISE WITH IT. THIS CAUSES THE SUN DIAL TO GAIN A MINOR LIGHT GLOW.

→ ESSENCE OF SUMMER ACTIVE

SECRET: TAKING A SECOND LAP WITH THE SUN DIAL'S SHADOW OPENS A SECRET COMPARTMENT WITH **2 TOPAZES** AND THE **SEEING BLINDFOLD**

- PERCEIVE YOUR SURROUNDINGS CLEARLY
- SEE INVISIBILITY AND DETECT ILLUSIONS
- YOU ARE WEAK AGAINST PSYCHIC AND MENTAL EFFECTS

SPECIAL: THE PASSAGES BETWEEN ROOMS ARE "CURTAINS" OF PURPLE LIGHT THAT BLOCK VISION.