

The Moonlit Door

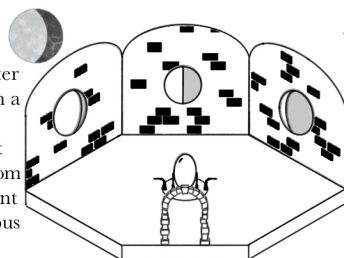
by William Johnson

You have of course heard of such things, secret writing that can only be seen by the light of the moon, but the doorway is something else entirely. An entire doorway that only appears under the light of the summer moon, more, that seems to change as the moon changes shape. Most nights it is locked, unopenable, but at last, the first night after the full moon, as the moon begins to fade once again, you find the door unlocked, now at last, you can explore, you can learn what mysteries lie beyond the Moonlit Door.

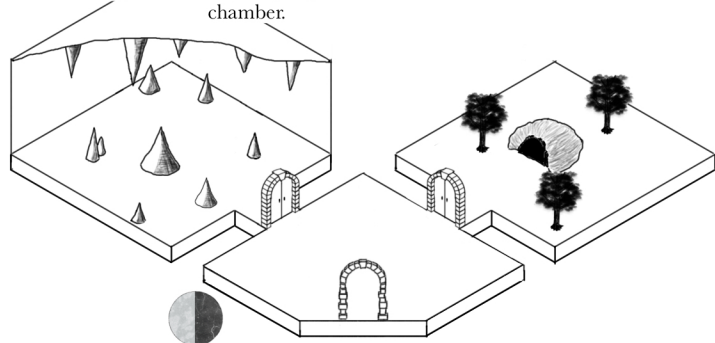
Chamber of the Waning Gibbous

The first chamber can be accessed for seven nights after the full moon. The room contains a mirror situated on a rotating platform in the center. Above is a skylight, blocked with dirt and grime that would normally let moonlight shine down onto the mirror. Around the room are five murals, one on each wall, each showing different phases of the moon (Both Waxing and Waning Gibbous and Crescent as well as the third quarter).

By clearing the skylight and reflecting moonlight from it to the third quarter moon, the party can unlock to next chamber.

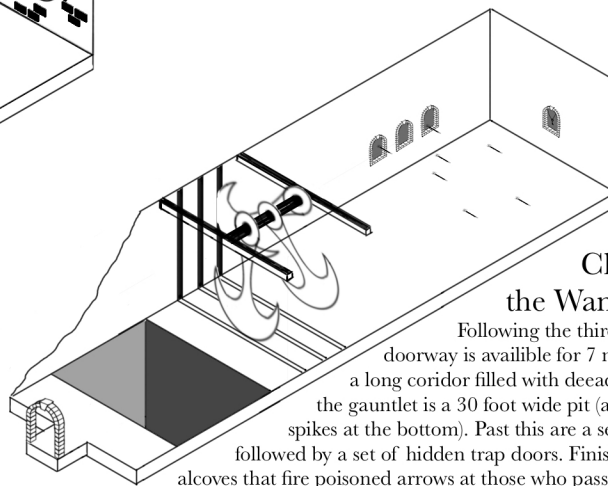


Use the dial attached to this page to keep track of the current phase of the moon. As the moon changes, so too does what lies beyond the mysterious doorway.



Chamber of the Third Quarter

The second room can only be accessed for a single night and only if the puzzle in the chamber of the waning gibbous has been solved. This room presents two doorways, beyond which lie two separate guardians. The doors depict images of these guardians, one a giant wolf, the other an enormous bat. The wolf guardian seems to be made of moonlight while the bat seems to be made of pure shadow. Besting either one of these guardians in combat will unlock the next chamber.



Chamber of the Waning Crescent

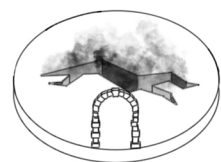
Following the third quarter moon, this doorway is available for 7 nights. The third room is a long corridor filled with deadly traps. At the start of the gauntlet is a 30 foot wide pit (about 60 feet deep with spikes at the bottom). Past this are a set of swinging scythes followed by a set of hidden trap doors. Finishing it off are a set of alcoves that fire poisoned arrows at those who pass them. At the far end is a small alcove set into the wall with a medallion hanging in it. Having this medallion enables the party to enter the door on the night of the new moon. Safely navigating the traps and returning back with the medallion is all that is required here.

Chamber of the New Moon

Provided the party has retrieved the medallion from the chamber of the waning crescent, for a single night, on the night of the new moon, the door leads to a small round room. In this room lies a chasam, vapor rising from it and an inscription on the wall. The inscription reads:

Only a true sacrifice will open the path forward.

In order to open the door to the Chamber of the waxing crescent the next night, the party must be willing to sacrifice something of the utmost value to them. This sacrifice can never be reclaimed.

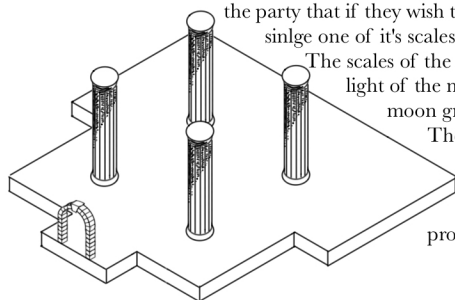


Chamber of the Waxing Gibbous

The penultimate chamber is open for seven nights provided all previous chambers were solved. Inside is a dragon, the final guardian the party must face in order to claim their reward. The dragon has silver scales, each tipped with black and tells the party that if they wish to open the final door, they must claim a single one of its scales which will serve as their key.

The scales of the dragon shift and change with the light of the moon, the black slowly disappearing as the moon grows more closer to full.

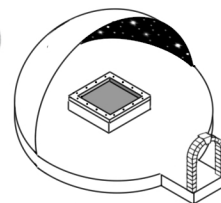
The party needs only a single scale from the dragon which can be obtained without killing the dragon. The dragon will willingly part with a scale if the party prove themselves to it in combat.



Chamber of the Waxing Crescent

This room is a large dome enchanted to appear as the night sky. Stars shine down from the ceiling. A table in the center of this room has 16 glowing white stones and a velvet top. Observing the night sky will reveal a missing constellation, Draco, or the Dragon. Arranging the stones on the table to form the missing constellation will allow the party to access the chamber of the first quarter.

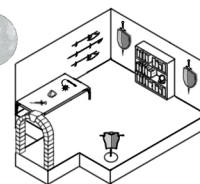
This room remains open for 7 nights allowing the party time to research the puzzle.



Chamber of the First Quarter

Solving the puzzle in the chamber of the waxing crescent gives the party access to the chamber of the First Quarter. They are given a single night to access this room in which are a variety of weapons, armor, tools, and other artifacts.

A note on the table reveals that there is no requirement to access the penultimate chamber but that the party may each take a single treasure to aid them in their final endeavor to claim the ultimate prize. They have only a single night to access this room, and should anyone take more than one treasure, all the treasures will decay and disappear upon entering the final chamber.



Chamber of the Full Moon

The final chamber is only accessible on the last night of the cycle, the full moon. Inside is a pool of water, its surface reflecting the full moon that shines through a window set high in the wall. The water holds the power of life. It is capable of healing any wound, curing any disease, and even extending the life of those who drink it.

