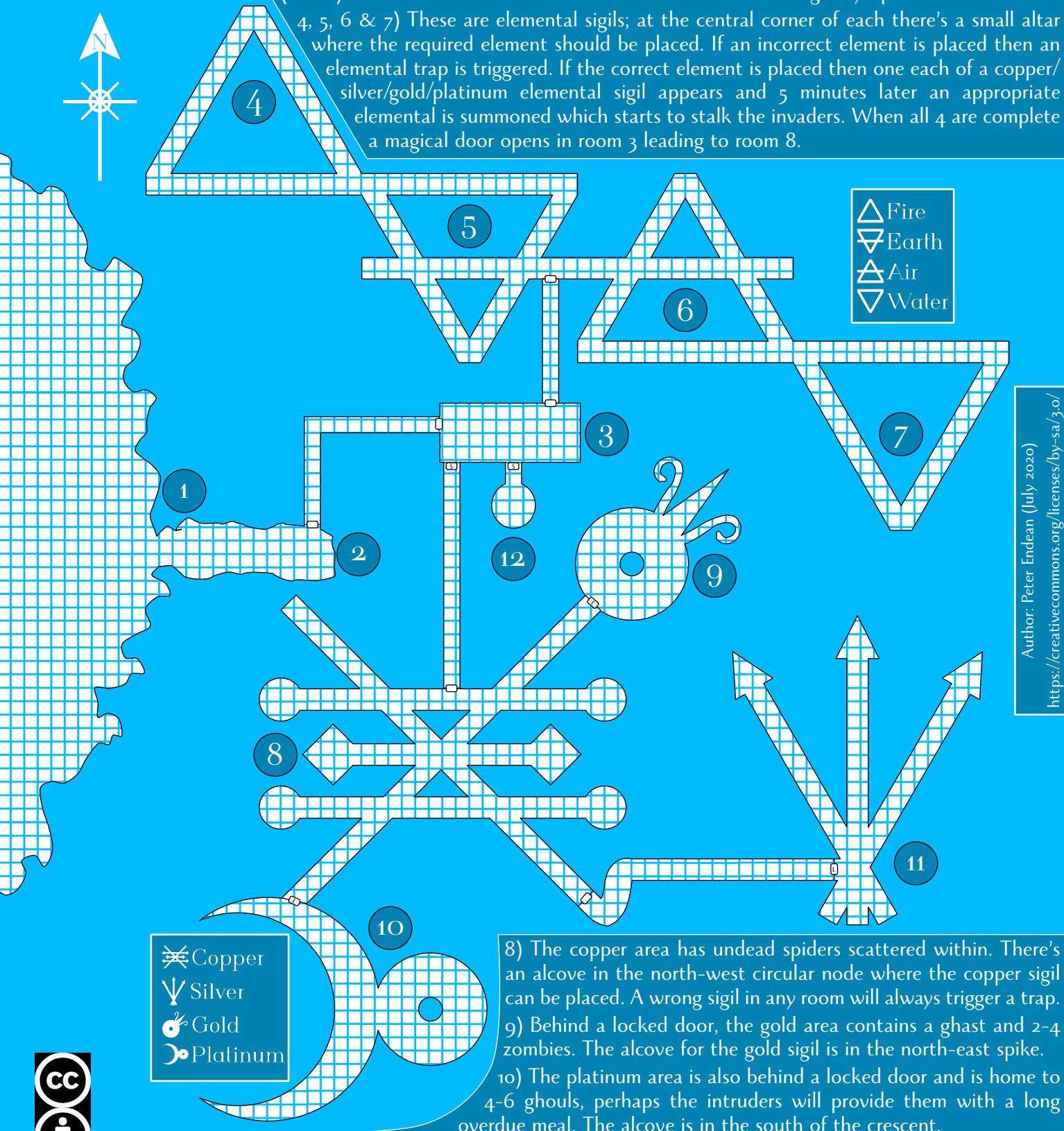


In Their Element

- 1) A recent rockslide exposed a cave, tracks outside indicate this has already been discovered.
- 2) 8-10 jackals are living in this cave. Any loud disturbance here may draw attention from the gnolls in room 3. There is a smashed door to the north at the back of the cave.
- 3) 5 gnolls live here now, the door to the west is shattered and a stone door to the north is sealed. The two doors to the south are hidden and can only be magically revealed once other parts of the dungeon are solved. There are 4 alcoves, each containing one item: an empty glass orb (air), a lit torch (fire), some pebbles (earth), and a cupped handful of liquid (water). Once all of these are taken the door to the north magically opens.

- 4, 5, 6 & 7) These are elemental sigils; at the central corner of each there's a small altar where the required element should be placed. If an incorrect element is placed then an elemental trap is triggered. If the correct element is placed then one each of a copper/silver/gold/platinum elemental sigil appears and 5 minutes later an appropriate elemental is summoned which starts to stalk the invaders. When all 4 are complete a magical door opens in room 3 leading to room 8.



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- ⚔ Copper
- ⚔ Silver
- ⚔ Gold
- ⚔ Platinum

- 8) The copper area has undead spiders scattered within. There's an alcove in the north-west circular node where the copper sigil can be placed. A wrong sigil in any room will always trigger a trap.
- 9) Behind a locked door, the gold area contains a ghost and 2-4 zombies. The alcove for the gold sigil is in the north-east spike.
- 10) The platinum area is also behind a locked door and is home to 4-6 ghouls, perhaps the intruders will provide them with a long overdue meal. The alcove is in the south of the crescent.

- 11) The silver area holds a trapped mummy, it waits hidden in the darkness in the western niche of the sigil, just south of a locked rune covered door. The alcove is in the far end of the north-west corridor.
- 12) When all the alcoves are correctly filled the door to 12 is revealed and opens. Here is the treasure chamber where the adventurers can claim their rewards.

