

# ETINA'S LABYRINTH

The followers Etina, the God of insight, would take a once in a lifetime pilgrimage to walk Etina's Labyrinth. It was said that walking the path of the labyrinth was both a privilege and a demanding endeavour. Worshipers of Etina were often wandering soothsayers, able to foresee future events and have insight into secrets. Their religious order was purged after a warring royal deemed them a dangerous cult. Etina's ways have all but been forgotten and her labyrinth has fallen into neglect. Bandits have moved in and made it their home.

## PLOT HOOKS

Greta has sworn to honour the memory of her grandfather, a follower Etina, by clearing out the bandits. She doesn't have much to offer, but she does have a map of the labyrinth.

Etina speaks directly to one of the adventurers in a vision asking them to clear her sanctuary and reconsecrate it.

Locals talk of a scourge of bandits who are robbing the travellers on the road. They seem to be using unusually shrewd tactics.

## THE LABYRINTH

The large stones used to build the solid walls of the labyrinth, glow gently with a deep red hue. The minerals that have leached out the rocks seem to grant the denizens of the labyrinth with enhanced intelligence and insight.

## THE BANDIT HIDEOUT

Bandits have taken over a large section of the labyrinth. (1a) Two guards on lookout will immediately retreat to the fortifications and warn the rest of the gang. The guards will drop back to the arrow slits (1b) and bombard the party with arrows as they advance up the corridor. If the party get to close, again the bandits will drop back around the corner jumping over the spring spear trap (1c), and taking up position behind the rock wall (1d). As the adventurers move past the spring spear trap another second group of bandits will push down the false wall (1e) and attempt to flank the group. Any other bandits will take up tactical positions around the rest of the encampment.

Concealed in a makeshift room (1f) are bandit chiefs Nelson and his half-Orc husband Boza. They will callout to the rest of the gang, in the barracks (1g) and the storage area (1h) to aid them if attacked. Looting the chief's room will yield fine clothes studded with jewels and gold, an embroidered silk cloak, a potion of blur, a masterwork long sword and a moonstone.

## ETINA'S PATH

The pilgrimage taken by Etina's acolytes was one of deep personal reflection. It was said that Etina would grant great insight and revelation those who stayed the labyrinth's path. The labyrinth was more than just a holy site, but rather a true test of her follower's commitment to their faith.

Along the labyrinths winding path, stone dais' have been built at each corner they both encourage the acolytes on their journey and warn them of their sacrifice that their faith in Etina requires. The first dais (2a) has an intricately carved pedestal

with a large open eye on top. The inscriptions, that have faded over time, warn pilgrims that only those who stay on the path will receive the blessing of the Etina. On the second dais (2b) there is a what looks like a low walled well 1ft in diameter. It's clear that the bandits have used it to throw rubbish down but an inscription tells pilgrims that to receive Etina's insight, they must first give to Etina a gift of something they consider personally valuable. Following the path, the next dais (2c) is in ruins.

## THE LONG WALK

It is clear by the piles of rubbish that the bandits have not ventured further into the labyrinth than this point (2d).

The inscription on this dais warns pilgrims to prepare themselves for the 'long walk'. As the adventures walk the outer ring of the labyrinth time seems to warp. Whilst no physical toil is taken on their body, mentally each step begins to feel like it takes an hour. Conversations become impossible as words stretch like elongated whale song. As the adventurers press on they see bones picked clean, former bandits or pilgrims its impossible to say. As the time dilation increases the adventures begin to have visions of their past, as Etina helps unravel some of their own mysteries. Half in and out of their visions only the truly perceptive will notice the webs of a giant spider (2f). Her abdomen pulsates with pustules containing swarms of her children.

If the adventurers make it to the end of the outer ring, time will slowly realign. On top of the dais at the end of the outer ring (2g) sits a shallow basin filled with a clear liquid an inscription reads 'Wash away your past and walk on into the future'. The liquid is healing to both the body and soul to drink. As the adventurers travel further in the air becomes heavy with moisture, puddles litter the ground.

Stalagmites have grown as the sediment has dripped through the ceiling. Hiding amongst them is a malnourish roper (2h) eager to pull in its next meal. The dripping water has eroded most of the next dais (2i), the few legible carvings seem to be tasking the pilgrims to bring Etina's insight to the world. As the adventurers round the penultimate corner, they can see ahead of them an alter (2j) on which lies the party's sacrificed items. Each item glows with a slight magical aura. Those who dash forward may not notice the almost perfectly transparent gelatinous cube hanging in the corridor. Etina again will show her gratitude for removing those who have befouled her sanctuary and blast away the rocks sealing the exit.

**an adventure by Dylan Barker**

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